

Pirates of the Vistula

Series Module

Twilight: 2000™



KS
©85

Game Designers' Workshop

Pirates of the Vistula

A *Twilight: 2000 Series™* Module

Contents

Pirates of the Vistula	2
Introduction	2
Referee's Notes	2
Adventure Plots	3
A River Cruise	3
Referee's Notes: A River Cruise	4
Preparations for the Voyage	4
The River.....	4
Navigating the River	5
River Encounter Table Events	5
The Wisla Krolowa	7
History	7
The Engines	8
Operation.....	8
The Barge.....	9
Deck Plans for the Wisla Krolowa	9
Bridge Deck and Upper Deck.....	9
Main Deck	9
Lower Deck	10
Combat and the Krolowa	10
Special Damage Results to the Wisla Krolowa	10
The Crew of the Wisla Krolowa.....	11
Karl Uller.....	11
Jozef Grzyech	12
Tadeuz Roszkowski	12
Walter Matusiak	12
The Rest of the Crew.....	13
Crew Motives.....	13
Other Boats	13
Converting Damage	13
Section 1: Nowy Huta to the Wisloka River	14
General Encounter Tables (Section 1)	14
Nowy Huta	15
Niepolomice.....	15
Uscie Solne	16
Dunajec River	17
Nidia River and Nowy Korczyn	17
Bridge at Szczucin	17
Wisloka River and Gawluszowice	18
Section 2: Wisloka to the San River	19
General Encounter Tables (Section 2)	19
Baranow Sandomierski	20
Tarnobrzeg	21
Sandomierz	22
The War of the Bandit Kings	23
Section 3: San River to Deblin	24
General Encounter Tables (Section 3).....	24
Annapol.....	25
Jozef ow	26
Piotrowin	26
Solec.....	27
Wreck of the Rzeka Ksiezna	27
Deblin and the Wieprz River	28
Krasnik	29
Lublin.....	29
Pulawy.....	30

Section 4: Deblin to Warsaw	31
General Encounter Tables (Section 4).....	32
Bagno Maciejowice	32
Gora Kalwaria	32
Otwock	33
The Pirate Fleet.....	33
Miasto Plywajecy Warszawskie.....	34
News from Warsaw.....	35
Ending the Adventure	35
Riverine Combat	36
Scale	36
Units.....	36
Sequence	37
Initiative	37
Movement.....	37
Spotting	37
Combat	38
Moving and Firing	38
Aimed Shots	38
Extreme Range.....	38
Rangefinders.....	38
Hits and Damage	38
Fragmentation.....	39
Knockdown.....	39
Multiple Rounds	39
Indirect Fire.....	40
Boarding.....	40
Morale	40
The Map	40

Credits

Design: William H. Keith, Jr.
Additional Design and Development: Timothy B. Brown, Loren Wiseman, and Frank Chadwick. *Art Direction:* Paul R. Banner. *Cover:* Steve Venters. *Interior Illustrations:* Steve Venters and Liz Danforth.

Game Designers' Workshop

PO Box 1646
 Bloomington, IL 61702-1646

Copyright © 1 985 by Game Designers' Workshop. All Rights Reserved. *Twilight: 2000* is Game Designers' Workshop's trademark for its role-playing game of survival in a devastated world.

Pirates of the Vistula

"It's beautiful, isn't it?"

None of us could figure out what the old man was talking about. We had left Krakow and come to the outskirts of the nuked desolation of Nowa Huta, 10 kilometers to the east. All we saw was a black and twisted forest of naked steel, fused bricks and gray ash ... all that remained of the foundry town that used to stand there.

But he wasn't looking at the desert which had once been a city. Old Adam Rataj was standing on the crest of the hill looking south, out across the river.

He had hired us to come to this spot, and we were all pretty curious to find out why. The pay was good — mags for our M-16s and, by God, four bottles of 250 tetracycline capsules each, still sealed and their shelf life not yet expired. Old Adam had told us he was buying our time, that he wanted to show us something that would be worth our while, if we'd come with him to Nowy Huta.

We were on a hill in the city's southern part, where a village called Mogila used to stand. Nearby, the ruins of a 13th century Cistercian Abbey still brooded over the burnt stumps and ashes of a forest caught in a firestorm. The hill we stood on was a place out of legend, Adam claimed. He said the locals called it the "Tumulus of Wanda", and that it was the place where a queen once threw herself into the Wisla River rather than marry a German prince.

But it was the river Old Adam was looking at, the river he called beautiful. I don't even think he saw the burned-out pyre of Nowy Huta, the scorched forest, or any of the rest. He just stood there with one foot up on a block of stone, with a far-away look in his eye. The river flowed east 15 meters below, wide and muddy brown and swollen by recent rains. The far bank was gray shadow shrouded in morning mist.

"Down there," Adam said. "That's where we're going."

He pointed downhill and downriver toward a patch of woods that must have been sheltered from the Nowa Huta blast by the hill we stood on. The trees were dead, but still standing, thick and tangled and forming an ideal place for a marauder ambush. We were all a bit on edge as we followed the old guy down to the foot of Wanda's Tumulus. We could see . . . something down there at the water's edge, something long and black and definitely man-made, but its outline was obscured by branches and fallen timber. I heard the snick-snick of safeties being flicked off by several of the boys; Adam seemed harmless enough, but we were beginning to wonder if we'd been set up.

INTRODUCTION

Pirates of the Vistula is a game module for use with GDW's World War III role-playing game, *Twilight: 2000*. The story deals with an attempt by the characters to navigate the distance from Krakow to Warsaw aboard the river tug *Wisla Krolowa*. The information presented in this module will allow the game referee to create a complete *Twilight: 2000* campaign covering many weeks or months. Details are given for regions, cities and towns along the entire length of the journey, right up to the outskirts of Warsaw itself. Many separate adventures can be set along the way, with the final goal reached only after months of game time.

Pirates of the Vistula is the first of two "linked" GDW *Twilight: 2000* game modules, the second being *The Ruins of Warsaw*. However, though the two modules are designed to be

best used chronologically in a *Twilight: 2000* campaign, each is completely independent and can be used without the other. *Pirates of the Vistula* can begin as a continuation of *The Free City of Krakow*, GDW's first published *Twilight: 2000* game module. The first module is not necessary for play, however, and the referee may work *Pirates of the Vistula* into his own campaign. The referee is not required to stick to the plot line presented here. He is encouraged to use information presented in *Pirates of the Vistula* as jumping-off points for his own adventures.

This booklet contains the following material:

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

Rules for travelling by water and of riverine combat in *Twilight: 2000*. A river barge, the *Vistula Queen*, is described and diagrammed in detail.

A center pull-out section containing both a map of the Vistula River area between Krakow and Warsaw, deck plans for both the *Wisla Krolowa* and one of the pirate boats, plus both a map of river section and new weapons charts to be used with the new riverine combat rules.

Descriptions of the towns, villages, and forces along the Vistula River between Krakow and Warsaw, with dual sets of encounter tables for encounters both on the river and on shore.

Several alternate subplots and plot twists to the main adventure line which the referee can use to create his own *Twilight: 2000* scenarios, for use either as parts of *Pirates of the Vistula* or in the referee's own campaigns. Many of these subplots are set in villages on the way to Warsaw.

REFEREE'S NOTES

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

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

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



Adventure Plots

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

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

The group has wandered south to the city of Krakow, where they have remained for several weeks. Krakow has been declared a free city. It is defended by its ORMO, which was built on cadres from the old Polish 8th Motorized Division. During their stay in Krakow, they became embroiled in the struggle for power which has been raging behind the enforced peace of the city.

At the start of *Pirates of the Vistula* it is entirely possible that, as a result of their actions in the *Free City of Krakow* adventure, the characters are no longer welcome in Krakow, are being hunted by the city's authorities, are being hunted by the Soviet KGB, or a combination of the three. The referee will have to tailor the beginning of *Pirates of the Vistula* to fit the current circumstances the player characters find themselves in. One possibility is that the characters take Adam Rataj up on his offer of employment because they feel the need of staying clear of Krakow for a time until the commotion raised by their recent activities subsides a bit.

If the characters have made powerful enemies in Krakow, they will be in the mood for a change of scenery. A trip to Warsaw might be just the thing to get them conspicuously out of the area, at least for the time being. Following the adventure in this module, the characters may wish to travel back down the Vistula

to return to Krakow, in which case the information in this volume will be invaluable.

A RIVER CRUISE

We had to be careful about who we did business with, of course. When we checked him out in Krakow, we'd found out that Old Adam, as he was called, was something of a character. One guy we talked to at Na Zdrowie's bar said that he had worked on one of Adam's barges for a few years before the war, and he was able to tell us quite a bit.

It seems Old Adam had run three barges on a regular route between the foundries at Nowy Huta and the factories by Warsaw, carrying steel, mostly, on his downriver run, and whatever he could sign on for the trip back. Those "whatevers" were not exactly part of the State-run shipping manifests and could include anything from black-market penicillin to fugitive members of Solidarnosc.

When Europe started falling apart, the State-subsidized shipments stopped, and Adam concentrated on the profitable side of his operations - smuggling. Then Warsaw was nuked.

Our Na Zdrowie contact had shaken his head sadly. Warsaw's incineration had been a terrible blow for Old Adam, one which had nearly killed him. He'd had a large family in the capital . . . brother, a nephew, their families . . . searing flash.

After that, travel along the river became dangerous. He'd tried to get through to Warsaw and had lost a tug and nearly lost his life. Defeated, Old Adam used his final cargo — hard-to-get medicines — as the basis of what amounted to a private fortune, and vanished. He'd retired to his home in the hills south of Krakow.

Then, a/most two years later, he found out they were alive.

News from Warsaw was rather haphazard and intermittent, of course, but he'd gotten a message early in the summer which told him that nearly all of his relatives had been out of the city when the missiles struck. Warsaw had been under siege by

NATO before that, and it seems that as soon as the Soviets raised the siege, the family had escaped the city and run for the country. They were safe when the city was destroyed.

But they had returned. The news suggested they were living in a cleared part of the city, but didn't say where. It did say they were part of a fair-sized farming community, and that they were having trouble with a local big-shot warlord, and that they needed help.

The river was the obvious highway to Warsaw. But river travel was more than dangerous. Without an escort, it was suicide. The tug he had lost trying to get to Warsaw after the bombing had been destroyed in a battle with marauders below Deblin because he didn't have enough men on board to hold the attackers off.

He'd gone to the Rada, Krakow's city council, with plans to transport bicycles downriver and return with food. His idea, of course, was that a valuable cargo would warrant a heavy escort, and he might be able to work a side-trip to Warsaw into the bargain. They refused him. Eventually he made such a nuisance of himself that they barred him from the building.

That was when he'd started looking for mercenaries who would be willing to sign on with him for a river voyage.

Old Adam Rataj was going to Warsaw, and there was no force in Poland that was going to stand in his way!

REFEREE'S NOTES: A RIVER CRUISE

Adam Rataj has approached the characters and offered them a substantial payment in medicines and ammunition if they will serve as an on-board armed escort for the *Wisla Krolowa* on her trip downriver to Warsaw and back. He intends to locate the surviving members of his family and return with them to Krakow. While *Kro/owa's* deck space is limited, her tow can accommodate a large number of people, and he intends to rescue the whole community, if necessary. He will provide the characters with ammunition and some weapons, as well as food and other supplies during the voyage, with full payment at the end of the trip.

The characters have been able to check out his story with people who know Adam. They remember him as a firm, occasionally eccentric river barge captain, fair to his crew and a wizard at knowing the ways of the river. His love of his boat is matched only by his devotion to his family. He would never, the player character's contacts report, risk the *Krolowa* unless he knew risking her would help his people.

Adam has arranged to meet the characters at the site where the *Krolowa* is hidden, a sheltered inlet below Nowy Huta where his three crewmen are getting her ready for the trip.

If necessary, the referee may wish to add an additional spur to the characters to send them on their way. If they have played *The Free City of Krakow* game module, they are certain to have made a number of enemies, including the local Soviet KGB. An initial encounter with these forces may serve as a hint that the characters would find a river cruise healthier than remaining in the Krakow area.

PREPARATIONS FOR THE VOYAGE

The characters should be allowed time by the referee to decide what they will need for the trip downriver, and to try to acquire it.

Demolition supplies should be carefully considered. There is a strong possibility that portions of the river may be blocked by fallen bridges or other obstructions, and the characters will

have to clear these by planting explosives. If the players do not think of this themselves, the point should be raised in play by Old Adam. He has travelled much of the course since the destruction of Warsaw and has at least an idea of what to expect.

Adam will be able to supply them with plenty of ammunition of various types and calibers. He has mounted a pair of DShK 12.7 heavy machineguns on the pilot house deck. He will encourage the characters to make their own suggestions for arming the barge. They may wish to buy or steal additional armaments in Krakow, including machineguns, mortars, or even light artillery and portable missile launchers. The referee should exercise some restraint over the players' desire for exotic weaponry such as missile launchers, and make them scarce and hard to acquire. However, the characters should make an effort to obtain, at the very least, several more machineguns. Weapons they already have on hand can be used, of course.

To provide cover on the flat, open deck of the *Krolowa*, Adam's men have been busy filling sandbags. They have constructed a meter-high wall around various parts of the fore and after decks, as well as providing additional protection for the wheelhouse and casemates for the machineguns. Again, the characters will be encouraged to supply their own suggestions for fortifying the *Krolowa*, with the idea of making the old barge as nearly impregnable as possible.

Adam's crew will take care of such preparations as stocking of medicine, water and food. There is very little cabin space aboard *Krolowa*, so the characters will be responsible for providing for their personal comfort with sleeping bags, tents and the like. Fires will be permitted in designated areas on the foredeck for cooking and boiling water.

There are large quantities of wood for the boiler stored aboard, as well as a few hundred liters of alcohol and a small still. There is a small quantity of coal, which can also be burned in the boilers.

THE RIVER

The Vistula River, called the Wisla in Polish, is the largest river in Poland, the tenth largest river in Europe. It flows for some 1,068 kilometers from its source in the Sudentan Mountains to the Baltic, taking a vast, S-shaped course which carries it past the cities of Krakow, Sandomierz, Warsaw, Plock and Torun, and into the bay of Gdansk.

The course the *Krolowa* will take begins near Krakow in southern Poland at the ruined industrial city of Nowy Huta and runs 160 km. east northeast to the confluence of the Wisla and the San. From there the river flows north, then northwest for a distance of 270 km. before it reaches Warsaw. The total length of the journey from Krakow to Warsaw is 430 km. The river is 410 meters wide at Krakow, and 1,210 meters wide at Warsaw. In the upper reaches of the river, between Krakow and the San, the navigable channel averages about 4 meters deep. In the middle reaches, between the San and Warsaw, it averages 8.3 meters in depth. The downstream current averages 3 kph.

Before the war, the Wisla had been extremely improved, with channels dug and deepened, and spillways built to control flooding. Since the war, works of engineering along the river have been neglected. Bridges have fallen, blocking some sections of the river. Portions of the channel have silted up, while other areas have been blocked by sand bars, snags and underwater wrecks. Regions along the Wisla's banks are again subject to heavy flooding, especially during the spring. The Wisla



freezes over during the first week of January, and remains frozen until mid-February. Characters will have to keep this in mind if they find themselves delayed along the way until mid-winter.

As is usually the case, the greatest danger along the river is the two-legged variety. Numerous cultures live near or on the river, and some of these prey on other humans, raiding villages and ambushing passers-by for food, fuel, plunder and loot. Lone craft on the river are not safe.

That's why Old Adam hired the characters to go with him to Warsaw.

NAVIGATING THE RIVER

In the course of the game module, *Pirates of the Vistula*, the referee will refer to the map of the Wisla in order to determine how far that characters have travelled and what encounter tables to use. For convenience, the Wisla has been divided into four sections, each covered in a different chapter. The first section covers the Wisla between the town of Nowy Huta and the Wisloka River. Section two covers the distance from the Wisloka River junction to the San River. Section three continues on from there to the town of Deblin. The final section covers the distance from Deblin on into Warsaw along the Wisla. Each of these four sections is the topic of a single chapter later in this module.

Each river section is further divided by the various geographic features located within that section, namely junctions with other rivers and cities located along the shore. Each of these which is of importance in the game is examined in detail within the appropriate chapter.

Rumors: Each river section has at the beginning of its chapter a unique rumor table. Rumors should be made available to the players anytime the characters come into contact with people who might be willing to divulge gossip or news to them. The referee may introduce these either by rolling 2D6 on the table or by choosing one or more rumors deliberately. The information presented in them is not necessarily factual.

The referee should not feel bound by the various rumors. They can be used to introduce new directions to the adventure, to give the characters certain pieces of needed information, to send them off on a wild goose chase, or they can be ignored entirely.

Encounters: Each river section has at the beginning of its chapter a pair of general encounter tables: one general river encounter table and one general shore encounter table. In addition, specific other areas of interest along that river section may have their own sets of encounter tables which would override the general tables for that river section. For example, a river encounter roll called for in an average portion of River Section Three would be rolled for on the general river encounter table for Section Three. However, if the Vistula Queen is at the time passing the city of Tarnobrzeg, the encounter would be rolled on the river encounter table given below the description of Tarnobrzeg. Obviously, encounters called for when the boat is moving along the river are rolled on the appropriate river encounter table while those called for when the boat is on shore or the characters are ashore to hunt or reconnoiter should be rolled on the appropriate shore encounter table.

Unless otherwise directed, the referee should roll twice each day on the appropriate river encounter table — once in the morning and once in the afternoon. The referee should determine the location of the boat and crew (including player characters) at these times and roll on the corresponding table.

Encounter results are, for the most part, described in greater detail below. However, many specific encounters are outlined directly following the tables on which they appear.

Lookouts: Lookout is a specific activity which will come into play often during the course of *Pirates of the Vistula*. A lookout is a player character or an NPC who takes a position at the bow of the barge or from a high elevation such as the tug's mast, and watches for danger ahead. He will try to spot shoal water, mud, snags and other debris before the tug hits it. More than one character may be positioned as a lookout at one time, and lookouts may be placed on other sections of the ship, such as either side or the rear, to observe various activities in those directions as well. If portable radios are available, a lookout can use these to transmit his reports to the tug's barge. Otherwise he will have to yell or employ hand signals.

Recon is the skill employed when attempting to perform the duties of a lookout. Various river obstructions are spotted with varying degrees of difficulty, and each is described in the next section.

RIVER ENCOUNTER TABLE EVENTS

There are several events which may occur as a result of rolls on the river encounter tables. These are described in detail below.

Sand Bars: Sand bars are submerged or partly submerged ridges of firmly packed sand. They are especially common near the confluence of rivers where the mingling of waters creates currents which encourage their growth. The visibility of each individual sand bar encountered should be determined on the spot using a 1 D6 roll. On a roll of 1-2, the sand bar emerges above the water, and barring extenuating circumstances, these are spotted automatically by a lookout. On a roll of 3-6, however, the sand bar is submerged, and seeing it is AVG:RCN.

A D100 roll is made to determine whether the barge has run aground; it will become grounded on a D100 roll of 60 or less. If the roll is 45-60, the tug can back the barge off the sand bar with no damage, but with a loss of one hour's time. If the roll is 0-44, the barge must be kedged off.

To kedge the barge, anchors are carried some distance aft of the tug in the small boat and dropped, and the tug's winches used to drag the barge off the bar. This process will cost four

hours' time.

If the barge hits the sand bar, there may be some damage. A second D100 roll is made on the following damage table.

- 25—100 No change
 12—24 Slight leakage
 4—11 Moderate leakage
 1—3 Severe leakage

Mud Shoals: Mud shoals are like sand bars, but they are harder to see and not as hard when they're hit. The visibility of a mud shoal is also determined using a single 1D6 roll. On a roll of 1, the flat is right at the surface of the water and relatively easy to see; ESY:RCN. On a roll of 2-6 the shoal is completely submerged and is instead DIF:RCN.

If a mud shoal is hit, D100 are rolled to determine the effects on the barge and tug.

- 65—100 No damage. It will take 1 hour to back off shoal and maneuver around it.
 40—64 No damage but barge solidly grounded. Must be kedged off, with loss of 4 hours.
 20—39 Barge passes through weeds in mud which causes the Rudder to jam.
 1—19 Barge passes through weeds in mud which causes the Prop to jam.

Snag: A snag is a large piece of wood — usually the roots of a tree — which has fallen into the river and hung up on the bottom, creating a formidable obstacle.

The visibility of a snag will vary. Roll 1D6. On a roll of 1-2 seeing the snag is ESY:RCN. On a roll of 3-4 it is AVG:RCN, and on a roll of 5-6 it is DIF:RCN.

The barge is deep enough and heavy enough to brush aside any snag it hits. However, it is possible that pieces of the snag or the snag itself will strike the rudder or screws, and cause serious damage. Roll D100 once each for the Port Screw, Starboard Screw, and Rudder, and check the table below.

- 36—100 No damage
 16—35 Slight damage
 6—15 Moderate damage
 1—5 Serious damage

Sawyer: A sawyer is a snag which bobs up and down off the river bottom with the current and with the disturbances caused by passing vessels. Their movements are rhythmical; a large sawyer may require several minutes to complete its cycle of movement. It is possible for the sawyer to be completely unseen, yet rise up to smash a boat as it passes overhead.

Sawyers are for the most part easy to spot. Roll 1D6; on a roll of 1-5 seeing the sawyer in question is ESY:RCN. However, on a roll of 6 the sawyer is somewhat more tricky to spot, and the task becomes DIF:RCN.

If a sawyer is seen by the lookout, it can be avoided.

If it is not avoided, roll D100 to determine if it has struck the barge or the tug, and check the results on the table below. If the tug is damaged, roll D100 again on the damage table given above under snags.

- 60—100 Barge and tug pass safely over snag. No damage.
 40—59 Snag hits barge; there is a loud noise, but no damage.
 26—39 Snag hits barge, and debris hits rudder and screws; roll on damage table once each for Port Screw, Starboard Screw and Rudder.
 11—25 Snag rises under tug. Roll once each for Port Screw, Starboard Screw, Rudder and Hull
 1—10 Snag rises directly into screws; roll for damage once each for Port Screw, Starboard Screw, and Rudder,

and apply a DM of -35 to each result. Roll also for damage to Hull, but without the DM.

Mud: Mud is a mud shoal deep enough for the barge and tug to pass over. There is no danger of grounding, but the prop wash will stir up the bottom and endanger the engines' water intakes.

Mud cannot be seen by the lookout and, therefore, cannot be avoided. After lookouts (if any) will note the mud as it boils up around the stern of the tug.

- 40—100 No damage
 12—39 Engine overheating
 1—11 Serious overheating

Rock: A rock is just that — a submerged boulder.

The visibility of a rock depends upon whether or not it rises above the water. Roll 1D6: on a roll of 1-3 the rock is above the surface, and seeing it is ESY:RCN. On a 4-6 the rock is completely below the water and seeing it is DIF:RCN.

Since the barge draws more water than the tug, in nearly every case the barge will strike the rock rather than the tug. There is a small chance — due either to the tug's maneuvers or to a sideways drift with the river's current — that the barge will miss the rock and the tug strike it.

If a rock is encountered, and not avoided, roll on the following table.

- 35—100 The rock is missed. No damage.
 20—34 Barge strikes rock. Damage to tug's bow causes Slight leakage.
 10—19 Barge strikes rock, Tow Lost. Damage to tug's bow causes Moderate leakage.
 4—9 Barge misses rock, tug strikes rock. Roll 1 D6 for each of Port Screw, Starboard Screw, Rudder and Hull. On 1—3 slight damage, on 4-5 moderate damage, and on 6 serious damage.
 1—3 Barge misses rock, tug strikes rock. Roll 1D6 for Port Screw, Starboard Screw, Rudder and Hull; on 1 slight damage, on 2-4 moderate damage, and on 5-6 serious damage.

Submerged Wreck: A vessel or vehicle of some kind (boat, automobile, truck, military vehicle) is lying at the bottom of the river. It is treated exactly like a rock for purposes of visibility.

Surface Wreck: A vessel or vehicle which is partly above the water and easily visible. There is no danger of collision, but there may be the chance of salvaging something valuable.

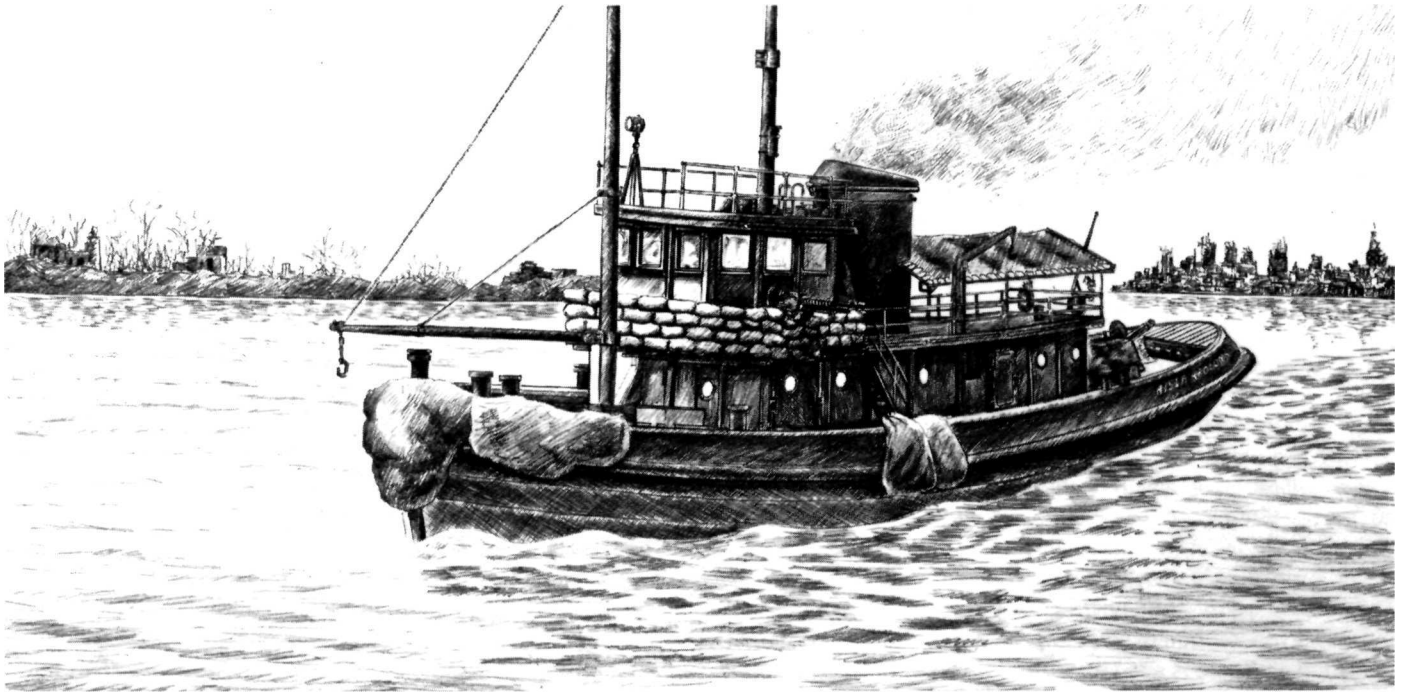
Shots Fired: Someone opens fire on the *Krolowa* from a hidden position on shore. The size and type of weapon is left up to the referee, as are the number of the attackers. Most often, the attackers will be a small marauder band hoping to force the *Krolowa* and her tow aground so they can board and plunder her.

Determining from where the shots originated is ESY:RCN for anyone on lookout duty who would possibly be looking in the correct direction.

Dogs: The characters have come into contact with a pack of wild dogs, some 3D6 in number. These dogs will almost certainly not attack the party, unless they are extremely hungry and they can catch one or two of the party away from the main body. Consult the Animal Data chart for more specific details.

Game: The characters have come across some sort of game animals which may be hunted for food. Consult the Animal Data Chart for specifics.

Others: Other possibilities on the various encounter tables in this module include Boat, Bog, Lost, Merchant, and Convoy. These are each described below the table on which they occur.



The Wisla Krolowa

At the bottom of the hill was a path, and a grizzled-looking civilian with a shotgun who greeted our guide with a hug and a hearty "Dzien dobry, Adam!" We relaxed a bit when we saw their camp, which was nothing much more than tents and a still in the shade of the camouflage netting overhead.

Then we saw the old tug.

She was over thirty meters long, black-hulled except where the paint was peeling off and being replaced by rust, her bridge perched high above her deck, white and dirty and scarred. She had been run right up on the mud flats at the water's edge, and the camp's camouflage had been rigged to shelter her from prying eyes.

"This is it, gentlemen," Adam said, turning to us. "I'd like you to meet Wisla Krolowa...the Vistula Queen!"



HISTORY

The *Wisla Krolowa* is a river tug which has seen fifteen years of service pushing barges on the Wisla (Vistula) River. Her specifications are listed below.

Length: 35m

Beam: 10m

Draft: 2m

Displacement: 200 Tons

Crew: 8

She has twin screws powered by two 1200 hp diesel engines

(now converted to steam operation). She mounts two heavy-duty winches powered off her engines. These can be rigged with outboard booms to hoist cargo from shore to the barge or back again. Her hull is of steel, painted black originally, but peeling now. Her superstructure is constructed of heavy wood planks, painted white originally, but now peeling as well. The gunwales of the main deck provide cover with an armor rating of 8. The superstructure provides cover with an armor rating of 1. Players may wish to supplement this armor with additional metal plates, sandbags, and so on. Refer to the *Twilight: 2000* Referee's Charts for the armor values of various materials.

Cruising unloaded, without a tow, the *Krolowa* can do about 12 kph. Pushing a tow, the *Krolowa* can manage up to 9 kph. Note that one kph is about 8 meters per 30 second movement segment. 12 kph is therefore 96 meters per combat turn or 16 meters per 5 second combat round.

For the purposes of Riverine Combat (see p 36) the *Krolowa* has a movement rate of 4 (3 with a tow) and a turn rate of 2 (1 with a tow).

Equipment: The *Krolowa's* equipment includes the following:

2 inflated 6-man life rafts, plus numerous flotation and rescue devices such as life preservers and life jackets.

6 CO³ fire extinguishers, plus buckets for sand or water at strategic locations throughout the tug.

A well-stocked "sick-bay" in the galley, plus first-aid kits throughout the tug. The sick bay is the equivalent of a Doctor's Medical Kit; the first aid kits are Personal Medical Kits.

A 60 kilowatt generator permanently installed below decks, and a 60-kilowatt portable generator kept in the machine shop on the main deck (to supply it with power).

A white light spotlight mounted above the bridge.

3 pairs of 4x binoculars.

200 meters of heavy-duty steel cable for hauling and securing the barge.

400 meters of hemp cable and hawsers for docking and for anchoring.

500 meters of light line of all sizes and weights.

2 Soviet-made DShK machineguns mounted on the companionway on either side of the bridge, and 20,000 rounds of ammo.

A small arsenal (the personal weapons of Adam and his crew) including 1 RPK-74 and 600 rounds, one pump shotgun and 20 rounds, 5 9mm Makarov pistols and 800 rounds, and 2 7.62mm Tokarev pistols and 1 50 rounds.

1 Very pistol, and an assortment of hand-held and pistol flares, signal rockets, and line-carrying rockets.

An extensive set of mechanics' and engineering tools for use on the engines and for repair work throughout the boat. These are equivalent to a Basic Tool Kit, Power Hand Tools and Electrical Repair tools combined, and an Arc Welder. The Machine Shop on board is the equivalent of a Portable Machine Shop, but without the trailer.

The galley includes a large refrigerator and a small freezer, and a galley stove which is the equivalent of a military field cooker. Crude but efficient water purification equipment has been fabricated and installed as well.

The storeroom includes a small ethanol still (operated by Thadeuz Roszkowski on an irregular basis to produce his stock of whisky). A section of the storeroom has been converted into a shower. There is even a bathtub, taken from an abandoned building, which the crew uses for laundry as well as bathing. The characters have the opportunity to get clean for the first time in months (not of importance to play, but a nice touch of realism).

THE ENGINES

The *Krolowa's* engines were originally marine diesels manufactured in the early-1960s. They were not original equipment in the *Krolowa*, but instead served for more than twenty years in another Wisla tug. When that boat was scrapped in the mid-1 980s, the engines were removed, rebuilt, and installed in the *Wisla Krolowa*.

Conversion: The conversion of the diesel engines to steam was a massive undertaking. They had to be completely dismantled, the injection ports and the whole fuel system removed, a boiler, firebox, and condenser fabricated, and steam lines installed. Arrangements were made to run separate steam lines to the *Homar Piec* (see below) and to the turbine attached to the 60 kw generator below decks. The engine, the generator and the *Homar Piec* can all be operated separately from each other, provided there is a head of steam in the boiler. When these modifications were completed, the *Wisla Krolowa* was ready to sail.

Workings: Basically, pressurized steam is fed into the intake ports of half the cylinders, pushing them down. This turns the crankshaft, and pushes the other half of the cylinders up. For each cylinder receiving high-pressure steam in the downstroke, there is another cylinder exhausting low-pressure steam in the upstroke. Speed is increased by increasing the steam pressure (by bleeding more steam from the boiler, or increasing the heat in the firebox), and decreased by decreasing the pressure (by exhausting steam without sending it through the engines, or lowering the heat in the firebox).

Exhausted steam is circulated through a condenser to recover the water, which then recirculates through the boiler (this exhaust steam can be piped through radiators to heat the boat, and is a continual source of hot water).

The whole arrangement is a minor engineering marvel. That

the two engines combined manage to develop a peak of about 800 horsepower is a testimonial to Josef Grzyech's high mechanical and engineering abilities.

OPERATION

Operating a steam engine is complicated, made even more so by the almost complete absence of pressure gauges and other instruments on the *Krolowa*. It is also one heck of a lot of hot, dirty, work. Even when the *Krolowa* is stopped, a low fire must be kept burning (except when performing maintenance on the boiler or firebox). This means someone must be on duty in the boiler room at all times, tending the fire and watching the boiler and the engines.

When Josef Grzyech converted the *Krolowa* to steam, he became the only person who could operate the engines. Adam recognized that this was not a good thing, and persuaded Josef to teach the other crewmembers the intricacies of the *Krolowa's* eccentric power plant. The whole crew are now fairly competent to run the *Krolowa*, but Grzyech is still the only one who is capable of repairing major damage. Characters with high mechanical skills may be able to make friends with Grzyech and persuade him to teach them to maintain the engine (see Grzyech, p 12).

Firing Up: It takes 30 minutes to fire up the *Krolowa's* boilers from a cold start. This includes starting a fire and working up enough pressure to move the boat.

Fuel Requirements: The design of the *Krolowa's* firebox permits it to burn a wide variety of solid fuels, including coal, wood, charcoal and peat. Wood is the most readily available, but coal can be had occasionally. One person can gather 50 kgs of suitable wood in a period (this amount is halved in non-wooded areas) or purchased from shore-dwellers (\$2/10 kg, V/V). Coal is less readily available (\$6/10 kg, R/R). Adam buys all the coal he can, and keeps a supply of it on both the tug and the barge. The *Krolowa* was not built to carry solid fuel, however, and below decks storage areas are limited. No more than 800 kgs can be carried at one time, of which no more than 400 kgs can be coal. Adam prefers to keep a reserve of 400 kgs of coal on the *Krolowa*, plus up to 400 kgs of wood. The restriction on coal is because the fuel holds below decks are not built to be completely filled with something as dense as coal. Adam makes it a practice to carry a ton or two of wood and a few hundred kilos of coal on the barge.

The *Krolowa* burns 20 kgs of coal or 36 kgs of wood per period at peak load (pushing a barge). Without a tow, the *Krolowa* uses half this amount if moving, 1/4 this amount if stationary but operating its generator and the *Homar Piec* (see below).

Increasing and Decreasing Speed: The *Krolowa* may increase or decrease speed at the rate of 1 meter per combat round. For example, it would take eight rounds (4 minutes) to accelerate to full speed from a dead stop or to stop from full speed. With a tow, the rate is 1 meter per 4 combat rounds.

The Homar Piec: Each side of the *Krolowa* has a row of pipes and nozzles rigged to fire bursts of live steam at anything that comes alongside. *Homar Piec* means "lobster cooker." The crew of the *Krolowa* named the device after the effect it has on boarding parties. The cooker may be fired either from the bridge (electrically) or from the boiler room (manually). The steam blast covers an area two meters out along the length of the boat, and lasts for from one to three combat rounds (player's option). During each combat round any character in the cloud receives 2D6

damage each to the head and chest and 1 D6 damage to the limbs. Gas masks, and chemical protective suits have no effect (they are not designed to protect from excessive heat). Firing the cooker reduces the head of steam, and slows the vessel by one movement point.

Maintenance: The maintenance number for the *Krolowa* is 16; that is, it requires sixteen hours of preventative maintenance per week. This involves emptying the ashpit under the firebox, welding any leaks which have developed in the steam lines, cleaning mineral deposits out of the boiler, and checking for undue wear in the engine, gearbox, and so on. Two-thirds of this maintenance can be done while the fire burns, but one-third must be done with the fire completely out.

Breakdowns: For the purposes of breakdowns, the *Krolowa's* steam plant has a wear number of 4. If the steam plant has a major breakdown (see p 22 of the *Referee's Manual*), there is a chance it will explode (roll 1D10 for 2 or less). If the boiler does not explode, the breakdown is a failure of the steam lines inside the ship. Each crewmember in the boiler room or engine room must roll D10 for 3 or less to escape injury (as if they were hit by the *Homar Piec*, p 8). After one minute, the boiler room is no longer dangerous, but the boiler will no longer function and will need repair. If the boiler does explode, see Boiler Damage, p 10.

THE BARGE

Adam Rataj was able to salvage an empty barge which he intends to use to rescue his relatives in Warsaw. The barge's specifications are listed below.

Length: 60m

Beam: 10m

Draft: 2.5m

Capacity: 1400 tons

The barge is essentially a steel shell divided into four compartments by bulkheads. One end is covered by wooden planking, but most of the deck material has long since been stripped by scavengers searching for firewood. The barge has over 2200 square meters of deck space, enough to accommodate over 400 people and their carry-on belongings with some crowding and discomfort. In an emergency, about 600 people could be crowded aboard.

Some of the wood which serves as the *Krolowa's* fuel is kept aboard the barge, along with a few kilos of coal and a 1000-liter tank of methanol. Most of this is stored on or under what's left of the wood planking at one end of the barge.

River barges are referred to as "tows". In spite of this, they are almost always pushed by tugs and rarely pulled. Bollards and cleats are mounted along the barge's perimeter for securing lines and fenders.

DECK PLANS FOR THE WISLA KROLOWA

The general layout of the *Wisla Krolowa* is shown in these diagrams.

BRIDGE DECK AND UPPER DECK

Bridge: The wheel is located here, and the tug is steered from this cabin. By means of the intercom located here, the captain can talk with the wardroom, and boiler room. A speaking tube provides backup communication with the boiler room in case the intercom is damaged.

A. Chartroom: A complete set of maps of the Wisla and all its tributaries is contained in this room. A small library of tide



tables, navigation texts, and other books of nautical interest is kept here as well.

B. Captain's Office & Cabin: Self-explanatory.

C. Radio Shack: The *Wisla Krolowa's* radio was removed by government forces several years ago. The room is now used to store the ship's weapons and ammo and is kept locked.

D. Weather Deck: This deck is exposed to the weather, hence its name.

E. Current HMG mounts: These are two sandbag casemate positions for the tug's KPV machineguns. Metal plates and sandbags have been used to provide an armor value of 8.

F. Possible HMG mounts: These are the spots on board ship which provide the optimum locations for additional HMGs (any weapon which can be mounted on a tripod or PHC can be mounted here). Being behind wooden planks, they have an armor value of 1. Any additional armor will have to be added by the characters.

G. Mast: Formerly used to mount the radio antenna, the only purpose of the mast on the *Krolowa* now is as a lookout station.

MAIN DECK (exterior)

A. Main Deck: Self-explanatory.

B. Forward Hold Hatch: The top of this hatch is one of two places where a weapon weighing 800 kgs or less may be placed.

C. Mount for Boom Crane: Self-explanatory.

D. Forward Winch: Self-explanatory.

E. After Winch: Self-explanatory.

F. After Hold Hatch: The top of this hatch is one of two places where a weapon weighing 800 kgs or less can be placed.

G. Bollards and Cleats: Heavy-duty metal tie-down points for securing tow cables, ropes, and lines.

MAIN DECK (Interior)

H. Crew's quarters: Self-explanatory.

I. Galley: Self-explanatory.

J. Galley stores: Self-explanatory.

K. Wardroom: The crew's mess and common room.

L. Passageways: Self-explanatory.

M. Machine Shop: Self-explanatory.

N. Machine Shop Storage: Extra materials and equipment for the machine shop are stored here.

O. Equipment Storage: Self-explanatory.

LOWER DECK

A. Cable Locker: The *Krolova's* cable, rope, and other cordage is stored here.

B. Paint Locker: Paint and other flammable liquids were stored here. Nowadays, there are precious few of these, and this compartment is largely filled with general supplies.

C. Forward Cargo Hold: This hold may carry up to 1 500 kgs of cargo (including vehicles).

D. Boiler Room: D1 is the firebox, D2 is the boiler, and D3 is the condenser.

E. Manual Bilge Pumps: Self-explanatory.

F. Fuel Storage: The tug's ready supply of coal and wood for the firebox is stacked here. This section of the tug formerly held tanks for diesel fuel, but these were removed when the boat was converted to steam.

G. Battery: Originally needed to start the diesel engines, it now serves as a back-up power source for the tug's electrical system. It can supply 20 kw for 4 hours before being exhausted. It takes 2 hours to recharge.

H. Engine Room: H1 is the port engine; H2 is the starboard.

I. Generator: A 60 kw generator and a small steam turbine to run it have been installed here. The generator can operate whenever the boiler is fired up, whether or not the main engines are running.

J. Water Tankage: These tanks contain the tug's supply of fresh water.

K. After Hold: This hold may carry up to 1000 kgs of cargo (including vehicles).

L. Drive Shaft Access Plates: These floor-plates are taken up when it is necessary to work on the drive shafts (L1 port, L2 starboard).

M. Cable and Fender Stowage: This room contains more ship's cordage. It is also used to store the fenders (pads used to absorb shock to the tug when pushing another vessel).

N. Cargo Boom Stowage: The aft cargo boom is dismantled and kept here when not in use.

COMBAT AND THE KROLOWA

In most cases, referees will find it is simpler to use the Riverine Combat rules (see p 36) in any combat involving the *Krolova*. In some cases (especially those which involve short exchanges of small arms fire), combat using the standard combat rules will be more interesting to the players. For all procedures except hit location and damage, this will involve nothing special. The *Krolova* and other boats count as vehicles in all respects (they are just bigger than most, and can't move on land).

Damage: Because of the considerable variation in the layout of the myriad of boats which may be available to the characters, it is not possible to give hit location charts for them. In most cases it should be easy to determine what area of the boat is hit (the firer should designate the area he is shooting at, and the normal to hit procedures followed). Armor depends on the section of the boat which is hit...some will be wood, some metal or other materials, and many will be combinations.

In the case of the *Krolova*, the hull is steel plate, the superstructure is wooden planks. A boiler hit on the *Krolova* must pass through at least the hull and quite probably through a meter or more of stacked firewood (it is doubtful that small arms fire will damage the boiler). Plunging fire must penetrate several decks to damage the lower decks of the boat. In all cases, exact damage must be determined by the referee. Damage multipliers for components can be extrapolated easily from the basic *Twilight: 2000* rules. Note that the *Krolova's* fuel is not explosive, but that its boiler can explode (see Boiler Damage, below).

SPECIAL DAMAGE RESULTS TO THE WISLA KROLOWA

Certain encounters may result in specific damage to the *Krolova*. These are described in detail below.

Some types of damage can be repaired with the tools at hand with no more than a few hours' delay. More serious damage below the waterline may require the *Krolova* be careened—that is, grounded in order to expose the rudder and keel for extensive repair work. It will take 2 hours to beach and secure the barge, 3 hours more to beach the *Krolova* and haul her clear of the water using her winches, plus 2 hours to get her back in the water again and recover her tow. In some places, which are noted under the various sections of the river, there will be no suitable place for careening, and the tug will have to travel to another section.

This lost time is in *addition* to the actual time spent repairing the damage.

Finally, some damage will be so extensive that only major repairs at a well-equipped boatyard will suffice. There are two available: one in the city of Sandomierz near the joining of the San and the Wisla, and another in Warsaw. The Sandomierz facility is run by the city, and its services can be bought for gold, supplies, or work. The Warsaw facility is run by the *Czolno Lud* (Boat People) for their own craft. They jealously guard it from outsiders. The characters will have to either take it by force, or help the Boat People against the *Rzeka Korsarz* (Pirates) to win their help.

For the purposes of damage, there are two components of the *Krolova's* power plant: the boiler/firebox/condenser in the boiler room and the engine/gearbox combination in the engine room.

The time lost in drydock will vary from a few hours to a couple of weeks.

The following types of damage result may occur:

Boiler Damage: If the boiler has taken damage due to lack of maintenance, there is little danger of it exploding. Generally, overheating will rupture the smaller steam lines before it blows the boiler itself. This can still make things hot for anyone in the boiler room or engine room, however. Roll a D10 for ≤ 5 to escape injury; if injured, the character takes damage as if hit by the *Homar Piec* (see p 8).

If the boiler has taken battle damage, however, there is a chance of an explosion. This is taken into account in Riverine Combat (see p 36) under Catastrophic Damage.

If the boiler explodes, the *Krolova* will sink. Personnel may escape the boat by a D100 roll for ≤ 25 . Any equipment carried by a character escapes if he does, and is destroyed if he does not. All components of the ship (including cargo) sink with the ship.

Whether the cargo and equipment on board a sunken vessel can be recovered depends on the location of the vessel when

it sinks and other intangibles. The referee must determine the details of any salvage attempts.

Engine Damage: There is a 30% chance, rolled for each engine, that a bearing has burned out and there is no replacement. There will be a 60% chance that the replacement can be found in any given village where there is a machine shop or diesel repair facilities. It will be up to the characters to beg, buy or steal the necessary part to repair the *Krolowa*.

Lost Tow: The barge has broken free of the tug. Damage will be slight, but it will require 1D6 hours to retrieve the barge and secure it to the tug again. If the barge runs aground on mud or sand (roll for the barge as if it were the tugboat), it may have to be kedged or winched off.

Taking On Water: A D100 roll is made to determine how serious the leak is. On a roll of 65-100 the leakage is slight. The *Krolowa* is in no danger, though the crew might be kept a bit anxious. The tug's automatic bilge pumps will be able to deal with the problem.

On a roll of 20-54 the leak is moderate. *Krolowa's* automatic pumps must be supplemented by the manual pumps, which must be operated 1 hour out of every 1D hours to keep from taking on too much water. This is hard work for purposes of fatigue.

On a roll of 19 or less, *Krolowa* is taking on a great deal of water. The manual pumps must be operated continuously, and the vessel must be careened or taken out of the water at Sandomierz or Warsaw for repairs which will take 2D6 hours. This is hard work for purposes of fatigue.

Rudder Damaged: This may occur as a result of battle or from grounding. A D100 throw is made to determine how serious the damage is.

On a roll of 65-100, the damage is slight. It can be repaired in 1D hours by two men working over the side. Scuba gear is not necessary, but the referee should require periodic saving rolls against their swimming skill to avoid being injured or trapped.

On a roll of 15-64, the damage is moderate. The operator's SBH skill is reduced by 25%. The tug must be careened or taken out of the river at Sandomierz for repairs. The actual repair work will require 2D6+10 hours, and can be reduced by 10% for every character helping to a total of 30%. If the vessel can be taken to Sandomierz or Warsaw and taken out of the water at the facilities there, repairs can be accomplished in 2D6+3 hours.

On a roll of 14 or less, damage is severe; the rudder is ruined and the vessel is taking on water. The tug can be maneuvered if both screws are intact, but the operator may use only 50% of his SBH skill to avoid collisions. The pumps must be continually manned to prevent sinking. The vessel can *only* be repaired by taking it out of the water at the Sandomierz or Warsaw boatyard facilities, and repair will take 2D6 *days*. If *Krolowa* is downstream of Sandomierz when the rudder is damaged and if one or both screws are damaged as well, the vessel will have to be maneuvered by dropping anchor and letting the current bring her around.

Screw Damaged: One or both of the *Krolowa's* propellers have been damaged. A D100 throw is made to determine how serious the damage is.

On a roll of 65-100, the damage is slight. The vessel can continue to operate, but a noticeable vibration will build up along the drive shaft. This will cause serious engine overheating in 2D hours if it is not repaired. The damage can be repaired by one man with mechanical skill in 1D6 hours.

On a roll of 20-64, the damage is moderate. The vessel cannot continue to operate without causing serious engine overheating, though if only one screw is damaged, the craft can be operated on the other alone with a 50% reduction of the operator's SBH skill.

Maximum speed with or without the tow is reduced to 5 kph. The *Krolowa* must be careened in order to repair the screw and the exterior parts of the drive shaft. The job will take 2D6 hours (plus careening time, see Careening). There is a 45% chance that the screw and drive shaft are so badly bent that they must be replaced. Replacement can *only* be made in Sandomierz or Warsaw, or by salvaging a shaft and/or screw from the wrecked tug, *Rzeka Ksiezna*, in the river near Pulawy.

On a roll of 19 or less, damage is serious. Both the screw and the drive shaft are badly bent, and the *Krolowa* is taking on water around the shaft. That engine cannot be operated, and the pumps must be manned to keep from sinking. The operator's skill is reduced by 50%. Maximum speed with or without the tow is 5 kph. The vessel must be taken out of the water at Sandomierz or Warsaw, and repairs will take 2D6 days.

Damage to Screws and Rudder: Damage to both screws and rudder together is possible. The damage is rolled separately for each part involved. If the vessel is pulled out of the water at Sandomierz, the total repair time will be only that for the largest, single roll. If the vessel is careened by the characters, the time for repair will be the *total* of repair times for all parts.

Certain types of damage reduce the operator's ability to handle the vessel by reducing his SBH skill. These reductions are compounded; if the *Krolowa* suffers serious damage to both her screw and rudder, the operator's SBH skill would be reduced by 50%, then by 50% of what was left, or 25% total, with fractions rounded up.

THE CREW OF THE WISLA KROLOWA

The following NPCs work for Adam Rataj aboard the *Wisla Krolowa*. The detailed character traits described can be incorporated or not, or the characters themselves can be replaced by others, all at the referee's discretion. They are included here to suggest a variety of ways that the adventure can be given new twists and turns.

KARL ULLER

Uller, of German descent, is from Szczecin (the German Stettin, in Pomerania). His past is unknown to Adam or the other crewmembers, but he has worked for a number of years on Adam's tugs. Adam first met him as a client; Uller had to flee from Warsaw, and he paid Adam a large sum of money to smuggle him to Krakow.

What Adam and the other characters do not know is that Uller was once a member of the state police, and was especially active as an undercover agent operating against *Solidarnosc*. Besides being vicious, he was also crooked, making a large fortune in the black market and in various shake-down and enforcer operations among dockworkers and industrial plants from



Gdansk to Warsaw. When his superiors found out about his extracurricular activities, he fled rather than risk trial, escaping to Krakow and the Tatra Mountains in the south.

Later, he met Adam again and signed on with his crew, first as a deck foreman, then as a first mate, and later as skipper of one of the tugs, the *Rzeka Ksiezna* (River Princess). The *Ksiezna* was the tug destroyed by marauders during Adam's last attempt to travel the river to Warsaw.

He escaped, and when Adam began assembling a crew to put *Krolowa* into service again, he signed Uller on as Mate.

As Mate, he is the equivalent of a larger vessel's executive officer, responsible for the barge's supplies, cargo and passengers. He is a hard-working, dedicated officer, but a grim and humorless one. He is given to occasional fits of temper with the tug's crew. Grzyech and Matusiak he considers to be subordinates who don't know their proper place or respect. He has only contempt for Roszkowski, whom he considers to be a doddering, drunken old fool.

Besides German (70%) and Polish (90%), he speaks fair English (80%). It was his idea to hire mercenaries...Americans, if possible...and he will welcome the characters to the *Krolowa* warmly.

He has ulterior motives, however.

He is planning a mutiny. Secretly, Uller thinks that Adam Rataj is getting senile. *Krolowa* is an incredibly valuable resource, the key to an incredible fortune (and a comfortable home), for the person who commands her.

He feels that person, naturally, should be himself. The vessel, he believes, is being wasted on a useless and sentimentalist attempt to rescue Adam's family. There are more lucrative possibilities on the river. He has heard of river marauders pillaging traffic and villages along the Wisla, and thinks that a large, shallow-draft vessel like *Krolowa*, suitably armed and manned, could carve out a decent living for her people preying on targets up and down the river. With the *Wisla Krolowa*, he could rule the river.

He has only just arrived in Krakow, however, and while eager to seize his opportunity, he is patient, unwilling to risk all in a strike gambled too soon. He knows Grzyech, Matuziak and Roszkowski will support the Captain no matter what, and he is uncertain where the newly-arrived characters will stand if he makes his bid for power. He is content, for now, to bide his time and recruit support among the newcomers for a planned later attempt to take over the barge.

JOZEF GRZYECH

Grzyech's specialty is the *Krolowa's* engines. He is a superb mechanic, and oversaw the conversion of the *Krolowa's* diesels to steam in the first place. Besides Polish, he speaks very good English (80%) and a little German (20%), but has little civil to say to anyone in any language.

Once a mechanic in the Gdansk shipyards, he met Adam during a stay in prison where he'd been sent for Union activism and "hooliganism" in the early 1980's. Adam Rataj saved his life there in a difference of opinion with a prison guard, and he has been devoted to him ever since. He has always been something of a misanthrope, with a dim view of people who think they can order him around. His friendship with Adam is old and deep, however. He runs *Krolowa's* engine room as a private domain and snarls (figuratively) at any who try to enter, but he is absolutely loyal to the *Kapitan na gore* (the captain upstairs). He probably loves the old tug as much as Adam does.

His single weakness seems to be a generalized hatred of people and authority, other than Adam. He is a grumbler who does not go out of his way to pick fights, but who does not avoid them either. He especially hates the vessel's mate, Uller, whom he calls "that unpredictable German". He is not happy about Adam's plan to go to Warsaw to pick up a "pack of old folks and squalling brats" but neither would he think of being left behind.

Characters with high mechanical skills (>80) may be able to make friends with Grzyech if they can demonstrate they love machinery as much as he does. This is a task, DIF:MCH.

He will resist any suggestions by the characters to alter the tug or to bring heavy loads—such as vehicles—aboard the barge, even in the interests of improving their defenses. If a character can befriend him, there is a 25% chance he can be convinced to alter the tug. If no character manages to get on Grzyech's "good" side, the characters will be unable to sway him.

TADEUZ ROSZKOWSKI

Roszkowski is the oldest man of Adam's crew, one who has spent most of his life on the Wisla and Oder Rivers as a bargeman and cargo handler. He worked on Adam's tugs before the war, and has been hired as *Krolowa's* senior deck hand, an undistinguished title since he is also the only deck hand.

He is good at handling the *Krolowa's* small winch and boom hoist, which are used for loading and unloading cargo. He is a big, muscular and cheerful man even at the advanced (for bargemen) age of 60. He knows only a few words of English (10%), and will reply to almost any English question or remark with a smile and a booming "Yez, ho-kay!"

His weakness is alcohol. While it rarely incapacitates him while he is working, he does on occasion get roaring drunk and, at one time, had difficulty holding a job because he kept missing work.

He knows enough not to drink methanol, but he has been known to set up an ethanol still in the storeroom and turn out a potent home brew. He always has a few bottles handy somewhere, and this resource could possibly prove useful in trade with civilians.

WALTER MATUSIAK

Matusiak is a deck hand aboard the tug, and a man long known to Adam Rataj. For a time, early in the war, he was engaged to Adam's daughter.

He is a dark and sullen man. His engagement was broken after an argument with Lisa Rataj, and he left Warsaw several months



before the city was destroyed. He has been living in Krakow since, and has signed aboard with the tug crew Adam is assembling. Extended conversation with Matusiak reveals a self-centered, self-pitying individual who tends to blame others for his problems. Old Adam hired him because he felt sorry for the man, and is slowly coming to regret it.

He has his own motives for returning to Warsaw. Embittered by the affair with Lisa, he plans to find and kill Fryderyk Eisner, the man Lisa married.



THE REST OF THE CREW

A tug the size of the *Krolowa* generally has an 8 to 10 man crew, though she can be operated with a crew half that size. The player characters may be asked to help with loading and unloading operations and simple repair work in the course of the passage down the river. The referee may also wish to include several more NPCs of his own creation. Such characters are useful spear carriers and extras—especially during combat when *Krolowa* may suffer casualties.

CREW MOTIVES

The various members of *Krolowa's* crew each have different motives for going downriver. The primary motive is, of course, Adam's desire to find his family.

There is more, however. For Grzyech and Roszkowski, and for Old Adam as well, the voyage represents something more: a last chance to run the Wisla, pitting themselves, their skill and their vessel against the challenge of the river. Old Adam and Roszkowski may demonstrate this with a slight tendency to reminisce about former trips and long-gone days. Everyone knows that the world is falling apart around them, that soon there will be no way to keep complex machines such as *Krolowa* running, and there will be no more trips down the river, ever.

Uller is motivated by greed, and by a genuine mean streak which he usually keeps well-hidden, but which will show from time to time in flashes of arrogance and anger. Though he doesn't express it openly, he holds the view that in this new world of the 21st century, only the strong will survive, and survival will come at the expense of the weak. He views himself as a strong man, one with the cunning and intelligence to carve for himself an empire among the sheep living along the river.

Matusiak is driven by the need for revenge and by his own self-pity. He is somewhat unstable, and has become more so in an unstable world. He cannot admit that he lost Lisa through his own fears and overbearing attitude, and not because she became infatuated with Eisner.

OTHERBOATS

Virtually all river craft are candidates for being pressed into service for these rules. Indeed, most of the pirate fleet in this module are ex-pleasure craft and fishing boats and the like. So in order to convert information about a craft into game terms, simply do the following:

Speed: Ships which are under human power, using oars, can make roughly one hex per turn (or ½ per movement phase—

note that they cannot make progress upstream). Sailing ships can make up to 2 hexes per turn, provided the wind is adequate. Powered ships get one movement point for every 3 kph they can maintain (note that 1 international nautical mile = 1.852 kilometers). If taking the speed of a boat from a reference work, allow for the less powerful fuels available by reducing speed to approximately one third. Turning is a function of the size of the craft and its inherent maneuverability—in general, smaller ships turn better than do larger ships. Use the boats rated in this module as a guide.

Armor: Metal hulled ships receive an armor rating of 1. Any other type of hull has an armor rating of ½. The referee may wish to make exceptions due to the addition of ad hoc armor plating on a ship, or especially good construction, or whatever.

Draft: The draft of the ship depends upon the load it is carrying (including its own weight) and the buoyancy of the material from which the ship is made. Usually, boats 50 tons or less will have 1 meter draft, others up to 300 tons or so will have 2 meters draft, and larger ships will have 3 meters of draft.

Size: Tonnage is the same as in real life. Double the tonnage is the number of flotation hits it can take.

CONVERTING DAMAGE

After combat, using the mass combat rules, the characters may find themselves with one or more damaged vehicles which they will no doubt wish to repair. Since the mass combat rules considerably simplify damage to vehicles, it will then be necessary for the referee to translate the damage into standard *Twilight: 2000* terms. This is easily done with the application of a little common sense and a small amount of extra recordkeeping.

In the case of *No Effect* or *Catastrophic* results, no translation is necessary...in the former case, there is no damage to repair, in the latter, the damage is irreparable. For other damage results, the referee must keep track of the total points done to each part of the vehicle (armament, mobility, and so on). *Personnel* hits should be divided among the vehicle's occupants per the Occupant Damage Rule (*Referee's Manual*, p. 9). *Armament* should be allocated to the vehicle's weaponry (if there is more than one weapon, the referee should divide among the weapons as he sees fit). *Mobility* hits should be applied to the suspension or to the engine depending upon the severity of the total damage. No provision is made for cargo hits...these must be allocated by the referee (consult the *Referee's Manual*, p. 9, Stores).

Once damage points are allocated to the various components of a vehicle (the process takes longer to describe than to carry out), proceed normally through the Component Damage Rule (*Referee's Manual*, p. 9).



Section 1: Noyvy Huta to the Wisloka River

Distance: 100 kilometers

Channel depth: 3 meters

River width: 460 meters

Towns and landmarks: Nowy Huta and the Dlubnia River, Niepolomice, Uscie Solne and the Raba River, Dunajec River, Nidia River and Nowy Korczyn, bridge at Szczucin, Wisloka River and Gawluszowic.

Description: The river banks rise 5-20 meters on either side of the river with gentle slopes, most covered with light woods or clumps of trees. The channel offers few problems, though there are occasional sand bars and shoal water near the banks.

Rumor A: Stay away from Niepolomice!

RUMORS There are at least 10 or 15 bandits there holding the mayor's family hostage. The villagers are being forced to treat them like kings.

- 2 Rumor A
- 3 Rumor A
- 4 Rumor A
- 5 Rumor B
- 6 Rumor B
- 7 Rumor C
- 8 Rumor C
- 9 Rumor D
- 10 Rumor D
- 11 Rumor E
- 12 Rumor E

Rumor B: Uscie Solne has been abandoned for some time now. There used to be a refinery near there, and some people say there's a fortune in gasoline and diesel fuel hidden up there somewhere.

Rumor C: That crazy guy called Old Adam's trying to put together a crew to take his tug down the Wisla to Warsaw. Now *there's a* scatterbrained scheme! What with shoal water, no place to put in for repairs,

marauders on the land and river pirates afloat, no one else is going to make it to Warsaw on the river ever again. Besides, what's in Warsaw? The place was nuked, and is nothing but ruins.

Rumor D: Gawluszowic's a good place to stop if you need a meal and a bit of news. Friendly people, there. They might

know about what's happening in Warsaw. They get news from down the river regularly.

Rumor E: The river's blocked at Szczucin. No one's getting through.

GENERAL ENCOUNTER TABLES (Section 1)

River		Shore	
2D6	Result	2D6	Result
2	Submerged Wreck	2	Game
3	Snag	3	Game
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	No encounter
8	No encounter	8	Civilian
9	Mud shoal	9	Civilian
10	Sandbar	10	Dogs
11	Sandbar	11	Marauder
12	Shots fired	12	Marauder

Civilian: Most civilians encountered in this area will be local farmers and their families, who will be generally helpful and informative if approached. They will be able to pass along any of the rumors noted for this section above. On some encounter tables in this section, civilian results will be followed by a die roll and a brief description, for instance, CvIn: 1D6 hunters. The referee should simply present the encounter by determining the number in the civilian party (in this case 1D6 of them) and describe their actions (hunting). In general, no further contact will be made unless the players pursue it. More specific civilian encounter results will be referred to as Civilian-1, Civilian-2 etc., and will be further outlined immediately following the table on which they appear.

Marauder: Marauders encountered in the area are mostly deserters from the Soviet 38th Tank Division which dissolved during July while on the road between Lvov and Lodz during

the last winter offensive. Bands of them have been terrorizing the area within the Krakow—Przemysl—Lublin triangle for months now. Unless specifically noted otherwise, all marauder encounters in this section will be 1D6 deserters of the Soviet 38th Tank Division, veterans, equipped variously, and always interested in taking on any group which might be slightly less powerful than themselves, at the referee's discretion. More specific marauder encounters will be referred to as Marauder-1, Marauder-2, etc., and will be fully described immediately following the table on which they appear.

NOWY HUTA

Nowy Huta, (meaning "New Foundry"), was an industrial city built in 1949, 10 kilometers east of Krakow at the point where the Dlubnia joins the Wisla, near the Huta Lenina metallurgical factories. Before the war, Nowy Huta claimed a population of over 100,000. The city was destroyed, however, in 1998 by NATO with three 20 kiloton airburst nuclear devices. The city was levelled, though large concrete and steel structures remain standing as a grotesquely twisted and still radioactive artificial forest—a monument to man's stupidity.

Nowy Huta was built at the place where the Dlubnia River enters the Wisla from the north. The Dlubnia has been choked with mud and debris for the last several years, and a large sandbar has built up near the center of the Wisla just downstream from the Dlubnia's mouth.

Unprotected characters entering the center of the city will receive 1D6 rads per 4 hours of exposure.

The Cistercian abbey south of the city, on the Wisla's banks, still stands, though it is heavily damaged and the surrounding woods have burned. About 15 civilians live in or near the ruins, relying on fear of Nowy Huta's radiation to keep them safe from marauders. These civilians include Old Adam's crew. Adam has brought them food and medicine and, in return, they have kept the secret of the *Krolowa* hidden nearby. They maintain a lookout at the Wzgorek z Wanda (Tumulus of Wanda) who warns them of approaching strangers.

ENCOUNTER TABLES (Nowy Huta)

River		Shore	
2D6	Result	2D6	Result
2	No encounter	2	No encounter
3	No encounter	3	No encounter
4	No encounter	4	Game
5	No encounter	5	Game
6	No encounter	6	CvIn: 1D6 hunters
7	No encounter	7	CvIn: 1D6 hunters
8	No encounter	8	CvIn: 1D6 locals
9	Sandbar	9	CvIn: 1D6 locals
10	Mud shoals	10	CvIn: 2D6 locals
11	Mud shoals	11	CvIn: 1D6 locals
12	Snag	12	Marauder

NIEPOLOMICE

This was a quiet village of about 100 people on the south bank of the Wisla 25 km from Krakow. It is now ruled by five Soviet Army deserters who have moved into the house of the Burmistrz (mayor) and now hold him, his wife and his two daughters hostage. These men have been here for several months, forcing the entire village to wait upon them like slaves by always holding at least one of the captive women in the house to guarantee the behavior of the rest.

Some of the villagers have escaped to Krakow and have been seeking help.

Note: This description of Niepolomice was given in the *Twilight: 2000* game module *The Free City of Krakow*. It is possible that the situation in this village was resolved in an earlier *Twilight: 2000* campaign. If so, the description and tables given here are no longer valid, and should be changed to fit the current situation.

ENCOUNTER TABLES (Niepolomice)

River		Shore	
2D6	Result	2D6	Result
2	Mud	2	Civilian-3
3	No encounter	3	Civilian-3
4	No encounter	4	Civilian-3
5	No encounter	5	Civilian-3
6	No encounter	6	Civilian-4
7	No encounter	7	Civilian-4
8	Civilian-1	8	Civilian-4
9	Civilian-2	9	Marauder-1
10	Mud shoal	10	Marauder-1
11	Mud shoal	11	Marauder-2
12	Sandbar	12	Marauder-2

Civilian-1: A solitary figure is seen floating in the river, clinging to a piece of wood. When rescued, the man says he is Zygmunt Nycz, a carpenter from Niepolomice. He describes the situation there, and explains that he was trying to escape across the river to find help. He begs the characters to help the village, promising food and alcohol in payment.

If he is refused, he will sadly ask to be put ashore on the north bank. If help is offered, he will be able to provide the characters with a complete description of the village and the habits of the deserters.

Old Adam will be kindly disposed toward Nycz. He knows what loyalty to friends and family means, and will want to help if he can do so without endangering the *Krolowa* or delay the journey by more than a day or so.

Civilian-2: A lone figure will be seen running along the south bank among some trees, waving and shouting at the *Krolowa's* crew. At the river's edge, he will be shot from behind, falling wounded into the water.

Moments later, two men ride down the bank on horseback. They are wearing patched and worn Soviet uniforms, and carry hunting rifles. They will shoot the wounded civilian again, then sit in silence and watch the passing *Krolowa*.

Old Adam will voice concern that the soldiers will alert other soldiers farther downriver. If anyone opens fire on the two horsemen, at least one will be seen making his way up the bank to safety (though he may be wounded), and there will be the danger that other troops will be alerted downstream.

If the characters go ashore to learn the situation, they will find the civilian still alive, though gravely wounded. He will tell them the situation in town, then die. The characters will have to determine whether or not they must kill the deserters in order to prevent a later attack on the *Krolowa*.

Mud Shoals or Sandbars: If the barge runs aground, it will be on a hidden sand or mud flat just offshore from the village of Niepolomice. As the characters and crewmen are shifting cargo and working to pull the barge off, several villagers will appear on the bank, waving desperately.

Three horsemen ride up moments later, firing shots. One of

the civilians dives into the water and swims toward the *Krolowa*, as the horsemen fire at him with rifles and an AKR.

If the man reaches the raft, he will tell the characters he is Zygmunt Nycz, and he will tell the story given above. The soldiers onshore will open fire on the tug as soon as they see Nycz swimming towards it. Subsequent events are up to the referee and to the player characters, who must decide whether to fight or run. An ambush downstream later is a distinct possibility if they do not deal with the deserters immediately.

Civilian-3: When the characters enter the village, they may notice that the civilians who meet them are nervous and ill at ease. The civilians will soon become hostile and unreasonably eager for the strangers to leave. The characters will be told to depart, and may be threatened with cudgels or pitchforks.

If one of the civilians can be inconspicuously taken aside and talked to, the characters will learn about the marauders holding women hostage in the mayor's house, but they will be warned that some of the marauders are among the townsfolk, wearing civilian clothes, and with their weapons hidden. The marauders want the characters to leave without arousing their suspicions. The informer will be able to spot these undercover marauders, but he will be terrified that he will be killed if he is seen doing so. He may agree to describe the marauders, but every moment the characters keep him talking, the more certain he will be that they are being spied on.

The characters will have to make their plans based on what they can learn from this terrified witness. No one else will talk to them.

Civilian-4: As above, but there is one civilian with an AKR who is obviously in charge. Strangers are not wanted in Niepolomice, he says, and the characters had better leave if they know what's good for them.

Any character who speaks Polish, including NPCs such as Adam, will recognize the spokesman's atrocious Polish accent. Attempts to get any of the villagers apart by themselves will invite the leader's wrath. He does not want "foreign dogs" bothering "his people".

The man is, of course, one of the deserters, playing the role of a civilian to drive off unwanted strangers. The characters may arrive at this conclusion when they realize that only this one civilian (and possibly one or two others) is carrying weapons, and that the other civilians are more afraid of their spokesman than they are of the strangers. The characters may be able to arrive at a plan to get one of the other villagers away and interrogate him, or they may have already learned the situation after having rescued Zygmunt Nycz, as described earlier. The course of events is up to them, in any case. They must find a way to kill or capture the five marauders, preferably without having the hostages or other civilians killed.

Marauder-1: As above, but it is obvious that the spokesman is a Red Army deserter (veteran). He appears with three of his comrades, all carrying weapons and wearing tattered Russian uniforms. (The fifth man is in the mayor's house, holding the hostages at gunpoint.)

He may demand that the characters leave, or he may demand that they remain. This decision is left to the referee. If they are told to leave, the characters should still be left wondering about the possibility of an ambush later, downriver. If they are told to stay, the marauders are going to want Adam and his crew to operate *Krolowa* for them. In this case, they would kill the player characters as soon as they knew which ones were not needed for the smooth running of the tug.



Marauder-2: The characters are ambushed by the five marauders as they enter the village, on the premise that it is better to shoot strangers first and ask questions later.

There will be no reasoning with these men. They will not be holding hostages when they spring the ambush, reasoning that all five of them will be busy killing the newcomers. If the battle turns against them, the survivors will break into a nearby house and take several women prisoner in an attempt to bargain for a chance to leave town.

If they win their freedom in this way, Adam will suggest the characters pursue them and hunt them down. These marauders are dangerous, and they will certainly look for an opportunity to strike *Krolowa* later if they are allowed to escape.

USCIE SOLNE

Uscie Solne was a small village on the south bank at the place where the Raba River flows into the Wisla. The Raba is a fairly broad stream, and carries with it a great deal of debris and silt from the mountains. There are large numbers of hidden bars and snags in the area just downstream from the Raba's mouth.

Though the village is now abandoned, it lies at the edge of Poland's oil and natural gas fields. The local refining, transport and storage facilities have long since been burned and stripped, but rumors persist that hidden, underground tanks hold secret reserves of many thousands of liters of gasoline. These rumors

ENCOUNTER TABLES (Uscie Solne)

River		Shore	
2D6	Result	2D6	Result
2	Mud	2	No encounter
3	No encounter	3	No encounter
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	Civilian-1
7	Mud shoal	7	Civilian-1
8	Mud shoal	8	Civilian-2
9	Sandbar	9	Civilian-2
10	Snag	10	Marauder-1
11	Shots fired	11	Marauder-2
12	Shots fired	12	Marauder-2

often attract marauders, scavengers and treasure-hunting civilians to the area, and firefights between jealous or suspicious prospectors are common. The region is dangerous for this reason.

Civilian-1: These civilians will be 1 D6 in number and will be scavengers seeking the hidden fuel reserves. They are following rumors which suggest that an underground tank can be found at a certain place, and they will suspect the characters of trying to follow them and take the precious fuel. These civilians will be armed and extremely suspicious. Though they will not set an ambush against the party, they may open fire first if they are surprised.

Civilian-2: These men will be 1D6 hunters searching for game, but will suspect that the characters are marauders searching for hidden fuel. They will be extremely suspicious, refuse to answer questions, and keep their guns trained on the characters. If Old Adam is along, he will usually be able to allay their suspicions.

Marauder-1: Encountered are 1D6 experienced marauder scavengers, from the Soviet 38th Tank division who are, like the civilians, looking for hidden fuel, but they will be much better armed than civilian parties, and more willing to shoot first. They may set an ambush against the characters if they discover the characters' approach before the newcomers are aware of their presence.

Marauder-2: Currently trying to make their living off the land in this area is a band of deserters, 2D6 experienced, from the Soviet 38th Tank Division, a Ukrainian unit which broke up during its march from Lvov. They may have heard rumors of the fuel store in Uscie Solne, or they may simply be looking for loot. They are extremely dangerous and will ambush the party for their weapons and ammo. If they learn of *Krolowa*, they will definitely try to attack her, especially if they observe efforts to get the craft off a sandbar.

DUNAJEC RIVER

The Dunajec River, little more than a large stream, joins the Wisla from the south. Like the Raba, it carries large quantities of silt into the river, and an extensive sandbar has formed from the south bank extending half way across the Wisla. The barrier is clearly visible, for large masses of dead trees and drifting debris have caught along the bar, creating the impression of a brown wall blocking the river.

The region along the shore is wooded and largely deserted, though small parties of hunters or other civilians from nearby villages may be encountered going about their business in this general area occasionally.

ENCOUNTER TABLES (Dunajec River)

River		Shore	
2D6	Result	2D6	Result
2	No encounter	2	No encounter
3	No encounter	3	No encounter
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	Snag	6	No encounter
7	Mud	7	No encounter
8	Mud shoal	8	No encounter
9	Sandbar	9	Game
10	Sandbar	10	Civilian
11	Snag	11	Civilian
12	Sawyer	12	Civilian

NIDIA RIVER AND NOWY KORCZYN

The Nidia enters the Wisla from the north bank. The small village of Nowy Korczyn is situated on the north bank of the Nidia about 3 kilometers from where it enters the Wisla. The characters will see the town from the river as they pass, but will detect no activity.

If they land and investigate, they will find the village completely deserted. Several houses have been selectively burned, but most buildings seem intact.

Civilians encountered elsewhere along this stretch of the river will be able to tell the characters that Nowy Korczyn was abandoned last year when several people died of Plague. Fearing an epidemic, all have fled. The village is generally avoided, and civilians who learn that the characters have been there will create an almost superstitious dread of them. The civilians will have nothing to do with anyone who has been in the "Plague Village", and will maintain their distance and threaten to kill characters who do not leave immediately.

ENCOUNTER TABLES (Nidia River)

River		Shore	
2D6	Result	2D6	Result
2	No encounter	2	No encounter
3	No encounter	3	No encounter
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	No encounter
8	Sandbar	8	Civilian
9	Sandbar	9	Civilian
10	Mud	10	Civilian
11	Mud shoal	11	Civilian
12	Rock	12	Marauder

BRIDGE AT SZCZUCIN

Szczucin was a village about 3 kilometers south of the Wisla, more important as the hub of several roads than anything else. The village is abandoned now for the same reason as Nowy Korczyn—Plague.

The Szczucin—Tarnow road crosses the Wisla over a steel trestle bridge which, before the war, cleared the river at its normal level by a good 10 meters. Recently the bridge was damaged, possibly by partisans, possibly by military traffic too heavy for the ancient span. The north bridge pylons have collapsed, dropping that end of the bridge to within a few meters of the river.

With sandbars and rocks visible on the south side of the river, *Krolowa* will be forced to squeeze under the fallen bridge between where it drops too low for passage and the edge of the shoal water. Approaching the bridge, the characters will be unable to tell whether *Krolowa's* superstructure will pass through or not. Old Adam has made the passage since the bridge fell, but to his trained eye, it appears that the bridge has slipped a bit further down, the result, perhaps, of storms and extensive erosion.

It will be necessary to lower the tug's mast to get under. The player-character or NPC at the wheel must roll D100 against his piloting skill. If the result is equal to or lower than the pilot's skill, *Krolowa* will slip under. If it is an even number higher than the pilot's skill, the *Krolowa* will strike the bridge, causing some damage to the superstructure, but not enough to impede their

passage. On an odd number greater than the pilot's skill, *Krolowa* will ground on a mud shoal under the bridge and will have to be kedged off.

Attempts to move *Krolowa* along by pushing at the bridge itself will cause loud, rumbling groans and creaks from the metal structure, and pieces of it will be dislodged and fall into the river. Rocks may fall down the northern bank from where the broken end of the span is lodged among the debris of a landslide. It will be obvious to all that the bridge is in danger of collapsing completely, and if *Krolowa* is trapped underneath when it falls, the tug will be destroyed.

The bridge will not fall (since this would effectively end the adventure). Its precariousness should cause the characters to worry a bit, however. The characters may elect to stop the tug upriver of the bridge and set off on foot with explosives to destroy it. The attempt will become a typical demolition operation in this case, which will succeed or fail according to the rules given elsewhere for destroying obstacles on the river.

Other encounters in the region are similar to the rest of this stretch of the river, and the encounter tables given for the Dunajec River to the Wisloka are used.

WISLOKA RIVER AND GAWLUSZOWICE

The Wisloka River flows into the Wisla from the south. Gawluszowice was a small village on the east bank of the Wisloka about a kilometer from where it joins the Wisla. Old Adam remembers Gawluszowice as a friendly village of farmers who welcomed him on his last trip and sold him food and a couple of bottles of wine.

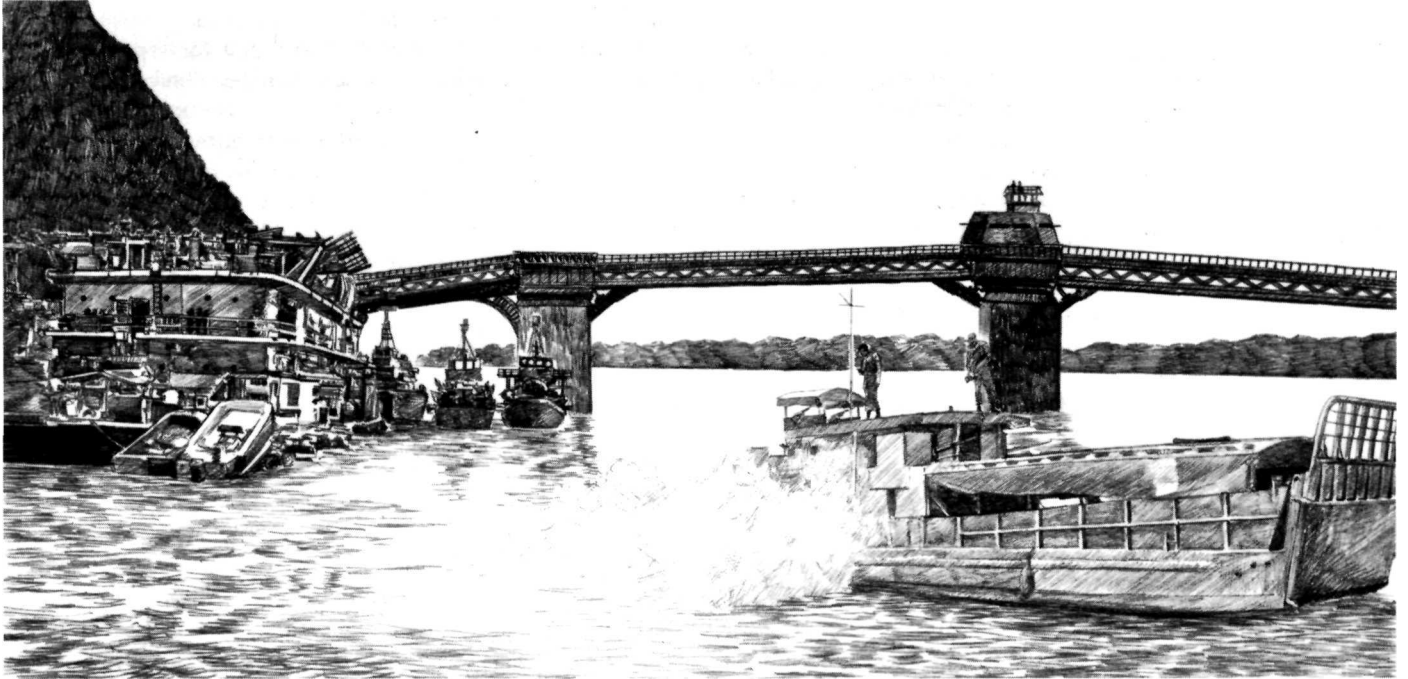
Gawluszowice has been plundered by marauders, its citizens killed or driven off. Skeletons still wearing the rags of uniforms may be discovered by a shore party, evidence that the citizens fought to defend themselves and were overrun.

A search of the village will turn up little of value. The place has been plundered by bandits, and by scavengers who passed through later.

ENCOUNTER TABLES (Wisloka River)

River		Shore	
2D6	Result	2D6	Result
2	Submerged wreck	2	Game
3	Mud	3	Game
4	No encounter	4	Dogs
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	No encounter
8	No encounter	8	CvIn: 1D6 hunters
9	Sandbar	9	CvIn: 1D6 hunters
10	Sandbar	10	CvIn: 1D6 scavengers
11	Mud shoal	11	Marauder
12	Rock	12	Marauder





Section 2: Wisloka to the San River

Length: 60 kilometers

River depth: 3 meters

Average width: 500 meters

Villages and landmarks: Baranow Sandomierski, Tarnobrzeg, Sandomierz and the Sandomierz Bridge, confluence of the San River.

Description: The land between the Wisloka and the San is low and gently rolling. Most of the area is farming country. On the right bank, most of the villages have been terrorized by marauders—mostly remnants of the Soviet 38th Tank Division. Few of these bands have crossed the Wisla, however, and on the left bank, farmers continue to harvest their crops for the coming winter unhindered—for the most part.

Sandomierz—formerly a town of 16,000, but now supporting perhaps a quarter of that—is an outpost of semi-civilization in a barbarian wilderness. Like Krakow, it has its own local ORMO. The place is too small to tempt large forces, too large and powerful to succumb to roving marauder bands, and thus far has survived under the leadership of Noz (pronounced "noosh", meaning the Knife, *not* "nos", meaning nose!) and his band of former bandits. Sandomierz could be of great importance to the *Krolowa* expedition, for it is the only town along the river before Warsaw where their tug can be hauled out of the water and drydocked, so that work can be done below her waterline. The service may prove expensive, but the damage wrought by a snag or a well-placed mortar round or two may make it necessary if the voyage is to continue.

Rumor A: Marauder bands have been terrorizing the entire right bank of the river from Szczecin to the San. Baranow Sandomierski, Chmielow and Nowa Deba have all been burned to the ground. Lots of bandit gangs have been spotted along the river, especially near Tarnobrzeg.

Rumor B: Baranow Sandomierski was destroyed by a marauder band, but most of the people got away across the river

RUMORS

- 2D6 Result
- 2 Rumor A
- 3 Rumor A
- 4 Rumor A
- 5 Rumor A
- 6 Rumor A
- 7 Rumor A
- 8 Rumor B
- 9 Rumor B
- 10 Rumor C
- 11 Rumor D
- 12 Rumor D

and downstream to Sandomierz. Some of the people claimed there was a fortune of gasoline hidden somewhere near the town, but the marauders probably got it when they moved in.

Rumor C: Don't go near Tarnobrzeg! The place has been taken over by a marauder who calls himself Krol, or "King", and he's been murdering, robbing, raping and pillaging the entire area for kilometers around. The man is almost certainly insane, but he's followed by a band of 30 or 40 human monsters as bad as he is, and no one can stand against him. Boats in the river have been attacked.

Rumor D: There's a wreck in the middle of the river near Baranow Sandomierski. There's probably nothing on it, but marauders have been seen trying to get across to it from the left bank on several occasions. The wreck is that of an old river ferry, flat-decked without any place to hide anything very large. What do you suppose the marauders are after?

GENERAL ENCOUNTER TABLES (Section 2)

River		Shore	
2D6	Result	2D6	Result
2	Sandbar	2	Dogs
3	No encounter	3	Game
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	No encounter
8	Mud shoal	8	Civilian
9	Rock	9	Civilian
10	Snag	10	Marauder
11	Sawyer	11	Marauder
12	Shots fired	12	Marauder

Civilian: Civilians encountered in this area will be unenthusiastic locals, for the most part. They will be able to provide the above listed rumors, but only if specifically asked. Some civilians may be refugees from Baranow Sandomierski, who will be more than willing to tell their particular story (see below).

Marauder: All marauders encountered off of the general encounter table will be patrols from the forces of the *Krola* of Tarnobrzeg, who will be interested in plunder. There will be 1D6 of them, and they may attempt to attack or rob the *Wisla Krolowa* should they get the opportunity.

BARANOW SANDOMIERSKI

This was a small village on the southeast bank of the river. Repeatedly raided by marauders, it has been abandoned and burned.

A small mystery may present itself, but only if the characters are observant enough to uncover it. It will be obvious from the ruins that the village was small and open, and had little to offer—except possibly food and women—to passing gangs. The village itself seems to have been taken without much of a fight; a few charred skeletons may be found among the ashes, but there seems to be no sign of any purposeful resistance.

Just outside of town, however, in the light to the north, the characters will find five skeletons in a line behind a fallen tree. Though there are no guns with them, the corroded remnants of brass which their killers did not bother to take, show that they were putting up a stubborn defense against attackers from the direction of the village. The tattered remnants of clothing show that these were civilians, and that they probably died during the spring.

A careful search through the woods, south of the log, will uncover eleven skeletons wearing the rags of Soviet military uniforms. Most of these are partly buried under rain-washed humus and fallen leaves, and they will be hard to see.

Fifty meters further north is another line, eight skeletons this time, scattered among the large boulders which lie across the hilltop above the river. Again, this marks where civilians held out against the attacker, and again the remains of perhaps fifteen attackers are scattered through the woods to the south. There is evidence that the attackers used rockets or mortars to take this stronghold, craters (shattered boulders and fallen trees).

It may occur to the characters to wonder what the civilians were guarding. They could not have been simply guarding the retreat of women and children; there are many routes out of the village, and it makes no sense that they retreated in the one direction which would have trapped them against the river.

In fact, there is a cave in a bluff just above the river, about 20 meters below the last defense line. Here the defenders had hidden their village's treasure. Hidden in the back of the cave are several thousand rounds of 9mmP ammunition, 10 hunting rifles with ammo, food, tools, spare machine parts, and the real prize—150 liters of gasoline. When the last attack came, the non-combatant women and children fled in different directions, most making their way eventually to Sandomierz. Some 15 men and women stayed behind to defend the town "treasure". Most died. Two survivors hid during the final marauder assault, then escaped into the woods. The marauders had suffered such heavy casualties that they were unable to pursue, and so missed finding what had been rumored to lie somewhere inside the burned town: a modern fortune in gasoline.

The cave cannot be seen from the river due to heavy

undergrowth along the river bank. It can be found by following a faint trail from the boulders, where the civilian bodies lie, down the face of the hill to a path along the river.

The gasoline, if recovered, could pay for repair work to *Krolowa* in Sandomierz, or provide the expedition with a valuable trade commodity in any populated area. Though most engines have long since been switched over to burn alcohol, gasoline is so rare it is precious, and there are a few machines, including rare aircraft and high-performance vehicles, which require gasoline to run. The gasoline could also be used by the characters themselves. Land vehicles could be switched back to gasoline, and the stock used for some important long-range mission.

Marauders or civilians encountered in the area may be searching for the rumored treasure, and will not be pleased to see the characters.

ENCOUNTER TABLES (Baranow Sandomierski)

River		Shore	
2D6	Result	2D6	Result
2	No encounter	2	Game
3	No encounter	3	No encounter
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	Civilian-1
8	Boat	8	Civilian-2
9	Wreck	9	Civilian-2
10	Snag	10	Marauder-1
11	Rock	11	Marauder-1
12	Shots fired	12	Marauder-1

Boat: The boat is an oared dinghy with three civilians aboard. One of them is tied up; the other two are armed with hunting rifles and pistols. When they see the barge, they will try to get to shore and escape.

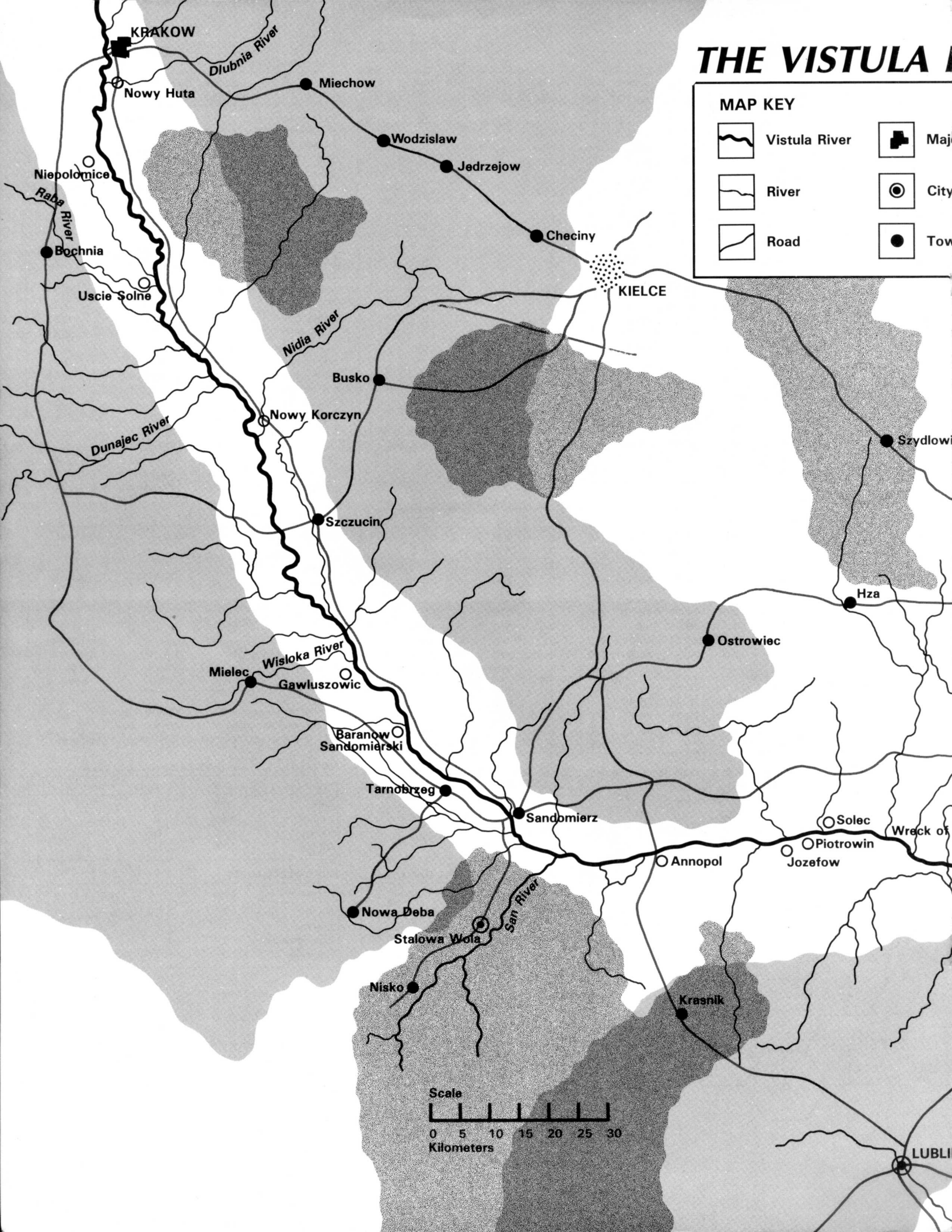
If the characters pursue the trio, the armed men will flee—possibly after a short firefight, leaving their prisoner behind unharmed. If the characters ignore them, the prisoner will break free and dive into the river near *Krolowa's* position, with his hands still tied behind his back. His captors will chase him to the river's edge, where they will fire at him . . . and at *Krolowa*. Someone will have to dive in to rescue the hunted man, or he will drown.

The rescued man is Lee Kolzny, and he was formerly a citizen of the village of Baranow Sandomierski. He was one of the two who escaped the last battle, and he knows the location of the cave. His captors were ruthless men from Sandomierz who had heard rumors of the treasure and had hoped to force him to reveal its location.

Kolzny wants to recover the treasure for his own people—the handful of Baranow Sandomierski's survivors—but he is afraid of being ambushed. He will offer to split some of the gasoline with his rescuers in return for their help in carrying the cache to a landing south of Sandomierz. How much of the gasoline the characters settle for as payment is up to them; negotiations can be handled in the usual way. If Kolzny becomes suspicious, thinking the characters will doublecross him, he will elude them without leading them to the cave. He knows the woods north of his old village very well.

If either of Kolzny's captors escape, there will be more trouble later. These men have friends, and a large, well-armed par-

THE VISTULA



MAP KEY



Vistula River



Major City



River



City



Road








Town

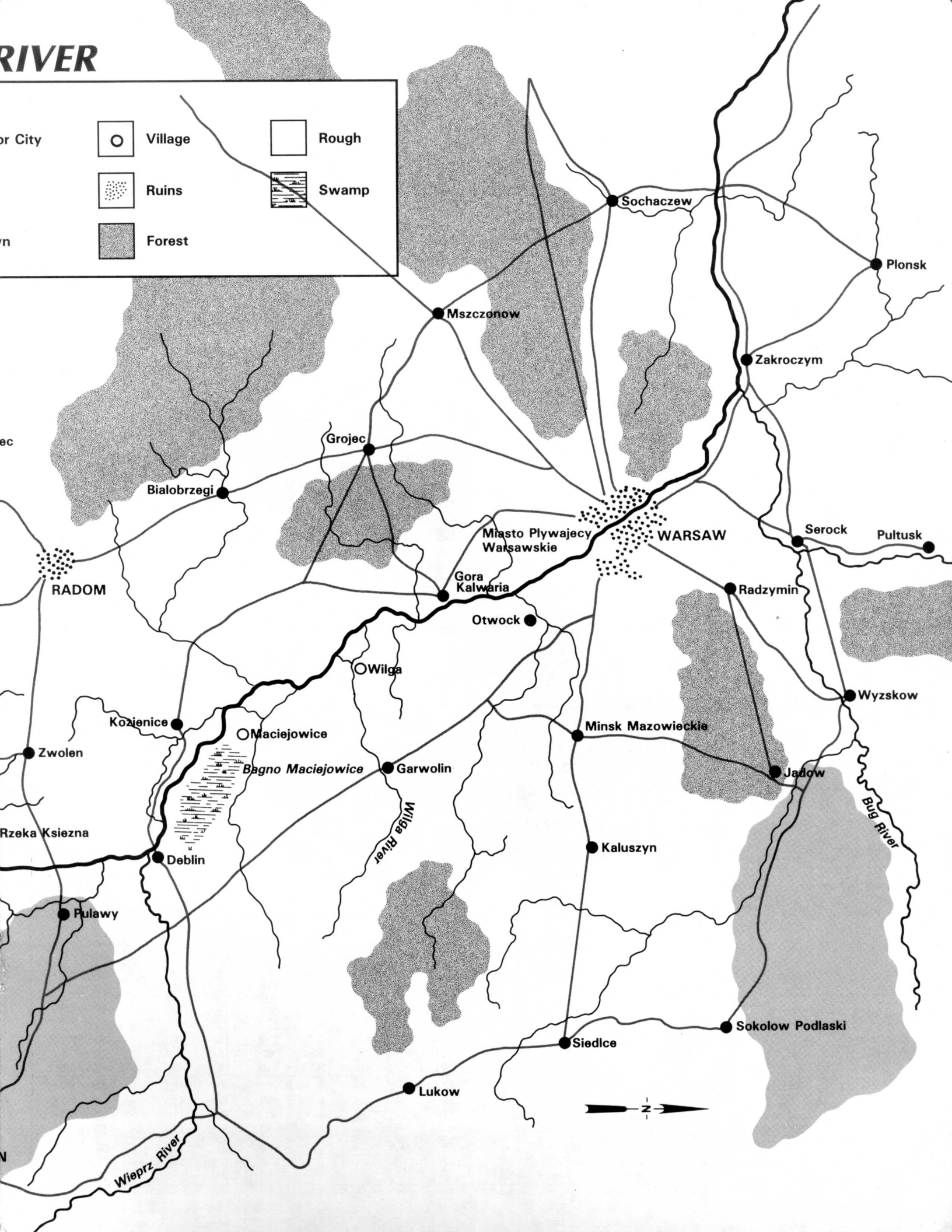
Scale



0 5 10 15 20 25 30
Kilometers

RIVER

or City		Village		Rough
n		Ruins		Swamp
		Forest		



Bows W—1

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

Automatic Pistols W-1, T-1

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

Revolvers W-1, T-1

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

Submachineguns W, T

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

Assault Rifles W, T-1

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

Battle Rifles W-1, T-1

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

Sniper Rifles W-1

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

Sporting Rifles W-1

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

Shotguns W-1

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

Automatic Rifles W-1

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

Machineguns

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

Hand Grenades

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

Rifle Grenades

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

Grenade Launchers

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

Rocket Launchers

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

Anti-Tank Missiles*

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

Mortars

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

Large Calibre Guns

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

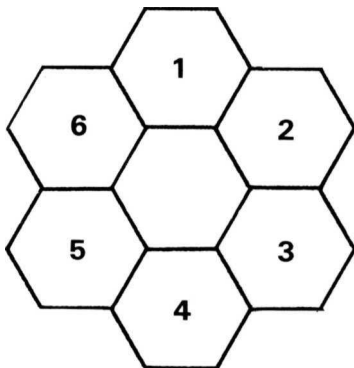
Howitzers

Type	Close	Med	Long	Extrm	Arm	Full Fire	IFR	KD	Burst
122mm HE	6:42	12:42	24:42	48:42	x10	3	300	15	60/0, 5/10
HEAT	6:42	12:42	24:42	48:42	—	3	300	5	35/5, 0/5
WP	6:21	12:21	24:21	48:21	x10	3	300	—	60/0, 5/15
Chemical	6:3	12:3	24:3	48:3	x10	3	300	—	20/15
ICM	14	—	—	—	x10	3	300	90	60/0, 5/15
152mm HE	6:56	12:56	24:56	48:56	x10	2	370	35	60/0, 10/15
HEAT	7:14	14:11	28:7	56:4	—	2	370	5	10/10
WP	6:21	12:21	24:21	48:21	x10	2	370	—	60/0, 15/15
Chemical	6:3	12:3	24:3	48:3	x10	2	370	—	60/0, 0/10
ICM	14	—	—	—	x10	2	370	90/50	60/0, 35/10
155mm HE/CLGP	7:56	14:56	28:56	56:56	x10	2	480	35	60/0, 10/15
HEAT	7:49	14:49	28:49	56:49	—	2	480	15	60/0, 5/10
WP	7:21	14:21	28:21	56:21	x10	2	480	—	60/0, 15/15
Chemical	7:3	14:3	28:3	56:3	x10	2	480	—	60/0, 0/10
ICM-DP	14	—	—	—	x2	2	480	90/50	60/0, 35/10

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

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

DEVIATION DIAGRAM



MULTIPLE ROUNDS

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

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

VEHICLE DAMAGE

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

RANGEFINDER BONUS

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

MOVEMENT

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

TERRAIN EFFECTS CHART

Terrain Type	Infantry	Vehicles
Clear	1	1
Road	1	1
Woods	1	2
Swamp	1	2
Hills	2	2
Urban	2	2
Rubble	4	Impassable
River	†	††
Stream	2 segments	††
Wall	1 segment	†††

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

†† Impassable unless vehicle is amphibious.

††† Impassable unless vehicle can break through wall.

NON-PLAYER CHARACTER EXPERIENCE LEVELS

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

FIRE EFFECTIVENESS

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

BOAT HIT LOCATION

Die Roll	Result
1	Bow
2	Bow(Bridge)†
3	Port
4	Starboard
5	Stern
6	Stern

† Bridge personnel may be affected by knockdown and fragmentation.

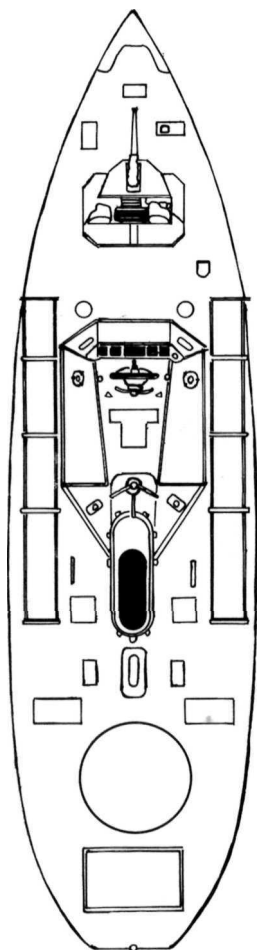
MORALE TABLE

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

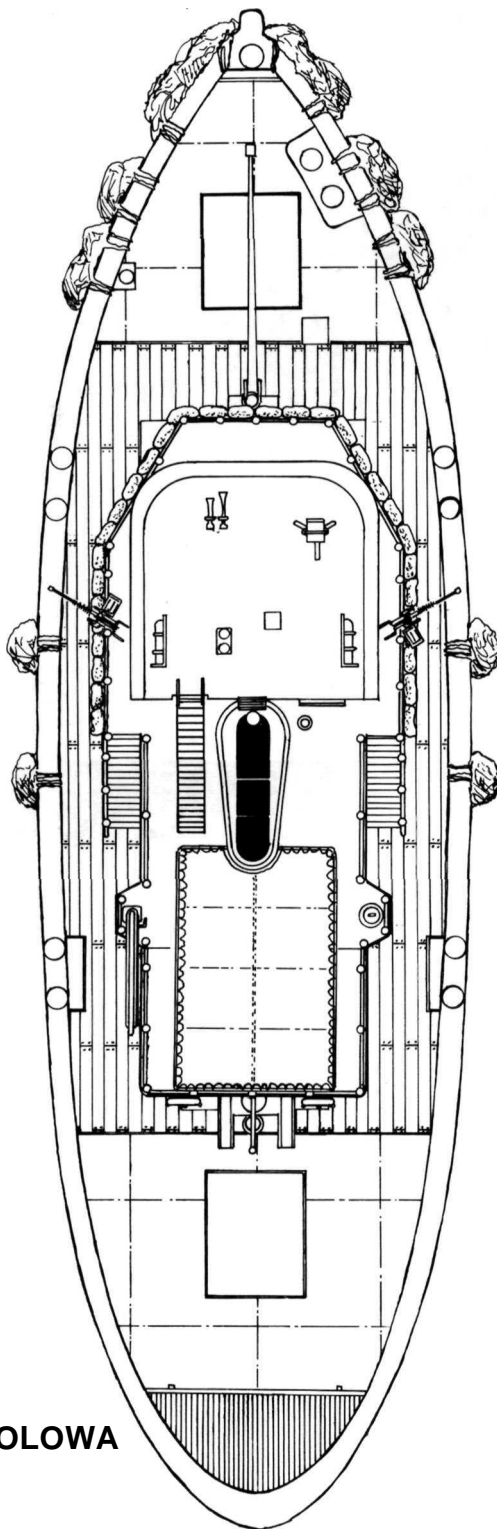
ferred by the unit this turn.

-1 if unit is under cover.

+2 per catastrophic hit against a friendly unit in sight.



WISLAKREW



KROLOWA

DECK PLAN KEY - WISLA KROLOWA

The general layout of the *Wisla Krolowa* is shown in these diagrams.

BRIDGE DECK AND UPPER DECK

- A. Chartroom
- B. Captain's Office & Cabin
- C. Radio Shack
- D. Weather Deck
- E. Current HMG mounts
- F. Possible HMG mounts
- G. Mast

MAIN DECK (exterior)

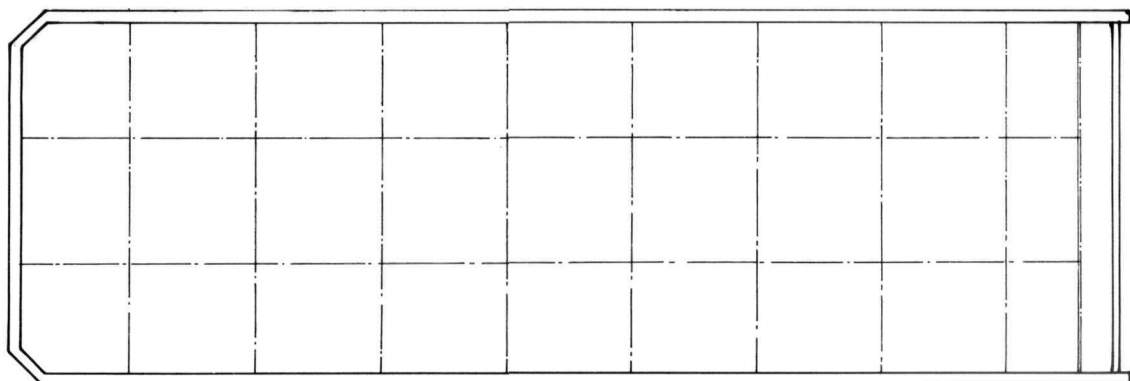
- A. Main Deck
- B. Forward Hold Hatch
- C. Mount for Boom Crane
- D. Forward Winch
- E. After Winch
- F. After Hold Hatch
- G. Bollards and Cleats

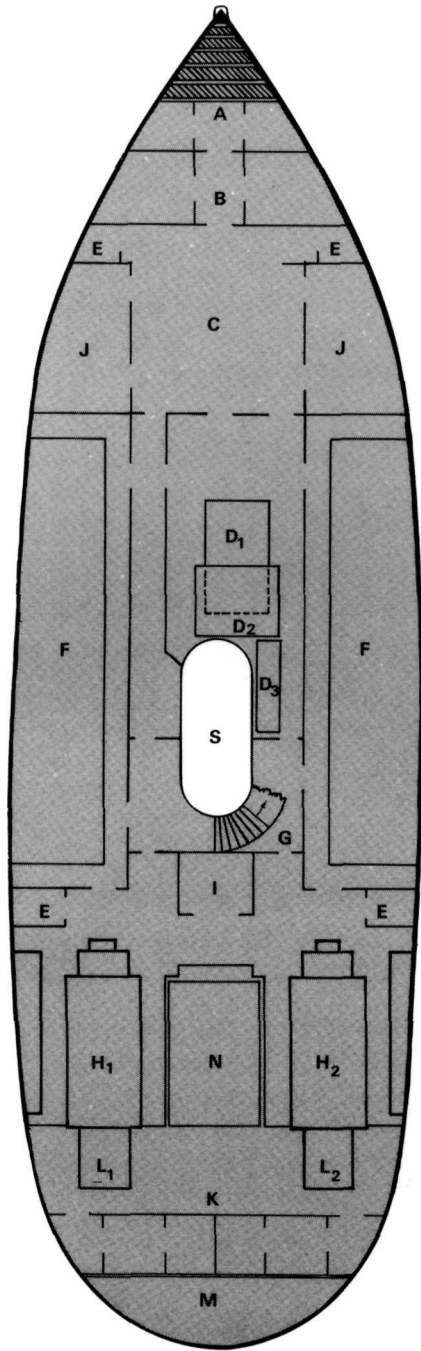
MAIN DECK (Interior)

- H. Crew's quarters
- I. Galley
- J. Galley stores
- K. Wardroom
- L. Passageways
- M. Machine Shop
- N. Machine Shop Storage
- O. Equipment Storage.

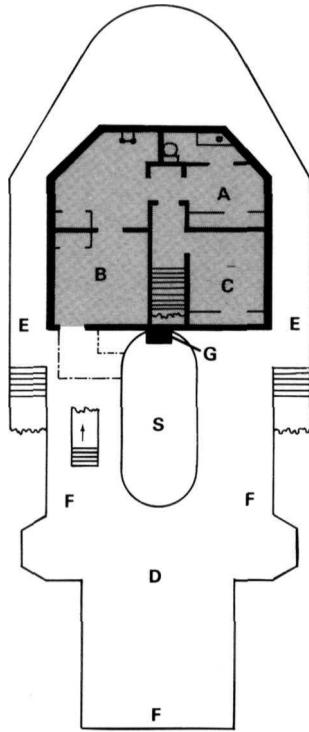
LOWER DECK

- A. Cable Locker
- B. Paint Locker
- C. Forward Cargo Hold
- D. Boiler Room
- E. Manual Bilge Pumps
- F. Fuel Storage
- G. Battery
- H. Engine Room (H1 and H2: engines)
- I. Generator
- J. Water Tankage
- K. After Hold
- L1 and L2. Drive Shaft Access Plates
- M. Cable and Fender Stowage
- N. Cargo Boom Stowage

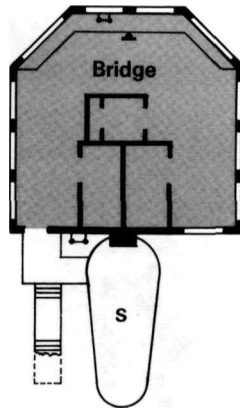




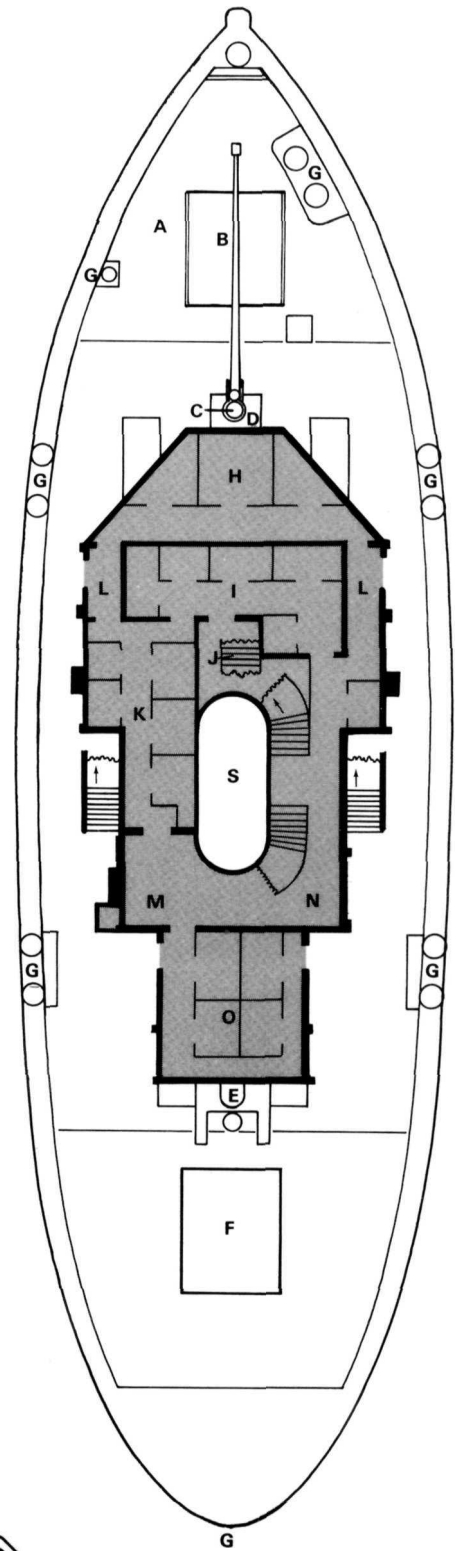
LOWER DECK



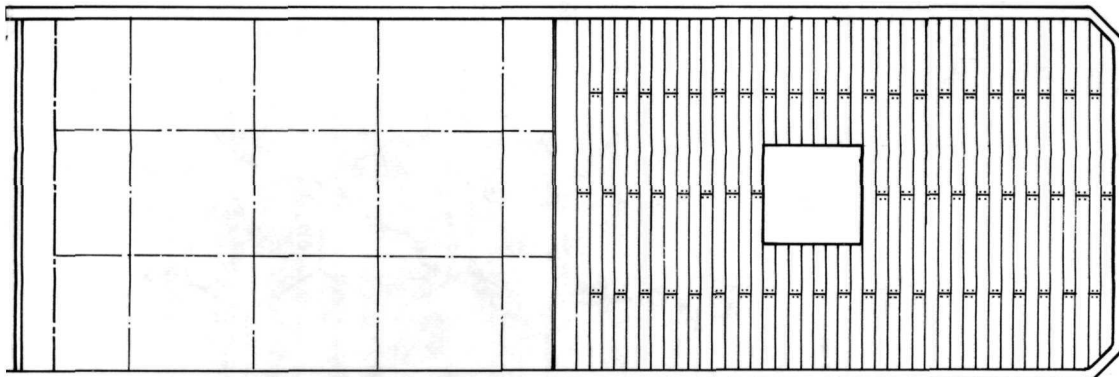
UPPPER DECK



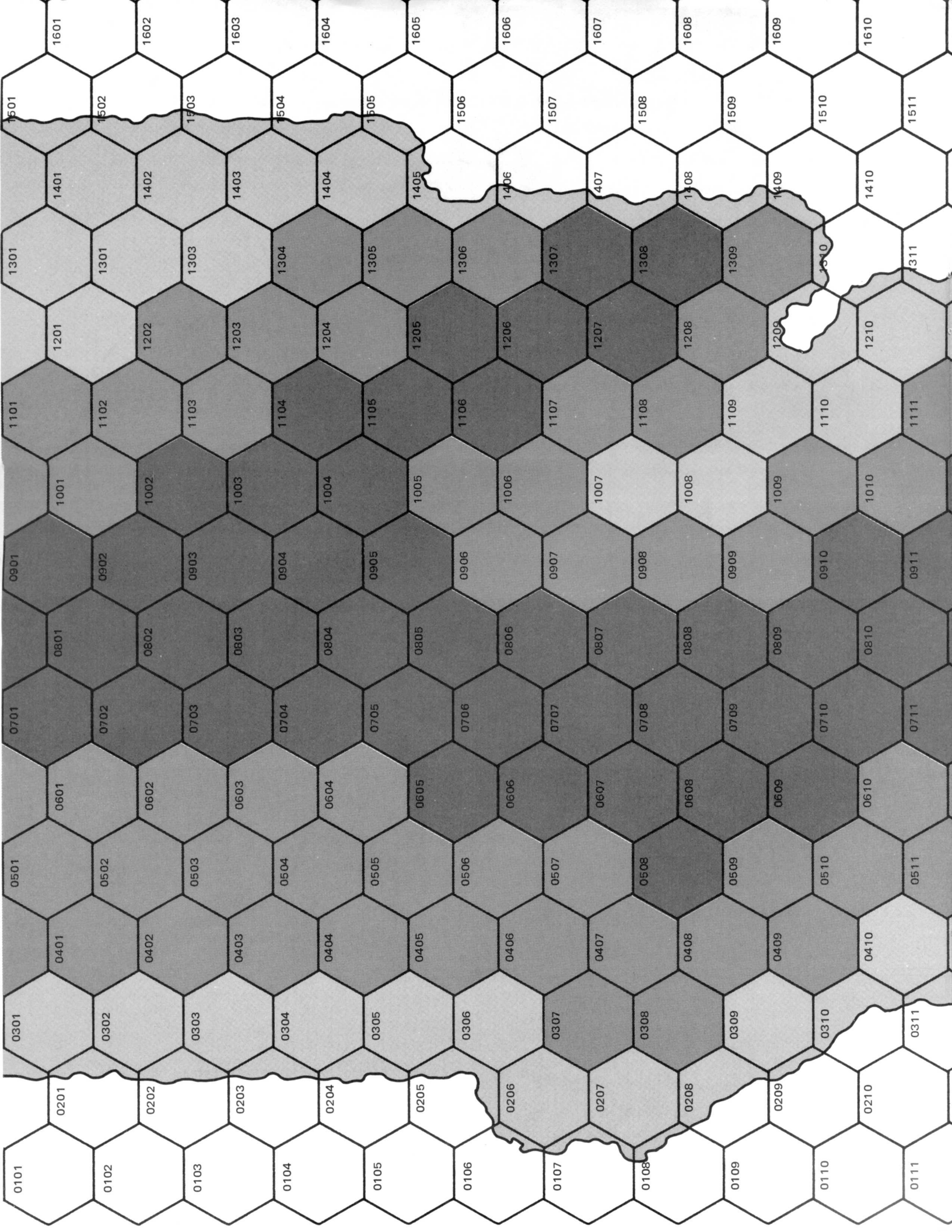
BRIDGE DECK

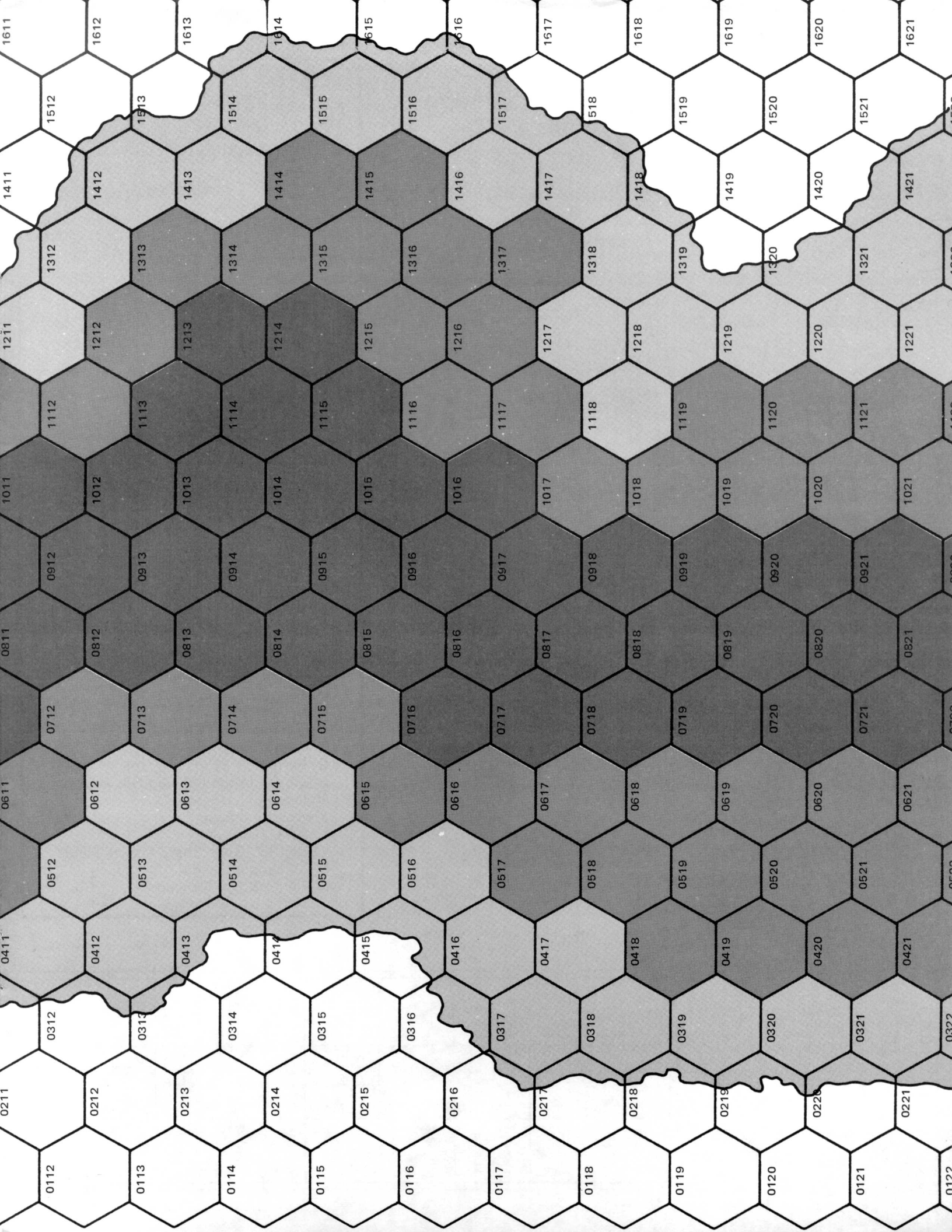


MAIN DECK



KROLOWA'S
BARGE





ty will attempt to intercept *Krolowa* before it reaches Sandomierz. . .especially if they have reason to believe the tug carries the gasoline supply they had been searching for.

Wreck: The wreck in this case is an open-decked, motorized ferry, a small, simple vessel of the kind used to carry passengers and one or two vehicles at a time across the Wisla. It is laying half out of the water in the middle of the stream, partly buried in a sandbar.

If the characters investigate the wreck, they will find a small, locked metal box of the kind used to hold safe deposit papers and records, wedged into the hollow behind a life preserver attached to the ferry's gunnel. It is not well-hidden, and appears to have been stuffed there by someone in a hurry.

Opening the box will reveal a number of official papers of no particular value. Stationery letterheads and official seals show the papers belonged to the incorporated village of Baranow Sandomierski. There will also be a crude map, sketched in pencil on the back of an empty letter envelope.

The map shows the location of the cave described above. The barge was carrying some of the refugees from the town downriver to safety when it came under attack by marauders along the shore. Most of the refugees jumped into the river and escaped, but the man carrying the box was killed shortly after he hid it; the marauders either didn't bother searching the wreck, or searched it hurriedly and missed the box.

There is nothing on the map to indicate what the treasure is—only a penciled "X", the location of shoreline, paths, landmark rocks, and the town, and the single word *pieczara* underlined. A Polish-speaking character will be able to translate the word as "cave".

It is up to the player-characters to decide what they will do with the information.

One additional note: The referee may wish to roughen the smooth path to the treasure a bit. If so, marauders are watching the activities of *Krolowa's* crew aboard the ferry. They will observe the characters' reactions, and be extremely interested in where they go and what they do. At least one of these men was in on the original attack on the town, and was part of the band which attacked the ferry. He will suspect the characters have discovered what the marauders had been looking for months before, and they will work to ambush the characters...possibly after they have led them to the treasure.

Civilian-1: The characters meet a party of 1D6 + 1 civilian hunters. These people will have heard rumors of a lost treasure in the abandoned village, but will not believe it. They will regard the characters warily, but will be willing to exchange rumors and trade goods.

Civilian-2: The characters meet a heavily armed party of 1D6 + 2 civilians who are hunting for the lost treasure. Refugees from Baranow Sandomierski have been the source of countless rumors about a horde of gasoline hidden somewhere in or near the village. These civilians will be quite wary of strangers—especially well-armed ones—for they know of the marauder attack which finally destroyed the village. They will assume the characters are marauders looking for the lost cache, and will be extremely hostile and suspicious. They will not, however, ambush the characters or open fire first.

Marauder-1: This is a party of 1D6 + 2 marauders, and at least two of them were part of the band which originally took and burned Baranow Sandomierski. They are looking for the cache. They will act friendly toward the characters when they are first met, claiming to be from "a small village just over there" which,

if pressed, they will identify as Chmielow. At the first opportunity, they will attempt to capture one or more of the characters to find out who they are, what they are doing, and what they know about the cache of supplies.

In their interrogation of prisoners, they will go to any lengths to find out what they want to know. If successful, they will leave no survivors as witnesses.

Chmielow is a small village on the road to Tarnobrzeg which has also been burned out by marauder bands.

TARNOBRZEG

Tarnobrzeg is another of countless Polish towns which has been taken over by marauders. The people here live in constant fear at the hands of the self-styled *Krol* (King) and his group of henchmen.

The marauder band which struck Baranow Sandomierski came from Tarnobrzeg, which is the base of operations for a band of about 20 deserters from the 38th Tank Division. These bandits are the remainder of a much larger force which split last spring; the rest of the marauders, led by the chieftain called Noz, have set up shop more or less respectably in Sandomierz.

Civilians who try to flee are ridden down by *Krol's* roving, horse-mounted patrols, captured, and killed for sport in bloody, long-lasting spectacles held in the Rynek, or village market square.

Most of the town's original leading citizens have been killed. The citizens are represented before *Krol* by the *Mowca* (spokesman), an elected individual who receives the *Krol's* edicts and demands and passes them on to the people. In six months, there have been eight *Mowcas*, and being elected to that position is considered to be the equivalent of a sentence of death. The *Mowca* is also the only person ever allowed near enough to the *Krola* to attempt to kill him; three of the past *Mowcas* died attempting just that. Audiences with the marauders are usually held in what once was the Mayor's house near the market square.

It will be difficult for the characters to approach the town without being seen by *Krola's* guards. They may, however, meet civilians who are out hunting or foraging; such bands occasionally set out without guards, with family members held in the market place as a pledge of their good behavior and prompt return. The characters would be able to learn what is happening from such a meeting. Any townspeople met apart from *Krola's* killers will beg the characters for help in ridding themselves of these monsters. With weapons supplied by the characters, they would join in an uprising as rebels who will make up in spirit, anger, and desire for vengeance what they lack in experience.

One possible approach which may be suggested by the townspeople, if none of the characters thinks of it first: the latest *Mowca* has recently been killed for failing to show proper respect to the *Krola*, and a successor has not been found. One of the player-characters—especially one trained in hand-to-hand combat, or carrying a small and concealable weapon—might present himself as the new *Mowca*. The villagers number several



hundred, and it is unlikely that the marauders would recognize the man as a stranger. The rising could be timed to coincide with the new *Mowca's* visit to *Krola*; he would strike *Krola* as the characters and armed townspeople attack the Mayor's house and the guards throughout the village, then attempt to escape in the noise and confusion of the battle.

The townspeople of Tarnobrzeg will be able to offer little in the way of reward if the characters help free them from *Krola's* rule, though they will give them up to half the arms and ammo recovered from the marauders after the battle.

If the characters do *not* help the villagers, they will face a more serious problem. *Krola's* men always stand guard over the river, and man several heavy machineguns and at least one 60 mm mortar set up behind sandbags at the town's docks and elsewhere along the riverside. The river is 500 meters wide at this point, but the navigable channel squeezes to within 200 meters of the town, and the far side is blocked by mud shoals. *Krola's* men will open fire on the tug as soon as it comes into view, having been warned by other guards further up the river.

The results of the attack can be determined through the normal rules of combat in *Twilight: 2000*. In each engagement, the referee should keep careful track of marauder casualties. The survivors may band together for an attack on Sandomierz at a later time.

ENCOUNTER TABLES (Tarnobrzeg)

River *		Shore	
2D6	Result	2D6	Result
2	No encounter	2	Game
3	No encounter	3	Game
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	Mud shoal	7	Civilian
8	Mud shoal	8	Civilian
9	Mud shoal	9	Civilian
10	Rock	10	Marauder
11	Snag	11	Marauder
12	Sawyer	12	Marauder

* Unless the characters help the villagers of Tarnobrzeg, one encounter will *always* take place. As described above, the *Krolowa* will be attacked from the shore by marauders unless they have already been driven away.

SANDOMIERZ

Sandomierz is on the right bank of the river about 15 kilometers downstream from Tarnobrzeg. The city is under the control of a warlord known as Noz (pronounced "noosh"), which means "the Knife".

Noz was a marauder, part of the gang which now terrorizes the area around Tarnobrzeg. Eight months ago he led 30 followers across the river at the Sandomierz Bridge and seized power in the town, which had been under the control of a despotic military junta of Polish Army deserters.



Noz has instituted a relatively enlightened reign. There are no hostages, no terrorist killings, and business goes on pretty much as usual in a town which has greatly benefitted from having a well-armed and disciplined military force to protect it. Noz's troops, mostly Ukrainians with a sprinkling of Germans and Czechoslovakians as a cadre fleshed out by a number of locally recruited Poles, now comprise Sandomierz's ORMO which numbers about 150 men. Though not strong enough to resist a determined attack by any organized Polish or Soviet unit, there is little in the area that such a force would covet, and the ORMO is strong enough to defend against marauder attacks, most of which come from across the river.

The ORMO is roughly (and we do mean roughly) organized into six rifle platoons of from 20-25 men each, depending mostly upon the nationality of the men in it (though loyalty to the city and to Noz is high among all the troops, for the sake of convenience and preference, the platoons are generally all of one nationality). They are split up as follows.

First Platoon (26 Ukrainian): 20 AK-74s, 6 AKRs.

Second Platoon (22 Polish): 19 AK-74s, 2 AKRs, 1 DShK.

Third Platoon (15 Ukrainian): 14 AK-74s, 1 DShK, 1 5-ton truck, 1 medium still.

Fourth Platoon (23 Polish militia): 5 AK-74s, 15 shotguns, 3 9mm Makarovs.

Fifth Platoon (20 Czechoslovakians): 15 AK-74s, 5 Vz 24s.

Sixth Platoon (19 Germans): 10 AK-74s, 5 M-16s, 4 Uzis.

Bridge Defense (15 Various): 2 DShKs, 1 KPV, 12 AK-74s.

Several others are actively involved in the ORMO for Sandomierz, and are generally employed as runners or aids to Noz in his activities. The first four platoons are veterans, the rest are experienced.

The bridge across the Wisla is heavily fortified and always manned by the Bridge Defense unit of the ORMO. The actual deployment of troops and equipment is outlined below. Another bridge, a railway bridge about a kilometer downstream has been destroyed, and there are constant patrols along the river banks to watch for marauders or refugees filtering across the river in boats. There have been no serious attempts to attack Sandomierz in two months.

There has been one major influx of refugees during the last several months. When Baranow Sandomierski was destroyed, a number of civilians fled, crossing the Wisla upstream in several ferry barges. Rumors have been circulating in the town for sometime about a huge cache of gasoline somewhere near their neighbor village. These rumors occasionally spark expeditions to recover the treasure, but nothing has come of any of these attempts.

Visitors to Sandomierz are welcome, but require visitor's papers from the city officials in the Ratusz, or Town Hall, and a time limit—usually a week or two—is imposed on the length of their stay. Only the ORMO is allowed to carry weapons in the streets. Visitors carrying weapons will be warned, may be arrested or expelled, and risk having their weapons confiscated. The characters will have to leave their guns aboard *Krolowa*. Nothing will be said about weapons mounted aboard the tug, even those visible on the deck or superstructure, so long as they are not used or brought ashore.

Newcomers are permitted to settle in Sandomierz only if they are accepted by the city officials, who are supposed to screen newcomers for useful skills, but who generally are susceptible to bribes.

The chief source of income for the town is gunpowder. In ad-



dition to this, the locals produce a limited amount of black powder. Occasionally they manage to get some merchants through to Krakow to trade their sulfur for some manufactured goods. Sandomierz's sulfur industry is long established and dates back many centuries. There are several mines being worked north and west of the town. A gunpowder manufacturing plant is located in a warehouse northeast of the city, and there are numerous enterprises for manufacturing crude shells and refilling empty brass. Merchant convoys carry these goods throughout the Kielce district as far as Radom, and return with food and hard-to-get manufactured goods. The characters will be able to purchase reloads here.

No encounter tables are provided for Sandomierz, any encounters leading to with local troops. There are two special features of the town: the bridge and the dockyard, which are described below.

The ruler of Sandomierz is an enlightened and reasonably tolerant despot. Threats to himself or to the security of the town are dealt with swiftly and with finality. It is rumored that he is sensitive about jokes about his name and past, however. Mispronunciation of his public name ("nos" instead of "noosh") can result in arrest. So, too, can talk about marauders or bandits in the Ratusz.

His headquarters is a ruined fortress on a height on the southern outskirts of town. Once the castle of Casimir the Great, it was destroyed by the Swedes, then rebuilt in 1825, after which it was used as a prison. Though heavily damaged by passing troops in 1997, it is now Noz's HQ and residence, as well as barracks for the ORMO. Prisoners are kept in the old dungeons.

The town is ruled from the Ratusz, where the town council passes edicts proposed by Noz, and maintains the fiction of an independent bureaucracy. Their main purpose is to check and issue papers to visitors.

The Sandomierz Bridge: The bridge across the Wisla into the center of Sandomierz has been fortified with sandbags and stone hauled from demolished buildings in town. The Bridge Defense equipment is deployed as follows: One DShK machinegun is placed in a sandbag emplacement at either end of the bridge to sweep either river bank with fire. The KPV has been clumsily

mounted in a sort of pillbox in the center of the bridge, though the box itself provides no armor protection. Other troops are placed as lookouts and are constantly patrolling the bridge. It is also possible that some troops might drop Molotovs or rocks on passing ships in order to bring them to a halt. Boats coming from up- or downriver will be challenged by armed sentries on the shore 300 meters from the bridge and ordered to stop. ORMO troops will board the boat from armed motorboats, and accompany the vessel to either the boatyard or the village docks which are directly adjacent to the yard. Papers must be purchased for the price of a small tax (or bribe) to allow any vessel to pass under the bridge.

The Sandomierz Boatyard: One important facility for the characters is a boatyard where river craft can be hauled out of the water and repaired. It is located about 100 meters upriver from the Sandomierz bridge, and lies just upstream from the village docks. The yard mechanics and boatwrights here will be able to repair almost any damage, minor or serious, to the *Krolowa*, including major overhauls or replacements of the entire drive system. Major repairs generally will take 2D days.

The service is paid for through barter; gold is accepted for most transactions throughout the city, but food, weapons, ammo, boots, and other trade goods are universally accepted. Indented service of one or more of the characters would also be accepted. Such service entails work in the local sulfur mines or gunpowder plant, but might extend to other duties, as well.

Major repairs will cost whatever the yard owners say they will cost, and will tend to be outrageously expensive. One item of barter which would certainly buy any service in the town would be 10 or more liters of gasoline.

THE WAR OF THE BANDIT KINGS

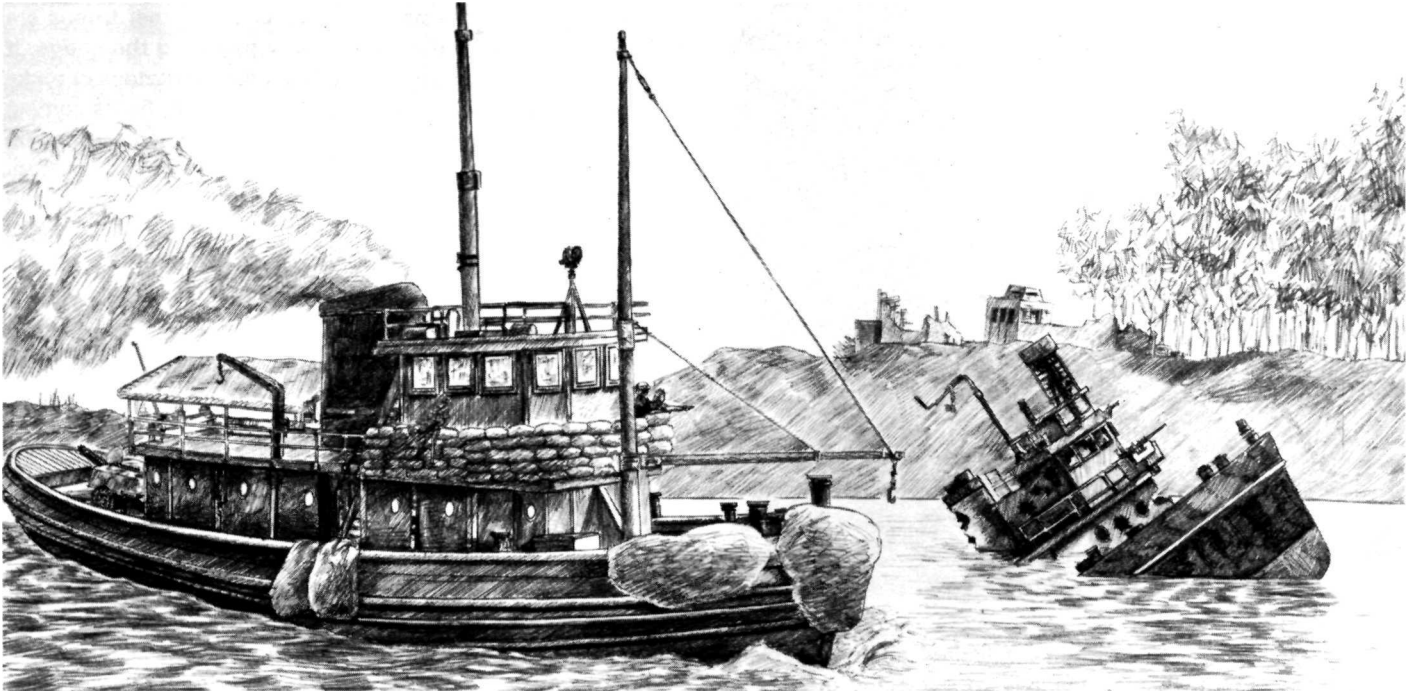
The marauder chieftain, known as *Krola*, plans to reunite his army which was split by Noz's defection. To this end, he has been organizing in Tarnobrzeg and planning strategy.

First of all, *Krola's* marauders may attempt to capture *Krolowa* in order to get their forces across the Wisla (which is wide and deep in this area).

A determined attack by marauders would force Sandomierz to use any and all resources at their disposal, including the crew and weapons of the *Krolowa*. The characters might find themselves pressed into the defense of the town. If they volunteer to help, and if *Krolowa* is still in the water, they may be able to use *Krolowa* to intercept rafts and small craft crossing the river, or bandit forces at the river's edge. A small ORMO unit will be aboard to insure continued loyalty and improve the vessel's firepower, but the *Krolowa* could operate largely independently during the action.

If the characters do *not* volunteer, or if *Krolowa* is in drydock at the time, they may find themselves manning a sandbag wall near or on the bridge.

The Tarnobrzeg marauders have a cadre of 20 trained men, and have rounded up an additional force of about 100 other marauders and locals with promises of loot. Heavy weapons are at a premium, however. They can muster only three DShK machineguns and one 60mm mortar. The entire force, however, is armed with automatic weapons, mostly AK-74s. If the characters liberated Tarnobrzeg earlier in the game, the attack is being carried out by *Krola's* survivors (if any) who may have added vengeance as a motive. If there were no survivors (unlike-ly), the attackers are another marauder band moving into the area from the east.



Section 3: San River to Deblin

Distance: 100 kilometers

Channel depth: 4 meters

River width: 550 meters

Towns and landmarks: Annapol, Jozefow, Piotrowin, Solec, Wreck of the Rzeka Ksiezna, Deblin and the Wieprz River, Krasnik, Lublin, and Pulawy.

Description: Flowing north from the confluence with the San, the Wisla passes into the broad, flat plain of east-central Poland. The river itself offers few problems, though there are some snags and shoals to hamper navigation.

Marauders are not a particular problem here either. The worst areas of marauder activity lie south and west of Sandomierz. However, this section of the river does lie within 25 to 75 kilometers of Lublin, the current Polish capital, and there is a good chance of encountering Soviet or Polish forces. Most military units encountered in this region will consider themselves the "official" or "real" Poland, and edicts and orders have the weight of law. In particular, these people do not like Americans, with whom they are still officially at war, and whom they blame for the destruction of Poland.

RUMORS

2D6	Result	Civilians encountered in this section are, for the most part, farmers and hunters who will pose little threat to the expedition, though they will view all strangers with some reserve and initial suspicion. Civilians will also be likely to curry favor with local military units by reporting strangers to them...especially well-armed ones.
2	Rumor A	
3	Rumor A	
4	Rumor A	
5	Rumor B	
6	Rumor B	
7	Rumor B	
8	Rumor B	
9	Rumor C	
10	Rumor C	
11	Rumor D	
12	Rumor D	

Baron). He has an army of ten thousand men, and not even the Army can deal with him!

Rumor C: The Polish government is cracking down on marauders and bandits. They aim to establish complete control over everything south of the Bug and east of the Wisla before the winter.

Rumor D: A Polish army division was massacred in Pulawy by bandits last week.

GENERAL ENCOUNTER TABLES (Section 3)

River		Shore	
2D6	Result	2D6	Result
2	Rock	2	Game
3	Mud	3	Game
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	No encounter
8	No encounter	8	Civilian
9	Snag	9	Civilian
10	Mud shoal	10	Troops-1
11	Snag	11	Troops-1
12	Sawyer	12	Troops-2

Troops-1: The characters encounter a patrol of 2D6 Polish soldiers. These troops are out hunting for marauders; if they can get the jump on the characters, they will demand their surrender. They will open fire if they are refused or crossed.

If the characters are captured, they will be taken to Lublin for interrogation and probable execution. Their weapons and—especially—the fact that they are Americans will brand them as marauders, and Polish justice will give them short shrift.

If Adam is with them, it will turn out that one of the soldiers knows him. Only meeting Old Adam and talking with him will convince these soldiers that the characters are not marauders. The soldiers will not be inclined to follow the characters back to *Krolowa* to check their story, though the characters may be

able to convince them by using Old Adam's name. The soldiers will not believe the characters are travelling to Warsaw; stories have been circulating among them about the utter devastation of Poland's former capital.

Troops-2: The characters encounter 2D6 + 6 Polish troops accompanied by 2D6 Soviet soldiers. They are hunting marauders, and they will immediately assume that the characters are bandits.

If captured, the characters will be taken to Lublin for interrogation and probable execution. None of them has ever heard of Adam Rataj.

ANNOPOL

Annopol is a small village on the east bank of the Wisla on the road from Krasnik to Ostrowiec, and the site of a bridge across the Wisla. It was deserted for a time, but it is now inhabited by about 25 men under the leadership of a small-time Russian thug named Grzegorz Chebeknikov.

Chebeknikov was once a minor functionary of the Soviet KGB, a lieutenant in the KGB border guards. He is a deserter, but he enjoys considerable power over local civilians and other deserters by wielding the name and identification papers he still has. Months ago he attempted a coup in Sandomierz, but was defeated by people loyal to Noz. He has set up a base in Annopol, which had been deserted, in hopes of building a power base solid enough to challenge the Sandomierz government.



To do this, he collects tolls from people using the Annopol Bridge, charging a hefty percentage of their goods from any who want to cross the river. The Annopol Bridge is the only major bridge between Sandomierz and Deblin, and the focus of east-west traffic across the Wisla in the region.

Much of the traffic across the bridge consists of military or heavily-armed merchant convoys. Warned by scouts with hand-cranked generator powered radios, Chebeknikov allows these to pass, accosting only those parties which he is strong enough to surprise and overpower.

There is little river traffic now, but Chebeknikov will certainly be interested in stopping the *Krolowa* in its passage downriver. He has three DShK heavy machineguns at his disposal, which he will place on either side of the bridge. After firing warning shots, he will order the *Krolowa* to pull over to the west bank of the river, where 2D6 of his men with automatic weapons wait to come aboard and "assess" the barge and its crew. Refusal or any sign of resistance will be answered by machinegun fire.

His assessment will be one quarter of the barge's weapons and ammunition. The characters can pay it and be allowed to pass, or they may find a way to overcome Chebeknikov. It may also be possible for them to sail under the bridge and through the hail of automatic fire, or to stage an ambush of their own.

Chebeknikov enjoys throwing his weight around, and relies heavily on his KGB ID papers to back up his threats and bluster. If personally confronted by force, he will flee, leaving his men to face the opposition on their own.

Shore encounters in the vicinity of Annopol should be rolled

on the general shore encounter table for this section.

RIVER ENCOUNTER TABLE (Annopol)

2D6	Result
2	Merchant-1
3	Merchant-1
4	Civilian-1
5	Civilian-1
6	Marauder-1
7	Marauder-1
8	Marauder-1
9	Marauder-1
10	Convoy-1
11	Convoy-1
12	Convoy-1

Merchant-1: A merchant convoy is seen crossing the bridge. The merchants will take no notice of the *Krolowa*, but it will be possible, if desired, for the characters to find the convoy later on the road to Krasnik to trade news and rumors.

The merchant convoy is large and well-guarded, with over 50 well-armed merchants riding shotgun.

Chebeknikov and his band will not be encountered. They would not consider attacking so heavily-armed a convoy.

Civilian-1: A band of 1D6+1 civilians is seen on the bridge as the *Krolowa* passes. It will be obvious that they have been accosted by a heavily-armed band of men—Chebeknikov and his bandits. The armed men will be busy robbing the civilians, but they will hail *Krolowa* and order her to stop. The *Krolowa* party will have the choice of ignoring the order and cruising on past the bridge, or stopping to help the civilians. If they ignore the order, shots will be fired, but the bandits will make no determined effort to stop the boat.

If the characters rescue the civilians—by doubling back on shore, for example, or by complying with the bandits' orders, then attacking—the civilians will be grateful. They will warn the characters of military checkpoints farther up the river, and will be able to show them copies of travel permits and papers now being issued in Lublin. If any of the characters has forgery skill, he will be able to use these to make counterfeit passes for *Krolowa's* crew.

Marauder-1: Chebeknikov's toll-collecting band will be alone at the bridge, with scouts both up- and downriver and several kilometers up the road in both directions. As described above, he will try to force *Krolowa* to stop in order to search and rob her.

Convoy-1: A military convoy is crossing the bridge when the *Krolowa* approaches. Chebeknikov's bandits will, of course, have long since fled. Flankers will fire warning shots to force *Krolowa* to stop before she reaches the bridge; they will open fire into the tug if she does not stop.

A Soviet army colonel will board with several privates and an NCO to question the characters. So long as Old Adam does the talking, all will be well, but if the colonel discovers that some of *Krolowa's* crew are Americans, or notices items of American weapons, clothing, or equipment, he will become very suspicious and order everyone arrested and held for questioning. DIA-sponsored raids have been causing the Soviets a great deal of trouble lately, and he will suspect *Krolowa* is carrying a guerilla strike force.

So long as the player-characters do not give themselves away, Old Adam will have little trouble convincing the Soviet colonel that they are harmless traders. Rataj has travel papers issued in Krakow, and these will be sufficient to make the colonel issue him locally authorized papers for travel down the Wisla.

The Russians will not be too diligent in their inspection of the tug and its crew, particularly if the characters are able to make

surreptitious bribes of food or—especially—boots. Bribes of weapons or ammo will be immediately reported, and *Krolowa* thoroughly searched. A few weapons, even automatic weapons mounted for defense on *Krolowa*, will be allowed, but a large store of weapons or ammo will be confiscated, and the characters will be seized as guerillas. This unit has suffered heavy casualties in recent days from marauder forces in this area.

The Russian will be curious about the *Krolowa's* business in Warsaw. "You like ruins?" he will ask. "You must, for the Americans left nothing else up there at all. What is it you look for there?"

Eventually he will be satisfied that the characters are harmless. "Go on," he will say. "But be careful. River pirates have been preying on traffic all along the river. They leave few survivors to tell tales."

The convoy consists of 25 Soviet and 30 Polish regular army troops, veterans and experienced, mostly armed with AK-74s, though five of the Soviets have AKR submachineguns instead. They have as vehicles two 5-ton trucks, 1 UAZ-469, and two wagons, each drawn by two oxen. Each truck has with it a medium still in a trailer. The convoy is carrying supplies of food and ammunition, and is travelling west.

JOZEFOW

Jozefow is a small farming village on the east bank of the Wisla. It is inhabited by about 30 men and women. The river has badly damaged the town in recent months by repeated flooding, and only a few of the larger buildings still stand. These have been turned into small fortresses, with the windows boarded shut and loopholes cut through boards, doors and walls.

The village has been raided in the past by both marauders and government troops, and will be extremely suspicious of strangers. The men will be armed with hunting rifles and a few Soviet automatic weapons, and will tell the characters in no uncertain terms that they wish to be left alone.

Their stance will be softened—cautiously—by an offer to trade. They are in need of food, salt, and especially ammunition for their few AKRs.

In conversation, they will warn the characters about their treacherous neighbors to the north, the inhabitants of the village of Piotrowin. Those people falsely accused Jozefow of hiding marauders, which has resulted in several government raids. The Piotrowiniks, the villagers claim, would sell anyone, even their own grandmothers, to the unprintable government for a handful of grain.

Shore encounters in the vicinity of Jozefow should be rolled on the general shore encounter table for this section

RIVER ENCOUNTER TABLE (Jozefow)		Civilian-1: 1D6
		civilians will be seen
2D6	Result	on the shore by the
2	No encounter	river bank warily
3	No encounter	watching <i>Krolowa's</i>
4	No encounter	passage. They are
5	No encounter	armed with shot-
6	Civilian-1	guns, but will not fire
7	Civilian-1	unless attacked. If
8	Mud	approached with an
9	Mud	offer to trade, they
10	Snag	will accept—caut-
11	Rock	iously.
12	Rock	

PIOTROWIN

Another small, riverbank village, Piotrowin also was heavily damaged by floods recently, and little remains beyond rude huts and lean-tos made of sheet tin and cardboard. It is inhabited by about 40 desperately poor, unarmed men and women.

These people once made an uneasy peace with government forces by informing on their southern neighbors in Jozefow. Jozefow was not hiding marauders, but they had staged minor raids on crops and animals around Piotrowin a time or two, and this seemed a good way to get even.

They agreed to work for the government by watching for suspicious parties which might be marauders travelling on or near the river. In return, the government promised protection from marauders and a share in the new farm collective the Lublin government was organizing.

Unfortunately, "farm collective" meant that government troops came in and collected all their food stores and animals, as well as most of their weapons, ammunition, boots, bicycles, tools, and many of the women. The survivors have either departed for Lublin to work in the collective agricultural camps there, or are starving in the aftermath of this rather severe government tax assessment.

Their leader is a man named Fryderyk Rzyszynski. He and most of those who remain tend to believe the government's stories of "temporary distribution problems", and hope to prove their loyalty to Lublin and receive the promised aid. Some few of the survivors may question Rzyszynski's judgement and be willing to help the party in exchange for a ride away from Piotrowin.

Whether *Krolowa* stops at Piotrowin or not, their passage will be noted by villagers and reported to Lublin. If the characters stop at the village, the people will try to capture them, hoping to sell them and their barge to the government for food. They have no automatic weapons, but some of them do have hunting rifles and shotguns either allowed or overlooked by the Lublin troops.

They will not bother to look at passes or permits carried by the party. To ingratiate themselves with the government, they will even fabricate stories of how *Krolowa* had been carrying armed men—possibly Americans—who escaped across the river.

ENCOUNTER TABLES (Piotrowin)

River		Shore	
2D6	Result	2D6	Result
2	No encounter	2	Game
3	No encounter	3	Game
4	No encounter	4	No encounter
5	Civilian-1	5	No encounter
6	Civilian-1	6	No encounter
7	Civilian-1	7	No encounter
8	Shots fired	8	Civilian-2
9	Mud	9	Civilian-2
10	Rock	10	Civilian-2
11	Rock	11	Patrol-1
12	Snag	12	Patrol-1

Civilian-1: 1 D6 civilians on the bank will shout and wave, trying to attract *Krolowa's* attention. They will attempt to get the barge to stop at the village, where hidden, armed men can ambush the party and turn them over to the government.

Civilian-2: The characters encounter 1D6 civilians from

Piotrowin. At the earliest opportunity, at least one of the civilians will slip away to inform Polish troops of the strangers' arrival.

Patrol-1: 2D6 Polish soldiers led by 1D6 civilians from Piotrowin. The civilians heard or saw something suspicious, or have observed *Krolowa's* landing, and have led the troops here to investigate.

SOLEC

Solec was a small village on the west bank of the Wisla. At sometime in the recent past, it was burned to the ground, probably by marauders. Exploration of the ruins will uncover human skeletons and charred rubble, but nothing of value.

Drawn up on the river bank near the burnt wreckage of the docks is the shell of a 7-meter, flat-bottomed boat. It was destroyed by fire and little remains intact, but marks survive to show where a small gasoline engine was mounted on the stern transom, and the blackened and half-melted remains of a pair of AK-74 rifles lie in the bottom. A name has been hand-lettered across the stern: *Cerber*—Hellhound. There are several bullet holes in the hull.

The boat was one of a number of small craft used by river pirates to attack Solec. The townspeople resisted with hunting rifles and Molotov cocktails and were able to destroy one invading boat, but their resistance ended with the obliteration of the village.

River encounters in the vicinity of Solec should be rolled on the general river encounter table for this section.

SHORE ENCOUNTER TABLE (Solec)		Civilian-1: The
2D6	<i>Result</i>	characters encounter
2	Game	1D6 civilians from
3	Game	the village of
4	No encounter	Piotrowin. If the
5	No encounter	characters have had
6	No encounter	no contact with that
7	No encounter	town, <i>Krolowa</i> was
8	No encounter	seen passing on the
9	Civilian-1	river and these
10	Civilian-1	civilians have come
11	Marauder-1	north on foot, follow-
12	Marauder-1	ing her. They will at-
		tempt to capture the
		party or, at least, to

notify Polish troops of the characters' presence. If the characters have already encountered the townspeople of Piotrowin, the attitude and actions of this group of civilians should be shaped by the referee to fit the events which occurred there. They may be survivors of a firefight with the characters seeking revenge, or suspicious townspeople trying to learn more about *Krolowa* and her crew.

Marauder-1: A pathetic band of 2D6 marauders (experienced) armed with only one AK-74 and a handful of spears and clubs will approach the characters. If one of the characters becomes separated from the rest of the shore party, the marauders may attempt to attack him, but they will never attempt to attack the entire group. They will flee if approached.

WRECK OF THE RZEKA KSIEZNA

Early in the summer of 2000, Adam attempted a passage of the Wisla River in the *Krolowa's* sister craft, the *Rzeka Ksiezna* (*River Princess*). He carried no tow that time, and had only eight crewmen aboard. He got as far as Wilkow, a deserted village on the east bank of the Wisla east of Zwolen, where he was

attacked by pirates.

Old Adam will be nearly in tears as he recounts his story. They rounded a bend in the river to find seven battered and camouflage-netted pleasure boats of various makes tied bow-to-stern and stretching across part of the navigable channel. Before they could take any action, mortar rounds were dropping from the shore, and heavy machineguns had opened up from the shore and from the boats ahead. An old police cruiser, painted black and mounting a small, automatic cannon on her bow closed from a hiding spot on the far shore. In moments, *Ksiezna* was afire. Uller, her pilot, steered her into the shallows on the west bank of the river. Uller, Adam and three of the crewmen made good their escape by diving overboard and swimming to shore, where they eluded heavily-armed marauder bands searching for them in the falling evening light.

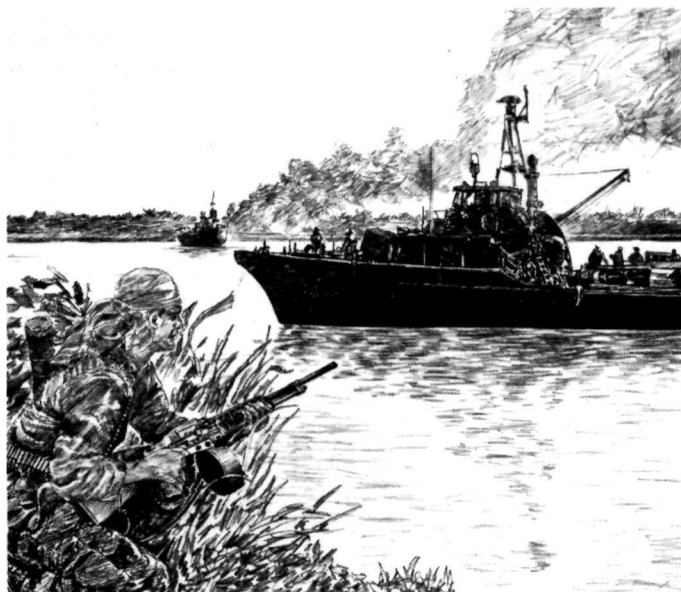
"If it wasn't for the fact it was getting dark," Adam says, "they'd have had us. But they plundered poor old *Ksiezna*, though."

The wreck of the *Rzeka Ksiezna* still lies half submerged in the shallows close to the western shore, just beyond an abrupt turn in the river to the left. The tug is identical to the *Krolowa*, but she is heavily damaged, and her superstructure has been blackened by fire.

Nothing remains of the cargo of bicycles, mortars, and ammunition which Old Adam had been carrying north, of course. The *Ksiezna* serves as a sober warning to the presence of river pirates, and may also provide the characters with needed spare parts.

Ksiezna's rudder, both screws, and her drive shafts are undamaged. 2D6+4 hours will serve to detach them from the wreck and get them stored aboard *Krolowa*; they may be transported to the drydock facilities at Sandomierz or Warsaw to be used for repairs, or they may be taken aboard by far-sighted characters as spare parts, just in case. The engines themselves have been ruined by fire and corrosion. The referee may, however, allow the characters to salvage various small engine parts to effect minor repairs to *Krolowa's* engines.

Old Adam knows the exact location of his tug. If *Krolowa* has been badly damaged elsewhere on the river, he will be able to lead characters to the wreck by land in order to salvage the needed parts. Such a quest could serve as a complete, full-length *Twilight: 2000* adventure in its own right.



ENCOUNTER TABLES (Vicinity of Rzeką Ksiezna)

River		Shore	
2D6	Result	2D6	Result
2	Rock	2	Game
3	Sand bar	3	Game
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	No encounter
8	Patrol-1	8	Civilian
9	Patrol-1	9	Civilian
10	Boat-1	10	Patrol-1
11	Mud shoal	11	Marauder-1
12	Marauder-1	12	Marauder-1

Patrol-1: 2D6 + 4 Soviet Army troops (experienced) with AK-74s and AKRs observe *Krolowa* from the near shore. If *Krolowa* is simply passing by and does not stop at the wreck, they will notify other troops who will check the tug as described above further down the river. If *Krolowa* has stopped to salvage the wreck, they will hail her from the shore and demand to know what the characters are doing. The senior Russian officer will declare that the party is "looting" and threaten to have them shot. (This is certainly a technicality; decrees against looting are only enforced in garrisoned and, therefore, peaceful towns, and the characters will know this.) In fact, the officer can be bribed by sharing the salvage. He will have no need for drive shafts or screws, but parts of the engines can be used to repair several of his ailing vehicles (none of which are with this patrol)

Of course, the characters can choose to shoot it out with the Russians instead.

Boat-1: A 1 5-meter motorized barge passes, heading south. It is crowded with refugees, dirty and ragged people with fear in their eyes and few possessions. If hailed, they will claim to be *Czolno Lud*, or "River People" from the "Floating City" by Warsaw, but say that a pirate attack has scattered much of the fleet and driven them to seek refuge to the south. They have heard that conditions are peaceful in Sandomierz, and they are hoping to find sanctuary there. They will ply the characters with questions concerning conditions up the river and in Sandomierz.

If questioned about the Floating City, they will explain that many people have taken to living on the river aboard boats which are their homes and places of business. There were many such before the war. Now, countless thousands live on the Wisla by fishing, by trading up and down the river, and by organizing themselves into floating towns large enough to offer community protection against soldiers and bands of marauders. Pirates-marauders who have taken to the river to prey on whomever they can catch—are their chief dread. The Warsaw river community has been attacked a number of times, and this boat, together with a number of shore and boat people refugees who crowded aboard, is hoping to find peace further south.

The last pirate attack, they say, was only three days ago, near Otwock.

Marauder-1: 2D6 + 2 well-armed marauders (AK-74s, M-16s, shotguns, and 1 DShK machinegun, veterans) note *Krolowa's* activity in the river and attack. They have no boats of their own, but hope to cripple the tug, then swim out and board her. They will attack without warning, with machinegun fire from a well-placed site above the river bank. They will flee when half their number has been killed or wounded, or if a flanking party sur-

prises them from the shore.

DEBLIN AND THE WIEPRZ RIVER

The Wieprz River enters the Wisla from the east, and the town of Deblin and the bridge on the Deblin-Kozienice road is situated north of their joining.

Deblin has a garrison of 2D6+6 Soviet and Polish Army veterans. They are armed simply with AK-74s, plus they do have one 82mm Vasilek mortar, though there are only five more rounds available for it. At least two of these men will always be on guard on the bridge, and will note *Krolowa's* passing. A motorcycle is present in the village for carrying messages, and a party of soldiers will hail the tug a few kilometers farther downstream. The soldiers will only be interested in finding marauders and, perhaps, a small bribe. They will not detain the characters if Old Adam is present to show them papers and talk to them unless the characters resist.

ENCOUNTER TABLES (Deblin)

River		Shore	
2D6	Result	2D6	Result
2	No encounter	2	No encounter
3	No encounter	3	No encounter
4	No encounter	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	No encounter
8	Boat-1	8	Civilian-1
9	Mud	9	Patrol-1
10	Sandbar	10	Patrol-1
11	Sandbar	11	Patrol-1
12	Sandbar	12	Marauder-1

Civilian-1: A party of 2D6 civilians is encountered. They are from Deblin, and are out hunting food and firewood. They are whole-hearted supporters of the State Government, the more so since their families remain in the garrisoned village. They will grudgingly share information with the characters, and they will report the characters' presence and activities as soon as possible.

Patrol-1: A patrol of 3D6 Soviet and Polish veterans out of Deblin is encountered. The patrol is hunting marauders in the area, and will be extremely suspicious of strangers—especially well-armed ones. They will be less suspicious of Old Adam or *Krolowa's* engineer, and Adam will have the proper travel papers and vouchers. They will want to take the characters back to Deblin, then to Lublin for proper questioning, however, and will be deterred only by successful efforts to bribe them on the part of the characters.

Marauder-1: A band of 2D6 marauders is encountered. This particular band is in very bad shape, with only two AK-74s, and three home-made crossbows to their name. If the characters achieve surprise, they can be avoided (or ambushed), but if the marauders surprise the characters, they will demand that the characters take them on board *Krolowa* to escape the area, though the characters can almost certainly overpower them.

Army activity in the Lublin area has put pressure on various small marauder bands which are trying to find greener fields elsewhere. This band will want to go to Warsaw, where they have heard that a powerful warlord is recruiting troops in his own, private kingdom. They will offer to pay for deck passage with food (which is all that they really have in sufficient quanti-

ty), but will threaten the characters at gunpoint if their first offer is refused.

Only three options are open to the characters. They can agree to transport the marauders to Warsaw, after which the marauders will take (or try to take) all their weapons, ammo and supplies—by murder, if necessary. They can fight; or they can try to attract the attention of an Army patrol further along the river and get *them* to attack, which could mean damage to *Krolowa* and difficulty convincing the rescuers that the characters themselves are not marauders.

KRASNIK

Krasnik is a small village of about 1 50 people on the road between Annopol and Lublin. It has been garrisoned by Polish troops operating out of Lublin against the marauder bands which inhabit the region to the south. Much of the town has been burned—first by marauders, later by Polish and Russian soldiers searching for marauders hiding there. Many of the civilians have been recruited to work in the Lublin farm collective or the Pulawy bridge maintenance gangs, and with these people as hostages, they are extremely suspicious of strangers, and will report the presence of unfamiliar people to the government as soon as possible.

The locals will be unlikely to help strangers, especially those in trouble with the government forces. There is, however, a small group of anti-communist underground activists, mostly young men and women, who want to free their country from the Soviet-dominated government.

Adventures within Krasnik: The description of Krasnik is included because characters will be taken through this village if they are captured by Polish forces in the region around Annopol. They may also pass this way while escaping from Lublin. One possibility would be to have escaping characters encounter the local underground. These civilians would hide them, but be unwilling to let them stay long for fear of attracting the attention of government forces.

It is also possible that marauders will approach the town from the south. If this happens, Krasnik may become the prize in a battle between government and bandit forces.

Town Garrison: The garrison at Krasnik consists of 20 Polish veterans armed with AK-74s and AKRs, plus two DShK machineguns set up on the perimeter of town. They have one 5-ton truck and a medium still, plus two carts. Five buildings in the center of town have been taken over to act as barracks and headquarters for the troops. At any given time there will be 2D6 of these men out on patrol of the town.

LUBLIN

Lublin is an old town. A stronghold stood on the hill now occupied by the Zamek as early as the 9th century. It served as Poland's capital for a brief period after World War II, before the decision was made to rebuild Warsaw.

Before the war, the city's population numbered about 170,000. Although an automobile plant and farm machinery factories outside the town were bombed in conventional airstrikes, the town itself suffered little damage during the war, and the Polish Communist government relocated there just before Warsaw was surrounded by NATO forces in 1997. The major industry now is the brewing of beer—a pre-war industry—as well as the manufacture of bicycles, mortars, and ammunition. Merchant convoys trade with cities as far away as Lodz.

The current civilian government is in fact managed completely



by the military. The town is under martial law, and the elected 12-member National Council is a figurehead government only.

Nowy Ratusz (New Town Hall): This was once a Carmelite church and convent, rebuilt as the headquarters for the National Council in town. This is the official seat of Polish government, though in fact the council members have no power, and serve only to grant a veneer of civilian legitimacy to military edicts.

The old conference room on the second floor has been converted to the Council Chambers, where the Council meets and public trials are held. There are always between 20 and 30 government troops stationed at various points around and throughout the building, including within the Council Chambers.

The characters will face the 12-member council, if they, as prisoners, are granted a public trial as criminals against the state.

Zamek (Castle): The medieval Zamek dominates Lublin from its position atop a hill overlooking the town. One of the towers—the oldest part of the structure, dating from the 13th century—has walls 4 meters thick and a spiral staircase running from top to bottom. The castle was completely restored in 1954, and served as a museum. The chapel, in particular, was converted to a "House of Culture" and the Lublin Museum. After the destruction of Warsaw, the entire structure was taken over by the Polish branch of the Soviet KGB.

The chapel has been cleared out and now serves as the headquarters office for General Vasily Surov, the current head of the local KGB. The below-ground rooms, dungeons and cellars serve as cells for prisoners and as places of interrogation. Total KGB forces number several dozen, with perhaps a hundred freelance agents and informants throughout the city who serve the KGB for various reasons, in various capacities.

Between 50 and 100 experienced troops are stationed within the castle at any given time, either on patrol or around the grounds or quartered in the North Wing. Though theoretically, under the command of Polish Colonel Zygmunt Grybowski, the regional military commander, these soldiers may at anytime be detached for duty under the KGB, under the direct command of General Surov.

Collective Camp: South of Lublin, several kilometers along the Lublin-Krasnystaw Road, the government has set up a farm collective. Workers have been invited—in some cases forced —

to come work for the state in exchange for food for themselves and their families. Workers live in quonset hut barracks and farm with hand tools and makeshift implements. Many are employed in building granaries and silos nearby. The area is surrounded by barbed wire and minefields—ostensibly to keep marauders out. The 7 DShK machinegun emplacements in the towers have been set facing inward, however, and the grounds are heavily patrolled by armed sentries.

The goal of the camp is to employ local citizens and make the Lublin area self-sufficient. So far, much of the cultivated land has been used to produce hops to support Lublin's beer industry, part of a misguided decision made to stimulate trade with other cities. The collective itself is not yet self-sufficient in food, due at least in part to inefficiency and corruption.

Characters who are not recognized as foreigners may be brought here to work—especially if they are arrested on some minor charge such as "hooliganism".

Ironically, the camp is built partly on the land once occupied by Majdanek, the second largest Polish concentration camp in WW II, where some 1.5 million Jews and political prisoners were murdered.

Adventures within Lublin: The map and brief description of Lublin are enclosed primarily in case one or more of the characters are captured during their excursion down the Wisla. In most cases, they will be brought to Lublin's Zamek for interrogation. If they are found to be Americans, or are suspected of anti-government activities, they will in all probability be shot—possibly with the formality of a public trial on charges of being an enemy of the state first. An adventure may involve the rescue of a comrade held in the castle, or an escape from the prison camp fortress south of the town.

Any civilian encounter along the outskirts of Lublin should be replaced with the following:

Escapes: The characters encounter 1D6 Polish civilians escaping from the farm collective south of Lublin. They are dressed in rags and are quite thin, but they are determined not to be returned to the camp. They will know the area well, and will be willing to help the characters by acting as guides in return for food and protection.

At the referee's discretion, 1D6 Polish soldiers may be following the escapees, intent on recapturing them.

PULAWY

Pulawy was once an important town of 15,000 inhabitants on the Wisla River 145 kilometers from Warsaw, a major crossroads on the Lublin-Radom main road. The war destroyed many industrial facilities along the river, including the flood-control levees and dams which had tamed the once shallow and unpredictable river. Extensive flooding of the land between the Wisla and the Wieprz rivers over the last several years finally resulted in a change in the river's course. The Wisla has moved westward from Pulawy by about 10 kilometers.

The town itself is nearly deserted. For a time it changed hands between marauder and government forces, but has finally been secured by Polish troops and is heavily garrisoned.

Pulawy's population is now less than 200. Many of the citizens fled during the fighting between government and marauder forces. Many more were swept up by government forces to work in the farm collective near Lublin. Those who remain are farmers who maintain a cautious and watchful truce with the Lublin government, and are suspicious of strangers.

The local military has set up headquarters in the Czatoryski

Palace, an 18th century building set in what was supposed to be the most perfect park in the country. Most of the park now is under cultivation, and the partly ruined palace houses the military garrison.

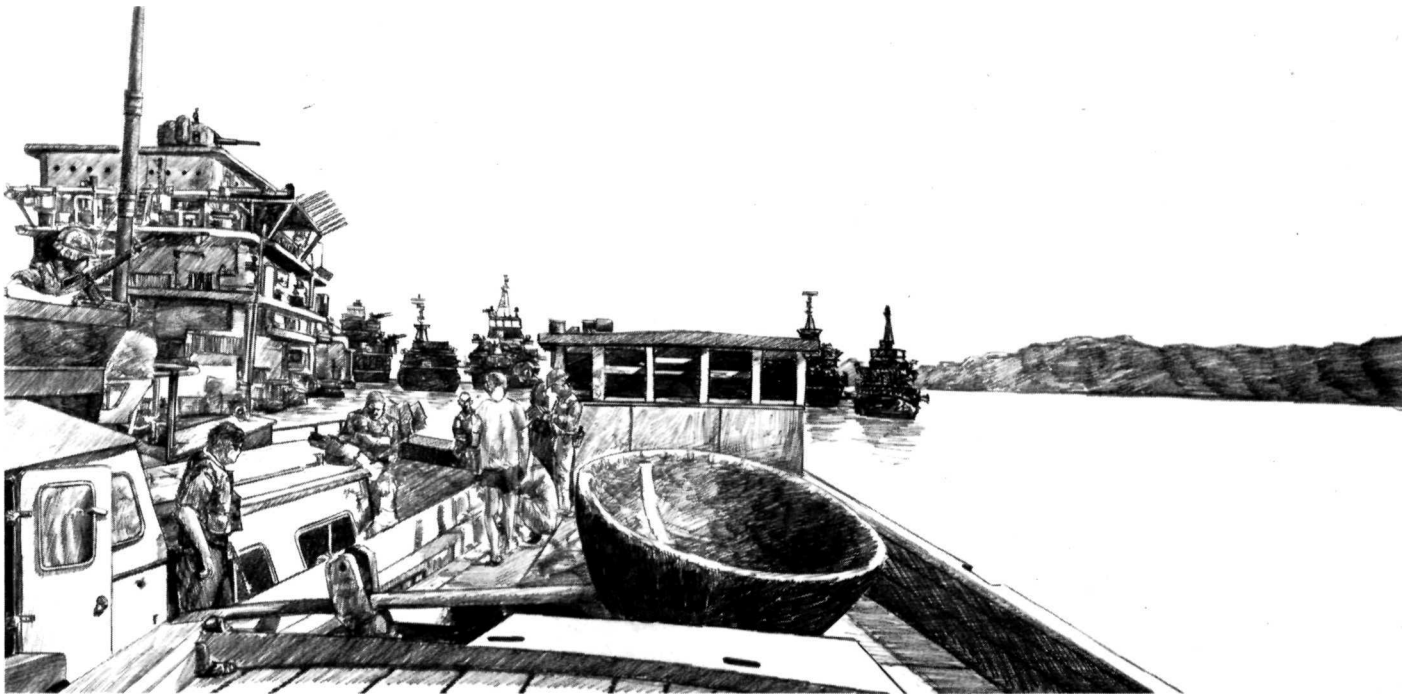
Pulawy was once the site of a major bridge across the Wisla. This now spans a shallow lake in a marsh-bottomed riverbed. A bridge across the new Wisla was completed a year ago, a massive public-works project by the Lublin government using conscripted labor. The bridge has been burned by west-bank marauders several times, and is frequently being worked on by gangs of Polish citizens under the direction of Polish and Soviet troops. The bridge is important to Lublin as the main link between the new capital and Polish cities to the west, such as Lodz and Piotrkow.

Adventures within Pulawy: This description of Pulawy is included in case the characters make a foray into Lublin, or are escaping from Lublin along the Lublin-Radom road. Characters may be brought here to work on the bridge maintenance crew if they are not recognized as Americans or suspected of anti-government activity.

Any civilian encounter in the area of Pulawy should be replaced with the following.

Workers: The characters encounter a work gang marching from Pulawy to the bridge. They are dragging carts loaded with lumber and tools, and are accompanied by overseers and armed guards.





Section 4: Deblin to Warsaw

Length: 100 kilometers

River depth: 3 meters

Average width: 1 kilometer

Villages and landmarks: Bagno Maciejowice, Gora Kalwaria, Otwock, the Floating City, Warsaw

Description: The land between Deblin and Warsaw is flat, the river banks quite low and subject to frequent flooding. For 25 kilometers north from Deblin to the now-deserted village of Maciejowice, the western shore is lost in marshland and swamps. The river is shallow and broad, averaging a kilometer wide for most of the distance, and expanding to about 1200 meters at Warsaw.

While the area south of Deblin is heavily patrolled by government forces, all official authority has broken down north toward Warsaw. Countless marauder bands stalk villages and towns throughout central Poland, and a few powerful warlords have established control over tracts of land with fluid borders and frequent minor wars. Winter is coming, and most of these bands are actively gathering supplies—mostly by pillage and robbery, though the gathering is frequently given an air of legitimacy by the use of the word *opodatowanie* (taxation).

Warsaw itself now lies in ruins after several strategic nuclear airbursts. Most of the largest buildings are still standing, but the streets are blocked with rubble and the overall condition of the city is worse than it was in 1945. Despite this, there is considerable population living among the ruins, especially around the city outskirts where both radiation and ruin are not as bad as in the former downtown area. Former park areas have been cleared and are used for agriculture, and rubble and many standing buildings have been converted into small fortresses against marauder incursions.

Baron Czarny—the Black Baron—is the most powerful of the local Warlords. He commands a dedicated army of several

hundred, plus several hundred conscripts and an untrained rabble of over a thousand, which has attached itself to him. He has achieved considerable notoriety through several victories over government forces between Otwock and Garwolin. Currently, he controls Warsaw, though there are rumors that at least one group of civilians has been holding out against him.

RUMORS

2D6 Result

2 Rumor A

3 Rumor A

4 Rumor A

5 Rumor A

6 Rumor A

7 Rumor B

8 Rumor B

9 Rumor C

10 Rumor C

11 Rumor D

12 Rumor D

Rumor A: Baron Czarny is fortifying Warsaw with an army of 5000 men. He's already defeated two Soviet armies and is planning to build an empire of his own.

Rumor B: *Korsarz* (pirates) have been active on the river south of Warsaw lately. Villages have been burned, and a floating city near Otwock plundered and sunk. Civilians have been fleeing from the vicinity of the river to escape these marauders.

Rumor C: The Polish Army is going to move on Warsaw soon. The ruins are a nest of petty warlords and marauders, and the government is going to burn them out once and for all.

Rumor D: Baron Czarny has hit a tough nut. There's one, lone fortified community in southern Warsaw filled with civilians who have been holding him off for six weeks now. The Baron is furious and has vowed to burn the community and kill everyone in it—slowly.

Civilians encountered in this area will be, for the most part, refugees from the environs of Warsaw. The Baron has forced many to flee in order to avoid being conscripted into his army or simply killed outright. No civilian will hold any loyalty to the Baron, and information about the Warsaw situation will be easily obtained.

Marauders in the area will be members of Baron Czarny's army out looting the countryside. They will be 2D6 in number,

GENERAL ENCOUNTER TABLES (Section 4)

River		Shore	
2D6	Result	2D6	Result
2	Rock	2	Game
3	Mud shoal	3	Game
4	Mud shoal	4	No encounter
5	No encounter	5	No encounter
6	No encounter	6	No encounter
7	No encounter	7	Civilian
8	Boat	8	Civilian
9	Mud	9	Marauder
10	Sandbar	10	Marauder
11	Snag	11	Marauder
12	Sawyer	12	Marauder



experienced or veteran, and will be armed variously. They will attempt to force the boat ashore or ambush the party, if they think they have a reasonable chance of success. Otherwise, they will leave the boat alone ("It's headed straight into the Baron's den anyway, right?").

BAGNO MACIEJOWICE

This is a swamp (Bagno is Polish for "bog" or "marsh") on the east bank of the river stretching for 25 kilometers from Deblin to the deserted village of Maciejowice. The river is shallow, treacherous with snags, mud flats and sand bars. The chief danger is grounding among the countless grass islands which litter the main channel.

Humans live in the swamp—a handful of half-starved refugees who will beg or steal food and ammo, but are unlikely to attack. (Ammunition is too scarce.) Rowboats are the most common form of transportation.

ENCOUNTER TABLES (Bagno Maciejowice)

River		Shore*	
2D6	Result	2D6	Result
2	Snag	2	Game
3	Civilian-1	3	Lost-1
4	Mud	4	Lost-1
5	No encounter	5	Lost-1
6	No encounter	6	No encounter
7	No encounter	7	No encounter
8	Sandbar	8	No encounter
9	Sandbar	9	Bog
10	Mud shoal	10	Bog
11	Civilian-1	11	Civilian-1
12	Marauder	12	Marauder

*These encounters apply only if the characters land on the east bank of the Wisla. Landings on the west bank are resolved

using the general shore encounter table for this area instead.

Civilian-1: 1D6 civilians, gaunt and half-starved and armed with bows and hunting rifles, hail *Krolowa* from a rowboat by the shore. They ask for food, but will attack with nothing more vicious than curses if they are refused. If given food or a few rounds of ammunition for their rifles, they will share rumors and news with the characters.

Lost: The shore party, backtracking after numerous detours around swamps and open water, finds itself lost. They can find their way back by rolling against the recon skill of the character guiding the party, or by hiring a civilian party to guide them. Gunshots can be heard across the distance of about 4 kilometers, and may be used to guide a lost party, but there is always the danger that they will become lost again as they travel.

Characters lost in the swamp should continue rolling on the Shore Encounter Table. Further results of "lost" should be treated as "no encounter."

Bog: One of the characters (this can be either the lead character in the party, or one determined randomly by the referee, depending on the situation) stumbles into deep mud which will behave like quicksand. If alone, the character may attempt to make a saving throw against his agility in attempts to grasp hold of something solid to pull himself free. If he fails, he will quickly sink and drown. Other characters can rescue him (without resorting to a die roll) by throwing him a line or a long branch, or by making a chain of themselves or articles of clothing.

GORA KALWARIA

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

With the coming of the war, the citizens of Gora Kalwaria have reaffirmed the religious traditions of their town. They are strongly, almost militantly Catholic, with the avowed mission of creating God's Kingdom on earth. A priest known only as Father Andre is the town's leader and spokesman.

The people are good, well-meaning, and honest, but they strongly mistrust armed outsiders. Marauders in the area have demanded tribute of "taxes" from them on five occasions in exchange for not putting the town to the torch. It is rumored that these bandits were part of Baron Czarny's "army".

If *Krolowa* does not stop, armed townspeople will simply watch as the tug cruises past. If the characters approach on foot, or if *Krolowa* stops at the small dock, they will be met by 2D6+3 suspicious civilians armed with hunting rifles and pistols. Offering to trade ammunition or food for news or small tools or machine parts will improve relations considerably. The townspeople especially need ammunition, as much as *Krolowa* can provide.

The citizens, led by Father Andre, fear that their theocratic experiment is doomed unless they can find someone to help them against the marauders. The most recent incident was five days ago; marauders appeared and demanded gold, ammo and food; the townspeople gave them what they could, but it was not enough. The marauders will return in two days to collect additional ammunition—at least 5000 rounds of any calibers—or they promise they will take five of the town's women.



Father Andre is determined to fight for what he has built in Gora Kalwaria, but he fears the worst. The town has a handful of shotguns and hunting rifles and a few hundred rounds of ammunition, plus a deep faith which does not prohibit fighting for what they believe in, and resolute courage. The marauders have jeeps, machineguns, mortars and grenades.

Whether or not the characters help—and how—is up to them. They could simply provide the 5000 rounds of ammo if they have it, though it certain that paying

this "tax" will simply leave the village open to a heavier assessment at a later time.

The characters can help in a more substantial way, by setting an ambush for the marauders. There are 2D6+8 marauders, ex-Soviet and Polish troops, all veterans, with four aging Soviet UAZ-469s converted to methyl alcohol, carrying two PK machineguns, two 82mm Vasilek mortars, and an assortment of automatic weapons. They are not aware that *Krolowa* has arrived, and will approach the town confident that they can handle any surprises the civilians may have arranged. The townspeople will help the characters arrange whatever sort of defense or ambush they decide to set up and, though poorly armed, will gladly provide enthusiastic if untrained troops for a pitched battle.

There are two bridges across the Wisla at Gora Kalwaria. The southern bridge is a railroad bridge which is intact but crumbling, and in disrepair. One kilometer north is the bridge on the Vistula Road. The marauders will come across this bridge from the eastern shore. This fact may help the characters plan their ambush or negotiations.

If the characters elect to help the village, they will be told that Gora Kalwaria can pay them little for their services. The town will want to keep captured marauder weapons in order to arm their new-born militia against future raids or reprisals. However, the town *will* become a useful base in operations in Warsaw later on. For example, scouting missions into the city can be mounted from Gora Kalwaria, and some of the townspeople can be enlisted as scouts. Many villagers know people living in Warsaw, and will be able to gather information about the ruined city within a few days. Townspeople will be willing to come along to Warsaw to provide additional firepower, if necessary, and will also be able to help in small repair jobs aboard *Krolowa*.

If the characters refuse to help, choosing not to get involved, the next time they pass on the river they will see that the town has been burned to the ground.

No encounter tables are provided for Gora Kalwaria, since the situation has already been outlined. If encounter tables are called for during trips into the countryside, the General Shore Encounter table for this section should be used instead.

OTWOCK

Twenty-five kilometers south of the city, Otwock is virtually a southern suburb of Warsaw, laying just outside the city district on the road to Praga, Warsaw's east-bank extension. Once the location of a number of chemical plants and textile mills, it was

heavily damaged by air attacks, and virtually abandoned when it was threatened by fallout from the Warsaw nuclear attack.

Otweek lies two kilometers from the Wisla. To the north of the town a stream, the Wider, enters the Wisla, forming a narrow headland extending into the Wisla's main channel.

Otweek is now the headquarters of a pack of river-going marauders, the *Korsarz*, who have been terrorizing river traffic along the Wisla.

All encounters in the area of Otweek should be rolled on the General Encounter Table for this section. All boat encounters, however, translate to the following encounters, in order or appearance:

Boat-1: The characters spot an aged and battered pleasure boat, a cabin cruiser, making its way upriver. The pilot hails them, and tells them that he has escaped from a pirate fleet which is several kilometers behind him, making its way upstream. He is Czolno Lud, part of the Miasto Plywajacy Warszawsie (Warsaw's floating city), but the pirates have attacked and scattered many of the civilian craft.

If the characters continue upriver or attempt to hide along the shore, they will encounter Boat-3, as described below, in about 1 hour.

Boat-2: The characters encounter what looks like an old police patrol boat cruising upriver. It is in poor condition, but still mounts a machinegun on either side of the bridge.

The pilot will hail the *Krolowa* and order them to stand by to receive boarders. He will claim their craft is a Polish government vessel, and that they are searching for pirates rumored to be on the river. If *Krolowa* does not heave to and receive boarders, the vessel will open fire with machineguns and small arms.

In fact, the boat is a pirate craft, the *Wislakrew*, one of a small fleet operating out of Otweek. The *Wislakrew* is fully described below. There are 2D6+5 men (veterans) aboard armed with automatic weapons who will, if possible, board *Krolowa*, disarm the crew, and take the vessel back to Otweek. There the characters will be killed and their vessel added to the growing *Korsarz* navy.

If *Krolowa* fights back, the pirates will continue the battle only until it becomes clear that the tug is not an easy target, then retreat towards the Wider (up- or downstream on the Wisla, whichever applies). At Otweek, the rest of the pirate fleet (see Boat-3, below) is waiting. If *Krolowa* does not pursue the police cruiser, the fleet will set off in pursuit of *Krolowa* down the river.

Boat-3: A number of boats approach *Krolowa*, placing a mortar shell off the tug's bow and commanding her to stop. This is the main body of the pirate fleet which has been terrorizing the river in recent months. The largest vessel is an ex-Police patrol boat named *Wislakrew* (Vistula's blood), flagship of Jerzy Wiatrowski and the *Korsarz* fleet. Adam Rataj will remember it as the boat which led the attack on his *Rzeka Ksiezna*. It has a 125-mm antitank Rapira-3 cannon mounted on its bow. The pirate fleet is fully described below.

Wiatrowski's fleet of 2D6 boats will arrive in 1D6 hours from upriver. The elements of this fleet are fully described below.

THE PIRATE FLEET

The *Korsarz* are the naval portion of Baron Czarny's marauder army. Their admiral, one Jerzy Wiatrowski, is under orders to use his forces to terrorize the local populations and extract whatever booty he can from other ships on the river and from the various water-borne communities like the Floating City near Warsaw. The *Korsarz* operate sometimes up to 50 or 60

kilometers up-or downriver from Warsaw in their quest for victims and loot.

The actual fleet consists of the following:

The *Wislakrew* (Vistula's Blood): The largest of the fleet and flagship for Jerzy Waitrowski. The boat is a *Wisla* class *Kuter Torpedowy* (torpedo cutter). The *Wislakrew* was launched in 1965.

Other than being re-named, the *Wislakrew* has gone through several changes since its takeover by the *Rzeka Korsarz*. Initially, it was refitted for steam operation (similar to the conversion done on the *Krolowa's* engines). The stern gun turret has been completely removed, though the bow turret is completely operational. Also, the torpedo tubes are still in place, but there are no torpedos remaining in the pirate's inventory.

In addition to whatever small arms the crew will be able to bring to bear on an enemy, the *Wislakrew* mounts a single 125mm 23mm autocannon mounted in the bow gun turret, and a PK machinegun on each the bow, port, and starboard. The *Wislakrew* will have its crew of one pilot, one captain, two engineers, and usually (60% of the time) will have Jerzy Waitrowski himself. Deck plans for the ship are included along with those for the *Krolowa*.

Wislakrew: 70 tons. *Draft:* 2 meters. *FH:* 140. *MA:* 6. *TR:* 4. *Arm:* 1 23mm autocannon. *Ammo:* 75 HE rounds. *Crew:* Elite.

25 Boats: The main body of the *Korsarz* fleet is made up of a rag-tag collection of vessels of no particular design. They are generally 1/8 to 1/4 the size of the *Krolowa*, and can only support a few men (8-10) maximum (though usually only half that). Each ship has a draft of 1 meter. All of the ships mount two medium machineguns (PKs, M60s, or MG3s), and several have additional weaponry.

Boat 1: 50 tons. *FH:* 100. *MA:* 6. *TR:* 5. *Arm:* 1 KPV heavy machinegun. *Ammo:* 11 9 rounds. *Crew:* Elite.

Boat 2: 50 tons. *FH:* 100. *MA:* 6. *TR:* 5. *Arm:* 1 30mm autocannon. *Ammo:* 5 API rounds, 15 HE rounds. *Crew:* Elite.

Boat 3: 50 tons. *FH:* 100. *MA:* 6. *TR:* 5. *Arm:* 1 120mm mortar. *Ammo:* 6 HE rounds. *Crew:* Veteran.

Boat 4: 40 tons. *FH:* 80. *MA:* 7. *TR:* 7. *Arm:* 1 82mm mortar. *Ammo:* 20 HE rounds, 5 HEDP rounds. *Crew:* Veteran.

Boat 5: 40 tons. *FH:* 80. *MA:* 7. *TR:* 7. *Arm:* 1 82mm mortar. *Ammo:* 1 5 HE rounds. *Crew:* Veteran.

Boat 6: 40 tons. *FH:* 80. *MA:* 7. *TR:* 7. *Arm:* 1 AGS-17 grenade launcher. *Ammo:* 30 HE grenades. *Crew:* Experienced.

Boat 7: 33 tons. *FH:* 66. *MA:* 7. *TR:* 8. *Arm:* 1 82mm mortar. *Ammo:* 20 HE rounds. *Crew:* Veteran.

Boat 8: 30 tons. *FH:* 60. *MA:* 6. *TR:* 6. *Arm:* 1 82mm mortar. *Ammo:* 1 5 HE rounds. *Crew:* Experienced.

Boat 9: 25 tons. *FH:* 50. *MA:* 7. *TR:* 5. *Arm:* 1 KPV heavy machinegun. *Ammo:* 85 rounds. *Crew:* Veteran.

Boat 10: 25 tons. *FH:* 50. *MA:* 7. *TR:* 5. *Arm:* 1 30mm autocannon. *Ammo:* 10 HE rounds. *Crew:* Experienced.

Boat 11: 20 tons. *FH:* 40. *MA:* 7. *TR:* 6. *Arm:* 1 82mm mortar. *Ammo:* 10 HE rounds. *Crew:* Veteran.

Boat 12: 17 tons. *FH:* 34. *MA:* 6. *TR:* 7. *Arm:* 1 AGS-17 grenade launcher. *Ammo:* 30 HE grenades. *Crew:* Experienced.

Boat 13: 1 5 tons. *FH:* 30. *MA:* 7. *TR:* 7. *Arm:* 1 KPV heavy machinegun. *Ammo:* 68 rounds. *Crew:* Experienced.

Boat 14: 1 2 tons. *FH:* 24. *MA:* 7. *TR:* 7. *Arm:* 1 60mm mortar. *Ammo:* 12 HE rounds, 2 WP rounds. *Crew:* Veteran.

Boats 15-25: 10 tons. *FH:* 20. *MA:* 5. *TR:* 5. *Arm:* none. *Crew:* Experienced.

FH= Flotation hits. *MA* = Movement allowance. *TR?* = Turn rate. *Arm* = Primary armament (in addition to machineguns (see above)). *Ammo* = Ammunition for primary armament. *Crew*= Experience level of crew.

When encountered, each boat will have as its compliment one pilot/captain, one man for each mounted weapon, and 0-5 other men capable of using their personal weapons (1D6-1).

The *Korsarz* employ tactics which very rarely call for their flotilla of ships to be separated into more than two groups, one patrolling each north and south of Warsaw. However, in a concerted attack, say against the Floating City, their forces would almost certainly be massed into one unit. Ammunition is seldom a problem, though for some of the smaller vessels there is some difficulty in carrying sufficient ammunition for a long plundering expedition. All of the ammo for the *Korsarz* is obtained through plunder or from their base at Warsaw.

MIASTO PLYWAJECY WARSAWSKIE

The name means "Warsaw's floating city", and refers to a community of between 50 and 100 boats which have gathered together for mutual protection. It is also called the *Flotyła*. The people call themselves *Czolno Lud*, or boat people.

Long before the war, on many of the great rivers of Europe, there were unnumbered families who lived on their boats. Whole floating open-air market places existed, with the family of one vessel selling fruit bought up the river, another selling fish, and other small manufactured items or souvenirs.

During the war, many of these families survived by cruising up- or downriver away from the cities, and they were joined by homeless refugees who found shelter in abandoned pleasure boats at marinas and boatyards in every major town. They earn their livelihood by trading with civilians ashore, bartering tools and machine parts manufactured aboard a number of the boats for food, mostly. There are many fine mechanics among the boat people.

Most boats have been converted to alcohol; a few have had their engines torn out entirely to make additional on-board space, and get about now under jury-rigged sails. As always, gasoline is too scarce and precious a commodity to burn.

All of the *Miasto's* boats are patched and leaking near-wrecks,



most riddled with bullet and splinter holes, all with make-shift barricades of sandbags and sheet metal. They travel separately but tie themselves together into a large *tratwa*, or raft, when mooring, usually close inshore. Derelicts are constantly cannibalized to keep operational craft going. The fleet moves as little as possible, and quite slowly. Most vessels are unarmed, though many of the inhabitants have rifles or pistols, and there are a very few military automatic weapons and light machineguns scattered throughout the fleet. Vessels with automatic weapons are posted around the perimeter of the fleet to guard against attack.

Riverine Rules: For purposes of the riverine rules provided in this module, all of the boats of the *Miasto* may be created randomly. Only 50% of the ships have engines at all, though those without might have sails and can manage 2 movement points on a good day. Boats with engines will be able to make 2-4 movement points, with a 2-4 turn rate. Their draft will be 1 meter. Tonnage will range from 10 to 40 displacement. Draft on these vessels will always be 1 meter. Some of the powered vessels may mount some of the weaponry available to the *Miasto*, as listed below, but most do not.



The *Miasto* is run by a man known as *Komodor*. His name is Gotfryd Starsinski, and it is rumored that he was once an officer in the Polish Navy. His rule is far from dictatorial. Member vessels are free to come and go as they please, but it is the *Komodor* who decides where and when to move the fleet. His flagship is an ancient river tug much like *Krolowa*, and is generally found near the center of the fleet.

The flotilla has come under attack many times in recent months from the *Korsarz*. The pirate craft wait and watch, pouncing on any vessel which wanders too far from the main fleet, and occasionally attacking in full force. These attacks do not seriously threaten the floating city as a whole—the pirate craft are outnumbered 10 to 1 and are only somewhat better armed—but each attack causes parts of the flotilla to scatter, making them fair game for other pirate vessels waiting out of sight up- or downriver. In the last three months, ten of the floating city's vessels have been sunk in these attacks, and perhaps thirty or forty captured. Captured boats are stripped of food, fuel and valuables, the crews are killed or carried off, and the hulks burned, unless they are in good enough shape to be refitted as new pirate craft.

The *Miasto* has the following weaponry available when the *Krolowa* arrives (note that this changes as boats come and go): 39 medium machineguns, mostly DShKs and M60s, 3 M2HB heavy machineguns, 2 60mm mortars, 3 82mm mortars, 2 23mm autocannons, 14 AGS-17 grenade launchers, 5 RPG-16 rocket launchers. They generally have sufficient ammunition for most of their weaponry, though there are only 15 rockets left for the RPG-16s. In addition, there are approximately 100 citizens of the *Miasto* armed with automatic weapons who can come to the defense of their city.

Until several weeks ago, they were based near a boatyard on the Praga bank of Warsaw, making excursions up- and downriver for trade with the various small communities within

reach of the river.

Then Baron Czarny arrived, set up his headquarters in what is now called the "Black Fortress" in central Warsaw, and demanded that the *Flotylla* be turned over to his "Admiral", Jerzy Wiatrowski.

They fled downriver to Plock for a time, but conditions there were worse. Elements of various Soviet and Polish armies infested the area northwest of Warsaw, with a disturbing habit of requisitioning boats for transport. They returned to Warsaw and were badly shot up by Czarny's forces in a night passage through the city, then moved south to Otwock where they encountered the *Korsarz*. During the past several weeks, the fleet has moved back and forth between Warsaw and Otwock, trapped, hoping for an opportunity to slip past the enemy.

The *Krolowa* will be invited to join the fleet for as long as they wish. A vessel as powerful and as well-armed as *Krolowa* would be an enormous asset to the flotilla. If the characters work out an idea for getting to Warsaw involving using the fleet to ambush the pirates, the *Komodor* would certainly be willing to, at least, listen to such a proposal. Any scheme which would break the power of the *Korsarz*, he feels, is worth studying.

The fleet will have up-to-date news on events and conditions in Warsaw (see below). They will be willing to trade such information for reports on conditions upriver...where there is marauder trouble or army posts, for instance, and where the fleet might find a peaceful haven.

Finally, the characters may be able to enlist the help of the *Komodor* and at least some of his vessels in scouting Warsaw or helping find and rescue Adam Rataj's people. They will not do this without reason, and the presence of pirates nearby will keep the *Komodor* with his fleet. On the other hand, if the *Korsarz* power has been broken with *Krolowa*'s help, the *Komodor* and his followers will do almost anything to help the people who have helped them.

NEWS FROM WARSAW

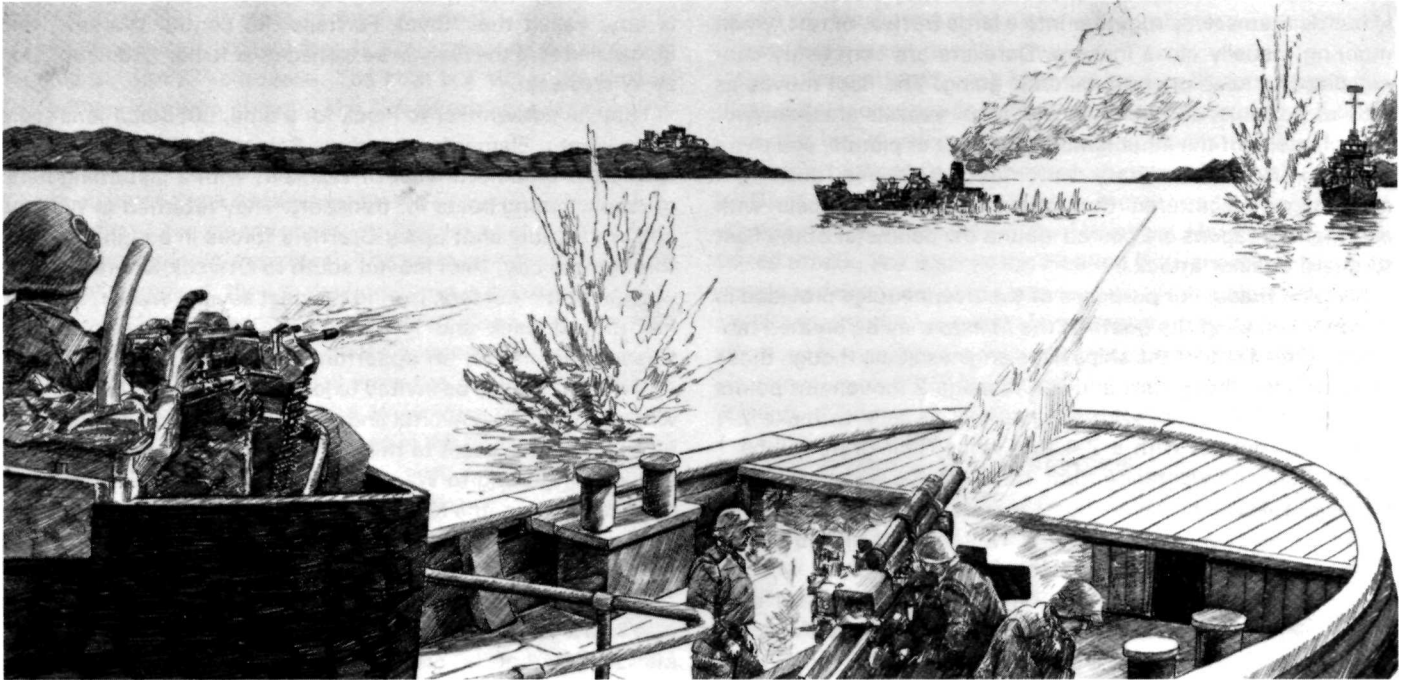
Should the characters spend any time with the *Miasto*, they will learn the following information. First, the Baron is having trouble with a local militia led by one Filip Kizysztzof (Adam's nephew). However, he apparently has a large new weapon to deal with them. Most of Warsaw is under the Baron's control now, and he has set up his headquarters in the center of the city.

It is quite likely that at this point in the adventure there will be a major naval battle between the *Krolowa* and the *Korsarz*, particularly if the characters have chosen to help the *flotylla*.

ENDING THE ADVENTURE

At this point, having safely reached the outskirts of Warsaw, Adam Rataj will give the characters the option of staying with him, or of taking off on their own to do as they please. Adam can take on new help from among the boat people, and will not force them to continue if they would choose not to.

If, for some reason, things have not worked out all for the best by this point (for instance, there was a mutiny aboard during the trip, or if Old Adam was somehow killed, or if the *Krolowa* was sunk), the referee will, of course, have to determine the future flow of events on his own. The information provided in this module will be plenty to keep them occupied. Future action could take the form of breaking up the pirate fleet, trading goods up and down the river, attempting to overthrow one of the warlords downriver, or perhaps traveling back to Krakow to find some new employment.



Riverine Combat

SCALE

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

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

UNITS

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

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

Smaller Boats: Units which are on a boat displacing 50 tons or less are simply considered to be on the surface of the boat. They may fire in any direction, provided their weapons mount allows it.

Larger Boats: Units which are on a larger boat, that being any boat over 50 tons displacement, must be positioned in one of the following four areas—bow, stern, starboard, or port. These

infantry or weapons units must be assigned an initial area of placement, though they may be moved during the course of the game (see movement).

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

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

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

Ammunition: Units should be given a certain amount of ammunition which they may expend over the course of the battle. Once they run out, they may not fire their weapons. Ammunition should be expressed as number of shots per man. For example, a unit might be listed as having sixty shots per man. If ten men were in the unit, and the unit fired fifty shots, the player (or referee, depending on which was running the unit) would mark off 5 shots. Ten men would fire five shots each to achieve a total of fifty shots.

Note that casualties will not only reduce the number of men in the unit, they will also reduce the total number of shots car-

ried. Referees may allow players (or NPC units) to spend an action phase recovering ammunition from wounded characters.

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

SEQUENCE

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

First Action Phase

Movement

Combat

Second Action Phase

Initiative

Movement

Combat

Morale Phase

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

INITIATIVE

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

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

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

MOVEMENT

Boats: Each boat has a movement allowance, which is the maximum number of hexes which it may move in a single turn. This must be split between the two movement phases, with odd movement points used in the first movement phase. Thus, a boat with a movement allowance of 3 would move 2 in the first move-

ment phase and 1 in the second movement phase. A boat has one movement point for every 3 km/hour of speed.

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

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

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

Current: At the end of each turn, after the morale phase, every boat on the river is moved one hex in the direction of the current for every 3 km/hour of river current. The *Wisla* has a current of exactly 3 km/hour. This may cause boats to run aground.

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

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

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

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

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

SPOTTING

Units must spot enemy units before they can fire on them. Enemy units in open terrain are automatically spotted. Enemy units in other types of terrain or behind cover of some sort are somewhat harder to spot. Units may not spot through more than one woods hex (units attempting to spot or be spotted must

be on the edge of the woods). Determine how many units are attempting to spot the enemy unit, and roll against the RECON skill of the best unit attempting to spot. Only one attempt to spot a single enemy unit may be made per movement phase. For the most part, unless there is some sort of intervening terrain, boat units and the units on them will automatically spot other boat units.

COMBAT

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

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

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

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

Example: The experienced troops in the above example are two in number and have M-16s. The maximum number of shots per weapon (full fire) is 15, so as a unit they may fire up to 30 shots. For every twelve shots, as determined above, they will roll one die for possible hits. Therefore, the unit may elect to fire 24 shots total in the turn, constituting the roll of two dice for hits. To save ammunition, however, they might elect to fire only 12 shots for one die, or avoid firing all together, as desired by the owning player.

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

Modifiers: If the firing unit is made up of elite personnel, add one to each die roll. If the unit is firing only aimed shots (see below), add two to each die roll. If the target unit is behind cover, subtract one from each die roll. Infantry which moves and fires may have adverse affects on each die roll as well (see Moving and Firing, below). Rangefinders may give modifiers to some larger weapons (see Rangefinders, below). Each hit on the target unit will have varying effects (see Hits and Damage, below). *Unmodified rolls of one on hit dice a/ways miss the target.*

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

Example: A unit of twelve experienced troops armed with M-16s wish to fire on a target which is four hexes distant. The range, as determined from the weapons chart for the M-16, is long. Examining the Fire Effectiveness Chart, we see that 12 shots will be necessary for each die throw for hits. The unit opts to fire its full fire value, which will result in 180 shots (12 men x 15 shots per weapon), which constitutes 15 dice for hits. If

no modifiers apply, each of the 15 dice thrown which is 5+ results in one hit on the target unit.

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

MOVING AND FIRING

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

AIMED SHOTS

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

EXTREME RANGE

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

RANGEFINDERS

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

HITS AND DAMAGE

Hits will have various effects on various units.

Infantry: Each hit on an infantry unit is a hit on an individual within that unit. Once the original number of hits is determined, these hits must be checked against the armor of the infantry. Roll one die again for each hit. If the infantry is wearing helmets, rolls of 1 indicate that the round first hit the helmet. If the infantry is wearing body armor of any type, rolls of 2 or 3 indicate that the round hit that armor. Steel helmets and flak jackets absorb 1/2 of one damage point. Kevlar vests and Nylon helmets absorb one full damage point.

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

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

Elites: No effect.

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

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

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

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

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

Vehicle Damage Results:

Crew: One crewmember is killed.

2 Crew: Two crewmembers are killed.

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

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

Catastrophic: The vehicle and crew is destroyed.

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

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

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

Crew: Same.

2 Crew: Same.

Armament: One weapon's unit and its crew are eliminated,

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

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

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

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

FRAGMENTATION

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

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

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

KNOCKDOWN

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

MULTIPLE ROUNDS

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

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

INDIRECT FIRE

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

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

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

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

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

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

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

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

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

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

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

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

BOARDING

Any boarding actions must be played out using the original *Twilight: 2000* combat system. Deck plans are provided for the *Krolowa* and the *Wislakrew*. Deck plans for other boats may be fabricated in a similar fashion.

MORALE

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

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

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

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

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

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

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

THE MAP

The map of river section provided depicts a more or less average length of the *Wisla* River. However, it may be used to represent sections of other rivers, as well. Shore terrain is left up to the referee, as the situation warrants. Counters may be fabricated to represent the boats and ground units for use on hex maps.

The referee and players might wish to forego the use of the hex map in order to use miniatures. We suggest the use of 3 inch iron-on hexes for use with 20mm miniatures. Such hexes are available from RAFM, 19 Concessions St, Cambridge, ON, Canada N1R 2G6.

Pirates of the Vistula

"Easy money, he says. Nothing to worry about, he says. A simple little trip down the river, straight into Warsaw, and collect our reward, he says."

"Then why are all these people shootin' at us?"

Pirates of the Vistula is an adventure module for **Twilight: 2000**. The mighty Vistula River sets the stage for a journey from Krakow to the remains of Warsaw aboard the river tug *Wisla Krolowa*. But the Vistula has seen better days. The river has been left untended for years as the war raged around it, and now is overcome with debris and sandbars.

All of the important forces along the river, such as the bandit and marauder units and, of course, the vicious river pirates, who virtually rule the river itself, are described in terms of organization, equipment, and motivations.

The module itself is not just one adventure, but several. Together they represent life along the river, such as it is after the nearly complete destruction left in the wake of the war. Separately, they provide many adventures, from rescuing cities from tyrannous marauders to choosing sides between warring bandit kings to simply staying alive as the river pirates draw ever nearer.

In addition, *Pirates of the Vistula* provides complete rules for a new type of warfare in the world of **Twilight: 2000**—riverine combat. New rules allow the resolution of river battles quickly and easily.

Pirates of the Vistula gives a rich, detailed look at the entire course of the upper Vistula and its environs, just one small section in the war-ravaged world of **Twilight: 2000**.

Design: William H. Keith, Jr.

Additional Design: Timothy B. Brown, Loren Wiseman, and Frank Chadwick

Art Director: Paul R. Banner

Cover and Interior Illustrations: Steve Venters

Interior Illustrations: Liz Danforth



Twilight: 2000™

Series Module

Game Designers' Workshop

P.O. Box 1646, Bloomington, Illinois 61702-1646

Copyright©1985 Game Designers' Workshop, Inc. All rights reserved. No part of this game may be reproduced in any form or by any means without permission in writing from the publisher. Printed in the U.S.A.