

Rook's Gambit



Series Module TM

TWILIGHT: 2000



Game Designers' Workshop

Rook's Gambit

A Twilight: 2000 Series™ Module

Contents:

Rook's Gambit	1
Introduction	2
Learning About Chilikov's Plot	3
The Device	3
Delivering the Device	3
Getting to Malbork	4
Major NPCs	6
The City of Malbork	11
Marienburg (Malbork Castle)	14
Malbork Airbase	20
The Scud	21
Malbork's Environs	22
Factions	24
Completing the Mission	26
Getting Back to Bremerhaven	27
Rewards	27
What Next?	27
Acknowledgments	27
Image Credits	28

Credits

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Rook's Gambit

It looked more like an oversized pressure cooker than a bomb. We were looking at a black-and-white photograph of an American-made MADM- Medium Atomic Demolition Munition- and the DIA briefer explained that it'd gone missing somewhere in northern Poland. The kicker is that the DIA put it there themselves! Now they're worried that it's fallen into the wrong hands. They want us to find it and bring it back. "Here's a grainy photo and a Geiger counter. Good luck!" If we don't complete this mission, it's going to be damn near impossible for us- hell, for anyone here in Bremerhaven- to get back home. It's a dirty job, but somebody's got to do it; I guess that 'somebody' is going to be us...

INTRODUCTION

This adventure module is set in Northern Poland in the autumn of 2000, and is designed to coincide with the strategic overview and events presented in GDW's [Going Home](#) adventure module. Knowledge of [Going Home](#) and GDW's original Poland Trilogy ([Free City of Krakow](#), [Pirates of the Vistula](#), and [Ruins of Warsaw](#)) is helpful, but not necessary to running Rook's Gambit. Rook's Gambit gives the player characters (PCs) a high stakes mission to save an American army, and quite likely the rest of Central Europe, from a fresh wave of nuclear destruction.

The commander of the Soviet Baltic Front, Field Marshall Anton Chilikov, has somehow acquired an American Medium Atomic Demolition Munition (the MADM, also known as a nuclear landmine) and he plans to use it on the American forces gathering for evacuation from Europe at the German port city of Bremerhaven. The MADM was smuggled into northern Poland by a DIA direct action team at the tail end of German Third Army's summer 2000 offensive, as a last-ditch contingency to disrupt the unexpectedly successful Warsaw Pact counteroffensive. The primary target for that mission was Soviet Baltic Front HQ, located in the small city of Malbork, Poland. Exactly how Chilikov got his hands on the MADM is a mystery, but no one has seen or heard from the DIA delivery team since early August. Chilikov's headquarters is located in Marienburg Castle, a massive, red brick Teutonic Crusader Castle on the outskirts of Malbork. Soviet Baltic Front (a Soviet 'front' is roughly equivalent to a NATO army group) exists only on paper. In reality, he has little

direct control over the Soviet and PACT forces under his nominal command. By the same token, the Soviet High Command (Stavka) has very little direct control over Chilikov.

Chilikov believes that Operation Omega (see [Going Home](#) for a more thorough overview), the plan to evacuate all MilGov-loyal U.S. military forces from Central Europe by sea, is a ruse and that the American "evacuation" fleet's real mission is to launch a massive surprise amphibious assault on Poland's Baltic coast. Given the paper tiger nature of his Front command, Chilikov knows that he will be unable to stop such an invasion with the meager conventional forces at his disposal. He intends to use the MADM that he's just acquired against the anchorage at Bremerhaven, destroying the bulk of the fleet before it can leave port. This nuclear strike will certainly provoke a strong response in kind, threatening not only Malbork but the rest of northern Poland. The war is winding down but Chilikov's paranoid plan could unleash a new wave of fiery nuclear destruction across Europe and possibly even beyond.

PLAYERS SHOULD NOT READ BEYOND THIS POINT.

LEARNING ABOUT CHILIKOV'S PLOT

There are several ways that the PCs can learn about the MADM and Chilikov's plot. If the PCs have already made it to Bremerhaven, they are approached by a DIA recruiter and charged with the mission to locate and recover the MADM. For completing the mission, they will be offered a first class ticket home (wherever home might be), a monetary reward, and an official pardon for any unlawful activities that the PCs might have engaged in while they were separated from their parent command (for example, desertion). The DIA has several options for getting the team close to Malbork- by land, sea, or air; exactly how close is up to the referee. Alternately, if the PCs are still trapped behind enemy lines in Poland in the autumn of 2000, they can learn about Chilikov's plot from any number of sources: DIA field agent Adam Zalewski, Soviet Major General Zolnerowich, Polish Cavalry Colonel Manfred Cholowa, or Professor Piotr Ślusarski (see the Major Non-player Characters section starting on p. 6 for each man's background and motivations). This source will also inform them of Operation Omega and the evacuation of U.S. forces from Europe (scheduled for November 15th, 2000), if the PCs don't already know about it.



Above: Case (left) and internal components of the W45.

THE DEVICE

Chilikov's trump card is an American W45 Medium Atomic Demolition Munition (MADM), with a 15 kiloton explosive yield. It was designed to be employed as a sort of nuclear landmine, or deployed by Special Forces to demolish key terrain features like bridges, dams, tunnels, and mountain passes, in order to slow any Soviet invasion of Western Europe. The MADM is kept near Chilikov's private chambers in the High Castle of Marienburg, guarded at all times by at least one elite Spetznaz trooper. Activating the bomb's

time-delay trigger is a fairly simple procedure; modifying it for aerial delivery, however, requires a very specific and highly-developed skill set (see the entry for NPC Piotr Ślusarski on p. 9).



Above: The code-decoder/firing unit (left) and the packing container for the MADM. The entire unit weighs about 400lbs (181 kg.).

DELIVERING THE DEVICE

For delivering the MADM to Bremerhaven, Chilikov has several options. He currently possesses the capability of delivering the weapon by land, sea, or air. All of these options will rely heavily on the Spetznaz detachment attached to his Soviet Baltic Front.

Chilikov's Spetznaz has access to captured American uniforms and vehicles. Posing as a group of American stragglers, the Soviet commandos might be able to infiltrate Bremerhaven mixed in among the disorganized throngs of American troops currently converging on the evacuation center from points all over Central Europe. Bluffing (or fighting) their way through the various checkpoints between the front lines with the MADM will be difficult, but not impossible, for these experienced Soviet commandos.

Similarly, Chilikov could order his commandos to deliver the MADM by boat, but, with the multiple naval vessels defending the evacuation fleet, the chances of interception are high. This is Chilikov's least favored option.

There is a badly damaged Polish Air Force airfield just to the east of Malbork. The airfield is currently home to several functional aircraft (see the *Malbork Airfield* entry on p. 20 for details) and one of the runways has been repaired enough to be useable. If the MADM could be modified to act as an aerial bomb, one of these aircraft could be used to drop it on the anchorage at Bremerhaven. This is a very risky option, being as the anchorage boasts relatively robust air defenses.

Chilikov's fourth option, and his preferred one, is to modify the MADM to function as a missile warhead. Chilikov has access to a SCUD D tactical missile and its MAZ-543 8x8 wheeled mobile launcher. If he can successfully modify the MADM to serve as the SCUD's warhead, he can strike Bremerhaven from a distance with much less chance of interception. Chilikov would have to launch the SCUD missile at the very edge of its maximum range (700 km) in order to hit Bremerhaven directly from Malbork, and the field marshal wants to hedge against a counterstrike on his own power base. So, he plans to use his Spetznaz to escort the launcher to a point 50-100 kilometers west of his HQ before delivering the decisive strike. Chilikov believes that by destroying the bulk of the American forces currently gathered in Bremerhaven, he will have single-handedly won the war in Europe for the Soviet Union.

If any of these options are removed from the table- for example, if the PCs destroy the SCUD or the aircraft at Malbork airfield- Chilikov will attempt to carry out the next best option. As long as he has control of the MADM, and it is operational, he intends to use it.

Referee's Notes: If you'd like this adventure to have the feel of a race-against-time chase, the Spetznaz can already be heading to Bremerhaven with the MADM when the adventure begins. In this case, it will be up to the PCs to track down the Spetznaz team and stop them. If you'd prefer the adventure to have more of a caper feel, it is recommended that you make penetrating Marienburg castle and stealing the MADM the focus. The adventure can also be broken down into a series of interrelated quests- for example, finding and destroying the Scud, grounding Chilikov's air force, and rescuing Chilikov's hostages, etc. -with the overarching goal of capturing the MADM and returning it to Bremerhaven.

GETTING TO MALBORK

Half the fun is getting there. What follows are three independent opening vignettes that the GM may choose to use to deliver the player characters to the vicinity of Malbork, Poland.

A. Baltic Sea, approaching the Gulf of Danzig

"They're definitely shadowing us," the boat captain reports. The Deutsche Marine (formerly Bundesmarine) Kapitänleutnant lowers his powerful Zeiss naval binoculars, his fair eyes squinting against the glare coming off of the glassy, undulating surface of the Baltic Sea. His full, dirty blond beard makes him look older than his twenty-five years.

"No ensign. It's not a naval vessel; could be pirates," he continues. His English is impeccable.

The Furchtlos (Fearless) has been at sea for over 24 hours, on the outbound leg of a planned round trip from Lübeck, Germany to an as-yet undetermined point somewhere on the Polish coast between Gdansk and Elblag. The sea is calmer today than when the Furchtlos left port, but, for most of the passengers, seasickness lingers. The only thing that belies the small coastal trawler's current role is the M2HB mounted on an tripod on a slightly raised platform in the ship's bows. At the moment, the heavy machinegun is covered with an oilcloth tarp.

The boat captain raises the binoculars again. "They are on an intercept course, closing. I see one... two heavy machineguns- one on top of the bridge, the other amidships. They've got us outgunned." He turns to the passengers presently sharing the flying bridge, "We can try to outrun them, but we do not have the fuel for a long chase... unless we are willing to abort the mission. You must choose. Fight or flight?"

Referee's Notes: The coastline between Gdansk and Elblag is about 20km, as the crow flies, from Malbork. Option A allows the GM to start the campaign with a chase or battle scene. The pirate vessel in the narrative is slightly larger and faster than the *Furchtlos* and is armed with one DShK heavy machinegun on an anti-aircraft tripod mount located on a slightly elevated platform amidships and a PKM general purpose machinegun on a post and pintle mount atop the bridge aft. The crew consists of 15 veteran Russian marauders armed with small arms. They will fire a warning burst across the *Furchtlos'* bows and then attempt to board. If the *Furchtlos*

attempts to flee or fight, the pirate vessel will take it under fire with its machineguns, attempting to disable it. The pirates will fight until half of their number is killed or wounded, at which point they will beat a hasty retreat. If the players pursue them, they will continue to fight back until 3/4 of their number is killed or wounded. At that point, the pirates will ask for quarter. The pirates are based out of the port town of Pionersky, in the Kaliningrad Oblast (See the Factions section starting on p. 24 for further details).



B. Somewhere Above Northern Poland

The former LSK (East German Air Force) AN-26ST slipped and shuddered, its left wing peppered with shrapnel, its port side engine spitting flames, the prop idling down. The flight plan had been carefully designed to avoid any known PACT cantonments, but it simply couldn't factor in plain dumb luck. 30 minutes from the primary drop zone, it struck.

An unnaturally vigilant Polish motor rifleman, a recalled reservist from Bialystok, armed and ready with an increasingly rare SA-7 shoulder-launched SAM, had heard the approaching Curl and taken his shot, right up its proverbial tailpipe. The first the crew knew of the missile was when its 1.15kg fragmentation warhead exploded a few meters behind the Curl's port engine, shredding it and a good portion of the surrounding wing. Two minutes after the initial flash and jolt, the flight crew is struggling to maintain control of the elderly, Soviet-made medium transport, a finicky aircraft at the best of times, downright unmanageable at present. The wounded Curl is threatening to enter a fatal roll, and losing altitude with each passing second.

The USAF/DIA loadmaster, a compact, impressively bearded man, staggers aft down the pitching cargo bay towards the controls for the loading ramp and shouts above the tortured roar of the starboard

engine, straining to pick up the slack left by its disabled counterpart,

"Engine's trashed! We're goin' down! You've got to go NOW! Up and out! Let's go! Move, move, MOVE!"

The passengers rise from their canting seats with some difficulty and shuffle towards the lowering ramp, an eerie orange glow flickering through the suddenly very windy cargo bay. They jump, one after the other, away from the flaming trail spewing forth from the destroyed engine, falling into the preternatural darkness that envelops the Polish countryside...

Referee's Notes: Option B allows the GM to deposit the players just about anywhere in Northern Poland between Koszalin and Malbork. The players will have to explore their immediate surrounding in order to find out where they are, and then make their way as quickly as possible to Malbork.



C. Zamek Dybowski 'Special Prisoners Camp', on the outskirts of Torun, Poland

The guards rarely enter the yard. They usually keep to the walkways atop the thick, red brick walls of the rundown medieval fortress, safely above the misery and filth that permeate the open-air expanse of the rectangular prisoner-holding area.

Four guards, armed only with truncheons, exit the gatehouse and bully their way through the mass of NATO prisoners, huddled against the autumn cold. Comrades with Kalashnikovs keep a close watch on the procession from the walls above, supported by light machineguns atop two of the corner towers. Any attempt by the inmates to take hostages will meet with a hail of automatic fire, cutting down friend and foe alike. The guards select one prisoner from among the masses and escort him through a narrow gap in the rolls of concertina that restrict courtyard access to the

gatehouse. The prisoner is led to a small, dark room, furnished only with a table and two chairs. A small, ethanol-burning space heater produces a warm glow in the corner. A Soviet staff officer in a clean, pressed uniform rises from his chair and offers the prisoner the one opposite, on the other side of the table. He sits as the prisoner does so. The Red Army major's English is correct, if thickly accented.

"Good morning. My name is Major Lagunov. I wish to offer you an opportunity to leave this place, to serve your country, and to end this war."

Referee's Notes: Option C gives the player characters an *entrée* to meeting with Major General Mikhail Zolnerowich, the commander of the Soviet 43rd cavalry division, and a man opposed to Chilikov's scheme (see the Notable NPCs section for details). Assuming they accept Major Lagunov's offer, the players will be transported from Torun to Grudziadz by boat, where Zolnerowich will brief them and offer them the mission of eliminating Chilikov. Grudziadz is located on the Vistula, about 64km, as the crow flies, from Malbork.



Above: Coat of Arms of the Soviet Union

MAJOR NON-PLAYER CHARACTERS

The following section describes important non-player characters (NPCs) that the player characters may encounter over the course of the adventure. Some are potential adversaries, others potential allies. The

GM is encouraged to pick and choose the NPCs that best facilitate the adventure, and/or modify these profiles to better suit the needs of the campaign. These NPCs can be adapted for other Twilight 2000 adventures.

FIELD MARSHAL ANTON CHILIKOV, Commander, Soviet Baltic Front

NPC Motivation: Clubs Queen (Stubborn); Spades 7 (Moderately Ambitious)

Chilikov began the war on the staff of a Soviet corps commander in Manchuria, serving in that capacity ably but without distinction. In China, Chilikov personally witnessed the aftermath of tactical nuclear strikes on field armies and cities. The experience hardened him. When war broke out in Europe, Chilikov's unit was transferred to the western front. Once again, he carried out his staff duties competently, if unspectacularly. The one big thing going for him was the glowing reports of the corps political officer. Attrition of Soviet field commanders resulted in Chilikov being placed in direct field command of a motor rifles division. Similar twists of fate resulted in Chilikov "failing upwards", eventually reaching Corps, Army, and, by November of 2000, Soviet Front command.

As the war progressed, Chilikov has grown increasingly paranoid. He doesn't understand why his Front's constituent Red Army units are so few and so weak. He doesn't trust his subordinate commanders in the Polish 1st Army. The field marshal is always accompanied by Spetznaz bodyguards and he rarely leaves the castle walls.

He's convinced that the Stavka is looking for an excuse to relieve him of his command and ship him off to the gulag. Chilikov realizes that his grip on northern Poland is tenuous at best, and he sees existential threats around every corner. He wants to surprise his superiors and show them that they picked the right man for the job, and he's willing to take an enormous risk (i.e. nuking Bremerhaven) in order to do so.

Chilikov's Frontal HQ staff is large but not particularly busy. Only a handful of his staff officers feel a strong sense of personal loyalty to Chilikov, but they all fear him or, more accurately, his Spetznaz enforcers. Most of his staff knows about the MADM. It's quite possible that reports of its presence have been leaked over a few pints at a local pub, or during pillow talk at the

local brothel. See the Factions section starting on p. 24 for a detailed breakdown of Soviet Baltic Front HQ.

MAJOR SAMBOR UMAROV, Commander of the 27th Spetznaz Brigade

NPC Motivation: Clubs Jack (Brutal), Hearts Nine (Loyal)

Umarov is a not overly ambitious. His motivation is wreaking havoc. He cares little for power or wealth- he just wants to watch the world burn. He has no interest in taking Chilikov's throne. He's content to act as the field marshal's attack dog, and enjoys Chilikov's praise and a comfortable lifestyle in Malbork castle in return for his loyal service. Umarov's "Brigade" consists of 30 men, himself included. It used to be much larger, but attrition and a lack of properly-trained replacements have resulted in its current, severely downsized TOE. All of his men are Elite or Veteran NPCs with high or above average attribute + skill level scores in Small Arms (Rifle), Unarmed Martial Arts, Armed Martial Arts, Grenade Launcher, Stealth, Observation, Survival, and Disguise. They are well equipped with the Soviet Union's latest and greatest infantry weapons and equipment. The Spetznaz are relentless and will follow Umarov's orders without question.

Referee's Notes: Umarov is tenacious and utterly ruthless. He will hunt the PCs down until he is killed. He will never surrender, although he will run away if it means that he'll be able to fight another day. He cannot be reasoned with. You might consider adjusting the number of Spetznaz in Umarov's command to increase or decrease the challenge of facing them, based on the number and skill levels of the PCs. See the Factions section starting on p. 24 for a detailed breakdown of the 27th Spetznaz Brigade.

ADAM ZALEWSKI, DIA Field Agent

NPC Motivation: Spades King (Deceitful), Diamonds 9 (Selfish)

Zalewski's real name is Adam Jordan, a Polish-American DIA field agent code-named 'Prelate' (Bishop). Zalewski's been living in Poland for ten years, residing in Malbork for the last a year and a half, posing as an amber merchant. In this capacity, he travels freely throughout the region, sometimes accompanied by a pair of paid Polish bodyguards, Winsenty and Juliusz (veteran NPCs). They do not know his true identity, only that he is not what he seems. He pays them well, so they don't ask

questions. As a moderately successful local businessman, Zalewski has contacts in Malbork's small underworld.

Zalweski periodically travels north to the coast, ostensibly on business, but in reality to rendezvous with a coastal fishing vessel operated by the DIA. This is how information is transmitted back and forth between Malbork and Bremerhaven. Feeling unappreciated and hung out to dry by the agency, Zalewski is considering turning coats and selling his services to Field Marshal Chilikov.

Referee's Notes: If the players have been tasked with the mission of neutralizing the MADM by the DIA, they will have been instructed to link up with 'Prelate' near the abandoned farming village of Lubiszynek Pierwszy. If they insert amphibiously, Zalewski will be there to meet them on the beach. If they parachute in, he will be marking the drop zone. If the players have not yet been contacted by the DIA, Zalewski will seek them out in or near Malbork and attempt to recruit them. Zalewski is armed with a silenced Makarov pistol which he keeps concealed until needed.

Zalewski is playing all the angles. He feels underappreciated and poorly compensated by the DIA. He wants to make the best deal possible for himself- one that will secure his future, guarantee a comfortable lifestyle, and stroke his ego. If this means turning his back on the DIA and his country, and aligning himself with Chilikov, he will do so. Zalewski wants to know the player characters' plans before making his decision. Consequently, he'll question them at length about the particulars of their mission and intentions. If Zalewski feels like the players characters' plans endanger his own safety and wellbeing, he will betray them. Furthermore, if the player characters display competence but don't make Zalewski feel like a valued, integral part of their operation, he will betray them. It is recommended that the GM use Zalewski to put the player characters in touch with some of the other notable, potentially helpful personages in Malbork before pursuing the betrayal angle.

COLONEL MANFRED CHOLEWA, Commander of Polish 19th Cavalry Division (500 men)

NPC Motivation: Heart Jack (Wise); Spades six (Moderately ambitious)

Colonel Cholewa is sick and tired of war. He's grown quite attached to his current billing in Malbork and feels quite paternal when it comes to its inhabitants'

safety and wellbeing. He loathes Chilikov but fears the Soviet field marshal's Spetznaz enforcers. He's heard rumors about the MADM from a contact inside Chilikov's headquarters and fears that its presence there will spell the destruction of his adopted home. Cholewa doesn't think that his 19th CD is strong enough to oust Chilikov from his medieval redoubt on its own, not without sustaining heavy casualties in the process, at least. Within reason, he will help anyone who has a solid plan to take down Chilikov and Soviet Baltic Front HQ, and take the MADM far away from Malbork. With Chilikov out of the way, Colonel Cholewa plans to declare Malbork a free city and transform his 500 Polish cavalry troopers into the cadre of the newly independent city's self-defense force. Cholewa trusts most of his men but he has so far been very cautious with whom he shares his hopes and fears. He worries that his own command has been infiltrated by Chilikov's informers. Col. Cholewa is very interested in recruiting a cat's paw to help rid him of Soviet Baltic Front headquarters; he's subtly instructed his officers to be on the lookout for suitable "talent" (i.e. the player characters). Although the colonel lost about 100 men fighting the Americans during their summer 2000 offensive, he doesn't hold a grudge against them- that's war is his outlook.

Referee's Notes: The PCs might be asked to earn Cholewa's trust before he will actively cooperate in removing Chilikov's HQ from Malbork. He will task them to clear out a nearby area of a troublesome group of marauders (see the entries for NPC Jerzy Janosik on p. 11, and Elblag on p. 23), or he may give them a more difficult challenge, like wiping out a Spetznaz squad, to determine their suitability and trustworthiness. See the Factions section starting on p. 24 for a detailed breakdown of the Polish 19th Cavalry Division.

MAJR GENERAL MIKHAIL ZOLNEROWICH,
Commander of the Soviet 43rd Cavalry Division
(1,800 men)

NCP Motivation: Hearts Queen (Loving); Hearts six (Moderately sociable)

Zolnerowich loves his men and they love him. His Soviet 43rd Cavalry Division is currently settling into ad hoc winter cantonment in Grudziadz, Poland. Zolnerowich is still nominally loyal to the Stavka but is increasingly unwilling to undertake offensive operations. His main concern is the health and wellbeing of his men. He doesn't want to waste more young lives fighting over the bombed out carcass of Poland, especially being as he's recently learned

about the U.S. MilGov's plan to evacuate the bulk of its forces from Northwest Europe. Field Marshal Chilikov has recently sent orders demanding that Zolnerowich place several battalions of 43rd CD troopers under direct Baltic Front control for operations in northern Poland. Zolnerowich has so far ignored those orders; he has no intention of complying with Chilikov's manpower demands. Zolnerowich knows full well what happens to commanders who disobey Chilikov. The Field Marshal's Spetznaz detachment has already made quite a reputation for itself in bringing recalcitrant field officers back into line (or necessitating their immediate replacement). That said, Zolnerowich doesn't fear Chilikov; up until quite recently, he's felt relatively safe and secure holed up in Grudziadz.

As a conscientious leader willing to share his men's hardships, Zolnerowich commands his soldiers' respect and adoration. He's also earned the grudging respect and cooperation of Grudziadz's civilian population and the local ORMO militia by working hard to assure that his troops behave like guests instead of occupiers. Zolnerowich briefly entertained the notion of marching on Malbork and removing Chilikov from power but, in the interest of avoiding unnecessary bloodshed, decided instead to remain cloistered in his ersatz Polish bastion come springtime. This status quo was blown apart when Zolnerowich received an ominous package from Chilikov- an envelope containing a photograph of an American nuclear demolition charge (the MADM) posed next to a very recent edition of the Baltic Front-issued Red Star newspaper. The threat is clear: March on Malbork and be destroyed. Disobey orders and risk the destruction not only of your entire command, but of its current host city as well. Chilikov may be bluffing (he is) but Zolnerowich can't afford to ignore the threat.

Zolnerowich will attempt to enlist the player characters in an effort to overthrow Chilikov and remove the MADM from play. He will offer supplies- as much as the party can carry- and papers granting safe passage through Soviet controlled lines (however, these safe conduct passes won't be particularly helpful until Chilikov is removed from the picture). As Zolnerowich has recently negotiated a cease-fire with the 2nd Polish Free Legion partisans operating just west of Grudziadz, the pass should help get the PCs past them as well (see the NPC entry for Major Wojciech Anders on p. 10 for details).

Referee's Notes: Zolnerowich doesn't care if the player characters are still loyal to NATO or if they

consider themselves freelancers. If they're willing to help him take out Chilikov, he will accept their assistance and support them to the full extent that he is able, short of risking his own troops. As Chilikov explains, "My men are conscripts, not commandos." In addition to the safe conduct passes and small arms, Zolnerowich can provide the player characters with transportation, either soft-skinned and/or light armored vehicles, or a boat.



PROFESSOR PIOTR ŚLUSARSKI, scientist, mechanical engineer, Malbork Rada member

NPC Motivation: Diamond Jack (Cowardly); Hearts Eight (Loyal)

Ślusarski was a university professor before the war. Too old (he's 49) and near-sighted to be conscripted into the Polish armed forces, he bunkered down at his home in Gdansk, until the war came to his city and made him a refugee. He fled Gdansk and eventually settled in Malbork, where he was serving on the town council when Soviet Baltic Front HQ moved into the castle next door. Professor Ślusarski's particular skill set is pivotal to two of three of Chilikov's options for delivering the NDC to Bremerhaven. He is the only man- that Chilikov knows of, at least- within reach that has the technical knowledge and ability to modify the MADM to act as a missile warhead or an air-droppable bomb. Without him, Chilikov will have no choice but to use his Spetznaz to infiltrate Bremerhaven with the bomb and detonate it as it was originally designed to be, a most risky endeavor.

Ślusarski is the only civilian, and the only Pole, with direct access to the MADM, but Chilikov doesn't trust him. The field marshal fears that the professor will sabotage the bomb, rendering it completely inert, thereby turning his plans to dust. Although Ślusarski is currently allowed to move freely around Malbork proper (usually under fairly amateurish surveillance), his wife and twelve-year-old daughter are being held

hostage in Malbork castle to assure the scientist's cooperation. They will not be released until Bremerhaven's port facilities have been replaced by a smoking, radioactive crater. Ślusarski will comply with all of Chilikov's directives unless and until his family is safely out of the field marshal's clutches. The professor's ultimate loyalty is to his family.

Referees Notes: At your discretion, Ślusarski's job could already be done by the time the PCs arrive on the scene in Malbork, or he could have yet to complete the modifications to the MADM. The PCs might want to try to rescue Ślusarski's family, allowing him to flee Malbork, or perhaps deprive the field marshal of the Polish scientist's expertise by assassinating him. Keep in mind that, with Ślusarski out of the picture and the MADM unmodified, Chilikov can still deliver the bomb, but this will make doing so more difficult. However, Ślusarski is capable of rendering the MADM completely inert, effectively completing the PCs' mission (as far as the DIA is concerned) without them taking control of the bomb or eliminating Chilikov. Once again, he will only do this if the safety of his family is assured.

IRENA VOVCHANCHYN, Communications Officer, Soviet Baltic Front Headquarters

NPC Motivation: Hearts 6 (Loyalty); Spades 5 (Power)

A Ukrainian national, Irena has grown disillusioned with the war in general, and the Soviet military in particular. She's well aware of the persistent rumors of a separatist uprising in Ukraine and she wishes to join it. In her mind, her first loyalty is to her homeland. Irena has also heard the rumor going around Baltic Front HQ that Chilikov has an atomic bomb. As a member of the headquarters communications section, Irena sees quite a lot of the Field Marshal, and has consequently developed a very low opinion of him- to her, Chilikov is a chauvinist pig and a Russian jingoist, and she would not put using an atomic bomb past him. Like most right-minded people, Irena has no desire to see the war go nuclear again. Deserting will be difficult- she's more or less given up on that option for now. However, if there is some other way that she can help the Ukrainian separatist cause, she will. As a communications officer, Irena has nearly unlimited access to the Lower and Middle Castle grounds and knowledge of Red Army communications protocols from squad to frontal level. Like most headquarters personnel, Irena spends nearly all of her time on castle grounds, working, but she is occasionally granted a pass into town. When she can get outside

the castle walls, Irena visits *Kościół Św. Jana Chrzyciciela* (the Church of St. John the Baptist), just south of the castle, where she prays for the speedy liberation of her homeland.

Referee's Notes: Irena believes that anything that hurts the Soviet military will ultimately benefit the cause of the Ukrainian separatist movement. She is on the lookout for sympathetic parties. If she encounters a capable group with plans for disrupting Soviet Baltic Front operations (i.e. the player characters), she can easily be convinced to provide assistance, as long as doing so does not endanger her personal safety. This assistance will most likely be in the form of intelligence- radio frequencies, watch schedules, descriptions of the castle interior, etc. The player characters can encounter Irena at the church, or elsewhere in Malbork city. Alternatively, DEA field agent Adam Zalewski can put the two parties in contact with one another.

Irena has a natural aptitude for languages. She is fluent in Ukrainian, Russian, and Polish, and conversationally proficient in German and English.

MAJOR WOJCIECH ANDERS, Commander 2nd Polish Free Legion (150 regulars, 100 civilian guerillas)

NPC Motivation: Diamond King (Selfish); Spades 10 (Very ambitious)

A former Polish Air Force officer, early in the war, Anders defected and joined a pro-NATO partisan unit operating in west central Poland, the 2nd Polish Free Legion, of which he quickly became second in command. In the late summer of 2000, Anders usurped the acting commander, Major J.M. Sikorski, who fled south with about 50 of his men (including the surviving members of a U.S. Special Forces A-Team attached as trainers and advisors to the 2nd PFL) to link up with the 1st Polish Free Legion around Poznan. Anders is charismatic, ambitious, and increasingly ruthless. He currently controls a roughly rectangular swath of territory just west of the Vistula, bounded by the settlements of Czerk, Tuchola, Swiecie and Nowe (see the entries for these sites on p. 24 for details). Anders is no longer accepting orders or direction from NATO or the Polish Free Congress (headquartered in the city of Pila). At the moment, Anders is working solely for himself. His ultimate goal is to carve out his own personal fiefdom in west central Poland. If Anders learns of the MADM, he will attempt to gain control of it by any means necessary, knowing that its possession will make his

independence secure and instantly transform him into a major power player in the region.

Referee's Notes: If the PCs meet Anders after he learns of the MADM (or if they inform him of its existence), he will offer the PCs the job of capturing the device. Anders has sources in Grudziadz, and it's possible that he's already learned of the MADM from one of them. He doesn't care whether Chilikov lives or dies- Anders simply wants his own nuclear weapon. Anders will offer the PCs money, supplies, land, women (or men), power, or any combination thereof, for completing the job. If they decline his offer of employment, he will attempt to compel them (blackmail, hostage-taking, etc.) to do the job, by force if necessary. If the PCs attempt to flee or double-cross him, Anders will send the entire 2nd PFL after them. Likewise, if the PCs have secured the MADM by the time they run into Anders, he will attempt to buy and/or take it from them, employing his entire force, if necessary, in order to do so (see the entry for the 2nd PFL on p. 26 for details).

MAJOR M.J. SIKORSKI, former Commander 2nd Polish Free Legion (50 loyal partisans)

NPC Motivation: Clubs Queen (Stubborn); Hearts 8 (Loyal)

Sikorski is the former commander of the 2nd Polish PFL and an ardent supporter of the pro-western Polish Free Congress government currently based out of Pila. About six months prior to the events of Rook's Gambit, Sikorski was ousted by his second in command, Major W. Anders (formerly, Captain Anders), barely escaping the palace coup with his hide intact. He and about 50 loyal partisans are living off the land as they slowly make their way south to join up with 1st Polish Free Legion in Leszno, Poland. Sikorski is accompanied by the last surviving member of an American Special Forces A-Team sent to advise and support the 2nd PFL, Communications Sergeant Donald Farmer. Due to technical difficulties, Sikorski and his men are no longer in regular communications with NATO or the PFL. Sikorski's partisans are lightly equipped with small arms (assault rifles, light machineguns, and RPGs). Their heaviest support weapon is a single 60mm mortar.

Referee's Notes: Major Sikorski isn't particularly interested in helping the PCs take the MADM from Chilikov. He is, however, very interested in taking back command of the 2nd PFL, and will assist the PCs in any attempt to remove Major Anders from power. If Anders has somehow obtained the MADM,

Sikorski can be a valuable ally. He will not attempt to seize control of the MADM for himself, but will insist that it be turned over to the Polish Free Congress in Pila. If the PCs refuse to do so, Sikorski will deny them his support.

JERZY JANOSIK, bandit leader (20 armed irregulars)

NPC Motivation: Spade Ace (Charismatic), Hearts 8 (Fellowship)

Jerzy Janosik is actually Pawel Pokorny, a 33-year old Polish army deserter and the current leader of a small group of Polish bandits. The 'real' Jerzy Janosik was a 17th century Polish folk hero roughly analogous to England's Robin Hood. Like his legendary namesake, Janosik robs from the rich- in this case, Soviet and Polish troops, merchant caravans, and other marauder groups- and gives to the poor villagers in the area. Like Robin Hood, Janosik's right hand man is a defrocked priest who goes by *Zakonnik* (Friar) Jez. *Zakonnik* Jez is drunken lout. Janosik and his band of merry men have a hideout in a small forest approximately 10.5km northeast of Malbork, on the north bank of the Nogat. In keeping with the folk tradition, Janosik never mistreats or kills those who surrender. He is polite and merciful to his captives. *Zakonnik* Jez, on the other hand, can be rather belligerent and abusive to prisoners when he's drunk (which is most of the time).

Janosik's band of twenty or so followers (1/3 veteran, 1/3 experienced, 1/3 novice) moves around the nearby countryside, trading stolen goods with local villagers for food and shelter. The bandits are equipped with a mish-mash of military small arms and usually running low on ammunition, making due with what they can capture or steal. The Polish 19th Cavalry Division has been trying to catch Janosik for the past year-and-a-half but without much success. Col. Cholewa would likely accept an offer of assistance in eliminating the wily bandits.

Referee's Notes: Whether Jerzy Janosik knows who and what he really is is up to you. You may choose to play him as a madman who truly believes that he is the reincarnation of the legendary 17th century folk hero, or as a cagey opportunist who uses the legends surrounding the historical Jerzy Janosik to his advantage. Either way, Janosik can be persuaded to assist the player characters, as long as he is convinced that doing so will increase his status as a modern-day folk hero with the local population.

Below: Coat of arms of the city of Malbork, Poland.



THE CITY OF MALBORK

Malbork is located on the east bank of the Nogat River in the Żuławy region of northern Poland, about 14km east of the Vistula River and 32km south of the Gulf of Danzig. The city's population on the eve of WWII was approximately 35,000 souls. During the war, the population of the Malbork alternately expanded with refugees from nearby cities (primarily Gdansk and Elblag) and contracted as epidemic diseases, most notably typhus and cholera, swept through the crowded city. Possession of Malbork changed hands several times during the war, but the city was mostly bypassed and besieged by the various advancing armies, sparing it from heavy fighting.

As of November 2000, the population of Malbork hovers around 15,000 souls, making it the largest city in Pomerania. Most of Malbork's current residents are employed in agriculture and various small-scale cottage industries. The city trades farm produce, wool, and meat with small coastal communities to the north for fish (used as food and fertilizer) and salt. Civilians encountered in the area around the city will likely be farmers and/or shepherds. Like most of war-torn Poland, Malbork has a barter economy, but the Soviet garrison forces the citizens to take Red Army

scrip as payment for goods and service. This is resented by most of the populace, as the ersatz paper money has almost no value on the open market.

Rynek Miejski: The city has several permanent brick-and-mortar stores but most business is done in the *Rynek Miejski*, or main square open-air market. Some stalls are set up and open all week long, but many more spring up on market days- every Friday and Saturday. Almost anything not explicitly prohibited by the Soviet garrison can be bought and sold in the bazaar. Common items are almost always available from the market's permanent stalls. Rare and scarce items can usually be found on market days.

Forbidden items, like weapons and ammunition, won't be found in the marketplace. However, they can be acquired on Malbork's small but lively black market- for a price. Any streetwise, Polish-speaking character can find out where these underworld merchants do business by asking around on market days. Pawel Zalewski can also put the player characters in touch with his black market contacts. Prices on the black market are generally at least 25% higher than those quoted in the Twilight 2000 rulebook. In lieu of trade items, precious metals and gemstones are universally accepted forms of currency. Red Army scrip is accepted by a few legitimate merchants, but not at all on the city's black market.

Ratusz: Although Poland has been under martial law for nearly four years, the military is preoccupied with security, leaving most other aspects of city government to Malbork's small, civilian-run city council, or *Rada*. The *Rada* meets in the **Ratusz Staromiejski** (Old Town Hall) south of the castle. As the ranking representative of the Polish military government, Colonel Cholewa attends meetings when he can. All of the *Rada*'s decisions are subject to veto by Field Marshall Chilikov. It's five members (four men, including Professor Ślusarski, and one woman), all resent the Soviets' overbearing presence in Malbork and would be happy to see them leave town. None of the *Rada* members, however, are willing to risk their own lives in order to make that happen. The *Rada* controls a small police force made up of mostly overage, unarmed patrolmen, but security and law enforcement is primarily handled by the 19th CD.

Elbork Brewery: Before the war, Poland's largest brewery was located in Elbląg, a city of about 120,000 people, 28km northwest of Malbork. When that city was destroyed, some of the Elbląg Brewery's surviving staff, including one of its brewmasters, relocated to Malbork. They have painstakingly constructed a new brewery in their adopted city

("Elbork" is a contraction of Elbląg and Malbork), becoming the region's largest beer producer. Local farmers supply the brewery with wheat, hops, barley and other ingredients; they receive a percentage in beer as payment. The brewers sell the rest of the beer on the open market, supplying the city's drinking establishments. The Soviet garrison requires the brewery to pay a weekly tax in order to remain in operation. Of course, the brewers are unsatisfied with this arrangement, but they see no other choice but to comply. Weekly deliveries are made to the castle in a horse-drawn 1000 liter tanker-trailer.



Above: Malbork's Gothic train station as it appeared in 1990. This building is now home to Malbork's hippest nightclub.

Schron Przeciwatomowy: The 'Fallout Shelter' is Malbork's premier party spot, a bar and dance club housed in the Gothic train station. Unlike most private businesses in the city, *Schron Przeciwatomowy* has its own generator, used to power its impressive sound and lighting system. Friday and Saturday nights are *Schron Przeciwatomowy*'s busiest times. The club opens at sunset and usually doesn't close its doors until the wee hours. A D.J. in a booth atop a platform overlooking a large dance floor spins tunes- mostly

American pop and European techno- through the club's sound system while go-go dancers perform on elevated platforms scattered throughout the room. The old ticket counter serves as a bar. Smaller, private rooms (formerly offices) at the back of the building are available for private parties. *Schron Przeciwatomowy* is a good place to meet Malbork's underworld figures.

Legowisko: This small, dimly lit bar is much more traditional and low-key than *Schron Przeciwatomowy*. As such, it is the favorite meeting place of Malbork's small underworld community, but that doesn't make it particularly seedy or dangerous. As long as patrons don't get too rowdy, they won't find any trouble here. In English, the bar's name means "The Den".

Wieża Zajazd: (Tower Inn) A modest hotel situated near the landmark *Brama Garncarska w Malborku*, a freestanding medieval brick tower located a block south of the castle, about 125m east of the *Ratusz Staromiejski* (town hall). Rooms can be rented by the evening or by the hour. Soviet Baltic Front personnel sometimes take their local 'dates' here. The rooms are small and simply furnished, but clean and relatively comfortable. The proprietress of this establishment, Agata Budny, contracts with the Soviet garrison to provide it with laundry services. Laundry is washed on hotel grounds, and delivered back to the castle on a biweekly basis. Agata and her husband pick up and drops off the laundry in a large handcart.

Szpital Malborksi: A small hospital, run jointly by a handful of civilian doctors, nurses, and catholic clergy and lay people, treating mostly civilian and Polish military patients. The hospital has a generator that is kept running by donations of ethanol from the local population. The doctors have managed to produce simple antibiotics but these are usually in short supply as there is always need. To make matters worse, the Soviet HQ's medical detachment will often 'requisition' the hospital's medicines whenever it sees fit to do so. The hospital is usually busy, and always short staffed. Despite many challenges, the staff does whatever it can to help those in need. The hospital staff will treat wounded/injured/sick PCs, and can be trusted not to report them to the Soviet garrison.

22 Baza Lotnictwa: The Polish 19th Cavalry Division uses the former Polish Air Force complex, located 1km south of the castle, as its headquarters and barracks in the city. By 2000, nearly all Polish air force (and naval) forces have been absorbed by the army. A few surviving pilots and technicians are still

on staff at the airfield just outside the city. The commander of the 19th CD, Colonel Cholewa, keeps his office in the base's administration building. If the player characters are captured by the 19th CD, they will be brought here.



Kościół Św. Jana Chrzciciela: The Church of St. John the Baptist (seen above) is located just south of the castle, overlooking the Nogat. It is operated by the Sons of Divine Providence, a Roman Catholic charitable order. As well as attending to their ecclesiastical duties, members of the order volunteer at the hospital. Despite its close proximity to the Soviet Baltic Front Headquarters, because very few Soviet troops visit the church, it has become a meeting place for those who wish to avoid the attentions of the 'godless' occupiers.

Park Miejski: A large public park on the east bank of Nogat River, north of the castle. It used to be heavily wooded, but most of the trees have been cut down for fuel. During the war, the park was used as ad hoc cemetery. Victims of Typhus and Cholera were cremated here and their ashes buried in a communal pit grave. The Rada is trying to save the park's few remaining trees, but the local police force is too small to prevent desperate and determined individuals from chopping them down and carting off the wood, and the 19th CD has more important things to do.

Playing on the park's spooky reputation, a small gang of teenaged orphans, calling themselves *Phantony* ("the Phantoms") live in the park, stealing food from nearby garden allotments and mugging unwary passersby. Allotment owners are looking for a way to stop the thefts, but the local authorities have not made this a high priority.

The centerpiece of Malbork is, of course, its famous castle, the largest brick-built example in the world.

MARIENBURG (MALBORK CASTLE)



Above: Malbork Castle as it appeared in the summer of 1996. This shot was taken from the far side of the River Nogat, a tributary of the Vistula River. Note the scaffolding around the Grand Master's Palace on the left side of the picture, part of the castle's most recent pre-war renovations.

Construction on Marienburg (the German name for Malbork Castle) began in the 13th century A.D. and continued for nearly two centuries. The massive red brick fortress was built by the Teutonic Knights- a military monastic order- during one of their Baltic Crusades, in order to help control and defend their new conquests in pagan East Prussia. The castle served as residence of the Grand Master of the Teutonic Order, and the administrative capital of the region. Due to its strategic location near the confluence of the Nogat and Vistula Rivers, Malbork became an important economic hub and center of the amber trade. When Malbork joined the Hanseatic League (a medieval mercantile/mutual defense alliance comprised of several Baltic cities), trading cartel meetings were occasionally held in the castle. During the 15th century, rebellious Polish forces made several attempts to oust the Teutonic Order from the region. Marienburg withstood a siege attempt in 1410 but the Teutonic Order nearly bankrupted itself in fighting this and other periodic Polish

rebellions. In 1457, the cash-strapped Teutonic Order finally withdrew from the region, and Polish forces took control of the castle. In 1466, Malbork became part of the Kingdom of Poland and Marienburg, rechristened Malbork Castle, served as the residence of several Polish kings. During the 30 Years' War, and again, during the Polish-Swedish War, the castle was occupied by Swedish forces. In 1772, during the First Partition of Poland, Malbork was ceded to the Kingdom of Prussia. It would remain under Prussian, and later German, control until after World War II.

Over the centuries, Marienburg/Malbork Castle has been added to, renovated, nearly destroyed, rebuilt, and restored multiple times. It was badly damaged during the Second World War and subsequently rebuilt, restored, and renovated over the following decades (in fact, this process was still underway when the Third World War began). Miraculously, the castle has survived most of WWII relatively intact. Due to Malbork's strategic location, and the imposing

strength of its landmark fortifications, Malbork Castle was chosen to house the Soviet Baltic Front headquarters in early June of 2000.

OUTTER DEFENSES

A castle's primary defense is its walls. At the height of its power, Marienburg featured multiple, concentric rings of walls. Today, several sections of the outer curtain wall are no longer standing, while others are too run down to be particularly effective. The castle's extant outer walls are too steep and too tall to scale without the use of ropes or ladders. Several sections are topped by covered galleries called hoardings and are patrolled by roving sentries day and night; armed lookouts are posted in the towers.

During the course of Malbork Castle's long, violent history, the northern and southernmost sections of the outer curtain wall collapsed (or were torn down) and were not subsequently rebuilt. When the Soviet Baltic Front HQ moved into the castle in early 2000, this was considered a security issue and the gaps were sealed with extensive barriers constructed of concertina wire.

A modern paved road from Malbork town enters the castle grounds through a large gap in the eastern curtain wall, just east of the High Castle. A traffic control point, guarded by a bunker equipped with a PKM machinegun and a 73mm SPG-9M recoilless rifle controls road access to the castle grounds at the gap. The Soviet garrison's former-Polish Naval Infantry OT-62 Topas-2AP tracked, amphibious APC

is usually stationed nearby. It is armed with a 14.5mm KPV canon and SGM7 coaxial machinegun.

Two bridges cross the Nogat River in the castle's immediate vicinity: a foot bridge just west of the castle, and a badly damaged railroad bridge near the Lower Castle's northwest corner, overlooked by the Buttermilk Tower. Both access points are heavily defended. The nearest road bridge is about 435m south of the castle complex. It is guarded by troopers from the city's Polish garrison.

The castle's active, modern defenses against ground assault consist of numerous automatic weapons sited to guard the most obvious and/or vulnerable approaches. The castle's air defenses consist of one ZU-23-2 23mm AA gun situated on the banks of the Nogat River near the foot bridge, and three DShK 12.7mm machineguns- one atop the Crow's Foot, facing the city, another on top of the Bridge Gate overlooking the river, and the third atop the Upper Castle's belfry (the highest point of the entire castle complex). One SA-7 shoulder-launched SAM is always manned and ready atop the belfry, and two additional SA-7s are stored in the armory.

There are several large bells hung on wooden post frames positioned around the castle grounds. These are used to sound a general alarm if any kind of threat is detected. When the alarm sounds, all soldiers of the security battalion immediately move to their respective duty stations, and the castle's multiple gates are closed and barred.



Above: A view north from the High Tower over the Upper Castle, looking down on the Middle Castle and the Lower Castle beyond, as it looked in early 1996. On the right, from the foreground: the District Governor's House, the Carved Gate, and the armory. The Nogat River is on the left of the picture; Malbork city is on the right.

Marienburg, the largest brick-built castle in the world, is divided into three interconnected sections, the Lower Castle, the *Zamek Średni* (Middle Castle), and the *Zamek Wysowki* (High Castle). For ease of reference, the English names for each section will be used throughout. What follows is a description of Marienburg's layout, significant internal spaces, and how the castle complex is being used by its current Soviet garrison.

Referee's Notes: Free internet mapping sites that include satellite images are invaluable resources for aerial views of the extensive Malbork Castle complex as it looks in modern times.

LOWER CASTLE

The Lower Castle consists of a large, roughly rectangular, walled courtyard extending north from the Middle Castle and containing several buildings- the armory, the district governor's house, the bell foundry, and St. Laurence's Church. There is a 80% chance of encountering Soviet troops on the Lower Castle grounds during the day, and a 40% at night.

Carved Gate: Once the main access point to the entire castle complex, the twin-towered Carved Gate is now more decorative than functional, due to the missing sections of the outer wall about 480ft (146m) to the south. Destroyed in 1945 and rebuilt in the 1970s, the Carved Gate was being used to house members of the museum groundskeeping staff before the war. Located in the east wall of the Lower Castle, the Carved Gate still offers commanding views of Malbork town and the northeast section of the castle and currently serves as a guard post.

The Lower Castle's **armory** is located against the interior of the east wall, about 90ft (27m) north of the Carved Gate. Today, this building serves much the same purpose as it did in medieval times. The armory contains mostly surplus small arms, grenades, and assorted ammunition. Unless there's an air raid alarm, two of the castle's three SA-7 shoulder-launched SAMs are kept there as well (the other is always ready atop the High Castle's belfry).

The **District Governor's House** is located against the interior side of the east wall, about 145ft (44m) south of the Carved Gate. It currently serves as the headquarters security battalion's officers' quarters.

The remains of the medieval **bell foundry** are located in the middle of the Lower Castle's central courtyard. This collection of small new and restored buildings

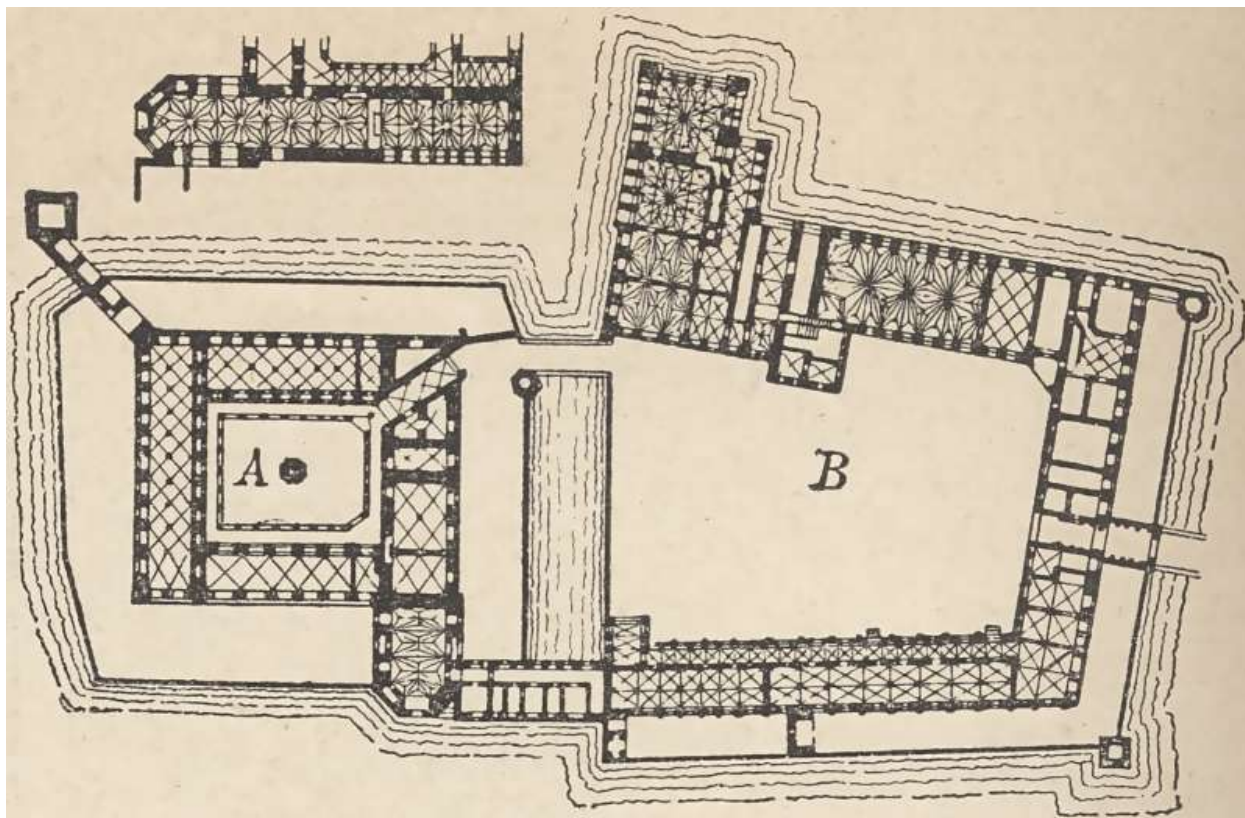
currently serves as workshop space for the HQ's maintenance and supply troops. A generator provides power for the workshops on an as-needed basis. The maintenance and supply section has a large still here as well, but it is not in operation very often, as the garrison prefers to requisition fuel from Malbork's civilian-owed still operators instead.

The northwestern quarter of the courtyard serves as the HQ **motor pool**. The motor pool currently consists of six heavy 6x6 cargo trucks, four UAZ-69 utility vehicles, a BTR-52 6x6 APC, and four motorcycles (two with sidecars) used for courier duties. Several broken-down Soviet military vehicles (not included above) provide spare parts for those that still work.

Located on the western side of the Lower Castle's large, open courtyard is a long building running north and south, parallel to the western wall facing the Nogat River. At its southern end of this building is the **Church of St. Laurence**. In medieval times, an extension was added on to the north side of the church to create a number of indoor workshops. After the Second World War, this part of the building was repaired and converted into a **hotel** and restaurant. Shortly before war broke out again in 1996, the hotel temporarily housed tourists and visiting dignitaries; it now serves as the barracks and mess hall for the Soviet garrison's security battalion. The living quarters and kitchen lack electricity and running water. Heat is provided by wood-burning fireplaces, lighting by candles and oil lanterns, and water must be fetched from a well or the river (river water must be filtered and boiled before it is safe to drink). At the southern end of the hotel is the Church of St. Laurence, currently unused save by the garrison's few pious soldiers.

During the middle ages, the twin-towered **Bridge Gate**, at the midpoint of the west wall of the Lower Castle was used to regulate access to the castle via a bridge over the Nogat River, but that bridge has not stood for a hundred years or more. Instead, there's a modern foot bridge about 445ft. (135m) to the north. The gate itself has been walled over. The Bridge Gate is nevertheless an important defense position. A DsHK heavy machinegun is positioned atop the turreted gatehouse, with commanding views of the river and its far bank.

Two machinegun teams in the **Buttermilk Tower**, located at the northwest corner of the Lower Castle's outer curtain wall, guard the damaged railroad bridge spanning the Nogat River, and the concertina wire field that marks the castle's northern boundary.



Below: Plan view of the castle, rotated 90° right from north. A. High Castle; B. Middle Castle. The wet moat no longer exists.

MIDDLE CASTLE

The Middle Castle consists of three wings, north, east, and west. Access to the Middle Castle from the Lower Castle is granted by a **gatehouse** guarded by two men of the HQ security battalion. An additional two-man machinegun team (armed with a PKM) is always on duty in the tower overlooking the gate. This gatehouse features five, sequential iron-bound gates. The first of these is a portcullis, the others are two-piece clamshell doors. These doors are kept open unless there's an alarm in progress. There is a 80% chance of encountering Soviet troops on the Middle Castle grounds during the day, and a 40% at night.

The **north wing** of the Middle Castle serves as the infirmary, as it did in medieval times. The **east wing** is used to house the headquarters and communications staffs. It has access, via a covered walkway, to its own *dansk*, or sewage, tower (i.e. lavatories) known as locally as the **Hen's Foot**. The headquarters itself is located in the **west wing**. Inside the west wing, the **Grand Refectory**, a large vaulted dining hall also known as the Knights' Hall, is used as the headquarters map and conference room. Connected

to the Grand Refectory by a single door in its southern wall is a large entrance hall to the Grand Master's Palace called the **Low Vestibule**. This long, vaulted hall acts as the HQ radio room. Electricity is required to operate the communications detail's large radio transmitter-receiver. Consequently, the west wing of the castle is powered by a large generator.



Above: The Grand Refectory. This large room, 30m long, 15m wide, and 9m tall, is used as the map and conference room for Soviet Baltic Front Headquarters.

The Grand Master's Palace: This once grand complex juts out towards the riverbank from the west wing of the Middle Castle. The Grand Master's Palace was in the early stages of being restored to its medieval glory when the war began and currently remains in an unfinished state. At the moment, aside from the Low Vestibule, the Grand Master's Palace is unoccupied. Some of its unoccupied rooms are being used for storage, and sometimes soldiers from the garrison will sneak into the building to drink and gamble while on duty. There is 10% chance of a random encounter here during the day, and only a 5% chance at night.



Above: A view from the drawbridge of the gate between the Middle and High Castles.

A **draw bridge** crosses the dry moat separating the Middle Castle and High Castle, entering the latter through a gatehouse set in its north wall. The mechanism to raise and lower the drawbridge is old and more than a bit finicky, so the bridge is usually left in the lowered position and only raised during an alarm. There are always four men from the HQ security battalion on guard at the entrance, two on the bridge and two in the gatehouse.

HIGH CASTLE

In medieval times, the High Castle served as a monastery for the Teutonic soldier-monks stationed at Marienburg. Today, Field Marshal Chilikov uses the High Castle to house himself, his Spetznaz enforcers, his V.I.P. hostages, and the MADM.

The High Castle is a quadrangular, multi-story structure surrounding a rectangular central courtyard. For the sake of clarity, the American convention for identifying building floors/levels will be used (i.e. the ground floor is the first floor/story, the level above is the second floor/story, and so on).

Soldiers from the headquarters security battalion patrol the outer walls of the High Castle but are generally not permitted inside unless they have specific duties within (the kitchen staff, for example).

A **covered well** in the center of the courtyard provides the High Castle with its own supply of fresh water. Surrounding the central courtyard at ground level is a covered walkway. On the second and third floors of the High Castle, directly above the covered walkway, the courtyard is overlooked by the **cloisters**, a two-level passageway that provides access to most of the High Castle's interior spaces.



Above: The covered well in the High Castle's central courtyard. The ground level covered walkway and elevated cloisters can clearly be seen.



Above: A view of the southeast corner of the High Castle from beyond the outer wall, atop which the covered hoardings are clearly visible.

North wing: Access to the interior of the High Castle is gained through a gate in the northwest corner of the building. This gate is offset from the gatehouse, for defensive purposes, and grants access to the **Chapter Hall**, a large, vaulted gathering space. Just west of this capacious room is the once grand, but currently rundown and disused, **St. Mary's Church**.

East wing: The first floor of this wing has always been used as storage space. The second floor is dominated by a large dormitory. Neither area is currently in use. Of the four wings of the High Castle, the odds of encountering guards is lowest here.

South wing: This wing of the High Castle houses the Spetznaz detachment. Chances of encountering guards here are very high. Again, the first floor is dedicated to storage. A stairway descends from the first floor to the underground **Witold Cell**, a medieval dungeon once reserved for very important prisoners. There are also long-standing yet unsubstantiated rumors of an underground escape passage linking the High Castle to a hidden exit somewhere in town.

The second floor is dominated by two large rooms—the **Convent Chamber**, used as a recreational space for the Spetznaz troops, and the **Convent Refectory**, which serves as their mess hall. The Spetznaz bunk in the **dormitory**, located on the third floor.

West wing: The **Convent Kitchens** are located on the first floor of the West wing. A dumbwaiter connects the kitchens with the Convent Refectory on the second floor of the South Wing. Heat from the ovens is channeled to the upper floors of the High Castle using an ingenious system of internal ventilation shafts (too narrow for an average-sized person to crawl through).

On the second floor, Field Marshal Chilikov's personal quarters are located in the **Grand Master's Chambers**, a large suite of interconnected rooms. Major Umarov occupies an adjoining suite of rooms known as the **Grand Marshall's Chambers**. Mrs. Ślusarski and her daughter are kept under guard in the room of a lesser dignitary, nearby. A covered walkway connects the second floor to the castle's

largest **Dansk Tower**, a detached sewage tower which juts out towards the Nogat and contains the lavatories for the Upper Castle's dignitaries. In medieval times, the *Dansk Tower* served as the final redoubt, should an attacker gain access to the High Castle.

The MADM is locked inside the **Treasury Room** on the second floor of the West Wing. Two Spetznaz troopers are always on guard just outside this room.

In medieval times, the attics of all four wings of the High Castle were used to store enough grain to endure a two-month siege. At present, all of the attics are empty being as Chilikov is still worried about the possibility of a NATO airstrike.



Above: Looking up at the belfry from the High Castle's central courtyard.

The highest point of the entire castle complex is the **belfry**. A four-man air-defense section is stationed there, with one DShK heavy machinegun and one SA-7 shoulder-launched SAM. An oversized Soviet flag flies from the belfry. Many citizens of Malbork resent this arrogant display of Soviet domination.

Referee's Notes: Marienburg is a tough nut to crack. A direct assault is unadvisable. Following the military maxim that an attacking force should have at least a 3:1 ratio, it would take at least 600 men to mount an attack with any hope of success. Marienburg castle has successfully withstood many direct assaults in the past. This is not to say, however, that a direct assault has no chance of success. With a good plan, the proper equipment, and enough manpower, a direct assault could overwhelm the castle's defenses and breach its walls.

Covert infiltration and/or subterfuge- perhaps a Trojan Horse operation- will likely yield better results. Malbork Castle is huge, and with only 50 men on guard duty at any given time, sneaking inside is not impossible. There are several hints as to how the player characters might be able to infiltrate the castle in the descriptions of Malbork city. It may also be possible for the player characters to lure Chilikov and/or the MADM out of the castle.

MALBORK AIRBASE

When the war broke out, Malbork Airbase was the home to the Polish Air Force's 41st Tactical Air Squadron, operating MiG-21 fighter-bombers. Multiple successful raids by NATO aircraft rendered it inoperable for jet-powered aircraft, but prop-driven and rotary aircraft can still use the partially repaired airfield.

Malbork airbase is currently home to a motley assortment of Soviet and Polish aircraft, deposited there piecemeal over the past three years. Although some of these aircraft are still capable of flight, there's not enough aviation fuel available at the base to use any of them more than sparingly. The Soviet Stavka has so far refused to send more fuel, adding to Chilikov's paranoia. The other aircraft present are either charred wrecks or derelicts being cannibalized for spare parts in order to keep the operable airframes flying. Priority for fuel is given to field marshal Chilikov's personal aircraft (the Sokol and the Cash) and the Spetznaz Mi-8 transport chopper. A list of operational aircraft at the airbase follows.

Fixed-wing aircraft: 1 AN-2 Cub, 1 AN-28 Cash, 1 AN-26 Curl

Helicopters: 2 Mi-8 Hip, 1 PZL W-3 Sokół, 1 Kamov KA-27



Above: Polish Mi-8 armed transport helicopter.

Another issue affecting Baltic Front's aviation assets is a scarcity of trained pilots. There are only two helicopter crews between the four functioning helicopters (Chilikov's veteran personal transport crew and the Spetznaz's elite transport crew), and two crews split between the base's three functioning fixed-wing aircraft. The balance of the aircrews are either dead, invalidated, or missing in action.

Although at this point in the war air attack is fairly unlikely, air defense for the airbase (also covering Malbork and its castle) consists of an SA-15 "Gauntlet" mobile SAM launcher and its accompanying radar unit, located in a field to the northwest of the airfield. The SA-15's radar unit is finicky but, for the most part, the crew manages to keep the system operational. The burned-out remains of several other SAM systems litter the area around the airfield. A Polish army M1939 37mm AAA gun is positioned just off the highway, about 1.5km northeast of the airfield. It's meant to control the entry of road traffic into Malbork from the east, probably more so than to defend against air attack.

Referee's Notes: Neutralizing the aircraft will remove one of Chilikov's MADM delivery options. The PCs may choose to capture one of the aircraft and use it to get back to Bremerhaven once their mission is complete. It would behoove the PCs to neutralize at least some of the Soviet air defenses around Malbork before attempting to flee by air; otherwise, they could be in for a very short flight. Alternately, if the PCs help Colonel Cholewa overthrow Chilikov and eject Baltic Front HQ from Malbork, he will be more than happily give them their pick of any functional aircraft remaining at the base. The PCs will need to furnish their own pilot, however. There is enough fuel at the airbase for a roundtrip to Bremerhaven in one of the airplanes or a one way trip in one of the helicopters.

THE SCUD

Chilikov's preferred delivery method for the MADM is an SS-1 SCUD D battlefield tactical ballistic missile. This version of the SCUD was manufactured for export but retained for Red Army use when the Soviet Union went to war with China. The missile is currently equipped with a conventional high explosive warhead but Chilikov is attempting to have the MADM modified to act as a nuclear warhead for the missile. The missile has a maximum range of 700km, about the distance from Malbork to Bremerhaven (as the crow flies). Chilikov, however, would like to launch the missile a little closer to the target, both to better ensure a hit and to avoid Malbork being pegged as the launching site (and subsequently hit by a NATO counterstrike). The SCUD-D is carried on and launched by a MAZ-543 wheeled Transporter Erector Launcher (TEL). This 8x8 monster truck has a range of about 650km and a top road speed of about 60km.



Above: An SS-1 SCUD missile and its MAZ-543 TEL.

The SCUD and its TEL are currently hidden in a small forest on the southwestern edge of town (about 5km southwest of the castle), guarded by its 10-man crew and a squad of Spetznaz. The MADM won't be attached to the missile until it's been properly modified to act as a nuclear warhead by Professor Ślusarski.

If Chilikov decides to use the SCUD, he will send Umarov and two squads of Spetznaz to escort the launcher to a point about 50km or so west of Malbork, to launch the missile from there. The launch

sequence, from plotting the target, raising the missile, and launching it from the TEL, takes about an hour. One of the Spetznaz squads will accompany the TEL on the ground in the HQ motor pool's BTR-152 (armed with an SG-43 machinegun) and one UAZ-469 light utility truck (armed with a PKM machinegun and an AGS-17 automatic grenade launcher) acting

as point vehicle. If it's available, the Spetznaz's Mi-8 transport helicopter will be used to scout the route, and deploy the second Spetznaz squad as a reaction force should the missile convoy come under attack. The Spetznaz's Mi-8 is armed with two PKM door guns.



Above: Post-Third World War Poland and its neighbors.

MALBORK'S ENVIRONS

Malbork is the hub of the 19th Polish Cavalry Division's cantonment. Thanks in large part to the competence and professionalism of the unit, the area around Malbork bounded by Tczew to the west, Nowy Dwór Gdański to the north, Sztum to the south, and Stare Pole to the east is relatively safe and secure. Each of the above mentioned satellite settlements is connected to Malbork by road; rapid communications

between 19th CD outposts is possible via field telephone. Outlying areas are periodically visited by foot or mounted patrols but are not considered completely secure. Many of the small settlements that dot this region are inhabited. Their people are wary of strangers but not unfriendly, unless provoked. The 19th CD is held in high regard by most in the region and sightings of armed strangers (i.e. the player characters) will almost certainly be reported to the next patrol that checks in.

TCZEW

The city of Tczew is located on the west bank of the Vistula, about 17.5km west of Malbork. It is currently garrisoned by an infantry battalion from the Polish 19th Cavalry Division, and the division's anti-tank and artillery battalions, equipped with the division's heavy weapons (single 100mm Rapira towed anti-tank gun and two 120mm heavy mortars). One railway bridge and one highway bridge cross the Vistula at Tczew. Both have been destroyed and rebuilt several times during the war but only the highway bridge stands at present. The highway bridge is located about a kilometer south of the city. It can handle limited wheeled vehicle traffic and horses, but not heavy armored vehicles.

NOWY DWOR GDANSKI

This town marks the northern boundary of the Malbork cantonment system. The town saw heavy fighting during U.S. XI Corps' recent summer offensive and not much is left standing. The largest surviving buildings in the town are used by a company of infantry from the Polish 19th Cavalry Division.

SZTUM

This town, located about 12.5km south of Malbork, is another satellite in the 19th CD cantonment system. The highway connecting Malbork and Kwidzyn 40km to the south passes through Sztum, crossing an easily-defended isthmus between two lakes- Jezioro Sztumskie to the west and Jezioro Barlewickie to the east. The town is garrisoned by a company of Polish infantry. They use a small Teutonic brick fortification, *Zamek Sztumski*, near the north end of the isthmus, as their base of operations. The town boasts a large prison, which is still in use, although its current population only totals a dozen or so inmates.

BIALA GORA

A hamlet near the confluence of the Nogat and Vistula rivers, approximately 10 kilometers west of Sztum and 17km south of Malbork. The 19th CD maintains a checkpoint on the Vistula River here, manned by a platoon of infantry. If the player characters are travelling towards Malbork on the Vistula, this will likely be their first encounter with the 19th CD.

STARE POLE

A village about 11km east of Malbork (5.35km east of the airfield), on the road to Elblag, Stare Pole is the

easternmost permanent outpost of the 19th CD's cantonment system. A platoon of infantry is stationed here. Jerzy Janosik's bandits are hiding out in the woods on the far bank of the Nogat, about 4.5km north of the town (see the NPC entry for Jerzy Janosik on p. 11).

ELBLAG

Once a bustling city of nearly 120,000 people and home to Poland's largest brewery, Elblag is now a vast, largely uninhabited rubble field. The city has been pretty well picked over by scavengers, but dedicated scroungers can sometimes find items of value there still. About a dozen stragglers from the U.S. 8th Infantry Division (Mechanized) are hiding out in the ruins, waylaying passersby and raiding surrounding settlements for food. These degenerates are not above resorting to extreme violence, including murder, in order to get what they want. Any time troopers from the 19th CD show up to search for them, they retreat deeper into the ruins. Col. Cholewa would welcome assistance in eliminating these troublesome marauders.

KWIDZIN

A town situated on the east bank of the Vistula, about 36km south of Malbork. The town is home to Kwidzin Castle, another medieval red brick crusader castle of the Teutonic Knights. The town is defended by a small, poorly-equipped ORMO militia of about 50 mostly inexperienced men (and a few women). In times of grave danger, the town's inhabitants crowd into the town's castle. Consequently, the castle serves as an ersatz granary and is kept well stocked with surplus farm produce.

STAROGARD GDANSKI

Before the war, 45,000 people lived in this town 22.5km west of the Vistula. An important regional road hub, the town saw frequent heavy fighting, and much of it was leveled as a result. Most of its surviving inhabitants fled and resettled in nearby towns and cities. A handful of doughty souls continue to inhabit the ruined town. They are very weary of strangers and will avoid contact whenever possible.

DABROWKA

Situated about 6 kilometers south of Starogard Gdanki, the village of Dąbrówka is currently the base of operations of the Polish 4th Border Guard Brigade (BGB). This small unit of around 100 men has recently thrown its lot in with Major Anders' 2nd PFL.

There is a 10% chance that Major Anders is visiting Dabrowka at any given time.

CZERSK

A small town, currently the westernmost stronghold of Major Anders' 2nd PFL. The partisans have long used the woods to the east of the town as a hideout and base of operations. The town features a ruined castle, inhabited by an insane former museum curator calling himself '*Pan*' (Sir) Petr Cwik, who believes himself to be the medieval castellan of the Duke of Masovia. No one in the town takes the harmless old loon seriously but he will attempt to enlist any party of visiting 'Knights Errant' (like the player characters, for example) in a 'noble quest' to expel the 'common rabble' (i.e. Anders' partisans) from the town. There is a 20% chance that Major Anders will be present in Czersk on any given day. There is 20% chance that Major Anders will be traveling through or camped out in the woods east of town on any given day.

GNIIEW

A small town situated on the west bank of the Vistula about 27km southwest of Malbork, and the easternmost bastion of Major Anders' 2nd PFL. No bridge crosses the river at Gniew, but the town does operate a ferry connecting both banks. Anders' men have recently opened a toll station on the Vistula at Gniew. The toll collectors have placed large signs facing both upriver and down. If that doesn't stop river traffic, a warning burst from the partisan's only heavy machinegun usually does the trick. The partisans will accept anything useful (ammunition, food, or fuel) as payment of the toll. Gniew Castle is the epitome of the Teutonic Order's signature quadrangular keep design. Anders currently uses Gniew Castle as his personal headquarters. There is a 30% chance that Major Anders will be present in Gniew on any given day.

NOWE

A small town, currently under the protection (i.e. control) of Major Anders' 2nd PFL. There is a 20% chance that Major Anders will be present in Nowe on any given day.

GRUDZIADZ

A city located on the east bank of the Vistula river, approximately 64 kilometers south of Malbork. Soviet Major General Mikhail Zolnerowich intends Grudziadz to be the hub of his 43rd Cavalry Division's winter cantonment in Poland. The local inhabitants of the

Grudziadz aren't thrilled to host him and his men, but the general has taken measures to assure cordial, cooperative relations with its citizens. Grudziadz's landmark attraction is its row of huge, red brick granaries, built by the Teutonic Order during the Middle Ages. The granaries were badly damaged earlier in the war and are now too holed and unstable to be used as such any more.

ILAWA

A city located approximately 61km from Malbork (as the crow flies). Iława is at the southern end of the 27.5 kilometer-long Jeziorak lake. Due to the forested, marshy terrain around the city, both armies avoided major mobile operations in the area. Consequently, Iława was spared the worst of the fighting. The city was briefly abandoned out of fear of drifting fallout emanating from Elblag and Olsztyn. The city is currently defended by an ORM militia of about 75 men and women equipped with small arms.

FACTIONS

SOVIET BALTIC FRONT HQ

Soviet Baltic Front is a paper tiger. The headquarters currently has no significant combat formations under its direct command, other than the Polish 19th Cavalry Division, which it relies on heavily for local security. The headquarters currently consists of just over 200 men, organized accordingly:

- Chilikov's general staff of 15 men.
- A communications unit of 20 men (radio operators & technicians).
- A logistics and support unit of 35 men (drivers, mechanics, and supply troops).
- An air defense unit of 25 men with a SAM launcher and two AAA guns, split between the castle and the airfield east of the city.
- A security battalion of 100 men (a mix of 1/3 veteran, 1/3 experienced, & 1/3 novice infantry NPCs).
- A rocket artillery unit (for the SCUD launcher/missile) consisting of 10 men.
- A Frontal Aviation unit consisting of 2 helicopter crews, 2 airplane crews, and 5 aircraft mechanics stationed near the airfield east of the city.

Aside from the security battalion (really only equivalent to a rifle company in strength) and the elite

Spetsnaz 'Brigade' of 30 men, most of the HQ personnel have very little direct combat experience. In terms of infantry combat skills, the rear area troops should be considered novice NPCs. They are generally lightly armed and not particularly motivated to fight. These rear area troops will fight if ordered to do so but, if and when facing imminent death, most will likely run away or surrender, rather than continue to risk their lives to defend Chilikov and his castle. There is a 10% chance that any of the rear area troops know about the MADM.

It is said that units often take on the personality of their commanding officer- in the case of the Soviet Baltic Front HQ, this is mostly true. In general, the Soviet garrison is arrogant and distrustful in its dealings with its erstwhile Polish allies in the 19th Cavalry Division, the city Rada, and the local civilian population.



Above: Major Umarov (left) and some of his grizzled Cossack Spetsnaz troops during a field operation in mid-2000.

47TH SPETZNAZ BRIGADE

Once again, this unit's current designation is a misnomer. The 47th Spetsnaz Brigade has been whittled down by years of combat attrition to its current strength of 30 men. The 'Brigade' is subdivided into three 9-man squads and a tiny headquarters section. Each squad is led by an elite NPC and consists of 2-4 additional elite NPCs; the rest are veterans. Each squad has a grenadier armed with a BG-15 (GP-25) grenade launcher, a designated marksman armed with a Dragunov SVD or SVU (a bullpup version of the SVD) sniper rifle, a SAW gunner armed with an RPK-47 or 74, and six riflemen carrying AKMs or AK-74s. One of the riflemen also carries an RPG-18/22 disposable light anti-tank rocket

launcher. Each squad has a medium-range radio (carried by a rifleman) and 2-3 night vision devices.

The three squads are on a rotating duty schedule. One squad provides security for the Upper Castle and Chilikov, while another squad is on stand-down. The remaining squad is assigned to guard the SCUD missile and its TEL.

POLISH 19TH CAVALRY DIVISION

This unit is a cavalry division in name only. It recently lost about 100 men fighting the Americans during their Summer 2000 offensive. With only 500 able-bodied troopers remaining, and less than 200 horses, the entire 'division' is the same strength as a pre-war battalion. The 19th CD is organized accordingly:

- A headquarters and supply unit of 50 men
- An anti-tank company of 30 men equipped with one AT-4 'Spigot' wire-guided anti-tank missile launcher (and 3 missiles), one B-10 82mm recoilless rifle, and one T-12 100mm 'Rapira' towed anti-tank gun
- A heavy artillery battery consisting of 10 men and two 120mm mortars
- 1st Infantry battalion of 120 men, subdivided into three 36-man companies, a four man HQ section equipped with a medium or long-range radio, and an eight man mortar section equipped with two 82mm mortars.
- 2nd Infantry battalion of 120 men, similarly organized
- 3rd Mounted battalion of 160 men with four cavalry troops of 36 men, a six man HQ section, and a ten-man mortar section.
- A motorized reconnaissance section consisting of one OT-65 armored scout vehicle and its 3-man crew.
- A former ZOMO (state paramilitary police) Jelcz Hydromil II riot control vehicle.

The 19th CD patrols their cantonment area extensively. The division employs its mounted troops as a sort of fire brigade, tasked with quickly reinforcing threatened areas of the perimeter. The mounted troops are therefore based centrally, in Malbork. Mounted patrols are more often encountered within the boundaries of the cantonment; foot patrols are more likely encountered outside its borders. A standard patrol consists of around ten troopers (on horseback or on foot) armed with a mix of wz. 88 *Tantal* (Polish AK-74) and PMKM (Polish AKM) assault rifles, one light machinegun (RPK-47/74 or RPD), and one RPG-7 anti-tank rocket launcher or a grenade launcher.

2ND POLISH FREE LEGION

The 2nd PFL consists of a mix of 150 veteran/experienced fighters (the regulars), and 100 novices (inexperienced civilian guerillas) armed with infantry small arms; they lack heavier weapons, aside from a couple of infantry mortars. This core group of 250 partisans will soon be joined by the 100 veterans of the Polish 4th Border Guard Brigade currently occupying Dabrowka.

The 2nd PFL typically operates in small, mobile bands of 10-50 fighters, depending on various geographical and tactical considerations. A typical partisan squad consists of around 10 men with one light machinegun, one grenade launcher or RPG, and the rest armed with assault rifles or submachine guns. The 2nd PFL maintains small, more or less permanent garrisons at Czerk, Nowe, and Gniew; the rest of its members are scattered among the hamlets and villages in the forested region bounded by the three afore-mentioned towns. Until quite recently, the 2nd PFL has been fighting the Soviet 43rd Cavalry Division for control of Tuchola. A tenuous cease-fire is currently in place between the partisans and local Red Army troops; the commanders of both units are negotiating a more solid, long-term truce for the approaching winter.

MORSKIYE VOLKI

A band of Russian pirates (their name translates as "Sea Wolves" in English) that operates out of the port town of Pionersky, in the Kaliningrad Oblast. These Slavic sea dogs prey on what little shipping plies the coastal trade routes, and periodically raid coastal settlements along the Baltic rim and Gulf of Gdansk. Their largest seagoing vessel is described in Option A in the Getting To Malbork section on page 4. Occasionally, the pirates will launch raids well inland, traveling upriver in small boats and attacking poorly-defended riverside settlements. Local Poles who have experienced the pirates' predations refer to them as *Nowe Wikingowie* ("New Vikings"). The band currently numbers about 50. The pirates are armed with a hodgepodge of mostly Warsaw Pact small arms, including a few RPGs. They are violent opportunists who target the weak and vulnerable; they will not stand and fight against an aggressive, evenly matched or superior force. If the *Morskiye Volki* are raiding up the Nogat or Vistula rivers near Malbork, Col. Cholewa would welcome outside assistance (i.e. the player characters) in locating and eliminating the pirate camp.

COMPLETING THE MISSION

There are several ways that the PCs can stop Chilikov and save the U.S. military evacuation point at Bremerhaven. They can kill or capture Chilikov and Umarov, effectively foiling the plot. They can capture or destroy the MADM, depriving the field marshal of his trump card. They must be careful, however, not to let it fall into the hands of Major Anders. The PCs can convince Professor Ślusarski to render the missile inert, but they will have to rescue his family from Chilikov before he will do so (although Ślusarski is a coward, threats against his life or even torture will not compel him to risk the lives of his family).

If the PCs can destroy *all* of Chilikov's means of delivering the MADM - the SCUD, Chilikov's air force, and the Spetznaz detachment- the PCs may be able to buy enough time for the American forces gathering at Bremerhaven to board the evacuation fleet and leave the port before Chilikov can deliver the MADM there (the fleet is scheduled to set sail on November 15th). This effectively completes the mission, but at the expense of the civilian population of Bremerhaven.

The PCs can work alone or they can attempt to solicit help from potential allies in the area. For example, if they earn the trust of Colonel Cholowa, he can be persuaded to assist the PCs by launching a diversionary attack on the castle, setting up a roadblock, or seizing the airfield, while the PCs go after the MADM and/or Chilikov.

The PCs may attempt to use the captured MADM against Chilikov and Soviet Baltic Front headquarters. This is not recommended. A nuclear strike on a Soviet Frontal command will almost certainly provoke a response in kind from the Soviet Stavka, endangering NATO personnel and civilians throughout central Europe. If the players seem unaware of this, the referee can use an NPC to apprise them of this disturbing possibility.

The PCs may also play at subterfuge to complete the mission, for example, pretending to be double-agents in order to trick Chilikov into handing the MADM over to them willingly. Keep in mind that Chilikov is paranoid and will likely be very suspicious of strangers, especially ones having prior knowledge of the MADM. The PCs will have to be very persuasive for this ploy to have any chance at success. Chilikov will certainly demand that they pass a test of loyalty before he even considers entrusting them with the MADM. For starters, he will order the PCs to travel to

Grudziadz and assassinate the uncooperative Soviet Major General Zolnerowich. He will also insist that Umarov and one or two of his Spetznaz accompany the PCs to monitor the player characters' performance and ensure the success of the mission.

GETTING BACK TO BREMERHAVEN

The player characters have several options for getting [back] to Bremerhaven after completing their mission. The quickest way is to use one of the aircraft based at Malbork airfield. The player characters can also work their way north to the Baltic coast and secure a sea-going vessel of some sort. The slowest, and therefore most dangerous, way back to Bremerhaven is overland. There are several wheeled military vehicles (see the SCUD section for brief descriptions of a few of them) in and around Malbork that the player characters could use. The referee might also want to run a modified version of the Last Train to Clarkesville mini-adventure from [Going Home](#). Of course, the player characters can always walk back to Bremerhaven, but they'll have to keep up a grueling pace in order to avoid missing the boat home.

REWARDS

In addition to the satisfaction of having saved tens or even hundreds of thousands of lives in and around Bremerhaven, preventing a resumption of tit-for-tat nuclear warfare in central Europe, player characters who foil Chilikov's plot and make it back to Bremerhaven will receive a first-class ticket home, a cash reward, paid in precious metals, and Milgov's most heartfelt thanks (in the form of a military decoration or two). If the PCs help eject Soviet Baltic Front HQ from Malbork, and choose to remain there, they will instantly become local heroes and will never have to pay for drinks or a meal again.

WHAT'S NEXT?

Referees and players have several options for continuing past the completion of *Rook's Gambit*. If the player characters recover the MADM and return it to the DIA in Bremerhaven before November 15th,

the campaign could continue with the GDW adventure modules set in the United States. If the player characters have failed to complete the mission and Bremerhaven has been destroyed, they will need to find a different way to get back home. Regardless of the outcome of the mission, the player characters may choose to remain in Europe. If and when Chilikov is deposed, Colonel Cholowa will declare Malbork a Free City. He will need resourceful people like the player characters in order to help preserve the small city's newly-won independence. If the two parties worked together to neutralize the MADM, Cholowa will be very pleased to continue the relationship.

The author's [New Hanseatic League Sourcebook](#) contains ideas for how to develop a post-2000 campaign set in northern Poland involving an emerging mercantilist cartel and its paramilitary security force based out of the Free City of Malbork (the titular New Hanseatic League, or *Nowa Hansa*).

CONTACT THE AUTHOR

If you have questions or comments about *Rook's Gambit*, or any of the author's other Twilight 2000-related materials (found at <http://forum.juhlin.com/showthread.php?t=773> under the section header, **User - Raellus**), feel free to contact him via e-mail at arbergesen@yahoo.com.

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Page 23 - https://upload.wikimedia.org/wikipedia/commons/2/24/Battalion_Vostok_2.jpg