

TWILIGHT: 2000

Contents of this Box

Play Manual: This booklet contains basic rules which both players and referee should know.

Referee's Manual: This booklet contains additional rules used by the referee to run the game. It is not necessary for the players to read these rules; in fact, it's better if they don't see some of them.

Players' Charts: This sheet contains all charts and tables needed during character generation.

Referee's Charts: This booklet contains all charts and tables used by the referee during the game.

Equipment List: This booklet lists and describes all equipment which players may buy or encounter.

Price List: This sheet is a convenient list of the prices and availability of everything on the equipment list.

Beginning Adventure: *Escape from Kalisz*: This booklet is an adventure designed to begin a *Twilight: 2000* campaign. It concerns the escape of a band of characters from the destruction of the U.S. 5th Division, near the city of Kalisz in central Poland.

Adventure Handout: *Escape from Kalisz*: This sheet is an orientation for the players, describing the events leading up to the beginning adventure.

Intelligence Briefing: This typewritten sheet, marked "SECRET", is a copy of the final intelligence report issued by 5th Division, just before setting out on its fatal mission.

Campaign Map: This map of Poland after five years of war is used by the players to plan their travels and by the referee to determine how long it takes them.

Record Sheets: There are three types: the character generation worksheet, used during character generation and then discarded; the character record sheet, a permanent record of each character; and the vehicle record sheet, a permanent record of each vehicle owned by the players. The referee should make several photocopies of each of these sheets for future use, before all the ones supplied with the game are used up.

Dice: This game includes four six-sided dice and one ten-sided die.

Players' Charts

PERSONAL WEAPONS

USA

M231 submachinegun
M16 assault rifle,
M21 sniper rifle
HK-CAW shotgun
M249 automatic rifle
M60 machinegun
9mm Parabellum pistol
.45 ACP pistol

Canadian

Sterling submachinegun
M16 assault rifle
Parker-Hale sniper rifle
M249 automatic rifle
MAG machinegun
9mm Parabellum pistol

British

Sterling submachinegun
IW assault rifle
L42 sniper rifle
LSW automatic rifle
MAG machinegun
9mm Parabellum pistol

West German

G11 submachinegun
L42 sniper rifle
HK-CAW shotgun
MG3 machinegun
9mm Parabellum pistol

Danish

Uzi submachinegun
G3 battle rifle
MG3 machinegun
9mm Parabellum pistol

Polish

AKR submachinegun
AK-74 assault rifle
SVD sniper rifle
RPK-74 automatic rifle
PK machinegun
Makarov pistol

Hungarian

AKR submachinegun
AKMR assault rifle
SVD sniper rifle
RPK-74 automatic rifle
PK machinegun
Tokarev pistol

Czech

vz24 submachinegun
AK-74 assault rifle
vz54 sniper rifle
RPK-74 automatic rifle
vz59 machinegun
Makarov pistol

Soviet & East German

AKR submachinegun
AK-74 assault rifle
SVD sniper rifle
RPK-74 automatic rifle
PK machinegun
Makarov pistol

SKILL LIST

ACM	<i>MBE</i>	<i>Aircraft Mechanic:</i> Ability to repair and maintain aircraft.
BC	<i>MBE</i>	<i>Body Combat:</i> Ability to make body combat attacks.
BIO	<i>E</i>	<i>Biology:</i> Knowledge of plant and animal biology.
CBE	<i>M¹</i>	<i>Combat Engineer:</i> Ability to perform tasks such as emplacing demolitions, building fortifications, and camouflaging emplacements.
CHM	<i>E</i>	<i>Chemistry:</i> Knowledge of Chemical interactions and compounds.
CMP	<i>MBE²</i>	<i>Computer:</i> Ability to operate and program a computer.
CRM	<i>M</i>	<i>Combat Rifleman:</i> Ability to use small arms (rifles, machineguns, etc.).
CVE	<i>E</i>	<i>Civil Engineer:</i> Ability to plan/supervise construction of buildings, roads, and bridges
DIS	<i>MB</i>	<i>Disguise:</i> Ability to alter appearance to avoid recognition.
ELC	<i>MBE</i>	<i>Electronics:</i> Ability to repair electronic devices.
EQ	<i>B</i>	<i>Equestrian:</i> Ability to ride a horse.
FO	<i>M</i>	<i>Forward Observer:</i> Ability to communicate fire data for indirect fire weapons.
FOR	<i>MB³</i>	<i>Forage:</i> Ability to find food in the wild, including knowledge of what plants are edible and where to find them.
FRG	<i>MB</i>	<i>Forgery:</i> Ability to forge a signature or document and have it accepted as genuine.
FRM	<i>BE</i>	<i>Farming:</i> General knowledge of growing food crops and raising livestock.
FSH	<i>B⁴</i>	<i>Fishing:</i> Ability to catch fish, using hook and line or net.
GEO	<i>E</i>	<i>Geology:</i> Knowledge of rock formations and minerals.
GS	<i>ME</i>	<i>Gunsmith:</i> Ability to construct and repair weapons.
HB	<i>BE</i>	<i>Hunting Bow:</i> Ability to use a long bow
HW	<i>M</i>	<i>Heavy Weapons:</i> Ability to use antitank missile launchers, flame weapons, and rocket and grenade launchers.
IF	<i>M</i>	<i>Indirect Fire:</i> Ability to fire howitzers, mortars, and indirect-fire grenade launchers.
INS	<i>MBE</i>	<i>Instruction:</i> Ability to teach skills.
INT	<i>M</i>	<i>Interrogation:</i> Ability to persuade or force a prisoner to reveal information.
JP	<i>ME⁵</i>	<i>Jet Pilot:</i> Ability to fly jet aircraft.
LAP	<i>ME</i>	<i>Light Aircraft Pilot:</i> Ability to fly light aircraft.
LCG	<i>M</i>	<i>Large Caliber Gun:</i> Ability to fire a direct-fire heavy gun, such as a tank gun, a howitzer used in the direct fire role, or any autocannon.
LNG	<i>MBE⁶</i>	<i>Language:</i> Ability to understand and be understood in a foreign language.
LP	<i>B</i>	<i>Lockpick:</i> Ability to pick a lock.
MC	<i>M</i>	<i>Melee Combat:</i> Ability to use a melee weapon, such as a knife or rifle butt.
MCY	<i>MB</i>	<i>Motorcycle:</i> Ability to ride a motorcycle.
MEC	<i>MBE</i>	<i>Mechanic:</i> Ability to maintain and repair vehicles and machinery.
MEd	<i>ME</i>	<i>Medical:</i> Ability to render first aid/medical care to injured or ill characters.
MET	<i>E</i>	<i>Meteorology:</i> Understanding of weather and the forces governing it.
MNE	<i>E</i>	<i>Mining Engineer:</i> Ability to supervise the construction and running of a mine.
MTL	<i>E</i>	<i>Metallurgy:</i> knowledge of smelting ore into metal, forming alloys, and fundamental metalworking.
MTN	<i>B</i>	<i>Mountaineering:</i> Ability to climb steep slopes and sheer cliffs.
NWH	<i>M</i>	<i>Nuclear Warhead:</i> Ability to arm, disarm, and repair nuclear warheads.
PAR	<i>MB</i>	<i>Parachute:</i> Ability to use a parachute.
PST	<i>M</i>	<i>Pistol:</i> Ability to fire a pistol.
RCN	<i>MB₁</i>	<i>Recon:</i> Ability to spot concealed enemies, avoid ambushes, and to move silently; also, ability to hunt.
RWP	<i>ME⁵</i>	<i>Rotary Wing Pilot:</i> Ability to fly rotary wing aircraft (helicopters).
SBH	<i>MB</i>	<i>Small Boat Handling:</i> Ability to handle small boats, including oar-driven, wind-driven, and small (under 20 meters) motor boats.
SCD	<i>MBE</i>	<i>Scuba Diving:</i> Ability to use an aqua-lung or rebreather. May not be purchased at a higher level than the character's SWM skill.
SCR	<i>MB</i>	<i>Scrounging:</i> Ability to find man-made items such as spare parts, domestic food, ammunition, etc.
SWM	<i>MBE</i>	<i>Swimming:</i> Ability to swim
TW	<i>M</i>	<i>Thrown Weapon:</i> Ability to hit a target with a thrown weapon, such as a knife or grenade

- Notes:**
1. Skill costs double.
 2. Soldiers from Eastern Bloc armies cannot purchase as a background skill.
 3. Costs double if purchased as a background skill.
 4. Skill costs half.
 5. May not be purchased unless character has LAP skill of 40 or more.
 6. All characters pay half cost for any language in the same group as their native language. European players pay half cost for all Germanic, Romance, and Balto-slavic languages.

SERVICE BRANCH/SPECIALTY TABLE

	<i>Roll</i>	<i>Required</i>	<i>Skill Benefits</i>
Support Services			
Aircraft Mechanic	auto	—	ACM: ½ cost
Vehicle Mechanic	auto	—	MEC: ½ cost
Electronics Specialist	auto	—	ELC: ½ cost
Infantry			
Infantryman	5	—	CRM: 20, HW: 20
Heavy Weapons	6	—	HW: 40
Engineer			
Combat Engineer	5	CON	CBE: ½ cost
ADM Specialist	6	INT	NWH: 50, CBE: 30
Medical			
Combat Medic	6	INT	MED: ½ cost
Artillery			
Cannon Crewman	6	STR	IF: ½ cost, TVD: 20
Fire Support Spec.	6	INT	FO: ½ cost, CMP: 30
Armor			
Tank Crewman	7	—	LCG: ½ cost, TVD: 20
Cavalry Scout	7	—	TVD: 20, HW: 20, RCN: 20
Aviation			
Aircraft Pilot	8	INT	LAP: 40, HW: 40, RWP: ½ cost
Special Forces			
Weapons Specialist	8	CON	CRM, HW, BC, RCN, FOR: all ½ cost
Intelligence Specialist	8	CON, INT	FRG, DIS, BC, PST: all ½ cost Any one Eastern Bloc language: 50 Any one other language: 30
Ranger			
Infantryman	7	CON	CRM: 20, HW: 20, BC, RCN, FOR: all ½ cost
Heavy Weapons	7	CON	HW: 40, RCN, FOR: both ½ cost
Intelligence			
Analyst	8	INT	CMP: 50 Any one language: ½ cost
Interrogator	8	INT	INT: ½ cost, Any three languages: ½ cost

VEHICLE TABLE

<i>Die</i>	<i>Vehicle</i>
1	3/4-ton truck
2	3/4-ton truck
3	HMMWV
4	HMMWV
5	HMMWV
6	2½-ton truck
7	2½-ton truck
8	5-ton truck
9	5-ton tanker
10	LAV-75
11	M113
12	8-ton truck
13	M2
14	LAV-75
15	M1
16	M988
17	M1E1
18	M1E2

RANK

<i>Die</i>	<i>Enlisted</i>	<i>Officer</i>
1	Spec 4	2nd Lieutenant
2	Spec 4	1st Lieutenant
3	Sergeant	1st Lieutenant
4	Sergeant	Captain
5	Staff Sergeant	Captain
6	Plt Sergeant	Major
7	Master Sergeant	Major
8	Sergeant Major	Lt. Colonel

ARMY/NATIONALITY/NATIVE LANGUAGE LIST

<i>Army/Nationality</i>	<i>Language</i>
U.S.	
American	English (10% Spanish) (2% German) (2% Italian) (1% Polish) (1% Yiddish)
British	
English	English
Welsh	English (20% Welsh)
Scottish	English (30% Scots Gaelic)
Irish	English (20% Gaelic)
Canadian	
Anglo-Canadian	English (30% French)
French-Canadian	French (30% English)
East German*	
German	German
West German	
German	German
Danish	
Danish	Danish
Polish*	
Polish	Polish
Hungarian*	
Hungarian	Hungarian (3% German) (2% Romany)
Czech*	
Czech	Czech (10% Slovak) (3% Hungarian) (1% Romany)
Slovak	Czech (80% Slovak) (3% Hungarian) (1% Romany)
Soviet*	
See Soviet Nationalities List	

*Eastern Bloc armies

SOVIET NATIONALITIES LIST

Russian	Lithuanian
Ukrainian*	Romanian
Byelorussian*	Latvian
Uzbek	Chuvash
Tatar	Estonian
Kazakh	Kirgiz
Azerbaijani	Mordvinian
Armenian	Tajiki
Georgian	Turkoman

*Ukrainians and Byelorussians speak Russian

TWILIGHT: 2000

Referee's Charts

TRAVEL MOVEMENT TABLE

Unit	Move	Fuel	Maint #
Man	20/20	—	—
Horse	20/20	—	—
Mule	20/20	—	—
Wagon/Horse	20/5	—	—
Wagon/Ox	10/5	—	—
Cart/Horse	20/5	—	—
Cart/Ox	10/5	—	—
Bicycle	60/20	—	—
Motorcycle	190/75	16/8	2
Car	200/30	80/20	2
HMMWV	200/60	90/30	2
UAZ-469	200/40	60/20	2
3/4-ton truck	180/35	90/30	2
5-ton tanker	160/15	280/70	4
10-ton tanker	100/10	450/150	4
2½-ton truck	180/35	195/65	4
5-ton truck	160/15	280/70	4
8-ton truck	100/10	450/150	4
LAV-25	180/70	280/70	6
LAV-75	160/95	480/120	10
BRDM-3	200/60	290/80	4
OT-65	200/60	290/80	4
M113	120/70	360/120	6
M2	140/85	650/200	8
BMP-B	120/70	440/110	12
BMP-C	130/80	520/130	12
BTR-70	160/65	290/80	6
OT-64	180/70	290/70	6
M1	140/110	2000/550	14
M1E1	130/100	2000/550	14
M1E2	140/110	2000/550	14
T-72	120/70	1360/240	18
T-80	120/70	1360/240	18
T-90	120/90	1360/240	16
M109A2	110/65	450/150	10
M988	100/60	1400/280	12
ZSU-30	90/55	250/80	12
SAU-122	120/70	550/130	10
SAU-152	100/60	500/170	10

Move = on-road/off-road
 Fuel = capacity/consumption
 Maint # = Maintenance number.

TERRAIN EFFECTS ON MOVEMENT CHART

Unit	Open	Wood	Swamp	Hill
Men	N	N	N	½
Animals	N	N	½	½
Vehicles	N	½	½	½

FOOD CONSUMPTION CHART

Man	1.5 kg MRE 2 kg domestic 3 kg wild
Horse	15 kg grain & graze 4 hrs
Mule	10 kg grain & graze 4 hrs
Ox	graze 4 hrs

ALCOHOL OUTPUT CHART

Small Still.....	30/5
Medium Still.....	80/35
Large Still.....	3000/2400
Note:	Input in kg/output in liters.

FUEL ENERGY TABLE

Fuel	CM
Gas.....	1
Avgas.....	1
Diesel.....	1
Ethanol.....	3
Methanol.....	4

ENCOUNTER TABLE

Die	Road	Wood	Swamp	Hill	Clear
2	Derelict	Crater	Settle	Crater	Crater
3	Armed	Settle	Refugee	Boar	Grazer
4	Derelict	Boar	Armed	Dogs	Merch
5	Convoy	Armed	Game	Fowl	Refugee
6	Merch	Fowl	Fowl	Armed	Settle
7	Armed	Game	Grazer	Settle	Armed
8	Refugee	Grazer	Fowl	Grazer	Settle
9	Armed	Refugee	Game	Game	Derelict
10	Crater	Dogs	Derelict	Derelict	Game
11	Merch	Bear	Dogs	Refugee	Fowl
12	Merch	Derelict	Boar	Bear	Dogs

Armed: Armed party; Convoy: Military convoy; Derelict: Derelict vehicle; Settle: Settlement; Merch: Merchant group.

Armed Parties: Army Territory: 1-3=Army, 4=Hunters, 5=Stragglers, 6=Marauders. Marauder Territory: 1-3=Marauders, 4-5=Hunters, 6=Stragglers. Other Territory: 1=Army, 2-3=Hunters, 4=Stragglers, 5=Marauders, 6=No Encounter.

VEHICLE DAMAGE LOCATION LIST

Unarmored Cargo	Armored Personnel Carriers (cont)	Main Battle Tanks
R: LH,G,HB L: LH,G,HB R: TF,TB C&L: TS,TF,TB F: HS C&B: HS FD TD BD	E,F,C,P,S E,F,D,P,S P,S D,P,S D,E,F,C P,S,F E,F,D,C P,S,F P,S,F	M1 R: LH(200),G(1000),HB(80) L: LH(200),G(1000),HB(80) R: TF(560),TB(80) C: TF(560),TB(80) L: TF(560),TB(80) TS(225) F: HS(80) C: HS(80) R: HS(80) FD(50) TD(50) BD(50)
M-2 R: LH(30),G(55),HB(15) L: LH(30),G(55),HB(15) R: TF(40),TB(40) C: TF(40),TB(40) L: TF(30),TB(40) TS(40) F: HS(15) C: HS(15) B: HS(15) FD(10) TD(10) BD(10)	E,F,A,P D,R,S,P X,C W M,G,W,N M,W,G,C D,E,F S,C,G,A S,P D,E,F C,G,X,M,W,N P,S	D,R,G,E,F D,L,S,E,F G,C,A X,W,N,A L,A L,C,G,W,A,X, D,R L,G,S E,F D,R X,W,C,G,L,N,S,A F,E,A
M-113 R: LH(30),G(30),HB(10) L: LH(30),G(30),HB(10) R&L: TF,TB C: TF(30),TB(10) F: HS(10) C: HS(10) B: HS(10) FD(10) TD(10) BD(10)	E,F,P D,R,P Miss W,G D,E,F G,S,P S,P D,E,F W,G P,S	M1E1 R: LH(200),G(1000),HB(80) L: LH(200),G(1000),HB-L(80) R: TF(560),TB(80) C: TF(560),TB(80) L: TF(560),TB(80) TS(225) F: HS(80) C: HS(80) R: HS(80) FD(50) TD(50) BD(50)
BMP-B R: LH(50),G(50),HB(20) L: LH(50),G(50),HB(20) R&L: TF,TB C: TS(20),TF(20),TB(20) F: HS(15) C: HS(15) B: HS(15) FD(10) TD(10) RD(10)	E,A,P,F D,C,R,A,P,F Miss M,X,W,G D,C,R,E G,A,P,S P,F D,C,R,E M,X,W,N,G,A P,S,F	M1E2 R: LH(200),G(1000),HB(80) L: LH(200),G(1000),HB(80) R&L: TF,TB C: TF(600),TB(100) TS(400) F: HS(80) C: HS(80) R: HS(80) FD(50) TD(50) BD(50)
BMP-C R: LH(50),G(60),HB(20) L: LH(50),G(60),HB(20) R&L: TF,TB C: TS(20),TF(40),TB(20) F: HS(15) C: HS(15) B: HS(15) FD(10) TD(10) RD(10)	E,A,P,F D,C,R,A,P,F Miss M,X,W,N,G D,C,R,E G,A,P,S P,F D,C,R,E M,X,W,N,G,A P,S,F	T-72 R: LH(220),G(350),HB(50) L: LG(220),G(350),HB(50) R: TF(300),TB(100) C: TF(300),TB(100) L: TF(300),TB(100) TS(120) F: HS(80) C: HS(80) B: HS(80) FD(25) TD(25) RD(25)
BTR-70 R: LH(15),G(20),HB(20) L: LH(15),G(20),HB(20) R&L: TF,TB C: TS(20),TF(20),TB(20) F: HS(20) C: HS(20) B: HS(20) FD(15) TD(15) RD(15)	C,S,P,E,F D,R,S,P,E,F Miss X,W,G D,R,C P,G,S F,E D,C,R X,W,G P,F,S,E	T-80 R: LH(220),G(450),HB(50) L: LH(220),G(450),HB(50) R: TF(350),TB-R(100) C: TF(350),TB(100) L: TF(300),TB(100) TS(120) F: HS(100) C: HS(100) B: HS(100) FD(25) TD(25) RD(25)
	OT-64 R: LH(20),G(40),HB(20) L: LH(20),G(40),HB(20) R&L: TF,TB C: TS(20),TF(20),TB(20) F: HS(20) C: HS(20) B: HS(20) FD(15) TD(15) RD(15)	Light Combat Vehicles LAV-25 R: LH(20),G(40),HB(15) L: LH(20),G(40),HB(15) R&L: TF,TB C: TS(20),TF(30),TB(20) F: HS(20) C: HS(20) B: HS(20) FD(15) TD(15) RD(15)
	LAV-75 R: LH(40),G(60),HB(10) L: LH(40),G(60),HB(10) R&L: TF,TB C: TF(80),TB(10) TS(10) F: HS(10) C: HS(10) B: HS(10) FD(10) TD(10) BD(10)	M1E1 R: LH(200),G(1000),HB(80) L: LH(200),G(1000),HB-L(80) R: TF(560),TB(80) C: TF(560),TB(80) L: TF(560),TB(80) TS(225) F: HS(80) C: HS(80) R: HS(80) FD(50) TD(50) BD(50)
	BRDM-3 R: LH(20),G(20),HB(15) L: LH(20),G(20),HB(15) R&L: TF(15),TB(15) C: TS(15),TF(15),TB(15) F: HS(15) C: HS(15) B: HS(15) FD(15) TD(15) BD(15)	M1E2 R: LH(200),G(1000),HB(80) L: LH(200),G(1000),HB(80) R&L: TF,TB C: TF(600),TB(100) TS(400) F: HS(80) C: HS(80) R: HS(80) FD(50) TD(50) BD(50)
	OT-65 R: LH(15),G(15),HB(15) L: LH(15),G(15),HB(15) R&L: TF,TB C: TS(15),TF(15),TB(15) F: HS(15) C: HS(15) B: HS(15) FD(10) TD(10) RD(10)	T-80 R: LH(220),G(450),HB(50) L: LH(220),G(450),HB(50) R: TF(350),TB-R(100) C: TF(350),TB(100) L: TF(300),TB(100) TS(120) F: HS(100) C: HS(100) B: HS(100) FD(25) TD(25) RD(25)

VEHICLE DAMAGE LOCATION LIST

Main Battle Tanks (continued)

T-90
 R: LH(220),G(650),HB(80) D,G,A,R,E,F
 L: LH(220),G(650),HB(80) D,C,A,S,E,F
 R&L: TF,TB Miss
 C: TF(500),TB(150) X,W,N,A,L
 TS(250) C,R,G,W,N,A,X,L
 F: HS(100) D,R
 C: HS(100) C,G,A,S
 R: HS(100) E,F
 FD(50) D,R
 TD(50) X,W,N,C,G,L,S,A
 BD(50) F,E

Self-Propelled Artillery

M109A2
 R: LH(30),G(50),HB(15) E,F,G,A,S
 L: LH(30),G(50),HB(15) D,R,C,A,L
 R: TF(20),TB(20) G,N
 C: TF(20),TB(20) W,N,L,A
 L: TF(20),TB(20) C,A
 TS(20) C,W,N,G,L,A
 F: HS(15) D,R,F,E
 C: HS(15) C,W,N,G
 R: HS(15) L,A,S
 FD(15) D,R,F,E
 TD(15) C,W,N,G,A
 RD(15) L,A,S

M988

R: LH(100),G(100),HB(40) D,R,G,E,F
 L: LH(100),G(100),HB(40) DL,S,E,F
 R: TF(30),TB(30) G,A
 C: TF(30),TB(30) W,N,A,L
 L: TF(30),TB(30) C
 TS(30) C,L,G,W,A
 F: HS(50) D,R
 C: HS(50) L,G,S,A
 R: HS(50) F,E
 FD(15) D,R
 TD(15) W,C,G,L,N,S,A
 RD(15) F,E

SAU-122

R: LH(35),G(120),HB(15) E,F,G,A,S
 L: LH(35),G(120),HB(15) D,R,C,A,L
 R: TF(25),TB(15) G,N
 C: TF(25),TB(15) W,N,L,A
 L: TF(25),TB(15) C,A
 TS(25) C,W,N,G,L,A
 F: HS(20) D,R,F,E
 C: HS(20) C,W,N,G
 R: HS(20) L,A,S
 FD(15) D,R,F,E
 TD(15) C,W,N,G,A
 RD(15) L,A,S

SAU-152

R: LH(35),G(120),HB(15) E,F,G,A,S
 L: LH(35),G(120),HB(15) D,R,C,A,L
 R: TF(25),TB(15) G,N
 C: TF(25),TB(15) W,N,L,A
 L: TF(25),TB(15) C,A
 TS(25) L,A,S
 F: HS(20) D,R,F,E
 C: HS(20) C,W,N,G
 R: HS(20) L,A,S
 FD(15) D,R,F,E
 TD(15) C,W,N,G,A
 RD(15) L,A,S

ZSU-30-6

R: LH(30),G(30),HB(20) A,R,G,L,F,E
 L: LH(30),G(30),HB(20) D,C,A,S,F,E
 R: TF(20),TB(15) N,G
 C: TF(20),TB(15) W,L
 L: TF(20),TB(15) C,A
 TS(15) C,W,N,G
 F: HS(20) D,R,A
 C: HS(20) C,A,L,S,A
 R: HS(20) F,E
 FD(15) R,D,A
 TD(15) C,W,N,G,L,S,A
 RD(15) F,E

DAMAGE MULTIPLIER TABLE

Component	Multiplier
Weapon	× 10
Missile Launcher	× 5
Gunner's Machinegun	× 5
Engine	× 50
Fuel	× 10
Wheeled Suspension	× 10
Tracked Suspension	× 30
Radio	× 2
Range Finder	× 2
Ammo	× 20
Autoloader	× 10

FUEL FLASHPOINT TABLE

Avgas	20%
Gasoline	30%
Ethanol	30%
Methanol	40%
Diesel	60%

MOTORCYCLE HIT LOCATION TABLE

Hit	Die	Hit	Die
1	T	6	E
2	E	7	P
3	F	8	P
4	D	9	P
5	D	10	S

Notes to Vehicle Damage

Location List

Components:

A = Ammo
 E = Engine
 F = Fuel
 L = Auto loader
 M = Missile launcher
 R = Radio
 S = Stores (cargo)
 W = Main weapon
 X = Gunner's machinegun
 N = Range finder
 T = Tire

Personnel

C = Commander
 D = Driver
 G = Gunner
 L = Loader
 P = Passengers

COMBAT MOVEMENT

Animals

Bear	10/20/40
Boar	5/10/30
Dog	15/30/60
Ox	10/15
Mule	10/20
Horse	10/20/60

Man

Man	2/8/15/30
-----	-----------

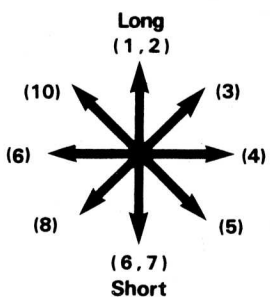
Vehicles

Motorcycle	65/30
Bicycle	20/10
Car	70/15
HMMWV	70/25
UAZ-469	70/25
2½-ton truck	60/15
5-ton truck	55/10
8-ton truck	35/10
3/4-ton truck	60/20
Cart/Wagon	10/5
Ox Cart	5/5
5-ton tanker	55/10
10-ton tanker	35/10
M-2	50/35
M-113	40/30
BMP-B	40/30
BMP-C	45/30
BTR-70	55/25
OT-64	60/30
LAV-25	60/30
LAV-75	55/40
BRDM-3	70/25
OT-65	70/25
M1	50/40
M1E1	45/35
M1E2	50/40
T-72	40/25
T-80	40/25
T-90	40/30
M109A2	35/25
M988	35/25
SAU-122	40/30
SAU-152	35/25
ZSU-30-6	65/40

BODY ARMOR TABLE

Type	AC
Flak Jacket	8
Kevlar Vest	10
Steel Helmet	6
Nylon Helmet	10

SCATTER DIAGRAM



Bows: ½W

Type	ROF	Mag	Rng	Dam	Arm
Crossbow	1	(4)	20	1	×2
Hunting Bow	1	1	15	0	×3

Automatic Pistols: ½W, ½T

Type	ROF	Mag	Rng	Dam	Arm
9mm Par	2	5	15	1	×3
Makarov	2	3	15	1	×4
Tokarev	2	3	10	1	×4
.380	2	3	10	1	×4
.22	3	3	15	0	×4
.45	2	2	10	2	×3

Revolvers: ½W, ½T

Type	ROF	Mag	Rng	Dam	Arm
.38 Sp.	1	2*	15	1	×3

Submachineguns: W, T

Type	ROF	Mag	Rng	Dam	Arm
Sterling	4	11	30	1	×3
Uzi	4	11	30	1	×3
MP5	3	10	30	1	×3
M231	5	10	20	1	—
AKR	4	10	30	2	×2
vz 24	4	11	25	1	×4
Skorpion	4	7	10	0	×4
G-11	5	32	40	2	½

Assault Rifles: W, ½T

Type	ROF	Mag	Rng	Dam	Arm
M16	4	10	50	2	—
IW	3	10	50	2	—
AKMR	3	10	40	2	×2
AK-74	3	10	40	2	×2

Battle Rifles: ½W, ½T

Type	ROF	Mag	Rng	Dam	Arm
AKM	3	10	40	4	×2
FAL	2	7	60	4	—
G3	2	7	60	4	—

Sniper Rifles: ½W

Type	ROF	Mag	Rng	Dam	Arm
M40	1	2*	75	4	—
M21	3	7	60	4	—
PSG1	2	7	70	4	—
L42	1	3	75	4	—
Parker-Hale	1	1	75	4	—
SVD	2	3	70	4	—
vz54	1	2	65	4	—

Sporting Rifles ½W

Type	ROF	Mag	Rng	Dam	Arm
30-30 LA	1	3*	60	3	×3
30-06 BA	1	2*	85	4	—
.22 BA	1	1	55	0	×4
.22 SA	1	3*	50	0	×4
Mauser	1	2	65	4	×2

Shotguns: ½W

Type	ROF	Mag	Rng	Dam	Arm
Double Barrel	2	2	40	4	×4
Pump	4	8**	40	4	×4
HK-CAW	10	10	40	4	×4

Automatic Rifles: ½W

Type	ROF	Mag	Rng	Dam	Arm
M249	5	10/50	50/75	2	—
LSW	4	10	50/75	2	—
RPK74	4	10/13	40/60	2	×2

Machineguns

Type	ROF	Mag	Rng	Dam	Arm
M60	4	33	90/120	4	—
MG3	4	33	90/120	4	—
MAG	4	33	90/120	4	—
PK	5	33	90/120	4	—
vz59	3	17	90/120	4	—
M214	20	333	100†	2	—
M2HB (SLAP)	3	35	160†	6	½
M2HB (BMG)	3	35	160†	6	—
DShK	3	17	160†	6	—
KPV	4	33	200†	7	—

Notes: *Rnd*=type of round. *ROF*=rate of fire. *Mag*=number of shots per magazine; if *Mag* is 0, reloading and firing are a single action taking a total of one combat round; if *Mag* is in parentheses, e.g. (2), the weapon has a single-shot magazine which takes the indicated number of combat rounds to load. *Rng*=close range; automatic rifles and machineguns have two different ranges; for automatic rifles, the first is used if firing while held, and the second is used if firing from a bipod; for machineguns, the first is used if firing from a bipod, and the second is used if firing from a tripod or vehicle mount. *Dam*=damage; *Arm*=armor multiplier; *KDR*=knockdown radius; *Burst*=burst radius; *IFR*=indirect fire range.

* Magazine is not detachable; only one shot may be reloaded per combat round.

** Only three shots may be reloaded per combat round.

† Weapon may be fired only from tripod or vehicle mount.

†† The Mark-19 may also fire all rounds used by the M203/HK69.

‡ One shot takes two combat rounds to reload.

‡‡ One shot may be reloaded per combat round; the weapon may be fired while being reloaded.

MELEE WEAPONS CHART

Weapon	Range	Hit Mod.	Damage
Bottle	S	—	1D6
Knife*	S	+10	2D6
Hatchet	S	—	1D6 + ½STR
Club	S	-5	1D6 + STR
Bayonet†	L	+5	2D6 + ½STR
Spear	L	—	2D6 + ½STR
Axe	L-10	3D6 + STR	
Machete	L	+10	2D6
Rifle Butt	S	—	1D6 + STR

*Including bayonet when not on rifle

†When on rifle

VEHICLE HIT LOCATION CHART

Die	Front	Side	Rear	Oblique
1	S	S*	S	S
2	R: LH	S*	R: HR	S
3	L: LH	S	R: HR	R/L: LH
4	R: G	S	R: HR	R/LG
5	R: G	F: HS	L: HR	F: HS
6	L: G	C: HS	L: HR	C: HS
7	L: G	C: HS	L: HR	B: HS
8	R: TF	B: HS	R: TB	C: TF
9	C: TF	TS	C: TB	TS
10	L: TF	TS	L: TB	TS

Notes:

* = Miss if against wheeled vehicle

First Letter S = Suspension, LH = Lower Hull, G = Glacis, TF = Turret Front, TB = Turret Back, TS = Turret Side, HS = Hull Side, HR = Hull Rear.

Second Letter F = Front, B = Back, R = Right, L = Left, C = Center.

Oblique hit location is given for a front oblique shot. For a rear oblique shot, convert all LH and G hits to HR and all TF hits to TB.

Hand Grenades

Type	ROF	Mag	Dam	Arm	KDR	Burst
Frag	1	0	x8C	x20	2.5	10
Anti-tank	1	0	x10C	—	2.5	2.5
Concussion	1	0	x10C	x20	5	—
Thermite	1	0	x20C	x10	0	2.5
Chemical	1	0	x1C	x10	0	5
WP	1	0	x10C	x10	0	15

Rifle Grenades

Type	ROF	Mag	Rng	Dam	Arm	KDR	Burst	IFR
RAW HE	1	(2)	100	x30C	x10	15	30	2000
RAW HEAT	1	(2)	100	x30C	—	10	20	2000
HEAT	1	(2)	15	x15C	—	5	15	200
WP	1	(2)	25	x15C	x10	—	10	200

Grenade Launchers

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
AGS-17	HE	150	x8C	x10	2.5	5	1700
ROF: 5 Mag: 30							
M203/HK-69	HE	100	x10C	x10	5	10	400
ROF: 1 HEDP 100 x10C x2 2.5 5 400							
Mag: 1 CHEM 100 x1C x10 — 5 400							
ILLUM 100 — — — 100 400							
Mark-19††	HVHE	200	x10C	x10	5	10	3000
ROF: 8 HVHEDP 200 x10C x2 2.5 5 3000							
Mag: 50							

Rocket Launchers

Type	Rnd	Rng	Dam	Arm	KDR	Burst
RPG-16	HEAT	150	x25C	—	5	10
ROF: 1 Mag: (2)						
M202	HEAT	100	x15C	—	5	5
ROF: 4 WP 100 x20C x20 — 15						
Mag: 4						
Armbrust	HEAT	100	x20C	—	5	5
ROF: 1 Mag: 0						

Anti-tank Missiles

Type	ROF	Mag	Rng	Dam	Arm	KDR	Burst
Tank Breaker	1	(2)	2000	x30C	—	5	10
TOW II	1	2‡	3500	x40C	—	10	15
AT-4	1	(3)	2000	x30C	—	5	10
AT-5	1	(2)	3500	x35C	—	5	10

MAN/ANIMAL HIT LOCATION CHART

Die	Biped	Quadruped
1	Head	Head
2	Right Arm	Forequarter
3	Left Arm	Forequarter
4	Chest	Forequarter
5	Abdomen	Chest
6	Abdomen	Chest
7	Right Leg	Abdomen
8	Right Leg	Hindquarter
9	Left Leg	Hindquarter
10	Left Leg	Hindquarter

Notes:

Biped: Table assumes front/rear shot.

Side-shot: far side hit = near side hit.

Prone Biped: Table assumes top shot.

Side shot: as above.

Front shot: Leg or abdomen hit = miss.

Rear shot: Head, arm, or chest hit = miss.

Quadruped: Table assumes side shot.

Front shot: Hindquarters or abdomen hit = miss.

Rear shot: Head or forequarters hit = miss.

Large Caliber Guns

Type	Rnd	Rng	Dam	Arm	KDR	Burst
23mm	API	250	x4	—	—	—
ROF: 5 HE 250 x4C x10 2.5 5						
Mag: 33						
25mm	APFSDSDU	250	x5	½	—	—
ROF: 5 API 250 x5 — — —						
Mag: 33 HE 250 x5C x10 2.5 5						
30mm	API	250	x6	—	—	—
ROF: 5 HE 250 x6C x10 2.5 5						
Mag: 33						
40mm	HE	300	x10C	x10	2.5	5
ROF: 5 HEPXPF 300 x10C x10 2.5 15						
Mag: 233‡‡						
75mm	APFSDS	400	x15	½	—	—
ROF: 5 HEAT 300 x15C — 2.5 10						
Mag: 36‡‡ HE 300 x20C x10 5 15						
WP 300 x15C x10 — 10						
105mm	HEAT	400	x25C	—	5	15
ROF: 1 APFSDS 500 x30 — — —						
Mag: 1 APFSDSDU 500 x30 ½ — —						
WP 400 x15C x10 — 20						
120mm	HEAT	400	x30C	—	5	20
ROF: 1 APFSDS 500 x35 — — —						
Mag: 1 APFSDSDU 500 x35 ½ — —						
WP 400 x15C x10 — 35						
125mm	HE	400	x30C	x10	10	30
ROF: 1 HEAT 400 x30C — 5 20						
Mag: (2) APFSDS 500 x35 — — —						
APFSDSDU 500 x35 ½ — —						

Howitzers

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
122mm	HE	300	x30C	x10	10	30	15000
ROF: 1 HEAT 300 x30C — 5 20 15000							
Mag: 1 WP 300 x15C x10 — 35 15000							
CHEM 300 x2C x10 — 15 15000							
ICM — x10C x10 30 35 15000							
ILLUM 300 — — — 1500 15000							
152mm	HE	300	x40C	x10	15	40	18500
ROF: 1 HEAT 350 x10 — 5 10 18500							
Mag: (2) WP 300 x15C x10 — 45 18500							
CHEM 300 x2C x10 — 25 18500							
ICM — x10C x10 50 60 18500							
ILLUM 300 — — — 2000 18500							
155mm	HE/CLGP	350	x40C	x10	15	40	24000
ROF: 1 HEAT 350 x35C — 10 30 24000							
Mag: (2) WP 350 x15C x10 — 45 24000							
CHEM 350 x2C x10 — 25 24000							
ICM-DP — x10C x2 50 60 24000							
ILLUM — — — — 2000 24000							
FASCAM — — — — 100 24000							

Mortars

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
60mm	HE	—	x20C	x10	5	20	4000
ROF: 2 WP — x15C x10 — 10 4000							
Mag: 0 ILLUM — — — — 400 4000							
81mm	HE	—	x25C	x10	5	30	4500
ROF: 1 WP — x15C x10 — 20 4500							
Mag: 0 ILLUM — — — — 1000 4500							
82mm	HE	200	x25C	x10	5	30	3000
ROF: 5 HEDP 200 x25C x2 2.5 15 3000							
Mag: 5 WP 200 x15C x10 — 20 3000							
ILLUM 200 — — — 1000 3000							
4.2 Inch	HE	—	x30C	x10	10	40	5900
ROF: 1 WP — x15C x10 — 35 5900							
Mag: 0 ILLUM — — — — 1500 5900							
ICM-DP — x10C x2 30 35 5900							
CHEM — x1C x10 — 15 5900							
120mm	HE	—	x35C	x10	10	45	5700
ROF: 1 WP — x15C x10 — 40 5700							
Mag: 1 ILLUM — — — — 1500 5700							
CHEM — x1C x10 — 15 5700							

LANGUAGE LIST

<i>Family</i>	<i>Group</i>	<i>Language</i>
Germanic	Anglic	English
	West Germanic	German* Dutch Yiddish Flemish
	North Germanic	Danish Swedish Norwegian
Romance	East Romance	Italian Romanian*
	West Romance	Spanish French Portuguese
	E&W Romance	Latin
Celtic	Goidelic	Scots Gaelic
	Brythonic	Welsh Gaelic
Greek	Greek	Greek
Balto-Slavic	Baltic	Lithuanian* Latvian*
	East Slavic	Russian*
	West Slavic	Polish* Czech* Slovak*
	South Slavic	Serbo-Croat Bulgarian* Slovenian Macedonian
Albanian	Albanian	Albanian
Armenian	Armenian	Armenian
Indo-Iranian	Indic	Hindi-Urdu Bengali Romany (Gypsy)
	Iranian	Tajik Pharsi (Persian)
Caucasian	South Cauc.	Georgian
Sino-Tibetan	Sinitic	Mandarin† Cantonese†
	Tibeto-Burman	Thai Burmese
Semito-Hamitic	Semitic	Arabic Hebrew
	Hamitic	Berber Hausa
Dravidian	Dravidian	Tamil
Japanese	Japanese	Japanese
Altaic	Turkic	Turkish Azerbaijani Uzbek Kazakh Tatar Chuvash Kirgiz Turkoman

<i>Family</i>	<i>Group</i>	<i>Language</i>
Altaic (cont)	Ugric	Hungarian*
	Finnic	Finnish Estonian* Mordvinian
Vietnamese	Vietnamese	Vietnamese
Mon-Khmer	Mon-Khmer	Cambodian
Korean	Korean	Korean
Bantu	Bantu	Swahili
Mayalo-Pol.	W. Mayalo-Pol.	Malay- Indonesian
Amerindian	South Amerind.	Maya
	Athabasca	Navaho
	Uto-Aztecan	Nahuatl

*Eastern Bloc Language

†These two languages are mutually unintelligible in their spoken form, but 100% intelligible in their written form.

ENCAMPMENTS

Present: 10+ (2D6)

Die	Disease Type:
1-25	Dysentery
26-40	Food Poisoning
41-55	Minor Disease
56-65	Cholera
66-75	Hepatitis-A
76-85	Pneumonia
86-90	Typhoid
91-95	Typhus
96-99	Plague, Bubonic
100	Plague, Pneumonic

SETTLEMENTS

Present: 11+ (2D6)

Die	Disease Type:
1-20	Dysentery
21-30	Food Poisoning
31-70	Minor Disease
71-80	Cholera
81-90	Hepatitis-A
91-95	Pneumonia
96-99	Typhus
100	Plague, Bubonic

ANIMALS

Present: 12+ (2D6)

Die	Disease:
1-40	Food Poisoning
41-80	Minor Disease
81-90	Typhus
91-95	Rabies
96-100	Plague, Bubonic

CONTAMINATED WATER

Present: 12+ (2D6)

Die	Disease:
1-50	Dysentery
51-75	Typhoid
76-100	Minor Disease

NPC MOTIVATION TABLE

<i>Clubs</i>	<i>Diamonds</i>
Ace — War Leader	Ace — Generosity
King — Brutal	King — Selfishness
Queen — Stubborn	Queen — Lustful
Jack — Murderer	Jack — Coward
2-10 — Violence	2-10 — Wealth
<i>Hearts</i>	<i>Spades</i>
Ace — Justice	Ace — Charismatic
King — Honor	King — Deceitful
Queen — Love	Queen — Ruthless
Jack — Wisdom	Jack — Pompous
2-10 — Fellowship	2-10 — Power

RADIATION ILLNESS CHART

Rads	Slight Illness	Serious Illness	Death
50	9.5	—	—
100	7.5	9.5	—
300	2.5	7.5	9.5
400	0	2.5	7.5
600	0	0	2.5
800	0	0	0

ARMOR VALUES OF COVER TABLE

Cover	Armor Value
Sandbag	5*
2" Wood Plank	1
Wood House Wall	5
Cinder Block Wall	25
Stone Wall	15
Thick Stone Wall	30
Reinforced Concrete	500†
Tree Trunk	15
Brick Wall	25
Thick Brick Wall	75

*per sandbag

†per meter

ARMOR EQUIVALENT CHART

Material	Multiplier
Wood	0.25
Loose Dirt	0.3
Packed Dirt & Stone	1.5
Concrete & Bricks	2.5
Reinforced Concrete	5.0
Sheet Steel	8.0
Hardened Armor Plate	10.0

EQUIPMENT AVAILABILITY

Very Location	Common	Common	Scarce	Rare
Major City	100%	100%	80%	40%
City	100%	80%	60%	20%
Town	100%	70%	40%	10%
Village	60%	30%	15%	0%
Encounter	40%	20%	10%	0%

ENCOUNTER STATISTICS TABLE

Army (RCN/80)

1, 2: 1 elite, 3 veterans, 4 experienced NPCs, 2 novice NPCs. Armed with 1 submachinegun, 1 sniper rifle, 2 pistols, 1 automatic rifle, 7 assault rifles. On foot. 1 horse cart for supplies. 1 roll for special weapons per base unit present..

3, 4: As above, but with 10 riding horses or bicycles. 1 roll for special weapons per base unit present. Towed guns and mortars include horse-drawn limbers.

5, 6: As above, but no horses or cart. 1 roll for special weapons and 1 roll for vehicles per base unit present. (If 2 vehicles listed, first vehicle is used for Soviets, second for Poles)

Military Convoy (RCN/60)

1, 3: 1 veteran, 3 experienced NPCs, 5 novice NPCs. Armed with 1 submachinegun, 8 assault rifles, 1 pistol. 2 horse-drawn wagons, 6 riding horses. 1 roll for special weapons per base unit present. (If a towed weapon, a horse-drawn limber is also present.)

4, 6: As above, but no horses or wagons. One 2½-ton truck with still, one 5-ton cargo truck. 1 roll for special weapons and 1 roll for additional vehicles per base unit present.

Stragglers (RCN/60)

1, 4: 1 veteran, 1 regular, 1 conscript. Armed with 1 submachinegun, 2 assault rifles, 1 pistol. On foot.

5: As above, but with 3 riding horses or bicycles.

6: As above, but no horses. 1 roll for vehicles per base unit present.

Marauders (RCN/80)

1, 2: 1 elite, 2 veteran, 2 experienced NPCs. Armed with 1 submachinegun, 3 assault rifles, 1 automatic rifle. On foot, with 1 horse-drawn cart with supplies. 1 roll for special weapons per two base units present. (If a towed weapon is rolled, there is also a horse-drawn limber.)

3, 4: As above, but mounted on 5 horses.

5, 6: As above, but no horses or carts. One roll for special weapons and one roll for vehicles table per two base units present.

Hunters (RCN/variable)

1, 4: 1D6 men (type at referee's discretion). Half of all men present armed with shotguns, the other half with sporting rifles. If an odd number are present, one man has an assault rifle.

5, 6: As above, but mounted on horses.

Merchants (RCN/80)

1, 4: 1 elite, 2 veterans, 2 experienced NPCs. Armed with 1 assault rifle, 1 sniper rifle, 1 automatic rifle, 1 shotgun, 1 sporting rifle, 3 pistols. 1 horse-drawn wagon and 3 riding horses or bicycles.

5, 6: As above, but no horses or wagons. One 2½-ton truck with fuel trailer.

Refugees (RCN/40)

2 experienced NPCs, 4 recruits. Armed with 1 pistol, 1 shotgun or sporting rifle, 1 knife, 1 spear, 2 clubs. On foot.

ANIMAL DATA CHART

Animal	Meat	Move	# Appearing	Hits	Attack	Hit #	Damage	Stature
Grazer	1D6 × 5kg	10/20/60	2D6	15	No	—	—	6
Bear	1D6 × 20kg	10/20/40	1	80	40%	60	4D6	27
Boar	1D6 × 10kg	5/10/30	1	50	80%	40	4D6	12
Dog	1D6 × 2kg	15/30/60	3D6	10	60%	60	2D6	3
Game	1D6 × 1kg	10/20/40	2D6	5	No	—	—	—
Fowl	1D6 × 1kg	5/20/80	4D6	5	No	—	—	—

ENCOUNTER EQUIPMENT TABLE

Die	Special	Vehicles	Military	Merchant
	Weapons		Cargo	Cargo
2	Rapira-3	T-90/T-72	Mines	Electronics
3	82mm Mort	BMP-B	Parts	Scrap Metal
4	120mm Mort	BTR-70/OT-64	Medical	Shell Casings
5	AT-4	5-ton	Ammo	Wool
6	RPG-16	3/4-ton	Fuel	Wood
7	PK MG	2½-ton (Still)	Food	Food
8	RPG-16	UAZ-469	Fuel	Clothing
9	AGS-17	5-ton	Ammo	Ammunition
10	120mm Mort	BRDM-3/OT-65	Medical	Hardware
11	82mm Mort	BMP-C	Small Arms	Furnishings
12	D-30 How.	T-80	Radios	Bicycles

ENCOUNTER RANGE TABLE

Terrain	Range
Open	1D10 × 300m
Hill	1D10 × 100
Swamp	1D10 × 30m
Woods	1D10 × 10m

SETTLEMENT SIZE TABLE

Die	Village	Town	City	Major City
1	50	1,000	10,000	30,000
2	100	1,500	12,000	40,000
3	150	2,000	14,000	50,000
4	200	2,500	16,000	60,000
5	250	3,000	18,000	70,000
6	300	3,500	20,000	80,000
7	350	4,000	22,000	90,000
8	400	4,500	24,000	100,000
9	450	5,000	26,000	110,000
10	500	6,000	28,000	120,000
Armed	20%	10%	5%	5%

FORAGING TABLE

	Winter	Spring	Summer	Fall
Wood/Scrub	1	3	6	6
Meadow/Swamp	0	1	2	2
Field	0	0	25	50
Fishing (1D6 ×)	½	2	1	1

Equipment List

Every entry below lists weight in kg, price in dollars, and availability. The last is given in the form (availability in the West/availability in the East); V=very common, C=common, S=scarce, and R=rare. Some entries contain additional information.

FIREARMS

Magazines and ammunition (and tripods for machineguns and grenade launchers) must be purchased separately, and are not counted into weight or price. Ammo = type of ammunition used; Mag = number of shots per magazine (I means that the magazine is internal and not detachable; if Mag is missing, the weapon has no magazine).

Bows

Longbow: Includes fiberglass composite bows and wooden self-bows, of 30 to 50 pounds pull. *Ammo:* arrows, *Wt:* 1 kg, *Price:* \$300 (C/C).

Crossbow: Includes both pre-war manufactures and more recent "backyard" weapons made of old rifle stocks and truck springs. Pulls of between 100 and 200 pounds. *Ammo:* bolts, *Wt:* 4 kg, *Price:* \$350 (C/C).

Automatic Pistols

9mm Parabellum: The standard military sidearm for all NATO armies and most Western police forces. *Ammo:* 9mm P, *Wt:* 1 kg, *Mag:* 5, *Price:* \$150 (V/S).

9mm Makarov: The standard military sidearm of the Eastern European states and widely used by police and internal security forces. *Ammo:* 9mm M, *Wt:* .5 kg, *Mag:* 3, *Price:* \$150 (S/V).

9mm Tokarev: Formerly in widespread use by Eastern European military and police. Has been widely supplanted by the Makarov. Due to the large numbers produced, it is still found in use by some police and is widely used by militias. *Ammo:* 7.62mm T, *Wt:* 0.5 kg, *Mag:* 3, *Price:* \$100 (R/C).

.380 (Automatic): Widely used (along with the 9mm Parabellum) by Western European police forces. *Ammo:* .380 ACP, *Wt:* 0.5 kg, *Mag:* 3, *Price:* \$100 (C/S).

.22 (Automatic): A widely used civilian "plinking" pistol, found in most industrialized countries. *Ammo:* .22 LR, *Wt:* 0.5 kg, *Mag:* 3, *Price:* \$50 (C/C).

.45 (Automatic): The standard military sidearm of the United States until the late 1980's, it has been supplanted as general issue by the 9mm Parabellum. However, 9mm procurement has never been sufficient to completely replace the .45 in military use, and thus it is still quite common. *Ammo:* .45 ACP, *Wt:* 1, *Mag:* 2, *Price:* \$100 (S/R).

Revolvers

.38 Special (Revolver): The standard sidearm for U.S. aircrews, including helicopter crews. For the most part found only in U.S. units, although some have filtered out. *Ammo:* .38 Special, *Wt:* 1 kg, *Mag:* 21, *Price:* \$140 (R/R).

Submachineguns

Sterling: The standard military submachinegun of the British Army, the Sterling has also found its way into general use. *Ammo:* 9mm P, *Wt:* 3, *Mag:* 11, *Price:* \$600 (C/S).

Uzi: Once the standard military submachinegun of the Ger-

man Army, it is now returning to service as ammunition for the G11 becomes increasingly hard to find. *Ammo:* 9mm P, *Wt:* 4 kg, *Mag:* 10, *Price:* \$500 (V/C).

M231: The standard firing-port weapon on the M2 Bradley, this weapon is a satisfactory vehicle weapon for suppressive fires but a mediocre submachinegun. Nevertheless, with large numbers of Bradleys no longer operational it was inevitable that the M231 would be dismantled and used in large numbers. *Ammo:* 5.56 N, *Wt:* 4, *Mag:* 10, *Price:* \$300 (V/C).

MP-5: The standard submachinegun of German territorial troops and police. *Ammo:* 9mm P, *Wt:* 3 kg, *Mag:* 10, *Price:* \$400 (C/S).

AKR: The standard Eastern Bloc military submachinegun (except in the Czech Army), the AKR is merely a cut-down version of the AK-74. Although a bit heavy for a submachinegun, it has good accuracy and stopping power. *Ammo:* 5.45 B, *Wt:* 4, *Mag:* 10, *Price:* \$300 (S/C).

Vz 24: The standard Czech submachinegun, mostly found with militia and internal security forces. *Ammo:* 7.62 T, *Wt:* 4 kg, *Mag:* 11 *Price:* \$300 (R/S).

Skorpion: Commonly referred to as a machine pistol, the Skorpion is small enough to carry in a shoulder holster. Its short range and underpowered ammunition make it of limited combat value, but its ease of concealment have made it very popular with Warsaw Pact covert agents. *Ammo:* .32 ACP, *Wt:* 2 kg, *Mag:* 7 *Price:* \$250 (R/S).

G11: A weapon of radical design and great effectiveness, the G11 replaced the G3 as the standard assault rifle and the Uzi as the standard submachinegun of the West German Army. It is a "Bullpup" configuration weapon, which means that the action is placed behind the firing hand, in the normally empty stock. This means that "Bullpup" rifles can have a shorter overall length without the necessity for a shorter barrel.

It differs from other combat rifles in that it fires caseless 4.7mm bullets. The compact nature of the weapon and low recoil of its round makes it as handy as a submachinegun (even though it is a rifle) and it is included with submachineguns for this reason.

Its caseless ammunition is extremely compact, allowing a large magazine capacity. Since there is no spent cartridge casing to eject, the rifle's action is completely enclosed and thus very reliable in a dirty environment. However, there is no way to reload the round, since it is completely consumed, and manufacture has largely ceased. Currently, although the weapon is fairly common, ammunition for it is increasingly rare and most German soldiers have equipped themselves with obsolete weapons. *Ammo:* 4.7 CIs, *Wt:* 4, *Mag:* 32, *Price:* \$400 (S/R).

Assault Rifles

M16A2: The standard combat rifle of the U.S. and Canadian Armies, the M16A2 (commonly called just "M16") is in widespread use and is a popular and effective weapon. *Ammo:* 5.56 N, *Wt:* 3, *Mag:* 10, *Price:* \$400 (V/C).

AKMR: As the AK-74 supplanted the AKM in service, large numbers of AKMs were rechambered to fire the AK-74's 5.45 cartridge to enable standardization of supply without discarding mountains of AKMs. Widely used in Eastern Bloc military units alongside the AK-74. *Ammo:* 5.45 B, *Wt:* 4, *Mag:* 10, *Price:* \$300 (C/V).

AK-74: The standard combat rifle of the Eastern Bloc forces. *Ammo:* 5.45 B, *Wt:* 4 kg, *Mag:* 10, *Price:* \$300 (C/C).

IW: The standard British combat rifle, replacing the FAL. Like

the G11, the IW is a "Bullpup" configuration rifle. Rare outside of British service. *Ammo:* 5.56 N, *Wt:* 4 kg, *Mag:* 10, *Price:* \$500 (S/R).

AKM: The modern version of the ubiquitous AK-47, perhaps the most widely used military small arm in the world, and a very popular one despite its underpowered and unstable cartridge. Replaced in frontline service by the AK-74, many AKMs were rechambered to fire 5.45 Bloc ammunition, and thus true AKMs are mostly found in use by militia units. *Ammo:* 7.62 S, *Wt:* 4 kg, *Mag:* 10, *Price:* \$300 (C/V).

Battle Rifles

FAL: A Belgian rifle adopted as the standard rifle of the British Army, the FAL has been replaced in service by the IW. However, the FAL was a very popular weapon and came into widespread civilian use. Since the outbreak of war, numerous FALs have been picked up by military units, particularly those nostalgic for the heavier cartridge. *Ammo:* 7.62, *Wt:* 5 kg, *Mag:* 7, *Price:* \$600 (S/R).

G3: The standard German assault rifle until replaced by the G11, the G3 was still widely used by territorial and internal security troops, and is now back in service with German troops. *Ammo:* 7.62 N, *Wt:* 5 kg, *Mag:* 7, *Price:* \$500 (C/R).

Sniper Rifles

M40: The standard U.S. Marine sniper rifle, a bolt-action magazine-fed rifle with a telescopic sight. *Ammo:* 7.62 N, *Wt:* 3, *Mag:* 21, *Price:* \$700 (R/R).

SVD: The standard Eastern Bloc sniper rifle (except in Czech service), a semi-automatic clip-fed rifle with a telescopic sight. *Ammo:* 7.62 L, *Wt:* 4 kg, *Mag:* 3, *Price:* \$500 (R/S).

M21: The standard U.S. Army sniper rifle, the M21 is essentially a well-made M14 assault rifle (the U.S. Army's service rifle prior to the M16) fitted with a telescopic sight. *Ammo:* 7.62 N, *Wt:* 5 kg, *Mag:* 7, *Price:* \$400 (S/R).

PSG1: The standard German sniper rifle, a development of the G3 assault rifle fitted with a telescopic sight. *Ammo:* 7.62 N, *Wt:* 8 kg, *Mag:* 7, *Price:* \$600 (R/R).

L42: The standard sniper rifle of the British Army is a progressive development of the bolt action Short Magazine Lee Enfield (the WWII British service rifle), rechambered to fire more modern ammunition and fitted with a telescopic sight. *Ammo:* 7.62 N, *Wt:* 4, *Mag:* 3, *Price:* \$400 (R/R).

Parker-Hale: The standard Canadian sniper rifle is a well made civilian hunting rifle adapted to military use and fitted with a telescopic sight. *Ammo:* 7.62 Nato, *Wt:* 4 kg, *Mag:* 11, *Price:* \$400 (R/R).

Vz54: The standard Czech sniper rifle is a progressive development of the bolt-action Mauser (the German Army's WWII service rifle), fitted with a telescopic sight. *Ammo:* 8mm M, *Wt:* 4.5 kg, *Mag:* 2, *Price:* \$300 (R/R).

Sporting Rifles

.30-30: A popular sporting arm, and found in civilian hands even in Eastern Europe, the .30-.30 is a lever-action rifle. *Ammo:* .30-30, *Wt:* 3 kg, *Mag:* 31, *Price:* \$250 (C/S).

.30-06: Another popular hunting rifle; a bolt-action rifle. *Ammo:* .30-06, *Wt:* 4, *Mag:* 21, *Price:* \$300 (C/S).

.22 Bolt Action: A widely available light hunting rifle, the .22 is excellent for squirrels and other small game, but does not have sufficient stopping power to be reliable against larger targets. It is a bolt action rifle. *Ammo:* .22 LR, *Wt:* 2 kg, *Mag:* 11, *Price:*

\$150 (C/C).

.22 Semi-Auto: Another widely available light hunting rifle, this version of the .22 is semiautomatic. *Ammo:* .22 LR, *Wt:* 2, *Mag:* 31, *Price:* \$100 (C/C).

Mauser Bolt Action: A bolt action civilian version of the German WWII rifle, this weapon is in very widespread use due to the tremendous numbers manufactured. *Ammo:* 8mm M, *Wt:* 4, *Mag:* 2, *Price:* \$150 (C/C).

Shotguns

Double: The double barrel shotgun (in either the side-by-side or over-under configuration) is the most widely used hunting weapon in Eastern Europe, and is also used extensively in the West. The weapon breaks open at the action and the two rounds are reloaded individually. *Ammo:* 12 gauge, *Wt:* 3, *Mag:* 21, *Price:* \$200 (V/V).

Pump: Pump action shotguns are widely used in western Europe, and have been widely taken into military use. *Ammo:* 12 gauge, *Wt:* 4 kg, *Mag:* 81, *Price:* \$300 (V/C).

HK Combat Assault Weapon: The standard combat shotgun of the German and U.S. Armies (the U.S. weapon being a slightly modified version produced under license by Olin), the Heckler & Koch CAW is a "Bullpup" configuration weapon, like the G11. *Ammo:* 12 gauge, *Wt:* 4, *Mag:* 10, *Price:* \$800 (C/R).

Automatic Rifles

M249: The M249 Squad Automatic Weapon (SAW) is the standard U.S. light automatic support weapon. It can accept either the standard 10-shot magazine of the M16A2 or a 50-shot belt. It is equipped with a bipod. *Ammo:* 5.56 N, *Wt:* 7 kg, *Mag:* 10 or 50, *Price:* \$1,500 (S/R).

LSW: The heavy-barrel support version of the IW, the Light Support Weapon uses the same 10-shot magazine as the IW and is equipped with a bipod. *Ammo:* 5.56 N, *Wt:* 4.5 kg, *Mag:* 10, *Price:* \$1,500 (R/R).

RPK-74: The standard Warsaw Pact light automatic support weapon, the RPK-74 can accept either the same magazine as the AK-74 or an oversized 13 shot magazine. *Ammo:* 5.45 B, *Wt:* 4.5 kg, *Mag:* 10 or 13, *Price:* \$1,000 (S/C).

Melee Weapons

Knife: Any of a variety of large knives about the size of a kitchen butcher knife. Of limited use as a weapon because of its short reach, but deadly in the right hands. *Wt:* .5 kg, *Price:* \$5 (V/V).

Bayonet: A military knife which can either be used while held in the hand or attached to the end of an assault or battle rifle. *Wt:* .5 kg, *Price:* \$20 (C/C).

Spear: A short, broad blade mounted on the end of a long wooden shaft. It is a thrusting weapon, awkward to use but useful because of its long reach. Civilians without firearms often use spears as defense against animals. *Wt:* 4 kg, *Price:* \$10 (V/V).

Club: A blunt object about half a meter or less in length, used as a bashing instrument. *Wt:* 2 kg, *Price:* \$Free (found on the ground) (V/V).

Hatchet: a short-handled chopping tool used to trim firewood and for other tasks. *Wt:* 2 kg, *Price:* \$20 (V/V).

Axe: A long shafted heavy chopping instrument. *Wt:* 4 kg, *Price:* \$50 (V/V).

Machete: A long-bladed slashing tool used to clear away underbrush. *Wt:* 2 kg, *Price:* \$50 (C/C).

Machineguns

M60: The standard U.S. general purpose machinegun, a development of the WWII German MG42. It is equipped with a bipod and can also be fired from a tripod (NLt). It accepts 33-shot belts. *Ammo:* 7.62 N, *Wt:* 10 kg, *Mag:* 33, *Price:* \$1,500 (S/R).

MG3: The standard German general purpose machinegun is a slightly improved copy of the wartime MG42. It is equipped with a bipod and can also be fired from a tripod (NMT). It accepts 33-shot belts. *Ammo:* 7.62 N, *Wt:* 8 kg, *Mag:* 33, *Price:* \$1,500 (S/R).

MAG: The Belgian MAG is the standard general purpose machinegun of the British Army. It is equipped with a bipod and can also be fired from a tripod (NMT). It accepts 33-shot belts. *Ammo:* 7.62 N, *Wt:* 12 kg, *Mag:* 33, *Price:* \$1,500 (S/R).

PK: The standard Warsaw Pact medium machinegun usually found mounted on a vehicle. It is equipped with a bipod and can also be fired from a tripod (PLT). It accepts 33-shot belts. *Ammo:* 7.62 L, *Wt:* 10 kg, *Mag:* 33, *Price:* \$2,000 (R/S).

Vz 59: The standard medium machinegun of the Czech army, a local design which is equipped with a bipod and can also be fired from a tripod (PLT). It accepts 33-shot belts. *Ammo:* 7.62 L, *Wt:* 9 kg, *Mag:* 33, *Price:* \$1,500 (R/R).

Heavy Machineguns

M214: The M214 is a six-barrel gatling gun, fed by a 335-shot drum. It may be fired only from a tripod (NHT) or vehicle mount. *Ammo:* 5.56 N, *Wt:* 20 kg, *Mag:* 335, *Price:* \$10,000 (R/R).

M2HB: The M2 Heavy Barrel is the standard heavy machinegun of every western European Army. It accepts 35-shot belts and may be fired only from a tripod (NHT) or from a vehicle mount. *Ammo:* .50 BMG or SLAP, *Wt:* 42 kg, *Mag:* 35, *Price:* \$1,600 (V/C).

DShK: The standard heavy machinegun in use by the Warsaw Pact nations. It is usually used on a vehicle mount, but can also be used on a wheeled carriage (PHC) which is treated as a tripod mount. It accepts 17-shot belts. *Ammo:* 12.7 B, *Wt:* 40 kg, *Mag:* 17, *Price:* \$2,000 (C/V).

KPV: The KPV is the largest caliber conventional machinegun in service and is virtually a small cannon. It fires a round originally developed for the Soviet RTRS-41 antitank rifle in WWII, and is found mounted only on vehicles. It accepts 17-shot belts. *Ammo:* 14.7 B, *Wt:* 50 kg, *Mag:* 17, *Price:* \$3,000 (S/C).

Grenade Launchers

M203: The standard infantry grenade launcher of the U.S and Canadian armies, the M203 is a single-shot launcher which is attached to the bottom of an M16 rifle. *Ammo:* 40mm grenades, *Wt:* 1.4 kg, *Price:* \$500 (C/S).

HK-69: The standard infantry grenade launcher of the West German Army, it can be attached to the bottom of any assault or battle rifle or can be used as a separate weapon. *Ammo:* 40mm grenades, *Wt:* 2 kg, *Price:* \$500 (S/R).

AGS-17: The standard Warsaw Pact infantry support grenade launcher, the AGS-17 is a tripod-mounted (PMT) drum-fed automatic grenade launcher. It may be fired only from its tripod

or from a vehicle mount. *Ammo:* 30mm grenades, *Wt:* 18 kg, *Mag:* 30, *Price:* \$3,000 (R/S).

Mark-19: The standard infantry support grenade launcher in the United States Army, the Mark-19 is a tripod-mounted (NHT) belt-fed automatic weapon. It may also fire unbelted individual grenades (ROF 1). It may be fired only from a tripod or vehicle mount. *Ammo:* 40mm grenades and 40mm high velocity grenades, *Wt:* 40 kg, *Mag:* 50, *Price:* \$5,000 (S/R).

Rocket Launchers

M202: A four-shot clip-fed rocket launcher. Clips may be either incendiary or antitank rockets. *Ammo:* 66mm rockets, *Wt:* 5 kg, *Mag:* 4, *Price:* \$2,000 (S/R).

RPG-16: The standard Warsaw Pact antitank rocket launcher. *Ammo:* 58.3mm rockets, *Wt:* 10 kg, *Price:* \$1,000 (S/C).

Armbrust: A single-shot, disposable anti-tank rocket launcher. *Wt:* 6 kg, *Price:* \$200 (S/R).

Antitank Missile Launchers

Tank Breaker: A man-portable launcher fired from an integral rest, Tank Breaker fires a homing fire-and-forget missile which can be set either to hit the target directly or fly over it and attack from above where the armor is generally thinner. *Wt:* 10 kg, *Price:* \$5,000 (S/R).

AT-4: The Warsaw Pact man-portable missile launcher, the AT-4 is fired from an integral tripod. The missile is wire guided and the gunner must continue to aim at the target for the entire flight of the missile. *Wt:* 5 kg, *Price:* \$3,000 (S/C).

TOW II: The launcher for the TOW II missile on the M2 Bradley. The launcher may be fired only from the vehicle mount; the missile is wire guided and the gunner must continue to aim at the target for the entire flight of the missile. The launcher cannot be reloaded from inside the vehicle. *Wt:* 30 kg, *Mag:* 2, *Price:* \$10,000 (S/R).

AT-5: The missile launcher on the BMP-B and BMP-C armored personnel carriers. The launcher may be fired only from the vehicle mount; the missile is wire guided and the gunner must aim at the target for the entire flight of the missile. The gunner must open the turret hatch and expose his head, arms, and chest to reload. *Wt:* 15 kg, *Price:* \$6,000 (R/S).

Large Caliber Guns

Note: Most large caliber guns are an integral part of a vehicle. Prices and availability are given only for those which are available separately.

23mm Autocannon: A belt-fed automatic cannon mounted on the OT-65. It accepts 33-shot belts. It may be fired only from the vehicle mount.

25mm Autocannon: A belt-fed automatic cannon mounted on the M2-2 and LAV-25. The weapon may have two belts, with two different types of ammunition, loaded simultaneously and may fire from either belt. Neither the 25mm autocannon nor the gunner's machinegun may fire while either belt is being reloaded. The weapon accepts 33-shot belts.

30mm Autocannon: A belt-fed automatic cannon mounted on the BMP-B, BMP-C, and BRDM-3. The weapon accepts 33-shot belts. A six-barrel gatling gun version of the 30mm is used on the ZSU-30-6. Its rate of fire (5) is the number of times each gun can fire per combat round. Thus, if the vehicle fires five times, a total of 30 shots could be fired.

40mm Autocannon: A hopper-fed automatic cannon mounted on the M-988. The M-988 has twin guns. Its rate of fire (5) is

the number of times each gun can fire per combat round. Thus, if the vehicle fires five times, a total of ten shots could be fired. The ammunition hopper for the vehicle may be reloaded while the gun is firing, but only one shot may be placed in the hopper per combat round. The vehicle's hopper holds 233 shots.

75mm Autocannon: A hopper-fed automatic cannon mounted on the LAV-75. The gun has a 36-shot carousel in the bottom of the vehicle hull. If additional rounds are carried in the vehicle, the carousel may be reloaded while the gun is firing, but only one shot may be placed in the carousel per combat round.

105mm Gun: A manually loaded large caliber gun mounted on the M1 tank.

120mm Gun: A large caliber gun mounted on the M1E1 and M1E2 tanks. On the M1E1 it is manually loaded, on the M1E2 it is equipped with an autoloader.

125mm Gun (Rapira-3): A large caliber gun mounted on the T-72, T-80, T-90 tanks and the Rapira-3 towed antitank gun. All three tanks are equipped with autoloaders. On the Rapira-3 the gun is manually loaded. On the T-72 and T-80, the gun automatically goes to maximum elevation while the autoloader is working, and so the gunner may not aim during loading. On the T-90 and the Rapira-3 the gunner may aim during loading. The Rapira-3 has an armor class 15 gunshield which provides cover for the gunner and loader if fired at from the front. The Rapira-3 takes 8 combat turns to set up. *Wt (Rapira-3):* 3.5 tons, *Price (Rapira-3):* \$50,000 (R/S).

Howitzers

122mm: The howitzer mounted on the SAU-122 self-propelled howitzer and the D-30 towed howitzer. It is manually loaded. The D-30 has an armor class 15 gunshield which provides cover for the gunner (but not the loader) if fired at from the front. The D-30 takes 12 combat turns to set up. *Wt (D-30):* 3 tons, *Price (D-30):* \$50,000 (S/C).

152mm: The howitzer mounted on the SAU-152 self-propelled howitzer. It is manually loaded.

155mm: The howitzer mounted on the M109A2 self-propelled howitzer. It is manually loaded.

Mortars

60mm: Standard light mortar for the U.S. Army. It can be disassembled into three loads (bipod, baseplate, tube) for easier transportation. Individual rounds are dropped down the tube by the loader. Requires two combat turns to set up. *Wt:* 20 kg (bipod 8 kg, baseplate 4 kg, tube 8 kg), *Price:* \$5,000 (C/S).

81mm: Standard medium mortar for most western armies. It can be disassembled into three loads (bipod, baseplate, tube) for easier transportation. Individual rounds are dropped down the tube by the loader. Requires 6 combat turns to set up. *Wt:* 40 kg (bipod 15 kg, baseplate 10 kg, tube 15 kg), *Price:* \$10,000 (C/S).

82mm Vasilek: Standard medium mortar for the Warsaw Pact, the Vasilek is a clip-fed automatic mortar. May not be disassembled, but is provided with a detachable wheeled carriage to allow it to be towed behind a vehicle. The mortar may not be fired from its carriage. Requires 12 combat turns to set up. *Wt:* 80 kg (carriage weighs 50 kg), *Mag:* 5, *Price:* \$20,000 (R/S).

4.2'': Standard heavy mortar for the U.S. Army. Can be disassembled into three loads (monopod, baseplate, tube) for easier transportation. Individual rounds are dropped down the tube by the loader. Requires 12 combat turns to set up. *Wt:*

300 kg (monopod 80 kg, baseplate 100 kg, tube 120 kg), *Price:* \$12,000 (C/S).

120mm: Standard heavy mortar for the Warsaw Pact and most western European armies. It can be disassembled into three loads (bipod, baseplate, tube) for easier transportation. A wheeled carriage is also provided to allow the assembled weapon to be towed behind a vehicle. The mortar may not be fired from its carriage. Individual rounds are dropped down the tube by the loader. Requires 12 combat turns to set up. *Wt:* 280 kg (bipod: 70 kg, baseplate 90 kg, tube 120 kg, wheeled carriage weighs 240 kg), *Price:* \$15,000 (C/C).

Tripods

With the exception of the AT-4, a tripod for a weapon must be purchased separately.

NLT (Nato Light Tripod): Accepts M60 and MG3. *Wt:* 7 kg, *Price:* \$200 (C/S).

NMT (Nato Medium Tripod): Accepts MAG. *Wt:* 10 kg, *Price:* \$200 (S/R).

NHT (Nato Heavy Tripod): Accepts M214, M2HB, Mark-19. *Wt:* 22 kg, *Price:* \$350 (C/S).

PLT (Pact Light Tripod): Accepts PK, Vz 59. *Wt:* 10 kg, *Price:* \$250 (S/C).

PMT (Pact Medium Tripod): Accepts AGS-17. *Wt:* 12 kg, *Price:* \$300 (S/C).

PHC (Pact Heavy Carriage): Accepts DShK. *Wt:* 100 kg, *Price:* \$1000 (R/S).

Ammunition

Small Arms & Machinegun

Weights per magazine include weight of magazine. Magazines are purchased separately and cost \$1 per shot of capacity, except the 335-shot drum for 5.56 N.

Longbow Arrow: *Wt:* 3 kg per 24, *Price:* \$50 per 24 (C/C).

Crossbow Bolt: *Wt:* 3 kg per 24, *Price:* \$30 per 24 (C/C).

4.7 CIs (4.7x21mm Caseless): *Wt:* 10 kg per case of 600, 1 kg per 32-shot magazine, *Price:* \$1300 per case (S/R).

5.45 B (5.45x39mm Bloc): *Wt:* 10 kg per case of 280, 0.5 kg per 10-shot magazine, 0.6 kg per 13-shot magazine, *Price:* \$100 per case (C/V).

5.56 N (5.56x45mm NATO): *Wt:* 10 kg per case of 280 or 250 belted, 0.5 kg per 10-shot magazine, 2 kg per 50-shot belt, 15 kg per 335-shot drum, *Price:* \$100 per case, \$200 per drum (magazine included) (V/C).

.22 LR (5.7x17mmR Long Rifle): *Wt:* 20 kg per case of 1,600, 0.1 kg per 3-shot magazine, *Price:* \$225 per case (C/S).

7.62 T (7.62x25mm Tokarev): *Wt:* 35 kg per case of 840, .2 kg per 3-shot magazine, .6 kg per 11-shot magazine, *Price:* \$250 per case (R/S).

7.62 S (7.62x39mm Short): *Wt:* 10 kg per case of 220, 1 kg per 10-shot magazine, *Price:* \$80 per case (S/C).

.30-30 (7.62x51mmR): *Wt:* 20 kg per case of 300, 15 loose shots per kilogram, *Price:* \$170 per case (C/S).

7.62 N (7.62x51mm NATO): *Wt:* 15 kg per case of 200, .75 kg per 7-shot magazine, 3 kg per 33-shot belt, *Price:* \$65 per case (C/S).

7.62 L (7.62x54mmR Long): *Wt:* 15 kg per case of 200 or 165 belted, 0.3 kg per 3-shot magazine, 3 kg per 33-shot belt, *Price:* \$70 per case (S/C).

.30-06 (7.62x63mm): *Wt:* 15 kg per case of 150, 35 loose shots per kilogram, *Price:* \$80 per case (S/R).

.32 ACP (7.65x17mmSR): *Wt:* 20 kg per case of 800,

0.4 kg per 7-shot magazine, *Price*: \$150 per case (S/S).

8mm M (7.92x57mm Mauser): *Wt*: 10 kg per case of 100, 0.2 kg per 2-shot magazine, *Price*: \$30 per case (S/S).

.380 ACP (9x17mm): *Wt*: 15 kg per case of 480, 0.1 kg per 3-shot magazine, *Price*: \$125 per case (C/S).

9mm M (9x18mm Makarov): *Wt*: 15 kg per case of 480, 0.1 kg per 3-shot magazine, *Price*: \$200 per case (S/C).

9mm P (9x19mm Parabellum): *Wt*: 15 kg per case of 480, 0.2 kg per 5-shot, 0.5 kg per 10-shot, 0.6 kg per 11-shot magazine, *Price*: \$225 per case (V/C).

.38 Special (9x29mmR): *Wt*: 15 kg per case of 300 (65 loose shots per kilogram), *Price*: \$175 per case (S/R).

.45 ACP (11.43x23mm): *Wt*: 20 kg per case of 300, .3 kg per 2-shot magazine, *Price*: \$63 per case (S/R).

12.7 B (12.7x83mmR Bloc): *Wt*: 25 kg per case of 34 belted, 11 kg per 17-shot belt, *Price*: \$35 per case (S/C).

.50 BMG (12.7x99mm): *Wt*: 15 kg per case of 35, belted, 13 kg per 35-shot belt, *Price*: \$35 per case (C/S).

.50 SLAP (12.7x99mm Saboted Light Armor Piercing): *Wt*: 15 kg per case of 35, belted, 13 kg per 35-shot belt, *Price*: \$60 per case (S/R).

14.5 B (14.5x114mm Bloc): *Wt*: 30 kg per case of 33, belted, 25 kg per 33-shot belt, *Price*: \$30 per case (S/C).

12 Gauge (12 Gauge All-brass): *Wt*: 15 kg per case of 240, 1 kg per 10-shot magazine, (15 loose shots per kilogram), \$100 per case (C/C).

Types of Rounds

Large caliber gun and grenade rounds come in several types, explained below. Each weapon can fire one or more of these types.

API (Armor Piercing Incendiary): A nearly solid round containing a small amount of incendiary material in the base. Primarily used against armored vehicles.

HE (High Explosive): A high explosive round is a hollow casing containing an explosive compound. Set to detonate on impact or at a selected altitude, it is useful against infantry and some larger targets. It is the least expensive (and thus most common) indirect fire round used.

HEXPFP (High Explosive Proximity Fused Pre-Fragmented): A sophisticated air defense round also useful against personnel on the ground. It is a high explosive round with a reservoir of tungsten pellets which become lethal fragments when the round is detonated. When used against aircraft the proximity fuse detonated the round when it approached within 6 meters of the aircraft.

HEAT (High Explosive Anti-Tank): A hollow shell filled with explosive compound. An inverted cone in the nose of the shell directs the explosive force forward into a high energy jet of super-heated gas and molten metal, reducing the effectiveness of the round against soft targets but vastly increasing it against armor.

APFSDS (Armor Piercing Fin Stabilized Discarding Sabot): The round consists of a sub-caliber finned penetrator (usually made of tungsten) surrounded by a full-bore aluminum sabot (pronounced SAY-bo) in several pieces. Once the round leaves the barrel, the sabot falls away. The combination of a large propelling charge and a small diameter penetrator results in very high muzzle velocity and armor penetration.

APFSDSDU (Armor Piercing Fin Stabilized Discarding Sabot Depleted Uranium): Essentially the same as an APFSDS round, but with a penetrator made of depleted uranium. The density

and hardness of the DU penetrator increases the ability of the round to penetrate armor considerably. Depleted uranium is spent reactor fuel, and contains little or no U-235. It is not dangerously radioactive.

HEDP (High Explosive Dual Purpose): A hollow round containing an explosive compound filler with a shaped charge director in the nose to provide the round with an enhanced armor penetrating capability.

ICM (Improved Conventional Munitions): A hollow round filled with grenades. The round bursts in the air and scatters grenades over a large area. It is very effective against infantry.

ICM-DP (Improved Conventional Munitions, Dual Purpose): Similar to ICM, the ICM-DP round contains shaped charge grenades which have an improved effectiveness against armored targets, provided they achieve a direct hit.

WP (White Phosphorus): A hollow round filled with white phosphorus. Upon detonation, it scatters burning white phosphorus throughout its burst radius. WP rounds also generate thick white smoke.

CHEM (Chemical): A hollow shell which, upon landing, burns and releases a gas or smoke. The most common chemical is hexachloroethane (HC) smoke, and all prices below are based on that round. Rounds may also be filled with irritant gas (double price), blood agent poisonous gas (triple price) or nerve gas (quadruple price). In all cases, the chemical cloud will cover an area the width of the burst area and four times as long as the burst area. The cloud will originate at the impact point of the round and stretch down wind.

ILLUM (Illumination): A hollow round containing a parachute flare which will illuminate the area defined by the round's burst radius for two combat turns (one minute).

CLGP (Cannon Launched Guided Projectile): A high explosive round which homes on the reflection of a laser target designator. If a laser target designator is aimed at a vehicle or building, the round has a 90% chance of a direct hit.

FASCAM (Family of Scatterable Mines): A hollow round containing antitank and antipersonnel mines. The round bursts in the air and scatters mines over an area 100 meters in radius from the burst point.

Powder Charges: Most guns use a round which consists of both the projectile and a brass casing with propellant. The 125mm gun and all howitzers fire a round consisting of a projectile and a separate powder charge. One powder charge is consumed for each projectile fired.

HAND GRENADES

Fragmentation: The grenade, upon exploding, scatters metal fragments throughout its burst radius. *Wt*: 0.5 kg, 30 kg per case of 30, *Price*: \$4 each, \$100 per case (C/C).

Chemical: Same as a chemical round for large caliber guns. Two types are available: HC smoke and irritant gas. *Wt*: .5 kg, 16 kg per case of 16, *Price*: \$3 each, \$40 per case for smoke, double prices for irritant (smoke C/S, irritant S/R).

Anti-tank: The grenade is designed to explode on impact. It contains a shaped charge, and is stabilized by fins so that the grenade flies with the shaped charge pointing forward. *Wt*: 1 kg, 25 kg per case of 15, *Price*: \$10 each, \$120 per case (R/S).

Concussion: The grenade consists of explosive filler in a cardboard container. Upon explosion it will knock people down, but causes no lethal fragmentation. *Wt*: .5 kg, 20 kg per case of 20, *Price*: \$4 each, \$70 per case (C/S).

Thermite: The grenade has little blast or fragmentation, but

burns with intense heat. *Wt:* 1 kg, 20 kg per case of 16, *Price:* \$10 each, \$140 per case (S/R).

WP: The grenade scatters incendiary fragments throughout its burst radius and burns with intense heat. *Wt:* 1 kg, 20 kg per case of 16, *Price:* \$20 each, \$280 per case (S/S).

Grenade Launcher Rounds

30mm HE: Fired from an AGS-17 grenade launcher. *Wt:* 0.35 kg, 10 kg per 29-round drum. *Price:* \$3 each, \$75 per drum (R/C).

40mm HE: Fired from the M203, HK-69, or Mk-19 grenade launcher. *Wt:* 0.3 kg, 25 kg per case of 72, *Price:* \$4 each, \$200 per case (C/S).

40mm HEDP: Fired from the M203, HK-69, or Mk-19. *Wt:* 0.3 kg, 25 kg per case of 72, *Price:* \$5 each, \$250 per case (S/R).

40mm CHEM: Irritant gas only. Fired from the HK-69, M203, or Mk-19. *Wt:* 0.3 kg, 25 kg per case of 44, *Price:* \$4 each, \$150 per case, (S/R).

40mm ILLUM: Fired from the HK-69, M203, or Mk-19. *Wt:* 0.2 kg, 20 kg per case of 44, *Price:* \$6 each, \$225 per case (S/R).

40mm HVHE: Fired only from the Mk-19 grenade launcher, the round is a standard HE round with a larger propelling charge for greater range. *Wt:* 0.4 kg, 20 kg per 50-shot belt, 25 kg per case of 50 belted, *Price:* \$6 each, \$250 per case (S/R).

40mm HVHEDP: Fired only from the Mk-19 grenade launcher, this is a standard HEDP round with a larger propelling charge. *Wt:* 0.4 kg, 20 kg per 50-shot case, 25 kg per case of 50 belted, *Price:* \$10 each, \$400 per case (S/R).

Rockets

58.3mm HEAT: Fired from the RPG-16 rocket launcher. *Wt:* 3 kg, 10 kg per case of 3, *Price:* \$50 each, \$125 per case (R/S).

66mm HEAT: Fired from the M202 rocket launcher. *Wt:* 7 kg per 4-round clip, *Price:* \$250 per clip (S/R).

66mm WP: Fired from the M202 rocket launcher. *Wt:* 7 kg per 4-round clip, *Price:* \$400 per clip (S/R).

Rifle Grenades

HEAT: Fired from any battle rifle or assault rifle. *Wt:* 0.7 kg, 20 kg per 10-round case, *Price:* \$12, \$100 per case (S/R).

WP: Fired from any battle rifle or assault rifle. *Wt:* 0.7 kg, 20 kg per case of 10, *Price:* \$25 each, \$200 per case (S/R).

140mm Rifle Assault Weapon (RAW) HE: A rocket-propelled grenade which can be fired from any assault rifle which fires 5.56 N ammunition. *Wt:* 3 kg, *Price:* \$50 each (S/R).

140mm Rifle Assault Weapon (RAW) HEAT: As above, but with a HEAT warhead *Wt:* 3 kg, *Price:* \$100 each (S/R).

Antitank Missiles

Tank Breaker: Fired from a Tank Breaker launcher. A self-guiding missile with a HEAT warhead. *Wt:* 10 kg, *Price:* \$1000 each (S/R).

TOW II: Fired from the TOW launcher on the M2 Bradley. A wire-guided missile with a HEAT warhead. *Wt:* 20 kg, *Price:* \$1500 (S/R).

AT-4: Fired from the AT-4 launcher. A wire-guided missile with a HEAT warhead. *Wt:* 7 kg, *Price:* \$750 (R/S).

AT-5: Fired from the AT-5 launcher on the BMP-B and BMP-C. A wire-guided missile with a HEAT warhead. *Wt:* 8 kg, *Price:* \$1200 (R/S).

Large Caliber Rounds

23mm API: *Wt:* 100 kg per case of 33, belted. *Price:* \$500 per case (S/C).

23mm HE: *Wt:* 100 kg per case of 33, belted, *Price:* \$500 per case (S/C).

25mm API: *Wt:* 100 kg per case of 33, belted, *Price:* \$650 per case (C/S).

25mm HE: *Wt:* 100 kg per case of 33, belted, *Price:* \$650 per case (C/S).

25mm APFSDSDU: *Wt:* 100 kg per case of 33, belted, *Price:* \$2500 per case (S/R).

30mm API: *Wt:* 25 kg per case of 33, belted, *Price:* \$750 per case (S/C).

30mm HE: *Wt:* 25 kg per case of 33, belted, *Price:* \$750 per case (S/C).

40mm HE: *Wt:* 50 kg per case of 64, *Price:* \$6000 per case (C/S).

40mm HEPXPF: *Wt:* 200 kg per case of 64, *Price:* \$8,000 per case (R/R).

75mm HE: *Wt:* 10 kg, *Price:* \$250 (C/S).

75mm WP: *Wt:* 10 kg, *Price:* \$500 10 kg (R/R).

75mm APFSDS: *Wt:* 10 kg, *Price:* \$600 (S/R).

105mm HEAT: *Wt:* 25 kg, *Price:* \$600 (C/S).

105mm APFSDS: *Wt:* 25 kg, *Price:* \$600 (S/R).

105mm APFSDSDU: *Wt:* 25 kg, *Price:* \$1000 (R/R).

105mm WP: *Wt:* 25 kg, *Price:* \$1000 (R/R).

120mm HEAT: *Wt:* 50 kg, *Price:* \$800 (C/S).

120mm APFSDS: *Wt:* 50 kg, *Price:* \$800 (S/R).

120mm APFSDSDU: *Wt:* 50 kg, *Price:* \$1500 (R/R).

120mm WP: *Wt:* 50 kg, *Price:* \$1000 (R/R).

125mm HE: *Wt:* 40 kg, *Price:* \$800 (S/C).

125mm HEAT: *Wt:* 40 kg, *Price:* \$800 (R/S).

125mm APFSDS: *Wt:* 40 kg, *Price:* \$800 (S/R).

125mm APFSDSDU: *Wt:* 40 kg, *Price:* \$1500 (R/R).

125mm Powder charge: *Wt:* 25 kg, *Price:* \$80 (S/C).

Howitzer Rounds

122mm HE: *Wt:* 25 kg, *Price:* \$350 (S/C).

122mm HEAT: *Wt:* 25 kg, *Price:* \$500 (R/S).

122mm ICM: *Wt:* 25 kg, *Price:* \$2000 (R/R).

122mm WP: *Wt:* 25 kg, *Price:* \$700 (R/S).

122mm CHEM: *Wt:* 25 kg, *Price:* \$350 (R/S).

122mm ILLUM: *Wt:* 25 kg, *Price:* \$350 (R/R).

122mm Powder Charge: *Wt:* 10 kg, *Price:* \$40 (C/V).

152mm HE: *Wt:* 50 kg, *Price:* \$500 (S/C).

152mm HEAT: *Wt:* 50 kg, *Price:* \$750 (R/S).

152mm ICM: *Wt:* 50 kg, *Price:* \$3000 (R/R).

152mm WP: *Wt:* 50 kg, *Price:* \$1000 (R/S).

152mm CHEM: *Wt:* 50 kg, *Price:* \$500 (R/S).

152mm ILLUM: *Wt:* 50 kg, *Price:* \$500 (R/R).

152mm Powder Charge: *Wt:* 25 kg, *Price:* \$60 (C/V).

155mm HE: *Wt:* 50 kg, *Price:* \$500 (C/S).

155mm HEAT: *Wt:* 50 kg, *Price:* \$750 (C/S).

155mm ICM-DP: *Wt:* 50 kg, *Price:* \$3000 (R/R).

155mm WP: *Wt:* 50 kg, *Price:* \$1000 (S/R).

155mm CHEM: *Wt:* 50 kg, *Price:* \$500 (S/R).

155mm ILLUM: *Wt:* 50 kg, *Price:* \$500 (S/R).

155mm CLGP: *Wt:* 50 kg, *Price:* \$5000 (R/R).

155mm FASCAM: *Wt:* 50 kg, *Price:* \$5000 (R/R).

155mm Powder Charge: *Wt:* 25 kg, *Price:* \$60 (V/C).

Mortar Rounds

60mm HE: *Wt:* 25 kg per case of 12, *Price:* \$300 per case (C/S).

60mm WP: *Wt:* 25 kg per case of 12. *Price:* \$600 per case (S/R).

60mm ILLUM: *Wt:* 25 kg per case of 12, *Price:* \$300 per case (S/R).

81mm HE: *Wt:* 25 kg case of 3, *Price:* \$150 per case (C/S).

81mm WP: *Wt:* 25 kg case of 3, *Price:* \$300 per case (S/R).

81mm ILLUM: *Wt:* 25 kg per case of 3, *Price:* \$150 (S/R).

82mm HE: *Wt:* 50 kg per 5-round clip, *Price:* \$300 per clip (S/C).

82mm HEDP: *Wt:* 50 kg per 5-round clip, *Price:* \$600 per clip (R/S).

82mm WP: *Wt:* 25 kg per case of 3, *Price:* \$300 per case (R/S).

82mm ILLUM: *Wt:* 25 kg per case of 3, *Price:* \$150 per case (R/S).

4.2 Inch HE: *Wt:* 35 kg per case of 2, *Price:* \$200 per case (C/S).

4.2 Inch ICM-DP: *Wt:* 35 kg per case of 2, *Price:* \$2000 per case (R/R).

4.2 Inch WP: *Wt:* 35 kg per case of 2. *Price:* \$400 per case (S/R).

4.2 Inch CHEM: *Wt:* 35 kg per case of 2, *Price:* \$200 per case (S/R).

4.2 Inch ILLUM: *Wt:* 35 kg per case of 2 *Price:* \$200 per case (S/R).

120mm HE: *Wt:* 50 kg per case of 2. *Price:* \$200 per case (V/V).

120mm WP: *Wt:* 50 kg per case of 2, *Price:* \$400 per case (S/S).

120mm CHEM: *Wt:* 50 kg per case of 2, *Price:* \$250 per case (S/S).

120mm ILLUM: *Wt:* 50 kg per case of 2, *Price:* \$200 per case (S/R).

VEHICLES

Notes: *Price:* includes all weapons listed under Armament, all ammunition listed under Ammo, and one full load of fuel; *RF:* rangefinder bonus; *Armament:* the weapon or weapons with which the vehicle is normally equipped, included in the vehicle price (MG = machinegun, GL = grenade launcher); *Ammo:* the amount of ammunition carried in ammunition stores (additional ammo may be purchased and carried, but it counts as cargo); *Tr Mov:* travel move; *Com Mov:* combat move; *Fuel cap:* fuel capacity, in liters; *Fuel cons:* fuel consumption rate, in liters of gasoline per period; *Fuel Type:* types of fuel which the vehicle can use (G = gasoline, AvG: aviation gasoline, D = diesel, A = alcohol—methanol and ethanol); *Load:* the vehicle's interior cargo capacity; *Veh Wt:* the vehicle's gross weight, including ammo and fuel but not cargo; *Mnt:* Maintenance number; *Crew:* (number of crew) + (number of passengers).

Weapons Mounts: Most weapons are fired by the vehicle's gunner. Weapons fired by other crewmembers are mounted in weapons mounts. A weapons mount will accept any machinegun or the AGS-17 or Mk-19 grenade launcher; most mounts have a weapon in them already, but this may be removed at will. The entry for each vehicle explains the location of its weapons mounts (if any) and who fires it (C = commander, P = passenger).

Firing Ports: Firing ports are small doors in the sides of some

vehicles, to permit passengers to fire certain small arms while inside. The following limitations apply: only assault rifles, battle rifles, submachineguns, and sporting rifles may be used in firing ports. Drivers and gunners may not use firing ports, but all other crewmembers may (one each). Range is limited to close.

Unarmored Cargo Vehicles

Bicycle: A rugged, military model. Bicycles are among the few vehicles still being manufactured in any quantity. *Tr Mov:* 60/20, *Com Mov:* 20/10, *Wt:* 15 kg, *Price:* \$1000 (V/V).

Civilian Car: One of a variety of makes and models of light passenger cars. *Price:* \$6,000 (V/V) *Tr Mov:* 200/30 *Com Mov:* 70/15 *Fuel cap:* 80 *Fuel cons:* 20 *Fuel Type:* G, A *Load:* 0.5 tons *Veh Wt:* 1 ton *Mnt:* 2 *Crew:* 2 + 3

HMMWV (Hum-Vee): The letters stand for High Mobility Multi-purpose Wheeled Vehicle. It is a four-wheel drive off-road vehicle designed as a light scout, utility, and cargo vehicle, and has replaced the Jeep in U.S. service. It has a weapons mount (C) above the commander's seat; however, no weapon is provided. *Price:* \$20,000 (C/S) *Tr Mov:* 200/60 *Com Mov:* 70/25 *Fuel cap:* 90 *Fuel cons:* 30 *Fuel Type:* D, G, A *Load:* 1.25 tons *Veh Wt:* 2 tons *Mnt:* 2 *Crew:* 2 + 4

UAZ-469: The Warsaw Pact equivalent of the jeep or ¾-ton truck, the UAZ-469 is a light wheeled utility vehicle. It has a weapons mount (P) on a post behind the front seat; however, no weapon is provided. *Price:* \$8,000 (S/C) *Tr Mov:* 200/40 *Com Mov:* 70/25 *Fuel cap:* 60 *Fuel cons:* 20 *Fuel Type:* G, A *Load:* 0.5 tons *Veh Wt:* 1.6 tons *Mnt:* 2 *Crew:* 2 + 3

Motorcycle: One of a variety of rugged off-road dirt bikes used primarily for scouting. *Price:* \$5,000 (V/V) *Tr Mov:* 190/75 *Com Mov:* 65/30 *Fuel cap:* 16 *Fuel cons:* 8 *Fuel Type:* G, A, AvG *Load:* 300 kg *Veh Wt:* 156kg *Mnt:* 2 *Crew:* 1 + 1

2 1/2-ton truck: A standard 6 × 6 cargo truck with moderate cross-country performance and capable of carrying 2 1/2 tons or cargo or an equivalent load of passengers. *Price:* \$15,000 (C/C) *Tr Mov:* 180/35 *Com Mov:* 60/15 *Fuel cap:* 195 *Fuel cons:* 65 *Fuel Type:* D, A *Load:* 2.5 tons *Veh Wt:* 4 tons *Mnt:* 4 *Crew:* 2

5-ton truck: A standard 4 × 6 cargo truck with limited off-road performance and capable of carrying 5 tons of cargo or an equivalent load of passengers. *Price:* \$20,000 (S/S) *Tr Mov:* 160/15 *Com Mov:* 55/10 *Fuel cap:* 280 *Fuel cons:* 70 *Fuel Type:* D, A *Load:* 5 tons *Veh Wt:* 5 tons *Mnt:* 4 *Crew:* 2

8-ton truck: A standard 4 × 6 cargo truck with limited off-road performance and capable of carrying 8 tons of cargo or an equivalent load of passengers. *Price:* \$30,000 (S/S) *Tr Mov:* 100/10 *Com Mov:* 35/10 *Fuel cap:* 450 *Fuel cons:* 150 *Fuel Type:* D, A *Load:* 8 tons *Veh Wt:* 7 tons *Mnt:* 4 *Crew:* 2

3/4-ton truck: A civilian type 4 × 4 pickup truck used for military service. It can carry 3/4 ton of cargo or an equivalent load of passengers. *Price:* \$10,000 (S/S) *Tr Mov:* 180/35 *Com Mov:* 60/20 *Fuel cap:* 90 *Fuel cons:* 30 *Fuel Type:* G, A, AvG *Load:* 750 kg *Veh Wt:* 2 tons *Mnt:* 2 *Crew:* 2

Wagon: A large bed wagon drawn by either two or four horses (or oxen). Four are required in hills or difficult terrain, two on roads. (If oxen are used, speed is halved and load doubled.) *Price:* \$1,000 (V/V) *Tr Mov:* 20/5 *Com Mov:* 10/5 *Load:* 1 ton *Veh Wt:* 0.5 ton *Crew:* 1

Cart: A two-wheel cart drawn by one animal. If in hills or difficult country, the maximum load is halved. There is no provision made for harnessing a second animal to the cart. (If oxen are used, speed is halved and load doubled.) *Price:* \$500 (V/V),

Tr Mov: 20/5 *Com Mov:* 10/5 *Load:* .5 ton *Veh Wt:* 0.25 ton *Crew:* 1

5,000-liter (5-ton) tank truck: A 5-ton truck with the cargo bed replaced with a 5,000-liter sealed tank for transportation of bulk liquids. *Price:* \$15,000 (C/C) *Tr Mov:* 160/15 *Com Mov:* 55/10 *Fuel cap:* 280 *Fuel cons:* 70 *Fuel Type:* D, A *Load:* 5,000 lt. *Veh Wt:* 5 tons *Mnt:* 4 *Crew:* 2

10,000-liter (10-ton) tank truck: A heavy cargo truck with the cargo bed replaced with a 10,000-liter sealed tank. *Price:* \$25,000 (S/S) *Tr Mov:* 100/10 *Com Mov:* 35/10 *Fuel cap:* 450 *Fuel cons:* 150 *Fuel Type:* D, A *Load:* 10,000 lt. *Veh Wt:* 8.5 tons *Mnt:* 4 *Crew:* 2

1-ton cargo trailer: A small two-wheel cargo trailer which can be towed behind any motor vehicle (except a motorcycle). *Price:* \$1,000 (V/V) *Load:* 1 ton *Veh Wt:* 0.5 ton

1,000-liter (1-ton) tank trailer: Identical to the 1-ton cargo trailer, the tank trailer has had the cargo bed replaced with a 1,000-liter sealed tank for transportation of bulk liquid. *Price:* \$1,000 (V/V) *Load:* 1,000 liters *Veh Wt:* 0.5 ton

Armored Personnel Carriers

M2 Bradley: A tracked, amphibious infantry fighting vehicle. Main entrance to the passenger compartment is by two large hinged doors in the rear of the vehicle. There is also a driver's hatch on the left front hull deck and hatches for the commander and gunner on top of the turret. There are two firing ports on the left, two on the right, and two on the rear. These firing ports will accept only the M231 submachinegun, and the M231 can fire to extreme range. *Price:* \$200,000 (S/R) *RF:* +15 *Armament:* 25mm Autocannon, twin TOW launcher, MAG MG, 6 × M231 *Ammo:* 300 × 25mm, 7 × TOW II *Tr Mov:* 140/85 *Com Mov:* 50/35 *Fuel cap:* 650 *Fuel cons:* 200 *Fuel Type:* D, A *Load:* 1.5 tons *Veh Wt:* 20 tons *Mnt:* 8 *Crew:* 3+7

M113: A tracked, amphibious armored personnel carrier. There is a hatch on the left front deck for the driver, a hatch in the center of the deck for the commander, which has a weapons mount (C), a large rear drop ramp for access to the vehicle interior, and a large rectangular hatch on the rear deck. There are two other weapons mounts (P): one on either side of the large rear deck hatch, used by passengers standing up in the open large hatch; however, no weapons are provided. *Price:* \$75,000 (S/R) *Armament:* M2HB MG (C) *Ammo:* as cargo *Tr Mov:* 120/70 *Com Mov:* 40/30 *Fuel cap:* 360 *Fuel cons:* 120 *Load:* 2 tons *Veh Wt:* 11 tons *Fuel Type:* D, A *Crew:* 2+11 *Mnt:* 6

BMP-B: One of the standard Warsaw Pact tracked, amphibious armored personnel carriers. Main access to the vehicle interior is by a drop ramp in the vehicle rear. There is a driver's hatch on the left front deck, a commander's hatch behind it, a gunner's hatch on top of the turret, and two long oval-shaped hatches on the rear deck for the passengers. There are three rifle firing ports and one machinegun firing port on each side of the vehicle. The machinegun firing port will accept any battle rifle, assault rifle, or the PK machinegun. *Price:* \$150,000 (R/S) *RF:* +5 *Armament:* 30mm Autocannon, AT-5 launcher, PK MG *Ammo:* 200 × 30mm, 3 × AT-5 *Tr Mov:* 120/70 *Com Mov:* 40/30 *Fuel Cap:* 440 *Fuel Cons:* 110 *Load:* 1.5 tons *Veh Wt:* 12.5 tons *Fuel Type:* D, G, AvG, A *Crew:* 3+8 *Mnt:* 12

BMP-C: Another tracked, amphibious armored personnel carrier, the BMP-C is an upgraded model of the BMP-B, and has an identical layout and configuration. *Price:* \$175,000 (R/S) *RF:* +15 *Armament:* 30mm autocannon, PK MG, AGS-17 GL, AT-5

launcher *Ammo:* 200 × 30mm, 3 × AT-5, 100 × 30mm grenades *Tr Mov:* 130/80 *Com Mov:* 45/30 *Fuel cap:* 520 *Fuel cons:* 130 *Fuel Type:* D, G, A, AvG *Load:* 1.5 tons *Veh Wt:* 13 tons *Mnt:* 12 *Crew:* 3+8

BTR-70: An 8-wheeled amphibious armored personnel carrier. The BTR-70 has a side door and roof hatch for both the driver and commander, and a hatch in the deck of the turret for the gunner. There are large overhead hatches for the passengers on the vehicle deck. There are three firing ports on each side of the vehicle. *Price:* 75,000 (S/C) *RF:* none *Armament:* KPV MG *Ammo:* as cargo *Tr Mov:* 160/65 *Com Mov:* 55/25 *Fuel cap:* 290 *Fuel cons:* 80 *Fuel Type:* D, A *Load:* 2.5 tons *Veh Wt:* 10 tons *Mnt:* 6 *Crew:* 3+14

OT-64: An 8-wheeled amphibious armored personnel carrier jointly developed by the Czech and Polish armies, the OT-64 is used by the Czechs and Poles instead of the BTR-70. OT-64s were also used by the East German Army, but few are still serviceable due to a shortage of spare parts. It is identical in layout to the BTR-70. *Price:* 80,000 (S/C) *RF:* none *Armament:* KPV MG *Ammo:* as cargo *Tr Mov:* 180/70 *Com Mov:* 60/30 *Fuel Type:* D, A *Fuel cap:* 290 *Fuel cons:* 70 *Load:* 3 tons *Veh Wt:* 14 tons *Crew:* 3+15 *Mnt:* 6

Light Combat Vehicles

LAV-25: An 8-wheeled amphibious armored personnel carrier/scout vehicle based on the Mowag Piranha (an 8-wheeled armored car). There is a driver's hatch on the left front deck, hatches for the gunner and commander on the turret deck, and two large hinged doors on the rear of the vehicle. There are three firing ports on each side of the vehicle. *Price:* \$100,000 (S/R) *RF:* +15 *Armament:* 25mm autocannon, MAG MG *Ammo:* 297 × 25mm *Tr Mov:* 180/70 *Com Mov:* 60/25 *Fuel cap:* 290 *Fuel cons:* 70 *Fuel Type:* D, A *Load:* 2 tons *Veh Wt:* 12 tons *Mnt:* 6 *Crew:* 3+8

LAV-75: A light tank based on the suspension and drive train of the M113 armored personnel carrier with a more powerful engine and a remote turret. The driver's hatch is on the left front deck, gunner's hatch on the right front deck, and commander's hatch on the turret deck. *Price:* \$250,000 (R/R) *RF:* +40 *Armament:* 75mm Autocannon, MAG MG *Ammo:* 36 × 75mm *Tr Mov:* 160/95 *Com Mov:* 55/40 *Fuel cap:* 520 *Fuel cons:* 130 *Fuel Type:* D, G, A, AvG *Load:* .5 ton *Veh Wt:* 15 tons *Mnt:* 10 *Crew:* 3

BRDM-3: A four-wheel armored scout car, the BRDM-3 has four additional retractable wheels which can be lowered to improve off-road performance. There is a driver's hatch and commander's hatch on the front deck and a gunner's hatch on the turret deck. *Price:* \$50,000 (S/C) *RF:* +5 *Armament:* 30mm autocannon, PK MG *Ammo:* 100 × 30mm *Tr Mov:* 200/60 *Com Mov:* 70/25 *Fuel cap:* 290 *Fuel cons:* 80 *Fuel Type:* G, AvG, A *Load:* 600kg *Veh Wt:* 8 tons *Mnt:* 4 *Crew:* 4

OT-65: An independent development by the Hungarian Army, the OT-65 is an amphibious 4-wheeled armored scout car. It is used in place of the BRDM-3 by Poland, Hungary, Czechoslovakia, and Bulgaria. It has a side door on each side of the car and a hatch on the turret deck for the gunner. *Price:* \$45,000 (S/C) *RF:* +5 *Armament:* 23mm autocannon, PK MG *Ammo:* 150 × 23mm *Tr Mov:* 200/60 *Com Mov:* 70/25 *Fuel cap:* 290 *Fuel cons:* 80 *Load:* 700 kg *Veh Wt:* 8 tons *Fuel Type:* D, A *Crew:* 4 *Mnt:* 4

Main Battle Tanks

M1: A tracked main battle tank with a large turret. There is a driver's hatch in the center of the front deck, and a commander's and loader's hatch on the turret deck. The tank's gunner uses the commander's hatch. A weapons mount (C) is located by the commander's hatch. *Price:* \$600,000 (R/R) *RF:* +40 *Armament:* 105mm gun, MAG MG, M2HB MG (C) *Ammo:* 55 × 105mm *Tr Mov:* 140/110 *Com Mov:* 50/40 *Fuel cap:* 1920 *Fuel cons:* 560 *Load:* 700 kg *Fuel Type:* D, G, AvG, A *Veh Wt:* 54 tons *Mnt:* 14 *Crew:* 4

M1E1: Essentially the same tank as the M1 but with a larger (120mm) gun. *Price:* \$650,000 (R/R) *RF:* +40 *Armament:* 120mm gun, MAG MG, M2HB MG (C) *Ammo:* 40 × 120mm *Tr Mov:* 140/110 *Com Mov:* 45/35 *Fuel cap:* 1920 *Fuel cons:* 560 *Fuel Type:* D, G, AvG, A *Load:* 700 kg *Veh Wt:* 55 tons *Mnt:* 14 *Crew:* 4

M1E2: An M1 with a slightly higher superstructure and a small casemate (unmanned) turret. The commander, gunner, and driver ride in the vehicle chassis and the gun is remotely controlled and automatically loaded. The driver and gunner each have a hatch on the front deck and the commander's hatch is on the turret deck. A weapons mount (C) is located by the commander's hatch. *Price:* \$700,000 (R/R) *RF:* +40 *Armament:* 120mm gun, MAG MG, M2HB MG (C) *Ammo:* 40 × 120mm *Tr Mov:* 130/100 *Com Mov:* 50/40 *Fuel cap:* 1920 *Fuel cons:* 560 *Fuel Type:* D, G, AvG, A *Load:* 700 kg *Veh Wt:* 55 tons *Mnt:* 14 *Crew:* 3

T-72: A tracked main battle tank. There is a driver's hatch on the middle front deck and a gunner's hatch and commander's hatch on the turret deck. The gun is automatically reloaded. A weapons mount is located by the commander's hatch. *Price:* \$400,000 (R/R) *RF:* +30 *Armament:* 125mm gun, PK MG, DShK MG (C) *Ammo:* 40 × 125mm *Tr Mov:* 120/70 *Com Mov:* 40/25 *Fuel cap:* 960 + 400 *Fuel cons:* 240 *Load:* 500 kg *Veh Wt:* 40 tons *Fuel Type:* D, A *Crew:* 3 *Mnt:* 18

T-80: An improved version of the T-72, the T-80 has an identical layout. *Price:* \$500,000 (R/R) *RF:* +30 *Armament:* 125mm gun, PK MG, DShK MG (C) *Ammo:* 40 × 125mm *Tr Mov:* 120/70 *Com Mov:* 40/25 *Fuel cap:* 960 + 400 *Fuel cons:* 240 *Fuel Type:* D, A *Load:* 500 kg *Veh Wt:* 40 tons *Mnt:* 18 *Crew:* 3

T-90: An enlarged T-80 chassis with a casemated remote-controlled gun. The gunner and driver have hatches on the front deck and the commander has a hatch on the turret deck. A weapons mount (C) is located at the commander's hatch. *Price:* \$600,000 (R/R) *RF:* +40 *Armament:* 125mm gun, PK MG, DShK MG (C) *Ammo:* 40 × 125mm *Tr Mov:* 120/90 *Com Mov:* 40/30 *Fuel cap:* 960 + 400 *Fuel cons:* 240 *Fuel Type:* D, A *Load:* 500 kg *Veh Wt:* 40 tons *Mnt:* 16 *Crew:* 3

Self-Propelled Artillery

M109A2: A tracked self-propelled howitzer with a large turret on the rear vehicle deck. There is a driver's hatch on the left front deck, a commander's hatch and gunner's hatch on the turret deck, and hinged doors on both sides of the turret, the rear of the turret, and the rear of the hull. A weapons mount is located by the commander's hatch. *Price:* \$300,000 (R/R) *RF:* +15 *Armament:* 155mm howitzer, M2HB MG (C) *Ammo:* 36 × 155 *Tr Mov:* 110/65 *Com Mov:* 35/25 *Fuel cap:* 450 *Fuel cons:* 150 *Fuel Type:* D, A *Load:* 1 ton *Veh Wt:* 25 tons *Mnt:* 10 *Crew:* 6

M-988: Also known as the Sergeant York, or DIVAD (Divisional Air Defense gun), the M-988 is a tracked, self-propelled

air defense gun. It has a commander's hatch and gunner's hatch on the turret deck and a driver's hatch in the middle of the front deck. *Price:* \$100,000 (R/R) *RF:* +15 *Armament:* twin 40mm autocannons *Ammo:* 233 × 40mm *Tr Mov:* 100/60 *Com Mov:* 35/25 *Fuel cap:* 1400 *Fuel Type:* D, A *Fuel cons:* 280 *Load:* 500 kg *Veh Wt:* 48 tons *Mnt:* 12 *Crew:* 3

SAU-122: An amphibious, tracked self-propelled howitzer. The SAU-122 has a driver's hatch on the front left deck and has a commander's hatch and loader's hatch on the turret deck. A weapons (C) mount is located by the commander's hatch. *Price:* \$200,000 (R/R) *RF:* +5 *Armament:* 122mm howitzer, DShK MG (C) *Ammo:* 40 × 122 *Tr Mov:* 120/70 *Com Mov:* 40/30 *Fuel cap:* 550 *Fuel cons:* 130 *Fuel Type:* D, A *Load:* 600 kg *Veh Wt:* 23 tons *Mnt:* 10 *Crew:* 4

SAU-152: A tracked self-propelled howitzer. The SAU-152 has a driver's hatch on the front left deck, there is a commander's hatch on the turret deck, and a loader's hatch on the right turret side (not deck). A weapons mount (C) is located by the commander's hatch. *Price:* \$250,000 (R/R) *RF:* +5 *Armament:* 152mm howitzer, DShK MG (C) *Ammo:* 30 × 152 *Tr Mov:* 100/60 *Com Mov:* 35/25 *Fuel cap:* 500 *Fuel cons:* 170 *Fuel Type:* D, A *Load:* 800 kg *Veh Wt:* 28 tons *Mnt:* 10 *Crew:* 5

ZSU-30-6: A self-propelled air defense gun. The ZSU-30-6 has hinged doors on the right and left front sides for the driver and loader, and has a commander's hatch and gunner's hatch on the turret deck. *Price:* \$100,000 (R/R) *RF:* +5 *Armament:* 30mm gatling gun *Ammo:* 500 × 30 *Tr Mov:* 90/55 *Com Mov:* 65/40 *Fuel cap:* 250 *Fuel cons:* 80 *Fuel Type:* D, A *Load:* 600 kg *Veh Wt:* 14 tons *Mnt:* 12 *Crew:* 4

ANIMALS

Horse (broken): Used as a mount, pack animal, or draft animal. *Price:* \$2000 (S/S) *Hits:* 60 *Meat:* 90 kg *Tr Mov:* 20/20 *Com Mov:* 10/30/60 *Feed:* 12 kg + graze *Load:* 120 kg *Wt:* 350 kg

Horse (unbroken): An animal unused to carrying a saddle. It must be broken before being put to any work. *Price:* \$1000 (S/S)

Mule: Sterile hybrid offspring of a horse and donkey. Used as a pack and draft animal. *Price:* \$600 (S/S) *Hits:* 40 *Meat:* 70 kg *Tr Mov:* 20/20 *Com Move:* 10/20 *Feed:* 10 kg + graze *Load:* 80 kg *Wt:* 300 kg

Ox: A neutered bovine, generally a bull, used as a draft animal. *Price:* \$600 (C/C) *Hits:* 70 *Meat:* 250 kg *Tr Mov:* 5/5 *Com Mov:* 10/15 *Feed:* graze *Load:* 70 kg *Wt:* 600 kg

MISCELLANEOUS EQUIPMENT**Explosives**

Dynamite Stick: The most common explosive used by civil engineers for demolitions, it is relatively easy to manufacture and is coming into more common military use. *Wt:* 30 kg per case, \$10 per quarter-kilogram stick, \$750 per case of 100 sticks (C/C).

Plastic Explosive: Plastic explosive can be molded to desired shapes and will adhere to desired surfaces. It will not explode if burned, and can only be detonated by another explosion, usually provided by a blasting cap. *Wt:* 30 kg per case, *Price:* \$30 per 1 kilogram block, \$650 per case of 20 blocks (S/R).

Mine, Antipersonnel: *Wt:* 20 kg, 80 per case of 4, *Price:* \$50, \$200 per case (C/C).

Mine, Anti-Tank: *Wt:* 35 kg, 70 per case of 2, *Price:* \$100, \$200 per case (S/S).

Mine, Claymore: *Wt:* 2 kg, 12 per case of 6, *Price:* \$250,

\$800 per case (S/R).

Engineer Demo Kit: Contains an assortment of blasting caps, time fuses, fuse wire, and detonators to enable a character to rig explosive charges and fuse them for a time delay, remote detonation, contact, movement, pressure or tamper detonation. *Wt:* 5 kgs, *Price:* \$750 (C/C).

Generators

1.5 kilowatt: *Fuel Consumption:* 2 liters per period, *Wt:* 50 kgs. *Price:* \$200 (C,C)

5 kilowatt: *Fuel Consumption:* 5 liters per period, *Wt:* 150 kgs. *Price:* \$700 (C/C).

10 kilowatt: *Fuel Consumption:* 7 liters per period, *Wt:* 250 kgs. *Price:* \$1200 (S/S).

60 kilowatt: *Fuel Consumption:* 40 liters per period, *Wt:* 600 kgs. *Price:* \$8,000 (S/S).

100 kilowatt: *Fuel Consumption:* 55 liters per period, *Wt:* 1000 kgs. *Price:* \$15,000 (R/R).

500 kilowatt: *Fuel Consumption:* 170 liters per period, *Wt:* 2500 kgs. *Price:* \$50,000 (R/R).

Stills

Small: Uses 30 kg of organic material per day and produces 5 liters of alcohol per day. *Wt:* 700 kgs. *Price:* \$500 (V/V).

Medium: Uses 80 kg of organic material per day and produces 35 liters of fuel per day. *Wt:* 2,000 kgs. *Price:* \$2500 (V/V).

Large: Uses 3 tons of organic material per day and produces 2,400 liters of alcohol per day. *Wt:* 83 tons *Price:* \$200,000 (C/C).

Heaters & Coolers

Freezer, small: A 1 cubic-foot freezer suitable for preserving food or medical supplies. It can be powered either by a vehicle battery or a generator. *Power Consumption:* 0.12 kw, *Wt:* 20 kgs. *Price:* \$100 (S/S).

Freezer, large: A 14 cubic-foot freezer. It can only be powered by a generator. *Power Consumption:* 1.4 Kw, *Wt:* 175 kgs. *Price:* \$1000 (S/S)

Portable Heater: Suitable for one average sized-room. *Power Consumption:* 4.75 Kw, *Wt:* 3 kgs *Price:* \$200 (C/C).

150 liter water heater: *Power Consumption:* 175 Kw, *Wt:* 180 kgs. *Price:* \$1500 (C/C).

Refrigerator, small: Suitable for preserving small quantities of food or medical supplies. It can be powered by a vehicle or a generator. *Power Consumption:* .1 Kw, *Wt:* 20 kgs. *Price:* \$100 (C/C).

Refrigerator, large: 14 cubic feet. *Power Consumption:* 1.3 Kw, *Wt:* 150 kgs. *Price:* \$1000 (S/S).

Field Cooker, military: *Fuel Consumption:* 8 liters/period. *Wt:* 250 kgs. *Price:* \$1000 (C/C).

Hand Tools

Basic Tool Kit: Small hand tools suitable for a variety of purposes, including wrenches, pliers, screwdrivers, and so on. *Wt:* 5 kgs. *Price:* \$200 (V/V).

Power Hand Tools: A selection of power tools including a chainsaw, 9'' rotary saw, drill, and other electrical tools. Power consumption is for the whole set. *Power Consumption:* 4 Kw, *Wt:* 35 kgs. *Price:* \$500 (C/C).

Wheeled Vehicle Tools: Specialized tools for repair and maintenance of wheeled vehicles. It includes spark plug wrenches, torque wrenches, a grease gun, and so on. *Wt:* 10 kgs.

Price: \$500 (C/C).

Tracked Vehicle Tools: As above, but for tracked vehicles. *Wt:* 15 kgs. *Price:* \$1000 (S/S).

Aircraft Tools: As above, but for aircraft. *Wt:* 22 kgs. *Price:* \$2000 (R/R).

Excavating Tools: Picks, shovels, mattocks, and so on. *Wt:* 20 kgs. *Price:* \$300 (V/V).

Construction Tools: Hammers, saws, squares, hatchets, chisels, and other woodworking tools. *Wt:* 30 kgs. *Price:* \$500 (C/C).

Small Arms Tools: Specialized tools for repair of small arms. *Wt:* 5 kgs. *Price:* \$200 (S/S).

Heavy Ordnance Tools: As above, but for heavy ordnance. *Wt:* 25 kgs. *Price:* \$750 (S/S).

Electrical Repair: Specialized tools for work on electrical appliances, wiring, and non-solid state equipment. *Wt:* 3 kgs. *Price:* \$500 (C/C).

Electronic Repair: As above, but for work on solid state electrical devices such as radios, radar sets, etc. *Wt:* 3 kgs. *Price:* \$1000 (S/S).

Arc Welder: Operates of an integral generator, which cannot be modified for other use. *Fuel Consumption:* 40 liters per period. *Wt:* 75 kgs. *Price:* \$500 (S/S).

Portable Machine Shop: A trailer containing powered machine tools, including a bench grinder, horizontal and vertical boring machines, a milling machine, metal and wood working lathes, and numerous other machine tools. Exact components and uses are left to the discretion of the referee. It can be towed by any truck except a $\frac{3}{4}$ -ton. *Power Consumption:* 60 Kw, *Wt:* 1.75 tons. *Price:* \$75,000 (R/R).

Lockpick Tools: Picks, torsion wrenches, shims, a stethoscope, and other equipment to open all types of locks. *Wt:* .5 kg *Price:* \$20 (V/V).

Radios

2 km Hand. Powered from internal batteries. *Wt:* .5 kg, *Price:* \$250 (C/C)

5/25 km Manpack/Vehicular. Powered from either internal batteries (for 5 km range) or a vehicle (25 km range). *Wt:* 5 kg, *Price:* \$500 (S,S)

5/25 km Secure Manpack/Vehicular. Powered from either internal batteries (for 5 km range) or a vehicle (25 km range) Includes an integral scrambler/descrambler (conversations using this radio can only be understood by another unit equipped with a scrambler/descrambler) *Wt:* 5 kg, *Price:* \$2000 (S,S)

50 km Vehicle. Powered by a vehicle. *Wt:* 10 kg, *Price:* \$1500 (S,S)

50 km Secure Vehicle. Powered by a vehicle, with an integral scrambler/descrambler. *Wt:* 10 kg, *Price:* \$6000 (R/R)

Range Finders

Portable Laser RF. Powered from internal batteries. Reads out distance to a designated object. *Wt:* .2 kg, *Price:* \$1000 (R/R)

Vehicle Laser RF. Vehicular powered. *Wt:* 5 kg, *Price:* \$1500 (S,S)

Portable Coincidence RF. Powered from internal batteries. Reads out distance to a designated object. *Wt:* 1 kg, *Price:* \$500 (S,S)

Vehicle Coincidence RF. Powered from internal batteries. *Wt:* 3 kg, *Price:* \$700 (C/C)

Vehicle Laser RF with Ballistic Computer: Vehicular powered. Feeds target correction data directly into on-board targeting

computer. *Wt:* 5 kg, *Price:* \$10,000 (S/S)

Reticle Gunsight: An old-style, non-electrical range-finder. *Price:* \$10,000 (R/R)

Vision Devices

4 × Binoculars. *Wt:* .5 kg, *Price:* \$100 (V/V)

25 × Image Intensifier. Powered from internal batteries. These act as binoculars also. *Wt:* 1 kg, *Price:* \$2500 (S,S)

Starlight Scope. Powered from internal batteries. *Wt:* 2 kg, *Price:* \$1000 (R/R)

IR Goggles. Powered from internal batteries. *Wt:* .5 kg, *Price:* \$250 (C/C)

IR Spotlight. Powered by a vehicle. *Wt:* 3 kg, *Price:* \$150 (C,C)

White Light Spotlight. Powered by a vehicle. *Wt:* 5 kg, *Price:* \$100 (V/V)

Thermal Sight. Powered from internal batteries. *Wt:* 1 kg, *Price:* \$5000 (R/R)

Radars

Ground Surveillance. Vehicular powered, through a 100m cable to permit limited tactical mobility. *Wt:* 7 kg, *Price:* \$40,000 (S/R)

Mortar Counter-Battery. Vehicular powered, through a 100m cable to permit limited tactical mobility. *Wt:* 7 kg, *Price:* \$100,000 (S/R)

Artillery Counter-Battery. Vehicular powered, through a 100m cable to permit limited tactical mobility. *Wt:* 7 kg, *Price:* \$200,000 (R/R)

Laser Designators

Man Portable. Powered from internal batteries. *Wt:* 3 kg, *Price:* \$1000 (S/R)

Vehicle Mounted. Vehicular powered. *Wt:* 5 kg, *Price:* \$2000 (S/R)

NBC Equipment

Chemical Sniffer. Powered by internal batteries. *Wt:* 2 kg, *Price:* \$500 (C/C)

Optical Chemical Sensor. Powered by internal batteries. *Wt:* 2 kg, *Price:* \$2000 (S/R)

Geiger Counter. Powered by internal batteries. *Wt:* .5 kg, *Price:* \$500 (C/C)

Gas Mask. *Wt:* 1 kg, *Price:* \$150 (V/V)

Steam Decontamination Trailer. Operates from integral 60 Kw generator (requires fuel as above) *Wt:* 1 ton. *Price:* \$5000 (S/C)

Chemical Defense Suit. *Wt:* 8 kg, *Price:* \$1000 (S/C)

Medical Supplies

Anesthetic, Total (100 units). Available in two forms; liquid (for injection) and gaseous. *Price:* \$1000 (R/R)

Anesthetic, Local (l, 100 units). *Wt:* .5 kg *Price:* \$1000 (R/R)

Antibiotic (100 units). +, -, and ± varieties. Available in two forms; liquid (which requires refrigeration) and oral (which does not) Oral costs \$250 more per 100 units. *Wt:* .2 kg, *Price:* \$500 (R/R)

Anti-fever (100 units). *Wt:* .5 kg *Price:* \$500 (R/R)

Atropine (100 units). Liquid form. *Wt:* .2 kg, *Price:* \$500 (R/R)

Atropine (10 auto-injectors) .Premeasured, automatic injectors, which can be operated by non-medical personnel. *Wt:* .5 kg *Price:* \$75 (R/R)

Pain-reliever, Mild, (100). Oral (pill) form only. *Wt:* .5 kg *Price:* \$500 (R/R)

Sedative, mild, (100 units). Oral form only. *Wt:* .5 kg *Price:* \$500 (R/R)

Sedative, strong, (100 units). Liquid (for injection) form only. *Wt:* .5 kg *Price:* \$500 (R/R)

Blood, Whole (1 unit). *Wt:* .5 kg, *Price:* \$25 (S/S)

Plasma (1 unit). *Wt:* .5 kg, *Price:* \$10 (S/S)

Surgical Instruments. Scalpels, forceps, haemostats, clamps, and other tools for major surgery. *Wt:* 5 kg, *Price:* \$2500 (R/R)

Personal Medical Kit. An individual soldier's first aid kit. Includes bandages, 1 unit of ± antibiotic, and other first aid materials. *Wt:* .2 kg, *Price:* \$100 (C/C)

Doctor's Medical Kit. Medical equipment and drugs. Includes 10 units of each drug type, plus bandages and tools for minor surgery. *Wt:* 5 kg, *Price:* \$1000 (S/S)

Body Armor

Kevlar Flak Jacket. *Wt:* 4 kg, *Price:* \$800 (C/S)

Plate Insert Jacket. *Wt:* 8 kg, *Price:* \$400 (C/C)

Ballistic Nylon Helmet. *Wt:* .5 kg, *Price:* \$100 (C/S)

Steel Helmet. *Wt:* 1 kg, *Price:* \$50 (C/C)

Personal Gear

Fatigues. These include boots, socks, and so on. *Wt:* 4 kg, *Price:* \$50 (V/V)

Rucksack. Weight given is empty. *Wt:* 2 kg, *Price:* \$20 (V/V)

Flashlight. Powered by internal batteries. *Price:* \$20 (C/C)

Combat Webbing. *Wt:* 2 kg, *Price:* \$10 (V/V)

Shelter Half. *Wt:* .5 kg, *Price:* \$25 (C/C)

Sleeping Bag. *Wt:* 4 kg, *Price:* \$50 (C/C)

Thermal Fatigues. Includes boots, socks, etc. *Wt:* 6 kg, *Price:* \$100 (S/S)

Parka. Includes boots, socks, etc. *Wt:* 3 kg, *Price:* \$150 (C/C)

Other Equipment

20 liter Jerrycan. For fuel and other liquids. *Wt:* 1 kg, *Price:* \$25 (V/V)

4-man Tent. *Wt:* 12 kg, *Price:* \$100 (C/C)

10-man Tent. *Wt:* 35 kg, *Price:* \$250 (S/S)

Horse Tack. Saddle, bridle, straps, stirrups, saddle-blanket and so on. *Wt:* 10 kg, *Price:* \$50 (C/C).

Pack Saddle. A saddle especially designed for cargo. *Price:* \$40 (C/C).

Aqualung. 2 Tanks, fins, mask and regulator. One tank contains enough air for 30 minutes underwater, up to two may be connected to a single regulator for use. *Wt:* 12 kg, *Price:* \$300 (C/C).

Air Tank, Aqualung. For use with above. Can be refilled when empty with a compressor, in 5 minutes. *Wt:* 5 5 kg, *Price:* \$100 (C/C).

Rebreather. A device which absorbs carbon dioxide from exhaled air and bleeds pure oxygen into it. One oxygen tank is used at a time, and contains enough for 30 minutes underwater. Fins and a mask are included. *Wt:* 10 kg, *Price:* \$400 (R/R).

Rebreather Recharge Kit. For use with the rebreather. Includes a can of carbon dioxide absorbent and a small tank of pure oxygen, enough to recharge a rebreather for 30 minutes underwater. *Wt:* 5 kgs *Price:* \$100 (R/R)

Air Compressor. For filling aqualung tanks, tires, rafts, and other items needing compressed air. *Wt:* 45 kg, *Fuel Consumption:* 2 liters per period. *Price:* \$200 (R/R)

Skis, Cross-country. Includes poles, skis, boots, and binders. *Wt:* 8 kg, *Price:* \$250 (C/C).

Price List

WEAPONS

Magazines: except where noted, the price for a magazine is \$1 per shot.

Bows

Longbow: \$300 (C/C).
Crossbow: \$350 (C/C).

Automatic Pistols

9mm Parabellum: \$150 (V/S).
9mm Makarov: \$150 (S/V).
7.62mm Tokarev: \$100 (R/C).
.380 Automatic: \$100 (C/S).
.22 Automatic: \$50 (C/C).
.45 Automatic: \$100 (S/R).

Revolvers

.38 Special Revolver: \$140 (R/R).

Submachineguns

Sterling: \$600 (C/S).
Uzi: \$500 (V/C).
M231: \$300 (V/C).
MP-5: \$400 (C/S).
AKR: \$300 (S/C).
Vz24: \$300 (R/S).
Skorpion: \$250 (R/S).
G11: \$400 (C/R).

Assault Rifles

M16A2: \$400 (V/C).
AKMR: \$300 (C/V).
AK-74: \$300 (C/C).
IW: \$500 (S/R).
AKM: \$300 (C/V).

Battle Rifles

FAL: \$600 (S/R).
G3: \$500 (C/R).

Sniper Rifles

M40: \$700 (R/R).
M21: \$400 (S/R).
PSG1: \$600 (R/R).
L42: \$400 (R/R).
Parker-Hale: \$400 (R/R).
SVD: \$500 (R/S).
Vz54: \$300 (R/R).

Sporting Rifles:

.30-30 Lever Action: \$250 (C/S).
.30-06 Bolt Action: \$300 (C/S).
.22 Bolt Action: \$150 (C/C).
.22 Semi-Auto: \$100 (C/C).
Mauser Bolt Action: \$150 (C/C).

Shotguns

Double Barrel: \$200 (V/V).
Pump: \$300 (V/C).
HK Combat Assault Weapon: \$800 (C/R).

Automatic Rifles

M249: \$1,500 (S/R).
LSW: \$1,500 (R/R).
RPK-74: \$1,000 (S/C).

Melee Weapons

Knife: \$5 (V/V).
Bayonet: \$20 (C/C).
Spear: \$10 (V/V).
Club: \$0 (V/V).
Hatchet: \$20 (V/V).
Axe: \$50 (V/V).
Machete: \$20 (C/C).

Machineguns

M60: \$1,500 (S/R).
MG3: \$1,700 (S/R).

MAG: \$1,500 (S/R).
PK: \$2,000 (R/S).
Vz59: \$1,500 (R/R).

Heavy Machineguns

M214: \$10,000 (R/R).
M2HB: \$1,600 (V/C).
DShK: \$2,000 (C/V).
KPV: \$3,000 (S/C).

Grenade Launchers

M203: \$500 (C/S).
HK-69: \$500 (S/R).
AGS-17: \$3,000 (R/S).
Mark-19: \$5,000 (S/R).

Rocket Launchers

M202: \$2,000 (S/R).
RPG-16: \$1,000 (S/C).
Armbrust: \$200 (S/R).

Antitank Missile Launchers

Tank Breaker: \$5,000 (S/R).
AT-4: \$3,000 (S/C).
TOW II: \$10,000 (S/R).
AT-5: \$6,000 (R/S).

Large Caliber Guns

125mm (Rapira-3) Gun: \$50,000 (R/S).

Howitzers

122mm (D-30) Howitzer: \$50,000 (S/C).

Mortars

60mm: \$5,000 (C/S).
81mm: \$10,000 (C/S).
82mm Vasilek: \$20,000 (R/S).
4.2": \$12,000 (C/S).
120mm: \$15,000 (C/C).

TRIPODS

NLT (Nato Light Tripod): \$200 (C/S).
NMT (Nato Medium Tripod): \$200 (S/R).
NHT (Nato Heavy Tripod): \$350 (C/S).
PLT (Pact Light Tripod): \$250 (S/C).
PMT (Pact Medium Tripod): \$300 (S/C).
PHC (Pact Heavy Carriage): \$1000 (R/S).

AMMUNITION

Small Arms & Machinegun

Longbow Arrow: \$50/24 (C/C).
Crossbow Bolt: \$30/24 (C/C).
4.7 CIs: \$1300/case of 600 (S,R)
5.45 B: \$100/case of 280 (C/V).
5.56 N: \$100/case of 280, \$200/335-shot drum. (V/C).
.22 LR: \$225/case of 1,600 (C/S).
7.62 T: \$250/case of 840 (R/S).
7.62 S: \$80/case of 220 (S/C).
.30-30: \$170/case of 300 (C/S).
7.62 N: \$65/case of 200 or 165 belted (C/S).
7.62 L: \$70/case of 200 or 165 belted (S/C).
.30-06: \$80/case of 150 (S/R).
.32 ACP: \$150/case of 800 (S/S).
8mm M: \$30/case of 100 (S/S).
.380 ACP: \$125/case of 480 (C/S).
9mm M: \$200/case of 480 (S/C).
9mm P: \$225/case of 480 (V/C).
.38 Special: \$175/case of 300 (S/R).
.45 ACP: \$63/case of 300 (S/R).
12.7 B: \$35/case of 34 belted (S/C).
.50 BMG: \$35/case of 35 belted (C/S).
.50 SLAP: \$60/case of 35 belted (S/R).
14.5 B: \$30/case of 33 belted (S/C).
12 Gauge: \$100/case of 240 (C/C).

Hand Grenades

Fragmentation: \$4, \$100/case of 30 (C/C).
CHEM (HC Smoke): \$3, \$40/case of 16 (C/S).

CHEM (Irritant Gas): \$6, \$80/case of 16 (S/R).
Antitank: \$10, \$120/case of 15 (R/S).
Concussion: \$4, \$70/case of 20 (C/S).
Thermite: \$10, \$140/case of 16 (S/R).
WP: \$20, \$280/case of 16 (S/S).

Grenade Launcher Rounds

30mm HE: \$3, \$75/29-shot drum (R/C).
40mm HE: \$4, \$200/case of 72 (C/S).
40mm HEDP: \$5, \$250/case of 72 (S/R).
40mm CHEM (Irritant Gas): \$4, \$150/case of 44 (S/R).
40mm ILLUM: \$6, \$225/case of 44 (S/R).
40mm HVHE: \$6, \$250/case of 50 belted (S/R).
40mm HVHEDP: \$10, \$400/case of 50 belted (S/R).

Rockets

58.3mm HEAT: \$50, \$125/case of 3 (R/S).
66mm HEAT: \$250/4-shot clip (S/R).
66mm WP: \$400/4-shot clip (S/R).

Rifle Grenades

HEAT: \$12, \$100/case of 10 (S/R).
WP: \$25, \$200/case of 10 (S/R).
140mm RAW HE: \$50 (S/R).
140mm RAW HEAT: \$100 (S/R).

Antitank Missiles

Tank Breaker: \$1000 (S/R).
TOW II: \$1500 (S/R).
AT-4: \$750 (R/S).
AT-5: \$1200 (R/S).

Large Caliber Rounds

23mm API: \$500/case of 33 belted (S/C).
23mm HE: \$500/case of 33 belted (S/C).
25mm API: \$650/case of 33 belted (C/S).
25mm HE: \$650/case of 33 belted (C/S).
25mm APFSDSDU: \$2500/case of 33 belted (S/R).
30mm API: \$750/case of 33 belted (S/C).
30mm HE: \$750/case of 33 belted (S/C).
40mm HE: \$6000/case of 64 (C/S).
40mm HEPXPF: \$8,000/case of 64 (R/R).
75mm HE: \$250 (C/S).
75mm WP: \$500 (R/R).
75mm APFSDS: \$600 (S/R).
105mm HEAT: \$600 (C/S).
105mm APFSDS: \$600 (S/R).
105mm APFSDSDU: \$1000 (R/R).
105mm WP: \$1000 (R/R).
120mm HEAT: \$800 (C/S).
120mm APFSDS: \$800 (S/R).
120mm APFSDSDU: \$1500 (R/R).
120mm WP: \$1000 (R/R).
125mm HE: \$800 (S/C).
125mm HEAT: \$800 (R/S).
125mm APFSDS: \$800 (S/R).
125mm APFSDSDU: \$1500 (R/R).
125mm Powder Charge: \$80 (S/C).

Howitzer Rounds

122mm HE: \$350 (S/C).
122mm HEAT: \$500 (R/S).
122mm ICM: \$2000 (R/R).
122mm WP: \$700 (R/S).
122mm CHEM: \$350 (R/S).
122mm ILLUM: \$350 (R/R).
122mm Powder Charge: \$40 (C/V).
152mm HE: \$500 (S/C).
152mm HEAT: \$750 (R/S).
152mm ICM: \$3000 (R/R).
152mm WP: \$1000 (R/S).
152mm WP: \$1000 (R/S).
152mm CHEM: \$500 (R/S).

152mm ILLUM: \$500 (R/R).
 152mm Powder Charge: \$60 (C/V).
 155mm HE: \$500 (C/S).
 155mm HEAT: \$750 (C/S).
 155mm ICM-DP: \$3000 (R/R).
 155mm WP: \$1000 (S/R).
 155mm CHEM: \$500 (S/R).
 155mm ILLUM: \$500 (S/R).
 155mm CLGP: \$5000 (R/R).
 155mm FASCAM: \$5000 (R/R).
 155mm Powder Charge: \$60 (V/C).

Mortar Rounds

60mm HE: \$300/case of 12 (C/S).
 60mm WP: \$600/case of 12 (S/R).
 60mm ILLUM: \$300/case of 12 (S/R).
 81mm HE: \$150/case of 3 (C/S).
 81mm WP: \$300/case of 3 (S/R).
 81mm ILLUM: \$150/case of 3 (S/R).
 82mm HE: \$300/5-shot clip (S/C).
 82mm HEDP: \$600/5-shot clip (R/S).
 82mm WP: \$300/case of 3 (R/S).
 82mm ILLUM: \$150/case of 3 (R/S).
 4.2" HE: \$200/case of 2 (C/S).
 4.2" ICM-DP: \$2000/case of 2 (R/R).
 4.2" WP: \$400/case of 2 (S/R).
 4.2" CHEM: \$200/case of 2 (S/R).
 4.2" ILLUM: \$200/case of 2 (S/R).
 120mm HE: \$200/case of 2 (V/V).
 120mm WP: \$400/case of 2 (S/S).
 120mm CHEM: \$250/case of 2 (S/S).
 120mm ILLUM: \$200/case of 2 (S/R).

VEHICLES**Unarmored Cargo Vehicles**

Bicycle: \$1000 (V/V).
 Civilian Car: \$6,000 (V/V).
 HMMWV (Hum-Vee): \$20,000 (C/S).
 UAZ-469: \$8,000 (S/C).
 Motorcycle: \$5000 (V/V).
 2.5-ton truck: \$15,000 (C/C).
 5-ton truck: \$20,000 (S/S).
 8-ton truck: \$30,000 (S/S).
 3/4-ton truck: \$10,000 (C/C).
 Wagon: \$1,000 (V/V).
 Cart: \$500 (V/V).
 5,000-liter (5-ton) tank truck: \$15,000 (C/C).
 10,000-liter (10-ton) tank truck: \$25,000 (S/S).
 1-ton cargo trailer: \$1,000 (V/V).
 1,000-liter (1-ton) tank trailer: \$1,000 (V/V).

Armored Personnel Carriers

M2 Bradley: \$200,000 (S/R).
 M113: \$75,000 (S/R).
 BMP-B: \$150,000 (R/S).
 BMP-C: \$175,000 (R/S).
 BTR-70: \$75,000 (S/C).
 OT-64: \$80,000 (S/C).

Light Combat Vehicles

LAV-25: \$100,000 (S/R).
 LAV-75: \$250,000 (R/R).
 BRDM-3: \$50,000 (S/C).
 OT-65: \$45,000 (S/C).

Main Battle Tanks

M1: \$600,000 (R/R).
 M1E1: \$650,000 (R/R).
 M1E2: \$700,000 (R/R).
 T-72: \$400,000 (R/R).
 T-80: \$500,000 (R/R).
 T-90: \$600,000 (R/R).

Self-Propelled Artillery

M109A2: \$300,000 (R/R).
 M988: \$100,000 (R/R).

SAU-122: \$200,000 (R/R).
 SAU-152: \$250,000 (R/R).
 ZSU-30-6: \$100,000 (R/R).

ANIMALS

Horse (broken): \$2000 (S/S).
 Horse (unbroken): \$1000 (S/S).
 Mule: \$600 (S/S).
 Ox: \$600 (C/C).

MISCELLANEOUS EQUIPMENT**Explosives**

Dynamite Stick: \$10, \$750/case of 100 (C/C).
 Plastic Explosive Block: \$30, \$650/case of 20 (S/R).
 Mine, Antipersonnel: \$50, \$200/case of 4 (C/C).
 Mine, Anti-Tank: \$100, \$200/case of 2 (S/S).
 Mine, Claymore: \$250, \$800/case of 6 (S/R).
 Engineer Demo Kit: \$750 (C/C).

Generators

1.5 kilowatt: \$200 (C/C).
 5 kilowatt: \$700 (C/C).
 10 kilowatt: \$1200 (S/S).
 60 kilowatt: \$8000 (S/S).
 100 kilowatt: \$15000 (R/R).
 500 kilowatt: \$50000 (R/R).

Stills

Small: \$500 (V/V).
 Medium: \$2500 (V/V).
 Large: \$200,000 (C/C).

Heaters & Coolers

Freezer, small: \$100 (S/S).
 Freezer, large: \$1000 (S/S).
 Portable Heater: \$200 (C/C).
 150 liter water heater: \$1500 (C/C).
 Refrigerator, small: \$100 (C/C).
 Refrigerator, large: \$1000 (S/S).
 Field Cooker, military: \$1000 (C/C).

Hand Tools

Basic Tool Kit: \$200 (V/V).
 Power Hand Tools: \$500 (C/C).
 Wheeled Vehicle Tools: \$500 (C/C).
 Tracked Vehicle Tools: \$1000 (S/S).
 Aircraft Tools: \$2000 (R/R).
 Excavating Tools: \$300 (V/V).
 Construction Tools: \$500 (C/C).
 Small Arms Tools: \$200 (S/S).
 Heavy Ordnance Tools: \$750 (S/S).
 Electrical Repair: \$500 (C/C).
 Electronic Repair: \$1000 (S/S).
 Arc Welder: \$500 (S/S).
 Portable Machine Shop: \$75,000 (R/R).
 Lockpick Tools: \$20 (V/V).

Radios

2 km Hand: \$250 (C/C).
 5/25 km Manpack/Vehicular: \$500 (S/S).
 5/25 km Secure Manpack/Vehicular: \$2000 (R/R).

50 km Vehicle: \$1500 (S/S).
 50 km Secure Vehicle: \$6000 (R/R).

Range Finders

Portable Laser RF: \$1000 (R/R).
 Vehicle Laser RF: \$1500 (S/S).
 Portable Coincidence RF: \$500 (S/S).
 Vehicle Coincidence RF: \$7000 (C/C).
 Vehicle Laser RF with Ballistic Computer: \$10,000 (R/R).

Reticle Gunsight: \$10,000 (R/R).

Vision Devices

4x Binoculars: \$100 (V/V).

25x Image Intensifier: \$2500 (S/S).
 Starlight Scope: \$1000 (R/R).
 IR Goggles: \$250 (C/C).
 IR Spotlight: \$150 (C/C).
 White Light Spotlight: \$100 (V/V).
 Thermal Sight: \$5000 (R/R).

Radars

Ground Surveillance: \$40,000 (S/R).
 Mortar Counter-Battery: \$100,000 (S/R).
 Artillery Counter-Battery: \$200,000 (R/R).

Laser Designators

Man Portable: \$1000 (S/R).
 Vehicle Mounted: \$2000 (S/R).

NBC Equipment

Chemical Sniffer: \$500 (C/C).
 Optical Chemical Sensor: \$2000 (S/R).
 Geiger Counter: \$500 (C/C).
 Gas Mask: \$150 (V/V).
 Steam Decontamination Trailer: \$5000 (S/C).

Chemical Defense Suit: \$1000 (S/C).

Medical Supplies

Anesthetic, Total: \$1000/100 units (R/R).
 Anesthetic, Local: \$1000/100 units (R/R).
 Antibiotic, Liquid (+, -, & ±): \$500/100 units (R/R).
 Antibiotic, Oral (+, -, & ±): \$750/100 units (R/R).

Anti-fever: \$500/100 units (R/R).
 Atropine, Liquid: \$500/100 units (R/R).
 Atropine Auto-Injector: \$75/10 (R/R).
 Pain-reliever, Mild: \$500/100 units (R/R).
 Sedative, Mild: \$500/100 units (R/R).
 Sedative, Strong: \$500/100 units (R/R).
 Blood, Whole: \$25/1 unit (S/S).
 Plasma: \$10/1 unit (S/S).
 Surgical Instruments: \$2500 (R/R).
 Personal Medical Kit: \$100 (C/C).
 Doctor's Medical Kit: \$1000 (S/S).

Body Armor

Kevlar Flak Jacket: \$800 (C/S).
 Plate Insert Jacket: \$400 (C/C).
 Ballistic Nylon Helmet: \$100 (C/S).
 Steel Helmet: \$50 (C/C).

Personal Gear

Fatigues: \$50 (V/V).
 Rucksack: \$20 (V/V).
 Flashlight: \$20 (C/C).
 Combat Webbing: \$10 (V/V).
 Shelter Half: \$25 (C/C).
 Sleeping Bag: \$50 (C/C).
 Thermal Fatigues: \$100 (S/S).
 Parka: \$150 (C/C).

Other Equipment

20 liter Jerrycan: \$25 (V/V).
 4-man Tent: \$100 (C/C).
 10-man Tent: \$250 (S/S).
 Bayonet: \$50 (V/V).
 Horse Tack: \$50 (C/C).
 Pack Saddle: \$40 (C/C).
 Aqualung: \$300 (C/C).
 Air Tank: \$100 (C/C).
 Rebreather: \$400 (R/R).
 Rebreather Recharge Kit: \$100 (R/R).
 Air Compressor: \$200 (R/R).
 Skis, Cross-Country: \$250 (C/C).

TWILIGHT: 2000

Beginning Adventure: *Escape from Kalisz*

BEGINNING THE GAME

Once characters have been generated, the best place to start is in the confused melee that finished 5th Division as an effective force. The characters are in the middle of the final collapse and have been instructed to break out on their own.

Preparation: First, make sure you are familiar with the situation. Read the sheet entitled "Adventure Handout: *Escape from Kalisz*" and look at the map of the area surrounding Kalisz. Familiarize yourself with the terrain. For the first several days it is likely that the players will remain in this area, primarily because they probably will not have sufficient fuel to get away in one quick dash. Next, make a copy of the map of the area for your own reference and mark on it the positions of the Warsaw Pact units involved in the operation. These are given in Enemy Units and Positions below. However, you should feel free to vary these, particularly if you think the players may have read this. Remember, troops of the 5th Division are not aware of the precise locations of the enemy troops except those actually involved in the final assault.

Setting the Scene: First, give the typewritten sheet marked "SECRET" to the players, entrusting it to the unit's commander or intelligence specialist. This is the last intelligence report issued by 5th Division, just before beginning the offensive into Poland, and contains valuable information, although some of it is considerably out of date or false. (The true situation of all units described is given in the referee's manual, in the chapter entitled *Poland*.) Next, give them the adventure handout sheet. They should be allowed to keep both of these sheets; they contain much valuable intelligence that should help them in making their initial decisions.

The final battle was more of a confused brawl. As the division was being overrun from the rear, the 1st Brigade on the left flank jumped off to punch a hole through to the south. Most of its tanks and armored vehicles were destroyed (although one or two may have broken through) but they succeeded in disorganizing the screen sufficiently for parties of fugitives to break free and escape to the south.

The referee should assign the characters to a unit (or let them choose a unit) and describe the morning battle to them and the situation they find themselves in as the Poles overrun the division rear. They will be cut off from the main body of their unit and make their escape in any direction they choose. Most of the division does not escape, but small parties do and the characters comprise one of these parties. The referee, therefore, should not game out actual firefights but rather assume that the characters have been lucky enough to avoid serious opposition in the confusion. The referee should also point out that attempting to escape north is liable to lead them into a box now that the Warta River bridges have been blown.

With the alcohol in the fuel tanks of their vehicles, they should be able to make it out of the immediate area of the fight in four hours of driving and should be able to get to the cover of woods, probably the woods between Kepno and Zloczew. From that

point, the actual play of the game begins.

Follow-up: Whichever way the characters go, they are heading into hostile territory and will have to exercise extreme caution. North and east of them are the search parties of the 4th Guards Tank Army. Southeast of the town of Praszka are marauders. Due south the way is clear to Opole, where there are soldiers, and south of them is the mad Markgraf of Silesia. Southwest will eventually lead to the 3rd Shock Army's screen, with more troops beyond them. There is no perfect route, and only cunning will allow the group to survive.

Special Encounters: The seeds of a number of special encounters are sown in the background notes below. There are Soviet stragglers to be captured, headquarters groups to be attacked, and supply dumps to be blown up. The intense fighting in the area has driven the population of many towns and villages from their homes, and thus there are many refugees to be helped (or ignored, if the players wish). The disordered state of the Soviet forces will provide a perfect opportunity for the more violent to take to marauding, and there will be bands of men who days before were soldiers but now are beginning to turn to plunder and pillage.

ENEMY UNITS AND POSITIONS

Soviet 4th Guards Tank Army: Commanded by Colonel General B. A. Chetverkov. Headquarters and staff along with a small security party (in all perhaps 150 men) are in Piotrkow. 4th Guards Tank Army has assumed control of the operation and thus destruction of the headquarters would seriously disrupt the search and pursuit operations of the other units.

Soviet 20th Tank Division: Commanded by Colonel R. N. Zhelnin. The division is badly mauled and has lost all of its remaining tanks. Current effective strength is about 1,000 infantry with a few armored personnel carriers, two howitzers, four antitank guns, and about fifty soft-skinned vehicles. The division's supply dumps and rear services (about 100 men) are at Lodz, along with the division's field hospital. At the moment the hospital is choked with nearly 200 wounded, and the half dozen doctors and nurses of the division are working around the clock. Tactical headquarters of the division with a security party of about forty men is at Ozorkow, while the combat elements of the division are spread out along the Warta River guarding potential crossing points. The three main tactical subunits of the division, with about 250 to 300 men each, are based at Szadel, Uniejow, and the destroyed road bridge between Kolo and Uniejow.

Soviet 21st Motorized Rifle Division: Commanded by Major General K. I. Rubachenko. The division is assaulting Kalisz, taking serious losses in the process. The division begins the assault with 8,000 men and 30 tanks. By dawn, it will be down to 3,000 men and 8 tanks but will have overcome all resistance in Kalisz by 1-40th Armored and 4-12th Cavalry. It will be seriously disorganized and unable to put together any sort of pursuit or search patrols until the next day. General Rubachenko's tactical headquarters is in Ostrow, along with a signals and security

detachment of about 100 men. The supply dump and rear service hub of the division is in Wielun and includes about 200 men: supply personnel, drivers, laborers, medical personnel, etc. The divisional engineers (65 men with some heavy equipment) are attempting to repair the road bridge across the Warta River on the road between Wielun and Piotrkow.

Soviet 124th Motorized Rifle Division: Commanded by Major R. B. Bologov. The division took very heavy casualties the previous day, including the three highest ranking officers in the division. Current effective strength is 3,000 men and 6 tanks, but they are scattered and very short of ammunition and fuel (most of their forward supply vehicles have been destroyed). Small groups of troops were reorganizing and trying to hold a thin line astride the Sieradz-Kalisz road, but this line has been shattered by the final breakout attacks. There are other pockets of troops in Sieradz, Zloczew, and the woods west of Zloczew. The woods east of Zloczew contain several hundred stragglers from the division. The woods southeast of Zloczew are also full of demoralized stragglers. None of the small groups reorganizing have more than 200 men and a tank or two. Major Bologov has his headquarters in Sieradz and is collecting stragglers as they try to cross the bridge. He has assembled about 300 men there. The supply dump and rear echelon hub of the division is at Piotrkow. There are about 200 men there from the division. Morale is very low and most of the men are not prepared to put up any sort of a stiff fight.

Soviet 12th Guards Tank Division: Commanded by Major P. F. Srividenko. Detached from 3rd Shock Army to close the escape routes to the southwest of 5th U.S. Division, the 12th Guards has come under control of 5th Guards Tank Army. The division has only 500 infantry mounted in 30 trucks and 5 armored personnel carriers. It has no rear supply services to speak of but has 10 medium stills on 2 1/2-ton trucks. It is currently deployed along the northeast edge of the woods due south of Kalisz in five battlegroups (each with an APC, six trucks, 2 stills, and 100 men, more or less), with one group roughly every four or five kilometers. Major Srividenko is with the central group, which also includes a towed howitzer.

Soviet 89th Cavalry Division: Commander Colonel Y. K. Mikhaylov. The division is under the command of the 22nd Cavalry Army to the north but is cooperating with the operations of 4th Guards Tank Army. The division has 300 cavalry troopers and two horse-drawn 120mm mortars. It is currently covering the Warta River crossing points at Konin and Kolo and is patrolling the riverbanks in between. Colonel Mikhaylov is under orders from 22nd Cavalry Army not to become seriously engaged and not to move south of the road running west from Lowice and passing just south of the Warta. Nevertheless, he has pushed small patrols of a dozen troopers each across the river and is probing as far south as Turek. Colonel Mikhaylov's headquarters detachment, with forty men, is in Sompolno.

Polish 10th Tank Division: Commanded by Colonel S. Maczek. The division is assaulting from Pleszew along the road to Kalisz and has passed behind Kalisz into the division rear area. It began the assault with 2,500 men and 25 tanks, but by noon will be down to 2,000 men and 5 tanks. Most of its tank losses came in the close-range melee with the 3-77th Armored a kilometer northeast of Kalisz, and some confused fighting will continue in that area until nightfall. But elements of the division passed through the area and overran 3-19th Field Artillery's firing positions as well as the rear elements and headquarters of the division and most of the 1-61st Infantry. It took 1st Brigade in the

rear, but most combat elements had already jumped off on the final breakout attempt to the south, and the former 1st Brigade positions are covered with groups of Polish infantry and vehicles trying to regroup to continue the pursuit. The advanced elements will roam that general area and fire on anyone encountered but will not be able to move out and pursue until the next morning. Colonel Maczek's headquarters is at Pleszew with about 100 men. There is a detached combat group of the division with 250 men, a half dozen APCs, and two tanks north of the Warta River, now trying to march south to rejoin the division main body. This detachment will not arrive for another week.

Polish 6th Border Guard Brigade: Commanded by Colonel T. A. Komorowski. The brigade has 400 infantry garrisoning the city of Lodz. There are also 1,500 lightly equipped ORMO (People's Militia) troops in the city under Komorowski's command, which are organized as two brigades of three battalions each (between 200 and 300 men per battalion). Most of Komorowski's regulars, along with one battalion of ORMO troops, hold the blocking position at Zgierz. The brigade is now under command of 4th Guards Tank Army. If the 6th Brigade moves out, the ORMO troops will stay behind. Most of the ORMO troops will probably not put up much of a fight in any event; all of the "reliable" ORMO troops were concentrated in the battalion at Zgierz.

Polish 11th Border Guard Brigade (Cavalry): Commanded by Major General G. S. Rydz. Current strength 400 troopers and two horse-drawn howitzers. The brigade was responsible for guarding the current site of the national command headquarters at Lublin, but was dispatched west to take part in the operation as soon as the 5th Division began its raid. The brigade is now combing the woods south of Lask and Zdunska Wola rounding up the survivors of the 256th Brigade.

PLACES OF INTEREST

The following is an alphabetical listing of every town and city on the adventure map. Much of the information given above is duplicated here, but is in handier form for finding the information relevant to a particular place. There is also some elaboration on what has happened or is happening to a town, and there are many adventure possibilities contained in these descriptions.

Kalisz: Kalisz was badly devastated by the recent fighting. Most of the city is in ruins and parts are in flames. The fires will probably burn for many days and a depressing pall of smoke will hang over the smoldering ruins for at least a week. Because of the heavy artillery bombardments and intense street fighting toward the end, there have been hundreds of civilian casualties, and many civilians fled to the woods north of the city. There are numerous individual American stragglers still hiding in the ruins, as well as Soviet and Polish deserters looting the city.

The main combat elements of the Soviet 21st Motorized Rifle Division are reorganizing in and near Kalisz, and current strength is about 3,000 men and 8 operational tanks. There are also about twenty or thirty armored personnel carriers of various types along with mortars and howitzers moving into town from the direction of Ostrow. As parts of the division regroup and become combat-worthy, the division will begin patrolling the area north and northeast of Kalisz, and most army units contacted in that area will probably be from the 21st Division. Later, when the division is in better shape to move, it will be the main pursuit force.

East of Kalisz are the combat elements of the Polish 10th Tank Division (current strength 2,000 men and 5 tanks) also trying

to reorganize. As parts of this division regroup, they will begin patrolling south into the woods between Kepno and Sieradz. Eventually, this division will garrison the Kalisz area. The pursuit will be turned over to Soviet units of the 4th Guards Army who will carry it out with gasoline rather than alcohol. 10th Polish Division could be outfitted to run on gasoline, but the Soviets do not want to give the gas they have to the Poles.

Kamiensk: Until recently, Kamiensk was controlled by a band of 50 marauders, mostly Asian-nationalities Soviet deserters. With the appearance of the Red Army in such force, they decided to withdraw until things cooled down and are now living in the woods to the east. The townspeople are fortifying the town to keep them from returning and would like help defending their homes. They have not called on the Soviets, however, as they don't want a large military unit there eating all their food.

Kepno: So far, Kepno has been undamaged by the recent fighting and has few complaints. There is a small detachment of Soviet military police (10 men) in town who direct traffic for the supply convoys that move through town several times a day. The local militia has been put on alert to watch for American stragglers but are content to do so from the safety of town.

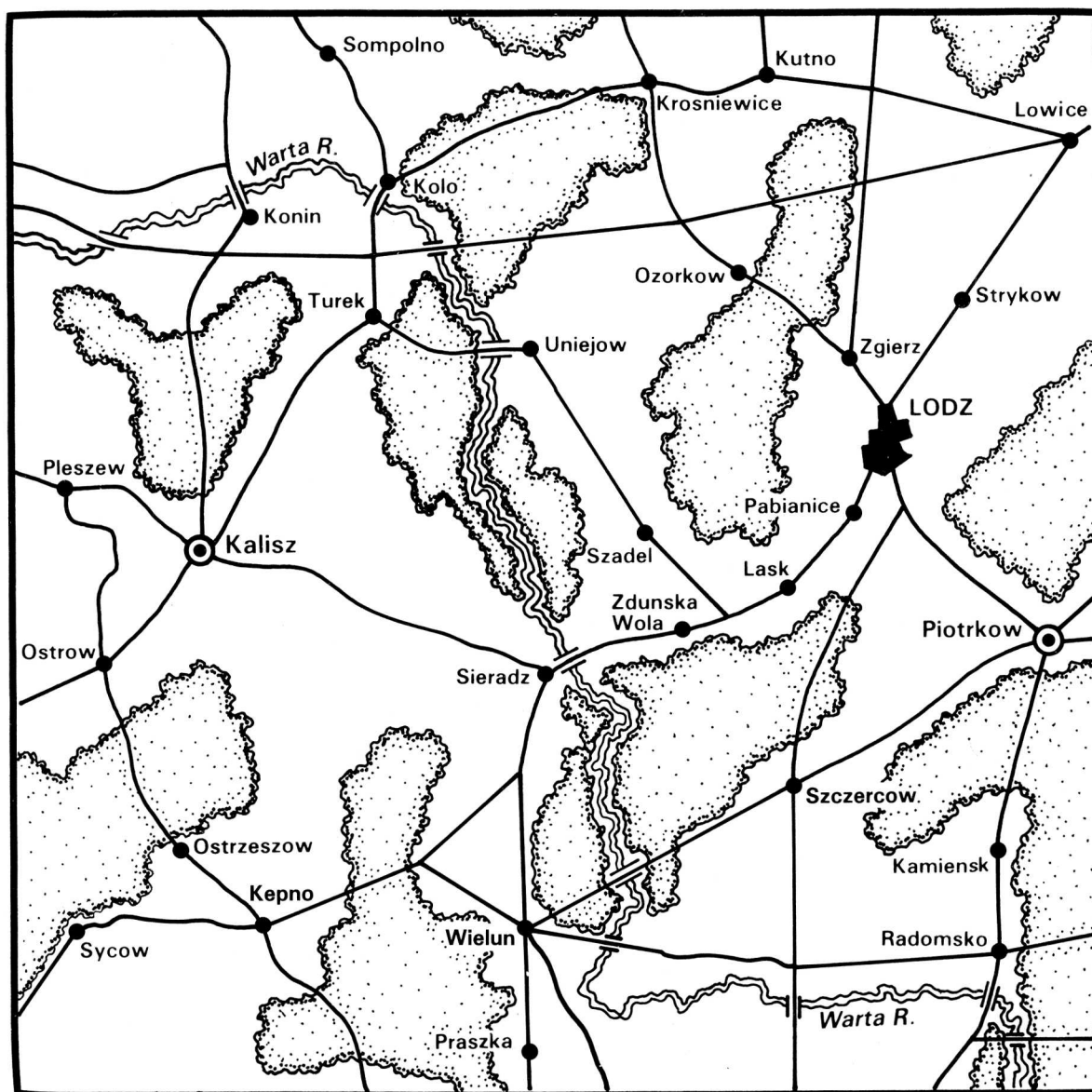
When convoys stop for the night or a rest break, the citizens sell the soldiers food and other small comforts and have benefited from the recent campaign.

Kolo: The recent fighting has caused most of the citizens to flee into the woods east of town, but some are now coming home. The town is garrisoned by 110 troopers of the Soviet 89th Cavalry Division, who regularly send patrols of 10 or 20 troopers south of the river. This detachment of the division has a permanent patrol of 30 men south of the river at Turek.

Konin: There was some fighting around Konin and some of the population fled south into the woods, but most are now back and are working at repairing the bridge across the Warta River. There are 120 troopers of the 89th Cavalry division, with one 120mm mortar, camped across the river, and they are helping the townspeople rebuild their bridge. The townspeople are impressed with the conduct of the Soviet troopers and their local commander, Captain L. I. Savchuk, and they are resentful of the Americans who blew up their bridge.

Krosniewice: There was never any serious fighting in Krosniewice, although the Americans were based there for quite a while. When Soviet cavalry passed through, they confiscated

Kilometers 0 10 20 30 40 50 **The Battle of Kalisz July 9-18, 2000 A.D.**



the few remaining horses in town and rounded up and shot several prominent citizens as collaborators. The citizens are resentful of this. They had good relations with the Americans while they were there and were impressed with their proper conduct. There are half a dozen American stragglers who escaped from Kutno being sheltered in the town, and many citizens would be glad to help Americans trying to escape from the Soviets.

Kutno: Kutno was the scene of some fighting between American infantry and Soviet cavalry, and the town has suffered some damage. There were over a dozen civilians killed in the fighting and many more fled south into the woods. Most of them have now returned and are trying to repair the damage. The people are tired and depressed, in general, and have no great love or hatred for either side.

Lask: The town has been badly damaged by the recent fighting and many of the inhabitants have fled. About half remained, and some are now coming home. It is garrisoned by the headquarters and about a third of the troopers of the Polish 11th Border Guard Brigade (Cavalry), in all about 150 men. Their two howitzers are emplaced in the town square. Relations between the townspeople and the border guards are bad. The border guard commander, Major General Rydz, blames the citizens for not resisting the American troops who occupied the town during the battle. Several of them who openly helped the Americans or were friendly with them have been shot, and this has made the townspeople resentful and frightened.

Lodz: One of the few major cities left in Poland. Large parts of the population are worried and angry at the Soviets and the central government, as the large influx of troops are eating up the city's food supplies at an alarming rate. The mayor, Wojciech Sobieski, is bombarding local military officials with requests to move on, although for form's sake he usually couches these as patriotic demands for action against the invaders still at large near Kalisz. In fact, he doesn't care where the army goes, as long as it goes away. The food situation is getting serious and will soon become disastrous unless something is done.

Located in Lodz are the headquarters of the Polish 6th Border Guard Brigade and the rear services of the Soviet 20th Tank Division. These units are described in more detail elsewhere, but the detachments present have about 100 Polish headquarters and supply troops, 100 Soviet rear echelon supply and maintenance troops, and over 200 wounded Soviet soldiers from the 20th Tank Division. The commander of the Polish brigade, Colonel Komorowski, is also overall commander of the occupation forces. More wounded soldiers are arriving every day from the other divisions, and within a week the number of wounded will grow to about 1,000.

As a garrison, there are five battalions of local militia (total of 1,200 men) lightly equipped and organized in two defense brigades. Their morale is low and usually less than a battalion is active at any one time. The rest could be activated in about twelve hours, in theory. In practice, about half of them would not show up. Some are already talking about taking armed action against the weak army garrison in town in order to expel them. As rumors of the terrible beating 4th Guards Tank Army has taken filter back, the citizens are beginning to think that there's not much the Soviets could do to them if they were to eject the rear area troops from town and then fortify the outskirts.

Lowicz: Virtually untouched by the fighting, Lowicz was briefly the headquarters of the Soviet 89th Cavalry Division. The Rus-



sian troopers behaved themselves while near the town and the civilians got along well with them. Nevertheless, everyone breathed a sigh of relief when they moved on, and didn't even mind when they took most of the horses left in the town. The townspeople do not want any trouble, and would not offer help to Americans for fear of reprisals. Some would probably turn in Americans for a reward or to prove their loyalty.

Ostrow: During the last two days of the battle, Ostrow was shelled by American artillery. There was extensive damage and a number of civilian casualties, which the citizens blame on the Soviets. There were many Soviet troops in the town and the mayor and city council repeatedly begged the Soviets to move either into the woods or north on the road to Pleszew. They knew the Americans would shell the town sooner or later if the Soviets stayed. The mayor, Jerzy Syrokowski, lost his wife in the shelling, and he is particularly bitter against the Russians. He would gladly help anyone who had a plan that would hurt the Soviet garrison, particularly the division commander. He knows other men, some of whom are militiamen, who feel the same way.

The commander of the Soviet 21st Motorized Rifle Division, Major General Rubachenko, and his headquarters with about 100 men are in the town. Few of these are combat soldiers, but all are armed. Mostly they are staff officers, radiomen, mechanics, and medical personnel. The town is filling up with the division's wounded. Many are being sent back to Lodz as trucks are available, but there are still about 2,000 wounded in town. The Soviet doctors and nurses are near exhaustion and have run out of most medical supplies.

Ostreszow: The town has so far been untouched by the actual fighting, but a rear casualty station for the Soviet 21st Motorized Rifle Division has been established in the town. There are 6 overworked doctors and nurses with 800 wounded soldiers. About twenty local citizens are working as medical volunteers. There is also a detachment of 10 Soviet military police in town who direct traffic when convoys pass through. The citizens are worried that the Soviet wounded soldiers will eat up all of the town's food. There are some in town who suggest attacking the Soviets, as there aren't very many of them, and killing them. They think they can then blame it on the

Americans if more Soviet soldiers come around and ask questions. Others aren't willing to take action that bloodthirsty, yet.

Ozorkow: Although there was no fighting in Ozorkow, Americans were based there for about a week and the townspeople got along well with them. At first they were fearful and hostile but gradually warmed up. Now the headquarters of the Soviet 20th Tank Division (Colonel Zhelin with 40 of his men) is in the town. The townspeople have no great animosity for the Soviets, but many secretly rejoiced when they heard what a beating "their" Americans gave the Soviet division.

Pabiance: Virtually a ghost town. Several days of fighting in the town and shelling by U.S. troops have chased nearly all the civilians out, either to Lodz or into the woods to the north. Now that the army has moved out, the ruins of the town have been taken over by looters and deserters. There are about thirty of them in town, and the refugees in the woods would like someone to chase them away so they can move home.

Piotrkow: Until recently the city was under intermittent siege by marauders, and the citizens welcomed the advancing Soviet troops as rescuers. Now, they are not nearly as happy with the situation. So many tanks and vehicles have passed through the town that the roads are ruined, and several road-side buildings have had the fronts knocked off by passing tanks that strayed from the road. There have been numerous cases of rape and looting, and the Soviet command doesn't seem interested in finding the criminals. (In fairness, they have a lot on their minds at the moment, but this doesn't help the citizens of Piotrkow.)

At present, Piotrkow is occupied by the headquarters of Colonel General Chetverkov's 4th Guards Tank Army (with about 150 men) and the rear services and supply dump of the 124th Motorized Rifle Division (with 200 men).

Pleszew: The town has not suffered much damage in the fighting, but the presence of Colonel Stanislaw Maczek's Polish 10th Tank Division in town put a severe strain on food supplies. Now, however, the supply columns of the division are catching up, and Colonel Maczek has turned over large quantities of food to the town to replace rations requisitioned earlier. This has impressed the townspeople, and they are also proud that a Polish division, with fewer men and older equipment than the Soviet divisions, did better than all the other Warsaw Pact units involved. There are now over 1,000 Polish wounded in the town and the medical personnel of the division couldn't have dealt with the work load if the town hadn't made an all-out effort to help, resulting in the Polish wounded being much better cared for than any other troops in the area. The citizens are also helping as much as possible in the reorganization of the division. Workshops in the town are repairing vehicles and weapons, women are sewing uniforms and all civilian vehicles have been voluntarily put in storage while the large municipal stills work 24 hours a day to build up a fuel reserve for the division.

Praszka: This town is ruled by a Soviet former sergeant from the 9th Tank Division along with his band of 50 deserters. He is fearful of the Soviet troops north of him but has found a good spot here in Praszka and doesn't want to give it up. The town is (or was) prosperous, and he and his men have everything they want just for the taking. The townspeople hate him, but fear him even more.

Radomsko: This town is controlled by a group of 70 marauders who also raid the town of Kamiensk. The leader of the marauders is named Shotkin, a former lieutenant, and the marauders have a BMP-C armored personnel carrier that is the basis of their real strength. It is usually parked in the town square under armed

guard. While the townspeople resent Shotkin, once he seized control of the town, he kept his men from doing too much damage. He realizes that it is important to keep the townspeople reasonably happy so that they will work for him and his men. On occasion he even gives part of the spoils of their raids to some of the leading citizens of the town and is beginning to be accepted by them.

Sieradz: There was no actual fighting in the town, but the inhabitants feel war-weary from the tension and excitement of the last week. After the Americans left, Soviet troops of the 21st Motorized Rifle Division occupied the town, seized a lot of the food, and then left heading west. A little later the 124th Motorized Rifle Division entered the town and took most of the remaining food and moved out northwest. When the division was smashed by the 1st Brigade of the 5th Division, large numbers of demoralized troops streamed back into the town and many began looting. A number of fires were set, and the population was terrorized all afternoon and that night.

The next morning Major R. B. Bologov arrived and began reorganizing the troops. He had several of the looters shot, which helped reestablish the morale of the townspeople somewhat. However, he also has called out the town's militia and temporarily incorporated it into his force. The militiamen are nervous about this. It means there might be an attack, and from the looks of the Soviet troops they won't be much help.

Bologov has 200 of his own men in the town, but almost half of them have no firearms or are armed only with pistols. There is very little ammunition and nothing in the way of heavy weapons except a single RPG-16 with five rockets. Bologov does have three T-80 tanks in the town, but two of them are broken down and cannot move. He has used the operational tank to haul the other two into positions guarding the western approaches to the town, hoping their presence will scare off any strong parties of Americans until he can reorganize his troops. There are 100 militia, mostly armed with assault rifles, as well.

Sompolno: A peaceful town which hasn't suffered from the current campaign much. The town is the current headquarters of Colonel Mikhaylov's 89th Cavalry Division, and the people are unhappy about the fact that the Russians have confiscated the few horses left in town. They did pay for them with food and ammunition, however, and most people think that this is better than they could normally expect to be treated. Most of the people in the town think of the Soviets as benevolent conquerors rather than troublesome allies.

Strykow: Untouched by the current fighting, many of the young men of the town are excited by the rumors of the battle and wish they knew more. Many wish that they could have been in the battle, although there is some difference of opinion as to which side. Many of the people of the town will be friendly and excited by the approach of Americans and will want them to tell as much as they know about the battle. Many others will be excited at the prospect of an "invasion" and want to turn out the militia to repel the foreigners. If they were to fight a skirmish against half a dozen Americans and turn them away, they would probably tell and retell the story for years.

Sycow: This is a quiet community with no soldiers. The militia has been drilling, however, due to the steady approach of the marauders to the southwest. There have been many town meetings to discuss what they will do when the marauders get closer, and all have decided to defend their homes. They are business-like and efficient about their militia training, and the town guards are always vigilant. They have not thought much

about the war sweeping Europe, since they are preoccupied with their own local problems. If Americans were to appear, there would be much argument back and forth as to whether to help them or turn them over. The mayor of the town, Roman Szomanski, is an ardent communist, and in fact the town is an efficient little collective community surviving amidst chaos. Szomanski, however, no longer sees the war as a struggle between capitalism and communism. He views it as unchecked madness. He holds no animosity towards Americans and would gladly accept them if he thought they could help the community. The commander of the town's ORMO is Aleksander Wankowicz. He is a modest man in his middle years, and looks more like a shopkeeper than a military commander. Nevertheless, he is very intelligent and is aware of his own limitations and those of his defense troops. In an actual fight he would be a cunning commander who would use his men wisely. If the Americans offered to help train them to fight the marauders, they would probably accept the offer and give them shelter.

Szadel: While there was considerable troop movement back and forth through Szadel, there was no real fighting there. Now, there are 250 men and a few armored personnel carriers of the Soviet 20th Tank Division garrisoning the town, commanded by Captain E. Zh. Demidov. They are a pretty sorry-looking and beat-up group, and the townspeople aren't much impressed with them. Some of the Soviets brag about having beaten the Americans, but most people in town don't believe them.

Szczercow: The town had been raided and looted several times by marauding bands of deserters before the 4th Guards Tank Army arrived. Since the marauders were mostly former Soviet soldiers, the inhabitants had no love for the newly arrived troops. When Polish cavalry arrived, it just meant more mouths to feed, and the townspeople treat the soldiers, Polish and Soviet alike, with sullen resentment. At present, there are 125 cavalry troopers of the Polish 11th Border Guard Brigade, under the command of Major Feliks Bolsunowski, and a detachment of 20 Soviet military police in town. Since the townspeople are surly and hostile, the Soviets have responded in kind and relations between the two are deteriorating. Although the police post is fairly far away from any other Soviet garrison, convoys pass back and forth through the town several times a day, making the Soviets feel secure.

Turek: Currently occupied by a small 30-man patrol of the Soviet 89th Cavalry division under the command of Captain A. N. Antu'yev. The citizens were frightened by the arrival and then rapid departure of the Americans (the whole 1st Brigade and most of the division services passed through the town in a 24-hour period). When the Soviet cavalry troopers arrived, they received a cold welcome, with most of the inhabitants staying indoors. They are still uneasy, wondering if the fighting will spread to their town.

Uniejow: At present there is a group of 300 men with four armored personnel carriers from the 20th Tank Division in the town. When the 1st Brigade of the the 5th Division limped into town, its trucks loaded with wounded and its tanks towing disabled vehicles, the townspeople were certain they had lost a major battle. Now that they've seen the troops of the 20th Tank Division, they aren't so sure. The feeling now is that both sides have pretty much destroyed each other, and from now on the villagers and townspeople will have to take care of themselves. They are now making plans for defense against marauders and trying to contact outlying villages for mutual assistance. They virtually ignore the Soviet garrison, treating

them as if they don't count anymore. (Perhaps they are closer to being right than most people in the area.)

Wielun: The town had been held by marauders who had gone on a drunken spree of looting, murder, and rape that left forty people dead and caused many of the citizens to flee into the woods east and west of town. When the Red Army arrived, they rounded up the marauders and shot them and thus have the everlasting gratitude of the townspeople.

In the town are the rear services and supply dump of the 21st Motorized Rifle Division, with about 200 men, commanded by Major T. B. Amramovich. The 65 engineers (Captain S. V. Popov) of the division are trying to repair the bridge northeast of town on the Wielun-Piotrkow road.

Zdunska Wola: There is a 125-man cavalry detachment of the Polish 11th Border Guard Brigade in town, searching for American fugitives to the south. It is commanded by Captain Grochawalski. At any given time, 1D10x10 troopers will be gone on patrol. Any army units met in the woods south of town will be from the 11th Brigade. There is a prisoner compound with sixty American prisoners, many of them wounded. They are out in the open and are not well cared for. Some of the townspeople have taken pity on them, and most of the food they have has been given to them by civilians. The Poles don't torture or abuse them; they just ignore them for the most part. Every day a few more are brought in, and one or two are buried. No one really knows what to do with them.

Zgierz: A small town that is now largely deserted. The intense fighting of the last several weeks have caused most of the population to flee. Many have fled to Lodz, but some are living in the woods to the west and southwest of town.

The town itself is badly damaged by the fighting. There are extensive field works around it, and it is garrisoned by the main combat elements of the Polish 6th Border Guard Brigade (about 300 men) and a battalion of the Lodz ORMO (about 200 men). The ORMO troops (also from Lodz) are the best soldiers and most politically reliable troops. After fighting alongside the border guards (who are combat veterans and good soldiers), the ORMO troops are weary but elated at their victory. They get along well with the border guard troops, who have developed a grudging respect for the bravery of the citizen soldiers, and morale in both units is high. The position is commanded by Lieutenant Colonel Ludomil Nizewski, who is also the second in command of the 6th Border Guard Brigade. The position has a Rapira-3 towed antitank gun and two 120mm mortars, all belonging to the border guards, and some light antitank weapons in both units.

Zloczew: When the Soviet 124th Division was routed on the Sieradz-Kalisz road, many of the stragglers fled back to Zloczew and began an orgy of looting and pillaging. Many civilians were killed or molested and much of the town was burned that night. When a captain arrived the next morning, he began restoring order and reorganizing the troops. Many of them slipped away into the woods south of town rather than go into battle again, but most of them followed orders. They realized that they were foreigners in a land that their rampage of the previous night had made more foreign than ever, and they would have to stick together to survive.

The town officials demanded justice, but the captain took them aside and asked them how he was expected to deliver it. Was he supposed to have all his men shoot themselves? They were all guilty.

There are now 200 soldiers in the town under command of



the captain. The townspeople hate them intensely. Most of the soldiers have only what they carried with them, and many had thrown away their rifles when they ran away. The captain has ordered all the arms and ammunition in town seized, and this almost caused an uprising. Now the population is both frightened of what will happen to them if the Soviets leave them without weapons and aching for revenge.

RUMORS

A variety of rumors are available to the characters. The ones listed below are just a sample.

Civilian:

The area to the southeast is heavily infested with marauders. The Soviet troops chased some of them out, but they'll be back and meaner than before.

There are hundreds of wounded Russians at Lodz, but hardly any combat troops.

The ORMO troops in Lodz don't want to fight. They don't consider this their war anymore and would just as soon concentrate on gathering enough food for the winter. There is a lot of resentment in Lodz at all the food eaten by the Russian soldiers that have passed through.

A civilian's brother traveled to Krakow a month ago. They actually have factories working there again, and have declared their independence from everyone! They have an army of their own and anyone's welcome in the city, so long as they can prove they have enough money to support themselves. Parts of the city have electricity and running water again.

A civilian has twenty liters of gasoline. He says he bought it from a Russian lieutenant for five big smoked hams. He can't believe he got it so cheap.

Military Prisoners and Stragglers:

A soldier from the 12th Guards Tank Division says he heard one of the officers complaining about being attached to 4th Guards Tank Army. He called their staff officers rear-echelon heroes who hadn't been in the line for almost a year. They didn't understand how tough the Americans were, and were used to chasing Ukrainian peasants in ox carts instead of M1's. But things will probably get better once the rest of 3rd Shock Army gets here from Wroclaw. Maybe then they'll get some tanks.

It's embarrassing being in a tank division with no tanks.

A vehicle driver tells you that the 4th Guards Tank Army was able to move so fast because it's running on gasoline! A whole month's output from the Ploesti oil fields in Romania was earmarked for the 4th Guards just so the Warsaw Pact would have one mobile army. There are thousands, maybe millions, of liters of it in the supply dumps of the divisions. A lot of supply officers are getting rich selling it to the black market.

A Zampolit (political officer, or commissar) tells you that the whole 1st and 2nd Western Fronts have gone over to the offensive in Germany and are pushing back the NATO lines everywhere. Up north the Germans have pulled back and left the U.S. Ninth Corps to fight a rearguard. He suggests that you surrender.

A Soviet captain from the 124th Motor Rifle Division is still stunned from the beating his division took from the 1st Brigade. He just keeps shaking his head and cursing "Those damned M1's!" He commanded a battalion of twelve tanks, and his whole battalion was wiped out in the first ten minutes of the battle. Most of the crews were killed, and he was the only one to escape from his command tank when the fuel exploded. All of the battalion supply vehicles were destroyed, and he hasn't been able to find a single man from his unit. For all he knows he may be the only survivor. The area along the Warta River on either side of Sieradz is the responsibility of the 124th Motor Rifle Division, but he says there's hardly anything left of it, just shell-shocked survivors here and there.

A radioman tells you that he routinely routed messages from his regiment up to the 4th Guards Tank Army HQ, which is now at Piotrkow.

RADIO TRANSMISSIONS

For the first several weeks, the characters will pick up sporadic radio transmissions from the German Third Army and the U.S. Ninth Corps. Both are taking a beating, particularly the Ninth Corps, and are retreating back into Germany. Pact forces all along the front are attacking.

As the weeks wear on, the messages become less frequent and more confused. The front seems to be breaking up and both armies are tearing themselves apart. Tank and manpower losses are high and central direction of the battle is disappearing. Most units are becoming less concerned with maintaining contact with friendly units on their flanks and keeping a continuous front, and are more concerned with protecting the local territory they occupy—their source of food and civilian labor. The characters will start to hear more and more units, on both sides, refuse direct orders to leave their areas and move to another part of the front to help a friendly unit or beef-up an offensive. Most of these will be accompanied with excuses and explanations as to why the move is impossible, but some will just be flat disobedience of orders. At some point, the referee may have the characters listen in on a conversation between a Soviet front commander and a division commander that ends with a direct and peremptory order to move north and the response "Why don't you come and try to make me, you fascist bastard!"

WAYS, MEANS, AND GOALS

What little structure and order are left in this part of the world is unraveling around the characters. In the short run, this is to the characters' advantage. It will be easier to escape in the confusion. In the long run, however, it raises the question, "Escape to WHERE?" The answer to this second question is what much

of the game is about, and the players have tremendous latitude in choosing their long-term goals.

This adventure, however, deals with the short-term goal of surviving and escaping from the 4th Guards Tank Army. This Soviet army is finished as any sort of a serious offensive force, and perhaps as any sort of organized force at all. But even the smallest part of it is more than a match for the characters and thus poses extreme danger.

The most obvious goal that presents itself, aside from escaping from the immediate battle area, is to somehow delay or disrupt the organization of search and pursuit parties by the Warsaw Pact forces. Within days they will begin scouring the countryside in wider and wider circles in an attempt to round up as many survivors as possible.

Two means of disrupting pursuit present themselves. One is to damage the command structure of the enemy units and the other is to disrupt their supplies. Command structures are disrupted by attacking unit headquarters. Killing or wounding a unit commander and his staff officers, scattering his communication specialists or destroying their radios and telephones are all ways of disrupting a unit's command structure. Given the size of the rear area headquarters groups (at least a hundred men), a direct assault will be out of the question. A commando raid, however, may be possible if the group has characters with sufficient skills. Most of the best soldiers of the enemy units are in the front lines, and the rear area troops tend

to be poor soldiers, sloppy and not very vigilant.

A second means of slowing the pursuit is to attack the supplies of the units. The divisions of 4th Guards Tank Army are running on gasoline and are probably the only force of this size in the world doing so. This is a great strength but can also prove to be a great weakness. If a unit's gasoline dumps or fuel convoys are destroyed, it will become immobilized. Since the divisions are running on gasoline, their engines are not set up to run on alcohol, and it will take time to convert them. In addition, the divisions did not bother to bring any alcohol stills with them, and it will take time to assemble them. (This will mostly be done by confiscation of civilian stills, which is likely to cause considerable resentment by the local population. That resentment can be used to the characters' advantage as well.)

How much difference can the characters make on their own? Quite a bit. A good-sized fuel convoy probably represents all the fuel vehicles for a division. Additionally, the characters are not the only group to have escaped, and the referee may want to assume that one or more other groups are practicing the same hit-and-run raids as the characters, thus multiplying their effects. Finally, the group may be able to recruit local anti-Soviet civilians to assist in one or more raids, although they would be unlikely to accompany the characters outside of their immediate area.

Eventually the characters will probably succeed in escaping from the area, and as they do so the end of this adventure will gradually blend in with the beginning of the overall campaign.



TWILIGHT: 2000

Adventure Handout: *Escape from Kalisz*

Death of a Division

The United States 5th Infantry Division (Mechanized) jumped off on its raid on June 19th from Chojnice and Człuchow in a converging drive on the Bydgoszcz and Torun area. Contact was made with partisans of the 2nd Polish Free Legion in Tuchola, and they reported the road ahead clear. Guides were provided and on the 21st advanced elements of the division had reached Torun, with follow-up forces closing up. Only scattered resistance from some local militia had been encountered. The division spent a week in the Torun area distilling fuel in anticipation of the second bound. On June 29th it moved out south on the road to Włocławek, which the division's recon battalion (4th squadron of the 12th Cavalry, mounted on horseback) had scouted as far south as Krosniewice. The division closed up on Włocławek by the evening of June 30 and advanced elements were in the strategic road junction of Krosniewice by July 1.

The division again paused for maintenance and fuel distillation while the cavalry scouted south. On July 3rd the 4-12 Cavalry reported a strong blocking position in front of Lodz at the town of Zgierz. Interrogation of prisoners revealed the blocking force to be the Polish 6th Border Guard Brigade. The division commander ordered the division's 256th Mechanized Brigade (Louisiana National Guard) to deploy against the blocking position while the 4-12 Cavalry made a wide turning movement through Kolo, Uniejow, Szadel and Lask to hit Lodz from the southwest. The division's 1st Brigade consolidated the division base camp area at Krosniewice, while the division's 2nd Brigade was pushed west toward Konin to guard against a possible counterattack by the 1st Polish Tank Army, known to be in the Poznan area.

July 9th: The 4-12 Cavalry reported by radio that it had encountered Polish cavalry in superior strength at the town of Pabianice, a few kilometers south of Lodz, and that it was falling back to Lask. Later, outposts of the 2nd Brigade guarding the road bridge across the Warta river at Konin successfully resisted an attack by mechanized troops identified as elements of the Polish 10th Tank Division. The Polish troops withdrew, but could be seen digging in several kilometers from the bridge.

July 10th: The division commander ordered the 3-11 Infantry of the 1st Brigade, then in Kutno, to move out east toward Lowice to develop an attack from the northeast against Lodz. At the same time he ordered 256th brigade at Ozorkow to detach a battalion and move it overland south to Uniejow in preparation to support the 4-12 Cavalry. Almost immediately, the 3-11 Infantry from Kutno encountered advancing mounted troops in superior numbers and was driven back to Kutno under heavy pressure. By evening, 3-11 infantry had determined that it was facing the advanced elements of the Soviet 89th Cavalry Division (formerly 89th Motorized Rifle Division), which had last been identified as being deep in Byelorussia. 4-12 Cavalry had identified its antagonist as the Polish 11th Border Guard Brigade, formerly at Lublin.

July 11th: German Third Army reported by radio that it was

under attack by strong cavalry and mechanized forces from the Pila area, and had identified elements of the 1st Polish Tank Army. It also reported the Torun area had been overrun by elements of the Soviet 22nd Cavalry Army from Byelorussia. The division commander held an afternoon conference with his brigade commanders and staff and decided that the division should attempt to break out through Lodz and then drive east through Piotrkow and Radom to be positioned for a drive north. This would avoid the major enemy troop concentrations, cause maximum damage to the lines of communications of the newly committed 22nd Cavalry Army, and leave the door open for a possible link-up with troops on the northern Baltic coast. Accordingly, 256th Brigade began shifting southwest toward Szadel while 1st Brigade took over the position at Ozorkow.

July 12th and 13th: Little enemy resistance was encountered, and all units successfully completed their planned movements.

July 14th: The 1st and 256th Brigades began their attacks on Lodz, and immediately encountered stronger resistance than had been anticipated. The right hand attack by 256th Brigade along the Lask-Pabianice road brushed aside outlying cavalry pickets, but then encountered entrenched and well-equipped infantry in front of Pabianice. After several of the brigade's remaining tanks and infantry fighting vehicles had been knocked out, the brigade paused to regroup. Within an hour, however, the brigade was struck in the flank by tanks and armored personnel carriers advancing from Piotrkow and was pushed back to Lask. 1st Brigade's attack had encountered dug-in tanks of the Soviet 20th Tank Division as soon as it crossed its start line and had made no progress all day. The 20th Tank Division had last been reported in the Ukraine as an element of the 4th Guards Tank Army. At midday, the 2nd Brigade's 3-77 Armored at Kolo was probed by Polish mechanized forces, and the division rearguard at Krosniewice came under attack by the Soviet 96th Cavalry Division.

By nightfall, it was apparent that there had either been a major intelligence failure or the Warsaw Pact had succeeded in moving up reserve formations with more speed than anyone had anticipated. It was also clear that, rather than making headway toward a breakout, the 5th Division was badly scattered and hard pressed on all fronts. The division commander decided that it was time to concentrate and attempt to get some room to maneuver. The division would move west toward Kalisz. 2nd Brigade would remain roughly in place, with the 3-77 Armored holding Kolo as a bridgehead across the Warta River. 1st Brigade and the division command would move overland to Uniejow. A battalion would hold the river crossing while the main body moved into reserve across the river. 256th Brigade was to fall back along the road to Sieradz and hold the Warta River crossing there.

July 15th: In the morning, the 1st brigade began its withdrawal but was hit by the Soviet 20th Tank division while moving across the open ground to Uniejow. By afternoon, over a dozen Soviet tanks were burning and the 20th Tank Division had been driven back badly mauled. 2-11 Infantry, however, had been overrun at Kutno. A badly depleted brigade limped in

to Uniejow by nightfall, only to find the bridge across the Warta blown. The 7th Engineer Battalion began rebuilding the bridge by torchlight with what local materials it could find. 256th Brigade's main body remained in Lask all day due to lack of fuel, but 4-12 Cavalry moved back and secured Sieradz and the Warta River bridge there. 1st Brigade, with the 3-143 Infantry at Konin and the 3-77 Armored at Kolo, sent its remaining battalion, 1-40 Armored, south to Kalisz to secure the division rear area.

July 16th: The division's situation began deteriorating rapidly. 256th Brigade at Lask was hit hard from the east and northeast by strong mechanized forces and the brigade headquarters was overrun. Still short of fuel, most of the brigade's tanks fought and died in place, and surviving personnel broke out on foot into the woods to the southwest. The attacking force was identified as the Soviet 124th Motorized Rifle Division, another component of the 4th Guards Tank Army. At the same time that the 256th Brigade was being overrun, advanced elements of the Soviet 21st Motorized Rifle Division appeared behind 4-12 Cavalry's positions at Sieradz, having approached on the road from Zloczew. This was yet another division of the 4th Guards Tank Army. 4-12 Cavalry, by now reduced to only 200 troopers, withdrew up the road to Kalisz.

By late afternoon, the 1-40 Armored of the 1st Brigade at Kalisz was pushing back infantry probes from the direction of Pleszew to the west and Ostrow to the southwest. The bridge at Uniejow was completed by late morning and 1st Brigade began bringing across its heavy equipment. Polish cavalry from the west was cautiously probing 1st Brigade's positions at the crossing point.

That evening, the division commander ordered all elements of the division to blow the Warta River bridges and concentrate at Kalisz. While this was possible at Konin, Kolo and Uniejow, the bridge at Sieradz had already fallen and the 21st Motor Rifle Division had crossed further south at Wielun, in any event.

July 17th: By daybreak, the pressure on 1-40 Armored, by now joined by the remnants of 4-12 Cavalry, was mounting. Polish infantry from Pleszew was now being joined by light armored vehicles believed to be from the 10th Polish Tank Division. The infantry at Ostrow had been identified as elements of the Soviet 12th Guards Tank Division, a weak formation which had been in reserve near Legnica. However, it was now being joined by mechanized vehicles believed to belong to 21st Motorized Rifle Division. At midday, advanced pickets of the 4-12 Cavalry reported a large mechanized column advancing up the road from Sieradz toward Kalisz. 1-40 Armored was beginning to strain under the pressure from the west and southwest and couldn't spare any troops for the new threat.

Advanced elements of the 1st Brigade were approaching from the north, however, and the remaining 10 M1E2s of 3-70 armor turned south off the road between Kalisz and Turek and advanced overland to take the Soviet column in flank. 2-21 Field Artillery pulled its six howitzers off the road behind them and set up to deliver supporting fires. 3-10 Infantry, mostly in trucks, would follow up to support the tanks.

3-70 Armored reached a position two kilometers north of the road at 1100 hours with nothing left in its fuel tanks but fumes. Taking up defilade positions atop a low rise, the battalion commander saw the main body of the Soviet 124th Motor Rifle Division stretched out on the road below him. At 1110 hours the battalion opened fire and immediately began registering hits along the length of the column. Soon the column was covered in dense black smoke from burning vehicles, through which the

tankers could see numerous secondary explosions as ammo vehicles went up.

By 1220 hours the Soviets were counterattacking, but several attempts to storm the position by tanks and armored personnel carriers were broken up, and the 2000 meters of open ground between 3-70 Armored's position and the road became littered with the wrecks of most of the Soviet division's remaining armor. A late afternoon attempt to outflank the position was thwarted by the arrival of 3-10 Infantry.

As night fell, the division commander took stock of the situation. 1st Brigade, with 3-70 Armored and 3-10 Infantry, was on the left overlooking the Sieradz road. 4-12 Cavalry and 1-40 Armored were holding Kalisz. 3-143 Infantry of 2nd Brigade was in the woods north of Kalisz on the road to Konin, guarding the division's right, while 2nd Brigade's 3-77 Armored formed a small division reserve just behind Kalisz. 3-19 Field Artillery was deployed with 3-77 Armored, while 2-21 Field Artillery was still several kilometers to the northeast, along with most of the division supply and maintenance echelon.

The Soviet 124th Motor Rifle Division had been shattered on the Sieradz road, but pressure was building from the Soviet 21st Motor Rifle Division at Ostrow and the Polish 10th Tank Division at Pleszew. Rearguard parties were reporting increased activity along the Warta River line behind the division, and the remnants of the Soviet 20th Tank Division were still out there somewhere.

The division commander decided on a breakout to the south, exploiting the damage 1st Brigade had handed to the 124th Motor Rifles the day before. The division's emergency fuel reserve would be dispersed to the units, everyone would top off and draw as many rations and as much ammo as they could carry. Supply and maintenance parties would split up and attach themselves to the nearest combat unit and follow them out.

2nd Brigade would spearhead with the 3-77 Armored and 3-143 Infantry (moved down by night from the north), driving south by southeast from behind Kalisz. 1st Brigade would cover its left flank with a drive south from its blocking position. The division artillery would put every available round on Ostrow to break up any potential attack from the 21st Motor Rifles. 4-12 Cavalry would follow up the 2nd brigade and work its way into the woods between Ostrow and Ostrzeszow to cover the right flank. 1-40 Armored would hold Kalisz until the remaining elements of the division had moved south, and then fight a delaying action against pursuit. Considering the odds, the chances of success were slim, but it was the only show in town.

As it happened, the 21st Motorized Rifle Division and Polish 10th Tank Division struck first. The attack came in hard three hours before dawn, using infrared lights. 1-61 Infantry had already pulled out of its blocking position north of Kalisz and was in road march passing through the crossroads when the first artillery rounds began falling on the town. 1-40 Armored holding the perimeter had the advantage of being in place and its thermal sights were less affected by the smoke that soon covered everything than were the Soviet IR lights. But 10th Polish Tank Division's attack hit empty positions, and within an hour they were behind Kalisz in the division rear. Shortly before sunup, Polish armored vehicles entered the division headquarters area. The division commander radioed in the clear to all units, "Good luck. You're on your own, now."

SECRET

G2, 5ID(M)
120100
120545 Jun 2000

ANNEX A (Enemy Dispositions) to INTELLIGENCE ESTIMATE NO 142

References: Per para 1, Intel Est 142

1. Three major groupings of Warsaw Pact forces have been identified in Poland. These are, from north to south, Baltic Front, 1st Western Front, and 2d Western Front. Together with Central Front in Czechoslovakia, these three fronts comprise the Western Strategic Direction (Western T.V.D.) of the Warsaw Pact, the headquarters of which is believed to be located in Lublin.

2. The recent offensive of German 3d Army has caused considerable losses in the Baltic Front grouping, and thus the strengths listed can no longer be considered accurate.

3. While the front has been quiet in the areas of 1st and 2d West Front, it is likely that some reserve formations have been detached from these groupings and have been shifted north to deal with the German Third Army breakthrough. Fuel shortages are likely to prevent the rapid completion of this redeployment.

4. The following abbreviations are used in this annex:

TD: Tank Division

GTD: Guards Tank Division

MRD: Motorized Rifle Division

GMRD: Guards Motorized Rifle Division

MarDiv: Marine Division

BGB: Border Guard Brigade

Unit identifications followed by (C) indicate units which are assessed as having been converted entirely to horsed cavalry.

NORTHERN POLAND: Baltic Front HQ: Malbork

1st Polish Army, HQ: Gdynia

Pol. 2nd MRD(C) (500 men): Wicko

Pol. 3rd MRD(C) (2,000 men): Lebork

Pol. 9th MRD (3,000 men, 10 tanks):

Koscierzyna

Pol. 12th MRD(C) (2,000 men): Starogard

Pol. 19th MRD(C) (500 men): Malbork

Pol. 3 BGB (500 men): Gdynia

Pol. 12th BGB (500 men): Dabrowka

2nd Polish Army, HQ: Pita

Pol. 1st MRD (4,000 men, 20 tanks): Pita

Pol. 7th MarDiv (500 men): Czarnkow

Pol. 13th MRD(C) (1,000 men): Jastrowie

Pol. 4th BGB(C) (400 men): Chodziej

Pol. 5th BGB (500 men): Wronki

WEST CENTRAL POLAND: 1st Western Front,

HQ: Poznan

1st Soviet Guards Tank Army, HQ: Gorzow

Wielkop

Sov. 9th GTD (4,000 men, 25 tanks):

Swiecko

Sov. 11th GTD (500 men, 5 tanks):

Sulechow

Sov. 25th TD (1,000 men, 5 tanks):

Swiebodzin

Sov. 1st TD (3,000 men, 10 tanks): Rzepin

1st Polish Tank Army, HQ: Poznan

Pol. 5th TD (4,000 men, 35 tanks): Lwowek

Pol. 10th TD (2,000 men, 25 tanks): Steszew

Pol. 17th MRD(C) (3,000 men): Smigiel

Pol. 8th BGB (500 men): Poznan

Pol. 7th BGB (1,000 men): Kornik

8th Soviet Guards Army HQ: Gorlitz, Germany

Sov. 131st MRD (2,000 men, 15 tanks):

Skwierzyna

Sov. 20th GMRD(C) (1,000 men): Miedyrzecz

Sov. 39th GMRD (3,000 men, 25 tanks):

Kostrzyn

SECRET

SECRET

SOUTHWEST POLAND: 2nd West Front HQ: Legnica
2nd Soviet Guards Army, HQ: Gorlitz, Germany
Sov. 94th GMRD(C) (500 men): Swiebodzin
Sov. 21st GMRD (1,000 men, 5 tanks): Bautzen, Germany
Sov. 103rd MRD (4,000 men, 30 tanks): Cottbus, Germany
Sov. 117th MRD(C) (100 men): Gorlitz, Germany
Sov. 157th MRD (1,000 men, 5 tanks): Hoverswerda, Germany
20th Soviet Guards Army HQ: Gubin
Sov. 132nd MRD(C) (3,000 men): Peitz, Germany
Sov. 12th GMRD (4,000 men, 30 tanks): Gubin
3rd Soviet Shock Army HQ: Legnica
Sov. 12th GTD (2,000 men, 20 tanks): Legnica
Sov. 129th MRD (3,000 men, 5 tanks): Jelenia Gora
Sov. 127th MRD(C) (2,000 men): Glogow
Interior Forces:
Pol. 6th BGB (500 men): Lodz
Pol. 11th BGB(C) (500 men): Lublin

OTHER ARMED COMBATANT FORCES:

Polish 14th MRD: Last reported strength 2,000 men and 5 operational tanks. Commanding officer (Col. Julian Filipowicz) is believed to have refused orders to join forces moving against the allied concentration on the Baltic coast, and to have set up a semi-independent region in the vicinity of Gliwice. Agents attempting to open relations with him have not returned, and he must be assumed to be hostile to all parties to the war.

Polish 1st Free Legion (formerly 1st Border Guard Brigade): Last reported strength 600 men. Actively supports the Polish Government in exile, and has on occasion cooperated with DIA intelligence operations. Commanded by a former sergeant (S. I. Mastelarz). Radio contact recently lost with this unit. Believed to be operating in the area between Poznan and Glogow.

Polish 2nd Free Legion (formerly 10th Border Guard Brigade): Last reported strength 200 men. Commanded by Major M. K. Sikorski. Actively supports the Polish Government in exile and has engaged in extensive guerrilla attacks against Soviet troop convoys. Believed now to be operating in the area between Chojnice and Malbork.

Polish 8th Motorized Division: Last reported strength 2,000 men. Previously served as garrison of the city of Krakow. When Krakow Declared itself a free city, the division apparently did not leave the city and is presumed to form the cadre of the city's defensive force, which the former division commander, Major General Zygmunt Bohusz-Szyszkowski, may now be commanding.

Soviet 10th Guards Tank division: Last reported strength 1,000 men and six operational tanks. Unit has nominally defected, but current attitude of unit and exact nature of command structure not known. There have been reports of contacts between senior officers of the unit and the CIA. Believed to be in the vicinity of Warsaw.

Soviet 6th Guards Motorized Rifle Division: Last reported strength 2,000 men and 10 operational tanks. Commanding officer Colonel Ya. N. Chekanov. An outstanding combat unit, three months ago the unit withdrew from the lines in the area between Frankfurt and Gorlitz, apparently without orders, and has not answered numerous radio communications from Warsaw Pact command. Current location and disposition unknown.

Soviet 9th Tank Division: Last reported strength 2,000 men. Unit mutinied in September of 1999 and later disintegrated into smaller bands of armed marauders, now believed to infest the area between Lodz and Czestochowa.

Soviet 207th Motorized Rifle Division: Last reported strength 600 men. Attached to Polish 1st Army but sustained serious losses in the attacks by German 3rd Army. Believed to have disintegrated, and bands of deserters may now infest the area between Pila and Bydgoszcz, the last reported position of the division.

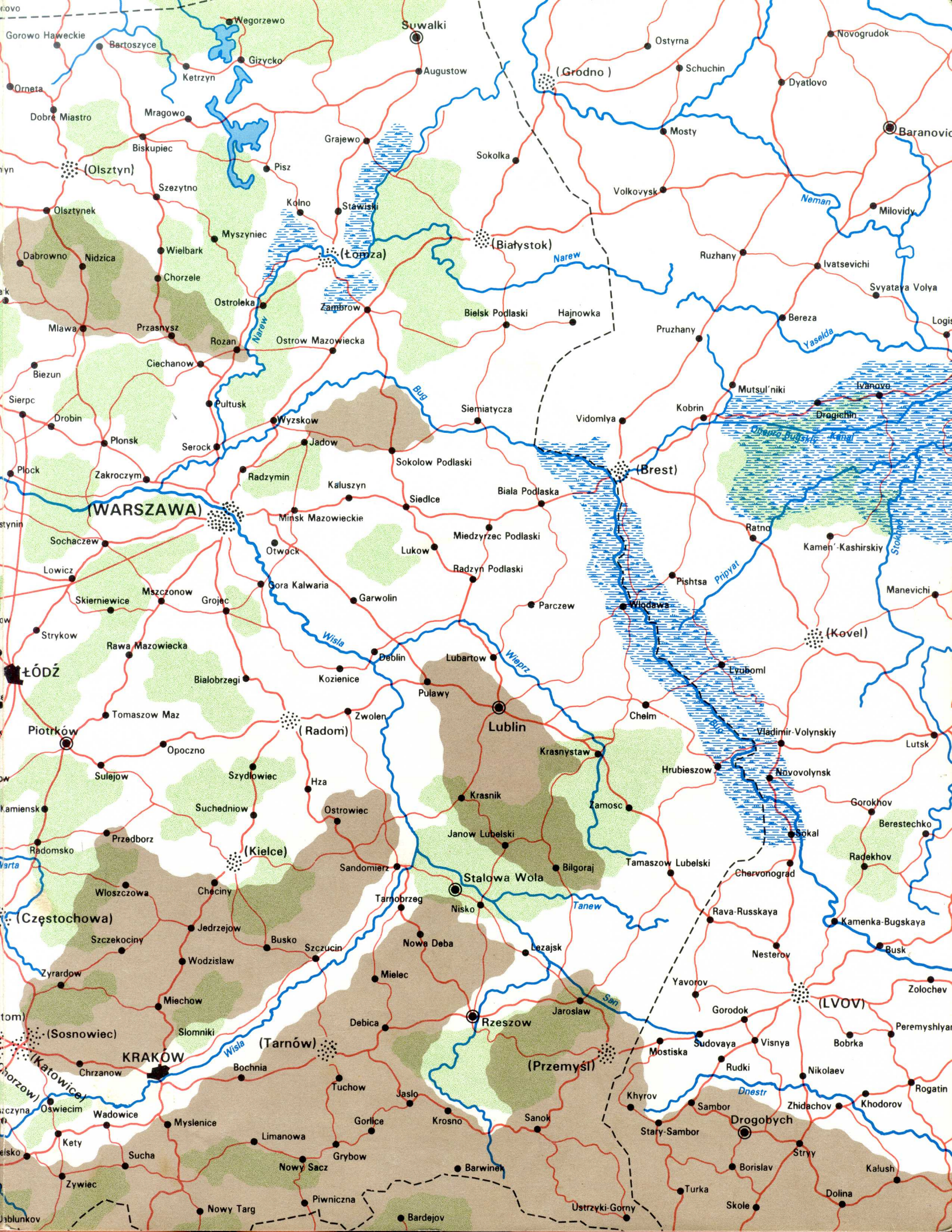
SECRET

TWILIGHT: 2000 Campaign Map - Poland

Copyright 1984, Game Designers' Workshop
All rights reserved. Printed in U.S.A.

Scale in kilometers
0 50 100





Play Manual

Character Generation: Load is $(2 \times \text{STR}) + \text{CON}$, as stated on the worksheet.

Upkeep: Under effects of starvation, “. . . STR, AGL, CON, and AGL . . .” should read, “. . . STR, AGL, CON, and INT . . .”.

Referee's Manual

Combat, Part 2, Damage Location: When a vehicle gets a suspension hit, go directly to component damage. After a hit does 100% damage to the suspension, further hits do not go on to any other component. (Exception: see mines.)

Skills, Part 2: The maximum level in any skill is 100.

Under skill improvement, teaching a skill is $\text{AVG:INS} - (\text{number of students})$, not $5 \times \text{number of students}$.

Other Rules:

Disease: The example of recovery fails to take into account Monk's CON, which adds 60 (5×12), for a total of 261.

Radar: Mortar counterbattery radar may be used to fire artillery at enemy mortars without seeing them. The radar must be set up and manned, the enemy mortar must have fired at least two shots from the same position, and the operator must succeed at ESY:ELC to locate the enemy position. Friendly artillery may then fire using standard indirect fire rules, with no FO needed; corrections are not possible.

Artillery counterbattery radar works the same way, but may be used to locate any artillery, not just mortars.

Ground surveillance radar may be used to spot moving objects. The radar must be set up and manned, the object must be moving, and the operator must succeed at ESY:ELC . Human-sized targets can be spotted at 1500 meters, vehicles at 3000 meters. Radar is unaffected by smoke, fog, etc., but is affected by trees and other solid obstacles. If successful, contact reveals nature (human or vehicle-sized), range, bearing, and speed. Indirect fire is possible.

Chemical Sensors: Both types of sensors can be used to detect chemical clouds (including HC and incendiary smoke), although they cannot identify type. The chemical sniffer reveals the presence of a chemical cloud if it is within 10 times the cloud's radius of the cloud center. The optical sensor must be pointed in a particular direction and detects any cloud in the line of sight, reading out in distance.

Medical Supplies: Whole blood and plasma must be kept frozen. Liquid antibiotics and insulin must be kept refrigerated.

Players' Charts

Skill List: The skill HB (Hunting Bow) should be LB (Long Bow). The following two skills were omitted:

TVD *MBE*_{2,3} *Tracked Vehicle Driver:* Ability to drive a tracked vehicle.

WVD *MBE*₂ *Wheeled Vehicle Driver:* Ability to drive a wheeled vehicle.

Referee's Charts

Vehicle Damage Location List: *FD* means front deck, *TD* means turret deck, and *BD* means back deck. All entries of *RD* should read *BD*.

Combat Tables: The AKM is an assault rifle, not a battle rifle. A vz59 has a magazine capacity of 33, not 17.

Mines were left out. Here are the relevant combat values for mines:

Type	Dam	Arm	KDR	Burst
Antipersonnel	$\times 10\text{C}$	$\times 4$	10	20
Anti-tank	$\times 40\text{C}$	$\times 4$	15	30
Claymore	$\times 5\text{C}$	$\times 4$	5	—
FASCAM	$\times 30\text{C}$	$\times 4$	15	30

Vehicle Hit Location Chart: A die roll of 4 on the *oblique* table should read R/L:G.

In the notes, the terms *first letter* and *second letter* should be reversed.

Disease Table: The table is not labeled. It is the table in the left column of the seventh page. Disease is present in encampments on a roll of 11 or greater, not 10. Disease is present in settlements on a roll of 12 or greater, not 11.

Equipment List

Automatic Pistols: The Tokarev is a 7.62mm pistol, not 9mm.

Submachineguns: The Uzi has a *Mag* of 11.

Melee Weapons: A machete costs \$20.

Machineguns: The MG3 costs \$1700 and uses an NLT tripod.

Heavy Machineguns: The M214 accepts 333-shot belts. The KPV accepts 33-shot belts.

Vehicles: Where vehicle movement rates, fuel capacities, and fuel consumptions conflict with the travel movement table, the table is correct.

The following vehicles are radiologically shielded: M-2, BMP-B, BMP-C, LAV-25, LAV-75, M-1E1, M-1E2, T-72, T-80, T-90, M-988, SAU-122, SAU-152, ZSU-30-6.

Animals: The combat move of a horse is 10/20/60. The combat move of an ox is 5/10.

Mines: Antipersonnel mines weigh 4 kg, 20 kg per case of 4. Anti-tank mines weigh 12 kg, 35 kg per case of 2. Claymores weigh 2 kg, 25 kg per case of 6.

Radios: 5/25 km secure manpack/vehicular radios have an availability of (R/R).

Rangefinders: Vehicle coincidence rangefinders cost \$7000.

Body Armor: The kevlar flak jacket and the kevlar vest are the same item. The plate insert jacket and the flak jacket are the same item. Both of them cover the chest and abdomen.

Price List

Vehicles: The availability of the $\frac{3}{4}$ -ton truck is (S/S).

Melee Weapons: A bayonet costs \$20.

Food (price per kilogram): MRE: \$8 (S/R); domestic food: \$4 (V/V); wild food \$2 (C/C).

Fuel (price per liter): Gas: \$48 (R/R); avgas: \$60 (R/R); diesel: \$40 (R/R); ethanol: \$8 (C/C); methanol: \$4 (V/V).

Campaign Map

Two towns were left off, both near Frankfurt-an-Oder. Rzepin is about 10 km east of Frankfurt on the road to Swiebodzin. Swiecko is about 5 km southeast, on the road to Krosno Orczanskie.

VEHICLE RECORD SHEET

Vehicle Type _____
 Weight _____
 Internal Load _____
 External Load _____
 Passengers _____
 Crew D C G L L L

Maintenance

Maintenance # _____
Wear Value _____
Breakdowns _____

Armament: Main _____	ROF _____
Gunner's MG _____	ROF _____
Missile Lnchr _____	ROF _____
Commander's MG _____	ROF _____
Other _____	ROF _____
Other _____	ROF _____
RF: + _____	
Ammo: _____	

Combat Speed _____ / _____	

Travel

Fuel Capacity _____
Fuel Consumption _____
Fuel Types _____
Travel Speed _____ / _____
Amphibious? Y N

Component Damage

Component	Percent

VEHICLE DAMAGE LOCATION

R: LH(),G(),HB()..... _____
 L: LH(),G(),HB()..... _____
 R: TF(),TB()..... _____
 C: TF(),TB()..... _____
 L: TF(),TB()..... _____
 TS: ()..... _____
 F: HS()..... _____
 C: HS()..... _____
 R: HS()..... _____
 FD ()..... _____
 TD ()..... _____
 BD ()..... _____

Cargo

--

CHARACTER GENERATION WORKSHEET

1. **Basic Attributes** [= 4D6 - 4; roll 0 over; may favor or slight attributes in pairs before rolling]

Attribute	F/S	Roll	Adjusted
Fitness FIT			
Agility AGL			
Constitution CON			
Stature STA			
Intelligence INT			
Education EDU			

2. **Total TOT**

3. **Strength STR** [= (FIT + STA)/2]

4. **Hit Capacity**

Head [= CON]

Chest [= STR + CON + STA]

All others [= CON + STA]

5. **Throw range** [= 2 × STR]

6. **Weight** [= (4 × STA) + 40]

7. **Load** [= (2 × STR) + CON]

8. **Military Experience Base MEB** [= (120 - TOT)/7]

9. **Time (Months) in Combat TIME** [= (MEB)D6]

10. **Rads** [= (MEB)D6]

11. **Coolness under Fire** [= 10 - 1D6 - (TIME/10)]

12. **Age** [= (TIME/12) + EDU + 8 + (N)D6; N depends on TIME indicated in table 1 below]

13. **Army and Nationality** [player choice]

14. **Native Language(s)** [consult nationality & languages table]

15. **Officer** (yes or no) [Yes if INT + EDU ≥ 2D6 + 16]

16. **Rank Number** [= (TIME/10) + N; to find N roll 1D6 and consult Table 2]

17. **Rank** [consult Table 2]

18. **Specialty** [consult specialty table and roll 2D6]

19. **Service Branch** [depends on specialty]

20. **Benefits of Specialty** [see specialty table]

21.

Skill Points:

Military [= MEB × 40]

Education [= EDU × 20]

Background 300

22. **Skills**

Level

CRM 20 _____

MC 20 _____

BC 20 _____

WVD 40 _____

TW 20 _____

SWM 20 _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

23. **Body Combat Damage**

[= (STR + STA) × BC/200]

24. **Base Hit Numbers**

Skill Close [= × .6] Med. [= × .3] Long [= × .1]

CRM _____

PST _____

HW _____

LCG _____

HB _____

25. **Equipment Purchase Allowance**

[= 500 × TIME; × 2 if officer]

26. **Equipment**

List equipment on a separate sheet

TABLE 1

TIME	N
70	4
60	3
50	2
49	1

TABLE 2

Roll	N
1 or 2	-1
3 or 4	0
5 or 6	+1