

BOOMER

Loren K. Wiseman



0521

Last Sub

Series Module

TWILIGHT: 2000™



GDW



Last Sub

BOOMER

Loren K. Wiseman

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TWILIGHT: 2000



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Boomer

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Boomer

After we picked up the Russkie scientists in Romania and made it safely out to sea again, a couple of days passed before Sacks remembered the envelope that he got from that Drakul guy—the one that was stolen from KGB center in Bucharest. We were sitting in the wardrobe drinking the last of the ersatz coffee when he snapped his fingers, pulled the envelope out, and opened it. What he read did not make him happy. He looked scared for the first time since I'd met him.

"Mac. " His voice was almost a whisper. "Get the Jane's and look up Barrikada, please. " MacDonald complied. She pulled this big blue book out of a cabinet and flipped pages for a couple of minutes. Then she stared at the pages for a minute and looked over at Sacks, puzzled.

"Barrikada's a Typhoon, " she said. "What's going on?"

Sacks said nothing, just handed her the paper. She read it, and it got to her, too. "I thought they were gone, "she said after awhile.

This time I asked what was going on.

Sacks looked at me for a minute before he answered. "There's a Soviet boat still alive, somewhere north of Norway. "

"What's that to us?"

"It's a boomer...a nuclear missile boat. Three of the missiles... with warheads...are evidently still operable. "

INTRODUCTION

Boomer is a game module for use with GDW's World War III role-playing game, **Twilight: 2000**. The story centers around the same characters who recaptured SSN-705 *City of Corpus Christi* in the first module, **The Last Submarine**. The second module, **Mediterranean Cruise** took *Corpus Christi* through the Mediterranean Sea to Romania in search of a husband-and-wife team of Soviet scientists. While in Romania, the players discovered a chilling fact—they are not the only submarine still operable.

The *Corpus Christi* must race against time to find the last boomer and deal with it before it can be used to extinguish what is left of the fragile light of civilization in the United States.

Information presented in this module includes:

- Source material and maps for the places in Norway where the action takes place.
- Source material, maps, and encounter descriptions for the Svalbard Archipelago, and a description of the unique society that has formed there as a result of the war.
- Background details on how the Soviet sub came to be trapped in the ice, and on the operation undertaken to recover it.
- Deck plans and descriptions of the *Arktika*, a scientific survey vessel designed for use in arctic waters.
- An appendix containing illustrations and descriptions of cold-weather clothing and equipment (including snowmobiles, snowcats, and other specially designed arctic vehicles!), along with rules for extreme cold-weather situations.
- Rules for traversing the arctic ice pack, and a discussion of the special dangers and encounters to be found there.
- As in **Mediterranean Cruise**, an appendix is included containing two optional scenarios for **Harpoon**, GDW's modern naval wargame rules for miniature figures.

REFEREES NOTES

Boomer is the final installment in the **Last Submarine** trilogy of **Twilight: 2000** adventure modules. The characters will need

to complete **Mediterranean Cruise** (the second installment of the trilogy) before proceeding with **Boomer**.

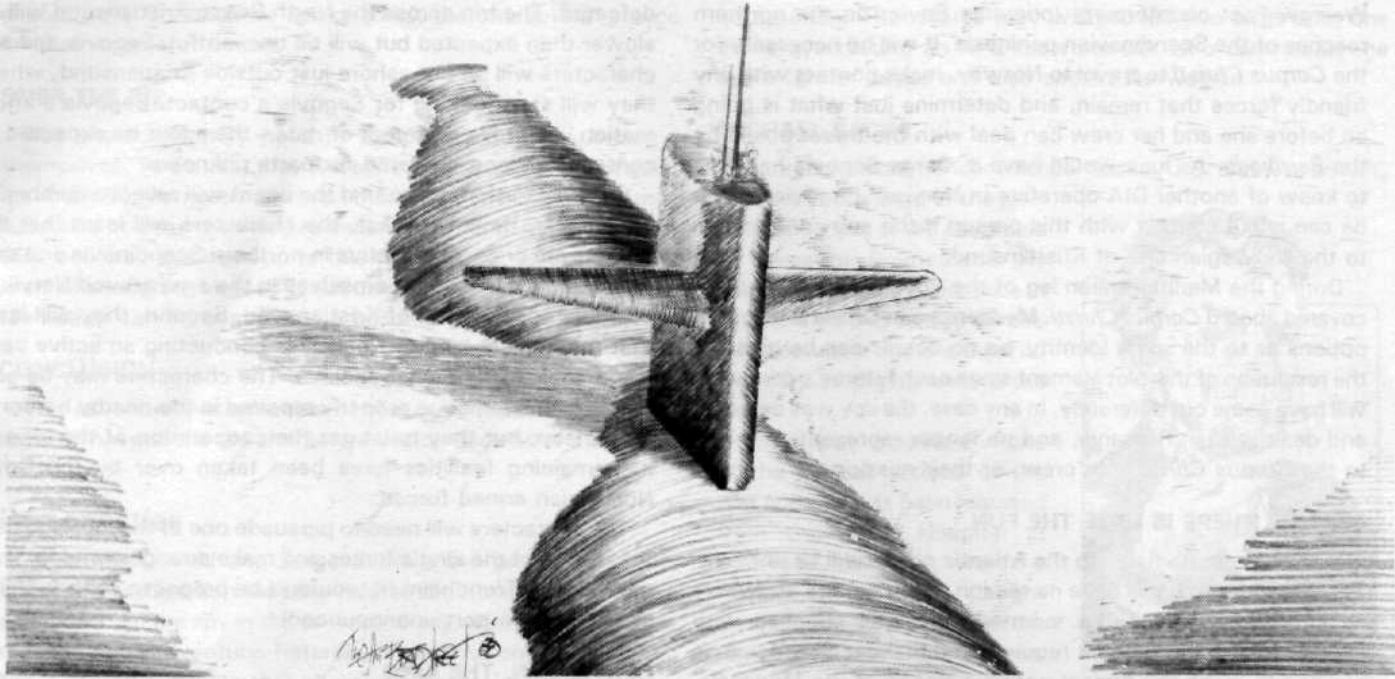
This module is designed to be used primarily by the referee. Certain portions (such as the maps) are for player use and should be photocopied and passed out as the information they contain becomes available to the players. As usual with **Twilight: 2000** adventure modules, **Boomer** also contains several short narrative sections intended to help the players visualize the background and situation, and add a touch of realism to the adventure. The referee may read these aloud to the players, or may copy them and make them available.

As we did with **The Last Submarine**, we have placed the relevant personality and background essays in places where they are likely to be encountered and needed, rather than placing them all in a single chapter. This way the referee gets the information needed for a single section, and doesn't have to continually flip back and forth between background, personality, and adventure chapters.

—Loren K. Wiseman

WARNING:

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



The Adventure Plot

This chapter will first briefly summarize the voyage of the *Corpus Christi* up to the start of the present adventure. It will then present a synopsis of the adventure and some notes on the various possible conclusions.

The referee should bear in mind the military command structure of the mission. Technically, the leader of the characters' group is only in command of the land aspects of the operation. Lieutenant Commander Michael Sacks is the decision-maker for the naval side of things; this will occasionally force the player-characters along against their wishes. Players may complain that the adventure is over-choreographed, but this is necessary (given the nature of the adventure). None of the players can operate the submarine, after all. The referee should strive to make Sacks' decisions (such as taking the sub through the channel instead of around) seem the most logical thing to do at the time. In the final portion of the adventure, the referee should allow the players to influence Sacks' decisions (as explained in this chapter and later in the module).

BACKGROUND

In early 2001, the player characters were sent to New England in order to locate and recover SSN-705 *City of Corpus Christi*, a *Los Angeles*-class attack submarine. The submarine was discovered to be in the clutches of a petty warlord who wanted to use it to further his plans for the domination of New England and the rest of the Atlantic coast. The characters successfully recovered *Corpus Christi* and thwarted these plans (these events are dealt with in **The Last Submarine**).

The reason the characters were ordered to recover the sub was then made clear: They were to journey to Romania and rescue a pair of fleeing Soviet scientists. A Romanian partisan named Drakul had the two scientists, and he agreed to trade them for arms and political recognition. (Along the way, the submarine was also to pick up a number of DIA operatives.) The mission was almost compromised when a spy revealed the

details of the exchange to the Soviet forces remaining in Romania, and the *Corpus Christi*'s landing point was attacked. Drakul and his partisans held the Soviets long enough for the *Corpus Christi* and her passengers to escape with the scientists (these events are covered in **Mediterranean Cruise**).

Drakul had previously recovered a fragmentary message during a raid on KGB headquarters in Bucharest, which he turned over to Commander Sacks of the *Corpus Christi*. This message (translated from Russian) read:

POLAR BEAR TO MOSCOW CENTER STOP BARRIKADA
LOCATED IN ICECAP COMMA POSITION...EIGHT
MINUTES...THIRTY DEGREES THREE...EAST STOP
REACTORS SHUT DOWN BY CREW COMMA BUT
RECOVERABLE USING ONBOARD...NO NEED TO
RISK...THREE MISSILES AND WARHEADS OPERABLE
STOP EXPECT...BY ONE APRIL ENDIT

The *Barrikada* mentioned in the message is recorded in the 1996 issue of *Jane's Fighting Ships* as a Typhjooon-class ballistic missile submarine—a "boomer" in naval slang. All that can be determined from the message is that the *Barrikada* was shut down but is recoverable, that three missiles and warheads are still functional, that the sub is in the polar ice pack somewhere north of Norway, and that something is expected by 1 April. This information is chilling, but it is not a great deal to go on.

Thirty degrees east longitude runs through the easternmost and northernmost part of Norway. If the *Barrikada* is stuck in the ice pack along this line, it must be north of the southernmost limit of the ice for this time of year, which is about 75 to 77 degrees north latitude in that area. By coincidence, this is approximately the location of the group of islands (belonging to Norway) called Svalbard in Norwegian. This region has been cut off from communication with the rest of the world for more than two years, and it would not be prudent to go charging in without finding out a little more about local conditions.

NATO air, naval, and ground forces (primarily Norwegian, British, and American) engaged in several battles with their

Warsaw Pact counterparts (primarily Soviet) in the northern reaches of the Scandinavian peninsula. It will be necessary for the *Corpus Christi* to travel to Norway, make contact with any friendly forces that remain, and determine just what is going on before she and her crew can deal with the threat posed by the *Barrikada*. As luck would have it, Jorge Segovia happens to know of another **DIA** operative in Norway. Segovia is sure he can make contact with this person if the sub can get him to the Norwegian city of Kristiansund.

During the Mediterranean leg of the voyage, a spy was uncovered aboard *Corpus Christi*. **Mediterranean Cruise** left several options as to the spy's identity, so no details can be given of the resolution of this plot element since each referee's campaign will have come out differently. In any case, the spy was detected and dealt with in Romania, and no longer represents a threat to the *Corpus Christi*, her crew, or their mission.

GETTING THERE IS HALF THE FUN

The trip from Romania to the Atlantic ocean will be uneventful, *Corpus Christi* will have no reason to put ashore anywhere along the way since the submarine is well supplied with everything the passengers require. Commander Sacks will be anxious to make the fastest possible transit of the Mediterranean and will cruise underwater whenever possible, surfacing only when necessary to take a navigational fix of the boat's position. No encounter will take place in the Straits of Gibraltar this time unless the referee wishes to implement one to spice up the initial part of the adventure. Likewise, the trip up the west coast of the Iberian peninsula will be uneventful.

Commander Sacks will decide that the best route to Norway is through the English Channel, even though he strongly suspects that it will be heavily patrolled by French naval vessels. By surfacing only at night, and by making the highest speed possible, Commander Sacks hopes to avoid encounters with any hostile warships—and if he doesn't, there are a couple of Mk48 torpedoes left.

IMPROPER CHANNEL

While moving through the English Channel, *Corpus Christi* will encounter a French destroyer. **Twilight: 2000** contains no rules for the adjudication of naval battles such as this one, and, in any case, the characters will not be active participants in the fighting (they are *soldiers*, after all, not sailors). The fight will last several hours, during which time the submarine will sustain some damage. After what seems an interminable wait, Commander Sacks and the *Corpus Christi's* crew will sink the destroyer at an expenditure of all but one of the submarine's remaining torpedoes.

Referees who also own **Harpoon**, GDW's modern naval miniatures rules, may wish to adjudicate this battle using these rules. With this in mind, "Appendix II: Optional Harpoon Scenarios" contains the details of the channel encounters in **Harpoon** scenario format.

After the fight, *Corpus Christi* will limp out of the channel, searching for and ultimately finding a suitable British beach where temporary repairs can be made. The players will have to act as security forces while the submarine is beached and repaired, during which time they will be attacked by an English marauding gang.

THERE'S A FJORD IN YOUR FUTURE

The submarine is partially repaired, and the marauders are

defeated. The trip across the North Sea to Kristiansund will be slower than expected but will be uneventful. Segovia and the characters will be put ashore just outside Kristiansund, where they will start looking for Segovia's contact. Segovia's information will prove to be out of date—the agent he expected to contact has long departed for parts unknown.

Segovia's attempts to find the agent will reveal a number of other facts, however. First, the characters will learn that the Soviets are once again active in northern Scandinavia and that they have established themselves in the area around Narvik, a port well to the north of Kristiansund. Second, they will learn that the present king of Norway is conducting an active campaign against the Soviet enclave. The characters may be able to get their submarine properly repaired in the nearby harbor at Trondheim, but they must get the cooperation of the king as **its** remaining facilities have been taken over by the Royal Norwegian armed forces.

The characters will need to persuade one of the locals to help them contact the king's forces and make arrangements for their reception in Trondheim (it wouldn't be proper to sail a warship into a strange port unannounced).

GENTLEMEN, THE KING

If all goes well, the characters will sail into Tromsø and obtain an audience with the king. He will be receptive to their situation but will explain that he has problems of his own. He will arrange to use up some of the last of his scarce resources to repair the American submarine, but he will expect their help in return.

The main Soviet stronghold in Norway is at the port of Narvik, which he has been unable to dislodge. However, a carefully prepared commando raid would knock out vital command and control centers, and cause enough temporary chaos to enable the king's forces to capture the base with minimal casualties. The king wants to use the American submarine to transport the raiding force deep into the Soviet enclave.

While preparations for the assault are being made, the characters will be able to consult with Norwegian intelligence officers about the intercepted message. These will reveal the existence of an operation called *Severnaya Medved* (polar bear), mentioned in a number of radio transmissions from Narvik. Unfortunately, the Norwegians will not be able to tell the characters much more about Operation Polar Bear.

THE RAID

The Narvik raid will be successful, and the Soviets will be crippled and scattered. The characters will discover the Intel room in the headquarters building, which will have been partly destroyed during the attack. Nevertheless, they will discover several important details concerning Operation Polar Bear. The most important of these will be that the ship carrying the new crew for the *Barrikada* has already departed for Svalbard.

ULTIMA THULE

At this point, a number of options are open to the characters. They know approximately where *Barrikada* is stuck in the arctic ice. They know that Soviet personnel are probably using Svalbard as a base for the recovery of the submarine. The characters may choose to try to intercept the ship carrying the crew; they may choose to go directly to the suspected location of the Soviet boomer and try to destroy it; or they may choose to go to Svalbard and reconnoiter. At this time, the referee

should have Commander Sacks solicit the characters' advice on their course of action.

OVER THE ICE

The characters may have to attack the Soviet submarine themselves. To do this, they will be forced to trek over the polar ice about 50 kilometers (perhaps more, perhaps less). They may have skis or snow vehicles to assist them, depending on what their actions have been up to this time. The attack on the sub is small enough to be fought out using the normal combat rules (*Barrikada* can be considered a building for this purpose).

CONCLUSION

This adventure has a number of possible conclusions, depending on what actions the characters decide upon after they leave Narvik.

Personalities

Paula MacDonald and Jorge Segovia are presented below under the assumption that the referee did not choose to make either of them the spy in the process of adjudicating the **Mediterranean Cruise** adventure. Referees who chose one of these two NPCs should eliminate that character and make the necessary adjustments to the play of **Boomer**. The Popoviches are present aboard the submarine, but they are too old to make any real contribution to the adventure, so they are not included here.

In the event that either Jorge Segovia or Paula MacDonald were chosen as the spy in **Mediterranean Cruise**, the referee will need to create a replacement NPC. Also, the group will obviously need someone who speaks Norwegian if they intend to question inhabitants of Norway with any hope of obtaining useful

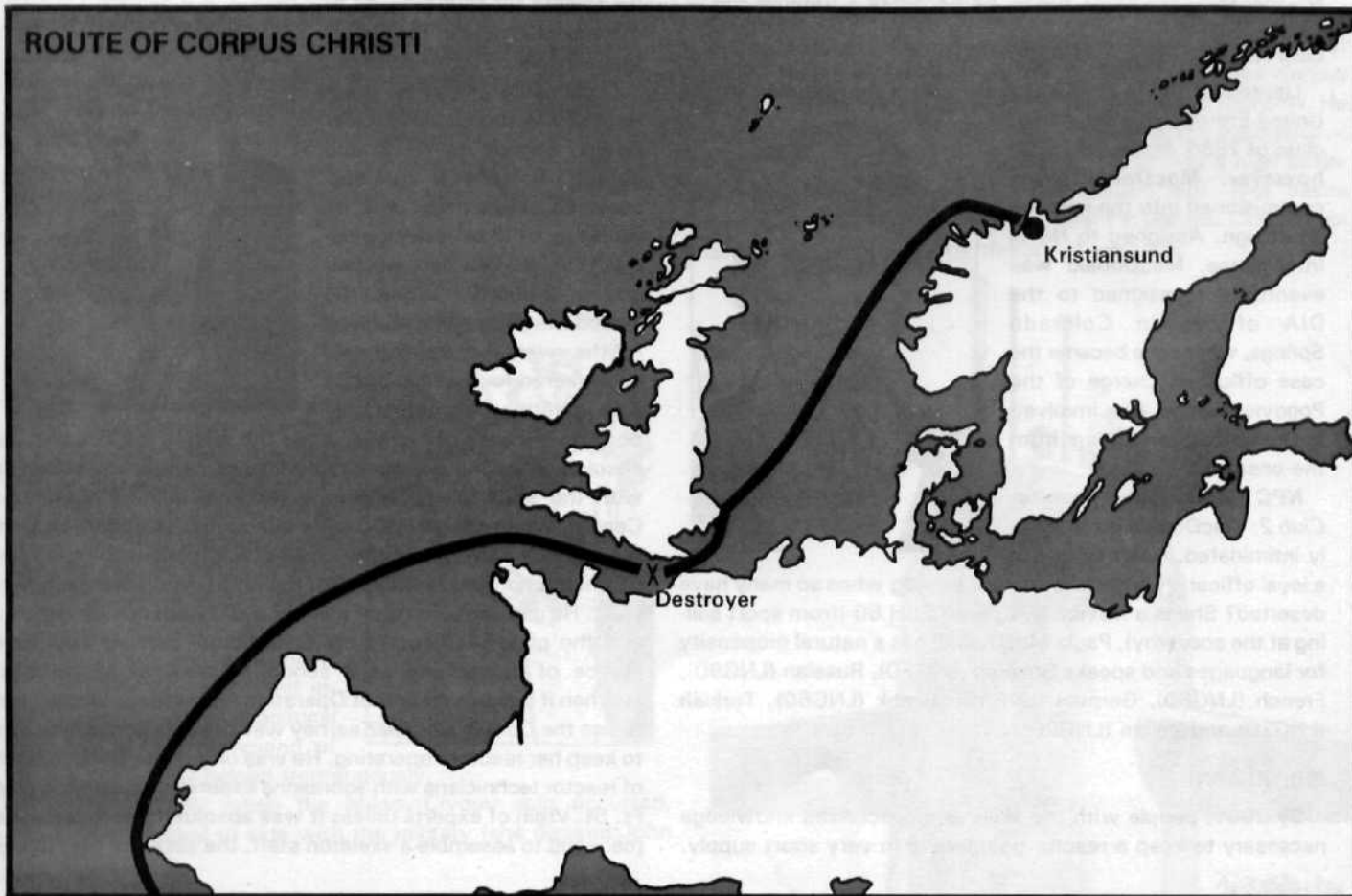
information. The referee may wish to kill two birds with one stone by creating an NPC crewmember who can handle the spy's former duties and also speaks Norwegian.

MICHAEL SACKS

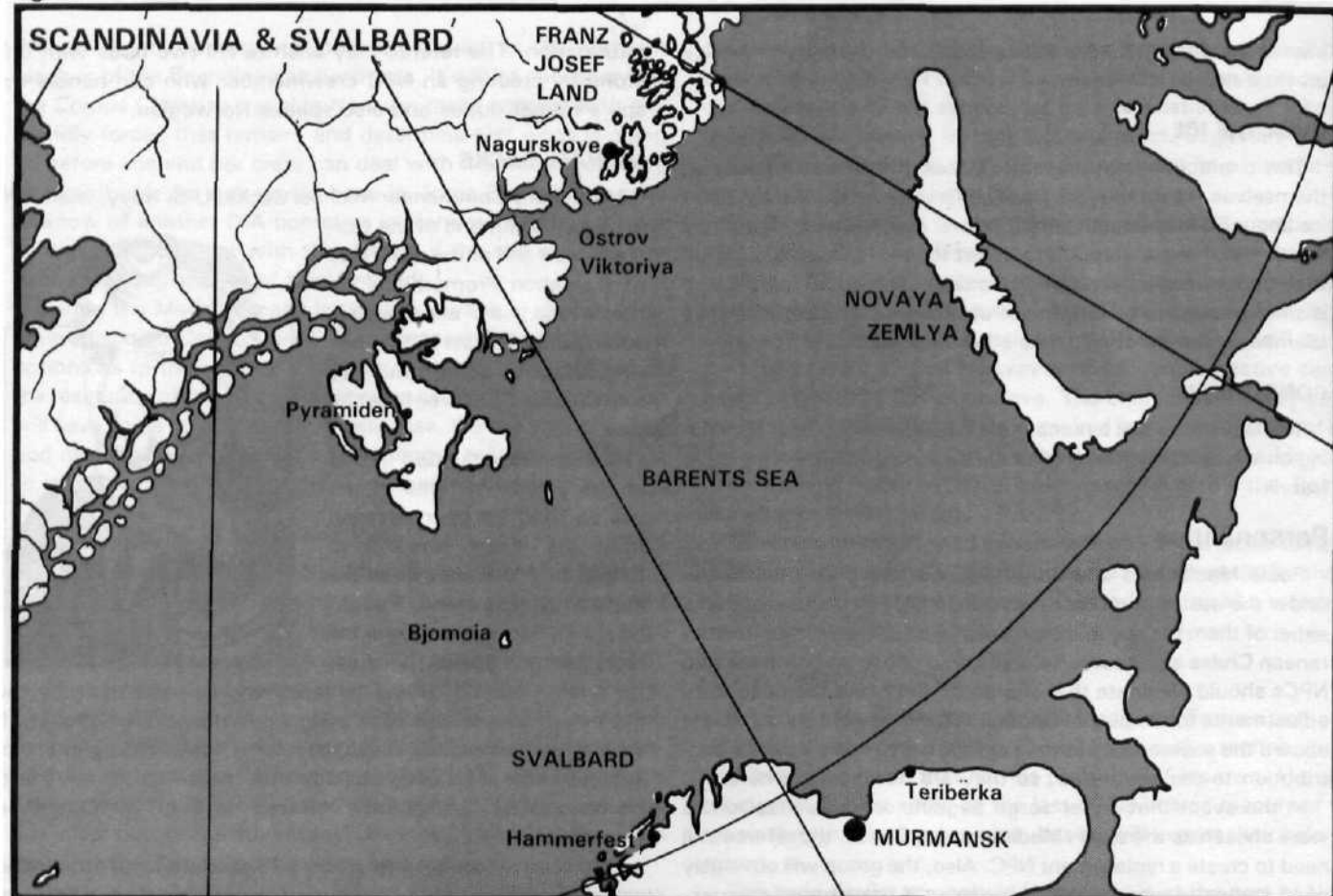
Lieutenant Commander Michael Sacks, U.S. Navy, is an NPC in overall command of the *Corpus Christi* and of the naval side of Operation Prometheus. He has several years' experience in submarines and served on *Los Angeles*-class boats similar to the *Corpus Christi* before the war.

Sacks was wounded in one of the earliest actions of the war and had just been released from the Naval Hospital at Bethesda, Maryland, when the nuclear attacks came. Caught on shore, Sacks ended up in the region around Norfolk, Virginia, for a few months, trying to repair the damage done by the nuclear attack. He was soon assigned to the naval chief of staff, where he campaigned (unsuccessfully) for a reassignment to sea duty until it became obvious that there was no navy left. He leaped at the chance offered to him by Operation Prometheus.

NPC Motivation Results: *Heart 5*/Sacks is a loyal officer and can be expected not to desert his comrades in time of trouble. *Club Ace*: In all situations involving waterborne actions, Sacks is



SCANDINAVIA & SVALBARD



an incredibly competent officer. On land he is no klutz but is nothing to write home about either. For land combats, he is a Novice; for waterborne fights, he becomes a Veteran NPC.

LIEUTENANT PAULA MACDONALD

Lieutenant Paula F. MacDonald was a midshipman at the United States Naval Academy, class of 1998. In May of 1997, however, MacDonald was commissioned into the navy as an ensign. Assigned to Naval Intelligence, MacDonald was eventually reassigned to the DIA offices in Colorado Springs, where she became the case officer in charge of the Popoviches and was involved in Operation Prometheus from the onset.



NPC Motivation Results:

Club 2: MacDonald is not easily intimidated. **Heart 5:** She is a loyal officer—why else is she still serving when so many have deserted? She is a Novice NPC, with SBH 80 (from sport sailing at the academy). Paula MacDonald has a natural propensity for languages and speaks Spanish (LNG80), Russian (LNG80), French (LNG60), German (LNG40), Greek (LNG60), Turkish (LNG20) and Italian (LNG20).

PHIL KEARNEY

By 2001, people with the skills and specialized knowledge necessary to keep a reactor going were in very short supply.

The fact that the governmental authorities were willing to part with Commander Kearney and his talents for four months or more is indicative of the importance attached to the mission.

Commander Kearney graduated from the Naval Nuclear Power School in 1972 and served in several nuclear-powered submarines until he retired in 1992 to seek employment in the civilian nuclear power industry. When the United States became involved in the war, he immediately volunteered for service, but he was given an administrative position because of his age. After the nuclear strikes and the ensuing chaos, he managed to survive somehow and ended up with the staff of the Alternate National Military Command Center. When the ANMCC was evacuated to Colorado from Maryland, Kearney went along and was placed in charge of reconstruction and restoration of the Ft. St. Vrain nuclear power plant. He gathered a team of military and civilian reactor experts, and the plant was soon fully operational, serving both as a source of power and as a school for reactor technicians.

When it became clear that Operation Prometheus would have to use the *Corpus Christ'*, Kearney was the only possible choice to keep her reactors operating. He was ordered to select a team of reactor technicians with submarine experience but not to strip Ft. St. Vrain of experts unless it was absolutely necessary. He managed to assemble a skeleton staff, the absolute bare bones



necessary to operate the submarine's reactor. Most of the team's expertise, however, resides in his head. In some ways, Kearney is the single most important member of the submarine's crew.

NPC Motivation Results: *Club Queen:* This manifests itself as a relentless search for perfection in his duties. Kearney is a man obsessed with doing things properly and drives himself relentlessly in pursuit of his goal. *Spade Ace:* Kearney is also very charismatic in a limited way and can inspire his technicians to unbelievable feats, mostly by pure force of personal example. For the purposes of land combat, he is a Novice; for waterborne fights, he becomes a Veteran NPC.

JORGE SEGOVIA

Less than a half dozen **DIA** operatives were in Spain when the war broke out. By the time of the Milgov/Civgov rift, less than four remained. Segovia was the most senior of these and undertook the task of building an espionage network from the ground up. By 2001, all the original Americans are gone except Segovia.

Segovia is very secretive about his past and will answer all questions about his prewar life with a polite joke the first time. He will simply ignore subsequent queries. He will admit to nothing other than the fact that he wants to return to the United States. In addition to his native English, Segovia speaks Spanish (LNG100) and French (LNG60). He is an Elite NPC.

Segovia believes that his contacts among Norwegian **DIA** operatives can provide some of the information the characters will need to track down and finish off the *Barrikada*.

NPC Motivation Results: *Spade 4:* Segovia seeks personal power, but this has always been tempered by his other motivation. *Heart 8:* Segovia is extremely loyal to Milgov.

KATHERINE SIMETO

Katherine Harper Simeto was born in New Jersey, the only daughter of Congressman Alexander Simeto, who was for a time the front-runner for the 1996 Democratic presidential nomination. Katherine attended Georgetown, where she became interested in foreign affairs, and eventually went to work for the Central Intelligence Agency in Naples, posing as a reporter for an American news magazine. When the war broke out, she went underground and provided vital intelligence about Italian political conditions. Her command of Italian (LNG100) helped tremendously.

In early 1998, when the Milgov/Civgov split occurred, Katherine decided to side with the military (she disliked John

Broward intensely) and sought out the newly forming **DIA** network. She soon became one of its most valuable assets.

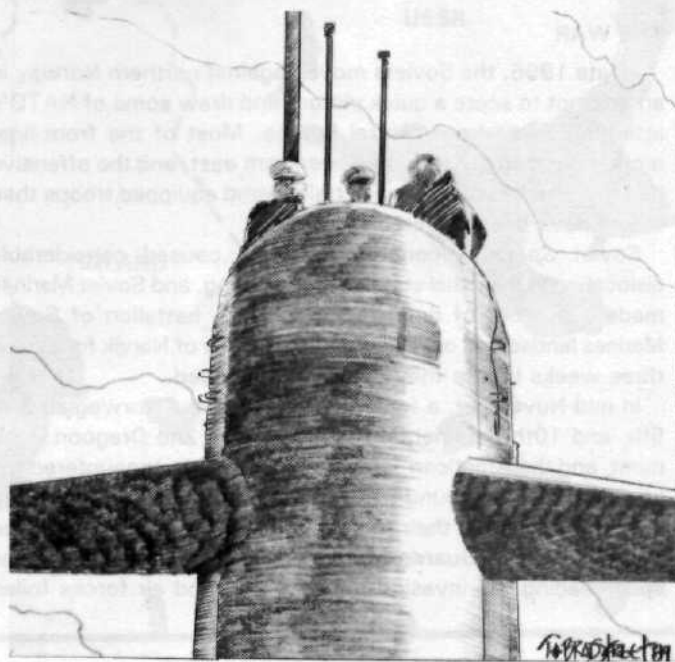
Upon receiving the news that she was to be evacuated, Katherine transmitted her rendezvous conditions, destroyed her radio and ciphers, and prepared to leave for Syracuse. It was at this juncture that she received the message from Gorich, detailing his plans and giving the coordinates for his rendezvous—too late for transmission to the United States.

NPC Motivation Results: *Heart Jack:* Katherine is extremely intelligent. *Spade Ace:* Her high intelligence combined with a natural charisma makes her a born leader.

PAUL GORICH

Paul Gorich was born in Soviet Bessarabia, but his parents managed to emigrate to the United States when he was seven. He attended Columbia, majoring in political science. Upon graduation, he went to work as a civilian employee of the Defense Intelligence Agency. Shortly before the war, Gorich was smuggled into the Soviet Union in an effort to persuade Dr. Alexi Popovich and his wife, Tanya, to defect. This effort was successful, and arrangements were made for their defection during a scientific conference in Rome to be held in 1995. Gorich left the Soviet Union, his job done. The outbreak of the Sino-Soviet War knocked these plans into a cocked hat, however. The Popoviches were known to have left the USSR safely, but nothing else was known. Gorich was ordered to locate them, even if it meant returning to the Soviet Union. He did so successfully and, with the aid of the *Corpus Christi* and her crew, managed to get them out of Romania. He and the Popoviches are now accompanying the submarine.

NPC Motivation Results: *Spade 9:* Gorich has a high desire to manipulate and control those around him. This desire manifested itself as a heavy involvement in politics. *Club 3:* Paul Gorich is unimpressed by threats of violence.





Norway: 1995-2001

When the Sino-Soviet War began, Norwegians were concerned (with most of the rest of the world) lest the conflict expand to a world war (justifiably so, as it turned out). When the *Bundeswehr* crossed into eastern Germany, King Harald proclaimed a state of emergency and called upon the *Storting* (parliament) to pass a string of emergency measures. Most of these were calculated to keep Norway out of the war and proved to be futile. The state of emergency permitted NATO to station troops in Norway (something which is normally against Norwegian law). The United States' contingent, in the form of detachments from the US 6th Marine Regiment and 10th Infantry Division (Mountain), began arriving on 1 November 1996. British units fSAS, paratrooper, and Royal Marine Commandos) and a detachment from the Canadian Airborne Regiment were also sent to various parts of Norway.

THE WAR

In late 1996, the Soviets moved against northern Norway in an attempt to score a quick victory and draw some of NATO's attention away from central Europe. Most of the front-line, arctic-equipped divisions had been sent east, and the offensive had to be made with less well trained and equipped troops than would have been preferable.

Soviet *Spetznaz* commando teams caused considerable dislocation in the initial stages of the fighting, and Soviet Marines made a number of devastating raids. A battalion of Soviet Marines landed and occupied part of the city of Narvik for almost three weeks before they could be destroyed.

In mid-November, a force consisting of the Norwegian 3rd, 5th, and 10th Regiments, the Norwegian 2nd Dragoon Regiment, and the American 10th Infantry Division encountered the invading Soviets around the Bardufoss area. They managed to stop the Soviets in their tracks, inflicting heavy casualties on the Soviet 50th Guards Motorized Rifle Division which was spearheading the invasion. NATO naval and air forces foiled

several attempts to reinforce the Soviet Marines in Narvik by sea and by airdrop.

By December, reinforcements had arrived — in the form of the British 2nd Paras, the British 2nd/Royal Green Jackets, the US 4th Marine Amphibious Brigade, the US 6th Infantry Division (Light), and numerous smaller specialty and support units — and NATO began a counteroffensive.

NATO pushed the Soviets back out of Norway during the months of December and January. When resistance stiffened, British and American Marines staged a series of amphibious landings behind Soviet lines to break up the defense and get the operation moving again. Eventually, however, the Soviets managed to halt the advance along the Litsa River outside of Murmansk, at a cost of most of the personnel of the 69th Motorized Rifle Division, which had to be withdrawn from the fighting. (Coincidentally, this was where the German northern offensive during the Second World War had been halted.)

The US 10th Infantry division, which had led the offensive, took severe casualties during these months and was withdrawn from the line in February after several unsuccessful attempts to force a crossing of the Litsa River (the 10th was to be rebuilt and transferred to Alaska later in 1997). Two successive amphibious landings at Teriberka (in late February and again in March) were unable to flank the Soviet defensive lines, and the NATO troops were barely able to contain a minor Soviet counteroffensive in the late spring. During this period, the Soviet 7th Guards Air Assault Division had to be withdrawn from the front lines due to casualties.

From March to June of 1997, the NATO front consolidated its gains. The US 6th Division received replacements of personnel and materiel and prepared to undertake a new offensive in June, acting in concert with NATO's Atlantic Fleet. The fleet was to attack Soviet fleet anchorages at Murmansk and Severomorsk as NATO ground forces bypassed the Litsa River line. This was to be accomplished by a flanking move through neutral Finnish territory. The Finns were advised that the move would take place as the offensive stepped off and were not expected to resist. This was to prove a miscalculation.

On 7 June, the NATO ground forces stepped off, and the fleet moved to the Kola Peninsula shortly thereafter. The Finns had been expected to offer token resistance to the violation of their neutrality; instead, they fought with the tenacity and ferocity which have historically typified the Finnish martial efforts. The flanking move was weakened and seriously delayed. This delay allowed the Soviets time to bring in reinforcements. The Finnish border was stiffened by the addition of the 376th Guards Motorized Rifle Division, a category III unit recently raised in the city of Leningrad and rushed to the front. The offensive along the Litsa, however, forced the commitment of the last of the frontal reserves, the 7th Guards Air Assault Division (which had been withdrawn from the Norway fighting for rest and replacements).

At sea, the offensive fared even worse as coastal missile boats and the last remnants of the Soviet Northern Fleet's shore-based aviation assets used up their carefully husbanded stores of fuel and ordnance to inflict crippling losses on the NATO fleet. By the middle of June, the last major fleet-in-being in the world had been shattered.

STALEMATE

The Soviets attempted a counterattack, but they were unable to make substantial gains. Believing that Finnish resistance to the NATO incursion indicated that the Finnish people sympathized with their cause, Soviet forces were sent into Finland as part of the offensive. The Finns resisted the Soviets as tenaciously as they had resisted NATO, and by the beginning of July the front had stabilized once again. Both NATO and the Warsaw Pact had other irons in the fire, and neither could spare the resources necessary to resume the offensive in the far north.

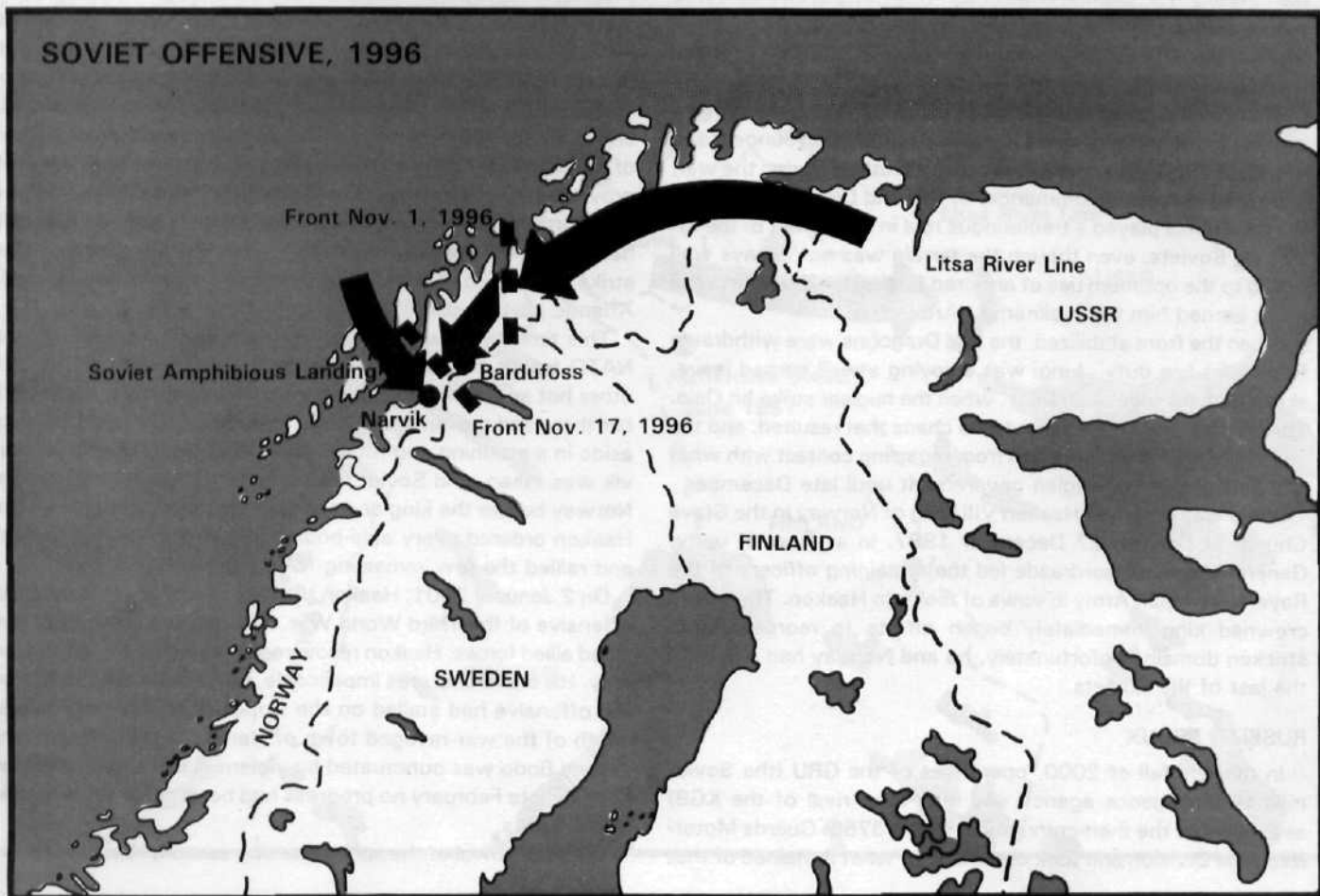
Throughout the world, things had not been going well for either side, but the Soviet Union was beginning to show the strain. The offensive in China had suffered serious reverses; NATO troops were besieging Warsaw; and the only bright point was the Danube Front, where the Turkish drive to relieve the Romanian turncoats had been stopped by Soviet forces and their allies.

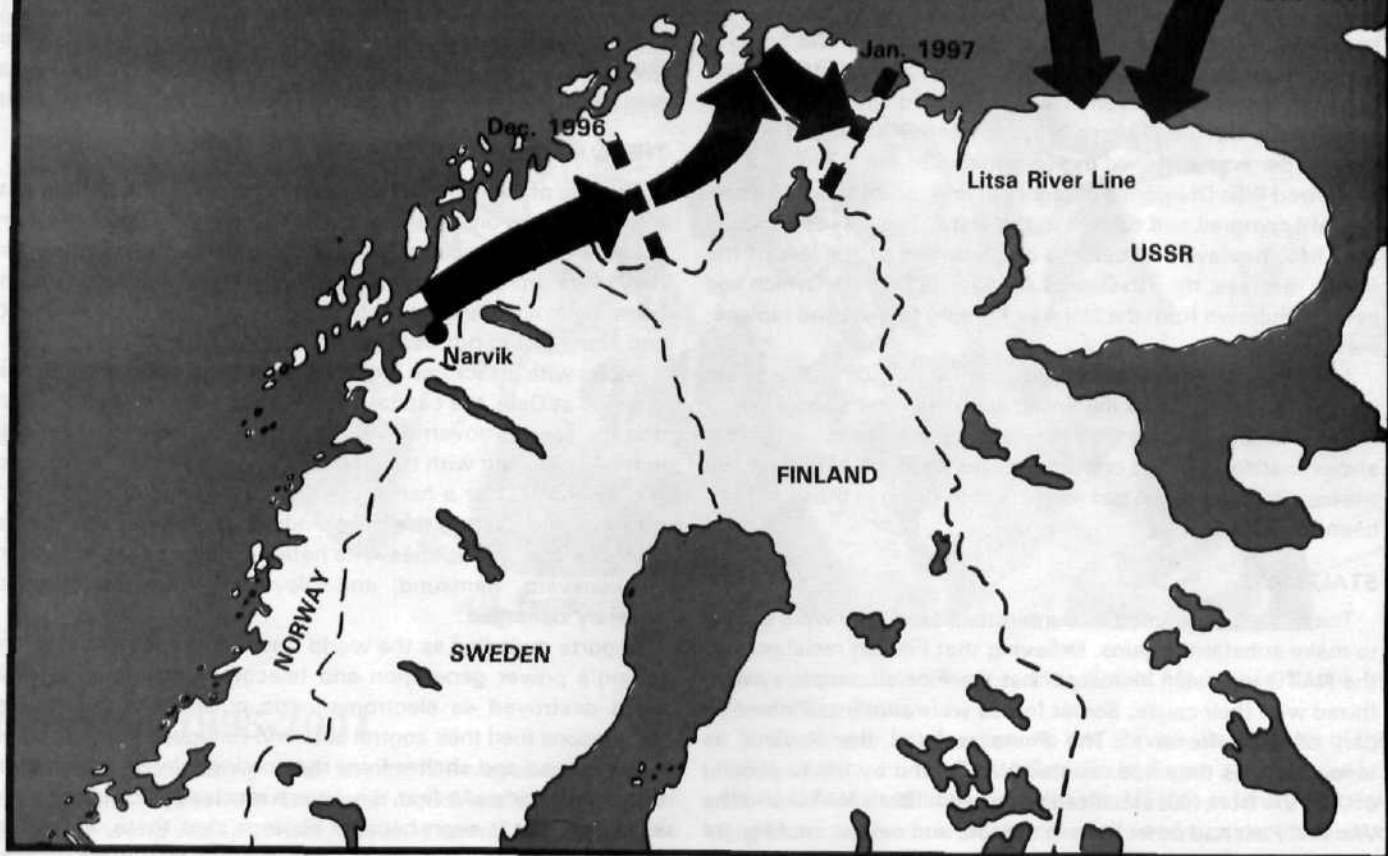
THE WAR GOES NUCLEAR

The use of tactical nuclear devices began in July. In the east they were used on a massive scale, first against Chinese military columns and then against Chinese industrial centers. In the west, they were limited at first to tactical attacks against front-line units. By November, the tactical exchanges had gone strategic, and Norway did not escape.

Along with attacks on industrial centers, a nuclear bomb was directed at Oslo, the capital. King Harald, who refused to abandon the seat of government in the face of enemy attack, died in the blast along with the *Statsrad* (state council) and most of the *Storting*. Over a half a million Norwegians died in the attacks on the capitol, the major industrial centers, and the nation's petroleum facilities. The nation's naval bases at Horten, Haakonsværn, Ramsund, and Olavsværn were destroyed or severely damaged.

Imports dwindled as the world trade network vanished. The nation's power generation and telecommunications facilities were destroyed as electromagnetic pulse from the nuclear detonations fried their control circuitry. Refugees from the cities, seeking food and shelter from the coming winter, flooded into the countryside. At first they were received with charity and kindness, but it soon became obvious that there were more mouths to be fed than there were meals left in most parts of





the country. Throughout the winter, the only government was by martial law, and the only forces for civilization were the remnants of the Norwegian military. People turned to the military for their leadership and for their protection.

Finally, an island of stability began to form around the remaining heir to the throne: Prince Jungi of Trondheim, youngest son of King Olaf the fifth, and King Harald's brother. During the war, Jungi had served as commander of the 2nd Dragoons, and his Leopard tanks played a tremendous role in the defeat of the attacking Soviets, even though the terrain was not always well suited to the optimum use of armored forces. His exploits in the north earned him the nickname "Arctic Fox."

When the front stabilized, the 2nd Dragoons were withdrawn from front-line duty. Jungi was enjoying a well earned leave, skiing with his wife and family, when the nuclear strike hit Oslo. The communications blackout, the chaos that resulted, and the onset of winter prevented him from regaining contact with what was left of the Norwegian government until late December.

Jungi was crowned Haakon VIII King of Norway in the Stave Church at Lorn on 27 December 1997. In a show of unity, General Magnus Haardraade led the remaining officers of the Royal Norwegian Army in vows of fealty to Haakon. The newly crowned king immediately began efforts to reorganize his stricken domain. Unfortunately, he and Norway had not seen the last of the Soviets.

RUSSIAN REDUX

In the late fall of 2000, operatives of the GRU (the Soviet military intelligence agency and long-term rival of the KGB) assassinated the then-commander of the 376th Guards Motorized Rifle Division and took command of what remained of that

unit. The division had been refusing orders and acting as marauders along the border between the Soviet Union and Finland since 1997, but it was the officers of the unit more than the soldiers who were disloyal. As part of the initial stages of Operation Polar Bear, General Uri Pavlovich Valnikov of the GRU and a number of other loyal officers took over the operations of the unit and restored it to full military discipline (a task which proved surprisingly easy). The unit's first mission was to move into northern Norway and take over the port of Narvik, which had been damaged in the war but was not the target of a nuclear strike and which thus represented the only more-or-less intact Atlantic port available.

This time there was effectively no opposition. Most of the NATO troops had been withdrawn from Norway and sent to other hot spots. A few British and Canadian troops remained, but these and the remnants of the Norwegian forces were swept aside in a stunning and totally unexpected winter attack. Narvik was taken, and Soviet troops penetrated well into central Norway before the king and the southern army could respond. Haakon ordered every able-bodied Norwegian citizen to arms and rallied the few remaining NATO soldiers to his banner.

On 2 January 2001, Haakon VIII launched the last Norwegian offensive of the Third World War. Personally leading the combined allied forces, Haakon recovered the majority of central Norway. His leadership was impeccable, but, notwithstanding this, the offensive had stalled on the slopes of the mountains just south of the war-ravaged town of Narvik. The fighting in and around Bodo was punctuated by violent clashes and extended lulls. By late February no progress had been made in more than three weeks.

With the arrival of the spring planting season, Haakon ordered

the withdrawal of 1700 of his remaining 2500 effectives southward in order to plant crops and tend to other vital matters. Those left in the north were to disperse and make their way behind enemy lines. Here, they were to conduct guerrilla-style harassing raids against the Soviets to keep them off balance until the war could be resumed after planting was completed. The king himself returned to Trondheim and began work to get the harbor there functional again.

THE PRESENT

At the time that this scenario takes place, planting is not yet complete, but Haakon is gathering his forces for a surprise attack on Narvik. Information gathered by partisans in the north has told the king that the Soviets seem preoccupied with something and are not expecting an attack until the crops are safely in the ground,

Personalities

Referees may add additional characters as they see fit.

HAAKON VIII, KING OF NORWAY

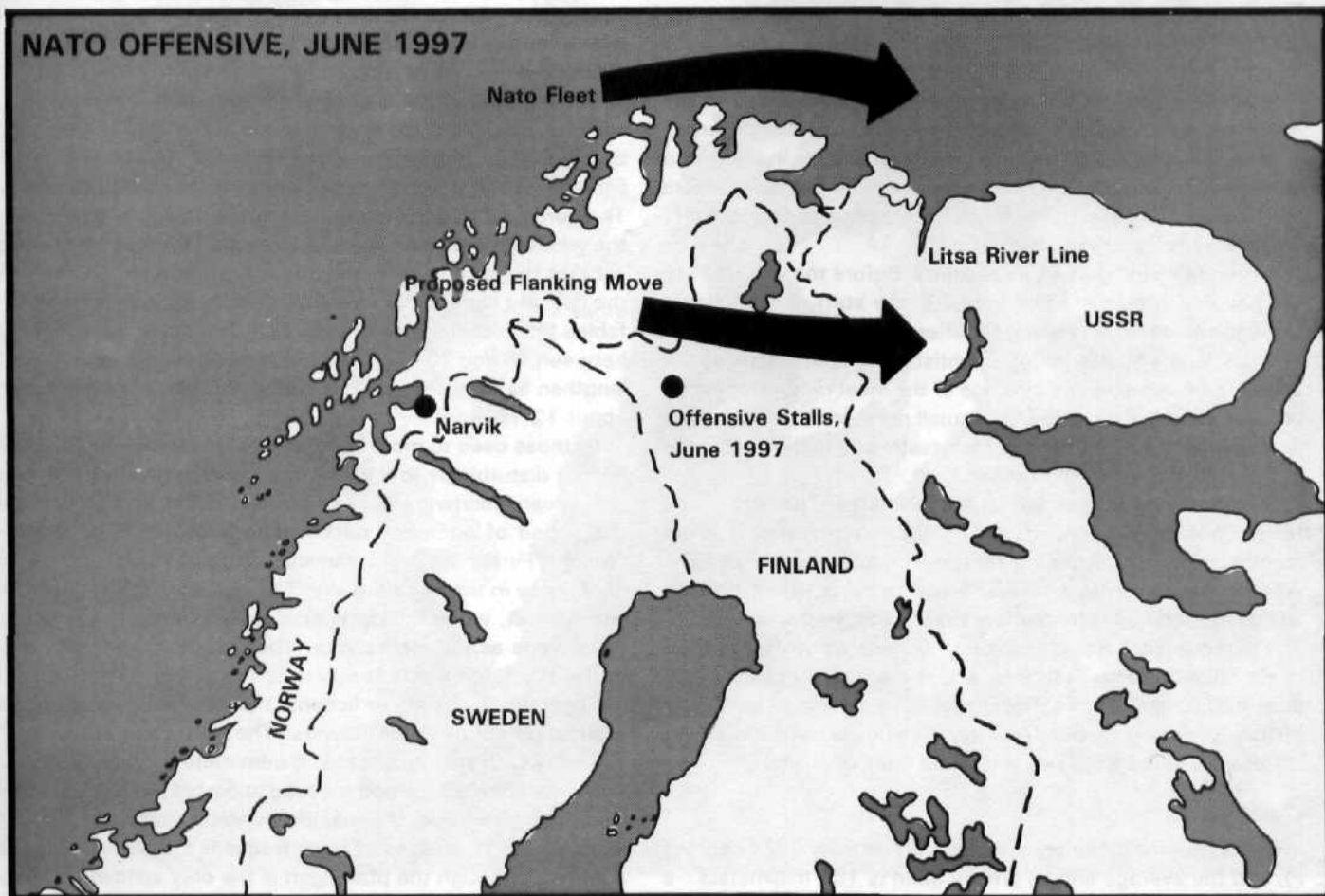
Born Prince Jungi of Trondheim, Haakon VIII assumed the throne on 27 December 1997. Haakon's repeated physical bravery and tactical ingenuity on the battlefield have served as an inspiration to his people and to his soldiers. Haakon is tall

and fair complected, in keeping with his ancestry. Before the war he completed his compulsory military training and was a doctoral candidate in political science at the University of Oslo. However, he has always had a deep and passionate interest in history, particularly the military history of his country. When the war began, he attempted to enlist as a common soldier, but his brother the king wouldn't allow it and commissioned him. His natural leadership abilities and the fortunes of war led to his rapid promotion to commander



of the 2nd Dragoons, and he was involved in the actions in the north almost from the start.

NPC Motivation Results: *Club Ace:* Haakon is a natural tactical genius, one of those men who seem to know, without thinking about it, exactly what to do in a given military situation. *Spade Ace:* The king's force of personality and natural charisma would have practically guaranteed him a position in government, even had he not been born to it.





The Land: Svalbard

The Svalbard island group (sometimes called Spitsbergen! is mainly known either as the most northerly spot on world maps or as the location of the Snow Queen's palace in the story by Hans Christian Andersen.

GEOGRAPHY

Svalbard is a group of mountainous islands located in the Barents Sea about 600 kilometers north of Norway. Spitsbergen is the name applied to the main cluster of islands in the group and is the location of the bulk of the population. English speakers often mistakenly refer to the whole archipelago as Spitsbergen, when they refer to the place at all.

There are no indigenous inhabitants. Before the war, the entire population consisted of trappers, the staff of the various Norwegian and Soviet mining facilities, Norwegian government officials, and a scattering of scientists and technicians at the various research stations. It is one of the most remote locations on Earth, and the survival of the small number of settlers there in spite of the effects of the war is a testimony to the endurance and determination of the human race.

Glaciers cover 60 percent of the land area. The rest of the terrain consists of mountains and continuous permafrost (where some portion of the ground remains frozen year-round). The west coast line contains several fjords, or inlets, which provide sheltered anchorages for the few vessels that winter in the area. The east coast line is less hospitable, dominated by the sea front of the islands' largest glaciers, and is empty except for a few deserted hunters' shacks. The islands have a complex geological history, including carboniferous coal deposits, and a rich belt of fossil material from Devonian and later deposits.

CLIMATE

The annual mean temperature is -4.4 degrees C (24 degrees F), and the average annual precipitation is 157 millimeters—a typical arctic coastal climate. Temperatures range from a high

of 15 degrees C (59 degrees F) in the summer down to a low of -30 degrees C (-22 degrees F) during the winter. The daily temperature range in March/April (when the adventure takes place) is -10 to -15 degrees C (5 to 14 degrees F). The average monthly precipitation for March/April is 38 millimeters, usually in the form of snow (precipitation is given in terms of liquid water; this works out to 38 centimeters of snow, or well over a foot). Blowing snow can become a great impediment to visibility during some seasons of the year.

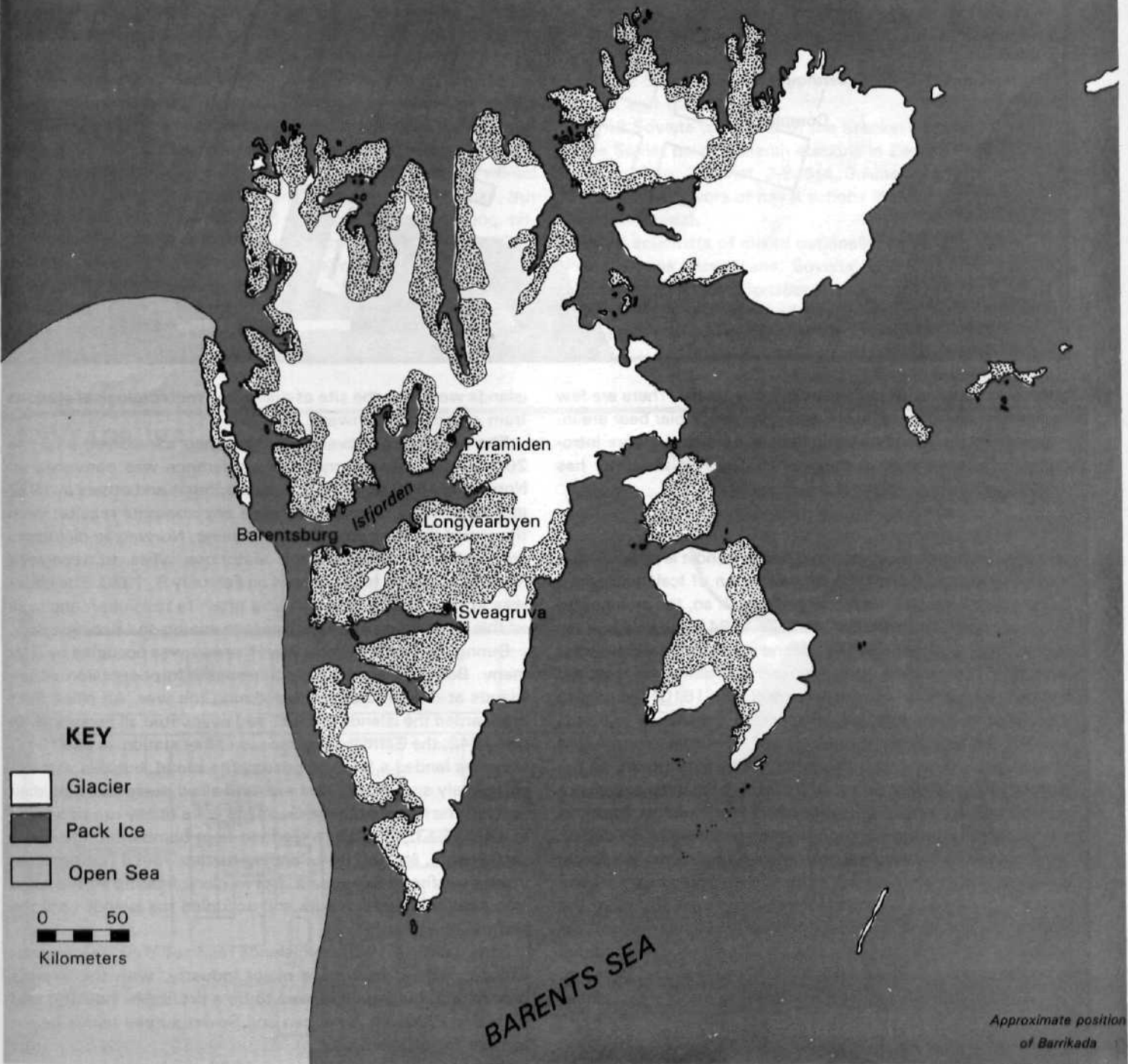
The sea around the islands is shallow, and ice accumulates easily on all shores. The western parts of the islands are washed by relatively warm ocean currents from the south (the Gulf Stream), which moderates the climate of the islands somewhat. The fjords are frozen over from October until May or June, but the western coast line can be approached for most of the year.

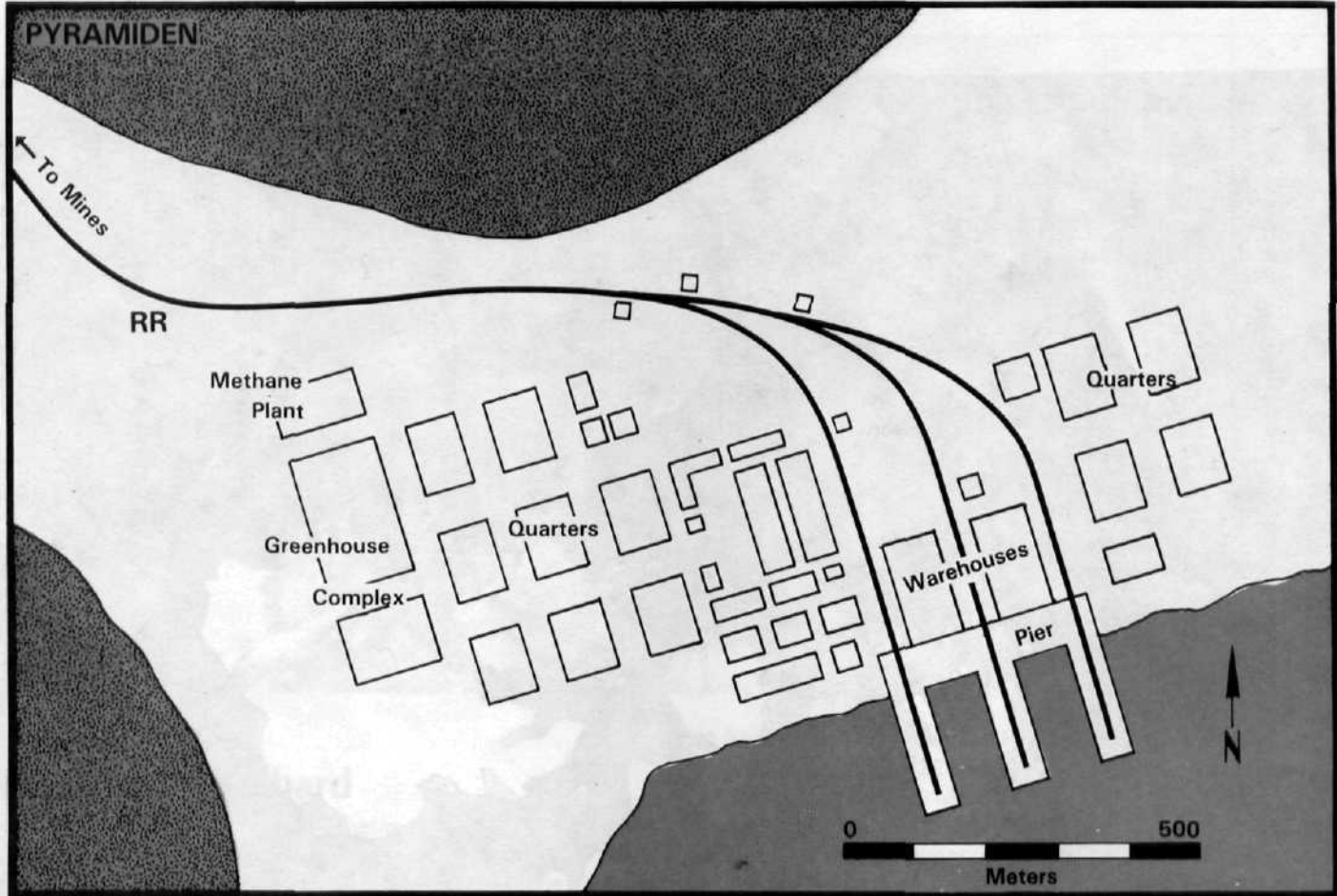
Since the islands are north of the Arctic Circle, the length of the day and night cycle varies tremendously (this is part of the fabled "land of the midnight sun"). Late March/early April has between 16 and 20 hours of continuous daylight, and the days lengthen as time passes. The period of 24-hour daylight starts about 12-15 April.

To those used to more southern locations, the sun seems to remain disturbingly low in the sky, always giving the impression of early morning or late afternoon. As the days grow longer, the period of complete darkness fades to a short period of twilight. Finally the night vanishes altogether, the sun circling once a day in the southern sky. The sun will not set again until late August, when the cycle gradually reverses itself, and the days wane as the nights wax. The sun dips lower and lower in the sky, until finally it vanishes altogether.

Vegetation consists of lichens, mosses, scrub grasses, and a wide variety of arctic flowers. The only trees are the polar willow (which seldom exceeds 5 centimeters in height) and the rare dwarf birch. All wood must be imported, so it is too scarce to be used as a fuel. Animal life consists mostly of birds. All in all, about 70 species of birds frequent the island during the summer, although the ptarmigan is the only species to remain year-round. About 30 species breed on the islands, including

SVALBARD ARCHIPELAGO





gulls, auks, puffins, terns, and even a few geese. There are few land mammals. Only reindeer, arctic fox, and polar bear are indigenous to the islands. Arctic hare and musk ox were introduced from Greenland in the late 1920s, and the latter has thrived.

HISTORY

Svalbard is Norwegian for "cold coast," and it is possible that the mention of a *svalbard* in the collection of Icelandic sagas called *Landnamabok* refers to the islands. If so, the archipelago may have been discovered as early as 1194 by the Vikings. In June of 1596, the islands were found by Willem Barents (after whom the Barents Sea is named), and the islands were visited by other explorers in 1603, 1607, 1609, and 1610. The English and Dutch began whaling operations off the islands in 1611, and they were soon followed by Norway/Denmark, France, and other nations. The King of Norway/Denmark laid claim to the islands as part of Greenland, as they were believed to be connected under the polar ice. Whalers set up summer bases to "cook" blubber into oil, and the various nationalities divided up the coast into enclaves. Beginning about 1630, whalers would occasionally stay through the winter to get a jump on their competitors, but this was not a common occurrence. When the whales of the region were hunted to extinction, most nationalities withdrew, but Norwegians and Russians continued to come to the islands every summer for hunting and trapping. By the end of the 19th century, a few stayed through the winter, and Svalbard became inhabited all year round.

Polar explorers often used the islands as a base, for land-, sea-, and (in the 20th century) airborne expeditions to the arctic. Since weather patterns move down onto Europe from the north, the

islands were also the site of numerous meteorological stations from about 1900 onward.

The question of sovereignty remained unresolved until the 20th century. An international conference was convened by Norway in 1910 to settle the matter, but it and others in 1912 and 1914 were unable to achieve any concrete results. With the end of the First World War, however, Norwegian diplomats were able to persuade the victorious allies to recognize Norwegian claims to the islands on February 9, 1920. The USSR was in the midst of reorganizing after its revolution and was unable to do much more than secure mining and fishing rights.

During the Second World War, Norway was occupied by Germany. Both allied and axis forces were in possession of the islands at one time or another during the war. An allied fleet bombarded the islands in 1941 and evacuated all personnel. In mid-1942, the Germans erected a weather station. In late 1942, the allies landed a force to occupy the island, but this was not completely successful, and axis and allied personnel occupied parts of the island until the Germans were finally run to ground in early 1943. In 1943, a German fleet bombarded the major settlements, and in 1944, landing parties from a German submarine set fire to Sveagrava. Norwegians fighting on the allied side rebuilt the settlements and occupied the islands until the end of the war.

From 1945 to 1996, the islands resumed their peaceful existence. Fishing became a major industry, with the Soviets dominating. Mining continued to be a profitable industry, and from the 1960s on American and Soviet survey teams began to hunt for offshore oil.

With the invasion of Norway in 1996, the Norwegian government ordered the islands evacuated, but about a third of the

population decided to remain. For a time there was some conflict between Norwegian and Soviet citizens, but with the beginning of the nuclear exchanges, the people of Svalbard realized that they were now on their own, and they must work together or die.

ECONOMICS

The main features of Svalbard's prewar economy were fish and coal. Interestingly enough, this remains as true in 2001 as it did before the war.

Coal: Norwegian and Soviet mining operations were undertaken on the island of Spitsbergen, as permitted under the treaty of 1920. The main Soviet operation was at Pyramiden (their facility at Barentsburg was abandoned in the 1980s when the deposits were exhausted). The primary Norwegian operations were at Sveagruva and Longyearbyen. Coal remains of major importance because it is now the only fuel available to the inhabitants and is one of two keys to their survival.

The coal mines were largely dependent on machines to extract the coal, which required imported petroleum fuel. When the war cut off supplies, the remaining inhabitants were forced to fall back on their own resources. Some machines were modified to steam power, but most of the coal is now mined with hand tools. The quantity mined in this way is small, but if carefully husbanded and used sparingly through the long, bitterly cold winters, it is adequate to support the population. Coal can be mined throughout the year, except during the coldest months and during fishing season.

Fish: The other key to the survival of the inhabitants of Svalbard is fishing. Paradoxically, the waters west of the

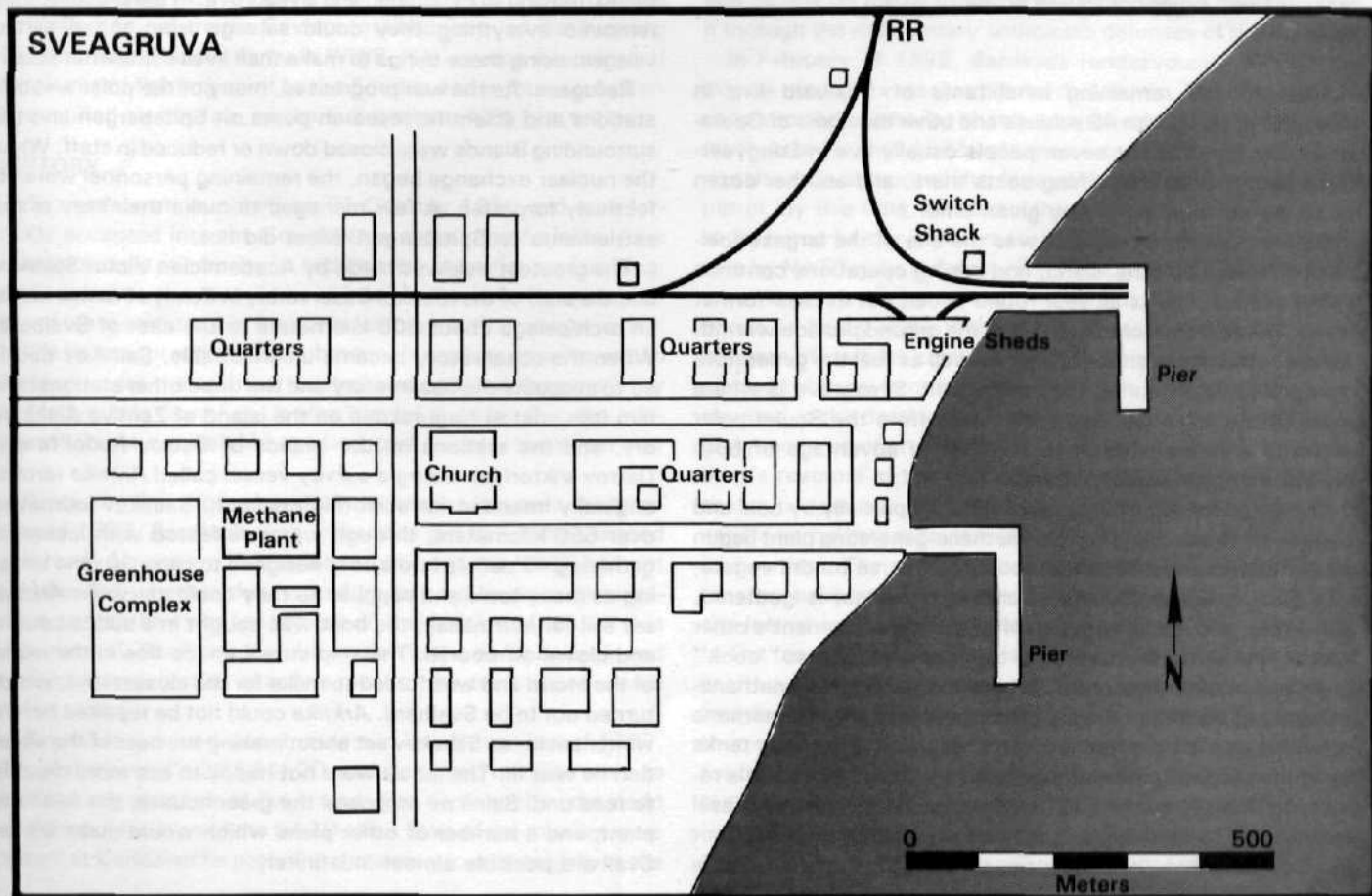
Svalbard island group teem with life. The mixing of warm southerly currents with cool northerly ones brings nutrient-laden water to the surface where it nourishes enormous quantities of plankton—the microscopic floating plant and animal life that serve as the food supply for a wide variety of aquatic life. These fishing grounds provide food for the inhabitants of Svalbard, brought in by boats converted to sail or steam power. The small fleet runs a race against time each year because it must make its catch for the year during the two months when the fjords and harbors are free of ice. During the rest of the year, the boats must be pulled ashore and stored in sheds to shelter them.

PRESENT INHABITANTS

The present population of the Svalbard Island group consists of 863 persons (not counting the Soviets on the island as part of Operation Polar Bear). These break down as follows:

- 435 Norwegians (surviving mine operators, fishing crews, and their families).
- 332 Soviets (surviving prewar staff at Pyramiden, fishing crews, and their families).
- 49 Soviets (survivors of the Krenkel Observatory and the three Soviet polar research stations in Zemlya Frantsa Iosifa).
- 9 sailors: 2 Soviet, 2 British, 3 American, 1 Norwegian, 1 Canadian (survivors of naval actions in the area; none of them from *Barrikada*).
- 28 scientists of mixed nationality (including Norwegians, Poles, Danes, Americans, Soviets, and British) from various weather stations on Spitsbergen and nearby islands.

Of the 863 inhabitants of Svalbard, 94 are women, and 23 are children under the age of 12.



COMMUNITIES

Two main communities are left on the island of Spitsbergen: Pyramiden and Sveagruva. Longyearbyen is only occupied during the fishing season since this is where most of the shelters for the fishing boats are. (At the time of the adventure, it will be occupied by the seven or so caretakers in charge of inspecting the sheds and repairing damage throughout the winter.) Since Isfjord is not yet clear, the fishing season has not yet begun, and the boats are all still in their sheds. All other settlements are deserted, stripped of anything useful several years ago. None of the other islands in the Svalbard group have regular inhabitants, although hunters occasionally patrol them.

Pyramiden

Pyramiden is the site of the Soviet coal mines permitted by the treaty of 1920 and is the base for two of Svalbard's eight fishing boats. At the present time, Pyramiden is occupied by 340 people, mostly Soviets, with an additional 24 armed Soviet soldiers from Operation Polar Bear.

The small, coal-fired electric power station at Pyramiden is capable of generating about 2000 kilowatts, most of which powers electric lights during the long periods of darkness. The greater portion of these lights are in the greenhouses built and operated by Academician Victor Salnikov, a botanist refugee from one of the Soviet polar scientific stations. Salnikov's greenhouses work very well during the summer, when the 24-hour days make possible remarkable plant growth, but lighting is needed during the winter, when the long night descends. The vegetables from the greenhouses (another is in operation at Sveagruva, powered by the generator there) provide vitamins and essential nutrients that would otherwise be lacking from a diet consisting solely of fish.

Sveagruva

Most of the remaining inhabitants of Svalbard live in Sveagruva, along with 48 soldiers and other members of Operation Polar Bear. About seven people usually live in Longyearbyen to look after the fishing boats there, and another dozen or so are out hunting at any given time.

Before the war, Sveagruva was the site of the largest coal-mining facilities on the island, and mining operations continue in the deepest shafts all year round (albeit not at their former level). The few tons chopped out of the ground provide warmth for the settlements on the island, as well as fuel the generators that provide light during the long nights. Sveagruva is where most of the scientists and technicians from the Soviet polar research stations settled, to the mutual advantage of both prewar and postwar inhabitants.

The greenhouse at Sveagruva is heated partially by coal and partially by waste heat from the methane-generating plant begun by Academician Salnikov last year. The sparse tundra vegetation (mostly lichens, mosses, and scrub grass) is gathered, pulverized, and mixed with fish offal and the settlement's other waste. The slurry is poured into tanks and allowed to "cook" in an anaerobic atmosphere, where methanogenic (methane-generating) bacteria convert the organic material to methane gas. This gas is collected, compressed into old welding tanks or empty propane tanks, and burned in some of the island's remaining internal combustion engines and gas heaters. Diesel engines can be modified to burn methane, although it does not produce the power of conventional fuels. Stoves and heaters

designed to burn propane can burn methane without modification. The main problem is that the gas must be carried compressed in high-pressure tanks, which are quite heavy and not really suited to small vehicles like snowmobiles or snowcats.

NECESSITIES

Life in the Svalbard settlements is harsh but stable.

Shelter: The prewar housing facilities of Sveagruva and Pyramiden were built to house the 3000-plus workers who represented the island's summer population. They are more than adequate for the present population.

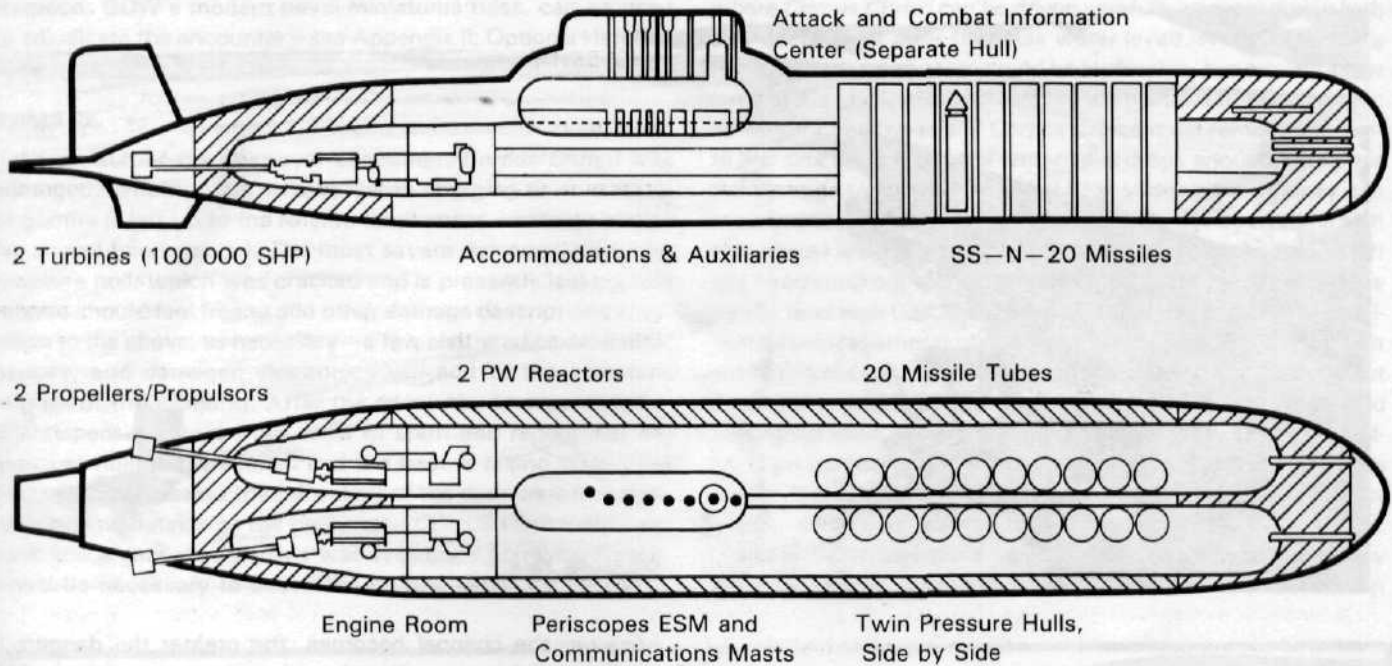
Food: As mentioned above, the primary source of food is fish. This is supplemented by the small crop of vegetables and other produce from Salnikov's greenhouses, Hunters and trappers bring in birds and the smaller land mammals during the summer months. The archipelago's reindeer and musk ox have been hunted to near extinction on Vestspitsbergen, and now hunters must travel to the outer islands to find them. The meat of bears and foxes occasionally graces the islanders' tables, but these creatures are also hard to find. Victor Salnikov has undertaken to domesticate both reindeer and musk ox, but these attempts have not yet been successful.

Machinery: The coal and fishing operations, by their very nature, had to be pretty self-sufficient before the war. There were machine shops, repair shops, several small airstrips, a boatyard, and numerous other facilities on the island before the war began. The island even had a few kilometers of single-track railway (running from the various mines to the coast). The inhabitants were hardy individuals, accustomed to making do or doing without, especially those who chose to remain when the island was ordered evacuated in 1997. From then to the present, the inhabitants have abandoned most of the villages on the island, moving to Pyramiden and Sveagruva. In the process, they removed everything they could salvage from the deserted villages, using these things to make their lives somewhat easier.

Refugees: As the war progressed, many of the polar weather stations and scientific research posts on Spitsbergen and the surrounding islands were closed down or reduced in staff. When the nuclear exchange began, the remaining personnel were effectively forgotten. A few managed to make their way to the settlements on Spitsbergen. Most did not.

The greatest trek was made by Academician Victor Salnikov and the staff of the Krenkel Observatory in Zemlya Frantsa Iosifa, an archipelago about 500 kilometers to the east of Svalbard. When the observatory became uninhabitable, Salnikov decided to evacuate the observatory and the three other stations near him (the post at Nagurskoye on the island of Zemlya Aleksandry, and the stations on the islands of Ostrov Rudol'fa and Ostrov Viktoriya). Using a survey vessel called *Arktika* (arctic) originally intended for scientific research, Salnikov journeyed over 650 kilometers, through waters infested with icebergs, gathering 49 people into a boat designed to carry 30, and bringing as many tools and supplies as they could carry. As *Arktika* set sail for Murmansk, the boat was caught in a sudden storm and blown off course. The ship struck an ice floe in the midst of the storm and was forced to make for the closest land, which turned out to be Svalbard. *Arktika* could not be repaired before winter set in, so Salnikov set about making the best of the situation he was in. The locals were not happy to see more mouths to feed until Salnikov proposed the greenhouses, the methane plant, and a number of other plans which would make life on Svalbard possible almost indefinitely.

SOVIET TYPHOON—CLASS SUBMARINE



Barrikada

The *Typhoon*-class nuclear ballistic missile submarine *Barrikada* is named after a major event in Soviet history. *Barrikada* (the barricades) was the name of one of two factory complexes at Stalingrad, where the Soviets totally destroyed the invading German Sixth Panzer Army in WWII. It is a name evocative of heroism and fighting spirit to the Soviets and is thus particularly unsuited to the fate of the submarine which bears it.

HISTORY

Barrikada was launched on 21 October 1996 and was formally accepted into the Soviet Navy three months later. As a nuclear missile submarine, it and its crew were not sent on long-term patrol as they would have been in the U.S. Navy, but instead were stationed in harbor in keeping with Soviet practice. While this ensured that the submarine's nuclear missiles would be kept under the strictest control and reduced the possibility of inadvertent launches, it also carried the risk that the submarine might not be able to leave port undetected when war came.

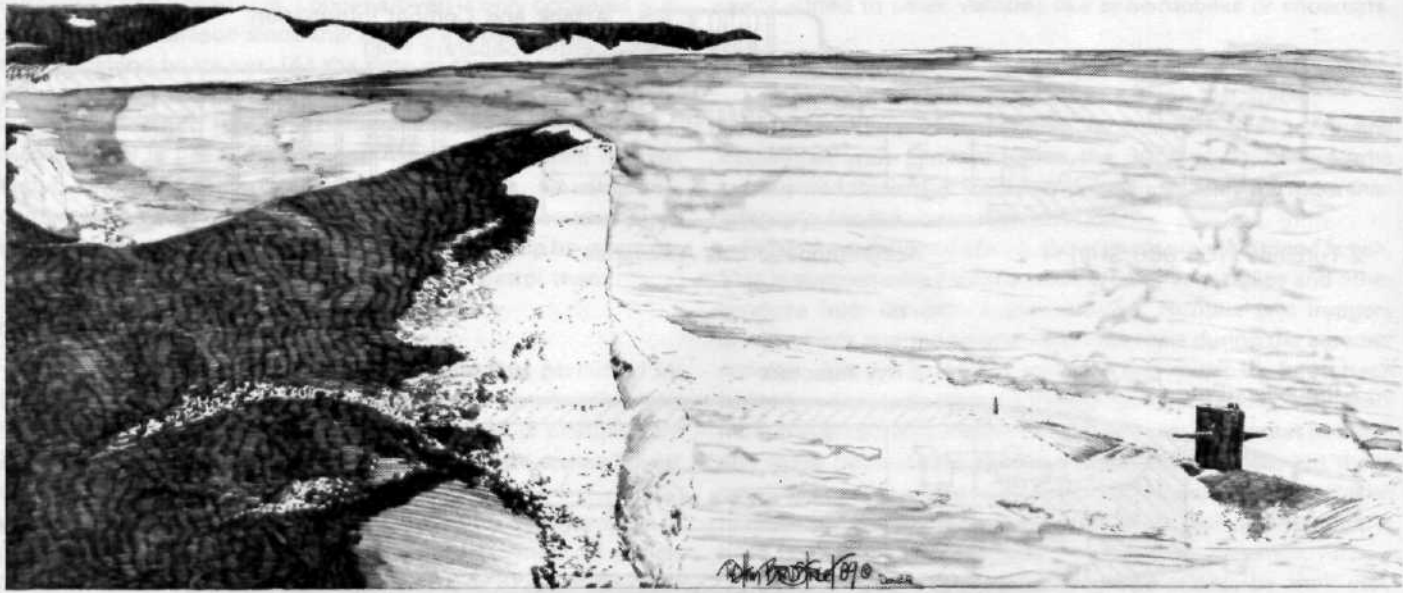
When the first tactical nuclear exchanges began in the summer of 1997, *Barrikada* was ordered to put to sea fully armed and ready for action. The powers-that-be in the USSR had not yet decided whether they would go to a full-scale nuclear exchange, but they wanted to keep all their options open, as was only natural. *Barrikada* took up station in the north Atlantic and cruised in anticipation of orders most of the crew hoped would never arrive.

Barrikada received launch orders in late November of 1997. Six of the vessel's 20 SS-N-20 nuclear-tipped missiles were to be fired in a strategic strike intended to damage the command and control facilities of the NATO allies. Two of the missiles were aimed at Canadian targets, the remaining four at targets in the

United States. A few weeks later, other launch orders were received and obeyed, sending another six missiles at targets in various countries. Within days, another five missiles had been launched; then no further orders were received except to stay on station. Only the targeting officers knew the missiles' targets, and no one on the *Barrikada* knew whether the missiles made it through the rudimentary antimissile defenses of their targets.

In February of 1998, *Barrikada* rendezvoused with a submarine resupply vessel in the north Atlantic. The ship brought orders to the submarine that it was to remain on station in the north Atlantic until 15 March, then return home. March came, and the sailors counted the days until they could abandon their patrol. By this time, however, the submarine could not return to its home harbor at Murmansk—that was in danger of capture by NATO ground forces. *Barrikada* would have to make for what was left of the port at Vladivostok. *Barrikada's* captain chose to go by way of the Arctic Ocean, and evidently the stresses of wartime combined with the long periods underwater caused the crew to crack under the strain. The resulting mutiny resulted in the deaths of the captain and most of the officers. The reactor chief and his technicians, however, shut down the boat's reactors at the first sign of trouble. They died fighting the mutineers, but not before one of their number managed to send a partial message describing the submarine's fate (but not its position). The surviving mutineers were unable to bring the reactors back into operation and were forced to surface through the ice when their air ran out.

The fate of the mutineers is unknown. From evidence found in the submarine, they seem to have occupied the boat for a few days (either because of indecision or one of the frigid storms that sweep through the area), then set out on foot, probably for the nearest land (the Svalbard Islands). They never arrived, but their fate can be guessed at. The abandoned *Barrikada* froze into the ice where it was to remain until a party of Soviets from Operation Polar Bear came upon it in early February of 2001.



The Channel

At its narrowest point (the chalk cliffs of Dover), a person can see across the English Channel if the weather is reasonably clear. The channel is regularly patrolled by French vessels to keep refugees from landing by sea. Notwithstanding the danger, Commander Sacks has decided that *Corpus Christi* must take the shortest possible route to Norway, and this involves passing through the English Channel.

Sacks will try to make the bulk of the run at night and remain submerged as much as possible. Under ordinary conditions, such a trip would present no difficulties for a submarine like *Corpus Christi*. For several reasons, however, the trip will be more complicated than under ordinary conditions.

First of all, *Corpus Christi* is operating with a severe shortage of trained Crewmembers. With a skeleton reactor watch and leaving as much up to automation as possible, the boat manages to get more or less where it wants to go. Sacrifices must be made, however, and one of these is that not all the sub's sophisticated electronics can be operated while the boat is under way. Locating an enemy vessel, moving the boat, and firing torpedoes cannot be done at the same time, for instance. In any case, some of the submarine's electronic equipment is not in the best of condition (see **The Last Submarine** for an explanation of all this).

Second, navigation will present problems not ordinarily encountered. The satellites necessary for proper operation of the boat's navigation systems were destroyed during the war, and *Corpus Christi* must be navigated by the older method of using stellar sightings to determine her position. This means the sub must surface for a few minutes each time the skipper needs to fix the boat's position. Sailing through confined waters (such as the English Channel) and trying to make the highest possible speed requires that a vessel's position be determined every few hours if it is to avoid running aground. The minefields laid by NATO and the Warsaw Pact during the war, and by France after the war, are an additional hazard which must be avoided. The

narrower the channel becomes, the greater the dangers involved, and the more often the submarine must surface. All of this assumes that the weather is clear enough to permit the stellar positional fixes to be taken.

Third, the English Channel is patrolled by what remains of the French Navy. France has closed its borders in order to keep out refugees and marauders who would rapidly overwhelm the country's scarce remaining resources. The channel patrols are just one aspect of the larger program to keep the internal situation in France under control. The officers in charge of these patrols are ordered to treat any military craft they encounter as hostile.

For these reasons, the trip through the channel presents considerable danger. The fact that Sacks feels the danger is justified indicates the importance he attaches to speedily locating and destroying the Soviet boomer.

DESTROYER

The actual encounter with the French destroyer can be as long or as short as the referee desires. Since **Twilight: 2000** includes no rules for such an encounter, and since the characters can take no active part in the action, it is bound to be rather dull for them, so the referee should probably cut the actual time devoted to this portion of the adventure to a minimum. A short description of the action and the depth charging that occurs will be sufficient. Since the characters will have no real idea of what is going on, and they will probably not be allowed in the control room during the action (they would only be in the way, more than likely), they will spend the attack in their quarters or in the wardroom, waiting nervously.

If the characters want to help out, they will be put to work under the command of Lieutenant Commander Kearney, acting as a damage control party. During the action they will be disbursed to various parts of the ship, in company with one of Kearney's people, where they will help keep whatever damage occurs under control.

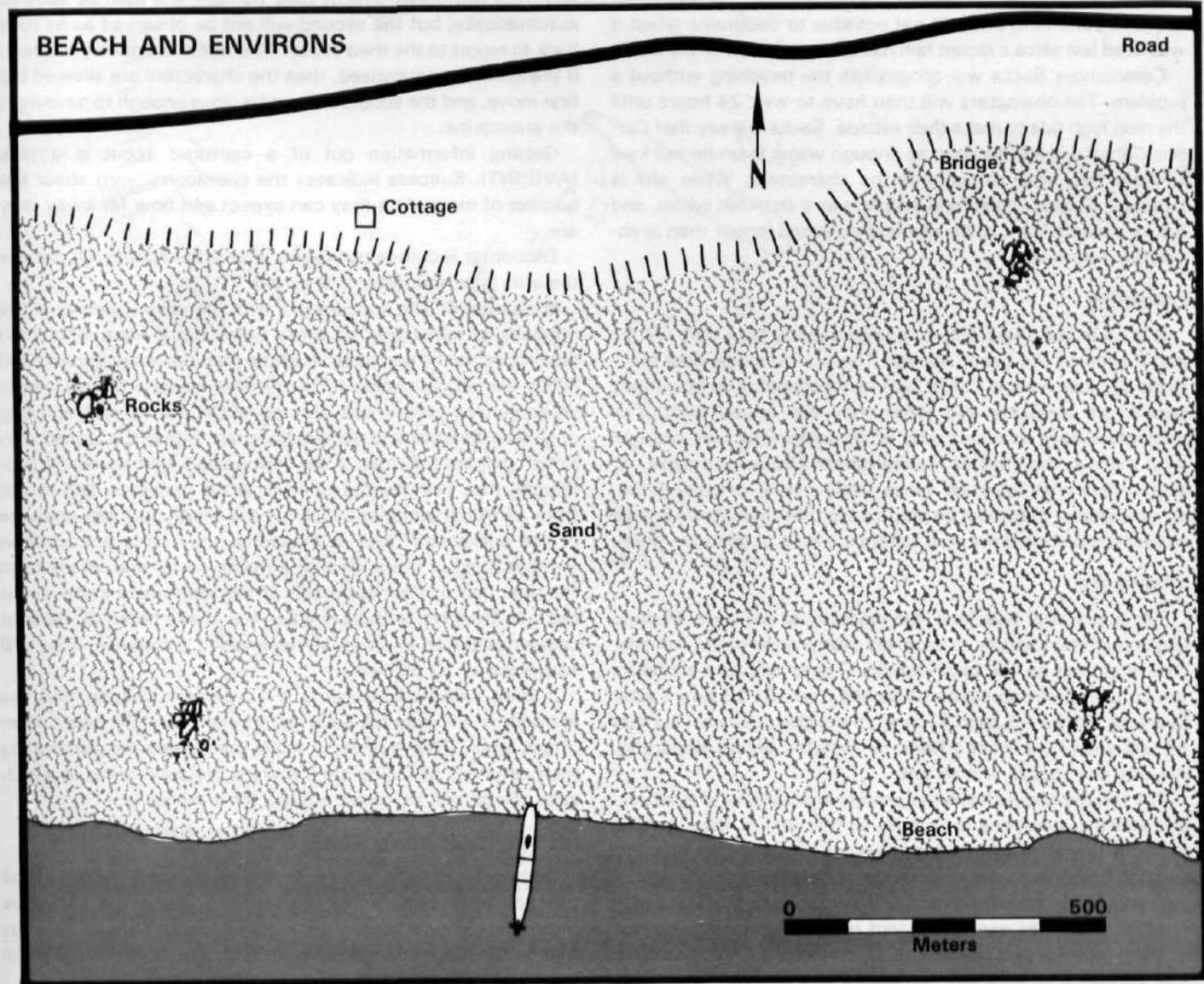
The salient points of the encounter are these: *Corpus Christi* encounters a French destroyer in the English Channel and takes some damage in the process of sinking or eluding it (the fate of

the destroyer is also up to the referee, but the characters will undoubtedly feel happier if *Corpus Christi* sinks the destroyer). **Harpoon**, GDW's modern naval miniatures rules, can be used to adjudicate the encounter—see Appendix II: Optional Harpoon Scenarios, page 47.)

DAMAGE

As a result of the destroyer encounter, *Corpus Christi* was damaged. Whether this was by depth charging or as a result of gunfire is left up to the referee (implement whatever makes for an exciting episode). The most severe damage was to the pressure hull, which was cracked and is presently leaking (the referee should feel free to add other damage descriptions in addition to the above, as necessary—a few shattered pipes, broken gauges, and damaged electronics will add to the perceived realism of the incident). After the encounter is over, Kearney will inspect the boat from stem to stern and report that the pressure hull was breached and the boat is taking water, but that he cannot assess the full extent of the damage without examining the outside of the hull. Since *Corpus Christi* does not have scuba gear aboard (none was available when she left port), it will be necessary to beach the boat.

Beaching is not an easy undertaking. First of all, a suitable stretch of beach must be located. This needs a gentle slope, where *Corpus Christi* can be driven carefully aground during high tide (ideally just after the peak water level). A location with a thick, soft, sandy beach would be preferable, but one with few large stones will be acceptable. When the boat has been driven as far ashore as possible, *Corpus Christi* must remain there until low tide comes and the water level drops enough to expose the damage to the hull (hopefully), at which time Kearney can inspect and (again, hopefully) repair the damage by the time high tide comes around again, and the submarine can be floated off the beach and out to sea. If Kearney cannot repair the damage by the next high tide, the submarine will have to remain in position through another tidal cycle. All of this must be done without damaging the hull, rudder, or props. Since the tidal cycle is about 24 hours in duration, and *Corpus Christi* must remain beached through at least one complete tidal cycle (slightly more, actually, from just before one high tide to the next high tide). This means the submarine will be beached and unable to move for a little over a day, which adds one more criteria for the beach: It must be fairly remote. It will be the characters' responsibility to scout out the area before the sub beaches and to maintain



a secure perimeter for the time it takes to repair the sub and float her off again.

Kearney's report will stipulate that the sooner the repairs are made, the better it will be. He cannot guarantee the continued safe operation of the boat for more than another two or three days and strongly suggests that the boat not dive unless it is absolutely necessary, since the deeper the boat is the more water will be forced in.

RECON

Finding a stretch of beach that meets the requirements will take a day or so, and the characters will have two hours to scout it out. The referee should simply stipulate that the characters spend the two hours looking around. They find that the beach is deserted for two kilometers in either direction, and the only buildings are small, abandoned coastal cottages. A small road runs parallel to the shoreline, about 500 meters inland, along a small ridge about one to three meters higher than the beach area. Most of the beach area is covered with short-growth beach grass except the area subject to wave action. There is evidence of a small campfire near the edge of the road. Characters with RCN skill will be able to determine that it is several days old, that no attempt was made to conceal it, and that whoever built it seems to have used it to cook a small animal. The road itself is in bad condition, and it is not possible to determine when it was used last since a recent rain has obscured most of the clues.

Commander Sacks will accomplish the beaching without a problem. The characters will then have to wait 24 hours until the next high tide to make their escape. Sacks will say that *Corpus Christi* will sail as soon as enough water is under her keel to float her, with or without the characters. While she is beached, *Corpus Christi* is as helpless as a stranded whale, and Sacks doesn't want to be aground a second longer than is absolutely necessary.

DEFENSES

It is up to the characters to decide exactly how they will go about keeping the beach secure. There is no single best technique because what is "best" will vary depending on how many people are available and what they are armed with. The characters have available only what equipment they brought with them at the start of **Mediterranean Cruise**—no more, no less. If they wish to set up mines, barbed wire, or other defensive measures, they must be prepared to take them down in time to load them aboard the boat before it leaves or abandon them.

TIMETABLE

Ten hours after beaching, the water level will have dropped low enough for Kearney to begin his examination of the damage. One hour later he will begin repairs. These will take six hours to complete, leaving seven hours left over. At 23 hours after beaching. Sacks will send a runner to the characters saying that he will sound the boat's horn 15 minutes before departing. Anyone not aboard will be left.

The referee should have the players work out who is where, and whether everyone is on duty all the time or they work in shifts. A character's fatigue level should be taken into account. Digging foxholes or shelters counts as hard work for determining fatigue. Maintaining an actively alert posture in a stationary position counts as easy work (not rest). Characters who rest or sleep may not participate in RCN-related tasks, such as spotting approaching encounters.

ENCOUNTERS

Beginning 12 hours after the submarine is beached, the referee should roll 2D6 for an encounter every four hours. On a roll of 8 or more, the referee should implement encounter A. The outcome of encounter A will influence the second encounter, which is encounter B.

Encounter A: This consists of two individuals advancing alongside the road from a direction of the referee's choice (one on either side of it), followed a few minutes later by a third individual travelling down the center of the road. The first two will be armed with knives and improvised melee weapons of some kind (clubs, axes, spears, whatever). The third will have an FAL. All three will be dressed in a mixture of clothing, mostly civilian, but with one or two military pieces. These individuals represent the advance scouts of a band of marauders who have been raiding in the area recently, but have pretty much exhausted it and are moving along the coast in search of fresher communities to terrorize.

When it becomes obvious that they are outnumbered, or when two of their number have been killed, the remaining scout will flee. If the scouts surprise the characters, then the two lead scouts will be close enough to get a glimpse of the submarine and then withdraw. One of their number will then be spotted automatically, but the second will not be observed as he runs back to report to the third scout. All of them will then withdraw. If the scouts are surprised, then the characters are allowed the first move, and the scouts will not be close enough to have seen the submarine.

Getting information out of a captured scout is a task (AVG:INT). Success indicates the characters learn about the number of marauders they can expect and how far away they are.

Encounter B comes two hours later if the scouts did not see the sub, one hour later if they did.

Encounter B: The encounter is with the advance party of the marauders, consisting of three times more marauders than characters on the perimeter. Half the marauders are Experienced NPCs, armed with some form of melee weapon but no missile weapon, One quarter are Veteran NPCs, armed with sporting or civilian firearms, and the remainder are Elite NPCs, armed with British military firearms. If the marauders know about the submarine, they will attempt to encircle the perimeter and attack from all fronts simultaneously. If the marauders are unaware of the submarine, they will assume they have encountered another band of marauders or a militia patrol and attack from the direction of their approach. If the marauders know about the sub, they will withdraw when they have taken 20-percent casualties (killed or seriously wounded); otherwise, they will withdraw at 10 percent.

If they withdraw, there is a 10-percent chance that the marauders will only fall back out of sight for 1D6 hours, then attack again. This may occur while the players are dismantling their defenses or falling back toward the submarine, in which case things will be touch and go for a while.

ON THE (SEA) ROAD AGAIN

Once safely out to sea again, the players will learn that the sub has been temporarily patched but that more extensive repairs, requiring a harbor, are required. Jorge Segovia believes that he can make arrangements for such a harbor once the group goes to Kristiansund, Norway.



Kristiansund

After departing England, Commander Sacks will take *Corpus Christi* to the vicinity of the Norwegian city of Kristiansund. There, Jorge Segovia believes he can make contact with a DIA operative who will help them in their quest for information about *Barrikada*.

Segovia's contact is Ingmar Thorhildson, DIA deputy station chief for southwestern Norway, last known to be headquartered in Kristiansund. Segovia will tell the characters that he and Thorhildson were in the same class for DIA operatives way back when, and they have kept up the friendship ever since. Segovia does not know exactly where Thorhildson is these days, but he is sure that he can find out, given a couple of days.

Kristiansund is located on a small island off the western coast of Norway. The city was not damaged in the nuclear exchanges, but the harbor facilities were severely damaged in a raid by Soviet Marines late in 1996. The harbor was partially rebuilt but was a natural target for Soviet bombers over the next few years. The city's inhabitants had largely dispersed into the surrounding coastal villages by the time of the nuclear strikes, and more left after that, fearing they would become a target. Even more of the populace left in the chaos and economic dislocation that followed.

A few thousand people farm the island, supplementing their harvest with the catch from their small fishing fleet. This fleet consists of a couple dozen dilapidated sailboats (or diesel boats converted to sail). None of them look very seaworthy, and most have been patched together and repaired so many times it is hard to tell what their original purpose was.

Sacks will not be willing to try to enter a strange harbor without knowing what to expect. He will want to send a party in to reconnoiter the area first, and this party might as well include Segovia.

CONTACT

Finding Thorhildson will not be possible since he left the island

more than two years ago. The characters will eventually find this out, but his absence will not affect the adventure. Segovia will want to look around a bit before approaching anyone. This is partly because he's not completely sure what to expect and partly because he's unsure he can deliver on his promise to find Ingmar. The referee should have him lead the characters around on the island until they are surprised or decide that they've had enough. If the characters are cautious about making contact with the locals, they will have no difficulties other than language.

Language: Unless one of the characters speaks Norwegian, communication will be a problem. Segovia speaks one or two words (hello, friend, help me, etc.), but these will not be adequate for the detailed interrogations necessary. Fortunately, a good many Norwegians speak a second language. There is a 60% chance that any given person encountered will speak a language other than Norwegian. There is a 10% chance that they will speak two languages other than Norwegian. Determine the specific language by rolling on the following table.

LANGUAGE	
Die	Result
2	Lapp
3	Swedish
4	French
5	Danish
6-8	English
9-11	German
12	Finn

All the languages except Lapp are dealt with in the basic game. Lapp is in the same family as Finn.

QUESTIONING

If the NPC encountered is properly questioned, he will provide one or more pieces of information of use to the players. Communicating with an NPC is a task (AVG:LNG). If the task is failed, the questioner receives a garbled version. The answer received will depend on the line of questioning, as indicated

in the responses which are listed after the encounter section.

ENCOUNTERS

The main purpose of the encounters on Kristiansund is to control the speed with which the characters manage to get into contact with the local populace. Roll on the table below once per four hours. If the characters are attempting to remain hidden, they make contact only if they are surprised by the encounter (see the basic game's encounter rules). Otherwise, they have the option to remain hidden and observe. When the party enters Kristiansund, they automatically have an encounter with the citizens there (Citizen(s) II, below).

ENCOUNTERS - KRISTIANSUND

<u>Die</u>	<u>Result</u>
2-4	No encounter
5	Livestock
6-7	Hunter
8-9	Citizen I
10	Citizen(s) II
11	Soldier(s) I
12	Soldiers II

Livestock: This encounter is with a herd of 2D6 domestic animals (cows or sheep at the referee's discretion). They will be accompanied by a herder and a dog. The herder will provide response A if properly questioned. On a result of outstanding success to the task roll, the herder will provide response B.

Hunter: This is an encounter with a lone hunter from one of the small farms on the island. The hunter will provide response A if properly questioned. On a result of outstanding success to the task roll, the hunter will provide response B.

Citizen I: This is an inhabitant of one of the small farms in the area, out running some sort of errand (or a rather ignorant citizen of Kristiansund). He will provide response B if properly questioned.

Citizen(s) II: This encounter is with a group of 1D6 inhabitants of Kristiansund itself. If properly questioned, they will provide response D; otherwise they will provide response A. On a result of catastrophic failure, they will provide no useful information. At the referee's discretion, one of these NPCs will offer to guide the characters to Trondheim and put them in contact with King Haakon VIII.

Soldier(s) I: This encounter is with 1D6 soldiers from the Royal Norwegian Army. They will provide response D if properly questioned; otherwise they will provide response A. On a result of catastrophic failure, they will provide no useful information. At the referee's discretion, one of these NPCs will offer to guide the characters to Trondheim and put them in contact with King Haakon VIII.

Soldiers II: This encounter will be with a group of 2D6 + 4 soldiers from King Haakon's Royal Guard. One of them will be an American (Tom Hall, described below) and will greet the characters enthusiastically, overjoyed to see fellow Americans again. This group will provide all information contained in "Norway: 1995-2001" (pages 10 through 13), and will insist that the characters accompany them to Kristiansund (if they aren't already there) to talk with their commander, Lieutenant Bryce.

RESPONSES

The following responses are keyed to the encounters above and assume that a character has successfully passed the com-

munication task discussed in the Questioning section. The information should ideally be revealed gradually, in the referee's own words, rather than stated bluntly.

Response A: There is a 1 % chance the character has heard of Thorhildson but has no idea of his present location. Haakon VIII is now King of Norway and is in the far north fighting the Soviets.

Response B: There is a 1 % chance the character has heard of Thorhildson but has no idea of his present location. Haakon VIII, King of Norway, is in Trondheim. There are no Soviets here, but there are some farther north, around Bodo.

Response C: There is a 1 % chance the character has heard of Thorhildson and believes he has joined King Haakon VIII in his struggle against the Soviets. The king is in Trondheim, gathering an army for another campaign. There is a harbor at Trondheim that might be able to repair a damaged ship. The Soviets are active in the north of the country, in and around Narvik.

Response D: There is a 1 % chance the character has heard of Thorhildson and knows he left the island in 1997. There is a harbor at Trondheim that might be able to repair a damaged ship, but it is under the king's direct control—you will have to deal with him. Further questions will eventually elicit all the information contained in "Norway: 1995-2001" (pages 10 through 13).

MEETING WITH BRYCE

Bryce is in Kristiansund to recruit volunteers for the upcoming campaign against the Soviets. Presumably the characters will explain their situation to Bryce when they arrive—they have no reason to conceal their mission from someone who can obviously help them. Bryce will consider the matter for a few moments, and suggest that King Haakon and the characters can probably be of considerable help to each other. Bryce will tell the characters that he was about to return to Trondheim anyway and offer to accompany the *Corpus Christi*. On arrival, he will arrange for the king to talk to the characters and Commander Sacks.

Personalities

Referees may add additional characters as they see fit.

LIEUTENANT MORLAND BRYCE

Lieutenant Morland Bryce, formerly of the 1/3 SAS, is a slight man in his early 30s. Pulled into the war from his comfortable law practice in Cornwall, Bryce is a graduate of the British SAS Commando School. At the present time, Bryce commands a force of British, Canadians, and Americans serving King Haakon VIII. Bryce is exceptionally strong for his slight build and immediately won the respect of those men attached to his unit through his tireless leadership and good humor.

Bryce nurses a seething anger against the Soviets ignited within him upon hearing of the nuclear strikes against Britain. Shortly after the first strike, he received word of his wife's



slow death in a Bristol hospital and the disappearance of his 4-year-old son. Despite this grim news, Morland Bryce has never lost his ability to lead his troops in the field, both to encourage them and to console them in their struggles. His performance on the field of battle has always exemplified the finest traditions of the British Army.

Bryce completed his first obligation to the Crown, as a first sergeant, in 1992. His exceptional service record and recent completion of law school earned him a commission as he rejoined service in 1997. Upon rejoining the Royal Army, Bryce applied for SAS Commando Training and was accepted because of the high casualty rate among the officer corps. Bryce graduated first in his class. After completing his training he joined the 1st Battalion 3rd SAS Brigade in Norway early on 1 December 1996.

Morland Bryce should be treated as having a base of 50-percent skill in each of the following: CVE, DIS, EQ, FO, FRG, LP, MCY, MED. He has 85-percent skill in FOR, GS, IF, INT, INS, LCG, MTN, SCR, SKI. He has 95-percent skill in BC, CRM, MC, PAR, PST, RCN, SWM, TW. In addition to his native English, he speaks Norwegian (LNG80), Swedish (LNG60), and Portuguese (LNG40).

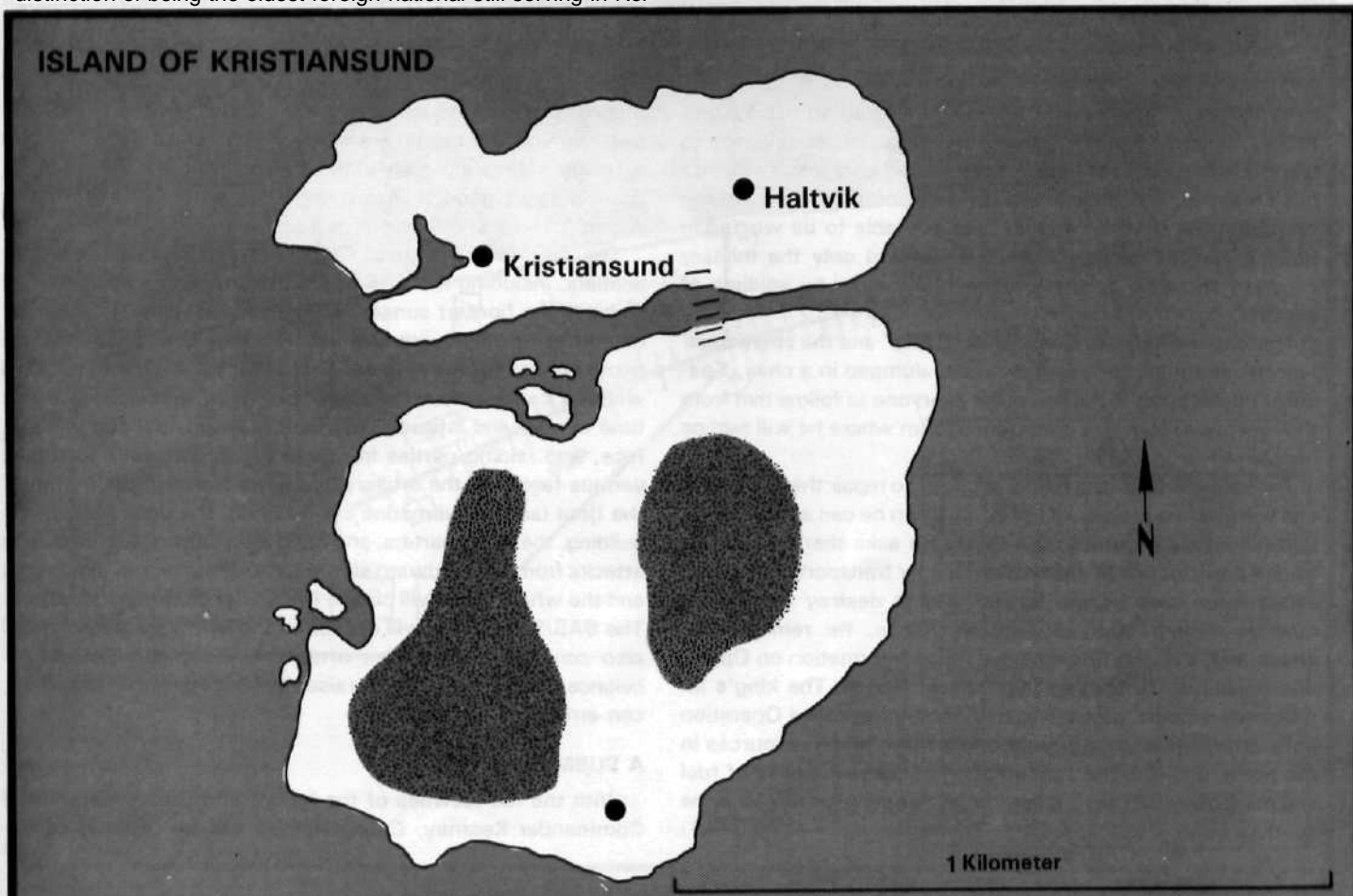
NPC Motivation Results: *Heart King*; Honor. *Club Ace*: War Leader. Morland Bryce is a man who truly exhibits the finest statements of nobility, justice, and honor. Loved by his men, respected and feared by his enemies, Bryce embodies the highest qualities of humanity. Despite the most arduous of circumstances, he exhibits those traits which most men can only dream of.

THOMAS L. HALL

Senior Chief Gunner's Mate Thomas Hall is acting CO of what's left of the U.S. Navy's SEAL Team 3. He has the dubious distinction of being the oldest foreign national still serving in Nor-

way (on NATO's side, anyway). At the age of 42, Hall is still a capable and extremely dangerous adversary. He assumed the responsibilities of commanding officer while taking part in a multiteam incursion into the Kola Peninsula in 1997 in one of the failed attempts to flank the Litsa River line defenses. During the raid, all other officers or senior NCOs were killed or mortally wounded. Regrouping the scattered fighters, Hall managed to collect 20 survivors. He opted to lead his men across the Kola Peninsula, through enemy lines, and link up with friendly forces. After a five-month trek, Hall and 17 others made it back safely, only to find themselves stranded in Norway by the destruction of NATO's Northern Fleet in June of 1997. Since that time, Hall has seen nine other members of his team killed or missing in action. Hall and the remaining members of Seal Team 3 are presently serving under the British SAS formation commanded by Lieutenant Morland Bryce. He is an Elite NPC.

NPC Motivation Results: *Spade Queen*: Ruthless. *Club Eight*: High violence level. Senior Chief Hall has been hardened by 20 years of military service and three years of ruthless war. Once a rather amiable person, Hall is slowly becoming a man without feelings. Technically perfect in his leadership, he has ceased to see or care about the appalling and relentless loss of his men. In truth, Hall has become an emotionless automaton capable of flawless and unmatched inhumanity. He has no sense of fear, anxiousness, or anxiety, even in the most desperate combat situations. The development of this psychosis over an extreme period of stress has hardened Senior Chief Hall's emotional state to the point of breaking. In any extremely dangerous or stressful situation (referee determines) there is a 10-percent chance of Hall breaking under the pressure. If this happens he will go completely catatonic (i.e., he will drop his weapons, go to a corner, and sit down in a fetal curl, rocking gently back and forth and staring off into space). Until this happens, he is an Elite NPC.





Trondheim, Narvik, and the Bear

Who the player characters met in the last chapter will determine whether or not they will enter Trondheim with an escort. This escort may consist of a number of the king's personal guard, and perhaps their commanding officer, Moreland Bryce. But whatever the case may be, the player characters will have no trouble arranging for an audience with King Haakon VIII of Norway.

A MAN

As has been mentioned, the group will have no trouble getting an immediate audience with the king. The king wants to use the submarine almost as much as the characters want to get it repaired. The audience will be most informal. King Haakon will announce that there is no time available to be wasted in bowing and scraping, and he will demand only the military courtesy shown a general officer in any army by soldiers of another.

The king will listen to Commander Sacks' and the characters' reports, and think for a few minutes, slumped in a chair. Suddenly he will burst to life and order everyone to follow him from the reception room to a conference room where he will outline his plan.

The king will order the harbor workers to repair the submarine and will give the players all the information he can about Operation Polar Bear in return for a favor. He asks that the *Corpus Christi* participate in a commando raid by transporting a small, select force deep behind Soviet lines to destroy their headquarters. There is a very good chance, he reminds the characters, that the Soviets have much information on Operation Polar Bear in the headquarters in Narvik. The king's intelligence officers inform him that something called Operation Polar Bear is taking up a great deal of the Soviet resources in the north, and it is the consumption of these supplies of fuel and manpower that keep them from eliminating his forces in the south.

A PLAN

Narvik lies at the head of a narrow inlet of the sea, called a fjord. The landward approaches to the city are too heavily defended to allow Haakon's small forces to punch through them without grievous casualties. Attempts at seaborne invasions failed because the fjord was so narrow that ships come under land-based artillery fire for miles before they can sail up the narrow inlet. All surprise is lost, and the defenders are well prepared for any landing. Even small raiding forces have met a similar fate.

A submarine, however, could run the gauntlet of the fjord submerged. The defending Soviets will not be looking for a submarine, and surprise will not be lost. If the king can get a few hundred soldiers to make a diversionary attack from the land side timed simultaneously with the assault from the submarine, there is a very good chance that the nerve center of the Narvik facility can be knocked out in a single blow.

The plan is as follows: *Corpus Christi*, loaded with 200 soldiers, including the SAS and SEALs of the royal guard, will sail into the fjord at sunset, when the sun will be in the eyes of the Soviet observers and will help hide the periscope. The pilot supplied by the king will help steer the boat into position where it can wait out the eight-hour night that occurs at this time of year and latitude. Just before dawn, the sub will surface, and raiding parties in rubber boats will leave to attack various facilities: the artillery positions covering the mouth of the fjord (so the submarine can escape), the communications building, the headquarters, and other vital targets. Simultaneous attacks from the landward side will cause maximum disruption, and the whole affair will cripple the Soviet command structure. The SAS/SEAL force will escape to the landward side and will also commence disruptive attacks to keep the Soviets off balance until the main force, raised by King Haakon in the south, can arrive.

A SUBMARINE

With the full facilities of the harbor and the cooperation of Commander Kearney, *Corpus Christi* can be restored to 90-

percent capacity within three days, assuming a round-the-clock work schedule. It will take four days to prepare for the raid, so Kearney and his crew will have one day to rest.

The king will supply the crew and the characters with cold-weather clothing and other equipment (such as skis and snowshoes) they will need to operate in cold climates. The weather is not expected to be too bad in Narvik, but the king suggests that the submarine should probably leave for Svalbard immediately upon completion of the Narvik raid.

The players can learn a little basic information about Svalbard while *Corpus Christi* is being repaired. All of the geographic and climatological information contained in the Svalbard chapter can be given to the players, and they can also receive the historical information up to the start of the war. This data should be conveyed in the referee's own words in response to specific questions asked of local Norwegians by the characters.

SOVIETS

The 376th Guards Motorized Rifle Division is now about the size of a regiment in effective manpower. Only divisional headquarters and a single rifle battalion (both under strength) are currently in Narvik. Three of the division's remaining 12 T-74 tanks are parked in reserve near the headquarters building. The remainder of the division is dispersed among the outer defensive lines around Narvik or has been sent to Svalbard as part of Operation Polar Bear.

The portion of the division of immediate interest to the characters is organized as follows.

Divisional HQ Company; 60 men, 4 RPK-74s, 1 DShK, 3 T-74s.

2nd Infantry Battalion: Consisting of the following.
Battalion Headquarters/AT Platoon: 20 men, 4 RPG-16s, 2 RPK-74s.

Mortar Battery: 2 x 120mm towed mortars, 12 men, 1 RPK-74.

A Company: 40 Experienced NPCs, 2xBTR-70s, 8 RPK-74s, 1 DShK.

B Company: 40 Experienced NPCs, 2xBTR-70s, 8 RPK-74s, 1 DShK.

C Company: 30 Experienced NPCs, 1 x BTR-70s, 6 RPK-74s.

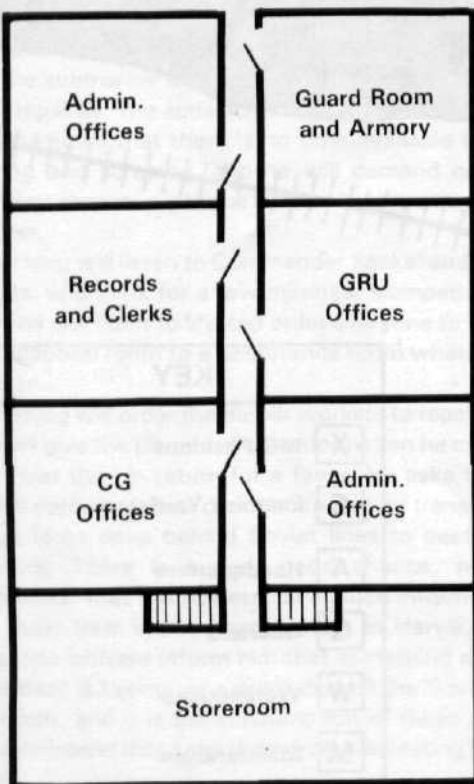
GRU Detachment for Operation Polar Bear: 6 x Elite NPCs, each with a Vz 61 Skorpion and a 9mm automatic pistol.

THE RAID

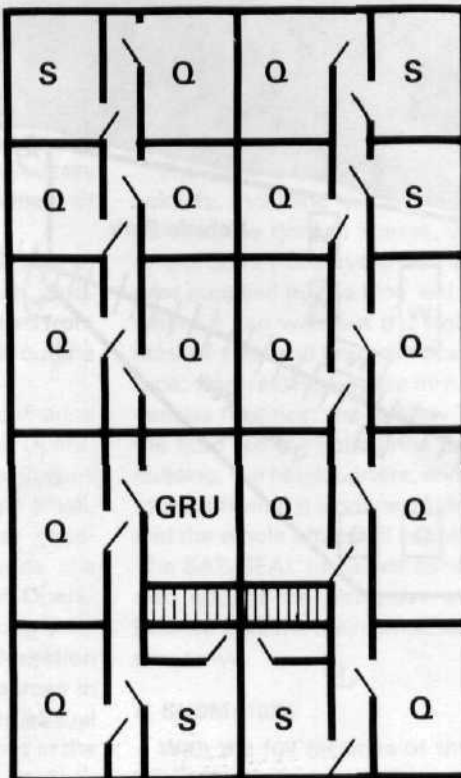
The raid may be adjudicated by the referee according to the basic game combat rules. The character's group will be assigned the job of capturing the headquarters building, and the referee may assign up to eight additional NPCs (Elites, from the SAS or SEALs) if the players desire. The headquarters building will be occupied by the two headquarters companies (divisional and battalion) and the GRU detachment.

Four soldiers will be awake and on sentry duty; two more will be on communications-monitoring duty inside. All others will be asleep in the upper floor of the building. The map indicates the position of the sentries and the machineguns. The players can approach to within 100 meters of the building undetected. From this point on, everything is up to the referee. Sleeping soldiers take one combat turn (30 seconds) to fully awaken, orient, and arm themselves upon hearing a gunshot or a shout of alarm. Elites halve this time. Once the players capture the building, they have one hour before they must set the building on fire and move back to the submarine, along with any captured documents and prisoners they might take. Any prisoners from the GRU detachment should provide some interesting answers, assuming the players can wring anything out of them.

SOVIET HEADQUARTERS BUILDING – NARVIK

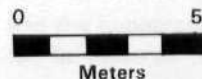


Ground Floor



Upper Floor

GRU = GRU Quarters
 Q = Other Quarters
 S = Storeroom



Meters



A Trip Up North

Corpus Christi will depart Narvik with any SAS/SEALs the referee sees fit to allow, as well as whomever the characters took prisoner while raiding the Soviet HQ in Narvik, and a few other items.

The characters will discover, as they search the headquarters building, that during the fighting one of the clerks managed to set off the Soviet equivalent of a thermit grenade in the filing cabinet containing the materials referring to Operation Polar Bear. Much of the material was destroyed, but quick action on the part of the characters managed to salvage some information. Interrogation of any prisoners will fill in the gaps.

OPERATION POLAR BEAR

Operation Polar Bear was the brain child of General Oleg Kozlov of the GRU. It was hatched soon after word of the *Barrrikada* mutiny reached GRU headquarters in what was called Moscow Center (although it was nowhere near Moscow). The potential of intact nuclear missiles and a submarine to launch them fanned the embers of vengeance in Kozlov's mind, and they soon burst into flame. Kozlov plotted the submarine's last reported position on a map and made some educated guesses as to where its captain might have sailed the ship. The last message from the reactor technicians indicated that *Barrrikada* was stuck in the ice pack, and Kozlov believed that the sub was strong enough to resist the pressures of the ice long enough to at least allow the missiles to be recovered. Allowing for movement of the ice pack and a number of other factors, he deduced the location of the submarine to be near Svalbard and began looking for a ship capable of travelling there. He named the plan to recover the missiles *Severnaya Medvyed*.

Rapidly adapting a GRU plan to take over the Scandinavian peninsula (using the newly recovered 376th Motorized Rifle Division), Kozlov expanded the plan to include the reactivation of the port of Narvik to act as a base of operations for Polar Bear (Murmansk and other northern ports were too heavily damaged).

Kozlov began to recruit sailors with submarine experience, technicians, and other personnel. When a subordinate suggested that too many irreplaceable resources were being used in pursuit of Kozlov's "probably mythical" submarine, Kozlov flew into a rage and had to be restrained from shooting the man out of hand. Resistance to the plan was quieter after that.

The 376th proceeded with the invasion as planned and managed to capture Narvik, but the conquest of the whole peninsula failed because of the tremendous resistance of King Haakon and his forces. Despite this setback, a merchant vessel suitable for the search of the polar icecap was located, and fuel for it was procured at great cost. The ship was dispatched north to search the area Kozlov believed must contain the trapped submarine. When the expedition discovered that Svalbard was still inhabited, Kozlov was ecstatic, believing this was proof his plan was fated to succeed.

On 16 February 2001, Moscow Center received the following message:

POLAR BEAR TO MOSCOW CENTER STOP BARRIKADA LOCATED IN ICECAP COMMA POSITION SEVENTY SIX DEGREES EIGHT MINUTES TWELVE SECONDS NORTH COMMA THIRTY DEGREES THREE MINUTES ZERO SECONDS EAST STOP REACTORS SHUT DOWN BY CREW COMMA BUT RECOVERABLE USING ONBOARD SPARES AND OUR GENERATOR STOP NO NEED TO RISK FURTHER EXPEDITIONS COMMA BUT NEED MORE TECHNICIANS STOP THREE MISSILES AND WARHEADS OPERABLE STOP EXPECT TO REPAIR REACTORS WITHIN ONE MONTH COMMA AND WILL NEED OPERATING CREW BY ONE APRIL ENDIT

Kozlov was ecstatic. No one doubted him any longer, and Operation Polar Bear began to look as if it might be worth the expenditure of all those scarce resources. The GRU would soon have three nuclear missiles and probably a nuclear submarine to launch them. With the threat of these weapons, a new Soviet Union could be built from the ashes of the old—a Soviet Union

where the GRU (and General Kozlov) could assume their proper roles.

A DAY LATE AND A KRÖNER SHORT

A few days before the Narvik raid, a fishing boat left the harbor. This boat contained every available Soviet sailor within reach of operatives of the Moscow Center GRU, located, drafted, and transported to Narvik at great expense in personnel and materiel.

The Polar Bear and the Cold Coast

The inhabitants of Svalbard were no match for the soldiers sent to establish the base for Polar Bear. The islanders had only a few weapons and no trained soldiers to use them. They were no match for Soviet soldiers, and Victor Salnikov (who had become the de facto leader of the islanders) suggested immediate surrender. Salnikov went further, however. He offered the Soviets complete cooperation in return for a simple favor—the islanders get all the equipment used to free the submarine: snowmobiles, snowcats, tools, generators and other assorted machinery, diesel fuel, and so on. With these supplies, Salnikov says, the islanders can survive indefinitely and in some small comfort, while the rest of the world perishes.

CORPUS CHRISTI ARRIVES

In the time it takes to get from Narvik to Svalbard, the characters have time to decide what to do. Instead of Sacks dictating the submarine's actions, the referee should allow the players to decide what *Corpus Christi* will do next. Their characters are at risk, after all. They have basically two choices:

First, *Corpus Christi* could move directly toward the position mentioned in the message (see above) and play it by ear when they arrive. Second, *Corpus Christi* could land the characters on Svalbard first and try to scope out what is going on there.

COMPLICATIONS

Because her diving planes are located on her conning tower, *Corpus Christi* cannot surface through ice more than a few inches thick without damaging them. And because of the damage to her navigation electronics and a shortage of properly trained crew, *Corpus Christi* cannot even cruise under the ice for any great distance without becoming lost. (That is, they will not be able to find a specific point on the ice pack—the sub will always know what direction to sail to escape the ice pack.) This means that the sub cannot even locate a naturally occurring hole in the ice with any certainty as to its location. The characters are in for a long, cold walk to the *Barrikada* site unless they can manage to obtain transport.

EVENTS AND ENCOUNTERS

Use the following tables for all encounters on the Svalbard Archipelago.

ENCOUNTER TABLE-SVALBARD

Die	Result
2	Storm
3	Hunters
4	Animal
5-7	Trapper/hunter
8-9	Soviet patrol
10	Hut
11-12	Salvage team

Storm: The players are caught in a sudden storm, consisting mainly of high winds and an extreme drop in temperature. Blowing snow will reduce visibility to a few feet. The storm will last 2D6 - 4 hours; any travel during this time must be in a random direction since the players will not be able to navigate properly.

Hunters: The encounter is with a group of 1D6 hunters from one of the Svalbard communities.

Animal: Roll again on the table below.

Trapper/Hunter: The encounter is with a single trapper/hunter. The individual will be found walking a trap line, removing game and resetting the traps. Individuals given this chore are not armed with anything other than a small caliber rifle (.22 BA or LA) and a knife and will be carrying a bag containing one or two ptarmigans and perhaps an arctic hare.

Soviet Patrol: The encounter is with a patrol of Soviet soldiers or sailors moving from one part of the island to the other. They will usually be surveying for unreported resources or searching for game. They may be travelling to or from the *Barrikada* encampment on snowmobiles and/or snowcats (1D6/3 snowmobiles; 50-percent chance of one snowcat).

Hut: This is a small structure, usually built of rocks and roofed with corrugated metal, which serves as shelter for hunters and others trapped away from the settlement by an unexpected storm. Each is stocked with a few pounds of coal and serves only to provide temporary shelter from the elements.

Salvage Team: This is a team of 1 D6 x 10 people travelling either to or from one of the abandoned settlements for the purpose of dismantling the buildings there and moving the wood in them to one of the occupied centers. This group will be accompanied by one or two individuals armed with civilian hunting rifles or Soviet soldiers at the referee's option.

ANIMALS

Die	Result
2	Polar bear
3-5	Arctic fox
6-8	Musk ox
9-10	Reindeer
11	Fowl
12	Arctic hare

Polar Bear: The encounter is with 1D6/2 polar bears. If there are more than two, one of them will be a cub, and the two adults will be more prone to attack (add 20 to the attack percentage). Use the characteristics for a bear as given in the basic game.

Arctic Fox: The encounter is with 1D6/3 arctic foxes (either blue or white). Use the ratings for dog from the basic game but with the following changes: *Meat:* 1 D6 x 1 kg *Hits:* 5 *Stature:* 1

Musk Ox: The musk ox was brought over from Greenland in 1929 to help provide a source of local meat to replace the reindeer, which were being hunted to extinction. Victor Salnikov has suggested that attempts be made to domesticate them, but efforts in this direction have not met with a great deal of success. Use the ratings for grazer from the basic game but with the following changes: *Meat:* 1D6x8 kg *Hits:* 20 *Stature:* 8

Reindeer: Reindeer were made a protected species in 1925 and were close to extinction by that time. They have recovered nicely but are now being hunted again and are becoming harder to find. Victor Salnikov has suggested that attempts be made to domesticate them, and a few have been captured and are now held in pens outside Pyramiden. They have not been in captivity long enough to reproduce. Use the ratings for grazer which

are listed in the rules for the basic game.

Fowl: The encounter is with 2D6 fowl. The precise species is not a matter of importance. Use the ratings for fowl from the basic game.

Arctic Hare: The arctic hare was introduced in 1929 from Greenland, along with the musk ox. They have not taken hold in great numbers and are still somewhat rare. Use the ratings for fowl from the basic game.

INTERROGATION

Not enough people remain in Svalbard to have a proper base for rumors, so none will be presented. Instead, we give a list of interrogation results for the various types of people encountered. A one-hour questioning of one individual will yield the information indicated by one roll on the table below.

INTERROGATION

Die	Results
2-4	Result A
5-7	Result B
8-10	Result C
11	Result D
12	Result E

Locals may not give results D or E. Soviets who are with Operation Polar Bear may not give results A, B, or C.

Result A: This person will provide some general information about the state of the settlements but no information about Operation Polar Bear or the location of the *Barrikada*.

Result B: This person will be able to provide detailed information about one of the settlements (either Pyramiden or Sveagruva) including information about transportation if the players think to ask. The subject will know that a new group of Soviets has come to the islands recently, looking for a wrecked ship of some sort stuck in the ice east of the islands.

Result C: This person will be able to answer any question about the settlement and can serve as a guide to any part of the island. He will know the same information about Operation Polar Bear as in result B.

Result D: This person will not be able to provide a great deal of information about local conditions but can provide some basic data on Operation Polar Bear: how many Soviets were brought in, where they are located, and so on. He will not know exactly where the *Barrikada* is, however.

Result E: This person will not be able to give a great deal of data about local conditions but can provide much information about Operation Polar Bear, as well as the location of the *Barrikada* (he has been there at least once).

ICE PACK

By mid-April, the ice pack around Svalbard has reached its maximum extent and has begun to retreat a bit. *Barrikada* is still stuck in it and will be until the reactor can be brought back on line and the ice melted using steam from the submarine's turbine lines.

Background: There are many misconceptions about the sea ice in the arctic. The ice does not form a single, smooth "skating rink" surface on the ocean but is a multipart, perpetually changing system.

Ice forms whenever water is cold enough to form ice crystals and is stagnant enough for these crystals to fuse together. Sea ice is formed from salt water and is different from land ice, which

is glacial in origin. Sheets of ice which are floating but attached to land are called "fast" ice. Ice on the open ocean is called "pack" ice (or ice pack). Most ice moves with wind or ocean currents, and the ice pack consists of thousands of moving blocks or "islands" of ice, some more than 30 kilometers across, some only a few meters. The average thickness of the ice is three meters, but this can vary from a few centimeters up to 50 meters. Ice can vary in color from gray-white to deep blue depending on its age, composition, and thickness.

Features: Dynamic forces cause numerous variations in the surface of the ice. Collisions between blocks can produce pressure ridges (in the same way tectonic motion sometimes makes mountains but on a smaller scale) which can extend as much as 50 meters above and below the surface. Wind or water conditions may cause openings to occur between blocks, sometimes in the form of narrow channels called *leads*, or as huge areas of open water filled with broken ice chunks and slushy crystals. Warm weather will cause pools of slush and thin spots to form on the surface of the ice. Icebergs (huge chunks of land ice, usually from coastal glaciers) often become stuck in the middle of ice blocks, looming out of the ice like miniature mountains.

TRAVERSING THE ICE PACK

All of these factors combine to make the ice pack more difficult to cross than many people realize. Characters who expect to zip across the ice at maximum speed on skis, snowmobiles, or snowcats are in for a surprise.

Movement: Skis permit characters to advance at the trotting speed over ice or snow, but with no additional fatigue penalty. Players may advance at a running pace but must roll each turn for a mishap (10% chance). If a mishap occurs, there is a 10% chance it is equivalent to a serious wound; otherwise it is a light wound.

Snowshoes permit normal walking speed over deep snow (referees must determine when the players encounter this terrain). Snowmobiles and snowcats advance at the speed indicated on page 46, but RCN rolls become one level more difficult when travelling over half of top speed.

Weather: The main feature of the weather for the time of year under consideration is wind. On any given day, there is a 10%



chance of a wind high enough to create extremely severe conditions which result in poor visibility. If this occurs, there is a 20% chance that visibility is exceptionally poor, which quarters all encounter ranges; otherwise it is fair, which reduces all encounter ranges by half.

EVENTS AND ENCOUNTERS

Use the following tables for events and encounters on the ice pack near Svalbard. Pack ice is considered open for the purpose of encounters.

ENCOUNTER TABLE-ICE

Die	Result
2	Hole
3-5	Lead
6-8	Irregular surface
9-10	Small ridge
11	Large ridge
12	Special

Hole: This is a hole in the surface of the ice which is easily spotted. It results in a 15-minute delay as the characters move around it.

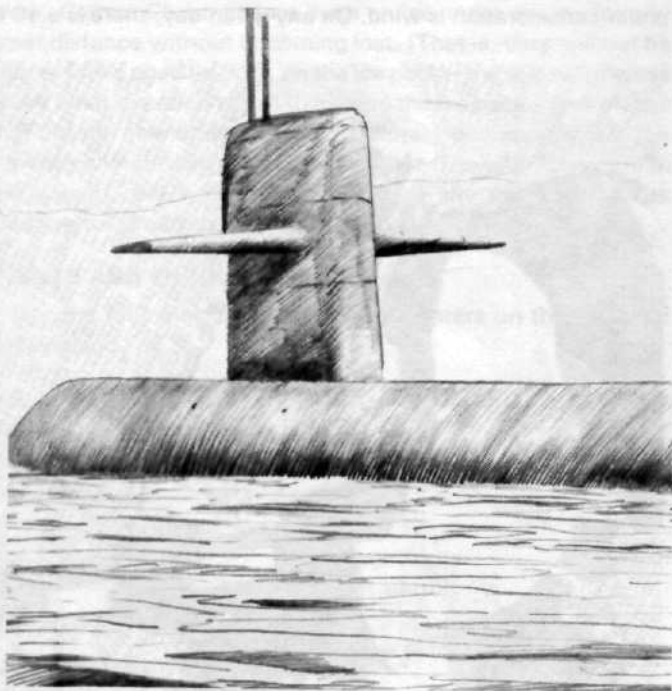
Lead: This is a long channel of open water in the ice. The players must detour 2D6 kilometers to go around it.

Irregular Surface: This is a rough surface that cuts the characters' speed in half.

Small Ridge: This is a small, sharp rise that the characters must traverse. Crossing the ridge results in a delay of 15 minutes while they carefully lower their gear and themselves across. Snowmobiles may be lowered, but snowcats must detour 1D6x 100 meters.

Large Ridge: This is a larger version of the small ridge, resulting in an hour's delay while it is being traversed. Neither snowmobiles nor snowcats may cross; both must detour 1D6x 100 meters.

Special: This represents an especially interesting encounter on the ice pack with a relatively rare natural or human phenomenon. Roll again on the table below, and implement the results indicated.



SPECIAL ENCOUNTERS

Die	Result
2	Abandoned vehicle
3	Polar bear
4	Seal
5-6	Concealed pool
7-8	Concealed hole
9	Arctic fox
10-11	No encounter
12	Deceased

Abandoned Vehicle: This will be a snowmobile or snowcat left on the ice. Since the vehicle was abandoned for a reason, it must be inoperable (out of fuel, broken driveshaft, threw a track, whatever sounds good). At the referee's option the characters can find one useful item (tools, etc.) overlooked when the original users left. The vehicle itself cannot be made functional again (anyone with MEC skill will realize this immediately), although the characters should be allowed to try for as long as they want. The length of time the vehicle has been in place is also up to the referee. If this encounter occurs a second time, roll a different special encounter.

Polar Bear: The encounter is with 1D6/2 polar bears. If there are more than two, one of them will be a cub, and the two adults will be more prone to attack (add 30 to the attack percentage!). Use the characteristics for a bear as given in the basic game.

Seal: The encounter is with 1 D6 seals. Treat these as game in the basic game rules.

Concealed Pool: This is a pool of slush on the surface of the ice, concealed by a thin crust of ice or snow. Spotting it is a task (DIF:RCN). Failure means the characters fall into the slush and must extract themselves. This is deadly unless the characters can stop, erect a shelter such as a tent, warm themselves up, and dry their clothing. Otherwise the characters will die of exposure within one hour. Characters on snowmobiles or snowcats are not affected but lose one hour extracting the vehicle from the pool.

Concealed Hole: This is a hole in the surface of the ice, concealed by a thin crust of ice or snow. Spotting it is a task (DIF:RCN). Failure means the characters fall into the hole, with the same results as those for the pool noted above. Characters on vehicles manage to escape from them before they sink, but the vehicles will be lost.

Arctic Fox: See entry on page 34.

Deceased: The characters have encountered a corpse, either one of the mutineers from *Barrikada* or some other unspecified unfortunate, frozen in the ice and perfectly preserved.

Personalities

Referees should feel free to generate additional NPCs as they see fit.

VICTOR SALNIKOV

Academician Victor Pavelovich Salnikov was formerly head of the Krenkel Observatory and is now the ruler of the little community on Svalbard in all but name. His inspired ideas for improving life in the archipelago (the greenhouses, the methane generators, and so on) have brought him the respect and admiration of all the nationalities on the island.

When the Soviets arrived, Salnikov worked a deal with them, trading materiel for the cooperation of the community in the

submarine's recovery. Salnikov performed this act not out of a loyalty to the Soviet Union but out of a devotion to his new home, the islands of Svalbard. He believes that there is now no reason to leave Svalbard and that the locals should let the rest of the world "sleep in the bed they have made."

NPC Motivation Results:

Spade Ace: Charisma. Salnikov is highly charismatic, and people usually follow him willingly. *Spade 6:* Power. This manifests itself as a desire to achieve a position of control and power, wherever he is. It is the reason he worked himself into the top position at Krenkel and is the reason he sought a leadership position here.



J. W. WELLS

John Wellington Wells (his mother loved Gilbert and Sullivan) was born in California but grew up in Boston. He attended Boston University, and graduated with honors and a degree in meteorology. After that, he immediately went to work for the U.S. Department of the Interior's NOAA (National Oceanograph-

ic and Atmospheric Administration), specializing in arctic weather patterns. As part of an international scientific exchange program, he was posted to the arctic meteorological facility at Ny Alesund on the island of Spitsbergen in the Svalbard Archipelago. Wells is one of the unlucky Americans trapped on the island.

A hiker and a backpacker, Wells' field of study required him to spend long periods on his own in various arctic wildernesses, and he has a great deal of experience in surviving in the far north. His practical attitudes toward life, combined with an almost instinctive understanding of tools and machinery, have made him an invaluable addition to the Svalbard community. There is a 20-percent chance that he will be a part of any given encounter involving fewer than three individuals. This represents his habit of taking long hikes to become better acquainted with his present home. The more familiar he is with his surroundings, he says, the more comfortable he feels.

NPC Motivation Results: *Heart Jack:* Wisdom. Wells is highly intelligent and blessed with an uncanny ability to choose the best course from among a plethora of confusing options. *Heart 7:* Loyalty. Lately, this aspect of his character has manifested itself as a strong devotion to his new community. If the characters appeal to his patriotism, Wells will debate the question internally for a moment until his old patriotism awakens within him, then devote himself wholeheartedly to the characters' cause.

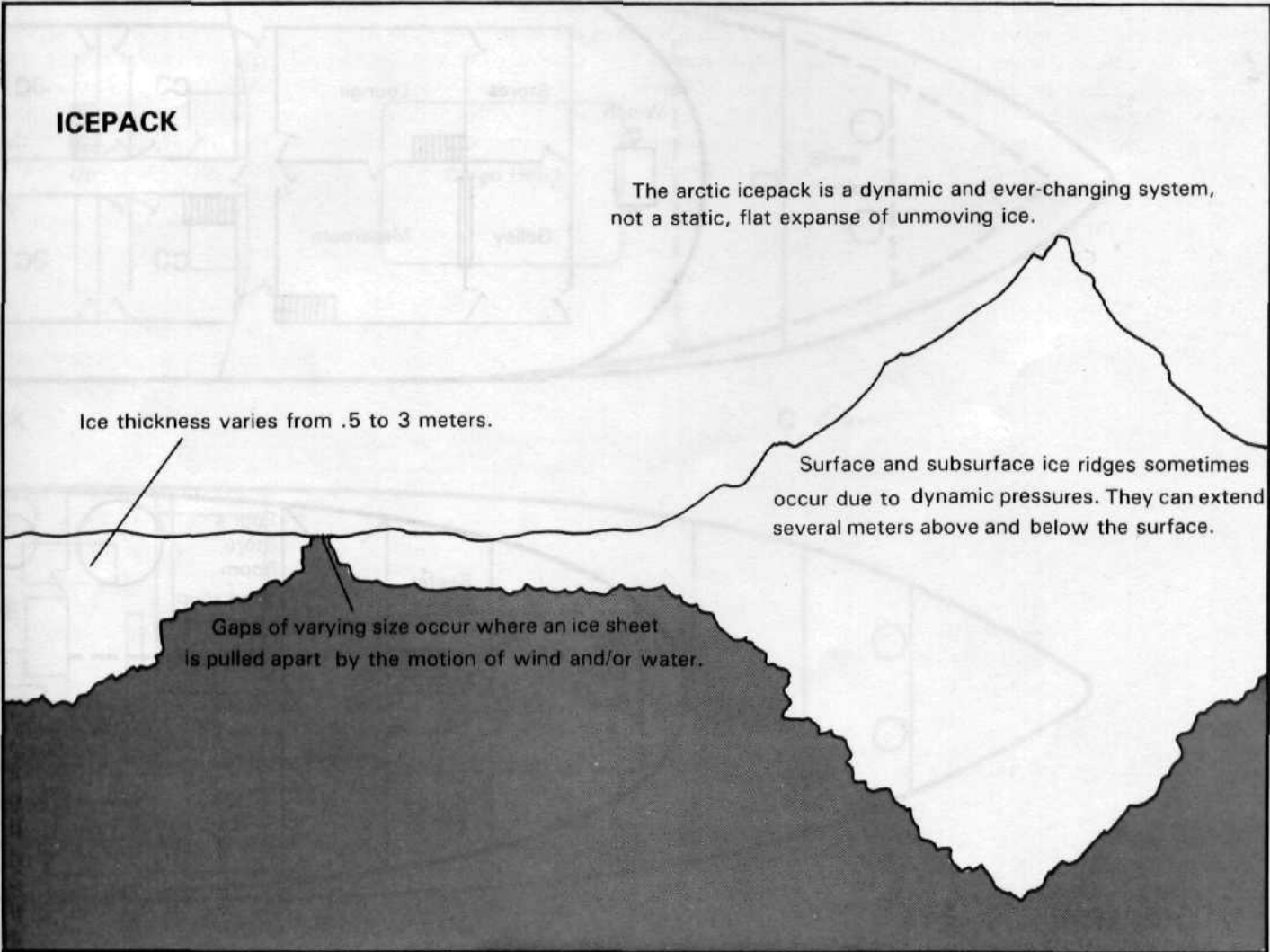
ICEPACK

The arctic icepack is a dynamic and ever-changing system, not a static, flat expanse of unmoving ice.

Ice thickness varies from .5 to 3 meters.

Surface and subsurface ice ridges sometimes occur due to dynamic pressures. They can extend several meters above and below the surface.

Gaps of varying size occur where an ice sheet is pulled apart by the motion of wind and/or water.





The *Barrikada* Encampment

After the Soviets discovered where *Barrikada* was stuck in the ice, they conducted a short examination of the submarine. They found that its reactors had been carefully shut down and everything sealed from the weather by the few Crewmembers who remained loyal. The hull of the submarine was strong enough to withstand the pressures of the ice with minimal damage, and when the survey team from *Polar Bear* found it, the submarine was pretty much as the original crew left it.

The Soviets have erected a camp on the ice at the *Barrikada* site. This consists of several shelters for the vehicles and equipment, as well as a number of shelters for the workers and technicians involved in reactivating the submarine's nuclear reactors and repairing the boat's other equipment. A diagram of this encampment is provided, keyed to the following descriptions.

A. *Barrikada*: This is the portion of the submarine that is exposed above the ice, mostly the conning tower and the stern fins. The rest of the boat was covered by ice or drifting snow when the Soviets found it.

B. Quarters: These are corrugated tin shacks heated by small coal stoves, originally built to house the reactor technicians and other workers brought in to reactivate *Barrikada's* machinery.

C. Equipment Sheds: These are unheated buildings constructed to provide shelter for the machinery and equipment used in reactivating *Barrikada*.

D. Vehicle Shelters: These shelters protect the encampment's snowmobiles and snowcats from the elements. They contain no facilities for heat.

E. Blast Holes: These are the remnants of several abortive attempts to blast a channel through the ice using explosives salvaged from the submarine's torpedoes. This was an early experiment. The results were less successful than anticipated.

F. Ridge: This is a pressure ridge west of the submarine which protected it from the worst of the winter storms and now serves as the location for radio antennae and an elevated sentry post.

G. Radio Shed: *Barrikada's* radio equipment was damaged by

the extended exposure to the cold. This is a heated shed containing a small radio unit for communication with Svalbard. It does not have the range to go much farther.

H. Radio Antenna: Self-explanatory.

I. Sentry Posts: These are approximate locations since the sentries on duty must keep moving in order to avoid freezing.

J. Machinegun Position: This position contains one DShK heavy machinegun.

K. Machinegun Position: This position contains one 120mm heavy mortar and 20 rounds of HE ammunition. This and the DShK have been provided as insurance against treachery by the Svalbard settlers or against some unforeseen hostile attack (like that of the characters, for instance).

WORK IN PROGRESS

Six days ago, the technicians managed to bring the submarine's reactors back on line after its long, cold hibernation. A reactor watch began duty on *Barrikada*, and the submarine's power systems were gradually and carefully brought up, one by one. Some of the submarine's electronics had suffered from the cold, even though it had been sheltered from direct exposure to the elements. A few of the boat's systems were damaged as a part of the mutiny. *Polar Bear* had foreseen this possibility, but only a limited number of suitable spare parts could be sent north. For this reason, about a third of the electronics aboard *Barrikada* cannot be made functional.

In the last few days, the technicians have moved aboard the submarine itself—accommodations are somewhat primitive, but they are nowhere near as uncomfortable as a poorly heated tin shack on the ice pack. The operating crew has begun transferring from the settlements on Svalbard to the submarine.

Feverish preparations are also underway to run steam lines from the submarine's turbine outside to blast the snow from the decks and to begin melting the ice pack's grip on *Barrikada's* hull.

When the characters arrive, two such steam lines are in place and operating. The boat is almost clear of the ice; indeed, it could probably be submerged now if the crew were willing to risk dive

plane and prop damage. (If the crew knew of the commando raid they might take that risk.)

ATTACK OVER THE ICE

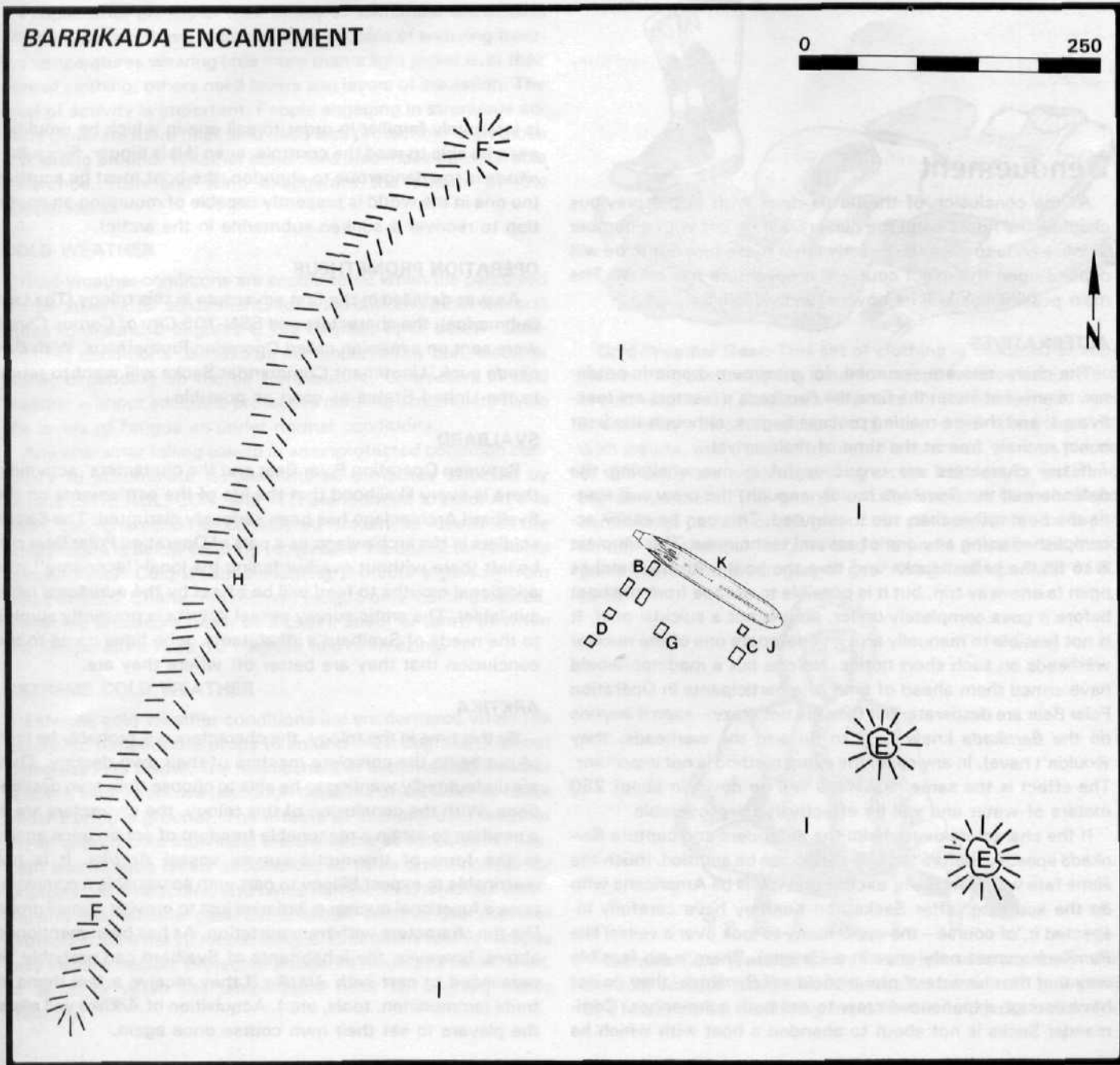
Military forces assigned to this portion of Operation Polar Bear consisted of a single, under-strength company from one of the infantry regiments of the 376th Guards Motorized Rifle Division. This company contains 34 Experienced, four Veteran and two Elite NPCs, equipped with eight RPK-74s, one DShK, and a 120mm mortar, in addition to AK-74s and grenades. A detachment of 24 soldiers is assigned to Pyramiden. Six soldiers are assigned to the settlement at Sveagruba; the remaining 10 soldiers (along with the DShK and the mortar) are at the *Barrikada* site.

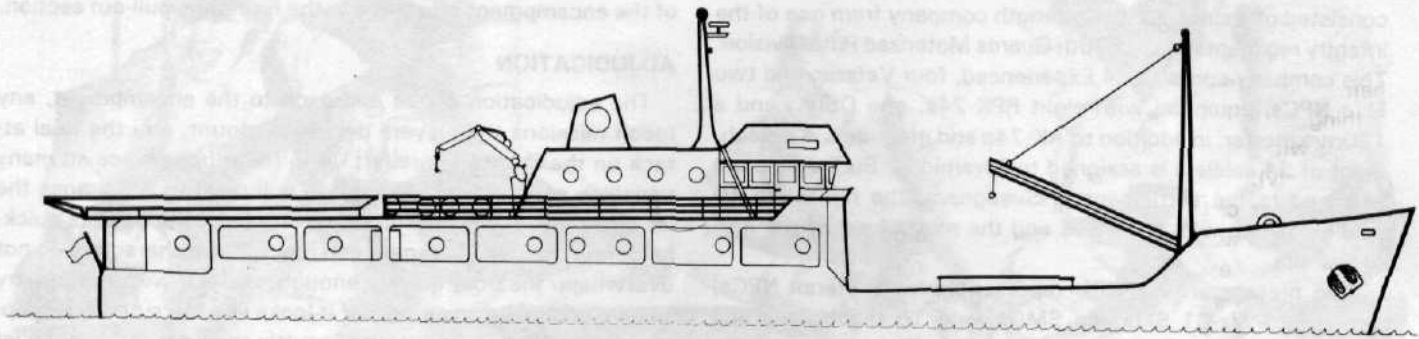
Also present are six GRU representatives (Veteran NPCs) armed with Vz-61 Skorpion SMGs, and 16 technicians and sailors (Novice NPCs) armed with Ak-74s. The encampment's main concern is to defend against polar bears or other animals, and a constant watch is kept for these creatures.

The approach of the characters in attacking the encampment will depend on what they have done up to now. If they have carefully questioned a few islanders, they will have some idea of the encampment's layout. If they have received result E in their interrogations, they can be given the rough sketch map of the encampment presented in the four-page pull-out section.

ADJUDICATION

The adjudication of the approach to the encampment, any recon missions the players decide to mount, and the final attack on the *Barrikada* are left up to the referee since so many variables are involved. The group will need to get across the ice pack with sufficient force to overwhelm the Soviets quickly, before the full contingent can react. If the characters do not overwhelm the boat quickly enough, the sub will probably try to dive and make an escape. If it looks like the sub will be captured, the GRU operatives will scuttle the boat rather than let it fall into enemy hands (as discussed later; see the "Denouement" chapter).





Denouement

At the conclusion of the battle dealt with in the previous chapter, the referee and the players will be left with a number of loose ends to clear up. Exactly what these turn out to be will depend upon the exact course the adventure has taken. The main possibilities will be covered individually.

ALTERNATIVES

The characters are assumed, for maximum dramatic potential, to arrive at about the time the *Barrikada's* reactors are reactivated, and the ice-melting process begins, although the boat is not entirely free at the time of their arrival.

If the characters are unsuccessful in overwhelming the defenders of the *Barrikada* rapidly enough, the crew will scuttle the boat rather than see it captured. This can be easily accomplished using any one of several techniques. The simplest is to fill the ballast tanks and dive the boat with the hatches open (a one-way trip, but it is possible to escape from the boat before it goes completely under, so it is not a suicidal one). It is not feasible to manually arm and detonate one of the nuclear warheads on such short notice. No one but a madman would have armed them ahead of time (the participants in Operation Polar Bear are desperate, but they are not crazy—even if anyone on the *Barrikada* knew how to do arm the warheads, they wouldn't have). In any case, the exact method is not important. The effect is the same: *Barrikada* will go down in about 250 meters of water and will be effectively unrecoverable.

If the characters overwhelm the defenders and capture *Barrikada* speedily, before the submarine can be scuttled, much the same fate will overtake it, except that it will be Americans who do the scuttling (after Sacks and Kearney have carefully inspected it, of course—the opportunity to look over a vessel like *Barrikada* comes only once in a lifetime). There is no feasible way that the characters' group could sail *Barrikada*; they do not have enough experienced crew to sail both submarines. Commander Sacks is not about to abandon a boat with which he

is intimately familiar in order to sail one in which he wouldn't even be able to read the controls, even if it is bigger. Since *Barrikada* is too dangerous to abandon, the boat must be scuttled (no one in the world is presently capable of mounting an operation to recover a sunken submarine in the arctic).

OPERATION PROMETHEUS

As was detailed in the first adventure in this trilogy (**The Last Submarine**), the characters and SSN-705 *City of Corpus Christi* were sent on a mission called Operation Prometheus. With *Barrikada* sunk, Lieutenant Commander Sacks will want to return to the United States as soon as possible.

SVALBARD

Between Operation Polar Bear and the characters' activities, there is every likelihood that the life of the settlements on the Svalbard Archipelago has been seriously disrupted. The Soviet soldiers in the archipelago as a part of Operation Polar Bear can be left there without overburdening the local "economy" (the additional mouths to feed will be offset by the additional labor available). The arctic survey vessel *Arktika* is presently surplus to the needs of Svalbard's inhabitants, who have come to the conclusion that they are better off where they are.

ARKTIKA

By this time in the trilogy, the characters will probably be tired of not being the complete masters of their own destiny. They are undoubtedly wanting to be able to choose their own destinations. With the conclusion of this trilogy, the characters are in a position to attain a reasonable freedom of action once again, in the form of the arctic survey vessel *Arktika*. It is not reasonable to expect Milgov to part with so valuable a commodity as a functional nuclear submarine just to provide a small group like the characters with transportation. As has been mentioned above, however, the inhabitants of Svalbard can probably be persuaded to part with *Arktika* if they receive a few items in trade (ammunition, tools, etc.). Acquisition of *Arktika* will allow the players to set their own course once again.

Appendix I: Cold Weather

In general, weather is not a factor in **Twilight: 2000**. The players are assumed to have enough clothing to keep them alive (but not necessarily comfortable) in whatever situation they find themselves. For **Boomer**, referees may stipulate that the characters have enough cold-weather clothing to keep themselves from freezing and that they either acquired this clothing in Norway (the most likely possibility) or have been carrying it with them throughout their adventuring career (which is less likely). The *City of Corpus Christi* was not supplied with cold-weather clothing for either the characters or the crew because the mission was never intended to go anywhere but the Mediterranean area.

For the convenience of referees who wish to implement the effects of cold weather, we offer the following optional rules section.

GENERAL FACTS

People differ greatly in their ability to withstand the effects of cold weather. Some individuals are capable of enduring freezing temperatures wearing little more than a light jacket over their normal clothing; others need layers and layers of insulation. The level of activity is important. People engaging in strenuous activity generate more heat (and need less protection) than those just sitting around. Weather conditions also make considerable difference. Rain and wind exaggerate the effects of low temperatures.

COLD WEATHER

Cold-weather conditions are encountered when the perceived temperature (after adjustments for wind chill and other factors) drops to around 0 degrees C (32 degrees F) or below. Cold-weather conditions can also be accompanied by rain, sleet, or snow, depending on the air temperature. Characters in cold weather without adequate protective clothing accumulate twice the levels of fatigue as under normal conditions.

Any character falling asleep in an unprotected condition continues to accumulate fatigue until all attributes affected by fatigue (STR, AGL, CON, and INT) are reduced to zero. At this point the character is considered frozen to death if the temperature is below freezing (otherwise the character remains unconscious). Cold-weather clothing protects a person from these effects. Characters recover fatigue only inside a heated, protected enclosure (such as a cabin, shed, or tent), or when the temperature rises 10 degrees above freezing.

EXTREME COLD WEATHER

Extreme cold-weather conditions are encountered when the perceived temperature drops to around -20 degrees C (about 0 degrees F) or below. The main benefit of extreme cold weather is that it seldom snows (although the wind often kicks up loose snow from the ground). The effects of extreme cold weather on an unprotected individual are the same as listed above, except that fatigue levels accumulate at three times normal for unprotected characters, and twice normal for characters wearing only cold-weather gear. Extreme cold-weather gear provides protection from the increased fatigue. Characters recover fatigue only inside a heated, protected enclosure (such as a cabin, shed, or tent), or when the temperature rises 10 degrees above freezing.

SNOW

Snow has two main effects, one while it is in the air and the other while it is on the ground. Blowing snow reduces visibility, in some cases down to zero. Deep snow, especially if it is loosely packed, can slow movement considerably. In deep snow, running is impossible, and trotting and walking are quartered unless the characters are equipped with skis or snowshoes. In the area where this adventure takes place (Svalbard) precipitation is rather low, and it is unlikely (but not impossible) that it will snow very much during the adventure. For this reason, a weather chart is not given, and specific weather conditions are left to the individual referee to determine, based on the climate information given in the chapter called "The Land: Svalbard."

EQUIPMENT

Soldiers will often acquire nonissue clothing for various purposes, and these items are considered to have the same effect as the items listed above but differ slightly in appearance. For this reason we have not listed these items separately.



Cold-Weather Gear: This set of clothing is designed to supplement the basic clothing issue for troops which must operate in cold weather. It consists of a hood for the field jacket, wool underwear, a sweater, a scarf, a pile cap, a pair of wool gloves with inserts, and a pair of insulated overshoes. Various pieces of this setup are worn depending on the individual's taste and the temperature. This gear is usually issued in the woodland camouflage pattern or OD green, but can sometimes be had in white. The thermal fatigues and the parka listed in the basic game count as this category of gear. *Weight:* 5 kgs *Price:* \$100 (S/S)



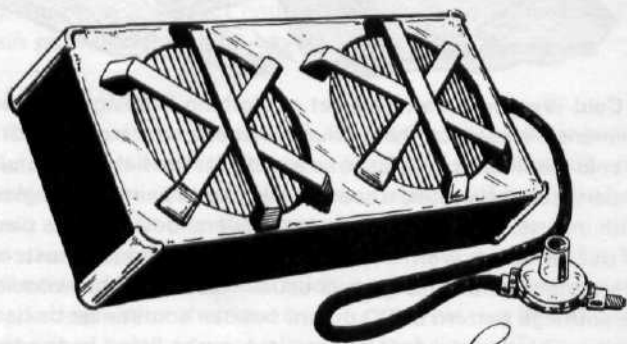
Extreme Cold-Weather Gear: This is intended to supplement the cold-weather gear, in conditions of extreme cold. It consists of a heavy parka, insulating liners for the field jacket, trousers.

and poncho, and a pair of mittens (and insulating inserts for them). Various pieces of this setup are worn depending on individual taste and the temperature. Only under the coldest conditions will everything be worn. This gear is usually issued in the woodland camouflage pattern or OD green, but can sometimes be had in white. *Weight: 10 kgs Price: \$200 (C/C)*

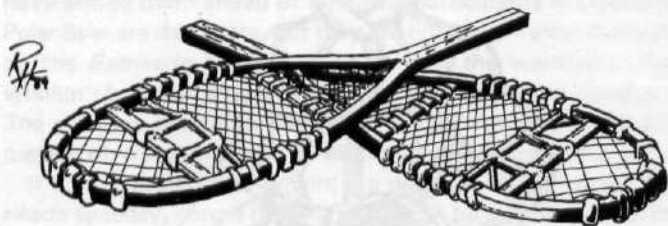
Referee's Note: The trigger guard on most M16s can be folded downward so that the rifle can be fired by a soldier wearing gloves or mittens. Some mittens have slits so that the wearer's fingers can be used for fine manipulation without removing the mittens. Other mittens are made with a separate trigger finger.



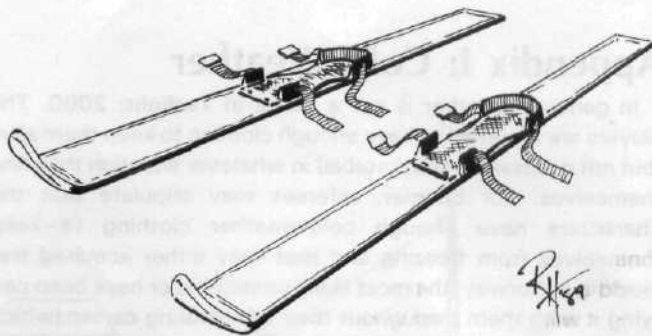
Overwhites: This is a lightweight, white garment intended to be worn over the individual's other clothing. Overwhites are not intended to provide a great deal of insulation, just camouflage under snow conditions. When snow is on the ground, spotting a person wearing overwhites becomes one level more difficult (ESY becomes AVG, etc.). *Weight: 1 kg Price: \$50 fC/C)*



Individual Stove: This is a small portable stove designed to be carried in a individual pack. It burns alcohol or gasoline, and is powerful enough to heat the 4-person tent described in the basic rules (but not the larger one). *Wt: 2 kgs Price: \$ 150 (S/S)*



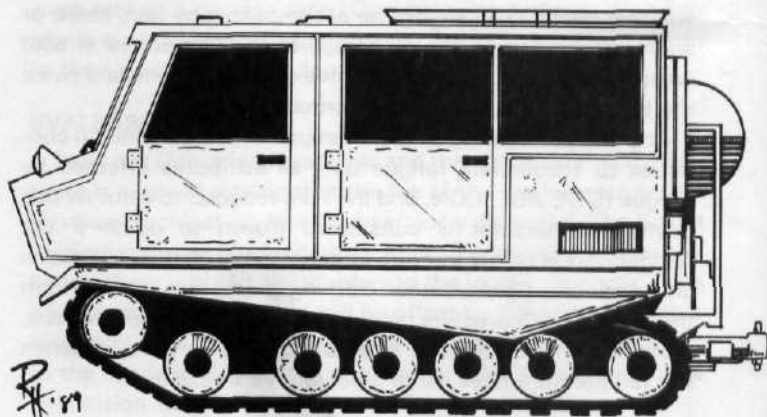
Snowshoes: These are designed to spread the wearer's weight over a wider area and prevent him from sinking into loose snow. Snowshoes permit near-normal speed in deep snow that would otherwise reduce walking speed to one-third normal. Running speed is halved (they are a little clumsy). *Weight: 2 kg Price: \$50 (C/C)*



Skis: These are discussed in the basic game's equipment listing.



Snowmobile: This is a small vehicle designed to operate on snow or ice, and is similar to a motorcycle in size and overall characteristics. Protective clothing is required even in temperatures above freezing due to the effects of wind chill from the high speed of travel. *Price: \$8000 (S/S) Tr Mov: 180/70 Com Mov: 60/25 Fuel Cap: 16 Fuel Cons: 8 Fuel Type: G, A Load: 300 kg Veh Wt: 300 kg Mnt: 3 Crew: 1 + 1*



Snowcat: This is a tracked vehicle built especially for use in snow conditions. The wide treads give it a low ground pressure and keep it from bogging down in deep snow. The enclosed passenger/cargo compartment protects the users from the effects of wind chill while travelling at high speed in cold weather. The four available to the Svalbard settlements have been modified to burn methane gas, carried compressed in welding tanks (this has reduced the load on these machines to 300 kilograms). The vehicles brought to the islands by Operation Polar Bear have been modified to burn alcohol (either ethanol or methanol). *Price: \$12,000 (S/S) Tr Mov: 160/60 Com Mov: 40/15 Fuel Cap: 80 Fuel Cons: 20 Fuel Type: G, A Load: 600 kgs (300 on the Svalbard machines) Veh Wt: 2 tons Mnt: 4 Crew: 1 + 5*

Appendix II: Optional Harpoon Scenarios

For referees who also own **Harpoon**, GDW's modern naval wargame rules for miniatures, we have included two small scenarios involving the *Corpus Christi*. These scenarios are optional and are presented solely for use by referees who wish to add a little spice to the adventure. In both cases, the combatants will make use of weapons and equipment not described in the **Twilight: 2000** rules and not often encountered given the political-military situation represented by the game.

ENGLISH CHANNEL

This scenario depicts an encounter between a French long-range naval patrol ship and the *Corpus Christi* somewhere in the eastern half of the English Channel.

Blue Operations: SSN-705 *City of Corpus Christi* is en route to Norway in an attempt to locate and destroy the last operable Soviet SSBN. You have a NATO chart of the area and are traveling east through the channel at the highest speed compatible with safe operation of the boat, considering your reduced crew. As the war has destroyed the satellites needed for precise functioning of your INS system, you are forced to make do with more primitive celestial navigation techniques, which require you to surface for position fixes at regular intervals. You are to exit the east edge of the board in undamaged condition, conserving your limited number of torpedoes to the greatest extent possible.

Red Operations: You are the commander of a French vessel on patrol in the English Channel to prevent unauthorized seaborne craft from approaching or landing on French territory. Your orders are to engage and destroy any unauthorized vessels unless such engagement would unduly jeopardize the safety of your ship, in which case you are to call for reinforcements and shadow the vessel. A submarine is just the sort of vessel you are designed to engage.

Setup: Place the *Corpus Christi* on the surface about 4 nm west of the French ship. The submarine will need to travel another 20 nm east to exit the channel into open water outside the destroyer's patrol area.

Environment: It is 0420 hours local time; the wind is from 300 degrees T at 10 knots; the sea state is 2. The water in the area is shallow enough for there to be no convergence zone. The submarine may not dive below intermediate depth. Sonar performance and visibility are 100%.

Blue General Orders: Elude the French vessel and proceed east through the channel.

Blue Forces: *USS Corpus Christi*, SSN-705 (*Los Angeles* class). It is equipped with four Mk 48s. Because of the severely reduced crew, the boat can only use one of its sensors in any given turn and can only fire one torpedo per turn.

Blue Victory Conditions: *Defeat:* The *Corpus Christi* is sunk or severely damaged. *Marginal Victory:* The *Corpus Christi* exits the east edge of the board with minor damage. *Decisive Victory:* The *Corpus Christi* sinks or severely damages the enemy, and escapes damage itself.

Red General Orders: Sink the submarine, or turn it back into the Atlantic.

Red Forces: One T56 ASW DD, equipped according to **Harpoon** rules.

Red Victory Conditions: *Defeat:* The French vessel is sunk or

severely damaged. *Marginal Victory:* The American submarine is severely damaged, and the French vessel is lightly damaged or undamaged. *Decisive Victory:* The American submarine is sunk or turned back into the Atlantic.

FIRE AND ICE

Blue Operations: SSN-705 *City of Corpus Christi* has diverged several thousand miles from its mission in order to hunt down and destroy the last remaining Soviet nuclear ballistic missile submarine. *Corpus Christi* also has two vitally important scientists aboard and must remain undamaged enough to take them back to the United States after the battle with the Soviet submarine is over.

Red Operations: You are the commander of *Barrikada*, a *7Vp/007*-class submarine that has been reactivated after spending about two years locked in the polar ice pack. By an odd twist of fate, you have encountered the last operable American submarine (*Los Angeles*-class) just after your boat was reactivated. You must sink or elude the American submarine in order to be able to complete your mission.

Setup: Place the *Corpus Christi* on the surface about 4 nm west of the *Barrikada*, which is also on the surface. *Barrikada* must elude the American submarine and escape to the south.

Environment: It is 2140 hours local time, but due to the extreme northerly location and time of year it is still daylight. Wind is from 270 degrees T at 8 knots; the sea state is 2. The water in the area is shallow, with no convergence zone. The submarine may not dive below intermediate depth. Sonar performance is 90% of normal; visibility is 70% due to blowing snow.

Blue General Orders: Sink the *Barrikada* while insuring that your vessel remains capable of completing its original mission, Operation Prometheus.

Blue Forces: *USS Corpus Christi*, SSN-705 (*Los Angeles* class). It is equipped with two Mk 48s. Because of the severely reduced crew, the boat can only use one of its sensors in any given turn and can only fire one torpedo per turn.

Blue Victory Conditions: *Defeat:* The *Corpus Christi* is sunk or severely damaged. *Marginal Victory:* The *Corpus Christi* damages the Soviet submarine and takes severe damage. *Decisive Victory:* The *Corpus Christi* sinks and escapes damage.

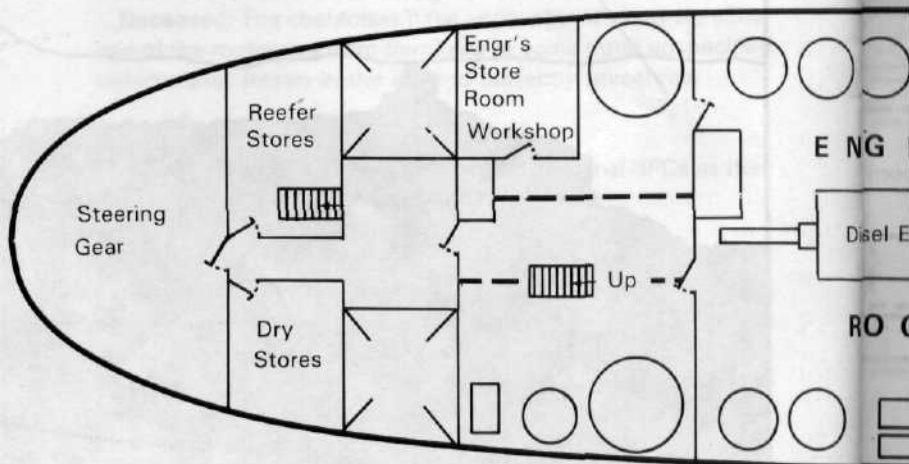
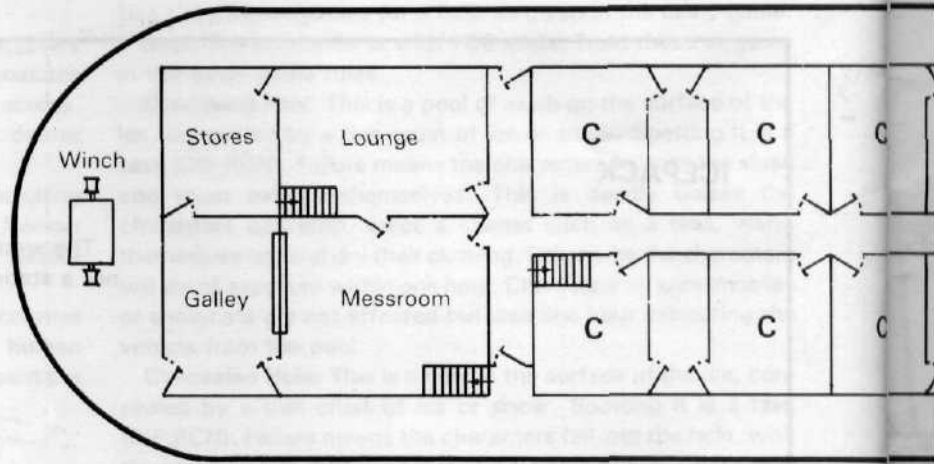
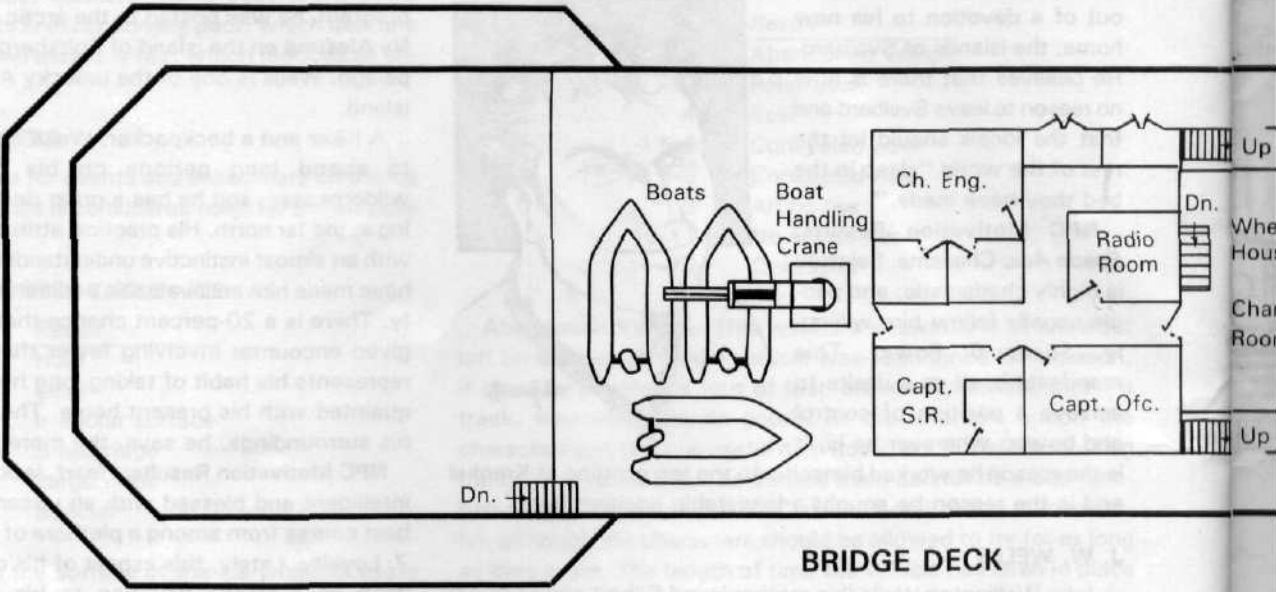
Red General Orders: Elude the American submarine, damaging or sinking it if necessary. Your primary mission is to escape and travel to your assigned rendezvous point off the coast of Norway, approximately 400 nm to the south,

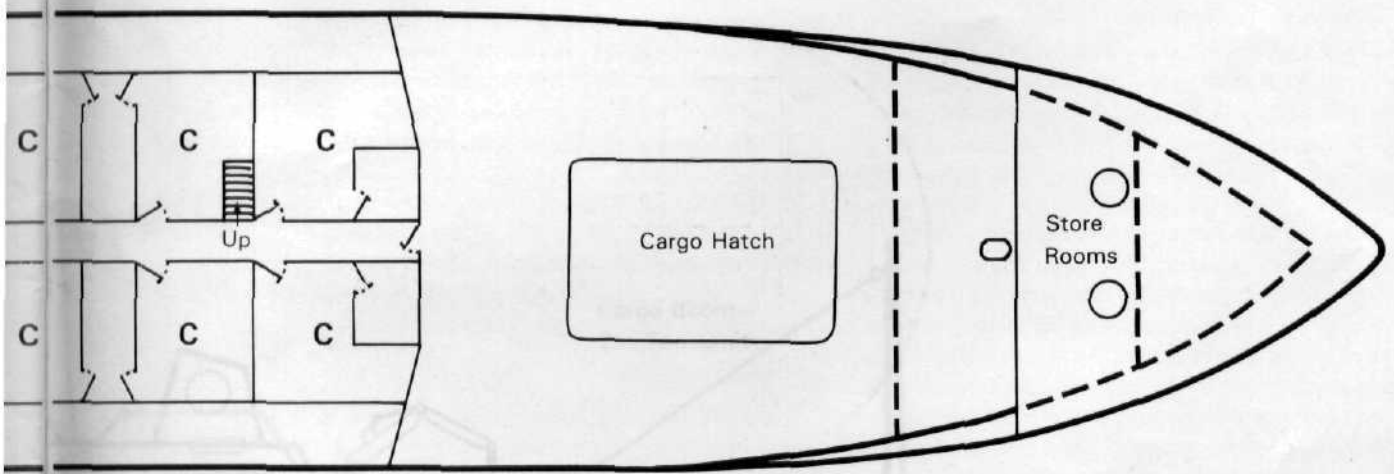
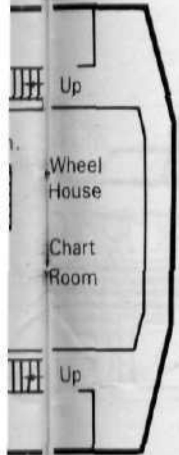
Red Forces: *Barrikada*, a *Typhoon*-class nuclear ballistic missile submarine. For the purposes of this scenario, *Barrikada* is armed with four Type C torpedoes (the remainder were scrapped to salvage their explosive warheads for use in blasting your boat free from the ice). Like the American vessel, *Barrikada* is operating with a skeleton crew. It can only use one of its sensors in any given turn and can only fire one torpedo per turn.

Red Victory Conditions: *Defeat:* *Barrikada* is sunk or severely damaged. *Marginal Victory:* *Barrikada* escapes with marginal damage or less. *Decisive Victory:* *Barrikada* escapes undamaged.

AFTERMATH

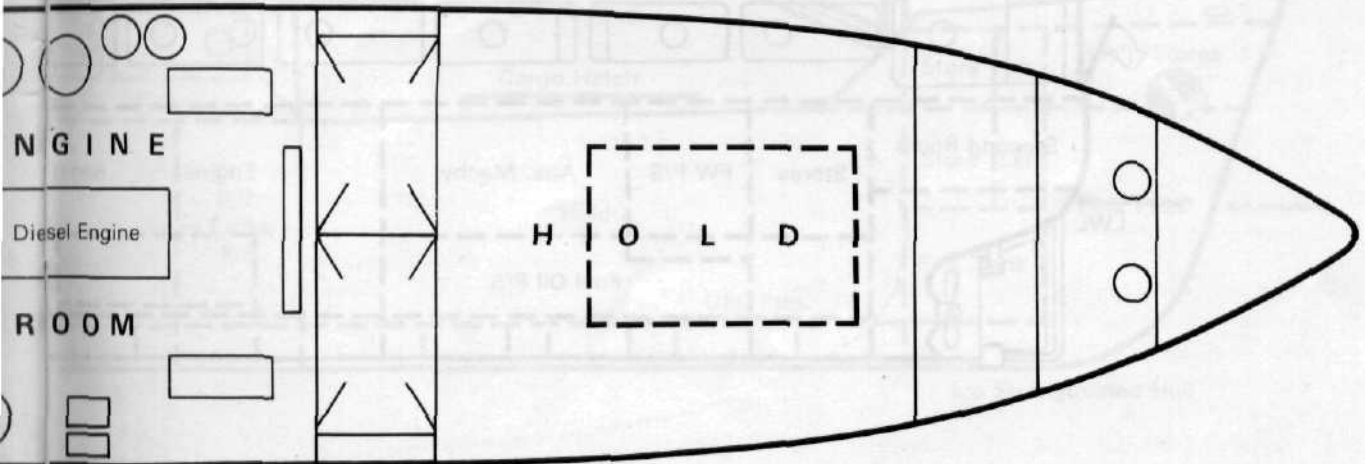
Since these are optional scenarios, the referee is responsible for incorporating their results into the normal flow of the adventure. The Fire and Ice scenario assumes that the Soviet submarine has managed to free itself from the ice, which is **not** covered in the main adventure since there are no rules in **Twilight: 2000** for adjudicating such a situation.



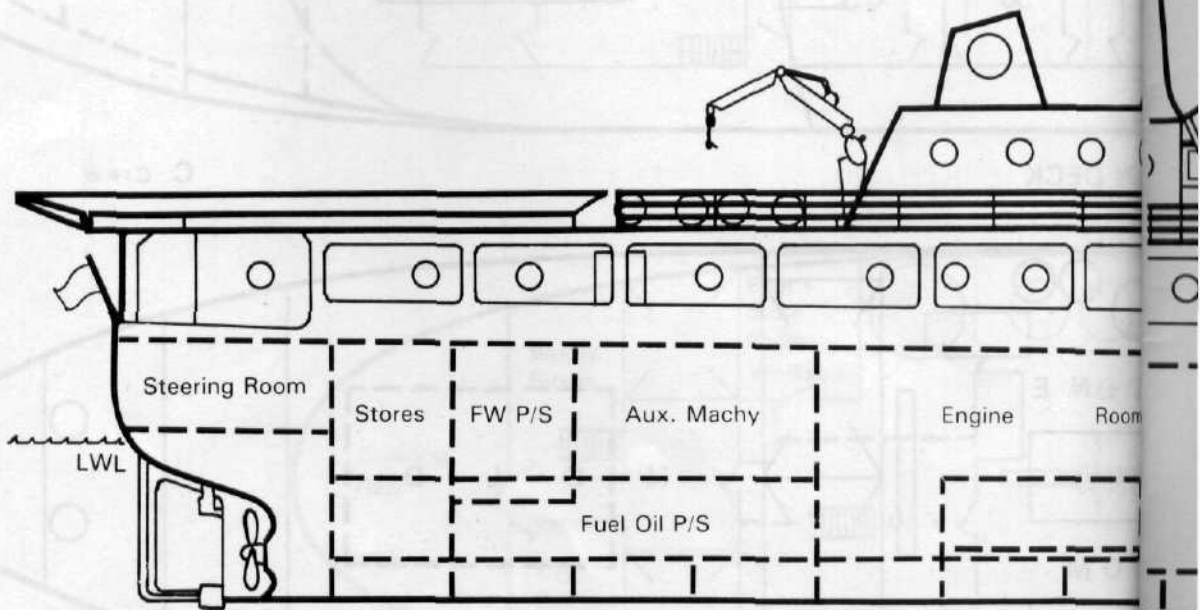
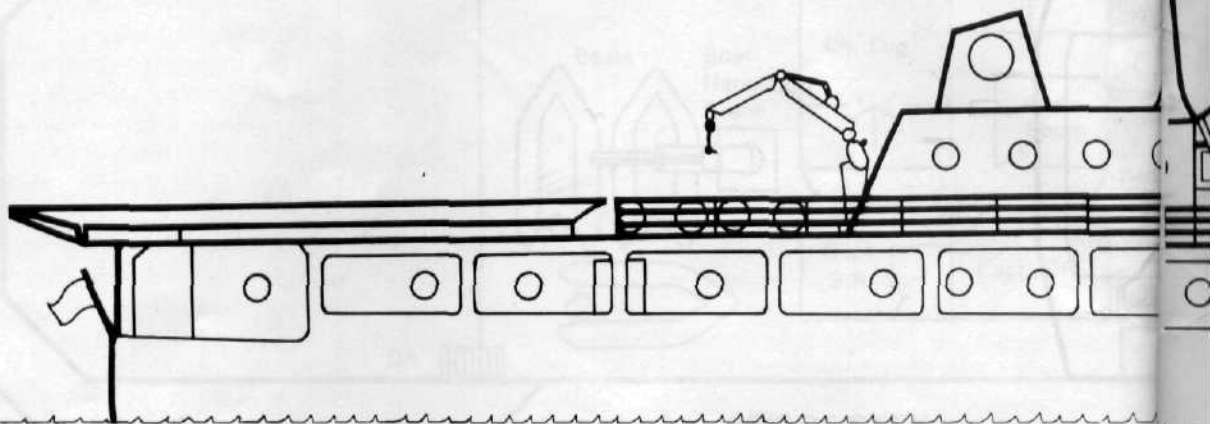


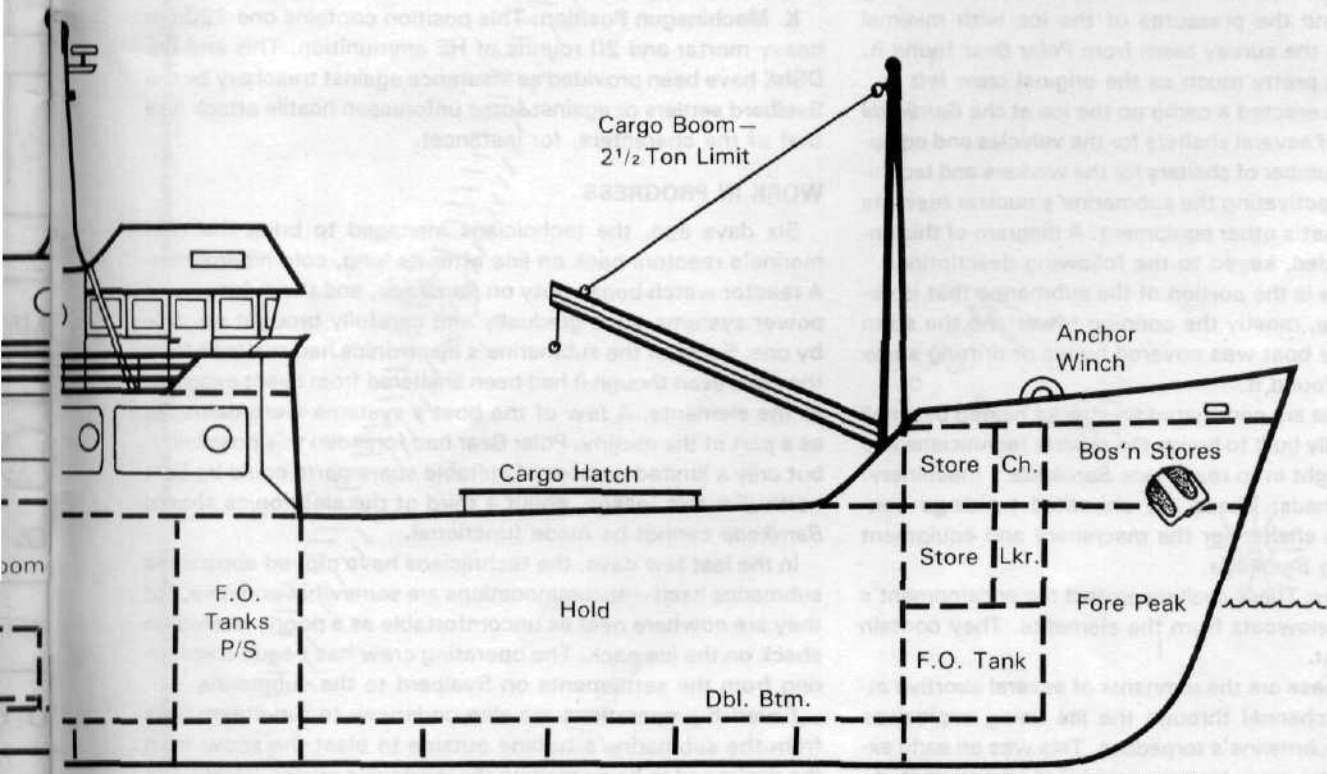
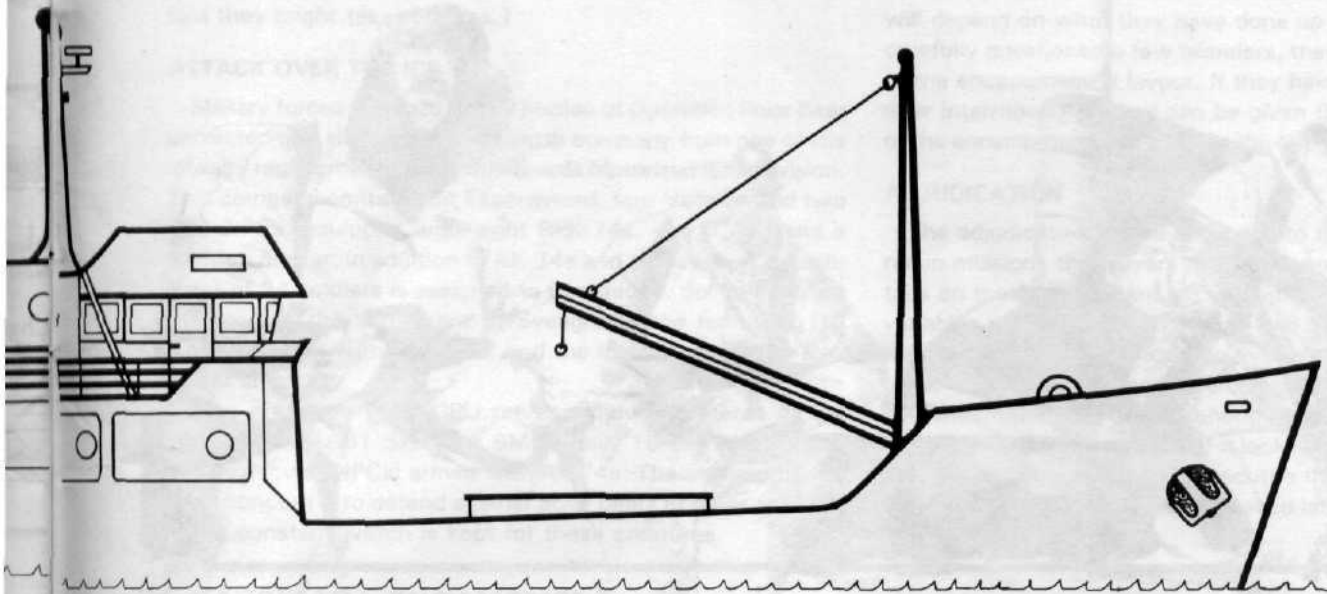
MAIN DECK

C Crew

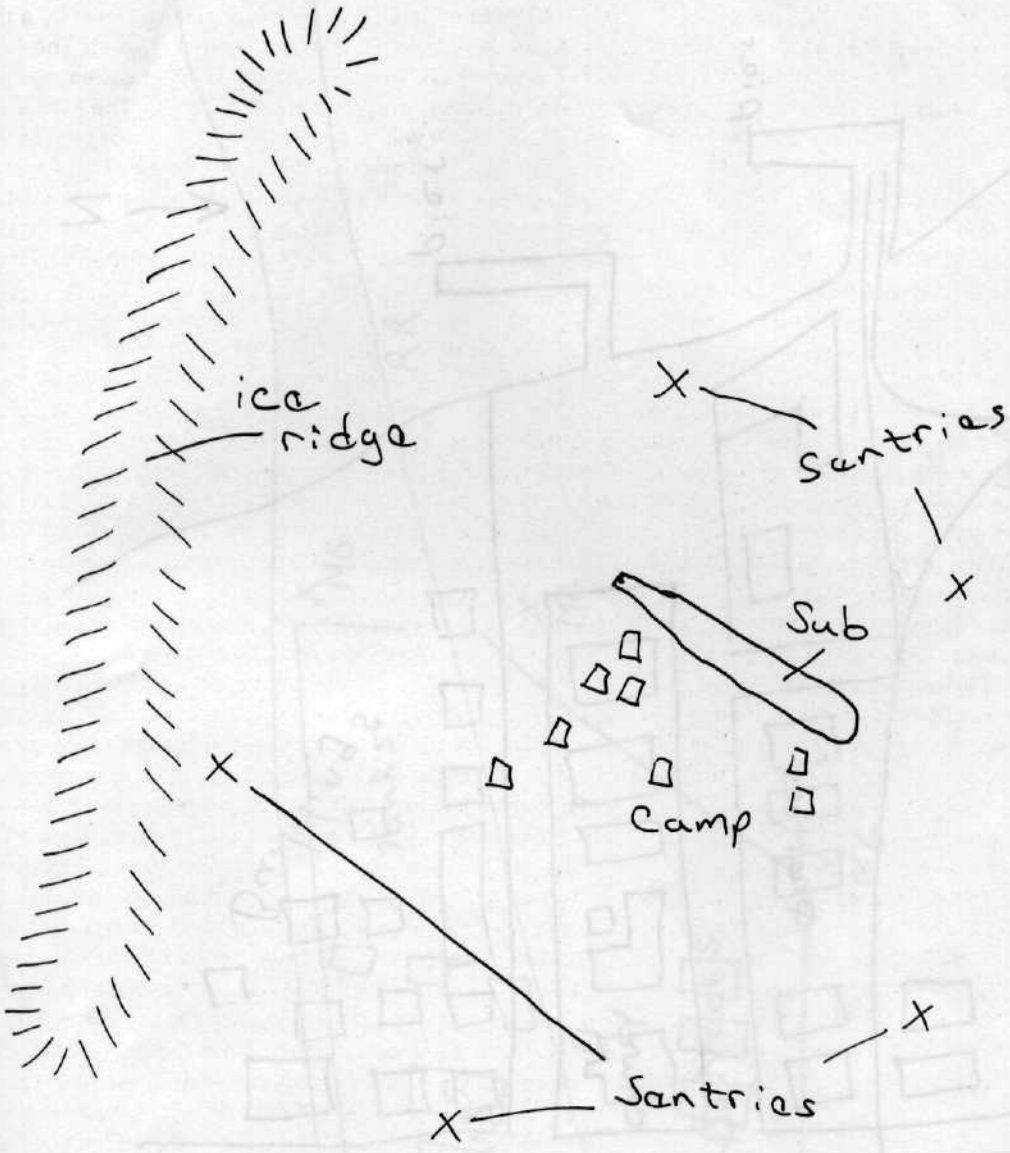


LOWER DECK

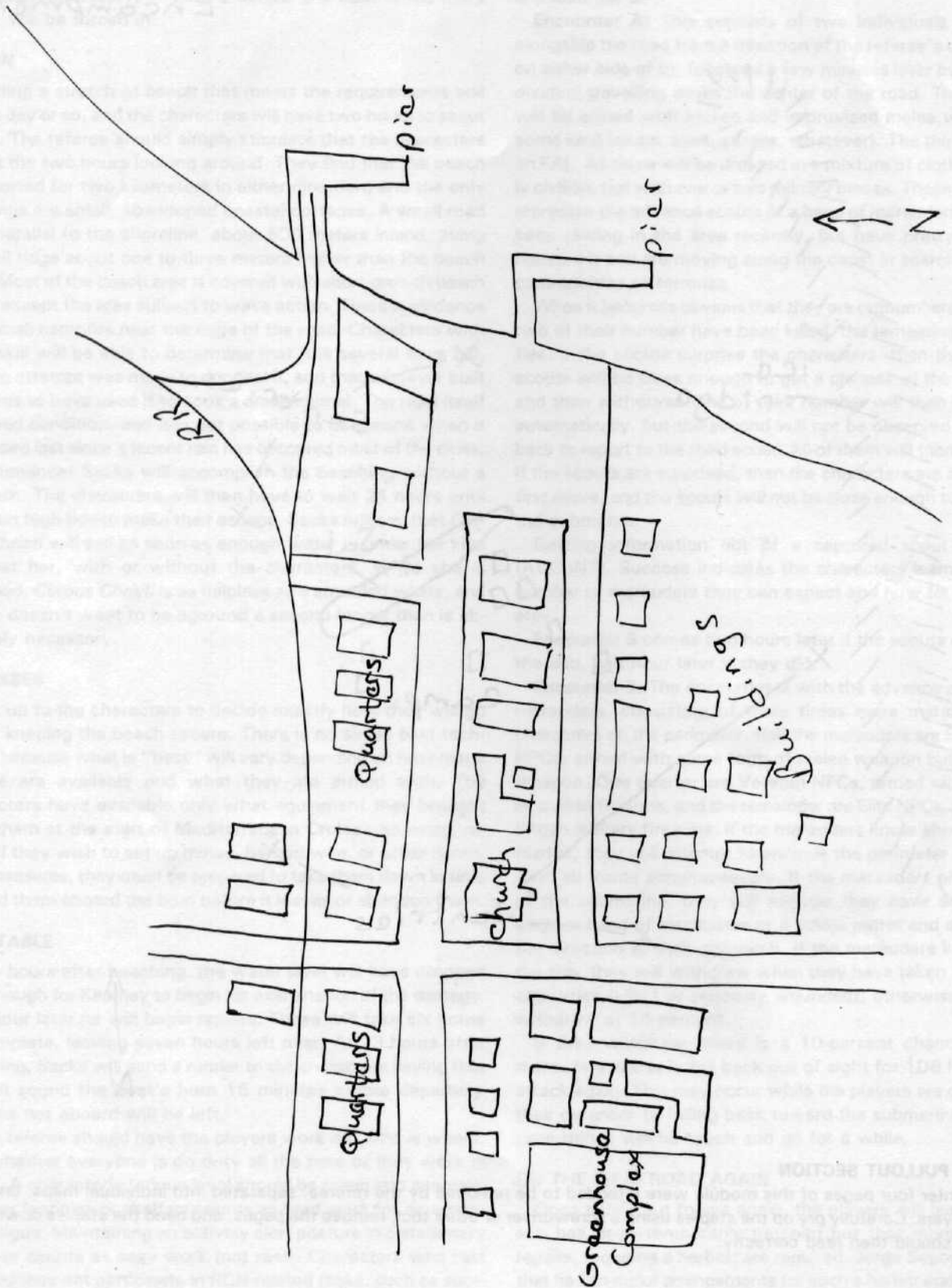




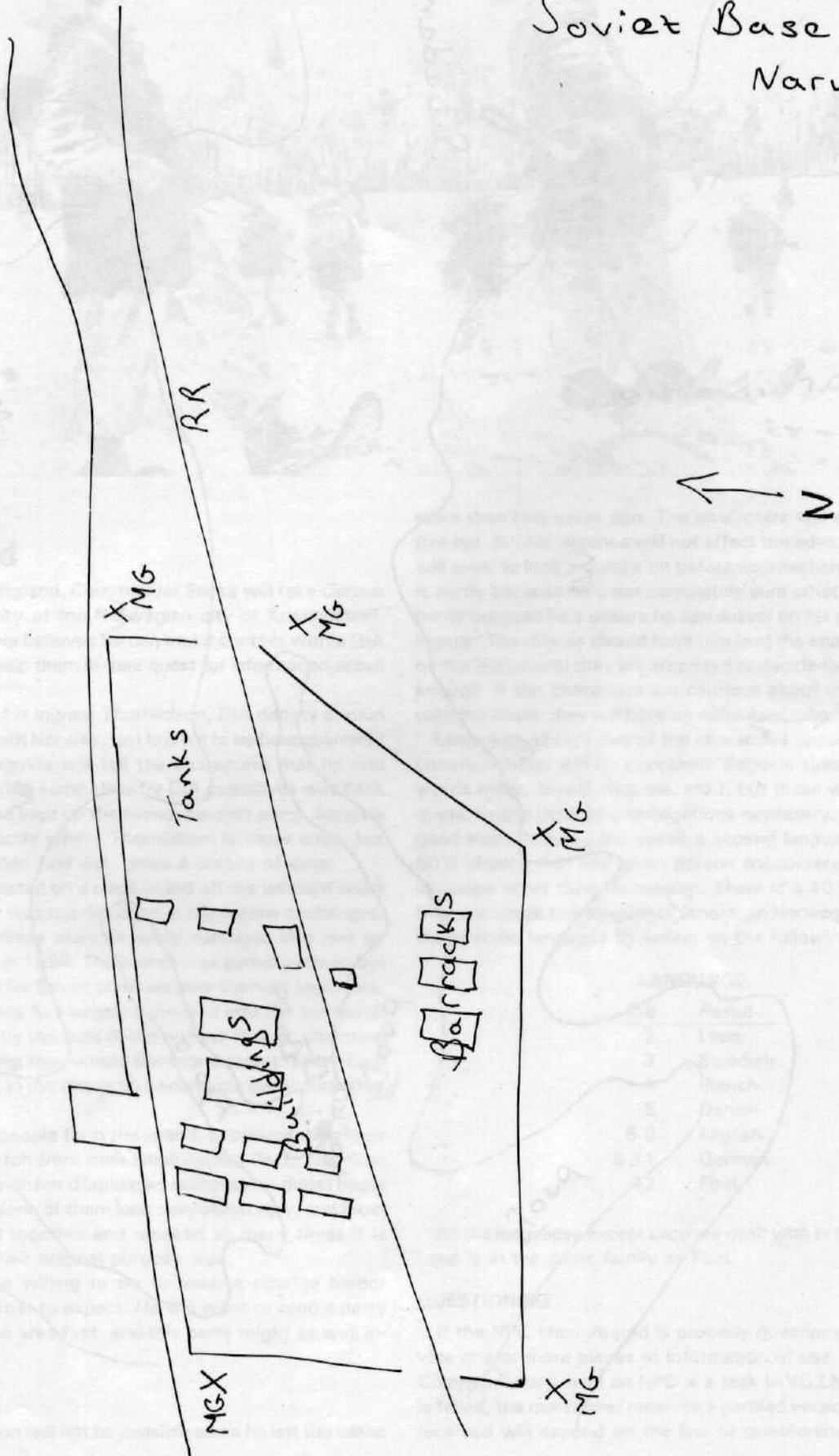
Barrikada Encampment

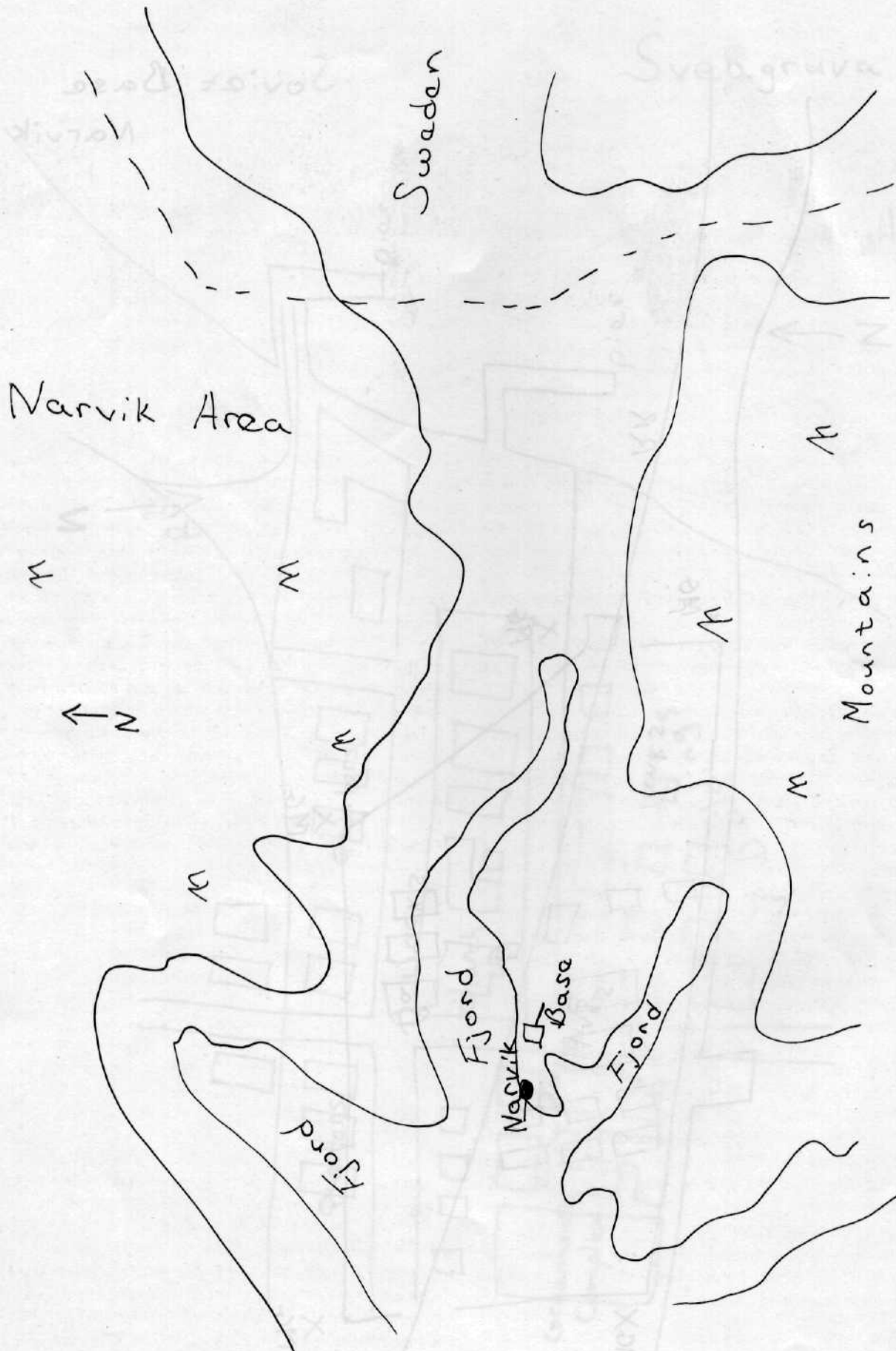


Sveagrauva



Soviet Base Narvik





BOOMER

"Pittsburg!" The sarge's shout woke me. "How can a sub be stuck in the ice near Pittsburg?"

MacDonald had that "Lord, what an idiot" look she gets sometimes when she is talking to us. "Not Pittsburg," she said, "Spitsbergen. S-P-I-T-S-B-E-R-G-E-N. It's an island about 500 klicks north of Norway."

I thought back to Mrs. Parker's geography class. I didn't think there was anything north of Norway.

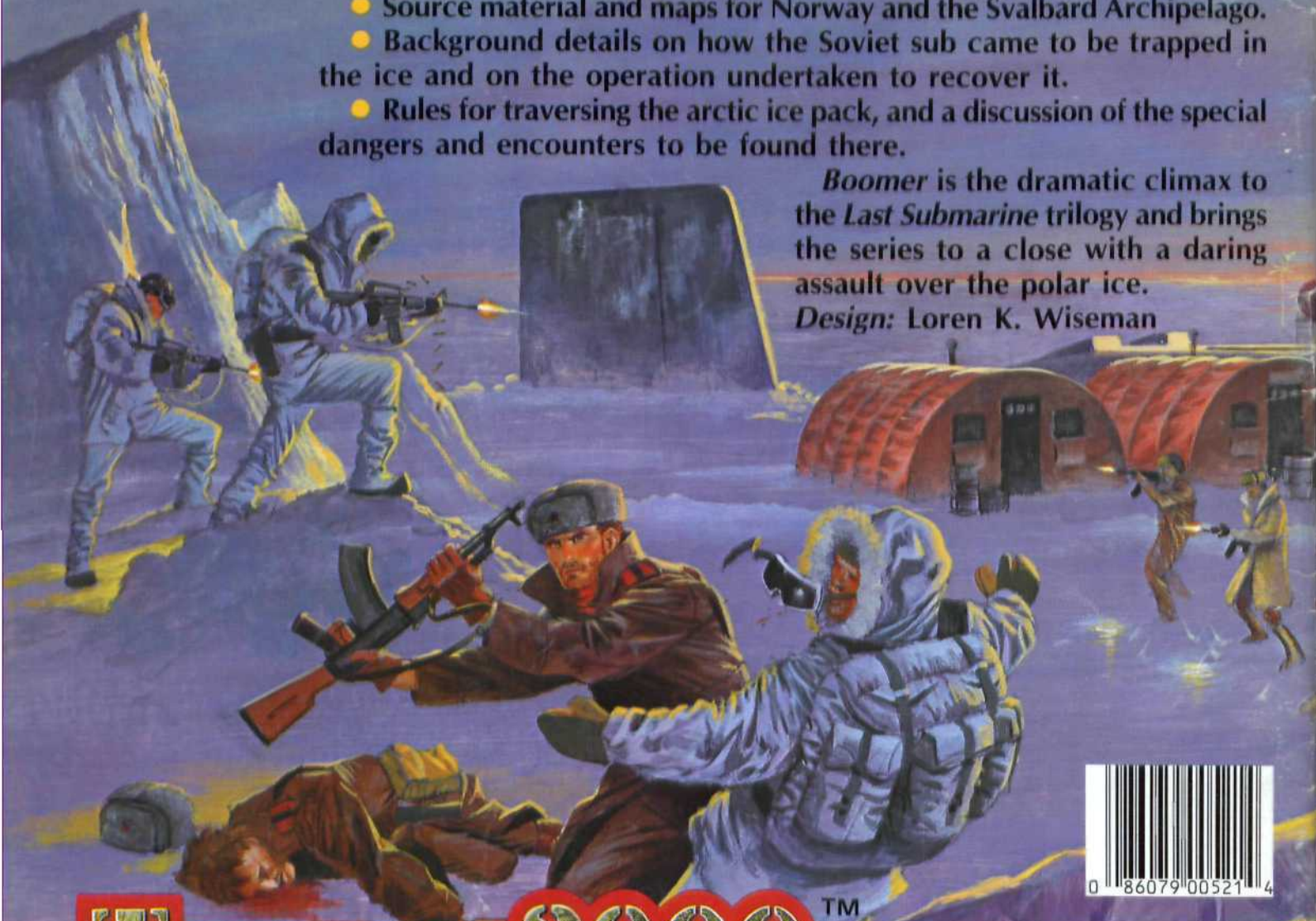
In *Boomer*, the crew of *Corpus Christi* discovers a chilling fact: A Soviet *Typhoon*-class nuclear missile submarine is alive and well. Worse, it still has three of its missiles and their warheads.

Information presented in this module includes:

- Source material and maps for Norway and the Svalbard Archipelago.
- Background details on how the Soviet sub came to be trapped in the ice and on the operation undertaken to recover it.
- Rules for traversing the arctic ice pack, and a discussion of the special dangers and encounters to be found there.

Boomer is the dramatic climax to the *Last Submarine* trilogy and brings the series to a close with a daring assault over the polar ice.

Design: Loren K. Wiseman



TM

TWILIGHT: 2000

Series Module

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