

RENDEZVOUS IN KRAKOW™

**TWILIGHT:
2000™**

The
Vistula
Epic™

Volume

1

GDW
GAMES



RENDEZVOUS IN KRAKOW

Version 2.2

Book One of the Vistula Epic™



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MAP KEY



WOODS



RUBBLE



**INHABITED
(Occupied)**



**UNINHABITED
(Abandoned)**



FARMLAND



MINES



**OLD CITY WALL &
SURROUNDING PARK**



HILL

DEATH ON THE ROAD

For weeks we'd been on the road, travelling mostly at night and hiding by day. We'd heard a lot about Krakow and were hearing more and more as we got closer. Remember the old stories of El Dorado that used to lure the Spanish conquistadors on in the Americas? Krakow was like that for us.

Maybe it wasn't a city of gold, but it was a place where, rumor said, you could get anything, buy anything, but the best thing they had was peace.

Krakow was a free city.

It was back in the fall of '99 when Krakow declared itself a sovereign state. I don't know how they expected to get away with it, but they did, I guess, because the local garrison stayed on as the city's defense. They made the city tough enough that no one left in southern Poland cared to take them on.

We met some merchants on the road south of Radomsko who told us that the garrison now did nothing but keep the peace. The War wasn't allowed in Krakow. We'd be able to trade for food, for ammo, for some other things we hadn't seen in a long time. Peace? Hell, to us, after Kalisz and a month of nothing but running and hiding and fighting, a bit of peace and quiet was exactly what we needed.

In view of the way things worked out, all I can say is that it sounded like a good idea at the time.

For the purposes of this adventure, the PCs' group is assumed to consist primarily of survivors of the US Fifth Division (Mechanized), which was destroyed by two Soviet armies during the early summer of the year 2000 near the central Polish city of Kalisz. The 5th and the other units of the US XI Corps were attached to the German 3rd Army and took part in the last great offensive of what has come to be referred to as "the War" (always capitalized).

In the months since that time, the group has wandered roughly south in an attempt to locate friendly forces, and has fought several small engagements with scattered Polish and Soviet forces (who seem to be in a similar state of disorganization and confusion).

Bands of marauding bandits, made up largely of deserters from all armies, have become increasingly common in recent weeks, and the local civilians are increasingly hostile to all soldiers. Recently, during their travels, they heard rumors about the Free City of Krakow in southern Poland, a place where a strong local garrison (the Polish 8th Motorized Division) enforces a tense local peace—a place where the War has been called off. The group has decided to travel to Krakow to seek information about friendly units and the location of friendly lines, and barter for whatever

replacement parts and supplies they might need. Primarily, however, the characters are beginning to weary of the constant fighting, and they need to find a place to rest, recuperate and plan future moves. They hope to accomplish all this in the Free City of Krakow.

AMBUSH

The PCs are on a road leading to the city of Krakow when they come upon a firefight in progress. The first sign that anything is amiss will be the sound of gunfire in the distance, at first quite heavy, but soon dropping off to sporadic gunshots. By the time the character group arrives on the scene of the ambush, the gunfire will have largely ceased.

They will see a group of American military vehicles, five hummers and three 2½-ton trucks, clearly ambushed while they were strung out along the road. The attackers are still very much in evidence. Some are in the process of pitching the bodies out of the vehicles; others are collecting arms, ammo and other equipment and transferring them to undamaged trucks. The victims are clearly American soldiers, as they are all in American uniforms and armed with American weapons.

The attackers are a mixed bag, clothed in an assortment of civilian clothing and military uniform pieces from several nationalities. Their weapons and equipment are equally eclectic, and their lack of discipline and general demeanor indicate that they are not part of any regular military unit (although perhaps some of them once were).

Several horses are in evidence, but if the marauders have any vehicles, they appear to have left them somewhere else (which is the case).

At the approach of the PCs' group, the bulk of the attackers will panic and flee, taking several of the undamaged vehicles with them. A small group will remain behind for a few minutes, fighting a rear-guard action which allows the remainder to escape, then will attempt to get away themselves. To the expert observer, this looks more like the impromptu actions of fighters too slow to escape than a pre-planned covering maneuver.

There is no coordination of effort, no evidence of pre-planned escape routes or proper covering fire, no sentries to detect the approach of a hostile party, all proof (if any more was needed) that the attackers are nothing more than a band of marauders.

If the group chooses to pursue the marauders, consult the sidebar on the opposite page.

LONE SURVIVOR

Whoever the attackers were, they have done their work well. There is only one survivor of the ambushed column, a Special Forces lieutenant whose dog-tags identify him as Frederick L. Schaeffer. The characters will find him, mortally wounded, lying where he dragged himself after the attack.

Schaeffer is clearly dying, a fact readily apparent even to the most inexperienced eyes. In his last moments, he will gasp out the following:

"Ambush.... Cutler...Cutler...got...away. Ambush...knew we were coming.... Cutler has briefcase.... Get Cut...." A coughing spasm wracks him, and bloody froth dribbles from his mouth. His voice dwindles to a whisper as he continues, "Reset...understand? Operation Res.... Vitally important.... They'll pay.... Cutler...back...to...Krakow.... Gottogetcase...to...." A final spasm of coughing shakes him into unconsciousness, and his pulse stops a few moments later.

Should the player characters choose to search the remaining vehicles in the convoy, they will find nothing of importance. If the group is short of weapons, ammunition or spare parts, the referee may allow them to scavenge from the remaining vehicles, since the marauders were unable to loot the convoy of everything before they fled.

PURSUIT

If the players' group chooses to pursue the attacking marauders, set the situation up as a small combat, using the encounter map on page 175 of the **Twilight: 2000** rules. There should be about the same number of marauders as characters in the players' group, all of them armed and equipped per the description "Marauders" on page 160 of the **Twilight: 2000** rules. Most of the marauder "rear guard" should be Novices, reflecting the fact that they were not on the ball enough to leave the instant the PC group showed up.

The referee should control the marauders and have them fall back to the south under covering fire from the wooded hill. It is doubtful that the PCs' group will be fast enough to surround and capture any of the retreating marauders, but if they do, they may choose to question them.

Allow one interrogation task attempt per prisoner per 15 minutes, with no more than a total of two attempts per prisoner overall. Verifying that the attackers were not regular military troops is Easy: Interrogation. Learning why the marauders fled so rapidly is Easy: Interrogation (the marauders believed the PCs were part of the Krakow ORMO on a long-range anti-bandit patrol). Learning the truth about the attack on the column is Formidable: Interrogation (the Americans were led into an ambush by a traitor within their party, a person who has worked with the marauders on several other occasions). The referee may choose to reveal further information from the prisoners, but it should be of no importance to the overall adventure plot.

The referee may resolve any searches the PCs choose to carry out. Each prisoner will have a personal weapon, a small supply of ammo and food, perhaps a grenade, and personal effects (possibly including Krakow ration chits and/or identity papers).

How the player characters choose to handle the prisoners after the interrogation is up to them. The nearest thing resembling a civil authority is in Krakow, about a day's journey away.



PLAYERS' BACKGROUND

APPROACHES TO THE CITY

Since the city is on the north bank of the river, groups of US soldiers leaving Kalisz after the destruction of the US 5th Infantry Division will probably approach the city from the north or northwest. This sidebar describes what the group has experienced on the way to the city for a given approach route.

From the West, along the North Bank of the Wisla: The characters will encounter only two sizable urban areas—Oswiecim and Dwory. Though only lightly damaged, the area around these two cities has been completely abandoned and is pretty much devoid of life—human, plant or animal. Stories and rumors circulate among the peasants of southern Poland that the region is haunted, a place of death, shunned even by animals. The State Chemical Establishments at Dwory burned earlier in the War, and the cloud of deadly fumes from the destruction has killed or driven off much of the region's original population and accounts for the lack of wildlife in the vicinity. Another reason for the rumors lies in a nearby relic of the past, a monument to humanity's capacity for cruelty to itself. Oswiecim—better known by the German form of its name, Auschwitz.

From the West, along the Chrzanow/Krakow Road: The characters will pass through three communities along this road—Chrzanow, Krzeszowice and Zabierzow. Chrzanow and Krzeszowice were the site of a bad harvest and food riots some months ago. Both villages are now almost abandoned except for a few scavengers and farmers. They are uniformly hostile to strangers, especially soldiers of any kind. Located just beyond the ruins of Krakow's airport, Zabierzow is almost solely an outpost of Krakow's defenses. Krakow ORMO are nearly always stationed here. The village has not been hurt by the War, and most of its several hundred civilians remain.

If the players group passes through Zabierzow, the referee should treat it as the first checkpoint encounter (see pages 12-13, Approaching Krakow).

From the Northwest or North: Fallout from the nuclear attacks on the Sosnowiec industrial complex (which is off the map to the west and northwest) serves to keep people from settling in any of the villages along this road except Miechow, which managed to avoid contamination by some lucky fluke of wind and weather. The villages of Olkusz and Ochow are located in the middle of an extremely rugged area that was a national park before the War, and they keep pretty much to themselves. The heavily wooded hills and rocky ravines of the area help them preserve their privacy.

The city of Krakow is located in southern Poland, on the north bank of the river Vistula (Polish: *Wisla*) at the foot of the Carpathian mountain range. The city was founded in the Dark Ages by the Polish hero-prince Krak (or Krakus), and served as the capitol of the Wislanx (Vistulan) tribe, after whom the river is named. The city was a center for trade and commerce along the river, but was under Czech control until about AD 1000, when a number of Polish principalities achieved independence.

The city was destroyed by the **Tatars** in the 13th century, but soon rebuilt itself and became the capital of a reunited Poland in 1320 under Wladislaw I. Although the capital was moved to Warsaw in 1609, Krakow retained a position in Polish culture as the coronation and burial site of Polish royalty. With the three partitions of Poland in the 18th century, Krakow became part of the Austrian empire, and an independent Poland vanished from the map.

Except for a brief period during the Napoleonic wars, both the city of Krakow and the nation of Poland remained under the domination of one large neighbor or another until 1919, when the Treaty of Versailles recreated an independent Poland. World War II brought the occupation and division of the nation once again; Krakow ending up under German control until liberated by the Soviet Army in 1945.

After the war, Poland became part of the Warsaw Pact and remained a Soviet ally (albeit an uncomfortable one at times) until the outbreak of the War.

Although the city itself was not attacked during the War, the Nowa Huta steel works in the suburb east of the city were subjected to air strikes, and the general collapse of civilization took its toll. Plague, famine and civil disorder decimated the populace, reducing Krakow's population from its pre-War level of 600,000 to less than 80,000.

In 1999, the *Rada* (city council) and the Polish 8th Division (then serving as the city garrison) declared Krakow to be a free city, meaning that it had seceded from Poland and did not wish to participate further in the War. The 8th Division formally disbanded and reformed itself as the ORMO (militia) of the Free City of Krakow.

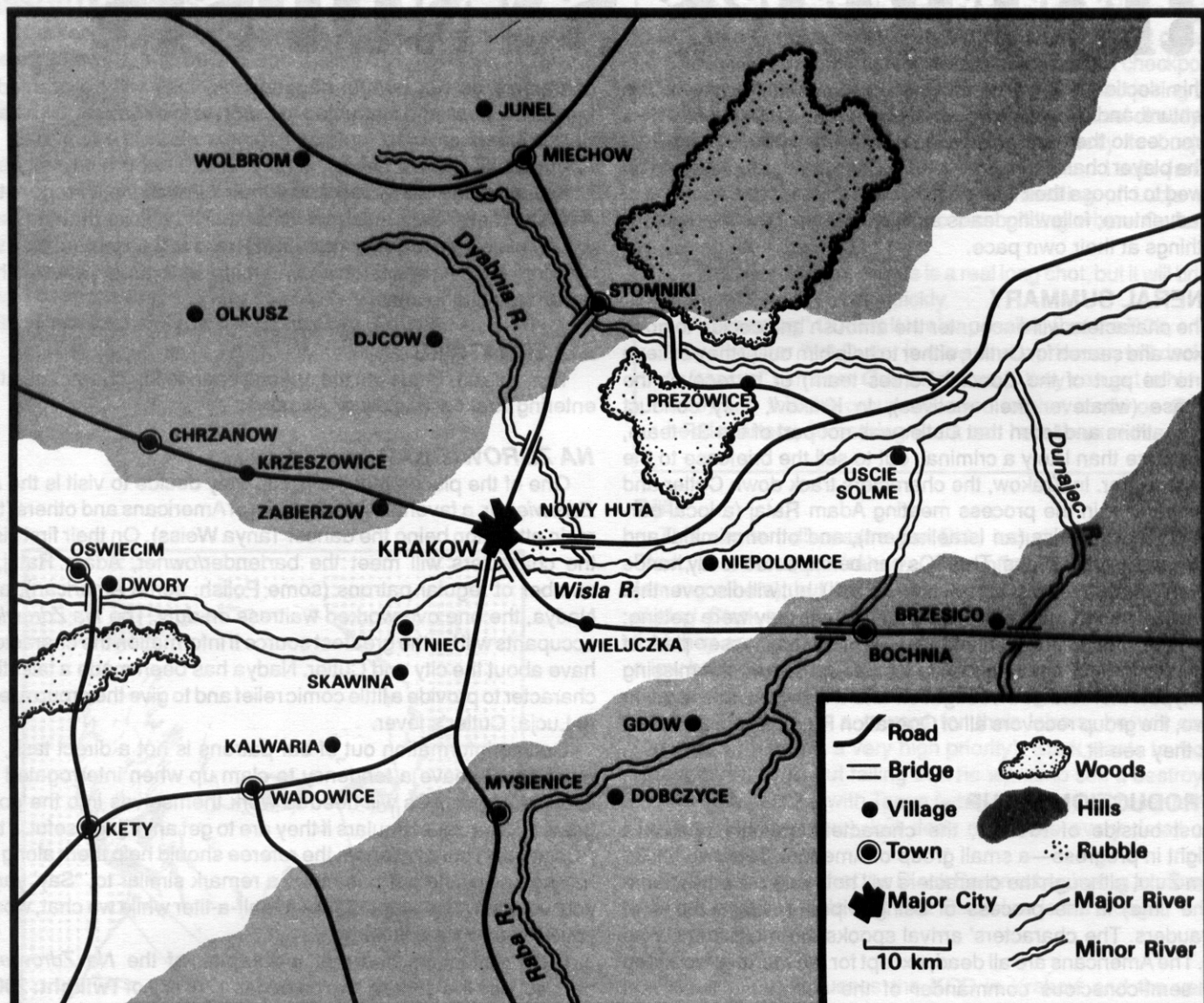
The city has shrunk in on its central medieval core. Whole districts of the city were abandoned and today are burnt-out shells, reminders of the riots which struck soon after the plagues and famine began. Many empty buildings have been destroyed, the rubble used to build the walls which now enclose the old city. Once again Krakow has the flavor (if not exactly the look) of a medieval town.

As the PCs approach Krakow, they will find signs in numerous languages (Polish, English, Russian and German, primarily) warning travellers that parties approaching Krakow by any route other than an authorized road will be subject to attack without warning by the city militia. The signs will also warn that open fields

are mined and will caution travellers to approach the city only along certain designated roads. From time to time, the group will pass the burnt-out wreckage of one or more vehicles, a grim

demonstration of the truth of the signs' warning. As travellers near the outer perimeter of the city, the signs will direct them to one of the checkpoints maintained by the ORMO.

Krakow and Its Environs



REFEREE'S SYNOPSIS

This section will give referee's an overall synopsis of the adventure and provide some hints on how to administer it. All references to the basic rules are to **Twilight: 2000**, version 2.2.

The player characters (and any NPCs in their group) should be allowed to choose their own path through the various segments of this adventure, following leads as they uncover them and pursuing things at their own pace.

GENERAL SUMMARY

The characters will encounter the ambush and decide to go to Krakow and search for Cutler, either to help him out (if they believe him to be part of the Special Forces team) or to recover the briefcase (whatever their motives). In Krakow, they conduct investigations and learn that Cutler was not part of the SF team, and is more than likely a criminal, out to sell the briefcase to the highest bidder. In Krakow, the characters track down Cutler and the briefcase, in the process meeting Adam Rataj (a local bartender), Tanya Weiss (an Israeli agent), and other criminal and espionage organizations. The PCs can be expected to lay hands on the briefcase (and perhaps Cutler as well), but will discover that they have less than half of what they thought they were getting: The papers in the first briefcase are only the lesser part of Operation Reset—they must also locate and secure the missing prototype. After further investigation and a clandestine operation or two, the group recovers all of Operation Reset and disposes of it as they see fit.

INTRODUCTION/SETUP

Just outside of Krakow, the characters stumble across a firefight in progress—a small group of American soldiers (Strike Team Zulu, although the characters will not know it by that name at the time) in the process of being wiped out by a band of marauders. The characters' arrival spooks the marauders, who flee. The Americans are all dead, except for the mortally wounded and semi-conscious commander of the column, a lieutenant named Schaeffer, who manages to choke out a cryptic message about Krakow, someone named Cutler and a very valuable briefcase.

PLAYERS' BACKGROUND

This section deals with Krakow's background history, present conditions and everything else the characters would know about the city before entering. It includes a map and a brief description of the area surrounding the city. Players can be allowed to read this section, but should not be exposed to other parts of the adventure except as noted elsewhere.

KRAKOW CHECKPOINT

The characters arrive at a guardpost along the road into Krakow and must interact with the guards at the checkpoint. If the

characters do not bungle negotiations, they will be granted a temporary pass and instructed to report to the *Ratusz* (town hall).

RATUSZ (TOWN HALL)

Assuming the characters follow their instructions, they go to the *Ratusz*. There, they must convince a civic official that they are worthy of being allowed to remain in Krakow. If accepted, they will be given proper papers and some hints as to areas where other Americans like to stay.

ALTERNATIVES

This spread discusses the options open to the characters after entering Krakow (legally or illegally).

NA ZDROWIE BAR

One of the places that the group may decide to visit is the *Na Zdrowie* bar, a favorite watering hole of Americans and others (the main attraction being the dancer Tanya Weiss). On their first visit, the characters will meet the bartender/owner, Adam Rataj, a number of regular patrons (some Polish, some American), and Nadya, the one overworked waitress on duty. The *Na Zdrowie's* occupants will be the greatest source of information the characters have about the city and Cutler. Nadya has been made a talkative character to provide a little comic relief and to give the group a lead to Lucja, Cutler's lover.

Getting information out of bar patrons is not a direct task, as most people have a tendency to clam up when interrogated by strangers. The PCs will need to work themselves into the good graces of the bar's regulars if they are to get anything useful. If the PCs are particularly dense, the referee should help them along by having one of the patrons make a remark similar to, "Say' yank, you wouldn't mind standing me to half-a-liter while we chat, would you? My throat's a little dry."

If the action dictates that a floorplan of the *Na Zdrowie* is needed, use the generic one on pages 178-179 of **Twilight: 2000**.

On their subsequent visits to the bar, the group will encounter Tanya, the dancer/waitress/spy. They should not meet Tanya too early in the adventure, because she could give them too much information too soon, but later on she may prove valuable.

RAPACKI

Rapacki is one of the potential buyers of the briefcase that Cutler took from Strike Force Zulu and a potential source of information for the PCs in tracking Cutler down. Rapacki also represents a potential threat to the PCs once they have secured Cutler's briefcase.

LUCJA

Lucja, a waitress at *Na Zdrowie*, is in love with Cutler, who asked her to go into hiding and conceal the briefcase until he

comes to retrieve it. She and the papers are currently hiding out with a relative. Lucja knows nothing of the briefcase, but can serve as a lead to the location of Cutler.

ASSORTED TAILS

This section discusses the various ramifications of following or being followed, and how to sort it all out.

GUZ STANISLAW

Guz is one of Krakow's chief criminal kingpins and one of the people Cutler offered the Reset briefcase to. *Guz* has the Reset prototype and plans to use the Reset project to enhance his position of power in Krakow. Through *Guz*, the group will meet "Koko" Kokoszczyński, an NPC they will remember for a long time.

Guz is also cooperating with the Black Baron of Warsaw, selling him munitions and supplies to help him in securing control of the city of Warsaw and the rest of northern Poland.

FINDING CUTLER

The PCs have one chance to actually lay hands on Cutler before he is captured by *Guz* Stanislaw. To accomplish this will require some quick thinking on their part, adherence to the following course of action and no small amount of tact.

First, the group must enter Krakow through a checkpoint and travel directly to the Ratusz as instructed, acquiring the proper papers. From the Ratusz, they must travel directly to the *Na Zdrowie* bar, and from there directly to Lucja's apartment. If they do all of this, they will find Lucja Janick actually in her apartment. Careful handling of Lucja will convince her to lead them to the building where Cutler is hiding (see page 22).

This sequence of events is a real long shot, but it will bring events to a head very quickly.

"Rescuing" Cutler: It is also possible that the PCs, once they discover that Cutler is alive and a prisoner, will decide to "rescue" him from *Guz* Stanislaw (if they can get to him in time). For this the group will need to plan a raid on *Guz*'s headquarters, something Stark can help them with.

DIA

This section discusses the DIA, including Colonel Richard Stark, its director in Krakow. Cutler offered the papers to Stark (among others), but vanished before negotiations could be concluded. Stark can fill the characters in on Reset, including the fact that they are looking for two parts. His operation is operating on a low budget, and he will urge the characters to do their patriotic duty and recover Reset for the American government. But if the characters insist on a reward for their labors, he will comply (recovering Reset is a very high priority). Stark wants to recover Reset for the DIA, but failing that he wants to see it destroyed.

Stark cooperates with Tanya (who is the only representative of the Israelis in Krakow), but does not share every detail of his operations with her.

Stark also knows that the Black Baron is beginning to move into Krakow, and suspects that *Guz* Stanislaw is his stooge.

KGB

This section discusses the KGB in Krakow and the various interactions it may have with the PCs. Major Malekov of the KGB was one of Cutler's potential customers for the Reset briefcase. It is doubtful that the PCs will want to sell Reset to the KGB, but that option is open to them.

RECOVERING THE PROTOTYPE FROM GUZ'S HQ

At some point during the adventure, the characters may decide they must get into *Guz* Stanislaw's headquarters and either take the Reset prototype or destroy it. This spread discusses the details of that option.

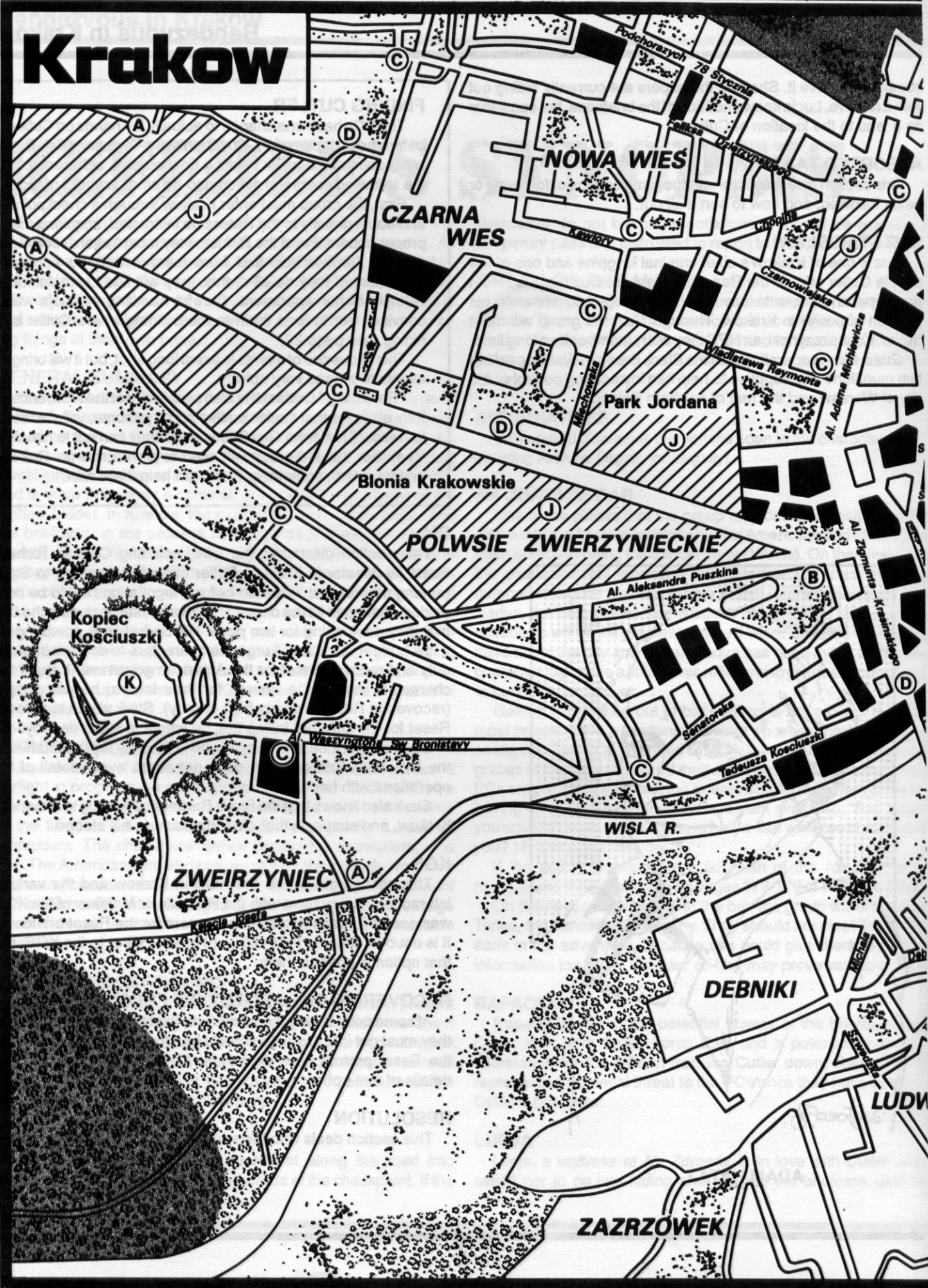
RESOLUTION

This section deals with the resolution of the various plot lines.



ADAM RATAJ

Krakow





APPROACHING KRAKOW

As the player characters approach the city, they will encounter defenses designed to slow intruders and make them vulnerable to attack by ORMO patrols.

These defenses include antivehicle and antipersonnel minefields, and obstacles ranging from coils of razor wire to rubble walls, pits, ditches and moats worthy of a medieval castle. Some areas are covered by electronic sensors, but these are few and far

between. Many of the obstacles are simply fields of rubble, the remains of collapsed buildings. These last are no less impassible than purpose-built obstacles, and equally as dangerous, especially to tracked vehicles.

CHECKPOINT

The first official contact the group will have with the government of the Free City of Krakow will probably be the guards at an outer checkpoint along one of the roads into the city (these checkpoints are labelled A on the map on pages 10-11). To gain admittance to the city, the characters must get past the guards at the checkpoint. The layout of the checkpoint is described in the Barging In sidebar on this page, but the main feature the group will be interested in will be the gatehouse.

The gatehouse is a crude structure assembled from scrap lumber, galvanized metal, plywood and sheet-rock, large enough to shelter three to four people from inclement weather. It is armored with sandbags, and contains a machinegun (with crew) and the detonators for a number of command-detonated directional mines covering the road. Several slit trenches and weapon pits surround the gatehouse. Each gatehouse also contains a telephone linking it with its battalion HQ, and an improvised fireplace or stove used by the guards to keep warm and cook their rations (as well as brew any coffee or tea that may happen to come their way).

The purpose of the checkpoints is to prevent bandits, marauders and refugees from entering the city, and to make sure that those coming in know and comply with certain rules.

The guards are ordered to turn away anyone without obvious means of support. "Means of support" can be something tangible that can be sold in the city, such as a wagon load of potatoes or salvaged equipment. It can be job skills such as carpentry or vehicle repair (although any character claiming such skills will need to convince the guards, perhaps by displaying a set of the appropriate tools). If the characters do not bungle this interaction, they will be issued a temporary pass and instructed to report to the *Ratusz* (town hall) for their permanent papers. This temporary pass will list anything the group is required to check before entering the city, and the name and nationality of each member of the group.

Visitors are not allowed to bring certain vehicles or weapons into the city. AFVs, towed weapons, mortars, ATGMs, heavy machineguns (such as the M2HB, DShK and KPV) and rocket launchers are prohibited. Light and medium machineguns are allowed, either on vehicle mounts or hand-carried.

The player characters may choose to leave their vehicles and weapons outside the city limits, or may make use of ORMO-maintained "valet parking" areas where visitors store such items while they are in the city. If they choose the latter, the group will be assigned a small escort (a couple of bored soldiers) to guide them

BARGING IN

If the PCs choose to try to force their way through a checkpoint, they will find that the city has taken certain precautions. With this in mind, the following details are provided.

Each road through the belt of obstacles surrounding Krakow is provided with several checkpoints. The first one the PCs encounter (one of the outer ones) will consist of a barrier of concrete "dragon's teeth" obstacles which forces vehicles to pass single-file through an S-shaped passage through the barrier. This passage will be flanked by two bunkers (one on each side) and blocked by a removable wooden barrier or a gate and a small, three- or four-person gatehouse.

This setup has two purposes. The first is to force vehicles to slow down in order to navigate the passage (not even the heaviest tank can break through the "dragon's teeth"), and the second is to expose the flank and rear of each vehicle to fire from one of the two bunkers. Both bunkers will contain a heavy antitank weapon of some sort (either an ATGM such as the US TOW II, or the Soviet Spigot or Spandrell, or a Soviet Rapira antitank gun) as well as several machineguns and command detonated mines. One of the bunkers may be an entrenched tank (T-72 or T-80), situated to cover the approaches to the checkpoint as well as the checkpoint itself. Both bunkers are far enough back from the gate to permit ATGMs to arm.

The checkpoint will call for reinforcements if attacked or if approached by AFVs. Depending on the size of the attacking group, these reinforcements will consist of one or two ORMO platoons, accompanied by a mortar squad and one or two tanks if necessary. Depending upon the tactical situation, the reinforcements will rush to the checkpoint (arriving about 10 minutes after the initiation of hostilities) or set up in an ambush position along the attackers' projected path.

Defeat will result in the capture and arrest of one or more of the group. Victory will result in additional hostile encounters with the ORMO, in greater force. Forcible entry into Krakow is a last resort and will almost certainly doom any attempts to recover the Reset materials to failure.

to the battalion HQ where the "valet parking" is maintained.

"Valet Parking": Each ORMO battalion maintains a "parking area" where visitors can store prohibited vehicles and weapons while in the city. The group will be issued dated receipts for everything they leave (which they will need to show at the *Ratusz* along with their temporary pass). For an additional fee, the characters can rent a pad-locked shed or garage to store their items in while they are in Krakow.

Roleplaying: Of course, interactions between the characters and the checkpoint guards should be roleplayed out by the players and referee. The guards speak Polish (skill level 10). The characters' actions and behavior will determine whether they are allowed into the city, modified by how well they can speak and negotiate in Polish. At least one guard at each checkpoint will speak a little English (skill level 4-6), so Language skills may play a vital part in negotiations. If any of the characters have Persuasion, it may be used if the referee chooses.

The characters' entry to the city can be smoothed if they think to make a couple of "gifts" to the hard-working, brave soldiers of



TANYA WEISS

SNEAKING IN

It is possible that the player characters will fail to gain entry to Krakow through some misstep in dealing with the guards at the checkpoint, or they may decide they are unwilling to comply with the city's restrictions on AFVs and/or weapons. In either case, they will need to make their way through several belts of obstacles, eluding ORMO patrols all the while.

This situation (and the Barging In situation discussed in the other sidebar) is unlikely, but may occur with some groups. If the characters are so inept in their dealings with the checkpoint guards that they are denied entry to the city, sneaking in may be the only way the referee can continue the adventure.

Mines: The map on pages 10-11 shows part of the minefields, but referees should remember that these completely surround the city north of the river. For simplicity, assume that all minefields around Krakow have a density of 0.08 mines per square, and that they consist of mixed AP and AT mines. The outer belt of mines (those off the edge of the map on pages 10-11) is four tactical meters thick; the inner minefields are as depicted on the map. Detection, marking and removal of mines are all discussed on page 222 of the basic rules.

Movement: Vehicles and personnel move through woods at their normal off-road rate (the woods represented on the map are not particularly dense and represent an obstacle to vision more than they impede movement). The rubble represented on the map is essentially impassible to vehicles. All other terrain may be traversed at the normal movement rate.

ORMO: Daylight crossings or using visible lights at night will attract the attention of an ORMO patrol almost immediately. Some of the ORMO units have night vision devices (IR and passive), so it is possible that the PCs may be discovered even if they move in total darkness.

No encounter tables or patrol schedules are provided for ORMO patrols when the characters are trying to sneak into the city (encounters with the ORMO are at the referee's discretion).

Old City Walls: The group will need to get over or through the walls surrounding the old city.

Aftermath: If the PCs sneak into the city successfully, they will find themselves inside the city without the proper documents and will be subject to arrest if this is discovered. This will add a little spice to what would otherwise be a routine encounter with the ORMO.

the Krakow militia. Coffee, tea or some other delicacy would be particularly welcomed, but gold will work very nicely. Depending upon the size and nature of the bribe, the referee can then implement a Persuasion roll or a roll versus the Intelligence attribute of the character conducting the negotiations (i.e., offering the bribe), adjusting the difficulty of the task accordingly (remember to allow for the fact that this is an attribute-only task if Intelligence is used).

Characters who fail to gain entry to the city should be encouraged to try another checkpoint.

THE OLD CITY

The player characters are expected to go to the *Ratusz* (in the center of the old city) as soon as possible after receiving their temporary pass.

Before they arrive, however, they will pass through one of the inner checkpoints (a formality if they have the proper papers, rather a tricky task if they do not) and make their way through the center of the city.

In order to properly establish the mood, a couple of encounters should be sprung upon the players almost immediately after they enter the inner city district.

As they walk through the streets, the PCs should be approached by a horde of about a dozen children, from several angles, crying, begging, cajoling, in Polish and broken English. Some of the children want to sell the characters small handicrafts; others will beg food or insist that the characters follow them to some unspecified place. If the characters are alert (an Easy: Intelligence roll), they will discover that other, quieter urchins are using the louder ones as cover to sneak up and rob the characters. These thieving children will go for small, easily concealed items that can be removed without notice, such as grenades, magazines from ammo pouches, pistols from exposed holsters and so on. Given an opportunity, however, they will swipe anything they can carry off, like unattended machineguns, jerrycans of fuel or boxes of rations. If the referee wishes, an older child could be allowed to start a vehicle and drive it off, resulting in a desperate chase through the streets.

Contact with these children need not be inflicted upon the player characters more than once before they learn to be more alert (twice at the most). The children will still be around, but the characters will have learned how to deal with them. The purpose of this encounter is to show the players that things in Krakow are tougher than they have been told.

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

RATUSZ (TOWN HALL)

The *Ratusz* was Krakow's covered marketplace before the War. The large Gothic-style stone structure was taken over by the new city government as a meeting place for the new *Rada* (city council), and also serves as an administrative center, law court and hall of records. Here, city officials interview newcomers to Krakow, issue visas, permits and other papers, and try criminal cases brought to them by the ORMO or civil disputes.

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

The group's papers will be inspected by a bored clerk, who will issue a permit to remain in town and will caution the PCs that they must have it renewed in seven days. The clerk will advise them what sections of town Americans are welcome in and which parts they should avoid (see the map key).

ENQUIRIES

Someone in the group will no doubt guess that Cutler will have been required to register as well and that they might be able to get a lead on him from the clerks.

Enquiries after Cutler at the *Ratusz*: Careful inquiries with the clerks at the *Ratusz* (an Easy: Persuasion task) will reveal that Randolph Cutler is registered with the city government as having means of support (that is, surplus equipment or supplies to barter), but no regular occupation or special skills. The official will remark (derisively): "That usually indicates a thief or a mercenary, as if there's a difference." Cutler has been into and out of town several times over the past few months. The official has no description of Cutler and does not remember him specifically. The only information is scrawled on a grubby index card, but it does provide the group with his full name and rank: Randolph Lasalles Cutler, sergeant, US Army.

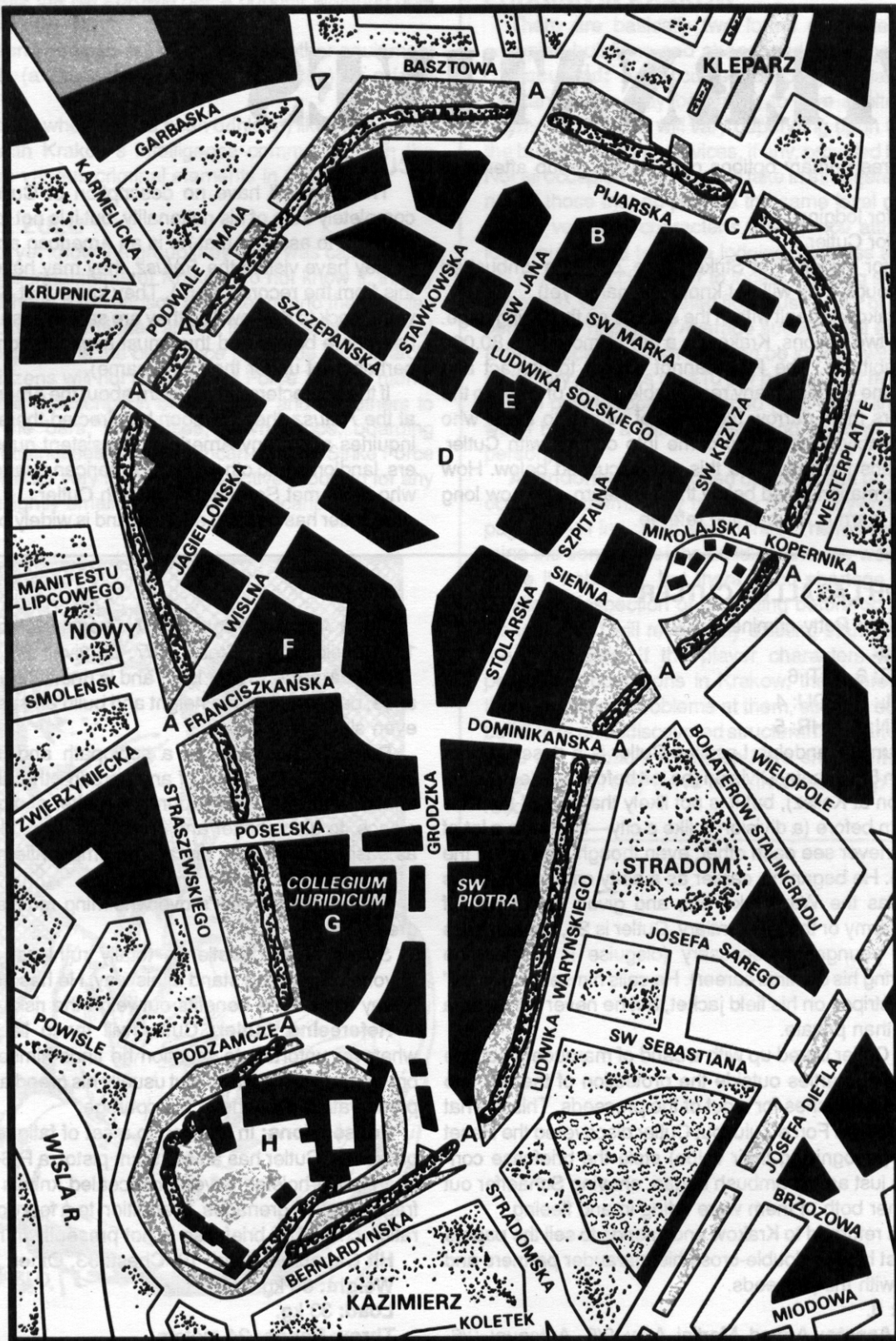
Inquiries after Schaeffer's Party at the *Ratusz*: Likewise, inquiries with the clerks at the *Ratusz* (again, an Easy: Persuasion task) will reveal that a party of Americans answering the description of Schaeffer's party entered town a few days ago, also without a regular occupation, but possessing means of support. There is no record of their having left again, but as the official will inform the characters with a wink, sometimes the guards "forget" to make the proper notations.

Aftermath: Coming to the *Ratusz* and asking too many questions about Cutler or Schaeffer will strike the clerks as curious. This curiosity will eventually be conveyed to the KGB. Within a few hours, the characters will begin to be followed by a KGB tail (see pages 26-27 and 32-33).

KEY TO SRODMIESCIE (OLD CITY) MAP

- A Military Checkpoints:** These mark guard posts at each of the gates to the Old City.
- B ORMO HQ:** This was once the Czartorysk Museum, but it is now the HQ for the ORMO on guard both along the wall and in the city districts.
- C *Florianska Gate*:** Also called St. Florian's Gate, this is the main gate into the Old City. The gate tower is 35 meters tall and massively built.
- D *Ratusz* and *Rynek Glowny*:** The City Hall and Market Square.
- E American Quarter:** A section of the city frequented by American and other NATO soldiers. This area contains the *Na Zdrowie* bar/restaurant/nightclub run by Adam Rataj.
- F War Pact Quarter:** The section of town frequented by Soviet and other Warsaw Pact soldiers. It is not a good idea for Americans to be found here after the sun goes down.
- G *Collegium Juridicum*:** A former legal college, now closed and boarded up.
- H Wawel Castle:** A large castle on a hill overlooking Srodmiescie, residence of the Dowodca of Krakow.

Map 2: The Old City



ALTERNATIVES

There are three primary options open to the group after they enter Krakow:

- To search for lodging.
- To search for Cutler.
- To search for evidence of Strike Force Zulu (the ambushed Americans, although they will not know this name yet).

Lodging in Krakow is dealt with in the sidebar on the facing page. As for the other two options, Krakow is a city of more than 80,000 permanent inhabitants. The PCs cannot expect to contact and question every one of them in any reasonable length of time, so the player characters must narrow their field of search to those who could be reasonably expected to come into contact with Cutler. Some suggestions for how to do this are discussed below. How much of the information noted below the PCs learn, and how long it takes them to learn it, is up to the referee.

RANDOLPH LASALLES CUTLER

Occupation: Petty criminal.

Attributes:

STR: 6 INT: 6

AGL: 6 EDU: 4

CON: 5 CHR: 5

Background: Randolph Lasalles Cutler is a deserter from the American 5th Infantry Division (he left before the destruction of the division at Kalisz), but it is not likely that any of the PCs have met him before (a division is like a city—there are a lot of people who never see each other, even though they are in the same place). He began his career as a petty criminal, but was caught just as the War broke out, and given the choice of entering the army or the penitentiary. Cutler is 25, but can pass as older or younger if necessary (disguise is a talent he acquired during his criminal career). He calls himself “sergeant” and has the stripes on his field jacket, but he never achieved a rank higher than private.

Recently, Cutler linked up with a band of marauders outside Krakow, leading parties outside the protection of the city into pre-arranged ambushes for a cut of the proceeds. This is what happened to Strike Force Zulu, but Cutler discovered the Reset papers and (recognizing their value) stole the briefcase containing them just as the ambush began, shoving Schaeffer out of the hummer both of them were riding in and fleeing.

Cutler has returned to Krakow and intends to sell the papers to the highest bidder, double-cross his marauder partners and head south with the proceeds.

Initiative: 3.

Combat Assets: Armed Martial Arts: 0/6, Autogun: 0/6, Grenade Launcher: 1/7, Small Arms (Pistol): 1/7, Small Arms (Rifle): 4/10, Tac Missile: 0/6, Thrown Weapon: 1/7, Unarmed Martial Arts: 6/12.

CUTLER

The PCs will have no description of Cutler, nor will they be completely sure of his nationality, but it is not too much of a stretch for them to assume that he is an American and possibly a soldier (if they have visited the *Ratusz*, they may have already confirmed this from the records there). They know that Schaeffer said Cutler went “back to Krakow,” so they are safe in assuming that Cutler has been here before and thus must have left some record (although perhaps not under the same name).

If the characters did not learn about the American quarter of town at the *Ratusz*, they will soon be directed there if they make many inquiries about any American. Persistent questioning of bartenders, landlords and others in the American quarter will reveal several who have met Sergeant Randolph Cutler:

- Cutler has no fixed address and is widely believed to be a petty

Other Assets: Disguise: 2/7, Ground Vehicle (Wheeled): 4/10, Intrusion: 4/10, Stealth: 1/7, Survival: 2/8, Swimming: 3/8.

Appearance: Cutler is 25 and is undistinguished in appearance, being of average height and build and usually carelessly, even slovenly, dressed.

Personality: Cutler is a sociopath and is totally unconcerned with the welfare of any person other than himself. His relationship with Lucja is purely a matter of momentary convenience, to gain shelter and companionship. He will desert her as easily as he would discard an empty rifle magazine.

Motivation:

Diamond 10: Cutler’s overwhelming motivation is personal greed.

Spade Queen: Cutler is totally ruthless, and will not let anyone or anything stand in his way. He has no loyalty and will betray allies if the benefits outweigh the risks.

Refereeing Cutler: Cutler will try to lie his way out of whatever unfortunate situation he finds himself in. He can be brave when he needs to, but usually his greed and sense of self-preservation overwhelm his courage.

Possessions: In addition to a set of fatigues and a ragged backpack, Cutler has an M9 9mm pistol, a P-64 hide-out piece in an ankle holster, several concealed knives and one or two fragmentation grenades, in addition to a few dollars in gold and ration chits. The briefcase is not presently in his possession.

Hit Capacity: Head: 10, Chest: 33, Other: 22 .

Weight: 80 kg.

Load: 33 kg.

Throw Range: 24 meters.

Unarmed Combat Damage: 3 .

criminal (or something worse).

- Cutler frequents the *Na Zdrowie* bar, a popular watering hole for Americans (and others).

- Cutler has been known to sell weapons and other equipment to Henryk Rapacki (a Pole who deals in such things) on a fairly regular basis.

- Cutler (especially when he has been drinking) likes to boast of his connections with Krakow's intelligence community, with the Rada, and with the various criminal elements in the city.

STRIKE FORCE ZULU

The PCs will not yet know the group they seek was called Strike Force Zulu (and the inhabitants of Krakow do not know it, in any case), but they will have a description of the team and the vehicles to circulate in the city. As mentioned above, the PCs soon figure out that the American quarter is the best place to pursue their search.

Although the citizens will not know Strike Force Zulu by name, the characters have a description of Schaeffer and the others to circulate among the bars, flophouses, pawn shops, boarding houses and other businesses of the American quarter. Strike Force Zulu was not in town for very long, but was actively looking for any trace of another, slightly smaller, group of Americans.



LODGING IN KRAKOW

There are basically two forms of shelter in Krakow—occupied buildings and abandoned buildings.

Occupied: An occupied building contains human inhabitants, who may be willing to give shelter in return for payment. The cost will vary depending upon the condition of the building and the services, if any, provided by the landlord. Not all occupied buildings will take in strangers, however, and not all those that do provide the same level of security.

Roll versus a character's Intelligence attribute once per four-hour period to locate lodging. Success at an Easy task will enable the character to locate sleeping space in a leaky, unheated, vermin-infested flophouse (at \$2 or \$3 in barter per person per night). An Average success will enable the character to locate a room that can be locked, with a reasonably clean, dry mattress (at \$10 per person, per night). Locating a deluxe private room with a bed (and clean linen), stove and wash basin is a Difficult task (and will cost \$40 a day per person).

Abandoned: Abandoned buildings can be used simply by occupying them. They may be found anywhere the map on pages 10-11 indicated abandoned. The referee should determine the condition of the building and any work necessary to make it habitable, but there is no shortage of abandoned buildings. Inspection of a building before occupancy (Easy: Construction) will reveal any existing structural problems to the characters. If the player characters want to set up permanent operations in Krakow, the referee may wish to throw additional problems at them, such as dog packs in the building or an undiscovered structural flaw. But such complications are probably too much for a short-term Krakow campaign and will only serve to distract the group from the Reset recovery.

THE NA ZDROWIE BAR

We decided to hang around and catch Tanya's performance. I won't describe it, as I am not writing on fireproof paper, but Masterson was smitten.

"She's beautiful," he said. "Davis, ole buddy, how do I say, 'I love you, honey,' in Polish?"

"I don't think that would be a good idea, Bat," I said. "You aren't her type."

"Sure I am!" Masterson was deeply offended. "C'mon, teach me something to say that'll make her notice me."

"Okay, okay," I said. "Repeat after me."

"Right!"

"Su cochinito es el más lindo, señorita."

Concentration furrowed his brow. "Zoo co.... Su coch-i-nee-to..." Then, realization dawned, helped by the fact that Chavez spit up her drink in laughter. "Hey! That ain't even Polish!" He sat for a second and looked at us quizzically.

"Is it dirty?"

"Na Zdrowie" ("To your good health") is a Polish toast, roughly equivalent to the German "Gesundheit" or the English "Cheers." The Na Zdrowie is owned and operated by Adam Rataj, a Pole

who emigrated to America to make his fortune, then returned to his homeland early in the 1990s. Adam likes Americans, even American soldiers, and will personally greet the PCs when they enter (as he does with all his customers).

The Na Zdrowie has three main rooms: a bar (with a few dimly lit booths for private conversations and a few tables for more gregarious drinking) and two smaller dining rooms (which can be closed off for private parties if desired). Live entertainment is provided nightly, and includes a few local singers (mostly a capella or accompanied by acoustic guitars), musicians (all, sadly, with nonelectrical instruments these days, as the Na Zdrowie has no electricity), exotic dancers, and the occasional one-time standup comic or other performer. The most popular dancer is Tanya, who performs several times a week and who doubles as a waitress when the need arises. Adam serves mostly beers, ales, wines and distilled spirits (all of them local products) plus a small stock of pre-War whiskeys and liqueurs he keeps for his most favored customers. Characters who read Polish will notice a sign outside proclaiming that the bar also has rooms for rent.

On the group's first visit, the only waitress on duty is Nadia Wasik, who speaks English very well, and who takes every

ADAM RATAJ

Occupation: Owner of the Na Zdrowie bar in Krakow, Ham radio enthusiast.

Attributes:

STR: 5 INT: 5

AGL: 5 EDU: 4

CON: 4 CHR: 6

Background: Born in Krakow, Adam emigrated to America at an early age, where he held a number of jobs in and around Chicago (he therefore speaks both English and Polish as a native). He returned to Poland a few years before the War and bought the Na Zdrowie to give him something to do in his retirement.

Initiative: ?.

Combat Assets: Small Arms (Rifle) 3/8, Unarmed Martial Arts: 2/7.

Other Assets: Climbing: 3/7, Computer: 1/5, Construction: 1/5, Electronics: 5/9, Excavation: 2/6, Farming: 5/10, Ground Vehicle (Tracked): 3/7, Language: 2/8, Mechanic: 8/13, Metallurgy: 3/7, Observation: 1/6, Swimming: 2/6, Tracking: 2/7.

Appearance: Adam is in his 60s, balding and rather thinner than he once was.

Personality: Adam is outgoing and friendly, with an almost irrepressible exuberance and optimism. People like him almost immediately.

Motivation:

Heart Jack: Although he has had little formal education,

Adam has acquired considerable natural wisdom from his life experiences.

Spade Ace: Adam is naturally charismatic and might have done well in politics had he had more formal education.

Refereeing Adam Rataj: From an early age, Adam had an interest in electronics, and he was a ham radio operator from his early teens. He brought his equipment to Poland, but the continental electromagnetic pulse destroyed his equipment, and he is always looking for parts to get his set working again (the Na Zdrowie has no electricity, but he has batteries charged from a pedal-powered generator). He heard a rumor that some very unusual electronic components have recently shown up on the black market, but they were snapped up by Guz Stanislaw (who has never shown any interest in such things before). Adam knows nothing of Reset. He believes his family was killed in the battle for Warsaw earlier in the War.

Possessions: The Na Zdrowie and a collection of ham radio equipment are all Adam admits to, although he is rumored to have part interest in a river boat operating on the Wisla. He owns a sawed-off shotgun, which he keeps under the bar, but he prefers not to use them unless given no alternative.

Hit Capacity: Head: 8, Chest: 27, Other: 18.

Weight: 84 kg.

Load: 27 kg.

Throw Range: 20 meters.

Unarmed Combat Damage: 1.

opportunity to do so. Within minutes of the group's arrival, Nadia will have them engaged in a nonstop conversation, welcoming the group to the city, complaining that she has to work two shifts because the other waitress hasn't shown up today and because Tanya, the dancer who fills in as a waitress when necessary, has the day off. "Old Adam treats Tanya like she was his daughter," she complains.

The patrons consist of the usual mix of people found in a bar, ranging from regular customers to first-timers such as the PCs. There will be drinking, tall-tales, eating, joking and an occasional argument. The PCs must fit themselves into this atmosphere without making too many waves and gain useful information without seeming to be interrogating anyone (people tend to clam up when pressed too hard for information in an informal setting).

CLUES ABOUT CUTLER

Finding out about Cutler from the staff and regular patrons of the *Na Zdrowie* should be an involved process, but not so involved as to become boring to the players. Most of the regular customers will be reluctant to talk to strangers about another stranger unless they can be convinced they have something to gain from the conversation. There must be an exchange taking place: In order

for information to move one way, something else must move the other way. Nadia is extremely talkative, but she cannot stick to a single subject for very long, and the player characters will have to listen to her for several minutes before distilling out a few useful tidbits of information.

The main clues the PCs acquire during their stay in *Na Zdrowie* are: **"I've seen that guy hanging around here."**: They can acquire a description of Cutler, pieced together from several people's versions. Some of the patrons will know Cutler by name and remark that he hasn't been in lately.

"You're the second person in here today looking for that guy.": The PCs are told that a large, brutal-looking Pole was offering a reward for information on Cutler's whereabouts: Anyone who knows where Cutler can be found simply has to contact *Guz* ("Boss") Stanislaw, one of Krakow's underworld kingpins.

"Isn't he Lucja's sweetie?": One of the customers will remember that Cutler and Lucja (the missing waitress) are lovers. If Nadia hears this conversation, she will break in: At the mention of Cutler, she starts complaining again, accusing Cutler of sweet-talking Lucja into some questionable scheme. "Lucja's in love with that bandit, the little fool. She thinks he loves her, but he's only interested in one thing...."

TANYA WEISS

Occupation: Agent of Israeli Intelligence, posing as a dancer/waitress at the *Na Zdrowie* bar.

Attributes:

STR: 5 INT: 7

AGL: 7 EDU: 5

CON: 5 CHR: 6

Background: Born in Israel of Polish parents, Tanya speaks Polish and Hebrew like a native. Commissioned into the Israeli Army, after completing college, Tanya came to the attention of Shabak, the Israeli intelligence organization. She was sent to Poland shortly before the outbreak of the War and assigned to Lodz. When Lodz was overrun earlier in the year, she fled to Krakow and continued her work there. For a short time, she lived at the building on the corner of Karmelicka and Garbaska streets, and let Lucja Janick take over the room when she moved to other quarters.

Initiative: 5.

Combat Assets: Armed Martial Arts: 0/5, Autogun: 0/5, Grenade Launcher: 0/5, Small Arms (Pistol): 3/8, Small Arms (Rifle): 1/6, Tac Missile: 0/7, Thrown Weapon: 1/6, Unarmed Martial Arts: 6/11.

Other Assets: Computer: 3/8, Disguise: 2/8, Ground Vehicle (Wheeled): 3/10, Interrogation: 1/7, Intrusion: 1/8, Language (English): 5/11, Leadership: 1/7, Navigation: 1/8, Observation: 2/9, Persuasion: 4/10, Swimming: 2/7.

Appearance: Tanya is tall, with a dancer's legs, hazel eyes, and long, flowing auburn hair. She is 33, but can pass for much younger with little effort.

Personality: Tanya is attractive, but it is as much from her personality as from her physical appearance. People (men and women alike) cannot help but like her. Should her admirers go too far during a performance, however, she uses her Unarmed

Martial Arts skills to deal with their advances quickly and with little fuss.

Motivation:

Spade Ace: Everyone seems to like Tanya, from the instant they meet her.

Hearts Ace: Tanya is driven by a need to see justice done.

Refereeing Tanya Weiss: Tanya will be in the bar on the second occasion the characters show up. She knows Cutler took something of great value from the American party (Strike Force Zulu), and that he is trying to sell it to the highest bidder in the intelligence community. She will want to know why the characters are looking for him and will not reveal everything she knows the first time she meets the characters.

Tanya knows her government is very interested in something called Reset, but she does not know about the prototype and is not willing (or able) to pay a great deal. She will offer to pay a small amount to be allowed to copy the Reset papers (once the characters find them) and will then send the characters to Colonel Stark of the DIA.

Possessions: Tanya is running operations in Krakow on a shoestring, without a great deal of support from home, and she doesn't have much in the way of financial resources except what she earns from salary and tips at the *Na Zdrowie*. She normally carries a concealed .380 automatic (except when performing), but has access to other small arms if the need arises. Tanya has one full-time local confederate and a hidden radio somewhere inside the city.

Hit Capacity: Head: 10, Chest: 30, Other: 20.

Weight: 57 kg.

Load: 30 kg.

Throw Range: 20 meters.

Unarmed Combat Damage: 3.

RAPACKI

Henryk Rapacki is a merchant with an office and small warehouse on Poselska Street (his only holdings actually within the *Srodmiescie*). He organizes many of the convoys which carry Krakowan goods to other cities and provides many of the wagons for the city's convoys to and from the farms, in return for a percentage of the goods. He owns a number of farms outside of town, on which he raises food for the city, and breeds horses and mules for merchant convoys. He also maintains a stable of fine riding animals for his personal use, not too far outside of town. It is among the most heavily guarded of his properties.

Henryk Rapacki also runs one of the city's largest bicycle factories, and he is the city's second largest dealer in salvaged

weaponry and spare parts. Rapacki and *Guz Stanislaw* are the chief competitors in the arms market in Krakow, but the situation has not resulted in large-scale violence—yet.

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

RAPACKI AND CUTLER

The characters can easily get in to see Rapacki by mentioning Cutler's name. Rapacki's office building is in remarkably good

HENRYK RAPACKI

Occupation: Black marketeer, criminal boss.

Attributes:

STR: 6 INT: 7

AGL: 4 EDU: 7

CON: 5 CHR: 7

Background: Before the War, Henryk Rapacki was a minor businessman, primarily concerned with food wholesaling. Using his connections with local politicians, Rapacki managed to avoid military service, and he kept his trucks rolling for as long as there was fuel and spare parts for them. Long before the final stages of the War and the accompanying fuel shortages, Rapacki was buying and raising horses and mules, and for this reason he had a head-start on most others when gasoline and diesel fuel became nearly impossible to acquire. He now controls most of the convoys that enter and leave Krakow, as his farms are the largest source of pack horses and mules in the region. Rapacki refuses to sell any of his animals, preferring to lease them (and their drovers) to local merchants in return for a share in the profits. Building on this power base, he moved into manufacturing and military surplus in recent months, bringing him into conflict with *Guz Stanislaw*.

Initiative: 1.

Combat Assets: Small Arms (Pistol): 2/8.

Other Assets: Biology: 2/9, Chemistry: 1/8, Computer: 4/11, Ground Vehicle (Wheeled): 3/7, Language: 2/9, Leadership: 5/12, Persuasion: 7/14, Riding: 3/8, Scrounging: 2/9.

Appearance: Rapacki is 33, tall, athletic, and sports a mustache to hide the scar left from a childhood injury.

Personality: Rapacki is very persuasive and very likable. He has little trouble bringing people around to his viewpoint and prefers to win people over rather than force them to his will using brute force.

Motivation:

Spade 9: Rapacki's prime motivation in life is the acquisition of personal power.

Heart King: Rapacki places a high value on personal honor and despises those he considers dishonorable.

Refereeing Henryk Rapacki: Rapacki is primarily out to acquire power, especially if it is at the expense of his chief rival, *Guz Stanislaw*. He considers himself a gentleman of the old school and places high value on personal honor. Rapacki is thus a man of his word, provided he believes he is dealing with honorable people. Few live up to his standards.

Rapacki knows the full details of the past arrangement between Cutler and the *Najezdzie Warszawskie* marauder band. He knows that Cutler is double-crossing the marauders by selling the Reset papers without giving them a cut. This act alone would be enough evidence to convince him that Cutler is a man without honor, and thus not worthy of honorable treatment, but Rapacki had already come to that conclusion. Rapacki wants the Reset documents for the power they will give him.

How he ends up treating the PCs will depend on how they treat him during the adventure.

Possessions: Rapacki is wealthy, by the standards of the year 2000, and pretty much has anything he wants. He makes a point of travelling within *Srodmiescie* on foot (accompanied by several bodyguards, of course). For longer distances, he prefers to travel on horseback. ("Poles are all born horsemen," he often says.)

When in his office, he is unarmed. On the street, he carries a Makarov pistol in a shoulder holster and wears a kevlar vest under his jacket.

Hit Capacity: Head: 10, Chest: 33, Other: 22.

Weight: 88 kg.

Load: 33 kg.

Throw Range: 24 meters.

Unarmed Combat Damage: 1.

condition, and is supplied with electricity. In Rapacki's office, one could almost believe that the War never happened. The player characters will be escorted into the office by a pair of powerful men who are clearly bodyguards and who will remain throughout the interview, putting themselves in the background with great subtlety.

Rapacki will order that chairs be brought in for each member of the group (the office is large enough to accommodate them, with a little crowding), and will seat himself after the group is settled in. Rapacki will be very curious to know why the group is looking for "my American business associate." He will readily admit to knowing Cutler, but will (at first) be rather cagey about exactly what the basis of their acquaintance is. When it becomes obvious that the group knows Cutler has done business with him, Rapacki will visibly loosen up, and chat about Cutler for a bit.

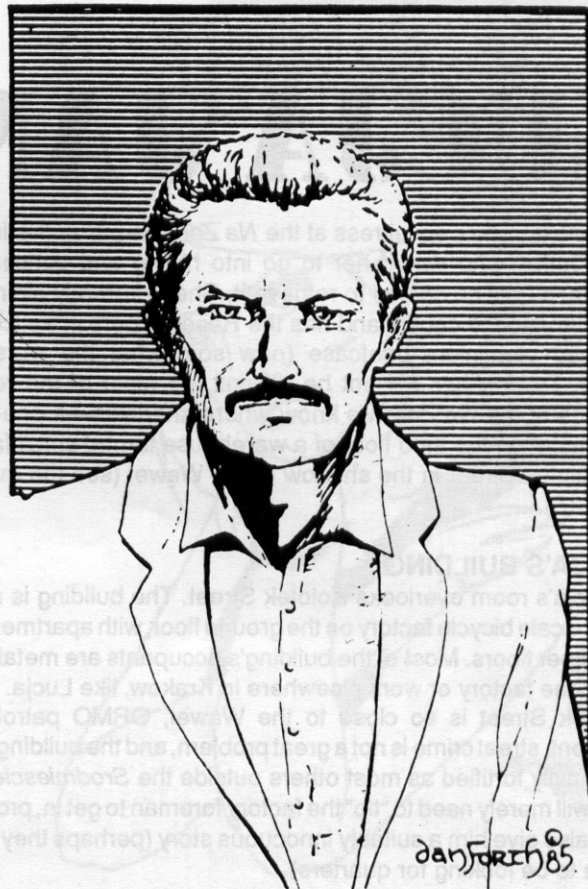
"Cutler used to be an American soldier, but now he makes his living doing whatever he can. From time to time, he comes into possession of things I am interested in buying, and then we do business." Rapacki will say he hasn't seen Cutler in weeks and will ask why the group wants to find him.

Note: Actually, Rapacki *has* seen Cutler, as he was one of the first people Cutler offered the Reset papers to. But Cutler has since disappeared, and Rapacki wants to know why. Moreover, he wants to know where the Reset papers are, but he will not bring the subject up.

If the PCs mention the briefcase, Rapacki will ask if they know what is in the case. If the PCs say they do not know, Rapacki will explain that it contains evidence that Cutler was using to blackmail Rapacki, and he will offer a reward if the group will obtain it for him. If, on the other hand, the PCs mention Reset, or otherwise indicate they know the case's contents, Rapacki will offer to buy the case from the group should they "happen to stumble across it, somehow." He will, he says, offer them a good price.

AFTERMATH

After the characters leave, Rapacki will have them followed, in the hope that they will lead him to Cutler and the Reset briefcase. Since Rapacki's staff contains a spy working for *Guz* Stanislaw, the characters will also pick up a tail working for *Guz* within a couple of hours (see pages 28-29).



LUCJA JANICK

Lucja Janick is a waitress at the *Na Zdrowie* bar and is in love with Cutler, who asked her to go into hiding and conceal the briefcase until he comes to retrieve it. She's currently hiding out with her second cousin and has the Reset papers in a nice little brushed aluminium briefcase (now somewhat the worse for wear). Tracing her will not be difficult, as most of the regular patrons of the *Na Zdrowie* know where she lives—a one-room apartment on the third floor of a warehouse turned small factory on Kolotek Street in the shadow of the Wawel (see the map on page 15).

LUCJA'S BUILDING

Lucja's room overlooks Kolotek Street. The building is now a small-scale bicycle factory on the ground floor, with apartments on the upper floors. Most of the building's occupants are metalworkers in the factory or work elsewhere in Krakow, like Lucja. Since Kolotek Street is so close to the Wawel, ORMO patrols are frequent, street crime is not a great problem, and the building is not as heavily fortified as most others outside the *Srodmiemie*. The PCs will merely need to "tip" the factory foreman to get in, provided they also give him a suitably innocuous story (perhaps they could claim to be looking for quarters).

Lucja's neighbors are mostly working in the factory below, so the PCs have several options. Careful questioning of Lucja's neighbors (Difficult: Persuasion) or a search of her apartment will reveal the address of Lucja's second cousin.

EARLY BIRDS

As discussed on page 9, if the PCs follow the right combination of leads quickly enough, they will arrive at Lucja's apartment in time to discover her in it. Lucja, disobeying Cutler's instructions not to return to her home, has gone there to retrieve some items of clothing and personal effects she forgot to take with her when Cutler insisted she go into hiding. Lucja is madly in love with Cutler, and she thinks the two of them will leave town and make a new life together as soon as Cutler accomplishes one last mission (Lucja believes Cutler to be a dashing international spy working for the Americans). At her insistence, Cutler has agreed to one last liaison before he goes into hiding to begin the final negotiations—his enemies could follow him to her, he explained, and discover the briefcase.

If the characters are successful, Lucja will willingly take them to Cutler. If they fail, she will demand that the PCs leave. She will wait until she is sure they are gone, then go to the room where Cutler is hiding (the exact location is unimportant, the referee should pick a likely neighborhood.). She will be watching for a tail, however, and will begin randomly wandering if she discovers she is being followed.

LUCJA'S HIDEOUT

Lucja is presently in hiding with her second cousin (her mother's cousin) and his wife, sharing with them a small room in an occupied building on the corner of Karmelicka and Garbaska streets, just outside the rubble walls of *Srodmiemie* (again, see the map on page 15). The building was taken over for habitation about a year ago. Built in 1886 as a bank, it has thick walls, few windows, and a heavy-duty brick construction, just the thing for a group of families to turn into a collective fortress. The ground floor windows have been bricked up, the doors and upper windows fitted with bars. The inhabitants take shifts guarding the doors, day and night. Everyone in the building has long become acquainted, and it is difficult for strangers to get in unless someone inside will vouch for them.

Most of the inhabitants are craftsmen of one sort or another, either working in near-by shops or working from their homes and emerging from time to time to sell their wares in the *Rynek Główny* (marketplace). They are rather suspicious of all strangers, but especially soldiers, and it will require fast talking or a clever ruse to get inside. As it happens, Tanya Weiss lived in this building until relatively recently, and is still known to the door guards and most of the inhabitants.

LUCJA

Lucja will be suspicious of the group, initially. Cutler warned her not to reveal anything about the briefcase to anyone. If they want her cooperation, she will have to be persuaded that the PCs are working with him somehow. They will have to gain her trust. In this, the characters have two small advantages:

- They are Americans, the same as Cutler.
- They know about the briefcase.

Both of these facts, carefully cultivated, could be used to help change Lucja's mind. The PCs would be well-advised not to mention anything that would cast Cutler in a negative light. It would not change Lucja's mind about her beloved, but would merely erode her trust in the PCs' veracity. Just what the PCs say to win Lucja's trust is up to them; how well it works is up to the referee (the essence of roleplaying is in exchanges such as these).

Failing this, the players can try to take the briefcase by force—she will resist with every ounce of her strength. If she learns that Cutler is dead, she will express disbelief for a time, then become grief-stricken and apathetic.

LADY IN DISTRESS

At the referee's option, the PCs can arrive at Lucja's hideout on Garbaska Street to find her in the process of being kidnapped by *Guz Stanislaw's* thugs, who have followed the very same trail to her. Rescuing Lucja from bad guys will go a long way to strengthen her trust in the group, and will provide an amusing combat-related diversion (some of the players may be spoiling for a fight by this point in the adventure).

LUCJA JANICK

Occupation: Waitress at the *Na Zdrowie* bar.

Attributes:

STR: 4 INT: 4

AGL: 7 EDU: 4

CON: 6 CHR: 5

Background: Lucja was raised in the countryside, in a small hill village northwest of Krakow. Her parents were killed in the civil dislocations of the War, and Lucja made her way to Krakow.

Initiative: 1.

Combat Assets: None.

Other Assets: Computer: 1/1+, Farming: 3/3+, Mechanic: 1/, Observation: 1.

Appearance: Lucja is a small, slim blonde, rather plain-looking.

Personality: Lucja is young (21) and (despite the events of recent years) rather naive.

Motivation:

Heart Queen: Lucja is totally, head-over-heels in love with Randolph Cutler.

Club Queen: Once she has made her mind up, Lucja is almost impossible to dissuade.

Refereeing Lucja: Lucja's prime motivation is her love for Cutler. She will never knowingly do anything she thinks will bring him harm, and she will never betray him to his enemies (or those she believes to be his enemies).

Possessions: Lucja has nothing of interest to the PCs, except a brushed aluminium briefcase containing some papers, notebooks and rolls of microfilm.

Hit Capacity: Head: 12, Chest: 30, Other: 20.

Weight: 53 kg.

Load: 30 kg.

Throw Range: 16 meters.

Unarmed Combat Damage: 1.



TAILS

All of us except Masterson were surprised that the big Pole had left so agreeably when we declined another opportunity to visit his boss.

"I don't understand what you guys are worried about," he said. "Obviously, one look at the Bat-man convinced him that he had a kielbasa with his name on it on the other side of town."

"I don't know..." Chavez said. "He looked kind of PO'd about the whole thing if you ask me. Didn't look very frightened at all."

"Don't worry. I can handle him."

"You sure you can handle that dinosaur?"

"The bigger they are, the harder they fall. If he comes back, just leave him to the Bat-man."

"Rezamo, compadre," Chavez said. "Here he comes now, and he's brought some friends for the rest of us to play with."

At various times during this adventure, the group acquires a tail from one organization or another. This means that the group is being followed by someone (usually several individuals, working in shifts) working for the organization in question, in order to see where the PCs go, who they talk to and what they are doing (in the hope that something useful can be discovered). For some organizations, the purpose of the tail is to know the location of the group at all times, in order to arrange an attack after the Reset briefcase has been located.

Since there are four organizations who might be following the player characters, referees should exercise discretion, or this sort of thing could get out of control. Too many tails, and the PCs will find themselves leading a parade of assorted spies through the streets of Krakow (especially if they continually fail to spot them—see below). Another factor to consider is that all groups want to be the only ones following the characters. DIA, KGB and Rapacki's tails will try to help the group lose tails from other organizations (assuming they spot them), but will use assassination only as a last resort. Guz Stanislaw will have no qualms about killing other tails, but he instructs his men to be as discreet as possible.

Also, it is more than likely that one or more player characters will want to follow an NPC at some point during the adventure. This could also lead to strange situations if the referee does not exercise some restraint (one extreme being a giant circle of people following each other).

GENERIC "TAIL"

Weapons: Normally a pistol or other concealed weapon.

Level: Experienced or Veteran.

Skills: Stealth: 11, Observation: 6, Unarmed Martial Arts: 11 (referee may adjust as desired).

Initiative: 3 to 4 (referee may adjust as desired).

SPOTTING TAILS

How do characters figure out they are being followed? Subtract the tail's Stealth asset from the spotter's Observation asset, and use the result in a Difficult task attempt (if circumstances dictate, the referee may adjust the difficulty level). If the tail's Stealth is higher than the spotter's Observation, failure is automatic (as discussed in Opposed Tasks, page 135 of **Twilight: 2000**), and the tail is unspotted. If the tail has no Stealth asset, the whole Observation asset is used. The nature of following and being followed is such that the task is also Uncertain (see page 136 of **Twilight: 2000**), that is, the character will not always know for certain if the task was successful (you never really know what it is you don't see).

What if there is more than one tail? If only one character is being followed by multiple tails, use the tail with the lowest Stealth asset (referee's choice in the case of ties) versus the spotter's Observation. If more than one character tries to spot, the referee should match tails with spotters as he sees fit.

LOSING TAILS

Losing a tail is somewhat more complex for the referee to administer. Basically, subtract the tail's Observation from the Stealth of the person being followed, and use the result in a Difficult task attempt (again, the referee may adjust difficulty levels as circumstances dictate). If the PCs as a group wish to try to lose a tail, use the average of the group's Stealth assets. If the group decides to split up, the referee should decide which of the PCs are followed (if there are more PCs than tails), and roll a series of tasks accordingly.

PCs with foresight will have worked out contingency plans for later rendezvous points, "Don't come in, I'm still being followed" signals, and so on.

CONFRONTING TAILS

After the PCs discover their tails, they can try to lose them (as discussed above), or they can confront them. This confrontation can take one of two main forms, each of which will require at least a degree of roleplaying. The PCs may:

- Approach the tail openly and ask, "Who are you, and why are you following me (us)?" Results depend upon which group the tail works for and when the confrontation occurs.

- Attempt to capture and interrogate the tail, either by attacking directly or setting up a trap. This will result, at minimum, in a mild scuffle, as the tail defends himself. The tail may surrender almost instantly or may resist. Other tails assigned by the same group may or may not intervene. Much of what happens depends on when in the adventure the confrontation occurs and who the tail works for.

KGB: If the confrontation occurs before the group has met Malekov, the tail will identify himself as a KGB operative, tell the

group, "Major Malekov would like to speak with you," then offer to conduct the group to KGB headquarters immediately. If the group declines, the agent will reiterate Malekov's desire to talk with them, and begin negotiations for a mutually acceptable place and time.

If the confrontation is subsequent to the group's first meeting with Malekov, the agent will deny following the group. Violent confrontations in the later stages of the adventure will result in escalating violence from the KGB.

DIA: Assuming that the confrontation leaves the tail conscious, he will say that Colonel Stark, head of the DIA's Krakow section, wants to meet with them concerning certain items of mutual interest.

Rapacki: Rapacki's tail will attempt to escape with little fuss if discovered. Rapacki has no reason to meet with the group again until they find the Reset papers, and his tails have no invitations to offer. If questioned and interrogated, they will claim to be working for someone else.

Guz Stanislaw: The characters confront their tail and discover that he is "Koko" Kokoszynski (the giant Polish thug who is *Guz Stanislaw's* knee-buster). Koko says simply, "*Guz* wants to talk to you. Come with me." If the characters decline or ask for an explanation, he will say, "It is about the American, Cutler." If the characters still refuse, Koko will leave and return with a party of thugs to "persuade" the characters in a more active fashion.

AFTERMATH

It is possible that the PCs will never discover they are being followed. Depending upon the exact sequence of the adventure they follow, such a group may lead one or all the above tails to the Reset papers, Cutler, Lucja or all three. Once it is clear that the group has located the papers or Cutler, any undiscovered tails will convey the message to their respective employers. This will result in another "invitation" or (depending upon the flow of the adventure up to that point) a visit by a group of thugs. The PCs may be attacked or they may return to their quarters to find them ransacked—the scenarios are limited only by the extent of the disaster the referee wishes to inflict.

OTHERS

At the referee's option, the group may be followed by one or more individuals totally unconnected with the Reset adventure plot. A team of pickpockets may target the PCs and follow them for a while before striking. Curious citizens may follow the group for a variety of reasons. Beggars may follow the group hoping for a handout.

The PCs should never be completely certain if the straggly street urchin who's been following the group for the past hour is working for the KGB, a scout for a team of pickpockets or about to ask for \$50 so his sister can have an operation.



THE BOSS

The PCs can come into contact with *Guz* Stanislaw in one of two ways. They can seek him out as a result of the rumor that *Guz* is looking for Cutler, or they can wait for *Guz* to contact them after he learns that they too are searching for Cutler. If they seek out *Guz* on their own, they will learn the location of his headquarters within a very short time simply by asking questions in the proper places. *Guz* will contact them by sending Koko with an invitation to a meeting.

MEETING THE BOSS

Guz's office is on the second floor of his headquarters (which also contains *Guz*'s residence, on the third). Like Rapacki's, it is provided with electricity and creature comforts. Gaining admittance to it will be difficult, unless the group mention's Cutler's name.

If the characters have come on their own and do not mention the Reset papers, *Guz* will be evasive, claiming only to be a businessman with no more criminal connections than the time and place make necessary. He also claims no knowledge of Cutler, except that an American by that name has been making the rounds of the city lately, offering something of great value for sale.

If the characters mention the Reset papers, or if Koko has brought them (which means *Guz* thinks the characters have some sort of connection with Cutler, and thus with the Reset papers), *Guz* will tell the characters that Cutler is in his custody and will be released unharmed if the Reset papers are turned over to him. If he learns the characters don't give a fig for Cutler, he will offer to buy the papers. As a last resort, he will make veiled threats.

AFTERMATH

After the characters leave, *Guz* will have them followed, using someone besides Koko if the PCs recognize him (not difficult if they have ever seen him at all).

Briefcase: If the characters enter *Guz*'s office at any time, the referee should have each make an Average: Observation task upon leaving. Success means the character noticed a brushed aluminium briefcase sitting on a credenza behind *Guz*'s desk. If

THUG

Weapons: Club equivalent, civilian firearm of some kind.

Level: Experienced.

Skills: Armed Martial Arts: 10, Unarmed Martial Arts: 10, Small Arms (Rifle): 8.

Initiative: 3.

TAIL

Weapons: Pistol.

Level: Experienced.

Skills: Stealth: 10, Small Arms (Pistol): 8, Observation: 8.

Initiative: 3.

GUZ ("BOSS") STANISLAW

Occupation: Crime lord, arms dealer, smuggler, stooge of the Black Baron of Warsaw.

Attributes:

STR: 5 INT: 8

AGL: 4 EDU: 5

CON: 5 CHR: 4

Background: *Guz* Stanislaw's background is shrouded in mystery, but he is believed to be a factory worker turned petty criminal who worked his way up the ladder to become the city's "Napoleon of Crime."

Initiative:

Combat Assets: Small Arms (Pistol): 1/6, Unarmed Martial Arts: 4/9.

Other Assets: Computer: 2/7, Electronics: 4/9, Forgery: 4/8, Ground Vehicle (wheeled): 3/7, Intrusion: 4/8, Language: 4/8, Leadership: 3/7, Machinist: 2/6, Mechanic: 1/6, Persuasion: 3/7, Stealth: 2/6.

Appearance: *Guz* Stanislaw is short and heavy-set. He is almost completely bald and smokes large powerful-smelling cigars from a rapidly dwindling pre-War supply. Although he appears fat and decrepit, he is actually quite powerful, albeit a little slow-moving.

Personality: *Guz* Stanislaw poses as a simple, direct man, but this is an act. He revels in complex, wheels-within-wheels plans that can work on many levels, all to his personal benefit.

Motivation:

Spade Queen: Ruthless.

Spade 10: Ambitious.

Refereeing *Guz* Stanislaw: *Guz* wants the Reset papers because he has already acquired the Reset prototype from another source, and he knows he can use the secret of Reset as a bargaining chip with the Black Baron. *Guz*'s desires are fairly simple: He want to run Poland, as the power behind the scenes. It is not a matter of great consequence to him who actually gets the title—*Guz* will be satisfied with the power.

Possessions: Even by the rather lower standards of Krakow in the year 2000, *Guz* is wealthy. He has access to certain luxuries denied to most of the populace (such as coffee, tea, sugar and tobacco). He seldom finds it necessary to carry personal armament.

Hit Capacity: Head: 10, Chest: 30, Other: 20.

Weight: 84 kg.

Load: 30 kg.

Throw Range: 20 meters.

they have seen the Reset briefcase already, it will immediately occur to them that this one is identical to it. If not, the referee should wait until they see the Reset briefcase, and at that time inform the players that the briefcases are identical.

This briefcase contains the Reset prototype.



JANUSZ "KOKO" KOKOSZYNSKI

Occupation: Enforcer for *Guz Stanislaw*.

Attributes:

STR: 8 INT: 4

AGL: 5 EDU: 3

CON: 8 CHR: 3

Background: "Koko" started life as a construction worker, then fell afoul of the law and spent a short time in prison. After he got out, he went to work for *Guz Stanislaw*.

Initiative: 4.

Combat Assets: Armed Martial Arts: 2/10, Small Arms (Pistol): 2/10, Unarmed Martial Arts: 6/14.

Other Assets: Climbing: 2/10, Construction: 1/4, Excavation: 1/4, Ground Vehicle (Tracked): 2/7, Ground Vehicle (Wheeled): 1/6, Intrusion: 2/7, Scrounging: 3/7.

Appearance: Koko is very large. His nose has been broken several times in fights, and his knuckles look like they have smashed many a jaw. Koko has a forehead that looks as if he could shove it through a brick wall, and an expression of grim determination that looks like he thinks it might be necessary in the next few seconds.

Personality: Koko exists to inflict pain on behalf of his boss, and has no reservations or feelings of guilt about doing so.

Motivation:

Club King: Koko would be a sadist if he were intelligent enough to think about what he was doing. As it is, he is just brutality personified.

Club 10: Koko has an extremely violent temper, which he has learned to control, but which he allows to run unchecked in certain situations.

Refereeing Koko: Koko is not very bright, but he has a certain low cunning that can pass for intelligence under certain conditions. This makes him more difficult to fool than many people think.

Possessions: Koko has a Makarov pistol, and a short leather hose filled with lead shot (counts as a club), but he prefers to use his fists whenever possible. *Guz* provides everything else he needs.

Hit Capacity: Head: 16, Chest: 48, Other: 32.

Weight: 92 kg.

Load: 48 kg.

Throw Range: 32 meters.

Unarmed Combat Damage: 4.

THE DIA IN KRAKOW

The US Defense Intelligence Agency (DIA) is the military US government's intelligence gathering and covert operations organization. Reset was a DIA venture inspired by reports of the computer research being carried out at the University of Lodz. The DIA venture in Krakow is relatively recent. Schaeffer did not know the DIA had recently established a base in Krakow, or he would have checked in with it and left the Reset papers before leaving the city (also, the team would have learned the truth about Cutler and would have not waltzed merrily into a marauder ambush). The top DIA operative in Krakow is Colonel Richard Stark, assisted by three other American officers and a dozen or so locally hired operatives. In addition, there are a few dozen informants and western sympathizers that report to Stark and his associates.

Stark's outside support has dwindled, and he is now largely on his own. Stark and the other three officers finance the local DIA operation largely out of their local earnings (Stark is a

BLACK BARON OF WARSAW

At present, all Stark knows about the man who calls himself Baron Czarny (the Black Baron) is that he is originally from the area around Pultusk north of Warsaw, and first came to the DIA's attention as leader of a makeshift band of a few hundred marauders, deserters and other cutthroats in late 1999.

His "army" moved into the area around Warsaw in the spring of 2000, and within two months had quadrupled in size and taken over the remnants of the city and its surrounding communities.

Baron Czarny organized a river flotilla to secure control of the Wisla and announced his intention of using the river as a road to the conquest of the rest of Poland, which he intends to rid of all foreigners as soon as possible. Rumor has it that he intends to crown himself king in Krakow before the millennium is out.

Stark's superiors refuse to believe that the Baron poses a threat to American interests in the region, thinking he is nothing more than an especially lucky bandit leader, and they are reluctant to allow him to expend scarce resources on little or no evidence. One of Stark's goals is to uncover enough evidence of the Baron's activities in the south to convince his bosses of the threat posed by Baron Czarny.

Recently, Stark has come across increasing evidence that the Baron's tentacles are penetrating south into Krakow. Stark believes that the Baron has secured a foothold in the Krakow underworld by alliance with *Guz Stanislaw*, and he would dearly love to prove it.

chemical engineer for the Wojo ammunition factory, and the other three work in various places).

DIA headquarters in Krakow is in the ruined Grzegorzki railway station on the banks of the Wisla east of Krakow's central area. The characters may be taken there for a meeting with Stark after they have made contact with the DIA.

The headquarters at the station is little more than a safe meeting spot, where Stark hides his radio and part of the agency's Krakow armory.

Tanya Weiss: Stark has a good working relationship with Tanya Weiss. They knew each other before the War and were mildly surprised to find each other in Krakow a few months ago. Neither Stark nor Tanya, however, share every detail of their respective operations with the other.

FINDING THE DIA

The most probable way the group will manage to contact the DIA will be through Tanya Weiss, although it is possible that Stark will contact the PCs when he discovers they are searching for Cutler.

MEETING STARK

Before Stark will meet with the PCs, he will have them investigated (but a recommendation from Tanya will go a long way to lower his natural suspicions). The meeting will take place at one of the DIA's safe houses or (if the PCs prefer) another location acceptable to both parties.

Stark can fill the characters in on Reset, including the fact that they are looking for two parts. He can tell them most of what happened to Strike Team Zulu, including the fact that they were not supposed to come anywhere near Krakow. His operation is operating on a low budget, and he will urge the characters to do their patriotic duty and recover Reset for the American government, but if the characters insist on a physical reward for their labors, he will comply (recovering Reset is a very high priority with him and his superiors).

DIA AGENT

Weapons: M9 pistol, Vz-61/62 *Skorpion* SMG, knife, and/or club.

Level: Veteran.

Skills: Leadership: 8, Small Arms (Rifle): 8, Armed Martial Arts: 8.

Initiative: 4.

COLONEL RICHARD STARK

Occupation: Master spy.

Attributes:

STR: 6 INT: 7
AGL: 5 EDU: 6
CON: 5 CHR: 5

Background: Stark is in charge of the DIA in Krakow and is probably the single most informed person about Operation Reset in the city, although even he did not know that Schaeffer's party was in town until after they had left (despite this, he harbors guilty feelings about their deaths). Stark is not aware of the details of the ambush, although he can piece it together after talking to the characters. Cutler approached him as a potential purchaser of Reset, but never returned to strike a deal.

Initiative: 4.

Combat Assets: Armed Martial Arts: 0/6, Autogun: 0/6, Grenade Launcher: 0/6, Small Arms (Pistol): 2/8, Small Arms (Rifle): 2/8, Tac Missile: 0/5, Thrown Weapon: 1/7, Unarmed Martial Arts: 1/7.

Other Assets: Computer: 4/10, Disguise: 2/7, Forgery: 1/6, Ground Vehicle (Wheeled): 3/8, Interrogation: 3/8, Language: 6/11, Leadership: 2/7, Observation: 3/10, Persuasion: 3/8, Stealth: 1/6, Swimming: 3/8.

Appearance: Stark is of average height, with a muscular build and slightly thinning light brown hair.

Personality: Stark is extremely loyal to the US MilGov and to the Constitution. He is dependable, cool-headed in a crisis and very intelligent. He is also a pretty good judge of character, and can usually sum up an individual's character and personality within a few minutes of meeting them.

Motivation:

Heart Jack: Stark is possessed of an uncanny ability to choose the correct option from a bewildering variety of possibilities.

Club Queen: Stark's stubbornness could be a personality problem, but it is tempered by his inherent good sense.

Refereeing Richard Stark: Stark wants to recover Reset for MilGov and will do everything in his power to see that this comes about (even to the extent of jeopardizing DIA operations in Krakow). He would prefer to see it destroyed rather than allow it to fall into enemy hands (Soviet, Polish or criminal).

Possessions: The DIA has several small stashes of weapons and supplies in Krakow, hidden in various places around town. For the moment, Stark has pretty much anything he needs that Krakow can supply. He normally arms himself with an M9 pistol when not in the safety of DIA headquarters.

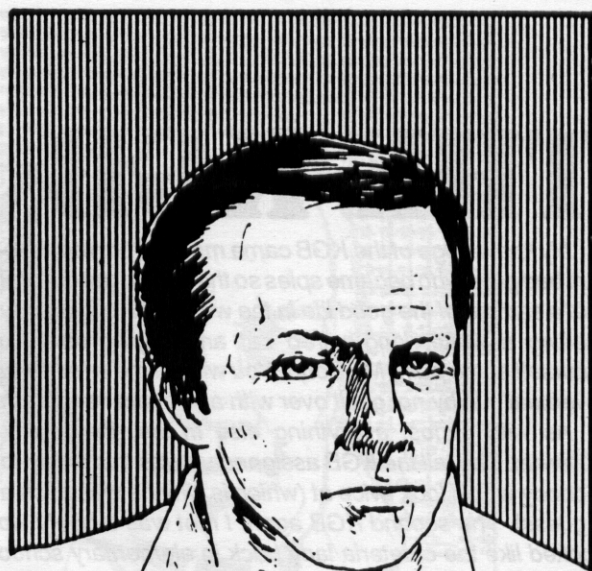
Hit Capacity: Head: 10, Chest: 33, Other: 22.

Weight: 84 kg.

Load: 33 kg.

Throw Range: 24 meters.

Unarmed Combat Damage: 1.



THE KGB IN KRAKOW

My knowledge of the KGB came mostly from movies—flamboyant bad guys who became spies so they could get out of Russia and get a sample of the good life in the west, sitting in an opulent office petting a white, long-haired cat and saying stuff like, “Spare yourself some pain, Mr. Bond. You will tell me what I want to know eventually. Why not get it over with and avoid needless suffering.”

As with almost everything else in life, the reality is totally different. The tail the KGB assigned us was this reedy-looking guy nobody would look twice at (which is why he was such a good tail, I guess). The second KGB agent I met was a beefy woman who looked like the cafeteria lady back in elementary school, but she moved like a weasel and could shoot like nothing human. And Malekov looked like he should be teaching high school chemistry, not running a ring of spies in an exotic foreign city. I forgot to ask him if he liked cats. Maybe I'm better off not knowing.

The KGB (the initials stand for “*Komitet Gosudarstvennoi Bezopasnost'i*” or Committee for State Security) was active in Poland and in Krakow before the War. The apparatus is still in place and functional, albeit much reduced in size and financing. The current head of the KGB in Krakow is Major Anatoli Denysovich Malekov (see the sidebar on the facing page). Malekov is in charge of four-or five full-time operatives, a file clerk, a radio operator and a dozen or so guards who seldom leave the headquarters (all Russians holding formal rank in the KGB), and a string of perhaps 20 freelance agents, informants and petty criminals (a mixed bag of Russians, Poles, Germans and others).

KGB MUSCLE

If violence becomes necessary, Malekov will use some of his “muscle” against the group. This will consist of a mixed bag of hirelings led by one of the KGB's full time agents. There will be one KGB thug for each character in the PCs group. The weapons and level of force used will start with the club or knife, and escalate as necessary.

KGB AGENT

Weapons: Vz-61/62 *Skorpion* SMG, knife, and/or club.
Level: Veteran.

Skills: Leadership: 7, Small Arms (Rifle): 8, Armed Martial Arts: 8.
Initiative: 4.

KGB THUG

Weapons: AK-74, knife, and/or club.
Level: Experienced.

Skills: Armed Martial Arts: 11, Small Arms (Rifle): 6, Unarmed Martial Arts: 11.
Initiative: 3.

KGB headquarters is a basement complex of the *Collegium Juridicum* on Grodzka Street. The law college itself has been abandoned, and access to the basement level has been sealed off except for several secret and inconspicuously guarded passages. Malekov is usually there, in the central operations room, evaluating reports and issuing orders to his field agents.

FINDING THE KGB

For the KGB to find the PCs is not at all difficult. If the PCs make any inquiries at the *Ratusz* about Cutler, or once it becomes clear that they are looking for Cutler (how long this takes depends on how actively the PCs pursue their investigation) they will be followed by a KGB agent. For the players to find the KGB will be a little more involved.

Tail: The most likely means of contact between the group and the KGB is for one of the characters to notice they are being followed (see pages 24-25).

MEETING WITH MALEKOV

Malekov will prefer to meet with the characters in his office at KGB headquarters, but if the PCs are unwilling to trust him, an alternate site can be arranged (a possibility is in one of the private dining rooms at the *Na Zdrowie*). The most important factor in the meeting is when it occurs in the sequence of the adventure—before or after the players have located the Reset papers.

Before Papers Found: If the meeting takes place before the PCs find the Reset papers, Malekov will simply tell the characters that Cutler has something the KGB is willing to pay very well to obtain. He will tell the characters that Cutler had concluded an arrangement to sell him the papers (which is not true, as Cutler was still gathering bids), but Cutler has not kept his appointment and Malekov is concerned. Malekov will offer to reward the characters handsomely for bringing him what Cutler offered, which Malekov will tell them is blackmail material that will be useful to the KGB, but of little value to the characters themselves.

After Papers Found: If the meeting takes place after the PCs find the Reset papers, and the PCs offer to sell them, Malekov will examine the papers and quickly become agitated. “What kind of fool do you take me for?” he will ask them. “I will pay only for the complete project, when it is delivered. I will not buy bits and pieces on—what do you Americans call it—on the installment plan. Where is the rest?”

If the PCs profess ignorance of the “rest” of Reset, Malekov will become angry. He will inform them that the project consists of both papers and prototype, and that one is pretty much useless without the other.

AFTERMATH

The most likely result of the meeting is that the group will be put back on the street. Malekov will assign another tail, of course. If the meeting has been held at the *Na Zdrowie* and the PCs are living there, Malekov will assume they are living there and assign operatives to watch the bar as well.

ANATOLI DENYSOVICH MALEKOV

Occupation: Spymaster.

Attributes:

STR: 5 INT: 6

AGL: 4 EDU: 5

CON: 6 CHR: 6

Background: Malekov was assistant station chief for the KGB in Krakow just before the war began, and he stayed on to keep the Soviets informed of events in southern Poland.

Initiative: ?.

Combat Assets: Autogun: 1/6, Grenade Launcher: 0/5, Small Arms (Pistol): 4/9, Thrown Weapon: 1/6, Unarmed Martial Arts: 1/6.

Other Assets: Computer: 1/6, Forgery: 1/5, Instruction: 1/7, Interrogation: 4/10, Language: 6/12, Leadership: 1/7, Navigation: 1/7, Observation: 4/10, Persuasion: 3/9, Swimming: 1/7.

Appearance: Malekov is 37, but looks older because he has gone both bald and prematurely gray.

Personality: Malekov is cold, calculating and ruthless. He is normally in control of his temper, but has been known to explode into violence when extremely provoked. Anger, really, is the only emotion Malekov allows himself to express, and that sparingly.

Motivation:

Spade Queen: Malekov will let nothing get in the way of the accomplishment of his mission, in this case, to acquire the Reset project for his country.

Club 10: Malekov has a violent temper, which he can normally keep under control.

Refereeing Anatoli Denysovich Malekov: Malekov will offer almost any sum to buy the Reset materials, but will almost certainly double-cross the PCs at the first opportunity. Malekov's first priority is to get the both the Reset papers and the prototype. His second is to leave behind no clues as to where they have gone, and that means killing the player characters and anyone else who has seen them. If the KGB cannot have Reset, Malekov will destroy it rather than see it go to anyone else.

Malekov knows Stark of the DIA by sight. He knows that Israeli intelligence has a presence in Krakow, but does not know who it is.

Possessions: As head of the KGB in Krakow, Malekov has reasonable access to what he needs. He normally carries a Makarov pistol, but adds an AKR or Vz-61/62 Skorpion submachinegun when the situation demands. He wears a kevlar vest in situations where he thinks he might be shot at.

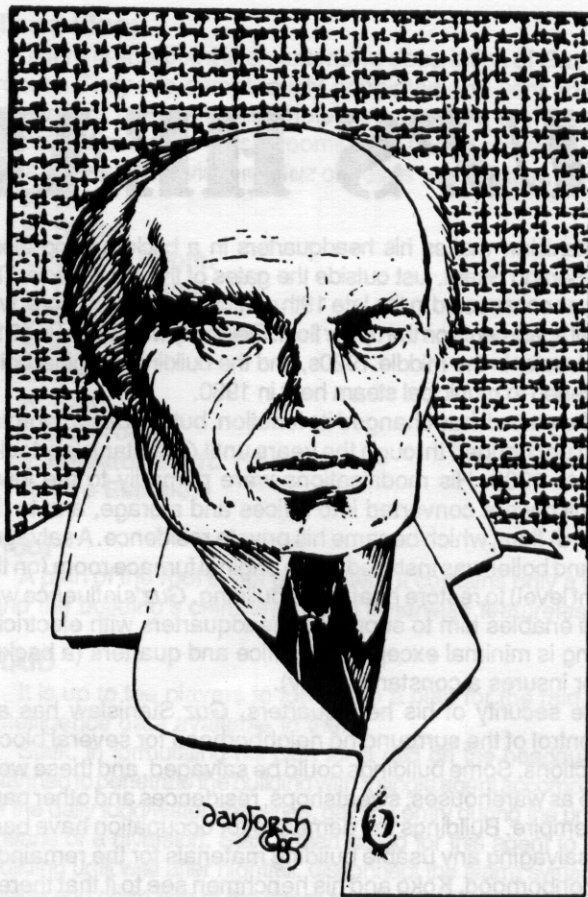
Hit Capacity: Head: 12, Chest: 33, Other: 22.

Weight: 84 kg.

Load: 33 kg.

Throw Range: 24 meters.

Unarmed Combat Damage: 1.



GUZ'S HEADQUARTERS

Guz Stanislaw makes his headquarters in a brick building along Josepha Serago Street, just outside the gates of the *Srodmiście*. The building was constructed in the late 19th century as a variety store, with a few small apartments on the upper floor. Electricity was added in 1915, a cargo elevator in the middle 1920s, and the building's original boiler was converted to municipal steam heat in 1930.

Over the years it has changed its function, but the basic floorplan remained unchanged through the years until *Guz* Stanislaw took it over in late 1998. His modifications were primarily to the lower floors, which were converted into offices and storage, and to the upper (third) floor, which became his private residence. A salvaged furnace and boiler was installed in the original furnace room (on the basement level) to restore heat to the building. *Guz*'s influence with the *Rada* enables him to supply his headquarters with electricity, but lighting is minimal except in his office and quarters (a backup generator insures a constant supply).

For the security of his headquarters, *Guz* Stanislaw has acquired control of the surrounding neighborhood for several blocks in all directions. Some buildings could be salvaged, and these were put to use as warehouses, sweatshops, residences and other parts of *Guz*'s empire. Buildings too damaged for occupation have been leveled, salvaging any usable building materials for the remainder of the neighborhood. Koko and his henchmen see to it that there is no crime in this area, and those of *Guz* Stanislaw's workers who are lucky enough to live near him consider him a godsend for this reason alone.

INTELLIGENCE GATHERING

Prudent characters will want to gather intelligence about *Guz*' headquarters before attempting any raid on the building. There are several ways in which this can be accomplished.

Casual reconnaissance of the building will not be easy. *Guz*'s henchmen patrol the neighborhood, and all the surrounding buildings are either occupied by businesses which *Guz* owns or residences for his employees. The entrances to the building itself

CUTLER AND LUCJA

If the referee wants to add some complications to the PCs' lives, consider the following: The group discovers either Randolph Cutler and/or Lucja Janick inside *Guz*'s headquarters. Cutler will be there undergoing intensive interrogation calculated to force him to reveal the location of the briefcase (Cutler's greed is powerful enough to enable him to withstand the questioning so far). Lucja, if she is there, will be held in the hope that she can be used to force Cutler to talk (something which *Guz* has not yet discovered to be futile—Cutler does not really care about anyone but himself). Lucja will refuse to accompany the group unless Cutler is also rescued, and if left to her own devices, will attempt to rescue him on her own. The prisoners will be in separate cells on the second floor, if the referee chooses this option. What to do about their discovery is up to the players.

are heavily guarded, and a ruse of some kind will be necessary for anyone to gain entrance.

Colonel Stark has been gathering information about the building for quite some time, in preparation for a covert operation against *Guz* Stanislaw. If the PCs are cooperating with the DIA, they will have the benefit of this knowledge (this enables them to see the floorplans on pages 34-37 *before* they actually commence the raid, but not to read the key on these pages).

The PCs have probably been in the building at least once before the raid, visiting *Guz*'s office itself (see pages 26-27). This will give them some information about the building's layout. It is possible that they may be able to visit a second time under some pretext (perhaps after they have recovered the Reset briefcase they can come back to haggle over a possible sale). Of course, if the PCs are too paranoid to visit the spider in his parlor, they will not have any such intelligence.

Security Preparations: Each entry to the building is guarded 24 hours a day by one or more armed guards. The roof is patrolled day and night by two guards, whose primary duty is to watch for snipers on other buildings and guard the water tank. The staircase leading to the third floor is also guarded 24 hours a day, as is the external fire escape. Additional guards are detailed to watch the loading dock during receipt of the daily food/water shipments and on other special occasions.

FLOORPLANS

Purchasers of this book are given permission to photocopy the floorplans on pages 34-37 for their own personal use. Limited intelligence about the building's layout can be represented by carefully cutting away the portions of the floorplans the players haven't seen and re-copying the plans (alternatively, the unknown sections could be covered with white-out).

General Building Notes: The windows on the ground floor have either been bricked over or covered with heavy metal grates to prohibit entry; those on upper floors are equipped with grates and screens to prevent grenades from being lobbed through them. The grates can be opened from the inside to allow escape in case of fire, but all grates are hooked into an electronic alarm system (with reserve batteries to ensure continued operation until the backup generator takes over). The exterior walls and interior load-bearing walls are of brick and mortar construction, with a thickness of 35 centimeters (over 13 inches) thick, an armor value of 10. Interior (nonload-bearing) walls are of lath and plaster construction (which counts as wood for armor purposes) 20 centimeters (almost eight inches) thick, an armor value of 4. Doors are armored with metal plates to the same level as the walls they are in.

Utilities: Electricity is supplied by the pre-War underground cables (and a reserve in-house generator if necessary). The sewer drains still function, but the municipal water supply is no longer available. Each day, a water wagon arrives, and a supply is pumped to a holding tank on the roof. The tank supplies water to the building, maintaining a very low pressure by gravity. The building no longer has gas service. Garbage collection is handled by *Guz*'s employees.

Basement

A. Furnace/Boiler Room: This room contains the coal-fired furnace and boiler used for heating the headquarters. The access panel (A-1) to the old municipal steam tunnels was plastered over when the present furnace was installed.

B. Coal Room.

C. Interrogation Room: Formerly used as a workshop, this room now contains a few chairs, a table and a single large chair, with leather arm and leg restraints, bolted to the floor in the center of the room. A pair of ring bolts have been added to the ceiling. The room is used for close interrogation of *Guz's* special guests.

D. Staircase.

First Floor

A. Entrance: The first floor has several entrances, reflecting the fact that the building once contained a large store and a small, separate shop on the first floor.

B. Hallway to Staircase.

C. Offices: These contain typical office-type furniture.

D. Staircase.

E. Meeting Room: *Guz's* assistants meet with their underlings in this room when the need arises. It contains a conference table, chairs and a sideboard.

F. Security Office: This room contains the central controls for the alarm system and also serves as the armory for the guards.

G. Storage: These rooms are used to store food and other supplies, primarily for the guards and office workers. These rooms are kept locked.

H. Fuel: An improvised fuel tank for the alcohol used in the backup generator.

I. Generator: This room contains the backup generator, converted to alcohol.

J. Hallway.

K. Toilet/Bath: This facility is used by the guards and is supplied only with cold water. Baths for the guards are rationed because the water supply must be hauled from a nearby well (plumbing service has not yet been restored, although the sewer drains still function).

L. Freight Elevator: Not serviceable due to lack of parts.

M. Loading Dock.

N. Fire Escape: This leads to the roof and is the means by which the guard guards take up their positions. A guard is constantly posted at the foot of it.

Second Floor

A. Guards' and Servants' Quarters: These sparsely furnished rooms are occupied by the building guards and *Guz's* personal servants.

B. Guards' and Servants' Kitchen.

C. Storage: Food and other supplies for the guards and servants. These rooms are kept locked.

D. Prisoner Cells.

E. Waiting Room: Visitors stay here until *Guz* is ready to see them.

F. *Guz's* Office (and the Prototype): The office is as well-appointed as his quarters, with first-class pre-War furnishings everywhere. The Reset prototype and numerous documents are on an oak credenza in back of his large matching desk.

G. Hall.

H. Stairs: A guard is posted here constantly, to cover the stairs to the third floor.

I. Koko's Quarters: Koko sleeps here, by the stairs to *Guz's* quarters.

J. Elevator Shaft.

K. Fire Escape.

Third Floor

There is little point in an extensive description of *Guz's* personal rooms. They are sumptuously appointed and very luxurious, the equivalent of a first-class hotel room before the War. The only people allowed in these rooms are *Guz's* servants, Koko and whatever special visitors *Guz* chooses to entertain.

A. Hall.

B. Stairs.

C. Sitting Room.

D. Dining Room.

E. Bedroom.

F. Kitchen.

G. Pantry.

H. Bath.

I. Storeroom.

J. Elevator Shaft.

K. Fire Escape.

Roof

A plan of the roof is not presented. It contains only a water tank and the building's chimney, and is otherwise featureless.

RAID

It is up to the players to formulate a plan for the raid, using the intelligence data available to them.

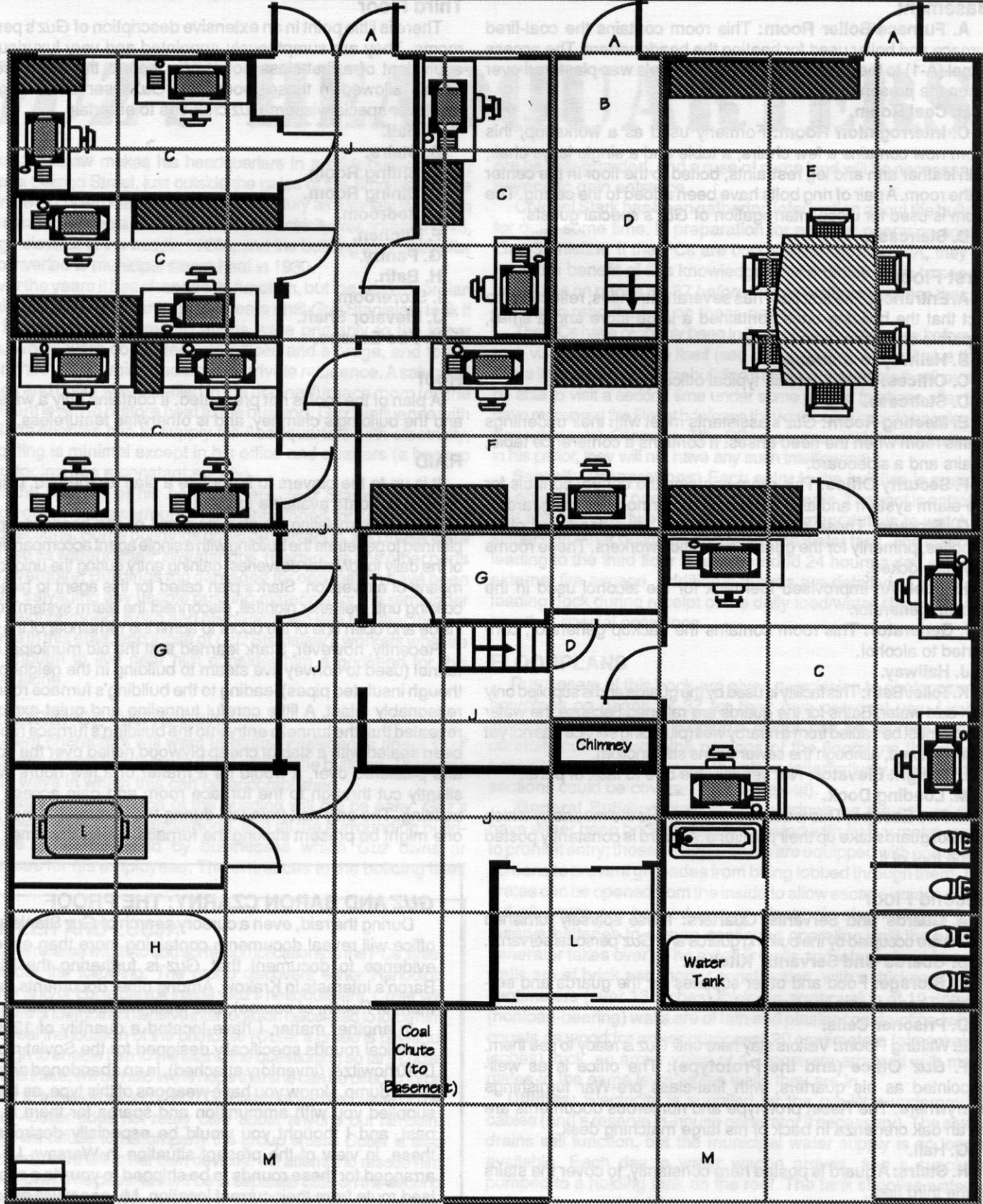
Stark, in formulating his plan for a raid on the headquarters, had planned to penetrate the building with a single agent accompanying one of the daily food/water deliveries, gaining entry during the unloading by means of a diversion. Stark's plan called for this agent to hide in the building until well after nightfall, disconnect the alarm system from the inside and open one of the doors to admit the remainder of the party.

Recently, however, Stark learned that the old municipal steam tunnel (used to convey live steam to building in the neighborhood though insulated pipes) leading to the building's furnace room was reasonably intact. A little careful tunneling and quiet exploration revealed that the tunnel's entry into the building's furnace room had been sealed with a slab of cheap plywood nailed over the opening and plastered over. It would be a matter of a few hours' work to silently cut through to the furnace room and gain access to the building. The only risk (minimal during the summer) is that someone might be present stoking the furnace during this time.

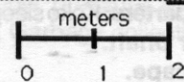
GUZ AND BARON CZARNY: THE PROOF

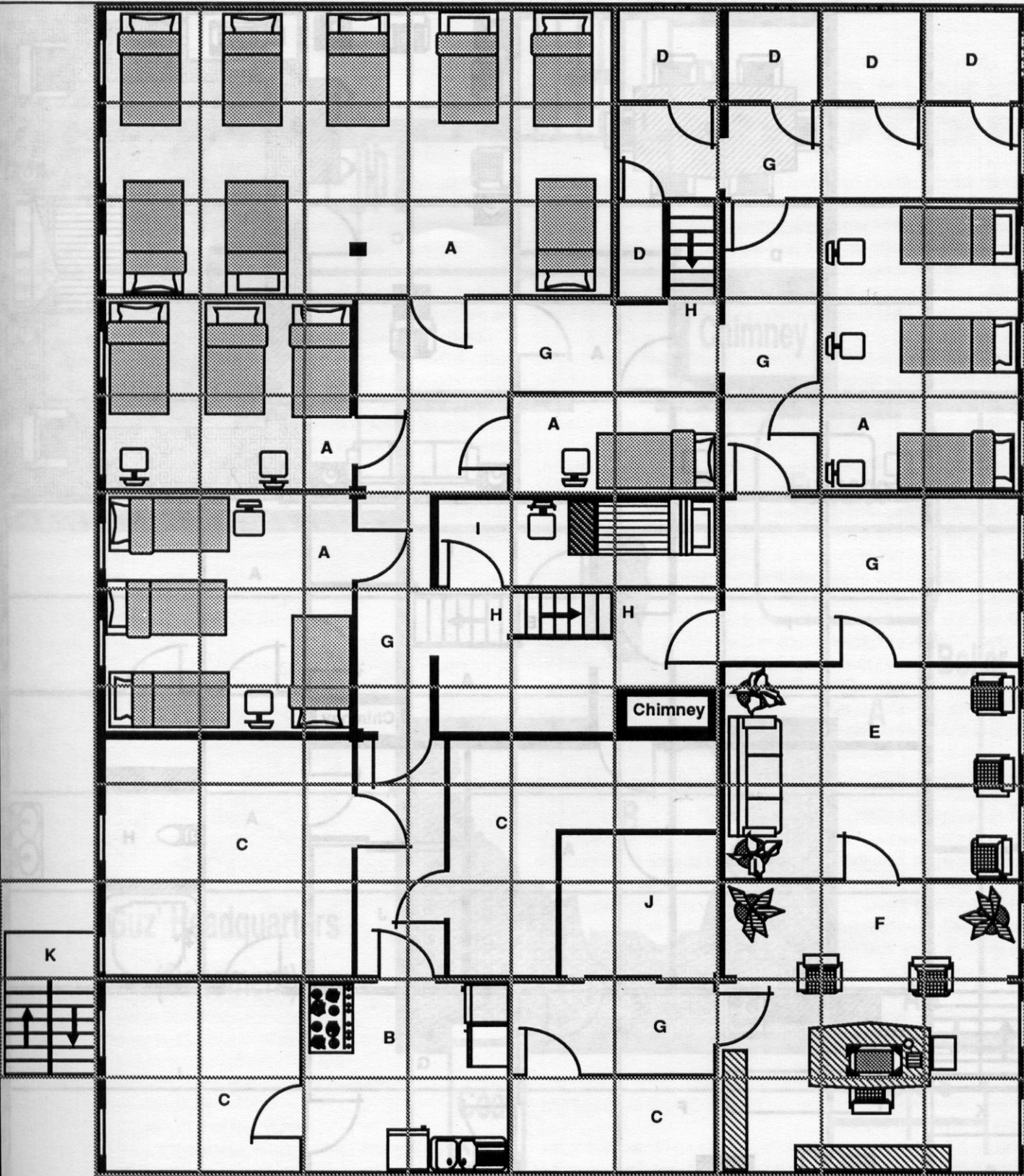
During the raid, even a cursory search of *Guz* Stanislaw's office will reveal documents containing more than enough evidence to document that *Guz* is furthering the Black Baron's interests in Krakow. Among other documents (all of them in Polish, of course), one letter will read (in part):

In another matter, I have located a quantity of 120mm chemical rounds specifically designed for the Soviet model D-30 howitzer (inventory attached), in an abandoned ammunition dump. I know you have weapons of this type, as I have supplied you with ammunition and spares for them in the past, and I thought you would be especially desirous of these, in view of the present situation in Warsaw. I have arranged for these rounds to be shipped to you via a secure land route from their current location. My agent will accompany the shipment and will collect my fee at the time of delivery.

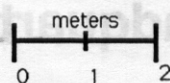


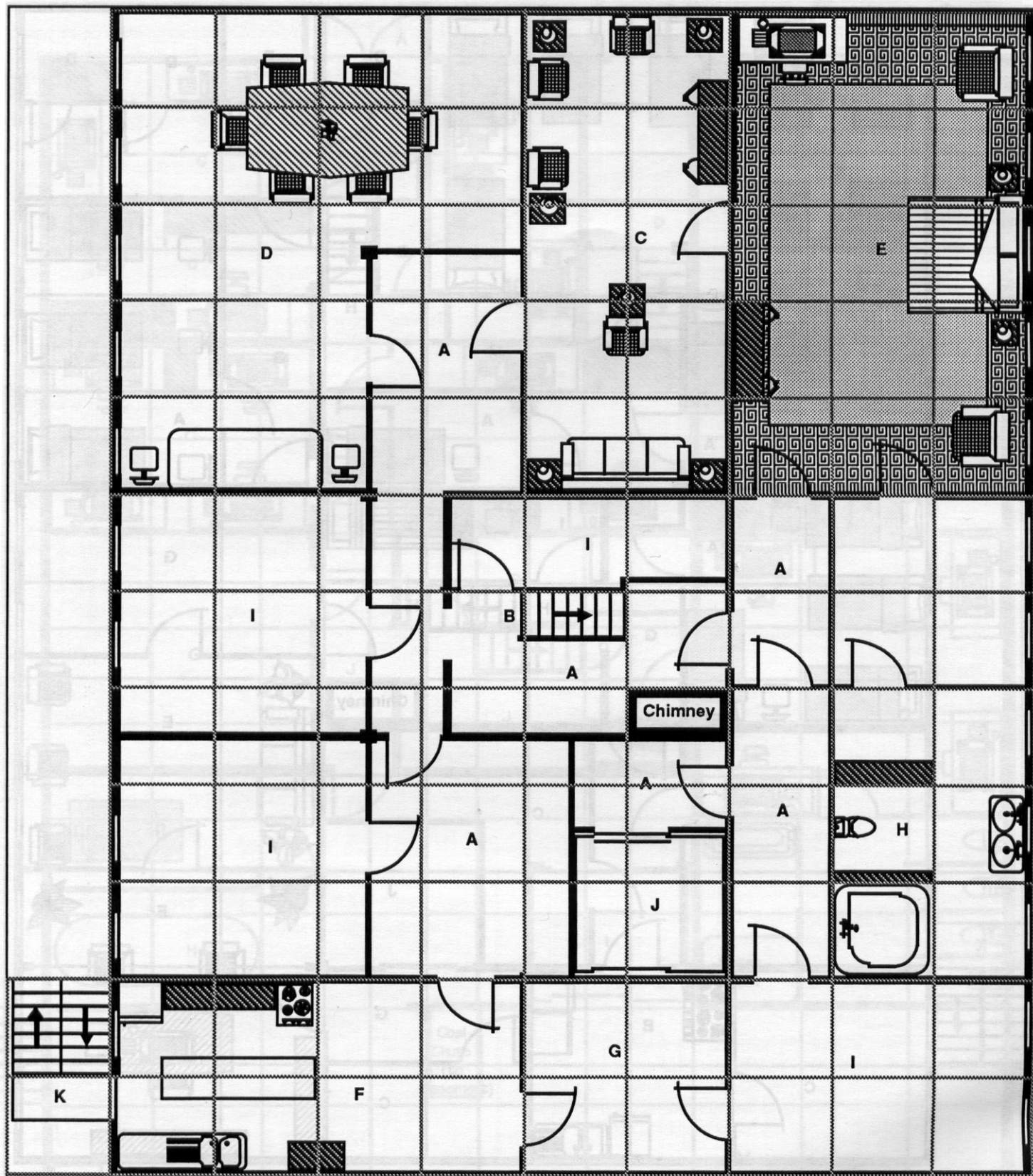
Headquarters, 1st Floor



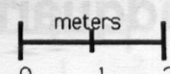


Headquarters, 2nd Floor

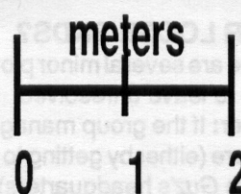
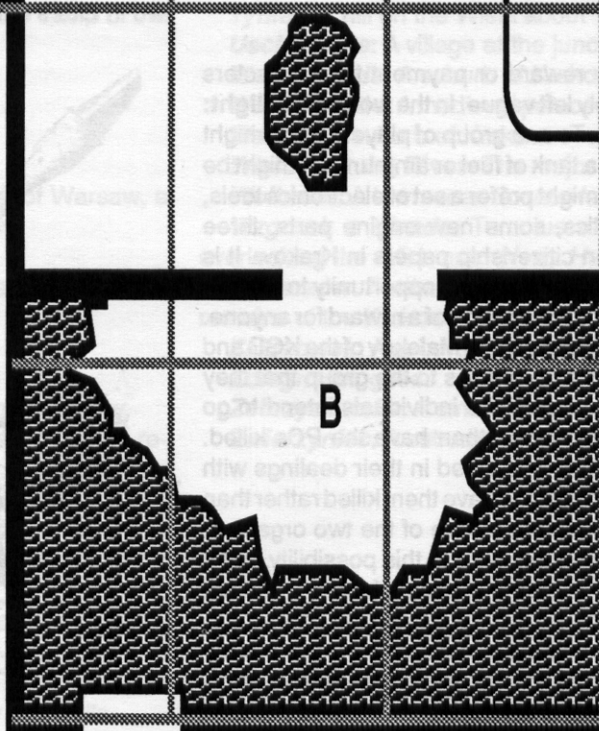




Headquarters, 3rd Floor



**Guz' Headquarters
(Basement)**



RESOLUTION

When the characters have laid hands on the Reset papers and the prototype, and have gotten safely out of *Guz* Stanislaw's headquarters, the time has come to draw the adventure to a close.

The referee should ask what the PCs propose to do with Reset. Basically, their options are:

Sell/Give: The group could choose to sell or give Reset to one of the organizations in this adventure, or to someone else entirely, if they choose.

Destroy: If they decide that Reset is too much of a headache, they can decide to destroy it. The papers, microfilm and notebooks can be burnt very readily, the prototype dismantled and sold as electronics parts, or the whole thing sunk at an undisclosed location in the Wisla.

Keep: Finally, if the group cannot come to any other decision, they could choose to keep the Reset materials themselves, either taking it with them or hiding them somewhere in or near Krakow.

REWARD?

The actual amount of any reward or payment the characters receive for a task is deliberately left vague. In the world of **Twilight: 2000**, value is a relative thing. To one group of players, food might be a great treasure, to others a tank of fuel or ammunition might be valued above all else. Others might prefer a set of electronics tools, 15 units of assorted antibiotics, some new engine parts, three dozen mortar rounds, or even citizenship papers in Krakow. It is even possible that the group may decide the opportunity to do their duty to their country or civilization is enough of a reward for anyone.

A less pleasant reward is also possible. Malekov of the KGB and *Guz* Stanislaw have made lavish promises to the group that they have no notion of fulfilling. Both of these individuals intend to go through the motions of buying Reset, then have the PCs killed. (Depending upon how the group has acted in their dealings with Henryk Rapacki, he may also decide to have them killed rather than pay his promised reward.) Given the nature of the two organizations involved, the PCs are probably alert to this possibility, but it represents a very real (but extremely unsatisfactory) ending. Rather than simply allowing the KGB or *Guz* to kill the characters, we suggest that the referee make the escape from the enemy clutches a whole new adventure for the group (destroying or re-taking the Reset materials as they do so).

OTHER LOOSE ENDS?

There are several minor plot elements that the group may simply choose to leave unresolved.

Cutler: If the group manages to lay hands on Cutler during the adventure (either by getting to him before *Guz* thugs do or rescuing him from *Guz*'s headquarters), they will need to decide what to do with him—let him go, kill him, turn him over to the authorities in Krakow for trial as a bandit, or give him to Stark for punishment as a deserter from the US Army.

Tanya: Tanya is one of those NPCs the players will talk about for weeks after the adventure is over, but the only real decision that they need to make regarding her is whether or not to allow her to copy the Reset materials before the group disposes of them. Tanya does not have the resources to offer the group much of a reward, but they may decide to give Reset to her anyway. Tanya will copy the materials, and pass them on to Stark and the DIA.

Lucja: It is possible that the PCs will need to do something about Lucja Janick as a result of their actions in the adventure. They may have rescued her from *Guz*'s HQ during the final raid, or they may have taken her into their custody earlier in the adventure. In any case, she will present a problem to the more tender-hearted among the PCs, especially if Cutler has been killed.

The Baron: Finally, the PCs may be in a position to confirm Colonel Stark's suspicions about *Guz* Stanislaw and the Black Baron, thanks to the discovery of the communique between the two in *Guz*'s office.



GLOSSARY

Blonia Krakowskie: A park, now converted into farmland.

Collegium Juridicum: Headquarters of the KGB.

Czartorysk Museum: Headquarters of the Krakow ORMO.

Czarna Wies: A suburb of Krakow.

Debniki: A suburb of Krakow.

Dowodca: Leader.

Dworzec Główny Station: A railroad station on the northeast side of Krakow.

Grzegorzki Station: A railroad station on the Wisla, east of Krakow.

Guz: Boss.

Kazimierz: A suburb of Krakow.

KGB or Komitet Gosudarstvennoi Bezopasnost'!: Committee for State Security, the Soviet espionage and security agency.

Kleparz: A suburb of Krakow.

Kopiec Kosciuszki: A hill west of town containing a monument to *Tadeusz Kosciuszko*. It is also the site of a sizable camp of the Krakow ORMO.

Ludwinow: A suburb of Krakow

Mlechow: A village north of Krakow.

Myslenice: A village south of Krakow.

Na Zdrowie: Bar.

Najeżdźcie Warszawskie: Invaders (or bandits) of Warsaw, a marauder band now infesting the vicinity of Krakow.

Niepolomice: A village near Krakow.

Nowa Huta: New Foundry, an industrial area near Krakow, destroyed during the war.

Nowa Wies: A suburb of Krakow.

Nowy: A suburb of Krakow.

Ojców: A national park area about 20 km north of Krakow.

Olkusz: A village near the Katowicz-Sosnowiec industrial region..

Operation Reset: See Appendix I.

ORMO:

Oswiecim: Polish name of a city in southern Poland, better known as Auschwitz.

Park Jordana: An area west of Krakow, now converted to farms.

Piasek: A suburb of Krakow.

Pieskowa Skala: A castle near Ojców.

Planty: A former park, now containing the new city walls.

Podgorze: A suburb of Krakow.

Polwsie Zwierzynieckie: A suburb of Krakow.

Preszlwice: A village near Krakow.

Raba River: A tributary of the *Wisla*.

Rada: Short for *Rzadzenie Krakowskie*, the government of Krakow.

Ratusz: Town hall.

Reset Prototype: See Appendix I.

Robotniki: Workers (especially workers on one of Krakow's farms) attempting to earn citizenship by labor.

Rynek Główny: Marketplace.

Rzadzenie: Government. Thus *Rzadzenie Krakowskie*, Krakow government, and *Rzadzenie Miejski*, town government.

Shabak: Shortened version of *Sherut Bitachon Klali* (security service), one of the Israeli intelligence organizations. Originally purely an internal security organization, the *Shabak* has widened its operations after the war. *Shabak* is sometimes called by its Hebrew initials, *Shin Bet*.

Skawina: A village 15 km east of Krakow.

Slomniki: A village 40 km north of Krakow.

Srodmiestecie: Old town, the area of the city inside the medieval walls and therefore also inside the new fortifications.

Stradom: A suburb of Krakow.

Strike Force Zulu: See Appendix I.

Swiat: A suburb of Krakow.

Tunel: A village on a rail junction 35 km north of Krakow.

Tyniec: A hill on the *Wisla* about 12 km west of Krakow.

Uscie Solne: A village at the junction of the *Wisla* and *Raba*.

Warszawskie: A suburb of Krakow.

Wawel Castle: A medieval palace on a hill overlooking Krakow.

Wesola: A suburb of Krakow.

Wisla (Vistula) River: The major river of Poland.

Wolbrum: A town near *Sosnowiec*.

Wzgorek z Wanda: Tumulus of Wanda, a medieval tower overlooking the *Wisla* near *Nowy Huta*.

Zabierzow: Furthest outpost of Krakow's defenses, near the remains of the Krakow airport.

Zakrzówek: A suburb of Krakow.

Zbiegli: Refugees.

Zebrzydowska: A small village in the mountains near Krakow.

Zwierzyniec: A suburb of Krakow.

APPENDIX I

The material contained in this section gives a complete background to the mission of the American Special Forces team known as Strike Force Zulu, the operation code-named Reset that was its last mission, and the marauder band that caused its destruction. This section contains all the relevant information in one place, to make it easier for the referee to have a handle on the adventure's background events. No single nonplayer character in this book knows everything revealed in this section, and this information should be revealed to the players only as they discover it in the course of their adventuring. There is no need for the group to learn each and every bit of the background, but after the adventure is concluded, the players can be allowed to read this section to clear up any questions they may still have.

STRIKE FORCE ZULU

Lieutenant Frederick Schaeffer was the second in command of a Special Forces team with a very special mission. The final offensive in Poland was launched by the 3rd German Army and the US 11th Corps in the spring of 2000, an attack which was expected to clear the Baltic coast as far as the mouth of the *Wisla* River of enemy forces. Under cover of this offensive, the Special Forces team code-named Strike Force Zulu had moved off toward the city of Lodz on a mission of its own behind enemy lines. Its movement was masked by the fury of 5th Division's attack. Their goal was the University of Lodz. The Defense Intelligence Agency had learned of a young Polish computer expert, Dr. Piotr Czerwinski, working at the University on a device which could revolutionize the post-War world.

OPERATION RESET

Among the casualties of the war were hundreds of thousands of microcomputers, the machines responsible for running countless business and government agencies. The heart, or rather the brain, of any microcomputer is its CPU or central processing unit, a silicon chip which controls and directs the computer's operation. The CPU and the chips called RAM and ROM (which hold the computer's memory) are the essence of the computer itself. The vast majority of the computer chips throughout the world were destroyed by the EMPs of nuclear strike and counterstrike in 1997 and 1998. Many more were destroyed in the rioting and destruction that followed in the large cities of the world. By the spring of 2000, few working computers can be found.

Dr. Czerwinski had developed what the DIA called the MCCS, governmentese for modular computer chip surrogate. This was a hard-wired unit, itself the size of a typical desktop computer, which could be mechanically wired or rewired to duplicate any of several pre-War computer chips. When it was plugged into a computer, the MCCS duplicated the action of that chip.

With the MCCS, computers could be made operational again. Computer-directed communication systems could be re-es-

lished, inventories or rationed supplies maintained, whole populations counted and kept track of for taxation, requisition, food distribution and conscription. For governments or individuals who could dominate and manipulate the flow of information made possible by working computers, this meant power. The speed and memory capacity of the pre-War computers could not be duplicated, but the MCCS was infinitely better than nothing.

The DIA had decided that Dr. Czerwinski's invention had to be secured for the West, especially when it was discovered that both the Soviet KGB and the DIA's American rivals at the CIA had learned of Dr. Czerwinski's work and were searching for him. The DIA mission chief stationed in Wroclaw had tracked the Polish scientist down in Lodz, where he was working out of a school basement workshop. The operation was code-named Reset (clearly someone with a sense of humor assigned the code-name), and Strike Force Zulu was hurriedly organized to coincide with the upcoming NATO offensive. In some circles, the joke was made that the offensive was in reality a huge diversion for Operation Reset.

Unfortunately, no one planned for the possibility of a military disaster. The German army had come apart, first under counterattacks by Polish army units, then under the threat to their homeland by encircling Soviet armies. The US 11th Corps was smashed by Soviet armies brought in from Byelorussia. The US 5th Division was crushed by the Soviet 4th Guards Tank and the Soviet 22nd armies near the city of Kalisz, almost 100 kilometers short of Lodz (the military disaster which stranded the characters in central Poland). Strike Force Zulu, however, managed to reach Lodz, and while the 5th fought through that night of fire and blood, they infiltrated the university, where they found that most of the rest of the faculty and staff had already fled the advancing NATO forces. A few quick interrogations revealed that Dr. Czerwinski had packed up the most vital components of the project into two aluminium briefcases, one containing his laboratory notebooks and papers (some of them reduced to microfilm) and the other containing the only existing MCCS prototype. Dr. Czerwinski was killed in an air strike by NATO forces in a vain attempt to destroy rear area lines of communication, but not before he had sent both cases out of Lodz, each via a separate group of his assistants and students, each to a different destination.

DIVISION OF EFFORT

The Special Forces' CO, Major Billings, decided to divide his forces: He would take part of the team and secure the prototype; Schaeffer would take the rest to secure the notes and papers. Billings and Schaeffer parted company, never to see each other again, at least not in this world.

The passage of a week found Schaeffer's group dodging Soviet patrols amid the burning wreckage of the 5th Division's vehicles. After encountering powerful Soviet armored forces to the west (part of the 4th Guards Tank Army pursuing the shattered remnants of

the 5th), they decided to turn south, hoping eventually to work their way to the back-up rendezvous—Krakow.

Schaeffer and his solders met "Sergeant" Cutler in Krakow, when they were nosing around the American quarter looking for evidence of Billings' party. Cutler was, he claimed, a survivor of the massacre at Kalisz who had been cut off during the battle and who had made it through to Krakow. Cutler (always telling people what they want to hear) told the team that he knew where another Special Forces group was, just outside of the city, and offered to lead Schaeffer there. There was need for haste, Cutler said, as the other group was now headed southwest toward Austria, and it would be hard to overtake them unless the team left immediately.

The ambush outside the city the next morning came as a complete surprise.

NAJEZDZCIE WARSAWSKIE

Cutler led Schaeffer and his soldiers into a previously arranged ambush by the marauder band known as the *Najezdziec Warsawskie* (raiders of Warsaw). This band is a group of about 40 assorted criminal types, the vast majority of them deserters from the Soviet 9th Tank Division, but including a few Poles, Czechs, Germans and Americans (of whom Cutler is, or rather was, one).

In the wake of the German III Army's failed spring offensive (bringing with it the destruction of the US 5th Division), the marauders hit upon the lucrative plan of pre-arranged ambushes. One of the marauders, cleaned up enough to represent a recent refugee of one of the stranded NATO armies, would locate a likely group of soldiers of his nationality (American in the case of Cutler), and act as a "Judas Goat," leading them into an ambush after lulling them into a false sense of security.

Weapons, vehicles and other equipment the marauders acquire in this way is used to replace losses among their own equipment. Any surplus is divided among the marauders according to a complicated formula of shares, with the result that the marauder leadership receives the lion's share. Cutler and the other "Judas Goats," in recognition of the risks they take, receive a greater percentage than the average marauder. Cutler fences his share with Henryk Rapacki.

Cutler, when he discovered the Reset briefcase, recognized its tremendous value, and decided to alter the deal in favor of himself and cut the *Najezdziec Warsawskie* completely out.

CITY MAP KEY

(PAGES 10-11)

APPENDIX

REFERENCES GUIDE TO KRAKOW

This section lists out the important details a reader needs to know about Krakow to find the city to visit. It includes information on the city's location, its history, its major industries, its transportation system, and its climate.

LAYOUT



APPENDIX II

REFEREE'S GUIDE TO KRAKOW

This section lays out the important details a referee needs to know about Krakow to bring the city to life.

CITY LAYOUT

The map on pages 10-11 shows the city districts. Most of the city's inhabitants live inside the district called the *Srodmiescie* (old city). The neighboring districts of Nowy, Piasek, Swiat, Stradom and other areas have not been entirely given up, and numerous families live in the crumbling buildings there. Buildings in the outlying districts such as Czarna Wies, Kleparz and the regions on the south bank of the *Wisla* stand largely empty, some in ruins. Scavengers, thugs and marauders live in many of these areas, and they are not safe to travel in, especially at night.

Old City: The old city stretches about two km north from the *Wawel*. In the 19th century, the city's walls and moats were filled in during an urban renewal project which created a four-kilometer-long garden park called the *Planty*. During the past 18 months, this park has been dug up and a new wall erected by refugee labor, using rubble stripped from surrounding buildings. At the north end of the *Srodmiescie*, parts of the old wall are intact, including St. Florian's Gate, which stands over 30 meters tall, and the barbican, a massive medieval wall 10 meters tall in places.

The new wall averages four meters in height and is little more than a crude barricade of stacked blocks of stone, bricks

and sandbags topped by barbed wire and a board walkway. Several streets into the old town have been blocked off, and fortified gates have been constructed at the others.

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

GOVERNMENT AND LOCAL POLITICS

The city is outwardly ruled by the *Rada* (the city council), an elected body with, theoretically, control over city troops, and by the *Dowodca* (leader) Kutrzeba. In fact, the former Division commander, Major General Zygmunt Bohusz-Szyszkowski, is now the city's Police Prefect and commander of the ORMO, with total responsibility for the city defenses.

There is a third leader in the city as well, an extremely wealthy individual who prefers to pull political strings from the shadows.

He is known as *Guz* ("Boss"), and he controls much of the black market, *Dowodca* Kutrzeba, and the entire council through his wealth and connections. He is protected by his own personal guards (a group known as the *Warta*), and has his own intelligence network.

Kutrzeba and Bohusz-Szyszkowski are of little importance to the Reset adventure and are not covered in great detail.

Warta: The *Warta* is the personal bodyguard of *Dowodca* Kutrzeba, and as such is found near him. They began as armed civilians and military deserters gathered under Kutrzeba a year ago to repel marauder attacks on the city and establish order. Most were absorbed when the Polish 8th MRD became the cadre for the ORMO, but through an agreement between Kutrzeba and General Bohusz-Szyszkowski, a special guard of 50 men was retained by Kutrzeba as personal bodyguard and for ceremonial purposes.

The *Warta* consists of a five-man headquarters and three 15-man platoons. The headquarters consists of the *Warta* captain, his lieutenant, and two clerks and a messenger. Each platoon contains a sergeant (a Veteran NPC), two six-man rifle squads (two Experienced and four Novices) and a two-man light MG section (one Experienced and one Novice). Each rifle squad is equipped with AK-74s. All officers have pistols, largely 9mm Makarovs. All sergeants have AKR SMGs. Each LMG section has one RPK-74 and one AKR SMG.

FOOD AND FARMING

Some of Krakow's food comes from what were once the Park Jordana and the Blonia Krakowskie, and the fields and



areas to the west. The farms are worked by *robotniki* (indentured laborers) under the guns of the ORMO. People who want to become citizens of Krakow can earn the right by working in the farm collectives or other city jobs under what are virtually slave labor conditions. The duration of this indenture was originally a year, but the *Rada* is considering increasing it as more and more refugees show up.

Despite its farming efforts, Krakow must import more food than it produces to survive. Krakow's industries include the manufacture of bicycles, alcohol, mortars, mortar bombs, reloaded ammunition, drugs and farming tools, which the city exports in exchange for food. Merchant convoys are frequently encountered along the roads to and from Krakow, usually protected by armed civilians and (occasionally) by ORMO. A number of boats and barges operate on the *Wisla* as well (most of these are crudely built, and drift with the current, but a few pre-War river craft survive).

ELECTRICITY

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

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



CITY MAP KEY (PAGES 10-11)

- A Outer Checkpoints.**
- B ORMO Battalion Command Post.**
- C-D Inner Checkpoints.**
- E Dworzec Główny Railway Station (Abandoned).**
- F Grzegorzki Station:** A railway station and docks on the banks of the *Wisla*, now abandoned and fallen into disrepair.
- G Wojciechowicz Munitions Plant:** One of Krakow's largest industries is munitions. The *Wojciechowicz* Munitions Plant is the most important of them. This converted warehouse turns out mortars, mortar rounds, explosives and shell reloads, most of which are to be exported to other cities. The surrounding city blocks are largely uninhabited, for obvious reasons.
- H Distillery:** The largest of a number of alcohol distilleries in Krakow. Many workers are employed here producing fuel (mainly methanol) which is stored in a warehouse down on the waterfront. These areas are always under heavy guard.
- I Food Warehouses:** Several warehouses taken over by the city government and used to store food for distribution to Krakow's citizens. These centers are always under heavy guard.
- J City Farms.**
- K Kopiec Kosciuszki:** This hill gives a splendid view of the city, and a sweeping panorama of the *Wisla* valley and the Carpathians. The ruins of a 19th-century Austrian fortress are here, together with a large memorial mound with a small chapel in which is buried the heart of Tadeusz Kosciuszko, a hero of both the Polish and American Wars of Independence. An ORMO force is kept here, ready for deployment against marauders or other threats from the west.

HOSPITAL

Most of Krakow's medical supplies and remaining medical personnel are concentrated in one of the residence wings of the *Wawel*. Along with much of the surviving medical and biochemical instructors and the science equipment from the University of Krakow, these form Krakow's new hospital. While not very sophisticated by the standards of late-20th century medicine, the hospital is one of Krakow's greatest treasures. Its experts are capable of manufacturing, in small lots and at great expense, primitive antibiotics (liquid form +, - and ±), vaccines and antitoxins. It is also the only source of antirabies vaccine in Poland (the 14-day DE vaccine series referred to on page 247 of the *Twilight: 2000* rules). Referees might wish to use this fact as a plot element to persuade the players that they need to travel to Krakow.

ECONOMICS OF KRAKOW

Since it cannot raise enough to support itself, Krakow must trade for food and raw materials. The area around Krakow was an agricultural district before the war, and although damaged by the War, production has not been completely destroyed.

Krakow is also a place where practically anything can be bought—if you have the price. The free-wheeling nature of the city has made it a natural market for rare items, such as hard to find medical supplies or scarce weapons, and spare parts for many common items of equipment.

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

The merchants of Krakow will buy food, luxury goods (such as medical supplies or coffee), and raw materials for the city's factories. They will also buy spare parts for just about anything.

Availability: Availability should be determined by the referee, using the equipment availability chart.

Shopping: Shopping consists of spending time determining the availability and price of one or more desired goods. A character who spends a four-hour period shopping can establish whether or not a number of goods in a specific category are available and, if so, how much they cost. Exactly what is in a category is left up to the referee. Small arms ammunition would be a category, for instance, as would large-caliber rounds, medical supplies and vehicle parts. The referee should place a reasonable limit on the number of items per category priced per period. Shopping is easy work for the purposes of fatigue.

Determining availability of goods is done at the end of the period. The chance that an item is available is listed on the equipment availability table in the referee's charts of the basic game. The referee should roll once per item sought to determine availability.

If the result is Success, the item is available, but at three times its equipment list price if rare, twice its equipment list price if scarce, or its normal equipment list price if common or very common. If the roll results in Outstanding Success (10% or less than the required success roll), the item is available for its equipment list price (if scarce or rare) or half of its equipment list price (if common or very common).

If the result is Failure, the item is not available, and a character may not seek it again for one week.

For example, a character shops for small arms ammunition. He wants to buy 9mm P, 5.56 N, and 12 gauge. He must make three availability rolls at the end of the four-hour period spent shopping. If the first is Success, the second Outstanding Success and the last Failure, he may buy 9mm P at \$675 per case and 5.56 N at \$100 per case. No 12 gauge ammunition is on the market this week.

The referee should place a reasonable limit on the number of items available, taking into account price and scarcity.

Selling: Players attempting to sell items will receive about half the prices indicated above. It takes the same amount of time to find a buyer for an item as it does to buy an item (see above).

Note: Because Krakow manufactures methanol in large quantities from agricultural wastes, the price per liter of methanol is \$.50. Ethanol is not manufactured in large amounts because it requires edible material. Ethanol bought in Krakow costs \$8 per liter.

Currencies: Gold in various forms is used, but the most common currency in use in Krakow is the ration chit, some-



times called a soup-kitchen coupon or meal-ticket.

Ration chits are printed by the *Rada* and can be redeemed for meals at public "soup-kitchens" throughout the city, or for bulk food from the city warehouses. A ration chit entitles the bearer to a day's worth of food.

The ORMO and all city workers (excluding *robotniki*, who are fed in the fields) are paid in ration chits. Factory owners buy them from the *Rada* with their goods and use them to buy raw materials from scavengers and to pay their own workers.

Shortly after Krakow proclaimed its free city status, the *Rada* confiscated all printing presses and supplies. At about the same time, a large supply of banknote quality paper was discovered in a railroad car, and this is used to print the ration chits. As a result, the chits are very difficult to counterfeit locally. To prevent hoarding, the chits are dated, and the pattern changed occasionally.

For the purposes of barter, a ration chit is considered to be worth \$3.

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

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

Krakow produces mortars, explosives, reloaded ammunition (usually in exchange for empty cartridge cases), simple tools such as axes or shovels, bicycles, wagons and carts, leather goods and clothing, and alcohol fuels. The hospital

produces small quantities of primitive antibiotics (liquid form +, - and \pm) and other medical supplies (surgical ether, sterile dressings, etc.).

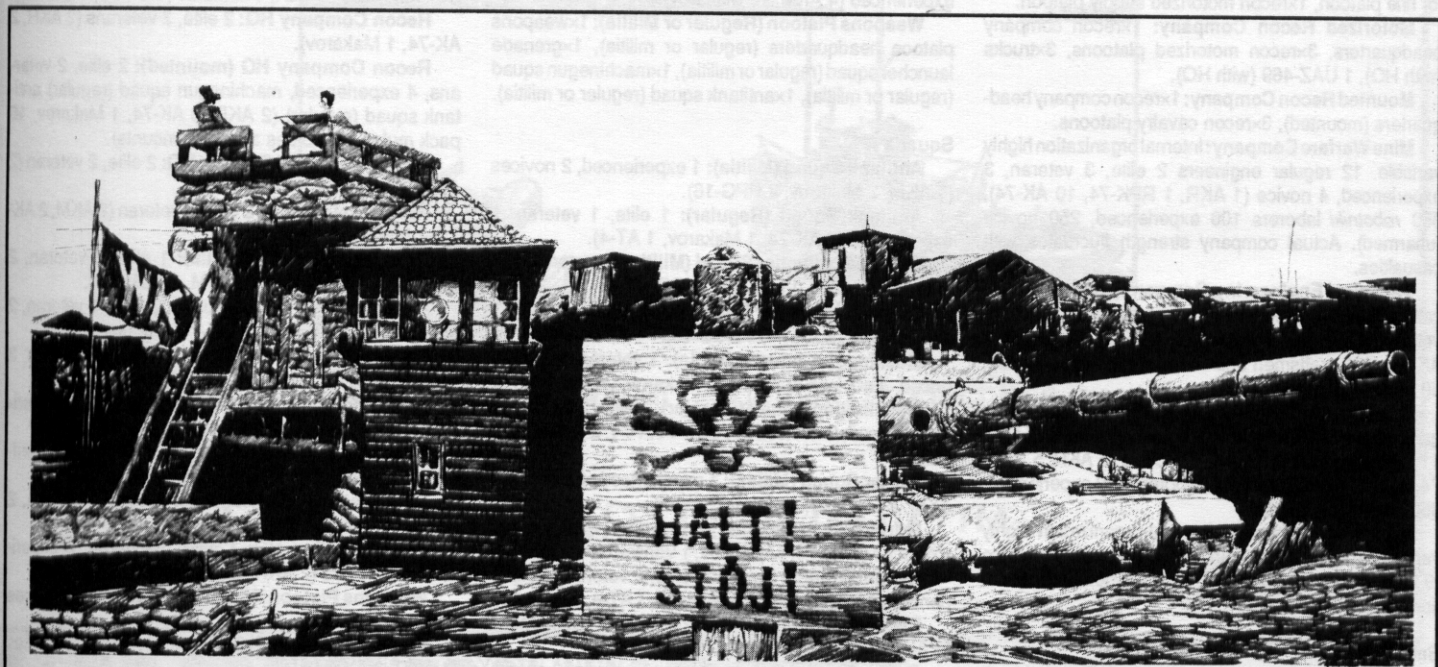
Services: Krakow's craftsmen also operate like old-time tinkers. For a price, they can rebuild any but the most complex item of equipment (even to the extent of fabricating some of the parts).

ORMO

The city defense force or ORMO was organized and is currently led by General Bohusz-Szyszeko, Krakow's Police Prefect.

The ORMO includes Elite and Veteran troops from the Polish 8th MRD, as well as Novice and conscript troops from Krakow's civilian population. The Veterans will, for the most part, be NCOs, officers, and the older Experienced soldiers, about one soldier in four. The Krakow ORMO has a total strength of 6900 men and women when fully mobilized. Of these, 1366 are standing regular armed troops, 3320 are part-time militia, 606 are military logistical and support troops, and approximately 1600 are unarmed laborers. About 475 armed militia are active at any given time, giving the Krakow ORMO a normal active combatant force of about 1850.

The Krakow ORMO is organized as indicated on the diagram on page 46.



ORMO ORGANIZATION AND EQUIPMENT

Battalions

Rifle Battalion (3xregular, 7xmilitia): 1xrifle battalion headquarters (regular or militia), 3xrifle companies (regular or militia), 1xmortar battery (regular or militia).
MRL Battalion (1 total): 1xartillery battalion headquarters, 2xmultiple rocket launcher batteries.
Antitank Battalion (1 total): 1xartillery battalion headquarters, 3xantitank gun batteries, 1xantitank missile battery.

Field Gun Battalion (1 total): 1xartillery battalion headquarters, 3xfield gun batteries.

Recon Battalion (1 total): 1xrecon battalion headquarters, 1xarmored recon company, 1xmotorized recon company, 1xmounted recon company.

Tank Battalion (1 total): 1xtank battalion headquarters, 1xregular tank platoon, 7xmilitia tank platoons, 1xtank maintenance platoon (2xoperational T-80s, 3xoperational T-72s, 5xdug-in T-80s, 9xdug-in T-72s).

Engineer Battalion (1 total): 1xengineer battalion headquarters, 1xmine warfare company, 1xtechnical engineering company, 1xconstruction engineering company, 1xmachinery company.

Signal Battalion (1 total): Internal organization highly variable. 6 elite, 11 veteran, 11 experienced, 12 novice (5 AKR, 5 RPK-74, 30 AK-74) 360 operators, clerks, and runners, 120 experienced, 240 novice (unarmed).

Supply & Transport Battalion (1 total): Internal organization highly variable. 14xmilitia rifle platoons (warehouse garrisons), 176 regular officers and men (26 elite, 50 veteran, 50 experienced, 50 novices (26 AKR, 25 RPK-74, 125 AK-74), 242xunarmed drivers and laborers (82 experienced, 160 novice).

Maintenance Battalion (1 total): Internal organization highly variable. 17 elite, 33 veteran, 33 experienced, 34 novice (16 AKR, 17 RPK-74, 84 AK-74).

Companies

Rifle Company (Regular or Militia): 1xrifle company headquarters (regular or militia), 3xrifle platoons (regular or militia), 1xweapons platoon (regular or militia).

Armored Recon Company: 1xarmored recon company headquarters, 2xscout car platoons, 1xrecon motor rifle platoon, 1xrecon motorized supply platoon.

Motorized Recon Company: 1xrecon company headquarters, 3xrecon motorized platoons, 3xtrucks (with HQ), 1 UAZ-469 (with HQ).

Mounted Recon Company: 1xrecon company headquarters (mounted), 3xrecon cavalry platoons.

Mine Warfare Company: Internal organization highly variable. 12 regular engineers 2 elite, 3 veteran, 3 experienced, 4 novice (1 AKR, 1 RPK-74, 10 AK-74), 350 *robotniki* laborers 100 experienced, 250 novice (unarmed). Actual company strength fluctuates with casualties.

Technical Engineering Company: Internal organization highly variable. 11 regular engineers, 2 elite, 3 veteran, 3 experienced, 3 novice (2 AKR, 1 RPK-74, 7 AK-74), 150 craftsmen and laborers, 100 experienced, 50 novice (unarmed).

Construction Engineering Company: Internal organization highly variable. 40 regular engineers, 7 elite, 11 veteran, 11 experienced, 12 novice (5 AKR, 5 RPK-74, 30 AK-74). 550 *robotniki* laborers 200 experienced, 350 novice (unarmed).

Machinery Company: Internal organization highly variable. 10 elite, 19 veteran, 19 experienced, 20 novice (9 AKR, 9 RPK-74, 50 AK-74, assorted heavy construction equipment).

Batteries

Antitank Gun Battery: 1xantitank gun battery head-

quarters, 2xantitank gun platoons.

Antitank Missile Battery: 1xantitank missile battery headquarters, 3xantitank missile platoons.

Field Gun Battery: 1xfield gun battery headquarters, 2xfield gun platoons.

Mortar Battery (Regular or Militia): 1xmortar battery headquarters (regular or militia), 2xmortar platoons (regular or militia).

MRL Battery: 1xMRL battery headquarters, 2xMRL platoons.

Platoons

Antitank Gun Platoon: 1 veteran, 1 experienced, 4 novices (2 AKM, 4 Makarov, 1 Rapira-3).

Antitank Missile Platoon: 1 veteran, 1 experienced, 2 novices (1 AKM, 3 Makarov, 1 AT-5).

Field Gun Platoon: 1 veteran, 1 experienced, 6 novices (2 AKM, 6 Makarov, 1 D-30).

Mortar Platoon (Militia): 1 experienced platoon leader (1 AKM), 2xmortar squads (militia).

Mortar Platoon (Regular): 1 veteran platoon leader (1 AKM), 2xmortar squads (regular).

Multiple Rocket Launcher (MRL) Platoon: 1 veteran, 2 experienced, 4 novices (3 AKM, 3 Makarov, 1 BM-27).

Recon Cavalry Platoon: 1xrecon cavalry platoon headquarters, 2x recon cavalry squads.

Recon Maintenance Platoon: 1 elite, 2 veteran, 9 experienced, 8 novices (3 AKR, 6 AKMR, 11 Makarovs).

Recon Motor Rifle Platoon: 1xRecon platoon headquarters, 2xrecon APC squads.

Recon Motorized Platoon: 1xrecon motorized platoon headquarters, 2x recon motorized squads.

Recon Motorized Supply Platoon: 2 veteran, 2 experienced, 4 novices (4 AKMR, 4 Makarov, 4 trucks).

Recon Scout Car Platoon: 2 elite, 4 veteran, 2 experienced (2 AKM, 8 Makarov, 2 OT-65).

Rifle Platoon (Regular or Militia): 1xplatoon headquarters (regular or militia), 3xrifle squads (regular or militia).

Tank Maintenance Platoon: 2 veteran, 5 experienced, 5 novices (unarmed).

Tank Platoon (Militia): 1 veteran, 2 experienced, 5 novices (8 Makarov).

Tank Platoon (Regular): 2 elite, 6 veteran, 4 experienced (4 AKM, 12 Makarov).

Weapons Platoon (Regular or Militia): 1xweapons platoon headquarters (regular or militia), 1xgrenade launchersquad (regular or militia), 1xmachinegun squad (regular or militia), 1xantitank squad (regular or militia).

Squads

Antitank Squad (Militia): 1 experienced, 2 novices (1 AKM, 2 Makarov, 2 RPG-16).

Antitank Squad (Regular): 1 elite, 1 veteran, 1 experienced (2 AK-74, 1 Makarov, 1 AT-4).

Grenade Launcher Squad (Militia): 1 experienced, 1 novice (1 AKM, 1 Makarov, 1 RPG-16).

Grenade Launcher Squad (Regular): 1 veteran, 1 experienced (2 AK-74, 1 AGS-17).

Machinegun Squad (Militia): 1 veteran, 2 experienced, 4 novices (3 AK-74, 4 Makarov, 2 RPK-74).

Machinegun Squad (Regular): 1 elite, 2 veteran, 2 experienced, 2 novices (1 AKR, 4 AK-74, 2 Makarov, 2 PK).

Mortar Squad (Militia): 1 experienced, 4 novices (1 AKM, 4 Makarov, 1 120mm mortar).

Mortar Squad (Regular): 1 veteran, 1 experienced, 3 novices (1 AK-74, 4 Makarov, 1 Vasilek 82mm mortar).

Recon Antitank Squad: 2 elite, 2 veteran, 4 experienced (3 AKM, 2 AK-74, 3 Makarov, 1 AT-4, 2 RPG-16).

Recon APC Squad: 2 elite, 2 veteran, 2 experienced (2 AKM, 6 Makarov (2 OT-64)).

Recon Cavalry Squad: 2 elite, 4 veteran, 2 experi-

enced (4 AKR, 2 RPK-74, 2 AK-74, 8 horses).

Recon Machinegun Squad: 3 elite, 2 veteran, 2 experienced, 1 novice (4 AKM, 2 AK-74, 2 Makarov, 2 PK).

Recon Motorized Squad: 2 elite, 4 veteran, 2 experienced (4 AKM, 2 RPK-74, 2 AK-74, 1 truck).

Recon Signal Squad: 1 veteran, 1 experienced, 2 novices (1 AKR, 1 AK-74, 2 Makarov).

Recon Squad: 2 elite, 4 veteran, 2 experienced (4 AKM, 2 RPK-74, 2 AK-74).

Recon Supply Squad: 1 veteran, 1 experienced, 2 novices (1 AKM, 1 AK-74, 2 Makarov).

Rifle Squad (Militia): 1 veteran, 1 experienced, 5 novices (3 AKM, 2 Mauser, 2 DB Shotgun).

Rifle Squad (Regular): 1 elite, 2 veteran, 2 experienced, 2 novices (1 AKR, 1 RPK-74, 5 AK-74).

Headquarters Units

Antitank Gun Battery HQ: 1 veteran, 1 experienced, 6 novices (1 AKM, 7 Makarov).

Antitank Missile Battery HQ: 1 veteran, 1 experienced, 2 novices (1 AKM, 3 Makarov).

Artillery Battalion HQ: 2 elite, 3 veteran, 4 experienced, 3 novices (3 AKM, 10 Makarov).

Engineer Battalion HQ: 1 elite, 2 veteran, 3 experienced, 10 novices (2 AKM, 6 Makarov, 8 AK-74, 2 trucks).

Field Gun Battery HQ: 1 veteran, 1 experienced, 18 novices (4 AKM, 16 Makarov).

Mortar Battery HQ (Militia): 1 elite, 1 veteran, 16 novices (2 AKM, 1 Makarov).

Mortar Battery HQ (Regular): 2 elite, 1 experienced, 15 novices (2 AKR, 1 Makarov).

Mortar Platoon HQ (Militia): 1 veteran (1 AKM).

Mortar Platoon HQ (Regular): 1 experienced (1 AKR).

Multiple Rocket Launcher (MRL) Battery HQ: 1 veteran, 1 experienced, 18 novices (4 AKM, 16 Makarov).

Recon Battalion HQ: 2 elite, 6 veteran, 6 experienced, 4 novices (6 AKM, 4 AK-74, 4 Makarov (2 UAZ-469, 1 3/4-ton radio truck, 2 motorcycles, 1 3/4-ton ambulance)).

Recon Cavalry Platoon HQ: 2 elite, 2 veteran (2 AKM, 4 Makarov, 4 horses).

Recon Company HQ, Armored: 3 elite, 2 veteran, 2 experienced (4 AKR, 4 Makarov (1 OT-65, 1 BMP-3)).

Recon Company HQ: 2 elite, 2 veterans (2 AKR, 2 AK-74, 1 Makarov).

Recon Company HQ (mounted): 2 elite, 2 veterans, 4 experienced, machinegun squad (regular) antitank squad (regular) (2 AKR, 6 AK-74, 1 Makarov, 16 pack mules, 22 horses and 17 remounts).

Recon Motorized Platoon HQ: 2 elite, 2 veteran (2 AKM, 4 Makarov, 1 UAZ-469).

Recon Platoon HQ: 2 elite, 2 veteran (2 AKM, 2 AK-74, 1 Makarov).

Rifle Battalion HQ (Militia): 1 elite, 2 veteran, 2 experienced, 9 novices (2 AKM, 6 Makarov).

Rifle Battalion HQ (Regular): 2 elite, 1 veteran, 2 experienced, 9 novices (2 AK-74, 6 Makarov).

Rifle Company HQ (Militia): 1 elite, 1 veteran, 3 novices (2 AKM, 1 Makarov, 2 Mauser).

Rifle Company HQ (Regular): 2 elite, 1 experienced, 2 novices (2 AKR, 1 Makarov, 2 AK-74).

Rifle Platoon HQ (Militia): 1 veteran, 1 experienced, 2 novices (1 AKM, 1 SVD, 2 Mausers).

Rifle Platoon HQ (Regular): 1 elite, 1 veteran, 2 novices (1 AKR, 1 SVD, 2 AK-74).

Tank Battalion HQ: 1 elite, 1 veteran, 2 experienced, 1 novice (2 AKR, 5 Makarov).

Weapons Platoon HQ (Militia): 1 veteran, 2 novices (1 AKM, 2 Mauser).

Weapons Platoon HQ (Regular): 1 elite, 2 novices (1 AKR, 2 AK-74).

RENDEZVOUS IN KRAKOW



To the survivors of the US 5th Division, Krakow sounded like a city out of a fairy tale ... a castle, an evil king, even a flying carpet. More importantly, Krakow sounded like an island of peace in a war-torn world.

The reality was different ...

Rendezvous in KrakowTM is the first of three linked adventures forming **The Vistula Epic**TM for **Twilight:2000**TM 2nd edition. Krakow has been spared the worst of the war's devastation, and has declared itself a free city. The war is banished, and individuals are free to come and go ... so long as they leave the war behind.

Background material includes street maps with points of interest, from Wavel Castle to the "Wojo" munitions plant. Many non-player characters are described in detail as well as the Krakow ORMO and the marauder bands of the surrounding countryside. The city's economy, culture, and atmosphere combine to make the Free City of Krakow a rich adventure environment.

Set against this backdrop is the adventure, which thrusts the player characters into the midst of intrigue and treachery as they pursue the secret of Operation Reset, and in the process gain the attention of several intelligence agencies and Krakow's most interesting (and dangerous) citizens.

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