

THE PASSING OF THE FLAME

Military cantonments are another increasingly common feature of the landscape. As centralized control and management of supply have broken down, military units are forced increasingly to rely on their own resources. Usually this means staking out a piece of territory and turning the men into farmers, mechanics, tailors, carpenters, and all of the other trades needed to sustain a community of several thousand souls. The Soviet Army, in many respects, had a head start on this—for years before the war units were forced to practice a limited form of self-sufficiency in certain areas. Many units, for example, grew their own vegetables, mended their own uniforms, built their own quarters, and so on. But every nation's army has been quick to learn.

BACKGROUND

A DIA agent normally working out of Lublin contacts the PCs wherever they happen to be at the moment. He tells them that he has information that a large gasoline convoy has just come into a nearby Soviet cantonment. The plan is to use the gas to make several divisions mobile for a big drive into Latvia. The U.S. forces there are in even worse shape than those in Poland, hard as that may be to believe. The PCs (the DIA agent insists) have a duty to their fellow soldiers to do what they can to keep the operation from coming off. In this particular case, doing what they can means penetrating the Soviet cantonment and blowing up the fuel trucks.

The DIA agent has been unable to convince any of the local people he works with to try anything this risky. A local partisan band, however, is willing to guide the group to the cantonment area and will stage a diversionary raid to help cover the mission.

APPROACH

The approach for this adventure will actually be divided into two phases: the operational approach and the tactical approach.

The operational approach begins when the PCs and their DIA friend link up with the partisan band. The DIA man will then leave them, and the partisans will guide them to the Soviet cantonment. The operational approach consists of three days of travel through cantonment-type territory with normally generated encounters. This in and of itself will be something of a challenge.

Once the group has reached the vicinity of the central camp, the PCs and their partisan allies must make their plans. The partisans are unwilling to make an attempted entry. They are actually rather down on the whole idea, but have agreed to go along with it because they need the continued backing of the DIA. (If it were up to them, however, they would far rather that this Soviet unit succeed in gassing up and moving out. Latvia's loss would be Poland's gain.) Nevertheless, out of loyalty to the Americans, they are willing to launch a diversionary attack. This will consist of an attack on one of the gates or guard towers, a lot of submachinegun fire and grenades, fol-

lowed by a couple of smoke grenades to add to the confusion. With a little luck they might even hurt a couple Russians. The important thing is that it will distract the Russians from whatever is going on and draw their reserves in that direction.

Whether the diversion is launched early (to cover the American's entry) or late (to cover their withdrawal) is up to the PCs. Once they break out they will probably not link up with the partisans again, as the PCs will be running at full speed themselves. The PCs should study the map and decide on their course of action.

MAP DESCRIPTION

Although a military cantonment area covers miles of outlying fields, dwellings, and guard posts, a central encampment constitutes the administrative hub of the organization. The map shows a typical central encampment with its associated civilian quarters.

A. Administration Building: This is the main headquarters building of the unit. It has a large central reception area with five or six desks for clerks and a telephone switchboard. The interior of the building is subdivided into a number of offices and conference rooms, as well as a suite of rooms dedicated to radio transmitters and receivers, decoding machines, and a radio direction finder.

B. Barracks: Each barracks is the home for 20 to 30 soldiers. Soldiers are quartered by unit, with several private rooms occupied by senior NCOs, and two or three large rooms with bunks for the privates. Officers are housed separately. Each barracks building will have 15 to 20 men asleep late at night. Seldom will more than three or four (roll 1D6) off-duty men be present at other times. Individual units are housed as follows:

- B0:** Officers' quarters.
- B1:** 1st Infantry Company.
- B2:** 2nd Infantry Company.
- B3:** 3rd Infantry Company.
- B4:** 4th (Weapons) Infantry Company.
- B5:** Vehicle crews (part).
- B6:** Artillery gunners.
- B7:** Medical personnel and remaining vehicle crews.

C. Motor Pool: All of the unit's remaining armored vehicles are parked here, with many

of the motor transports as well. Four or five vehicles will usually be in the maintenance shed undergoing repair. Ten driver/mechanics work here most of the time during the day, along with 10 civilian laborers. Two armed guards always stand at the gate, with one in the maintenance shed and one more walking the fence. The fence is two layers of chain link with barbed wire on the top. The area between the two fences is mined, with a mine density of 0.5 per grid square.

D. Grain Silo: This is a large grain silo with a corrugated metal shed attached. It is always partially full of bulk grain waiting to be ground at the flour mill. The metal shed houses a mechanical conveyor belt used to move the grain to and from trucks. Seldom is anyone working near the grain silo except when active loading is taking place.

E. Barns: The cantonment has two barns—the larger one houses about 40 horses, although many of these are usually in the connected pen. The smaller barn has 20 dairy cows. Two civilian workers are usually in each barn during the day. There is a 50-percent chance (roll 1-3 on 1D6) of an officer being in the barn caring for his own riding horse.

F. Fields: The edges of several outlying fields are visible on the map. These are usually covered with stubble in the fall and winter, and are only plowed immediately prior to planting. Standing crops cover them in the late spring, summer, and early fall. Crews usually work in the fields during the day during plowing and harvest, and teams of boys and girls are often used to weed the fields while the crops are ripening.

G. Livestock Pens: The livestock pens and their small attached shed house various numbers of sheep, pigs, and poultry. One civilian worker usually tends or works nearby each pen during the day.

H. Hospital: This is a small hospital with two wards, an operating theatre, and an attached clinic for treating the civilian personnel who live in and near the encampment. Six to eight medical personnel are usually on duty during the day and two at night.

I. Ammo Bunkers: Each of these concrete bunkers is sunk into the ground so that the roof is only one or two feet above ground level. The

earth has been excavated away from their front, and the front of each bunker has been further reinforced with sandbags. Each bunker holds a selection of small arms, small arms ammunition, mortar and artillery rounds, grenades, and bulk explosives. No one is ever on duty in the actual bunkers.

J. Mess Hall: This is a large central cafeteria with an adjoining kitchen facility, plus a separate room for the officers' mess and a small private dining room. Eight kitchen per-

sonnel are usually on duty here during the day and an armed guard at night.

K. Slaughter House: This is a large facility used to slaughter cattle and dress meat. A large cattle pen and small refrigeration plant are attached. Six civilians work here during the day, and an armed guard is present at night.

L. Flour Mill: The grain grown by the community is ground to flour here. Bagged flour is stored in an attached shed.

Six civilians work here during the day, and

an armed guard is present here at night.

M. Large Still: This is a large, fixed still (as described in the basic game) used to make fuel spirits out of cellulose waste from the flour mill and the wheat fields. The alcohol distilled here is pumped into the storage tanks at site N described below.

N. Fuel Depot: The four large raised alcohol tanks here each hold 500 gallons of alcohol. Gravity feed hoses with vise clamps are attached to the bottom of the tanks and are used



ment is where the civilian workers, their families, and the various camp followers live. It is a confusing maze of cramped alleyways lined with tin and tar paper shacks. The inhabitants scratch out a living on the bare edge of survival, beset by poverty, crime, and disease.

T. Towers: Guard towers are spaced at intervals along the perimeter security fence. About half the towers have armed guards at any given time.

U. Gate: Each gate, including the one between Shantytown and the main camp, is guarded at all times by an armed soldier.

REFEREEING THE ATTACK

The first part of the attack will involve penetrating the compound. PCs may attempt to sneak up and silence a guard. They will have to crawl forward. In each grid square they enter, make a task roll (AVG: RCN) to avoid detection by a guard. Climbing a tower will require an additional roll, and rolls made in the same grid square as the guard become DIF: RCN. All rolls at night become one level easier. (DIF becomes AVG, etc.).

If a guard detects them, then he will fire a warning shot and alert the other guard posts—surprise will be lost. Otherwise he can be silenced using body combat or melee combat attacks.

Cautious movement through the compound is made at the walking movement rate. Roll AVG: RCN (ESY: RCN at night) to avoid detection if a soldier is in position to see the PCs.

Once firing breaks out, troops in the barracks will begin to appear, armed and equipped, after 1D6 full combat turns.

The troops will then begin moving in a variety of directions to secure various installations in the compound, so the referee should have random groups of 1D6 soldiers running in various directions throughout the compound area.

NPCS

Soviet Garrison: The guards on duty at any given time are provided by one company of infantry. The other troops will be training or off-duty during the day, in barracks or shantytown during the evening, and asleep in barracks after midnight.

HQ Section

- Two Veteran NPC officers with Makarovs.
- Eight Experienced NPCs with AKMs.

Vehicle Crews

- 10 Experienced NPCs with AKMs.
 - 20 Experienced NPCs with Makarovs.
- Vehicles include one T-90, one BMP-3, one BTR-70, one BRDM-3, 10 five-ton trucks, six three-quarter-ton trucks, and four UAZ-469s.

Artillery

Howitzer Battery

- 10 Experienced NPCs with AKMs and one D-30 howitzer.

Mortar Battery

- 10 Experienced NPCs with AKMs and one 120mm mortar.

Medical

- 10 Experienced NPCs with Makarovs.

Infantry

- 1st Company, 1st Section
Eight Veteran NPCs with AK-74s.
One Veteran NPC with an RPK-74.
One Veteran NPC with an RPG-16 and a Makarov.

- 1st Company, 2nd Section
Eight Veteran NPCs with AK-74s.
One Veteran NPC with an RPK-74.
One Veteran NPC with an RPG-16 and a Makarov.

- 2nd Company, 1st Section
Eight Veteran NPCs with AK-74s.
One Veteran NPC with an RPK-74.
One Veteran NPC with an RPG-16 and a Makarov.

- 2nd Company, 2nd Section
Eight Veteran NPCs with AK-74s.
One Veteran NPC with an RPK-74.
One Veteran NPC with an RPG-16 and a Makarov.

- 3rd Company, 1st Section
Eight Experienced NPCs with AK-74s.
One Experienced NPC with an RPK-74.
One Experienced NPC with an RPG-16 and a Makarov.

- 3rd Company, 2nd Section
Eight Experienced NPCs with AK-74s.
One Experienced NPC with an RPK-74.
One Experienced NPC with an RPG-16 and a Makarov.

- 4th Company, 1st Section
Two Experienced NPCs with PK machine-guns.

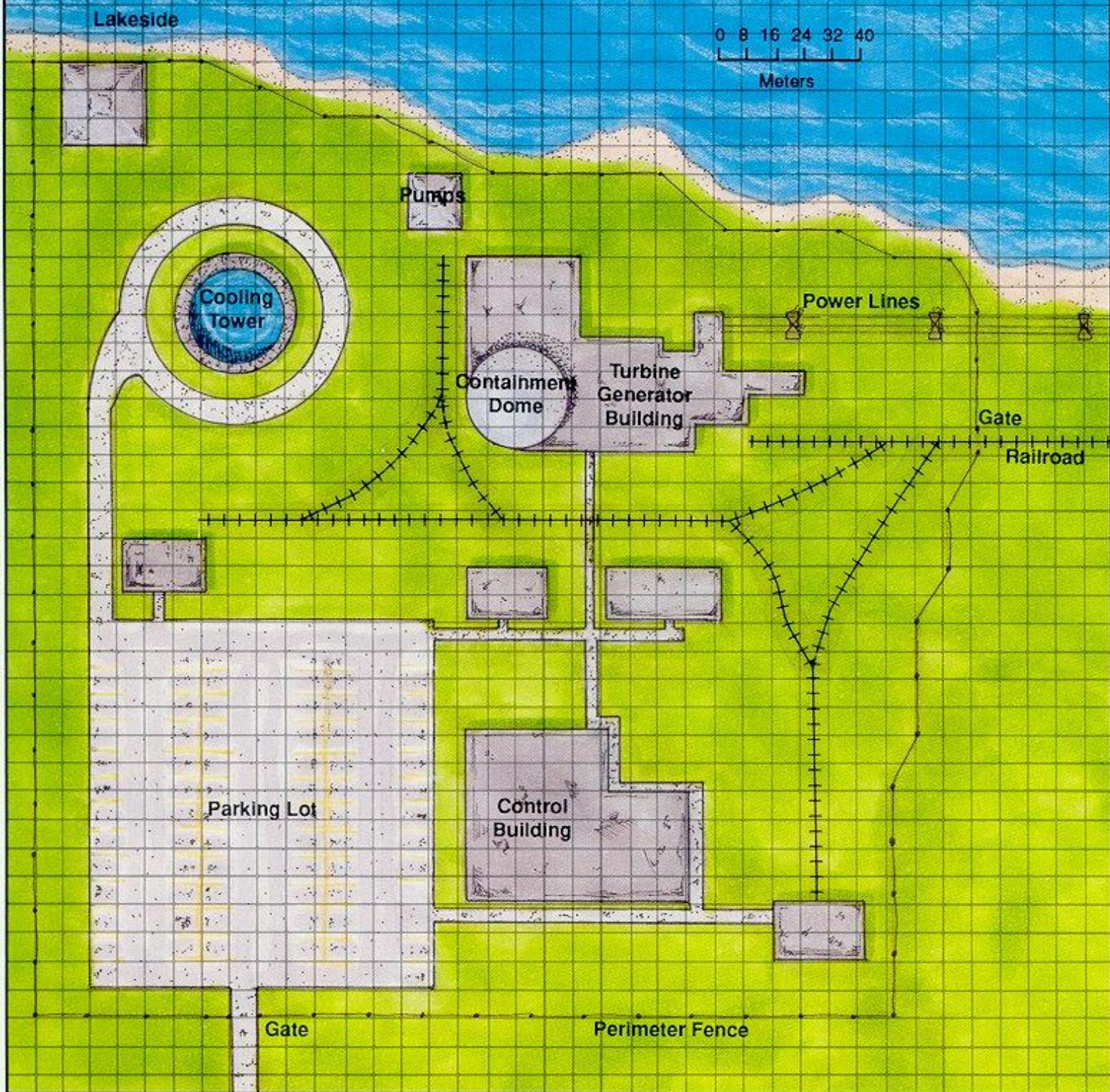
- 4th Company, 2nd Section
Two Experienced NPCs with PK machine-guns.

- 4th Company, 3rd Section
Two Experienced NPCs with AGS-17.
Three Experienced NPCs with AKMs.
- 4th Company, 4th Section
Two Experienced NPCs with AT-4s.
Three Experienced NPCs with AKMs.

Partisan Band

- One Veteran NPC with an AKR and two frag grenades.
- 10 Experienced NPCs with AKMs, and one frag or smoke grenade each.
- 10 Novice NPCs with Mauser rifles.

PLANT OVERVIEW



Nuclear Power Plant (YCNPP). Yerkes Creek is not under anyone's control at this time, and a campaign to secure the surrounding territory is beyond the resources of the characters' sponsors. A scouting and recon party checked out Yerkes Creek last month, and determined that the plant contains many usable and almost irreplaceable electronic parts, as well as a number of other valuable items—among them a 12-ton diesel engine and generator in nearly perfect condition.

The player characters have been sent to se-

cure the station, and begin dismantling and packing up salvageable equipment. A slower-moving transport column has also been dispatched and will arrive in a few days. To help them in determining what is important and what is junk, the PCs have been assigned a technical advisor, a former nuclear power plant worker (who is almost as valuable as the parts they have been sent to salvage). Upon their arrival in the vicinity of the station, however, the group discovers that the place has been taken over by a band of marauders, which ev-

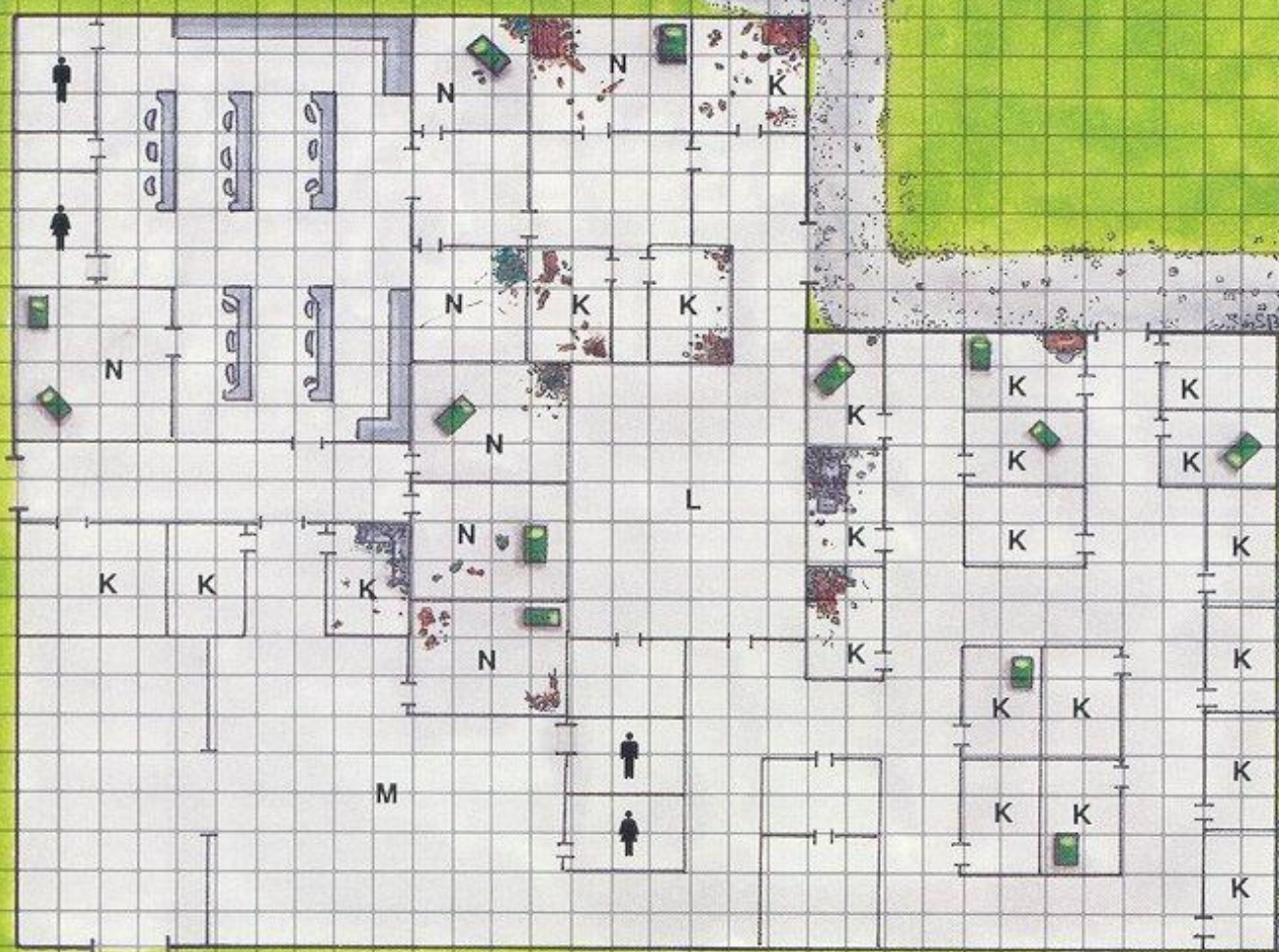
idently intends to carry off anything that isn't nailed down for sale to a nearby warlord.

The PCs must assault the power plant and kill or capture its garrison without damaging its vital machinery in the process. They must also bring the technician back unharmed.

APPROACH

The player characters' group is presumed to be able to approach within sight of the plant without detection by those inside.

Recon: Upon their arrival in the vicinity of



CONTROL BUILDING

the plant, the characters will presumably conduct a short reconnaissance of the area (this is a task, *ESY: RCN*). Catastrophic failure means the recon scout does not notice the booby traps around the perimeter of the plant, which means the characters may blunder into them. A normal success means the character spots the booby traps and all but one sentry position. Conspicuous success means the character spots all sentries and the booby traps along the perimeter fence.

The plant consists of the cooling tower, the containment dome/turbine building, and the control building. The plant also contains several storage buildings of various sizes. The power plant is surrounded by a perimeter fence, described later on.

Any character will be able to determine where the kidnapped villagers are being held. They are housed in hastily erected metal sheds in an improvised holding area next to the con-

tainment dome/generator building. This holding area is surrounded by a fence constructed of materials salvaged from the perimeter and augmented by a few coils of concertina wire.

Doctor: If the PCs have thought to bring along the recent escapee, they will know the general layout of the camp without having to perform a recon mission and will know the building in which the doctor is being held (otherwise they will have to gain this information by talking to one of the villagers—captured Spetsnaz soldiers cannot be made to reveal secrets in less than several days).

As a result of the recon (or the escapee), the PCs can be allowed to see the general station map (the referee may photocopy the map and cut away the surrounding text, or cover the text in some fashion to keep the PCs from accidentally reading it). In addition, the referee should give the PCs an idea of the number and type of troops they are facing (see below).

Spare: The shanty buildings shown on the map (used as captive labor quarters) shelter the camp followers of the marauder band.

Assault: After they see the map, the characters will need to formulate a plan of attack. Allow the group to discuss the question, but if the debate seems prolonged, spur the action on by some means (have a sentry discover the group, etc.).

MAP DESCRIPTION

Nuclear power installations typically have three main features: the cooling tower, the reactor containment dome, and the control center. Of these three, the cooling towers have little to interest PCs (although they must be intact for the plant to operate), and the containment dome (which houses the actual reactor) is a dangerous place to have a firefight (rather like juggling torches while floating on a plank inside a gasoline storage tank). The other

NUCLEAR POWER STATION

*Abandoned nuclear power stations provide one of the more interesting sites for **Twilight: 2000** adventures. This adventure deals with one such station, occupied by hostile forces, which the player characters must penetrate and secure. The layout does not represent any real power plant, and has been idealized and simplified for the purposes of this adventure.*

BACKGROUND

A couple of alternative backgrounds are presented here, and referees should use these as a starting point to work the encounter into their campaigns. With slight alterations, the nuclear power station can be used almost anywhere in Europe or the United States and in many places throughout the rest of the world. Simply change the names of the groups, characters, and places involved to reflect the changed geography (such as by substituting marauders for the Spetsnaz).

Doctor, Doctor: The characters learn from local villagers that a Spetsnaz unit has kidnapped their doctor. A few daring local hunters

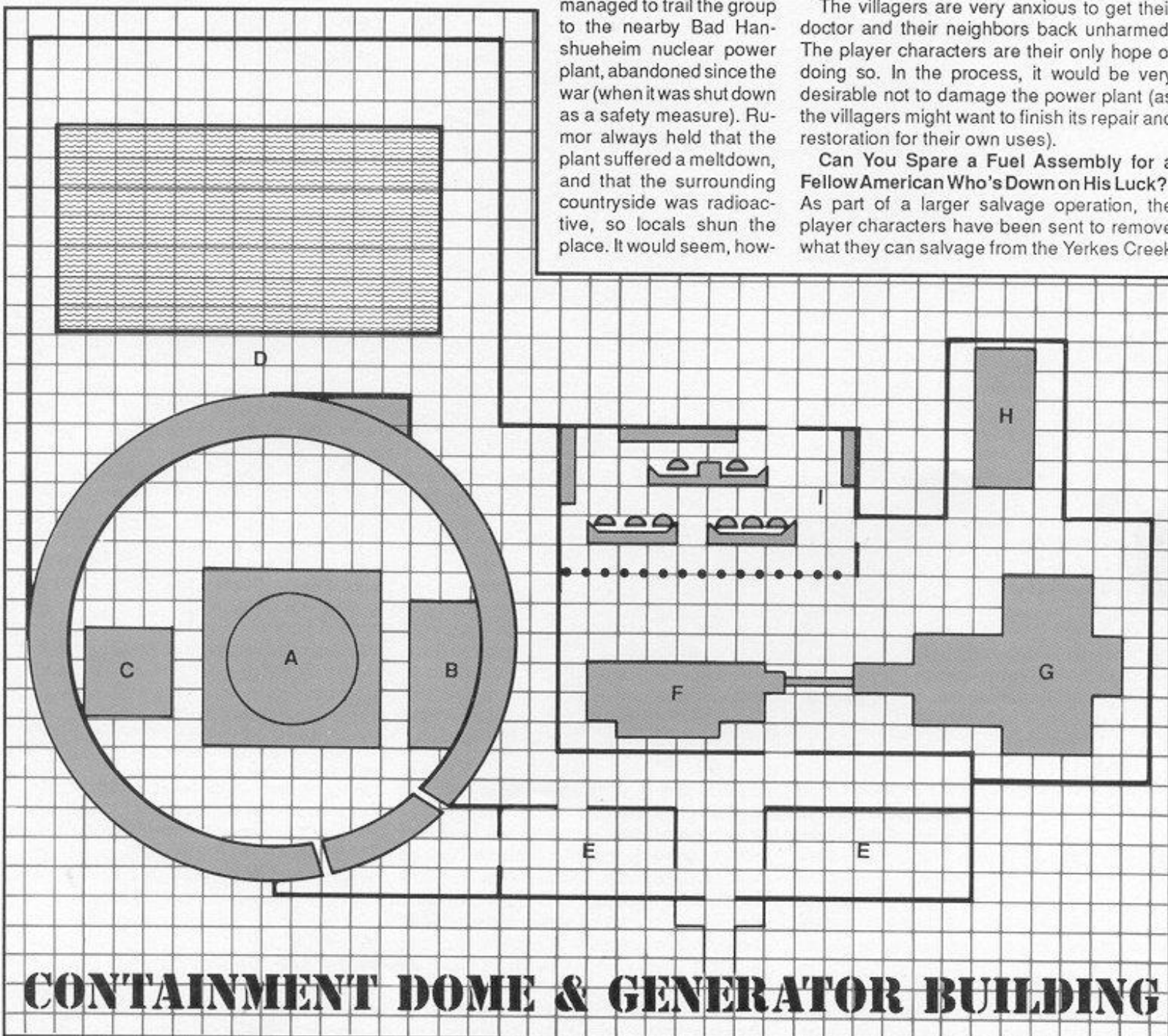
managed to trail the group to the nearby Bad Henschheim nuclear power plant, abandoned since the war (when it was shut down as a safety measure). Rumor always held that the plant suffered a meltdown, and that the surrounding countryside was radioactive, so locals shun the place. It would seem, how-

ever, that the rumors were wrong, for the Spetsnaz team has settled in and has begun kidnapping villagers from miles around, undoubtedly for some nefarious purpose.

Suspicious were confirmed a couple of days ago, when a local abductee managed to escape with the tale of what's happening at the plant. The Soviets are forcing the doctor (who used to be a nuclear physicist) to restore the station to operating condition, using the villagers as slave labor. Since protective suits are in scarce supply, some of the captives are being exposed to lethal doses of radiation as part of the project (working with the fuel assemblies, etc.).

The villagers are very anxious to get their doctor and their neighbors back unharmed. The player characters are their only hope of doing so. In the process, it would be very desirable not to damage the power plant (as the villagers might want to finish its repair and restoration for their own uses).

Can You Spare a Fuel Assembly for a Fellow American Who's Down on His Luck?: As part of a larger salvage operation, the player characters have been sent to remove what they can salvage from the Yerkes Creek



CONTAINMENT DOME & GENERATOR BUILDING

main terrain features are the turbine/generator building, the perimeter fence, the railroad siding (now unused), and the lake (from which the station used to get its cooling water).

Containment Dome: This building is a thick concrete structure designed to contain any leakage during an accident and thus prevent contamination of the outside environment.

A. Reactor Core: This is the center of the reactor and is where fission takes place. It is too radioactive to enter, even when shut down.

B. Primary Heat Exchanger: This device transfers heat energy from the core to the steam lines.

C. Secondary Heat Exchanger: This device transfers excess heat from the core to the cooling tower.

D. Fuel Rod Storage Room: This room contains a pool of water in which spare fuel rods for the reactor are stored. No rods are presently stored here.

E. Changing Rooms: These rooms contain lockers and racks of radiation suits. This is where workers who must enter the containment dome change into their protective suits. The suits originally stored here have been commandeered by the occupants of the plant.

Turbine/Generator Building: This building is near the containment dome (in some plants, it is in the same building) since steam lines must run from the main heat exchanger to the turbine. When the plant is operating, steam passes through the turbine, and the turbine turns the generator, producing electricity. In most plants, more than one turbine and generator combination are present, but this is a small facility.

F. Turbine: This machine converts high-pressure steam into rotary motion. It has been shut down, drained, and sealed.

G. Generator: This device converts rotary motion from the turbine into electricity. It has been shut down.

H. Condenser: Exhaust steam from the turbine is converted back into water and fed back into the primary heat exchanger for another trip through the system. It has been shut down, drained, and sealed.

I. Control Room: This is a secondary control room, where the generator and turbine are monitored. It is faced with glass and looks out over the rest of the building.

Control Building: This building houses the nerve center of the power plant.

J. Main Control Room: This room is where all functions of the reactor, turbine, and generator are monitored and controlled. It is a huge room filled with thousands of dials, gauges and computers, and tons of electric and electronic equipment.

K. Offices: The officials of the power company, the engineers who ran the power plant, and the various inspectors from the government regulatory agencies all have offices in the control building. These offices were abandoned when the plant was closed, but they are now used as quarters by the plant's occupants.

L. Lounge: Formerly the plant's employee break room, this room is now unused by the

marauders or is used as a cell to house the doctor by the Spetsnaz soldiers (depending on which adventure is being used).

M. Cafeteria: All food was removed long ago, and the room is abandoned.

N. Meeting Rooms: These rooms, like the offices, are now used as quarters.

Perimeter Fence: This is a four meter cyclone fence topped with a single strand of barbed wire. This fence is poorly maintained, except as noted below, and contains several holes large enough for a single person to crawl through or weak spots that could easily be broken through. The holes are booby trapped, but some of the weak spots remain undiscovered by the occupants of the plant.

Railroad Siding: The construction of the power plant required that a railroad siding be laid, and the rail line was retained for moving materials in and out of the plant. A large gate closes off the point where the rails enter the perimeter fence.

Lakeside: The lake is a feature of practically every nuclear power plant since it is a convenient way to provide the large quantities of cooling water needed to operate the plant. The lakeside is usually the site of some sort of pumping machinery building, but these large sheds containing huge water pumps are of little interest to the PCs in the present situation. The pipes are undoubtedly blocked and are not useful as an entryway into the plant anyway—they lead to the reactor building heat exchange unit.

The perimeter fence runs along the lakeshore a few meters in from the high water mark. This prevented unauthorized individual from gaining access to the plant grounds from the water (before the war, nuclear power plant cooling ponds were often used for recreational purposes also).

Secondary Buildings: Since these buildings are not the site of the main action, they are not described in detail. Every nuclear facility has many smaller buildings, ranging from storage sheds to office complexes. Diagrams of these buildings are not given because they aren't relevant to the adventure. In the event that a referee chooses to set a campaign or several adventures in and around a nuclear power station, the characters may require more detailed information. Storage sheds are easy to diagram—the referee simply draws a rectangle of suitable dimensions with a large cargo door at one end. The office complexes are too complex to be easily summarized. Any suitable floor plan containing a number of office suites can be adapted for use (this kind of building looks the same regardless of whether it is connected with a nuclear power plant or a construction firm).

NPCS

European and American names have been given for each character described below. The referee is free to substitute other names as desired. The escaped villager can be any Novice NPC of the referee's creation—his other characteristics are unimportant to the adventure.

Gustav/James Petronski

Dr. Petronski is not a medical doctor. His degree is in nuclear engineering, and his specialization was in theoretical design of nuclear reactors for the military (under a government contract with his firm). With the coming of the war, the design project shut down, and Dr. Petronski moved with his wife and family to a secluded community near the power plant. Dr. Petronski was a medical orderly during his military service, and when the postwar chaos erupted, the locals turned increasingly to his medical expertise. He became the village healer and acquired considerable skill at it.

He oversaw the general sanitation of the village, forced the villagers to rebuild their sewer system and water supply to suit their new environment, and managed to save many lives by squelching an outbreak of cholera before it got out of control. Through his hobby (botany) he was able to make optimum use of the medicinal plants in the area and amassed a pretty fair working knowledge of the local floral pharmacopeia. He is irreplaceable to the villagers, and his kidnapping will mean the loss of many innocent lives.

NPC Motivations: *Heart Jack:* Wisdom. The doctor is a very intelligent man. *Heart 10:* Loyalty. He is extremely loyal to his adopted village and wants only to help its inhabitants. He is a Novice NPC with MED 60.

The Enemy

Depending upon which adventure scenario the referee chooses, the plant will be occupied by a group of marauders or Spetsnaz soldiers. These are as follows:

Spetsnaz: Soviet Spetsnaz units, by 2000, have taken considerable casualties, and contain only a few Elite NPCs. The rest of the unit is usually filled out by regular Soviet soldiers collected from various sources, and of varying quality. The group consists of four Elite NPCs (the original Spetsnaz soldiers, who now act as officers) and 36 other soldiers (12 Veteran, 16 Experienced, and eight Novice NPCs). The group is armed with four Skorpion machine pistols, four Dragunov sniper rifles, eight pistols (assorted types), four automatic rifles (assorted types), and 28 AK-74 assault rifles. As a means of balancing play, the referee should adjust these numbers upward or downward, depending on the skill and makeup of the characters' group.

The Soviets hold captive about a dozen kidnapped villagers and the doctor. (Exactly where the doctor is when the PCs attack is up to the referee: He will be in the control building main control room during the day.)

Marauders: This group consists of four Elite (the leaders), eight Veteran, and eight Experienced NPCs. They are armed with four sub-machineguns, 12 assault rifles, and four automatic rifles (assorted types).

They are accompanied by a small number of hangers-on (camp followers, etc.). As a means of balancing play, the referee should adjust these numbers upward or downward, depending on the skill and makeup of the characters' group.

CASTLE KEEP

Castles are, unfortunately, not very common to North America, but they can be found in many other parts of the world. It is a very barren role-playing campaign that does not sooner or later incorporate these symbols of romance and adventure.

BACKGROUND

This adventure can best be started when you roll up a wild dog encounter. Resolve the encounter normally, except that the dogs will continue to attack until all are killed. This unusual behavior will probably prompt the PCs to examine the dogs' bodies afterward, and most of them will have considerable amounts of frothy saliva around their mouths. The dogs were rabid.

It is possible that none of the player characters were bitten, and if that is the case, there is no real need to force the issue. The rabid dog attack can serve to set the backdrop for the

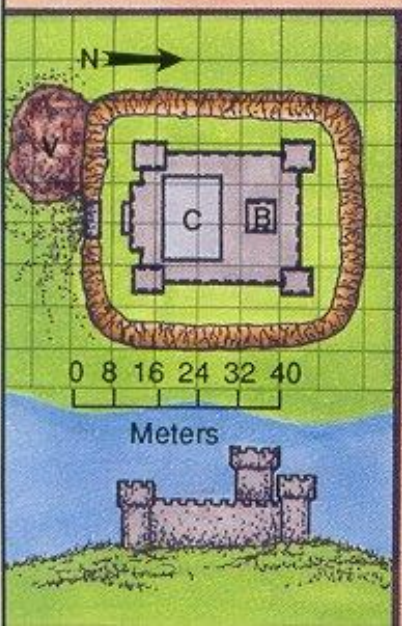
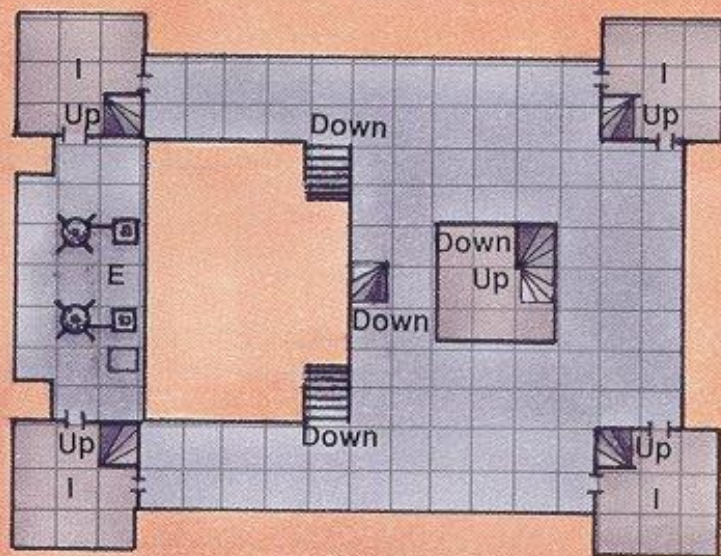
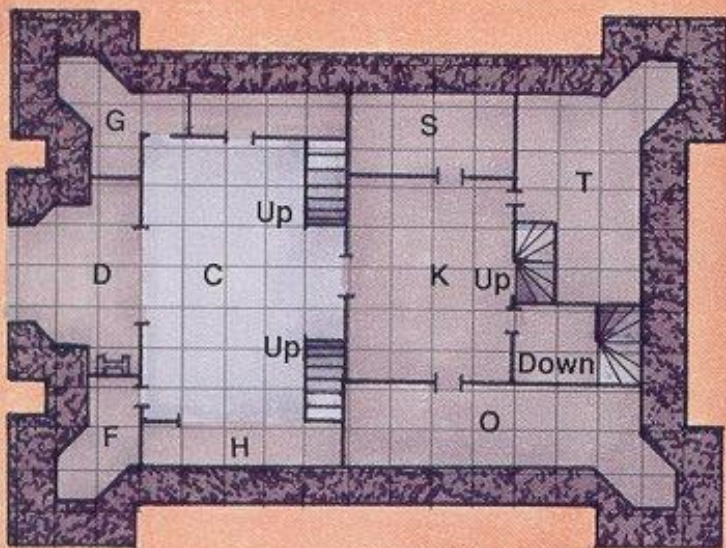
next encounter. This is a standard hunter encounter from the Group Encounter Table in the basic game.

The hunters whom the PCs meet are friendly. They are willing to trade information and maybe some fresh game for MREs. The village the hunters come from has been terrorized by wild, rabid dogs recently, and several people have been bitten, including their mayor, several hunters, and two children. As the villagers have no rabies antitoxin, they are very concerned for the victims.

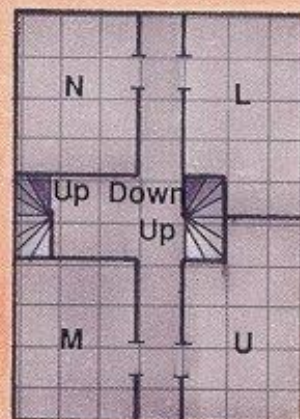
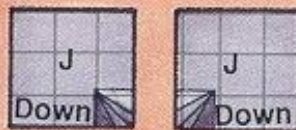
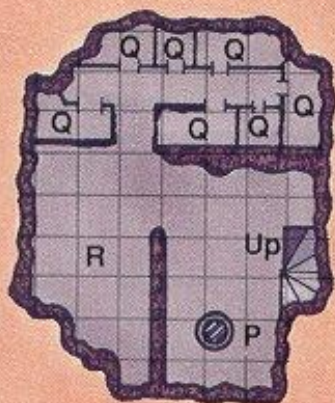
If the PCs tell the villagers about killing the wild dogs, the villagers will be both impressed

and grateful that at least no one else will be victimized by them. If any of the PCs were bitten, the villagers will suggest that the villagers and PCs combine their efforts to help the victims. If none of the PCs were bitten, the villagers will appeal to this group of obviously capable men to help them out.

A local warlord has set himself up in an old castle in the vicinity. Several villages pay him tribute, but the village these hunters are from has steadfastly refused to pay. Their defenses are fairly strong, and, while the warlord might be able to overcome them, he has been unwilling to expend the men and ammunition needed to do so. When he heard that rabid dogs had attacked the village, however, he sent word that he had a supply of rabies antitoxin but that he would make it available only if the village surrendered half its arms and ammunition, and agreed to pay tribute. The may-



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Meters



CASTLE

or has refused to agree, even though he is one of the victims and is facing a potentially horrible death.

The only way to get the needed medicine is to take it. Unfortunately, while the villagers are brave, none of them are trained soldiers, and they have no idea how to storm a castle. The PCs, however...

APPROACH

The villagers have 10 men with sufficient experience in woodcraft and combat not to be a liability in such an attack. They will take the village's best small arms and help the PCs storm the castle. They have never been inside, but the warlord is known to have a force of over 20 men defending his stronghold. The castle itself is only one day's march from the village.

The castle is on a low, grassy hill surrounded by a now-dry moat. The slopes of the hill are gentle but broken by occasional low rock outcroppings. The brush has grown fairly thick on it during the last year or so and is about two feet high. Although it does not provide very good concealment for a daylight attack, at dusk it will cast very broken shadows, and at night it will make PCs approaching it virtually invisible.

The castle has walls which are about six or eight meters high (20 to 25 feet), and the tops have crenelated battlements. Towers at the corners stand about three meters taller than the walls, and the rear of the castle has an enclosed keep with a somewhat taller tower.

A drawbridge and portcullis protect the gate at the front of the castle, and no other means of entry is obvious (aside from scaling the walls). During the day, a visible guard stands watch in the main tower, along with one on the east, west, and south (gate) walls.

Approaching undetected through the brush and/or climbing a wall undetected will be impossible during full daylight, DIF: RCN during dusk, and AVG: RCN at night.

MAP DESCRIPTION

This is a fairly early castle, as can be seen by the square rather than round towers. Despite that, it's in remarkably good shape, virtually mint condition.

A. Wall Guards: These are the positions occupied by the wall guards when the PCs attack. The walls themselves are AV 20.

B. Tower Machinegun Nest: The fourth visible guard is in the main tower and mans a PK machinegun. He watches to the north, but the gun can be repositioned to face any direction and sweep the courtyard below. Because of the difficulty of firing up, the machinegunner is considered obscured. He is completely covered by AV 20 stone walls except for his head.

Characters in the tower machinegun position may not fire down at targets in the grid square adjacent to the base of their tower unless they lean out through a battlement opening. If they do so, they are no longer obscured and have only their legs and abdomen covered.

C. Courtyard: This is an open cobblestone

courtyard which is connected to the gatehouse to the south, the keep to the north, and several small rooms to the east and west. The portcullis is made of heavy wood beams bolted together in an open framework, the joints reinforced with iron plates and rivets, and the points on the bottom capped with iron points. It has an AV of 5. The thick drawbridge is made of oak timbers and has an AV of 5 as well.

D. Lower Gatehouse: This is an enclosed entryway with overhead cover. The stone framing around the gateways at either end have AV 10. A ladder leads up the east wall to the upper gatehouse.

E. Upper Gatehouse. This is the roof of the gatehouse. A trap door with a ladder leads down to the gatehouse. The simple dead bolt is routinely left unbolted. Two large windlasses have now been connected to power winches. The one on the east raises and lowers the drawbridge, while the one on the west raises and lowers the portcullis.

F. Guardhouse: This is a room off the courtyard. An alert guard is stationed here, as well as the guard commander working at a desk.

G. Servants' Quarters: Several serving and cleaning women have their quarters here and will probably be here when the attack takes place.

H. Stable: The warlord's personal horses are kept here.

I. Tower Interior: The interior rooms of the towers on the battlement level have arrow slits on their exterior walls which provide good protection and fields of fire for riflemen. Treat fire on riflemen here the same as for the tower machinegun position. Characters in the tower interior rooms may not fire down at targets in the grid square adjacent to the base of their tower.

J. Tower Roof: These open tower tops also have good protection and fields of fire. Treat them the same as targets in the machinegun tower unless fired at from the machinegun tower itself. Then treat only the individuals' legs as covered by the wall and do not treat them as obscured.

Characters in the tower roof positions may not fire down at targets in the grid square adjacent to the base of their tower unless they lean out through a battlement opening. If they do so, they are no longer obscured and have only their legs and abdomen covered.

K. Great Hall: Heavy wooden tables and benches are here, as this is where the warlord and his men take their meals. The door to the great hall is thick oak (AV 2) and has a heavy bolt to secure it. It is not normally bolted, but an armed guard stands on duty here, and six off-duty guards lounge nearby.

L. Master Bedchamber: This is the warlord's private room. It is always locked when he is not present. About \$3000 in gold is hidden in a chest under his bed. Five assorted automatic pistols are in a case on the wall. Each has a loaded clip inserted and a round in the chamber.

M. Office: The warlord will be working in an office with a clerk and an armed guard at the

time that the attack on the castle begins.

N. Study: This was a library but now has an easy chair, several boxes of magazines, a compact disc player, and several hundred CDs on the shelves, mostly German heavy metal and U.S. country and western.

O. Guards' Quarters: Ten off-duty guards are here at the time of the attack.

P. Well: This is the castle's source of fresh water. If the PCs explore its depths, they will find that 10 feet down the shaft is a wooden door which opens into a small tunnel. This tunnel merges in the woods about one-quarter of a mile away from the castle.

Q. Dungeon Cells: These old prison cells are no longer used, and the doors are almost rusted solid.

R. Torture Chamber: This is a dusty and unused collection of various torture devices right out of an old horror movie. In the room is also an alcohol-powered generator which provides the castle with power.

S. Kitchen: This is a large room with a giant fireplace over which most food is cooked. A microwave oven is also available for late-night snacks for the warlord. Four servants are working here, and the same number of off-duty guards are talking to them.

T. Storeroom: This room is full of grain, sausages, bolts of cloth, china plates, and all sorts of supplies and treasures. It is the warlord's horde, and enough food is here to feed his 30 men for at least two months. This room is locked.

U. Arsenal: The arsenal has four M-60 machineguns, two 120mm mortars, 200 rounds of HE ammunition for the mortar, several crates of grenades, several RPG-18s and Armbrusts, an AT-4 launcher and three missiles for it, about two dozen assorted civilian sporting rifles, a like amount of pistols, and thousands of rounds of small arms ammunition. This room is always locked, and an alert armed guard is on duty here.

V. Horse Herd: The main horse herd is kept in this corral outside the walls of the castle.

NPCS

The Warlord

- An Experienced NPC with a Makarov.

The Warlord's Guard Commander

- A Veteran NPC with an Uzi.

The Warlord's Alert Guards

- Seven Experienced NPCs with AKMs.
- One Experienced NPC with a PKMG.

The Warlord's Off-Duty Guards

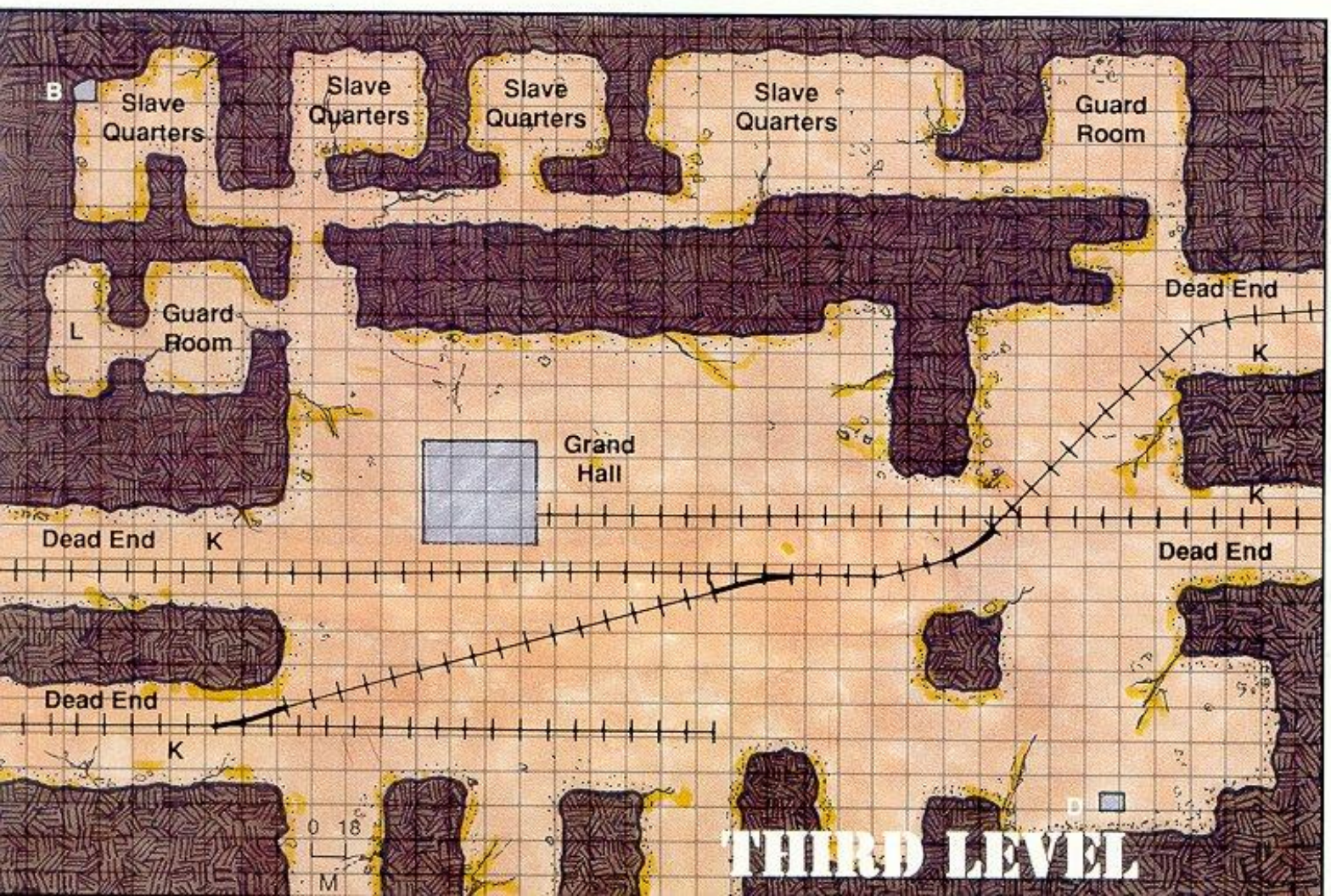
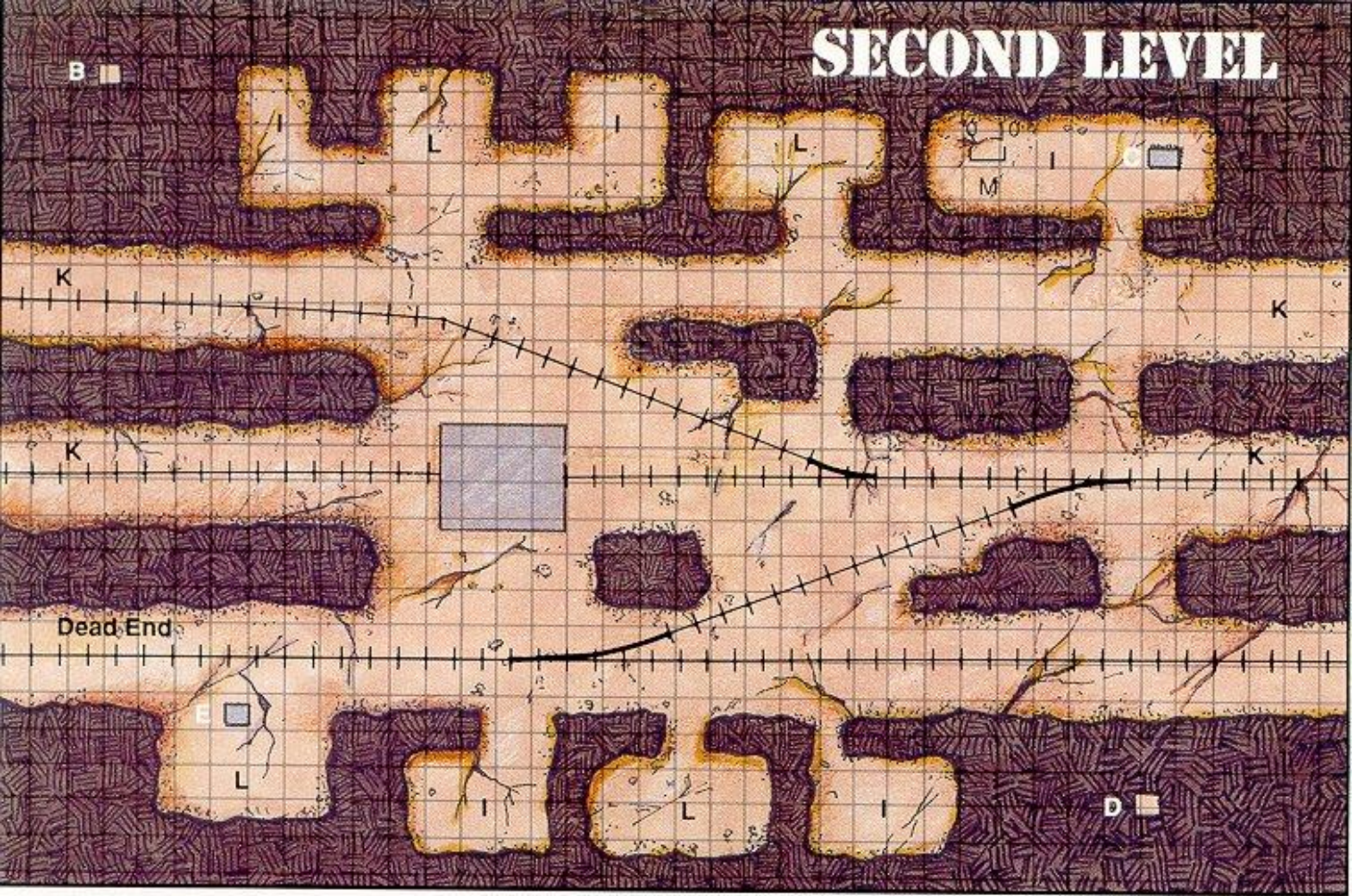
- 10 Experienced NPCs with Mausers.
- 10 Novice NPCs with Mausers.

The Village Strike Force

- One Veteran NPC with an AKM.
- Two Experienced NPCs with Mausers.
- Two Experienced NPCs with double-barrelled shotguns.
- Two Experienced NPCs with bolt-action .22 rifles.
- Three Experienced NPCs with AKMs.



SECOND LEVEL



ATTACK OF THE MOLE PEOPLE

The situation described can be located wherever coal is mined by deep shaft technology instead of strip mining. Local flavor can be added by changing the names and previous occupations of the NPCs to suit the chosen locale. The background history is given in terms of an American setting. But with a few select nomenclature modifications (changing a few personal names, replacing San Francisco with Lublin and Kentucky with Silesia, etc.) the adventure could be transferred to Poland.

Gas and dust explosions, common dangers in coal mines, are ignored in this adventure—they would complicate matters too much.

BACKGROUND

A village consisting of relocatees from the east—formed last year to reclaim farmland in the highlands—has effectively ceased to exist. People suddenly began vanishing from their houses; shelves full of supplies suddenly emptied; and animals disappeared from their pens. Mysterious sounds can be heard in the distance late at night, coming from no particular source. Strange figures are occasionally glimpsed in the distance, and odd odors hang over some remote hollows, almost as if something were perpetually on fire. The valley is a rich one; the soil is good; and the place is sheltered from the extremes of weather. It would make a good place to settle for a hard-working farmer—if it weren't haunted.

Of course, your patron doesn't believe in ghosts, werewolves, or "night haunts." Something funny is going on, and your job is to find out what.

APPROACH

The deserted village is falling apart, but not from neglect. Active looting has been taking place. Buildings have been systematically looted of their contents, and some show signs of deliberate dismantling, as if someone wanted the lumber and construction materials. One house has been carefully pulled apart, with the lumber stacked neatly in piles, as if awaiting for someone to haul it off.

Any character who investigates the area surrounding the village will find small, fenced-in plots planted in various crops—wheat, corn, various vegetables, and other food crops. Some of the fences are built of lumber salvaged from the houses in the village.

Day: Adam (leader of the Ianarian Church) has decreed that his followers must go into the outside world only at night, except in the most dire emergencies. So the chances of the PCs encountering anyone from the mine during the day are small. The mine has three major entrances, all of which have been camouflaged and are guarded day and night. In addition, it also has three smaller ventilation shafts, narrow conduits less than half a meter wide leading to various areas in the depths of the mine.

One of these is used as a chimney for the coal-burning boiler. PCs who inquire about anything odd should be told of the faint smell of something burning. Locating the source of this smell (the "chimney") is a task (AVG: RCN) and will consume the remaining hours of daylight.

Night: As soon as the sun sets, scouts from underground will come to the surface to reconnoiter. This team will consist of four Experienced NPCs armed with pistols and double-barrelled shotguns (the weapons will all be fully loaded, but the team will have no extra ammunition to reload them). The PCs will definitely encounter the scouting team sometime during the twilight hour at a distance of 1D10x10 meters. The referee should roll for spotting and surprise by both groups: Each group has a chance of spotting the other (AVG: RCN). The scouts from underground, being Experienced NPCs, have skill levels of 40 in RCN. The group that does not spot the other is surprised. If both groups spot each other neither is surprised, and a firefight will ensue, during which the scouts will fire once and flee for the mine entrance. If both groups are surprised, neither does anything for one turn, and then the firefight ensues. If the scouts achieve surprise over the PCs, one will remain to watch them while the other two return as quickly and silently as possible to the mine to sound the alarm.

The scouts, being religious fanatics, will provide no useful information if captured. PCs should make a percentile roll versus their Intelligence to notice that the scouts are covered with a faint, grimy coating of coal dust, indicating a mine nearby. It is strongly recommended that searching PCs discover one or two of the vent shafts before finding one of the entrances.

Alternative: An alternate approach is to have the PCs encounter an escaped slave shortly before they enter the valley. This slave (a Novice NPC) will be nearly exhausted. But he will be able to tell the group something about what is happening (to the extent that he understands) and lead the PCs to the ventilation shaft from which he made his escape. In

this scenario, the slave will be pursued by a scout team, as described above. Encountering the PCs will revitalize him, and he will demand that the PCs take him along in any raid on the valley. He has little knowledge of the mine, however, except for the area in and around the slave quarters.

MAP DESCRIPTION

The mine has three entrances, and four levels are currently occupied. The levels below are filled with water and are slowly being pumped out by slave labor. The interior of the mine is being fitted out as a home base for Adam and his followers (using material and supplies salvaged from the surface). From this base they will gradually repopulate the world. Until that time, however, they must continue to live in the mine, coming to the surface only to oversee the slaves.

A-E. Ventilation Shafts: These are narrow shafts excavated at varying intervals to provide fresh air for the mine and to exhaust spent air from it. Most of these have been hand-excavated by the Ianarian Church, and are faced on the inside with concrete or wood where necessary. They are large enough for one person (without a backpack) to climb down, taking five minutes for the trip. Ropes and climbing gear are not necessary as the shafts are relatively narrow and rough enough to provide hand holds. Shaft A is the "chimney" leading to the turbine/boiler room; shaft B is the shaft through which the escaped slave made his exit. The others lead to various chambers or shafts which may or may not be occupied.

F-H. Main Entrances: Each entrance is carefully concealed from outside observers. Each is covered by a machinegun team consisting of three Experienced NPCs with two pistols and a machinegun (M60, MAG, or RPK, at the referee's option). Each entrance has a small demolition charge planted near it, so the Children of the Ianarians can blast it shut if it appears that their defenses will be penetrated (they count on being able to escape through the other entrances or the ventilation shafts).

I. Chambers: The Children have excavated chambers to serve as living quarters for themselves. Each chamber is occupied by a single family of three to six members. If the PCs enter the shafts during the day, these chambers will be occupied. At night, they will not. The inhabitants are unarmed, in any case, but will give the alarm if they see strangers.

K. Tunnels: These are two meters in width and height, and are equipped with the rails of a small tramway (originally for transporting coal, now largely unused). Cables run along the top, with light bulbs every few feet.

L. Storerooms: These were excavated for

storage of food and equipment. Most of them are empty now. Each has a 10-percent chance of containing one person, who is not likely to be armed but will give the alarm if strangers are spotted. Storerooms are not lit, so the PCs will need some form of light or will have to proceed at one-quarter normal speed. Storeroom L1 serves as the armory, but the weapons will be distributed if the alarm has been sounded.

Slave Quarters: These chambers were excavated for housing slaves. They are lit only by fires in the braziers, which provide a little heat as well.

Guardrooms: These are small guardposts excavated into the walls of the mine shafts. They are primarily located near the entrance and near the slave quarters.

Adam's Quarters: This chamber is fitted out with several private rooms and serves as the quarters for Adam and his family.

Grand Hall: This is a naturally occurring cavity in the rock. The original excavators of the mine made use of it as an equipment store-room and switching complex for the miniature tramway used to haul coal from the depths. It now serves as a grand gathering hall for services, lectures, and so on.

Generator Room: This room contains the portable generator which provides power for the mine. It has a single operator, constantly on duty monitoring its condition.

Boiler/Turbine Room: This room contains the boiler and steam turbine which drives the generator in the next room. This room has a duty watch of five (two to watch the boiler and turbine, and three to watch the stokers) plus six slave stokers/coal haulers. The chimney goes from this room to the surface. The bottom of the chimney is fitted with a small electric fan which pumps the smoke up it, but this is only loosely held in place and could be kicked out by someone descending from the shaft.

UNDERGROUND CONDITIONS

Several factors should be considered when the PCs enter the mine.

General Conditions: In areas of complete darkness, characters without light cannot see and will have to feel their way along very slowly if they are to avoid walking into walls or stumbling over slight irregularities in the floor. Flashlights provide good illumination for about 10 meters (beyond that it becomes almost impossible to distinguish details). Another limitation of flashlights is that they throw very strong light along a narrow cone, but very poor light in other directions. Torches and candles provide good illumination for about eight meters and four meters, respectively, but the light is flickering and inconstant. Matches and cigarette lighters provide weak light for two meters for a short time (even lighters eventually become too hot to hold).

Referees should not neglect to exploit the effects of poor or flickering light. In such light, it is easy to imagine things. People may think immobile objects are moving, or may see things that are not there (a bundle of rags or a pile of rocks can look like a crouching man). There is a 50/50 chance that a given PC has a cigarette lighter. Every player character can

have a small supply of matches (20 to 30).

Time and Movement: PCs move at any speed they are capable of but run the risk of not being able to see. A character running in total darkness could slam into a wall or fall into a hole. A PC can feel his way cautiously along in total darkness at the rate of about one to two meters per round. With a torch, match, lighter, or candle, a character cannot go too fast for fear of extinguishing it and should not move faster than three to five meters per round. With a flashlight or in illuminated areas, normal movement can be maintained.

Sounds: The referee should not neglect the auditory aspects of being underground. Is that scabbling sound the PCs hear a rat running away or some murderous psychopath sneaking up on them? Noises made by bats, rats or dripping water, echoes from the PCs' own voices, or the faint sounds made by others as they move about can be exploited to add to the rising crescendo of panic. Remember that noises propagated through a maze of tunnels can seem to come from all directions, and that auditory hallucinations are as possible as visual ones. For instance, if a person is listening intently and expects to hear footsteps, he may hear a faint sound (such as distant dripping water) as footsteps.

UNDERGROUND COMBAT

Melee and body combat are conducted according to the standard rules. Fire combat requires one or two special considerations.

Underground Fire Combat: The referee should limit the PCs to small arms and hand grenades underground. Any firearms used underground have a chance of hitting something by ricochet (except shotguns—the pellets bounce, but lose power so swiftly that they are unlikely to do damage). Certain hand grenades used underground may cause a cave-in. Also, gunfire or explosions in an enclosed area can be painfully loud (this last effect may be implemented by the referee if desired).

If the PCs fire their weapons in the underground mine, the bullets will ricochet. For every round from any firearm (other than a shotgun) that does not hit its target, roll 1D10. On a 10, the round hits another target (chosen at random among the people in the area).

THE IANARIANS

In 1968, Willard Kleindienst, a part-time clerk in an alternative bookstore in San Francisco, had a vision in which he was instructed to found a new church and prepare for the destruction of humanity. Kleindienst was ordered to rename himself Adam, and to transcribe a series of laws and regulations for the new society, which would be dictated to him in the form of dreams by a series of creatures calling themselves the Ianarians. Adam transcribed the dreams and circulated them among a small circle of friends, who formed the core membership of a group that would eventually name itself the Ianarian Church for the Keepers of the Revealed Wisdom. The Ianarians (Adam said) were inhabitants of deep space who had long ago left their corporeal selves to travel in time and space. Earth was headed the

way of so many primitive intelligences, the Ianarians told Adam, and he had been picked to receive instructions on how to save a small portion of humanity from the fate that would soon overtake its homeworld. The Ianarians had chosen him because he was particularly receptive to their telepathic signals, although his mind (being an earthman's) was too primitive to receive direct communication—he could only receive dreams and images.

The society had over 5000 members by 1976. But after a time the membership began to drift away, and by the 1980s the church had practically ceased to exist except for a small group of families in southeastern Kentucky (where Willard's family had some property) on a farm they had named "Time Station: Uerthe."

When the nuclear strikes on the United States began in late 1997, Adam received a new message from the Ianarians. The moment had come, he was told: The world was about to be destroyed, and he and his followers were to move to a place underground until the war had cleansed the world of its burden of evil. The group took its carefully hoarded supplies of food and weapons, and occupied an abandoned coal mine about 100 miles from the Kleindienst property.

For more than three years, they lived a cramped underground existence, mining a small amount of coal to power their boiler/turbine/electrical generator and give them a few electric lights. Water was no problem—the lower chambers of the mine were below the water table. A few months ago, with supplies of food running low, Adam announced the Ianarians had spoken to him again. It was now safe to go to the surface, he said. Furthermore, anyone on the surface was contaminated, physically and spiritually, by the war, and was inferior to the inhabitants of the mine. Adam told his people that they must continue to inhabit the mine but that they must begin growing food on the surface, using slaves taken from the subhumans now living there. To prevent premature discovery by the forces of evil, however, Adam decreed that his followers must go abroad only at night, returning to the safety of the mine shaft by day. Any slaves captured were also required to follow this rule.

Following Adam's instructions, the Children of Ianaria, as they call themselves, have been kidnapping surface dwellers for use as slave labor (mining coal for the turbine, pumping out the lower levels of the mine to make room for future generations, tending the crops) all under the watchful eyes of the church.

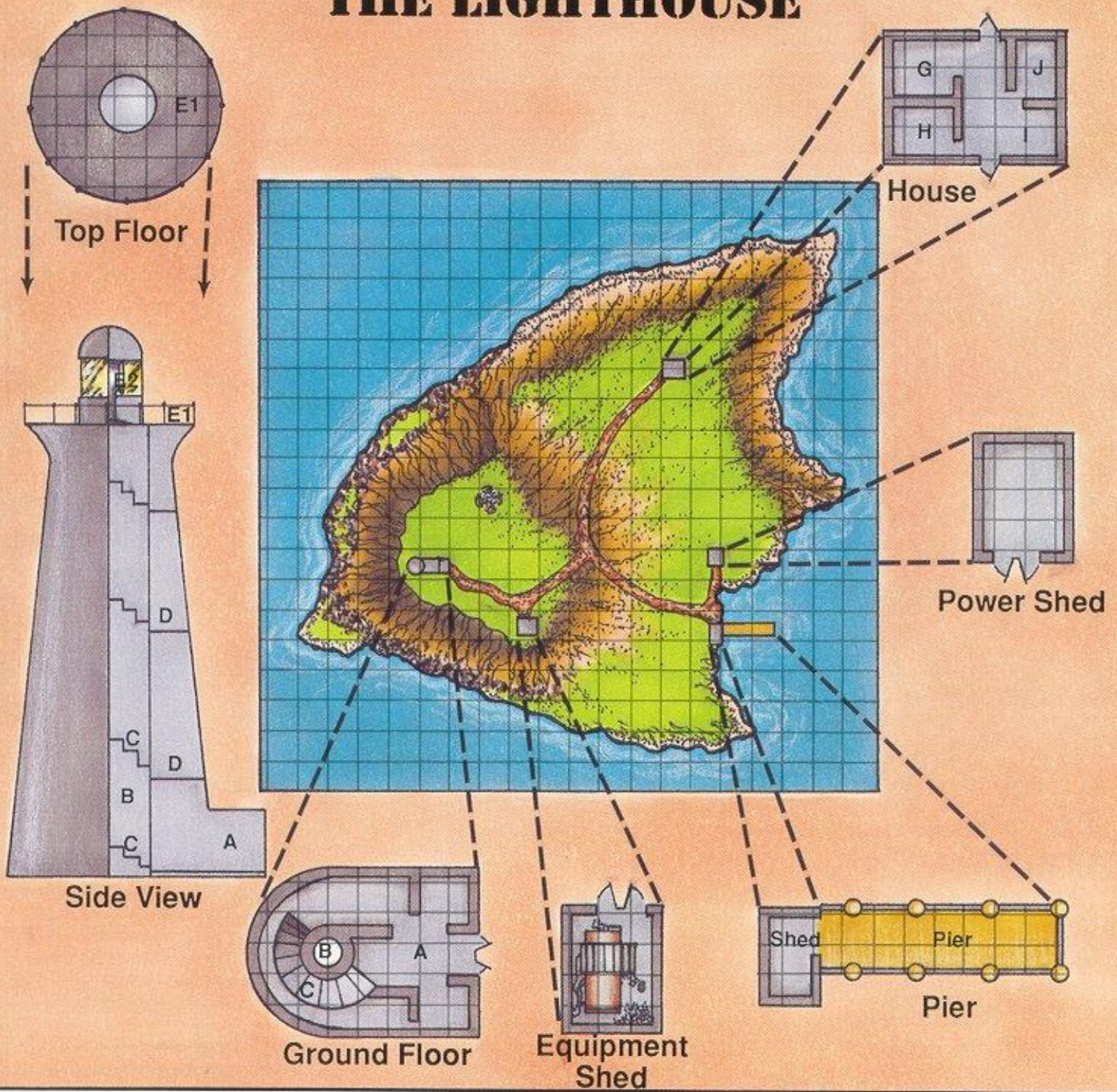
The mine contains 72 church members and a dozen children under 12. In addition to the machineguns at the entries, the armory contains enough weaponry to give each adult an assault rifle, pistol, or shotgun. The community has less than 50 rounds per weapon (except for the machineguns, with 1000 rounds each). Slave guards normally carry weapons. Otherwise, weapons are issued only in times of dire emergency (such as an invasion of the mine). In any case, weapons are usually issued with only the ammunition their magazines contain, except for double-barrelled shotguns, which get an additional four rounds.

ABANDONED LIGHTHOUSE

Since ancient times, lighthouses have been built to mark hazards and to provide navigational signposts for maritime traffic. In ancient times a lighthouse was a tower atop which beacon fires were kept continually burning. In more modern times, they were converted over to electric power, and sometimes supplemented with foghorns and radio-navigation transmitters. Starting in the last quarter of the 20th century, they were increasingly automated, and the job of lighthousekeeper became increasingly rare.

The lighthouse depicted can be located just about anywhere in the world—the only differences are in climatic adaptations and the language on the dials. Note that lighthouses can be located in rivers (such as the Wisla) or large inland bodies of water (such as the Great Lakes).

THE LIGHTHOUSE



BACKGROUND

The characters learn from local sources that a band of seaborne marauders has been raiding the coast in the area, depressing maritime trade and extorting food and supplies from fishing villages. The tribute they demand has become larger and larger, and the locals cannot pay it any longer.

The fishermen of the area would fight back, but the pirates have a Soviet ZSU-23-4 on their boat, and have demonstrated the fact that they have ample ammunition by totally destroying the first few fishing boats to resist.

APPROACH

Local sources will sketch a map of the island and will be able to describe the buildings there fairly well, but they will know nothing of the pirates' defensive arrangements. The island is approachable only by boat, but the characters may arrive by swimming if they choose (in that case, they will only be able to bring eight kilograms of weapons and equipment per person). The pirates will be able to observe the approach of a boat during the day and will take defensive precautions. Night is a different matter.

Sentries: The pirates have posted sentries walking random routes all night, but they do not cover the cliffs. The chances of a sentry being near enough to spot the characters while they are coming ashore is 25 percent. Otherwise, the characters will be able to land and conceal themselves (after which normal rules about encounter range and surprise apply).

Cliffs: Climbing the cliffs along the shore is a task (ESY: MTN; DIF: AGL if the character has no MTN skill), taking five minutes. Encumbrance makes this task one level more difficult. A character can be hauled up a cliff face in two minutes by rope by another character at the top of the cliff. All times are doubled at night.

MAP DESCRIPTION

Island: The island is a small, mostly rocky body with a high promontory. The only flat place on the island (and the only place with any soil) is the small plateau where the lighthousekeeper (and his family, sometimes) used to live in a small house. This plateau contains several small outbuildings and is located at the base of the small trail that leads up the promontory to the lighthouse itself.

This lighthouse was one of the last to be automated (in 1988), and although the house was emptied of its furniture and supplies, the building was left standing. It now serves as headquarters for the pirates.

Lighthouse: The lighthouse is a brick structure built the late 1920s, although several previous lighthouses had been located on the island long before that.

A. Ground Floor: The ground floor of the lighthouse contains the generator for the light and for the radio-navigation beacon, as well as the automated lighthouse machinery and a small workshop/storage room (A1) with spare parts for the light and the other equipment in the lighthouse. This floor also contains several small storerooms (A2 through A5) and a tiny

bedroom with a cot, a small oil-fired stove, and other leftovers from the 19th century. Several pirates sleep on this floor when they are not keeping watch upstairs.

B. The Central Shaft: This is an open shaft running from the ground floor to the top of the lighthouse. Once used to hoist heavy objects to the upper floor, it is completely enclosed for strength, although there are access doors at every landing in case the hoist jams. It has a large access door at the bottom and top for ease of loading.

C. The Staircase: A spiral staircase runs from the ground floor up to the top of the lighthouse, opening out onto the landings.

D. The Landings: The builders of the lighthouse provided landings to prevent something (or someone) from tumbling the complete length of the staircase. This lighthouse has three such landings D1 through D3).

E. The Top Floor: This floor is very narrow and completely walled in glass, with a narrow walkway around the outside (E1). It contains the light itself (E2), which looks like a huge version of a military searchlight. The machinery which rotates the light is also here, although neither it nor the light have been active since the generator ran out of fuel in 1998. Two pirate sentries keep watch from the walkway both day and night, ready to give the alarm with flare pistols.

Radio-Navigation Tower: In 1971 a radio-navigation tower was built on the island, linking it into a worldwide radio-navigation network. It is nonfunctional at present, but the electronics are largely intact.

Power Shed: The lighthouse and radio beacon are automated and powered by electricity brought from the mainland via a subsurface cable. The lighthouse and the radio-navigation beacon still have backup generators on the island in case of an interruption in power. When the nuclear strikes cut off external power, the automatic machinery took over, and the equipment ran for several months until the generators ran out of fuel. The generators are 1500 kw each, weigh one ton each, and are in good condition (the marauders have no fuel for them).

This shed contains the junction for the island's connection to the submarine power cable and two emergency backup generators. An underground fuel tank (now empty) is located near the shed (its only surface feature is a vent and an access cap).

F. Equipment Shed: This shed is empty, but serves as shelter for eight marauders.

House: The house is a small brick structure, built in the late 19th century to provide a dwelling for the lighthousekeeper. An addition was added in 1952, when the resident keeper decided to bring his family to the island and needed a larger house. It is a one-story, two-bedroom structure with a small storm cellar. When automated machinery was installed in the lighthouse in 1988, the house was abandoned and served no purpose except as a storage facility for spare parts. It was kept up to serve as an emergency shelter should inclement weather strand the inspection and

maintenance personnel who visited the island periodically to refuel the generators and keep the equipment functioning. At present, the house shelters the bulk of the pirate band's personnel and serves as their armory.

Behind the house, sheltered from the prevailing wind and on a sunny exposure, are the remnants of a small garden. This once provided fresh vegetables for the occupants and contained a few flowers as well. The plants have gone wild, and weeds have reclaimed the garden, but a few of the hardier flowers still remain. These bright spots on an otherwise drab rock outcropping are a testimony that someone who appreciated beauty once lived here. The pirates have yet to notice.

G and H. Bedrooms: These are empty except for the pirates' personal possessions.

I. Kitchen: This room contains a sink and a pump, connected to a cistern (the island has no well).

J. Pantry: This now serves as the armory for the pirates.

Pier: A small pier is located on the leeward side of the island (the side sheltered from the predominant winds). The pier was maintained for the use of the island's inhabitants, and was kept in good repair after the lighthouse was automated to facilitate the landing of bimonthly inspection and maintenance teams. The pier currently serves as anchorage for the pirates' two vessels. Two sentries are on duty here permanently.

Armed Boat: The pirates have possession of a terror weapon, a ZSU-23-4. They have mounted it on the foredeck of an old fishing boat and use the threat of the weapon to extort a living from regional fishing villages. The weapon is seldom fired, largely because its mere presence is so intimidating. The pirates are running short on ammunition for it, but this is a secret they are not anxious to let out.

Unarmed Boat: In addition to the armed fishing boat, the pirates have a small sporting sailboat, which they use for occasional trips to pick up tribute from submissive villages.

NPCS

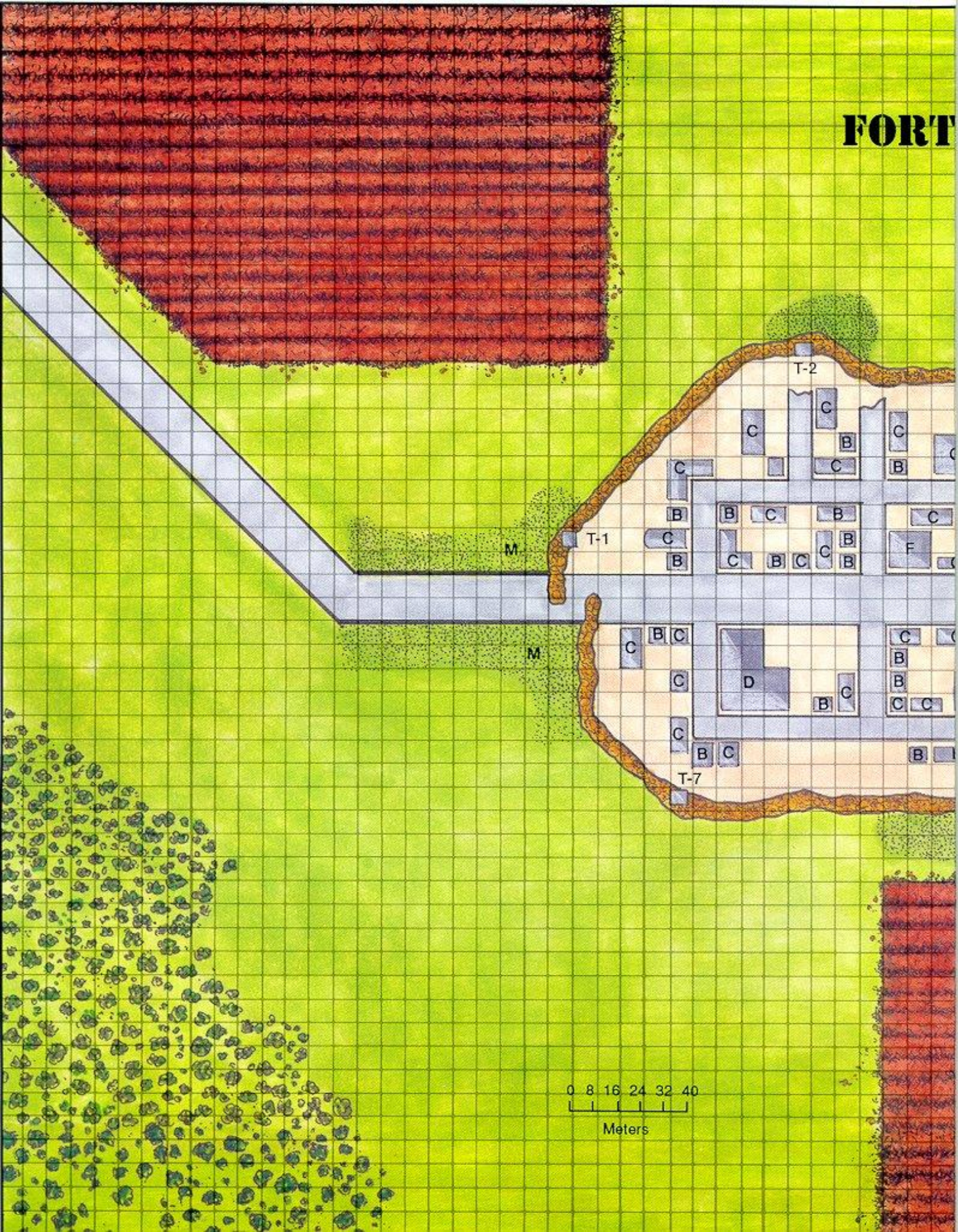
This adventure requires no specific NPCs.

The Pirates

The island contains 30 fighters at any given time, not including another half dozen or so noncombatant hangers-on. The pirates have three Elite (the leadership), six Veteran, 12 Experienced and nine Novice NPCs. The pirates' main weapon is a single ZSU-23-4 gun looted from a Soviet AA battery, for which the pirates have only 360 rounds (90 per barrel) remaining. In addition to the Zoo (as it is nicknamed), the pirates have a dozen AK74s, six M16s, four MAG MGs, one M60 MG, four double-barrelled shotguns, and a dozen pistols of assorted types. Ammunition is short (less than 60 rounds per weapon), and the pirates are conservative about their firing. The characters should not know this going in, however.

The referee may wish to vary the number and armament of the pirates for play balance.

FORT

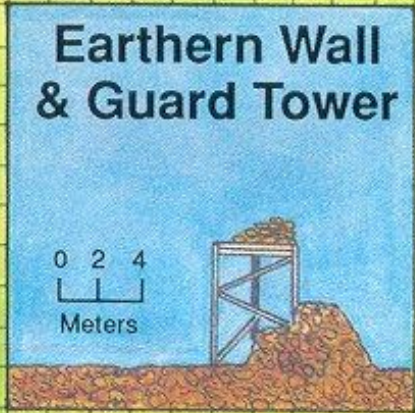


0 8 16 24 32 40
Meters

IFIED VILLAGE

Earthen Wall & Guard Tower

0 2 4
Meters



The diagram shows a cross-section of a guard tower. It has a square base with a wooden frame structure inside. The tower is surrounded by a mound of earth. A scale bar below the diagram is marked with 0, 2, and 4 meters.



WHAT'S POLISH FOR G'DAY?

Fortified villages can be found anywhere, so this adventure can be set anywhere you wish. And when you're done with it, you can use the map as a good generic village for when you need a map but don't have time to make up a whole settlement.

*Some of the background to this adventure is perhaps a little bizarre. But a **Twilight: 2000** campaign should be unpredictable and, once in a while, a little unusual.*

BACKGROUND

The PCs are approached by the refugees from a nearby village which was recently captured by a band of Soviet deserters (this adventure can be used as the result of a normal refugee random encounter, if desired). Many of the village's citizens are still in the village, held prisoner by the deserters, while many others have been killed or abused in various ways. The deserters are mostly drunk and looting; a well disciplined and armed force could recapture the village and drive away the criminals. The village would be very grateful for the PCs' help, and could provide them with food, alcohol, and even a little gold, if necessary. The deserters have good weapons and ammunition, which the PCs could take as well.

If questioned, the villagers can provide fragmentary information on the attack and the deserters. There are perhaps 20 deserters, with several motor vehicles but no armored vehicles. The villagers saw no weapons other than small arms, but who can say what is in the trucks? The deserters gained entry to the village by treachery, having apparently bribed several members of the village militia to open the gates and let them in. Resistance was unorganized, and the few men who armed themselves were quickly gunned down. Most of the people were rounded up as prisoners; only this small band escaped.

Several of the men know the way through the village's minefields, so a stealthy approach will be possible. This situation is just the sort of thing PCs simultaneously relish and dread. There is plenty of danger here, but it's for a good cause and has a possibility of a substantial reward when it's all over. The referee may need to increase the promise of reward a bit, but probably not very much.

APPROACH

That night the PCs make their quiet approach to the village, accompanied by the six village men and women who are of military age and in good enough health to be of assistance. As the player characters view the village from the shadows of a low woods, they can see the flicker of flames from behind the village's walls and hear the sound of raucous celebration, occasional gunshots, women's screams, and what sounds like a recording of the Red Army Chorus singing military tunes through a public

address system at peak volume.

One of the refugees points to the base of the wall and says, "The minefields are each about 30 meters long. There is a field to either side of the road where it enters at each end of the village, and three more fields, evenly spaced, on each of the other two sides of the village."

"Two fields," another refugee puts in. "There are only two fields on each side, evenly spaced, like you said, but just two fields."

"What do you mean, two fields? I saw the plans myself, when old man Stranksi drew them up!"

"What do I know from plans? But whose brother-in-law dug the fields? Mine, that's who, and there weren't enough mines for three fields. So they only dug two."

"Your brother-in-law? Your moron brother-in-law who bought the two breeding mules?"

By now the argument will have begun to become loud and heated, and the PCs will have to quiet the two villagers. Careful questioning of the other villagers with them will reveal that none of them actually worked on the minefields, and none know for sure how many minefields there are and whether they are evenly spaced after all.

While the PCs give some thought to what their next move should be, they will hear "pst!" from about one meter away in the undergrowth. When they look that way, they will hear a clearly Australian voice say, "You better have your mates there quiet down, or we'll all be in the soup, trooper. You blokes need a hand?"

SAS to the Rescue: The men who approached to within a meter or so of the group undetected are a four-man Australian SAS patrol. The PCs will undoubtedly have a number of questions. The Australian SAS men will answer their questions in good humor, but without revealing much of value about what is obviously a top-secret, clandestine operation.

What are they doing here in Poland? "Had to make a pickup, sort of. Like a postman, see? Only different."

How did they get here? "Walked. Course, the sub was a big help, too."

An Australian submarine in the Baltic? "No. French, actually. Pretty nice bunch of blokes, too, if you ask me."

Why were the French helping? "Oh, you know. 'Hands across the water,' all that. Sort of an international brotherhood out there now,

you know—like the Organization of Nonirradiated Nations."

Most of these will be accompanied by laughter from the rest of the SAS patrol. But when the PCs ask them why they're willing to help, they'll all get more serious. "Well, that's plain enough. They've got one of our mates in there, see? And we're gonna bring him out."

Reliable Sources: The Australians have been watching the village from various points for several hours and waiting for an opportunity to make their move. Based on their observations, they will be able to provide the PCs with some additional information.

First, there aren't 20 deserters in the villages. It's more like 40. Also, they aren't all deserters, strange as that sounds. A small GRU (Soviet military intelligence) detachment is travelling with them. Since the deserters are moving back to the Soviet Union anyway, the GRU officers have decided to accompany them and offer them amnesty in return for protection.

The GRU detachment is holding the Australian SAS man prisoner.

Next, the minefields. There are two per side, not three. They are not evenly spaced, but they are each about 30 meters long and about half that in depth. How can they tell?

"It's as plain as the nose on your face, sport. Look down there at the base of the wall. See those patches of real tall grass? Those are your minefields. You wouldn't catch *me* pushing a lawn mower over a live minefield."

Finally, guards. Two guards are posted in each of towers one and four, with one additional guard each in towers two and six. There also appears to be a guard on the roof of the police station.

It's now up to the PCs to plan their assault. The SAS troops will go along with most plans, and the referee can use them to offer helpful tactical advice. The SAS men are interested in recovering their missing member, but since there is obviously going to be a serious fight here, they feel they owe it to the Americans and their villager allies to fight it through with them.

MAP DESCRIPTION

A. Horse Corral: About 30 horses are penned in here—all the draught animals and riding horses the village owns. They will be nervous because of the unaccustomed commotion and the obvious tension among their masters, and will spook or stampede easily.

B. One-Story Brick Building: A shop or residence, now deserted. On a 1D6 roll of 1, a drunken deserter is sleeping in the building.

C. Two-Story Brick Building: An apartment building, sometimes with a shop on the first floor. It's deserted. On a 1D6 roll of 1, a drunken deserter is asleep in the building.

D. School: This is a large, brick, two-story building with a lot of windows. Many of the Soviet deserters are using this as quarters. Ten are asleep, and 10 others are drinking and listening to music. Four of the village women are held prisoner here as well.

E. City Hall: This is a two-story concrete building with broad steps leading up to the double front doors. Most of the surviving villagers (about 200) are held prisoner in the basement of the city hall. Two armed soldiers are awake on the main floor as guards.

F. Police Station: This is a three-story concrete building. The GRU detachment is quartered here, and the Australian SAS man is held in a cell in the basement. Two officers and two enlisted men are asleep on the second floor, and one private is on guard on the roof.

G. Warehouse: The village's produce and trade goods are kept here in this large, two-story brick building. It has been looted, and much of the food has been ruined by drunken deserters.

H. Village Square: This is a cobblestone plaza in the center of town with a small fountain. The fountain has been knocked over by a five-ton truck. Two five-ton trucks, one 2.5-ton truck, one three-quarter-ton truck, and one UAZ-469 are parked at random angles in the plaza.

I. Church: The large brick and stone church has windows along each side, but they are so high up off the floor that it is difficult to see out. The steeple is the tallest point in the village. No one is in the church at the present.

J. Rectory: The living quarters of the village's priest are deserted.

K. Mayor's House: The sergeant leading the deserters is asleep here.

L. Village Wall: This wall is about six meters thick at the base and about half that at the top. It is made of stone, rubble, and piled-up dirt. There is a low breastwork around the outside top with a two-meter-wide firing step behind it. Seven timber guard towers (labeled T1 to T7) are scattered along the wall, each one about six meters tall, with the outside face protected by sandbags.

M. Tall Grass: Each patch of tall grass covers an antipersonnel minefield with a density of one mine per grid square.

REFEREEING THE ATTACK

Although the odds may seem intimidating, the PCs and their allies have everything on their side except for numbers. They are probably better equipped, have the benefit of surprise, are concentrated, and are probably better fighters.

Unless they make a terrible blunder or suffer extraordinarily bad luck, the trick to this attack will not be winning but rather will be to do so with minimum casualties.

The first part of the attack will involve crossing the wall. PCs and/or SAS troops may attempt to sneak up and silence a guard. They will have to crawl forward and make a task roll (AVG: RCN) in each grid square they enter to avoid detection. Each level they climb will require an additional roll, and rolls made in the

same grid square as the guard become DIF: RCN. If the guard detects them, he will fire a warning shot to alert the other guards, and surprise will be lost. Otherwise, he can be silenced using body or melee combat attacks.

The PCs can move cautiously through the streets at the walking movement rate, again rolling AVG: RCN to avoid detection if a soldier is in a position to see them.

Once the alert is sounded and gunfire begins, soldiers will begin waking up, and those who are already awake will grab their weapons. When the alert is sounded, the referee secretly rolls 1D6, the result being the number of complete combat turns that pass before the soldiers who are awake at the school realize what is happening, arm themselves, and shout to the sleeping soldiers to wake up. At the end of that time, the soldiers at the school will begin firing from the windows at any visible troops. If they do not see any, they will run from the building in the direction of their vehicles in the plaza.

At the same time that he rolls for the school soldiers, the referee should roll a separate 1D6 for the GRU detachment at the police station, the result being the number of turns it takes for them to wake up, arm themselves, and begin moving. They will move to the roof (after posting a guard at the front door), go into the plaza to rally troops, or take whatever other action the referee deems appropriate.

After the already awake school soldiers are fully armed, the referee begins rolling 1D6 at the beginning of each combat turn, the result being the number of additional sleeping soldiers in the school who become available. This continues until all the soldiers in the school are awake and armed. Each waking batch of soldiers will either fire out of windows or run after the other soldiers toward the plaza, at the referee's option. In any event a good deal of random automatic weapons fire will probably be directed at shadows and dark alleys.

Eight soldiers sleeping in scattered buildings throughout the village will begin waking up at the rate of one per combat turn, beginning at the same time that the school soldiers wake up. The referee may roll a die to randomly place these men, or he can arbitrarily place them. In all likelihood the men closest to the firing will wake up first.

The soldiers awake and on guard duty will be ready to move as soon as the alert sounds. Where two men are posted together, one will remain at the post while the other goes to "find out what's going on." If only one man is at a post, he will probably remain there, at the referee's option.

Sergeant Bolukov (leader of the deserters) is at the mayor's house. He will wake up, arm himself, and begin moving six full combat turns after the alert sounds.

NPCS SAS Patrol

- One Elite NPC with an M16A2, and two each of smoke and frag grenades.

- Three Elite NPCs with Sterlings, and two each of smoke and frag grenades.

Villagers

- One Experienced NPC with a Tokarev (two magazines).

- One Novice NPC with a double-barrelled shotgun (six cartridges).

- One Novice NPC with a .22 automatic (one magazine).

- One Novice NPC with a knife.

- One Novice NPC with a spear.

- One Novice NPC with a club.

(The PCs may, of course, loan any extra weapons they have to these NPCs.)

Deserters In Guard Towers

- Six Experienced NPCs with AK-74s.

Deserters In City Hall

- One Experienced NPC with an AKR.

- One Veteran NPC with an AK-74.

Drunken School Deserters

- Eight Novice NPCs with AK-74s.

- One Novice NPC with an RPK-74.

- One Veteran NPC with an SVD sniper rifle.

Sleeping School Deserters

- Six Novice NPCs with AK-74s.

- Two Novice NPCs with AKRs.

- One Novice NPC with a PK machinegun.

- One Novice NPC with a Makarov.

Sleeping Town Deserters

- Eight Novice NPCs with AK-74s.

Sergeant Bolukov

- An Elite NPC with a Tokarev.

Bolukov is the leader of the deserters by virtue of his strength, fighting skills, and homicidal nature.

Once the fighting begins, he will rally the deserters to overcome the attackers or fight their way out. If Shumilov argues with him, Bolukov will probably try to kill him.

NPC Motivation Results: *Club King:* Brutal. *Spade Queen:* Ruthless.

GRU Detachment

- One Experienced NPC with an SVD and two frag grenades.

- Two Experienced NPCs with AKRs and two frag grenades.

- One Experienced NPC with a Makarov and one frag grenade.

Major Shumilov

- A Veteran NPC with a Makarov and an AKR.

Shumilov is a major in the Soviet GRU.

Although the SAS prisoner has thus far revealed nothing of importance, the fact that an Australian commando has been captured is important enough to provide Major Shumilov with an excuse for leaving Poland to report to Moscow.

If he can make it home in one piece and hang onto the Australian prisoner, then Major Shumilov will be a hero once he reaches Moscow.

NPC Motivation Results: *Diamond King:* Selfish. *Club 5:* Aggressive.

Scan courtesy of Deathwind