

# REFEREE'S MANUAL

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# ALPHA



# TWILIGHT:2000

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ROLEPLAYING IN THE WORLD WAR III THAT NEVER WAS

GAME DIRECTOR & LEAD DESIGNER  
Tomas Härenstam

LEAD SETTING & SCENARIO WRITER  
Chris Lites

LEAD ARTIST  
Niklas Brandt

GRAPHIC DESIGN  
Christian Granath

COVER ART  
Martin Grip

MAPS  
Tobias Tranell, Niklas Brandt

CO-PUBLISHER  
Angus Abranson / Amargosa Press

BRAND MANAGEMENT  
Marc Miller / Game Designer's Workshop

ADDITIONAL WRITING  
Chris Keeling, Anders Fager, Nils Hintze, Thomas  
Römer, Mathieu Saintout, Dave Semark

PROOFREADING  
Brandon Bowling

ADDITIONAL ART  
Gustaf Ekelund, Jarek Kubicki

MILITARY CONSULTANTS  
Chris Keeling, Mark Brien, Pedro J. Deyo, Frank Frey,  
Edgardo A. Montes Rosa, Jacob Torgerson

FEEDBACK & PLAYTESTING  
Simon Andersson, Adam Attley, Marco Behrmann, Antonio Borderia Giner, Charlotte Hamilton, Nils Karlén,  
Matt Kay, Kosta Kostulas, Alex Mayo, Daria Pilarczyk, Daniel Stjernlöf, Edward Stitson, Adam Wiczorek





# 01 YOUR JOB AS REFEREE

When I was a kid, I watched PBS shows about World War II. All of them were in black and white. That's how I imagined war up until the real thing started for a third and final round. Thing is, the skies are often deep blue, beautiful even. In the winter, even under a gray sky, the snow can heap over the land like there is no war. It just covers everything up. No one will tell you about that. I'm not sure who I'd tell, but there are moments, real brief, when the world feels quiet again. I try to keep a mental picture of that. Film is too valuable to waste, but I like having it just for me anyway.

**YOU ARE THE REFEREE.** Your role is to help the players envision the world of *Twilight: 2000* in all its gritty detail. You determine what challenges and hardships the PCs will face, you control the NPCs they will meet, and you are the final arbiter of the rules of the game. It's a tough job, but very rewarding. This chapter offers you advice on how to do it, and the rest of the book contains plenty of useful tools.

This game doesn't demand much preparation from you. There is no predetermined course of events that you need to memorize – instead, you and the players create your story together, using the tools of the game and your own creative minds. You can even run the game completely without preparation, simply using the rules for travel and encounters. We do recommend some level of preparation however, to make the story more personal for the characters, and the world more dynamic and immersive.

This chapter begins with a description of the eight principles of the game. It then offers advice on how to kick off your first game session of *Twilight: 2000*, how to run a “hexcrawl” style open-world campaign, how to create and manage NPCs, and how to handle aspects like opposition, consumables and failure.

## PRINCIPLES OF THE GAME

The purpose of the eight general principles of *Twilight: 2000* is to help you create the right feeling in the game, and to guide you when you are unsure of how to handle situations that come up.

### 1 NOWHERE IS SAFE

In the world of *Twilight: 2000*, there is no safe haven. Deadly threats are everywhere, and the PCs always need to keep moving. If the players feel safe and comfortable, let them catch their breath, but then it's time to escalate the threat level. The PCs have an APC? Give their enemies a tank. The PCs have a well fortified camp? Hit them with artillery. Or cholera. Your goal is not to kill the

PCs, but to challenge them to the limit of their capacity. Let the players gain things they care about – gear, relationships, even a base of their own – then threaten these things and make the PCs fight to keep them.

### 2 RESOURCES ARE SCARCE

To survive, the PCs must hunt for resources – fuel, ammo, food, medicine. It's your job to make them fight for it. But don't make the resources impossible to get. If the PCs – against all odds – come across a large amount of food or bullets, or if they get a heavily armed vehicle like an APC or even a tank, it doesn't mean their troubles are over. They will draw attention from others, who might try to cheat them or just plain kill them and take their stuff. Make the PCs fight to keep what they have.

### 3 PLAYERS LEAD THE WAY

*Twilight: 2000* is an open-world survival game, where the PCs are free to go where they want. Use the large travel map and allow the players to ponder and discuss where they want to go. Don't steer them – instead, answer questions and inspire them. During their travels, it is your job to place exciting challenges in their way. To aid you, you have the travel rules, random encounters, and scenario sites. Letting the players lead the way does not mean you should give them everything they desire – on the contrary, the more they want it, the more you should make them fight for it.

### 4 RUMORS ABOUND

Facing an open-world with no idea where to go can be paralyzing or even uninteresting for the players. They will need to have enough information to have a reason to go somewhere. It's your job to feed the players information about the world around them, in the form of rumors on the road or even radio transmissions (page xx). These will motivate the PCs to explore the world around them – such as a nearby settlement rumored to offer shelter – or let them know where not to go, such as toward a large enemy unit. Ideally, always present the players with more than one option, forcing them to make hard choices.

### 5 EVERYTHING IS PERSONAL

In *Twilight: 2000*, the PCs are not faceless adventurers killing for gold. They are individuals, with dreams and relationships. Sure, they need to work together just to survive another day, but in the end, the game is about what the PCs want for themselves. Keep track of the PCs' big dreams and moral codes, and try to work them into encounters and scenario sites as often as you can – this will engage players more, increasing the stakes of the game. Conversely, when playing NPCs, take every chance you get to flesh them out – give them names, give them goals, make them memorable.

### 6 THE END IS NEVER SET

It's fine to consider what twists and turns your campaign might take beforehand. If you want to prepare a few encounters or scenario sites before a session, do so – but don't become a slave to your plans. Never decide beforehand how a gaming session or a campaign should end. Challenge the PCs, let them face dangers and misery, but don't try to control how the players react. Instead, let their actions have consequences, and create new challenges based on those consequences. That's how the game world comes alive.

#### FOR THE REFEREE'S EYES ONLY

This book is for the Referee only. It contains the tools that the Referee needs to manage their role, but also detailed information on factions and several complete adventure sites. If you are not the Referee of the game, stop reading now.

## 7 DEATH IS A PART OF LIFE

The world of *Twilight: 2000* is a harsh place. Killing the PCs is not your goal in itself – but if it happens, let it. Don't fudge dice rolls or throw in some miraculous *deus ex machina* to save a PC's life. The players should feel vulnerable. This doesn't mean that the players shouldn't care for their PCs and just treat them like expendables. On the contrary, they should feel invested in their PCs' lives, rejoice in their successes and mourn them when they die. A player character death is not a failure, it is a part of your shared story.

## 8 HOPE NEVER DIES

*Twilight: 2000* isn't only about pain and suffering. The darkness needs to be contrasted with the light of hope, for a new and better life. Threaten the PCs' dreams, but don't snuff them out. Even in the dark nights of World War III, there is always a speck of light on the horizon. Apart from the PCs' individual dreams, Operation Reset (page xx) is also designed to present such a glimmer of hope for a better future.

## STARTING THE GAME

*Twilight: 2000* is primarily designed for campaign play, spread out over many game sessions. A short campaign can be rounded off in half a dozen sessions, and there is really no upper limit. It's certainly possible to run short one-shots with the game as well, but it's not the primary focus.

Your first session as Referee for *Twilight: 2000* can feel daunting. You have no written script to follow, no finished story to guide the players through. Don't worry! The game gives you lots of material for the players to sink their teeth into.



## DEATH OF A DIVISION

You didn't think you'd make it out of Kalisz. This was going to be the last battle of the war and it seemed like your luck to be the war's last official victims. Not that anyone would know, of course. They hadn't had accurate casualty records for the last year. If you still had anyone alive back home, they wouldn't have any way of knowing you bought it outside some town in Poland they couldn't pronounce. One of the tank commanders said this was the superpower's last gasp, reflexively taking one final stab at each other. She painted some quote from Moby Dick on the side of her Abrams: "With my last breath I stab at thee." The madness was right there in her eyes.

The real action happened outside Kalisz. Hell, you only ever saw the town through binoculars. The Soviets drove a wedge right through 5th Division like a knife through butter. You were a raggedy-ass division — not more than 2,000 troops left anyway. Half of you on horseback or foot. Vehicles running off distilled alcohol. Uniforms mended, then mended again and half of those from other units if not other NATO countries. The Russkies ripped right through you, split you in two then encircled both elements. Hardened troops broke, headed for the woods, got the hell out of Dodge. Some crazy-ass Colonel tried to lead a charge on horseback, getting his horse up on its hind legs like the Lone Ranger and screaming how this was Custer's Last stand. You were almost relieved when a Soviet mortar took him out, his pearl handled .45 landing a meter away from you with the hand still attached. It was the horse that got the short end of that stick, really.

Bullets zipped around like mosquitoes on the river back home, popping the way they did when they got too near those electric zappers. It almost made you homesick, and how the hell were you thinking about that in the middle of all this anyway? Probably your life scrolling before your eyes. You took one in the gut and thought, roll credits, but the ceramic plate absorbed the worst of it. Knocked the wind out of you. Someone scooped you up. Threw you in a Humvee and hauled ass south. Stragglers jumped aboard as best they could. One didn't quite have a grip and fell off. A horse trampled him in the rearview.

That was when the radio static briefly became clear. Someone on the other end screaming that HQ was being overrun. The last order from the top to make a break for it. Like you weren't already. Then that final message that hung there in the vehicle, like the worst news in a hospital waiting room: Good luck, you're on your own.

### THE BATTLE OF KALISZ

The default way to start a campaign of *Twilight: 2000* is in the immediate aftermath of the final battle of Operation Reset close to the Polish town Kalisz, with the PCs as part of the US 5th Mechanized Infantry Division, now scattered and running for their lives.

An extensive intel report handout is included in the boxed set. It includes an operation order (OPORD) from the III US Corps HQ issued before the offensive, as well

as a situation report (SITREP) sent from 5th Division HQ after the advance has failed.

To start the game off, decide on the exact hex where the PCs start, give them the OPOrd and SITREP, read the intro boxed text on page xx to set the scene, and let the players go from there.

### MOVING OUT

At the start of the game, the PCs are on the run. Their immediate goal is to get out of the area alive. From the intel report and maps

in it, they know where the main enemy troop concentrations are. Let the players make a plan and execute it. If they are slow, increase the pressure by having enemy forces draw near.

During the first session, let the players feel out their characters. Listen more than you talk. Use encounters (next chapter) to spice things up if you want, but don't rush it. Remind the players of their big dreams. Ask questions. Make notes. See the first session as a prologue, before the real story begins. Don't plan too much. Keep an open mind.

### PLANTING RUMORS

When and if your players seem to falter as to where to go next, give them new information. Have someone they meet share a rumor, or let them pick up a radio transmission – random tables for this purpose can be found in the next chapter. Such information can lead to meeting a faction (chapter 3) or to scenario sites (chapter 4).

To avoid railroading the players in a particular direction, feed them more information before they have explored all the locations they are interested in. Ideally, the players should always have three options on where to go next, all within 5–10 hexes from their current position.

### USING THE INFORMATION

When the first session is over, things will already have happened. Conflicts have been established, relationships tested. Planning your second session, you'll have plenty of threads to pull. You'll have an idea of where the story will go.

## PREPARING SESSIONS

Before session two and later sessions you can, if you want to, prepare a little more. Build on what you've established earlier and spend a moment before the session to ponder what might happen. You can:

- ★ Prepare an event that builds directly on the events of the previous session. What's the next logical step? How will NPCs react to the PCs' actions in the previous session? How can you escalate the situation, giving the players' actions real consequences?
- ★ Choose or let the dice decide on a random encounter or two, if you don't want to do it on the fly while running the game. Think of how you might be able to modify the encounters to relate to individual PCs, their big dreams and moral codes.
- ★ Prepare rumors or radio transmissions that will give the PCs information on locations to visit

## SWEDEN & OTHER SETTINGS

If you are playing in the Sweden setting, the game can start almost exactly like in Poland, but with the PCs instead being part of the 2nd Infantry Regiment (of the 2nd Marine Division) in the area around the town of Arboga. There is a full intel report handout for this scenario as well in the boxed set. For other settings than Poland and Sweden, you will need to do a little more work on your own to set the scene for the start of the game.

– or avoid. Give the players options. Remember, the players should ideally always have two or three options on where to go next, within 5–10 hexes from their current position.

- ★ Read up on any scenario locations (chapter 4) that you intend to use, or create them yourself. Think of whether or not you can adapt or modify the scenario locations to the individual PCs, just like for encounters above.
- ★ As a bonus option, have a think about if and how you can include some hints about Project Reset in the session. Read more on page xx.

Avoid preparing too much – the more detailed your plans are, the harder they are to adapt to the players' actions. 15–30 minutes of prep time before a session is usually enough. Trust the players and the mechanics of the game to create story and drama!

## NON-PLAYER CHARACTERS

The most important tool in your toolbox as Referee is your NPCs. They will form the greatest challenges to the PCs, but can also be their biggest help. NPCs can range from simple cannon fodder in combat, to personalities just as complex and detailed as the PCs themselves.

### CREATE YOUR OWN MATERIAL

This boxed set contains plenty of pre-made material for you to play, but the game is also designed for you to be able to create and incorporate your own material into the campaign with ease. Feel free to come up with your own random encounters and scenario sites, and to share them with other groups of players on online forums.



## LET THEM LIVE

When you introduce a major, named NPC, try to avoid them dying early on. An NPC that survives and can come back is much more fun than a dead NPC. For such key NPCs, roll crits normally, just like you would for a PC. Most likely they will survive, and most of the time there is someone around who can save them even if they've suffered a potentially fatal injury.

Also avoid the PCs being able to get to an important enemy too easily. Feel free to block their path with underlings that the PCs will have to deal with first. If the PCs still manage to kill an important NPC – let there be consequences. Allies of the NPC may be out for revenge, maybe their subordinates now turn to the PCs and view them as their new leaders?

Stats for several typical NPCs can be found in the table on page xx in the next chapter. You will find examples of more detailed NPCs with the scenario sites in chapter 4.

## HANDLING NPCs

Technically, NPCs work just like PCs. They perform actions and sustain damage in the same way. But in practice, you should ignore all game mechanics for NPCs as long as they don't directly affect a PC. Don't track ammo or food for an NPC who tags along with the PCs – instead keep the freedom to decide when their resources run out, for maximum dramatic effect.

You don't need to roll the dice for actions performed by an NPC unless they are attacking or healing a player character. You can roll for the NPCs in other situations if it enhances the drama, but most of the time you can skip it.

## NPCS IN COMBAT

As a general rule, NPCs follow the same rules as PCs during combat unless otherwise stated. However, in order to minimize bookkeeping and avoid slowing combat down, a number of simplified rules for minor NPCs are included

in chapter 4 of the Players' Manual. These are all repeated here, for your reference.

You are never obliged to use the simplified rules – for key NPCs, it's often worthwhile to use the full rules, just like for PCs.

**INITIATIVE:** For a group of NPCs, you can draw one initiative card for the group instead of one per individual. All these NPCs act at the same point in the round order. In what order they act within the group is up to you. Large groups of NPCs can split into several smaller groups.

**GROUP ACTIONS:** A group of NPCs in the same hex can often perform the same action, such as seeking cover together, moving together (including a joint **MOBILITY** roll for extra movement) or attacking together.

- ★ In close combat, a group of NPCs can attack a target in the same hex with a single roll – one rolls for the attack and the others help, each giving a +1 modifier, up to a maximum of +3.
- ★ In ranged combat, a group of similarly armed NPCs in the same hex can perform a ranged attack together – one rolls for the attack and the others just add their ammo dice to the roll.

**MISHAPS & AMMO:** For NPCs, you don't need to track ammo or weapon reliability. Instead, a mishap roll (two or more dice showing a 1), indicates that an NPC's firearm is empty and needs to be reloaded. In a group attack by NPCs, all of them need to reload if they roll a mishap.

**SUPPRESSION:** You can apply the effects of a CUF roll for an NPC to all NPCs with similar stats in the same hex, placing a **SUPPRESSED** marker

## HANDLING CONSUMABLES

Food, fuel, and ammunition are often scarce in *Twilight: 2000*. It is an important part of your job as Referee to make these consumables suitably difficult for the player characters to obtain. It demands a delicate touch – the PCs should have to struggle for the resources, but not so hard that the effort isn't worth the reward.

A recommendation is to let the supply of resources fluctuate. Let the PCs find resources easily now and then, in particular when the focus of the game is on something else. Other times, make them risk their lives for a single ration of food. This will teach the players not to take their resources for granted, but at the same time not make them spend all their time looking for them.

## "FAILING FORWARD"

When the PCs succeed in their rolls, it is up to the players to describe how. When they fail, it is up to you to decide what happens. The basic rule is that a failure should have a consequence that drives the game forward. Avoid letting a failure grind the action to a halt, instead allow it to push the story in a new direction or place the PCs in even more dire straits. This principle is called "failing forward."

on top of the stack to indicate this. You can also rule that a civilian or less experienced fighter automatically fails all CUF rolls, applying the effect to all similar NPCs in the same hex.

**EXPLOSIONS:** You don't need to roll separately for each NPC hit by an explosion. Instead, roll once for all NPCs at the same distance from the blast and apply the result to all of them.

**DAMAGE:** You don't need to track damage for minor NPCs or roll for critical injuries on them. Instead, simply count all critical hits as instantly incapacitating (or even instant kills). There is no need to roll for hit location on minor NPCs unless they are wearing body armor or are behind solid cover.

- ★ If you use these simplified rules, there is a further change – if several similar minor NPCs in the same hex are hit by the same ranged attack due to rolling a hit with 00 on the ammo dice and the primary target suffers a critical hit, all secondary targets suffer crits as well, i.e. they are incapacitated.

**STRESS:** You don't need to track stress for NPCs.

### GAUGING THE OPPOSITION

As Referee, it's your job to make combat exciting by making sure the PCs face challenging opposition. The random encounters (next chapter) all indicate the number of opponents, their skill and their gear – but feel free to modify these factors to calibrate the difficulty of the encounter.

As a rule of thumb, a group of PCs in decent shape will generally be able to defeat a group of minor NPCs of similar size and gear, assuming you use the simplified rules for managing NPCs in combat.

Sometimes, the PCs will face overpowering opposition. Remind the players that they can flee from combat and don't necessarily need to fight to the last drop of blood. If the players insist on fighting despite bad odds, let the chips fall where they may – the players should never feel that their PCs are invulnerable.

Keep in mind that a PC who is incapacitated or has suffered a fatal critical injury can usually be saved. Never kill off a defenseless

PC – letting defeated PCs be taken captive is always a more interesting solution, allowing for new and exciting story twists.

## OPERATION RESET

In the long run, mere survival is not enough. Even in a bleak setting like *Twilight: 2000*, there needs to be some hope for a better world, somewhere on the horizon that offers the promise of something better, no matter how distant or desperate reaching it might be. In this game, that hope is represented by Operation Reset.

Initially, players will know of Operation Reset as the failed NATO military offensive toward Warsaw and Stockholm in the spring of 2000. But as they may learn during the course of the game, that military offensive was only a piece of a much larger puzzle.

Operation Reset is a massive, long-term undertaking, initiated by what remains of the leadership of the US and its NATO allies, to restore the world to some semblance of civilization. The operation includes the acquisition of key information, geography, and technology, and the military offensive was one part of this larger objective.

Some intel about this plan has leaked to rivals and even enemies, triggering a secret war between the four intelligence agencies the CIA, DIA, KGB, and GRU (see chapter 3 of this book).

The true nature of Project Reset will be revealed in future modules, but you can drop some mentions of it into your game right from the start of your campaign. Let the name "Operation Reset" be whispered by campfires, scribbled on broken walls, or overheard in garbled radio transmissions.

Don't explain it (yet), just let the players ponder it, a codeword for mystery and hope for a better future.

## GOING HOME ?

If your PCs are mainly US soldiers, a strong motivation for them will likely be to find a way home to America. This can be a long-term goal for the players, of the same magnitude as revealing Operation Reset. Future expansions to the game will explore the USA of the year 2000, and will also include information on how to get there. For now, the US soldiers in Europe are stranded there.



## 02 ENCOUNTERS

Diaz had a fever and was out. Everyone else was off foraging or scouting except myself and Two-Fer. I was going to kick him awake when I saw the Soviet soldier, but the soldier held a finger to his lips and made a cutting motion across his throat. He was the kind of skinny you get from not eating for a long time. He crept up to Two-Fer's sleeping bag and pulled out a long blade. I froze. The Russian smiled and raised his blade. I don't remember shooting him, but I must have, because the next thing I knew Top was calmly telling me to "ease down" and the firing pin was clicking on an empty chamber of the revolver.

**THIS CHAPTER DETAILS 52 random encounters that you can use during the characters' journeys across the war-torn lands of Europe. The chapter also includes a table for typical NPC stats as well as random charts for scenery, rumors, and radio messages that you can use to immerse your players in the world of TWILIGHT: 2000.**

These 52 encounters are also summarized on the custom cards included in this boxed set. To randomly generate an encounter, simply draw a random encounter card from the deck. The encounters are described in more detail in this chapter.

If you don't have access to the custom card deck, any typical poker deck can be used to generate encounters. Of course, as GM you are free to choose encounters instead of drawing them at random, or ignore these pre-made encounters altogether and create your own.

**FREQUENCY:** Typically, you'll draw one potential random encounter for each 10-kilometer hex that the PCs enter, and one encounter per shift if the characters are stationary (for more on staying still, see page xx). Note that some encounters will not be triggered if the PCs travel off-road or at night (below).

Also, as Referee you are free to generate encounters more or less often if you want to spice things up or let the characters catch their breath. You are in charge of the pacing of the game, not the rules.

**CITY TRAVEL:** When the PCs are traveling inside a city, generally draw an encounter for every 1-kilometer hex that they enter. In densely populated areas of a city, encounters can be even more common. Traveling inside a city always counts as on road travel. Read more about city travel on page xx.

### SPOTTING

The characters generally have a chance to spot an encounter before it's upon them. This is detailed under the rules for keeping watch

## CONSEQUENCES

A key aspect to make the world of TWILIGHT: 2000 feel dynamic and alive is to let the characters' actions have consequences. Even after a random encounter, make a note of what happened and try to incorporate consequences of the encounter at a later time. One simple way to help create such consequences is to have enemies flee and fight another day instead of fighting to the death. This also makes combat faster.

(page xx of the Player's Manual). There, you will also find a table to determine the distance at which the encounter occurs.

### ON-ROAD AND OFF-ROAD

Each encounter is marked with the on-road symbol **■** the off-road symbol **✱**, or both. These symbols indicate if the encounter can take place when the characters are traveling on a road, off-road, or both.

If you draw an encounter without the symbol matching the characters' current mode of travel, no encounter occurs. Also, some encounters with both symbols are different depending on if they occur on-road or off-road. In general, it is more likely for the characters to encounter

### STATIONARY ENCOUNTERS

D6	ENCOUNTER
1–2	Draw an encounter normally. Only encounters marked PP are triggered.
3	<b>REFUGEES:</b> 2D6 starving and hypothermic refugees arrive, having seen the PCs pass or heard rumors of their presence. They ask for food and protection. If the PCs give it to them, they will be grateful and can share a rumor or two (page xx). If the PCs chase them off, the refugees might tip off a local faction about their presence – add an additional +1 on the next roll on this table. The stragglers can be used for replacement PCs, if needed.
4	<b>STRAGGLERS:</b> D6 stragglers of the same nationality as some of the PCs appear at the camp. The soldiers ask for food and ammo. They act friendly and will share rumors, but will take the first chance to steal from the PCs and leave. The stragglers can be used for replacement PCs, if needed.
5	<b>SCOUTS:</b> A group of scouts sent from a faction nearby, equal in number to the PCs, arrives to observe them. They can be marauder or military. Allow the PCs a <b>RECON</b> roll to spot the scouts (opposed roll). If spotted, the scouts might attack, retreat, or negotiate, depending on their goals.
6+	<b>LARGE FORCE:</b> A larger unit from a nearby faction, twice as many soldiers as the PCs and equipped with vehicles and/or heavy weapons, arrives. They demand that the PCs surrender to them, and they can attack if not obeyed. The PCs will need to flee, fight, or talk their way out of the situation. If combat breaks out, the enemies will retreat if they lose half of their number, but will then come back at double strength the next time you roll this encounter.

large groups of soldiers and others while traveling on roads. Of course, traveling off-road is slower.

### NIGHT AND DAY

Each encounter is also marked with a sun symbol ☀, the moon crescent symbol ☾, or both. These symbols indicate if the encounter can take place during the light shifts (typically morning and day, but see page xx in the Player's Manual), the dark shifts (usually evening and night), or both.

If you draw an encounter without a symbol matching the current shift, no encounter occurs. Fewer encounters have the moon symbol than the sun symbol, meaning the PCs are less likely to meet others when traveling at night. Traveling at night presents other difficulties, however.

### STATIONARY PLAYERS

If the players remain in a hex for a shift, draw one random encounter. However, only events marked with the symbol 🔥 will actually be triggered. Other encounters are treated as no encounter at all.

This does not mean that staying still is safe – quite the opposite, in fact. The longer the PCs remain stationary, the higher the risk is that one or more of the main factions in the area will learn of their location and approach them or attack them.

For each shift that the characters stay stationary after the first, roll on the special encounter table on page xx. Add +1 to the roll for each subsequent shift during which the PCs have remained stationary. (As always, as Referee you are of

### TYPICAL NPCs

TYPE	ATTRIBUTES	HIT CAPACITY	SKILLS	TYPICAL GEAR
Refugee	STR C, AGL C, INT C, EMP C	4	Recon D, Survival D	Club or knife
Civilian	STR C, AGL C, INT C, EMP C	4	Close Combat D, Driving D, Ranged Combat D, Recon D	Pistol or shotgun with one reload
Hunter	STR C, AGL B, INT C, EMP D	5	Close Combat D, Ranged Combat C, Recon C, Survival C	Hunting rifle with one reload or hunting bow with D6 arrows, knife
Marauder	STR B, AGL C, INT C, EMP D	5	Close Combat C, Driving D, Ranged Combat C, Recon D	Assault rifle, hunting rifle or shotgun with one reload, knife
US Soldier	STR B, AGL B, INT C, EMP C	5	Close Combat C, Driving C, Ranged Combat C, Recon C	M16A1 with one reload, fatigues, kevlar helmet
US Officer	STR C, AGL B, INT B, EMP B	5	Ranged Combat C, Recon C, Persuasion D, Command C	M9 pistol with one reload, fatigues
US Special Forces	STR B, AGL A, INT B, EMP C	6	Close Combat B, Ranged Combat B, Recon B	M4A1 with two reloads, knife, fatigues
US Intelligence	STR C, AGL B, INT A, EMP B	5	Close Combat C, Ranged Combat C, Recon B, Persuasion B	M9 pistol with one reload, knife
Soviet Soldier	STR B, AGL B, INT C, EMP C	5	Close Combat D, Driving C, Ranged Combat C, Recon C	AK-74 with one reload, fatigues, steel helmet
Soviet Officer	STR C, AGL B, INT B, EMP B	5	Ranged Combat C, Recon C, Persuasion D, Command C	PM pistol with one reload, fatigues
Soviet Special Forces	STR B, AGL A, INT B, EMP C	6	Close Combat B, Ranged Combat B, Recon B	AK-74 with two reloads, knife, fatigues
Soviet Intelligence	STR C, AGL B, INT A, EMP B	5	Close Combat C, Ranged Combat C, Recon B, Persuasion B	PM pistol with one reload, knife
Polish Soldier	STR B, AGL B, INT C, EMP C	5	Close Combat D, Driving C, Ranged Combat C, Recon C	AKM with one reload, fatigues, steel helmet
Polish Officer	STR C, AGL B, INT B, EMP B	5	Ranged Combat C, Recon C, Persuasion D, Command C	P-83 pistol with one reload, fatigues
Swedish Soldier	STR B, AGL B, INT C, EMP C	5	Close Combat D, Driving C, Ranged Combat C, Recon C	AK 5 with one reload, fatigues, kevlar helmet
Swedish Officer	STR C, AGL B, INT B, EMP B	5	Ranged Combat C, Recon C, Persuasion D, Command C	Pist 88 pistol with one reload, fatigues

course free to ignore the results of the roll and choose an encounter from the table or make up your own, if you prefer.)

**HIDDEN CAMP:** If the PCs make no attempt to hide their camp, approaching NPCs will automatically spot it. If the

PCs do hide their camp, roll **RECON** as described on page xx of the Players' Manual. If the NPCs fail to spot the camp, the PCs can choose whether to stay undetected or make their presence known.

### ANIMALS

TYPE	ATTRIBUTES	HIT CAPACITY	SKILLS	ATTACK	MOVEMENT
Wild Dog	STR C, AGL C, INT D, EMP D	2	Mobility B, Close Combat C, Recon A	Bite (damage 1)	3
Wolf	STR B, AGL B, INT D, EMP D*	3	Mobility A, Close Combat C, Recon A	Bite (damage 1)	3
Bear	STR A, AGL C, INT D, EMP D*	6	Close Combat A, Recon B	Paw (damage 2)	2
Viper	STR D, AGL A, INT D, EMP D*	1	Close Combat B, Recon A	Bite** (damage 1)	1

\*Cannot be **PERSUADED**

\*\*A hit causing damage will trigger a poison effect similar to a wound infection.

## LIST OF ENCOUNTERS

**BELOW, THE 52 UNIQUE** encounters are listed. They are divided into categories, based on the value of the card, and motivations, based on the suit of the card. See the table below. Using these categories, you can easily create your own encounters should the 52 pre-made ones not be sufficient.

**NPCs:** For most individuals in the encounters, use the table for typical NPC stats on page xx. Feel free to vary these stats as needed and create NPCs with higher attributes and skills, specialties, and different gear, giving the players a greater challenge.

Most encounters indicate the number of individuals encountered. This is usually done based on the number of PCs. When the number is halved (written as PC/2), round fractions up.

**VEHICLES:** Some encounters also include vehicles. Feel free to upgrade these vehicles if the PCs themselves have a powerful vehicle, such as a tank.

**FACTIONS:** Some encounters indicate a faction that the NPCs encountered can belong to. A faction is a force of some kind that has influence in the area. Factions are

categorized as local military, Soviet military, US military, marauder, or civilian. Several sample factions of the different types are described in the next chapter. Using factions, you can turn a simple encounter into a larger narrative.

**SCENARIO SITES:** If you draw a settlement encounter (an ace), you can, if you like, replace the written encounter with a larger scenario site – three such fleshed-out locations are included in chapter 4 of this book, which also gives you tools to create your own.

**ANIMALS:** Some encounters include wild animals, with stats listed in the table on page xx. Animals have a movement rate, which indicates how many hexes they can move with one fast action.

### MOOD ELEMENTS

If you like, you can use the mood element tables on page xx to flesh out encounters and paint the scene for the players. The mood elements can also be used in hexes where no encounter occurs.

## RUMORS

During encounters, try to give the PCs opportunities to hear rumors and gain information about nearby factions and scenario sites. You can use the rumor list on page xx or make up your own.

## MAKING ENCOUNTERS PERSONAL

When springing an encounter on the characters, feel free to modify it to make it personal for them – in fact we recommend doing this, whenever possible (see the game principles on page xx), as it will engage players more, increasing the stakes of the game. There are several ways to accomplish this:

- ★ First and foremost, keep the PCs' big dreams and moral codes in mind. Write them down somewhere, and when you can, try to modify encounters a little so that they somehow relate to one or more big dreams or moral codes.
- ★ When possible, try to connect a new encounter to something that has happened before. If marauders show up again, maybe they are hunting for the PCs who killed their comrades some days earlier? Or if a group of refugees appears, maybe they have heard of the PCs' previous actions? Try to make the players feel that their actions have consequences.
- ★ Pick one poor soul among the PCs and spring the worst of the encounter on them. This works particularly well with a PC who has left the main group to scout, hunt, or forage. Putting a PC on the spot will test the loyalty of the others – what are they willing to risk to save their friend?
- ★ In an encounter with the opportunity to negotiate, have an NPC give one individual PC a juicy offer of some sort

– preferably connected to their big dream. This can create tensions within the group, leading to interesting roleplaying opportunities.

- ★ Every now and then, let an NPC tag along with the PCs on their travels – preferably an NPC that the PCs care about. Such NPCs are perfect tools for creating drama in encounters – place the NPC in lethal danger and force the PCs to react. Will they leave them to their fate?

## ENCOUNTER CATEGORIES

CARD VALUE	CATEGORY
2	Weather
3	Animal
4	Derelict vehicle
5	Crater
6	Ruins
7	Refugees
8	Hunters
9	Marauders
10	Stragglers
Jack	Military patrol
Queen	Military outpost
King	Military convoy
Ace	Settlement

## ENCOUNTER MOTIVATIONS

CARD SUIT	MOTIVATION
Clubs	Violence
Diamonds	Wealth
Hearts	Fellowship
Spades	Power

## RECURRING ENCOUNTERS

Sooner or later, you will draw an encounter that you have already played before. When this happens, choose one of the options below:

- ✓ Continue the encounter. The characters meet the same people again.
- ✓ Change the encounter. The characters face a similar encounter, but it's different in some way.
- ✓ Draw another encounter.

## 2 ♣ FOREST FIRE



First, a wave of wildlife runs toward the PCs, passing them. The PCs can shoot an animal as if hunting without spending the whole shift (see chapter 6 in the Players' Manual). Soon, they see what caused the animals to flee—a violent forest fire rages in their path, possibly the result of some earlier fighting in the area. The fire has Intensity C and covers an area 20 hexes deep. If the characters try to find a way around the fire, they need to make a **SURVIVAL** roll. Even if successful, they can't travel any further this shift. If the roll fails, the path forward is blocked for the next shift too.



### 3 ♣ PACK OF WOLVES



- ★ FACTION: None
- ★ NUMBER: PC

A pack of wolves begins tracking the PCs, howling in the distance, and attacks when the PCs are resting. They will try to single out and attack an isolated PC if they can, preferably at night. If killed, each wolf will yield meat enough for 3 rations of food.

### 4 ♣ BOOBY-TRAPPED VEHICLE



- ★ FACTION: Marauder
- ★ NUMBER: PC+1

The PCs come across a seemingly deserted pickup truck, looking to be in surprisingly decent shape. This is a trap – the truck is a wreck given a quick paint job by a band of marauders. If the PCs investigate the vehicle, the marauders will detonate a hidden charge (blast power B) and then open fire from their nearby hiding places. They have hunting rifles and one RPG-16, all with one reload each, and D6 rations of wild food. If the marauders are driven off, the PCs will realize that the truck is permanently destroyed, but they can scavenge spare parts from it.



PACK OF WOLVES

### 5 ♣ GROUND ZERO



The PCs approach a crater left behind by a nuclear strike, one aimed at a large ground force previously gathered here. The crater is 4D6 hexes wide and twice that many meters deep. There is a pond of greenish water in the bottom of it. The entire visible crater, as well as an area twice as wide around it, is still radioactive. Moving through this area inflicts 1 rad every stretch. The road is destroyed here. To pass around the crater, a vehicle needs to go off-road and lose one hex of movement this shift (modified by terrain) before movement can continue.

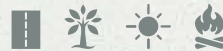
### 6 ♣ FULL TANK



- ★ FACTION: Marauder
- ★ NUMBER: PC+1

The PCs come across an old, abandoned gas station. A band of marauders, armed with AKMs and one RPK machine gun (one reload each) are lying in ambush inside, and will attack any PCs who approach. They have D6 rations of wild food. There is no gasoline left in the tanks but plenty of scrap around – PCs scrounging here get a +2 modifier.

### 7 ♣ HUNGRY & ANGRY



- ★ FACTION: None
- ★ NUMBER: PCx4 on-road, PCx2 off-road

A group of refugees, starving and hypothermic. Several of them have contracted cholera and the PCs risk being infected. The refugees demand food and shelter. They are aggressive and might even get violent if they don't get what they want. If the situation escalates, the PCs will need to **PERSUADE** the refugees to leave or use violence to chase them off.

### 8 ♣ MY KILL, MY MEAT



- ★ FACTION: Civilian
- ★ NUMBER: PC-1

A group of hunters have just killed a moose and are carving up the carcass. They are very protective of their prey (worth



PCx1 rations of food), and will threaten or even attack the PCs if they feel cornered. One of the hunters suffers from pneumonia and can infect the PCs if they interact.

A band of stragglers from the US forces in the area. They are starving and will hail the PCs as friends, but take the first chance they get to kill the characters and steal their gear. Some of the stragglers suffer from typhus and the PCs risk being infected.

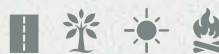
### 9♣ MARAUDER ROADBLOCK



- ★ FACTION: Marauder
- ★ NUMBER: PCx3 in daylight, PCx2 in darkness

A band of marauders have set up a roadblock. They have AKMs, one RPG-16 (one reload) and a pickup truck with half a tank of alcohol fuel and a DShK machinegun (one reload). They also have 2D6 rations of domestic food. The marauders are very aggressive and try to stop and capture or kill the characters. Should the PCs be captured, the marauders bring them to their leader. The marauders flee if half of them are incapacitated.

### J♣ SHOOT ON SIGHT



- ★ FACTION: Soviet military
- ★ NUMBER: PCx2 on-road, PCx1 off-road

A unit of Soviet soldiers is patrolling the area, searching for enemy stragglers. If they spot the PCs they will attack immediately and radio for artillery support—a 122 mm howitzer with five HE rounds is located two kilometers (200 hexes) away. If the PCs are captured, the soldiers bring them to their base for questioning. The unit has a R-392A radio and D6 field rations.

### 10♣ MURDEROUS BASTARDS



- ★ FACTION: US military
- ★ NUMBER: PCx2 on-road, PCx1 off-road

### Q♣ SUPERIOR FIREPOWER



- ★ FACTION: Soviet Military
- ★ NUMBER: PCx3 in daylight, PCx1 in darkness

## FULL TANK



Soviet soldiers, including one officer, have set up a roadblock using a T-72 tank and sandbags. If they spot the PCs they will attack immediately. The T-72 has half a tank of alcohol fuel and five HEAT rounds. The roadblock is also equipped with a DShK machinegun, with one reload, and 2D6 field rations.

### K♣ OUTNUMBERED



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx5 (of which PCx1 are in the BTR-70)

A convoy of Soviet forces is approaching the PCs. It is led by a BTR-70 APC (with half a tank of alcohol fuel and an officer inside), which is followed by two GAZ-66 trucks (with half tanks). If they spot the PCs, they will attack immediately. The BTR-70 is fitted with a KPV machinegun, with one full reload. The convoy has an R-311 radio and PCxD6 field rations.

### A♣ FOR MY COUNTRY



- ★ **FACTION:** Civilian
- ★ **NUMBER:** PCx2 guards in the daytime, PCx1 guards in darkness, 2D6x5 inhabitants overall

The PCs approach a small village of 2D6 houses, surrounded by barbed wire and sandbags. It is well defended by local civilians who view any foreign soldiers as aggressors. Each guard carries an AKM with two reloads and a hand grenade (frag). Also, the guards have one RPG-16 (two reloads) and an 82 mm mortar (with four HE rounds). It is possible to talk to the leaders of the village and even trade, but the villagers will be very suspicious of the PCs.

### 2♦ DENSE FOG



A thick fog descends on the landscape, limiting visibility to 10 hexes. The fog counts as heavy rain for the purposes of driving.

### 3♦ RABID DOGS



- ★ **FACTION:** None
- ★ **NUMBER:** PCx2

A pack of rabid wild dogs starts tracking the PCs, and will try to attack them if they get the chance. The dogs are infected with rabies.

## 4 ◆ VIPER'S NEST



- ★ FACTION: None
- ★ NUMBER: 1

The PCs come across a burnt-out derelict bus. The wreck is beyond repair, but the PCs can scavenge parts from it. There is plenty of scrap around and any roll to scrounge in the area gets a +2 bonus. A viper has made its nest inside the bus and will attack any PC who enters it. This counts as a sneak attack.

## 5 ◆ THE FINAL REST



The characters approach a crater from a nuclear strike, aimed at a large ground force once gathered here. The crater is 3D6 hexes wide and twice that many meters deep. There is a pond of greenish water in the bottom of it, and there is debris everywhere (scrounging rolls get a +2 bonus). By the water, there is the corpse of a US soldier.

The entire visible crater, as well as an area twice as wide around it, is still radioactive. Moving through this area inflicts 1 rad every stretch. The road is destroyed here. To pass around

the crater, a vehicle needs to go off-road and lose one hex of movement this shift (modified by terrain) before movement can continue.

The soldier in the crater has died of radiation poisoning and thirst. Next to the body, there is an M16A1 with one reload, and some random piece of scrap.

## 6 ◆ HOUSE ON FIRE



- ★ FACTION: Marauder
- ★ Number: PCx2

The PCs come across a farm set ablaze during recent fighting. The fire is still raging. There are corpses of civilians on the ground, recently shot or beaten to death. If a PC dares enter the burning buildings, requiring a **MOBILITY** roll to avoid damage from the intensity C fire, they can scrounge with a +2 bonus. If the PCs stay more than a few minutes, a band of marauders will show up and attack. They have returned to the scene of their crime to scavenge all they can. They are armed with AKMs and one of them has an RPK (one reload).

## 7 ◆ DESPERATE TIMES



- ★ FACTION: Civilian
- ★ NUMBER: PCx4 on-road, PCx2 off-road

A group of refugees, starving, and hypothermic—and desperate. They plead with the PCs for food and protection. Several suffer from dysentery and the PCs risk being infected.

## 8 ◆ HUNTERS AND THEIR PREY



- ★ FACTION: Civilian
- ★ NUMBER: PC/2

A small group of hunters is lying in wait for prey when the PCs pass by. They will hail the PCs and try to barter for ammunition or weapons. The hunters have knives and hunting bows with five arrows each, and enough raw meat for D6 rations of food.

RABID DOGS



## EVERYTHING HAS A PRICE



## 9 ♦ EVERYTHING HAS A PRICE



- ★ FACTION: Marauder
- ★ NUMBER: PCx3 in daylight, PCx2 in darkness

A band of marauders have set up a roadblock using sandbags. They are ready to negotiate with the PCs and will let them pass, for the right price. They will defend themselves if attacked. They are armed with AKMs and the group has one RPG-16 (with one reload), as well as a civilian light truck with half a tank of alcohol fuel.

## J ♦ CASH IS KING



- ★ FACTION: Soviet military
- ★ NUMBER: PCx2 on road, PCx1 off road

A unit of Soviet soldiers is patrolling the area, searching for enemy stragglers. If they spot the PCs they will order them to halt and hold them at gunpoint. One soldier has an RPG-16 with one reload. They will not attack, but instead try to barter in broken English. They drive a hard bargain. One of the soldiers is coughing from pneumonia. The group also has PCxD6 field rations and some other gear and random scrap to trade with.

## 10 ♦ WATCHA GOT?



- ★ FACTION: US military
- ★ NUMBER: PCx2 on-road, PCx1 off-road

A band of US stragglers from the US forces in the area. They will hail the PCs, and try to barter with them or just plead for food, ammunition and protection. They are all starving.

## Q ♦ DROP YOUR WEAPONS



- ★ FACTION: Soviet military
- ★ NUMBER: PCx3 in daylight, PCx1 in darkness

A unit of Soviet soldiers has set up a roadblock with a BTR-70 APC (with half a tank of alcohol fuel and a full reload for the KPv) and debris. If they spot the PCs, they order them to halt

and demand that they surrender. The soldiers are not entirely unreasonable however, and can be **PERSUADED**. If the PCs do surrender, they are taken to the nearest Soviet division HQ. The unit has PCx2 field rations.

## K ♦ LOADED LIKE A FREIGHT TRAIN



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx2 guards

The PCs find themselves crossing an old railway track, and to their great surprise, they hear a train coming! It's a local freight train commandeered by the Soviet forces in the area, to bring supplies to the nearest division HQ. It is moving so slowly that the PCs can jump on with a **MOBILITY** roll.

The train is loaded with 5,000 liters of alcohol fuel, 1,000 field rations, 200 AK-74 rifles, 6,000 rounds of 5.45x39 mm ammo, 50 hand grenades (frag), and 10 RPG-16 rocket launchers. There are guards on the train. It moves two hexes per hour, and after D6 hexes it arrives at the division HQ.

## A ♦ BUYING AND SELLING



- ★ **ACTION:** Civilian
- ★ **NUMBER:** PCx1 guards in the daytime, PCx1/2 guards in darkness. 2D6x5 inhabitants overall

The PCs approach a small village of 2D6 houses. It is defended by local civilians who are ready to barter with the PCs for weapons or protection, in exchange for food and lodging. They are armed with shotguns and pistols. The PCs might even be offered to stay here indefinitely.

## 2 ♥ SUNSHINE



Suddenly, the thick gray clouds of soot from countless nuclear detonations dissipate, and the sun breaks through the smog. For a fleeting moment, the world doesn't seem so bleak. Maybe, just maybe, there is a chance for things to turn around. For a better future. The sight of the sun immediately heals 1 point of stress and the weather turns to fair.

LOADED LIKE A  
FREIGHT TRAIN



### 3 ♥ HUMAN'S BEST FRIEND



- ★ FACTION: —
- ★ NUMBER: 1

A wild dog starts following the PCs. If they attack the mutt, it will run off, but come back later. If the PCs treat the dog well (**PER-SUASION** roll), it will become their loyal companion for the rest of its life, and even defend them against attackers.

### 4 ♥ THE SMELL OF VICTORY



The PCs approach a dozen car wrecks, all burnt out. Inside the cars, the PCs can find charred corpses. The cars were hit by a napalm strike some weeks or months earlier. The corpses in the cars are such a depressing sight that it causes 1 point of stress. The wrecks are beyond repair but they can be scavenged for parts. There is plenty of scrap around – any scrounging roll gets a +2 bonus.

### 5 ♥ THE WATERING HOLE



The PCs approach a crater from a nuclear strike. The crater is 2D6 hexes wide and twice that many meters deep. There is a pond of scummy water in the bottom of it, and D6 deer are drinking from it. The PCs can try to kill the deer for food – see the rules for hunting in the Players' Manual (no roll for tracking the animal is needed, only to shoot it). Eating the meat from the deer will cause 1 rad.

The entire visible crater, as well as an area twice as wide around it, is still radioactive. Moving through this area inflicts 1 rad every stretch. The road is destroyed here. To pass around the crater, a vehicle needs to go off-road and lose one hex of movement this shift (modified by terrain) before movement can continue.

### 6 ♥ THE FINAL REST



The PCs come across a small farm in a clearing. It seems largely intact, but completely deserted. If the PCs investigate, they will find the decomposed bodies of a family inside. The father seems to have killed his family with a shotgun and then turned the

THE FINAL REST



weapon on himself. Seeing the family is such a depressing sight that it causes 1 point of stress. If the PCs search the farm, they can find 3D6 rounds of 12 gauge ammo. There is plenty of scrap around and any roll for scrounging here gets a +2 bonus.

## 7 ♥ THE ORPHANS



- ★ FACTION: Civilian
- ★ NUMBER: 3

The PCs see a farm up ahead, largely intact. If they move in to investigate, they will come across three children living in the farm. Their parents left months ago to find help and food, and the kids, 10–15 years old, have had to fend for themselves. One of them has a double barrel shotgun with one reload. They are very suspicious of strangers, but the PCs can assuage their fears with a successful **PERSUASION** roll. On the farm, there is a total of 2D6 rations of domestic food left. If the PCs leave the kids, they will spot a band of PCx2 marauders, armed with AKMs, approaching the farm. They will kill the children and steal their food unless stopped.

## 8 ♥ IN GOOD COMPANY



- ★ FACTION: Civilian
- ★ NUMBER: PC-1

The PCs come across a group of local hunters gathered around a campfire. They are cooking the meat of an animal they have just killed, and they are in a good mood. They have enough meat for D6 rations of food. If the PCs approach, the hunters will be on their guard, but the PCs can convince them that they are peaceful with a successful **PERSUASION** roll. Some of the hunters suffer from dysentery and can infect the PCs if they interact.

## 9 ♥ JOIN US OR DIE



- ★ FACTION: Marauder
- ★ NUMBER: PCx3 in daylight, PCx2 in darkness

A band of marauders armed with AKMs and a pickup truck with half a tank of alcohol fuel and a pintle-mounted DShK-38 HMG (one reload) has set up a roadblock. They stop the PCs, but are not overtly hostile. Instead, they ask questions, and want to

know what weapons and gear they have. The marauder leader will then offer the PCs to join their group. He claims they are the biggest militia around, and could use some more good fighters. If they decline, the marauders will threaten them, and might even attack them rather than let them leave. The players will need to talk or fight their way out of the situation.

## 10 ♥ THE AMBUSH



- ★ FACTION: US military
- ★ NUMBER: PCx2 dead, PCx1 dying from critical injuries

The PCs see a column of black smoke rising up ahead. If they investigate, they will come upon the scene of a recent ambush. A group of US stragglers has been badly hit by an ambush by local marauders, just an hour or so earlier. Most of the soldiers are dead, but some are still alive, dying on the ground and pleading for help. They are all starving and hypothermic, and have no gear at all (the marauders took everything of value).

## J ♥ THE CARNAGE



- ★ FACTION: Soviet military
- ★ NUMBER: PCx1 dead, PCx1 dying from critical injuries

The PCs hear an explosion from up ahead, and soon see black smoke rising. If they continue on, they come across a scene of carnage. A Soviet patrol in a UAZ-469 jeep has been hit by a roadside bomb planted by marauders. It's lying on its side, burning (inoperable but can be repaired or scavenged for parts). Several dying Soviet soldiers are lying on the road. If the PCs approach, they plead for help.

If the PCs stop here for more than a stretch, local marauders who planted the bomb arrive (PCx2 in number, armed with AKMs).

## Q ♥ DEATH FROM ABOVE



The PCs approach a heavily defended Soviet army camp, that includes PCx6 soldiers and a T-72 tank (with half a tank of alcohol fuel and five HEAT rounds). The camp has four army tents and is surrounded by trenches. If the PCs are spotted, the Soviets attack immediately. Soon after, whether or not combat ensues, the PCs hear a sudden roar in the sky – it's a jet plane, something that



the PCs haven't seen for years. The jet launches a missile which strikes the Soviet camp, all but obliterating it, and damaging the T-72 tank beyond repair. Only PCx1 Soviet soldiers remain. If the PCs make a **RECON** roll, they can recognize the airplane as an A-10 Thunderbolt II. After the attack, the plane veers off.

The jet fighter is part of Operation Reset (page xx). If contacted by radio, the pilot can communicate this fact, but will not respond to any further questions.

## **K♥** PRISONER BLUES



- ★ **FACTION:** Soviet military, US intelligence
- ★ **NUMBER:** PCx2

A group of three dozen prisoners is being herded along the road by Soviet soldiers. The prisoners are local civilians (stats as refugees) suspected of collaborating with local marauders, or simply being taken as slave labor. If the PCs approach the Soviets will be on their guard and might attack if not outgunned. The prisoners are exhausted but can help the PCs if combat breaks out, and will be very grateful if set free. One or more of them is a CIA agent (page xx) in hiding. Several of the prisoners are sick from pneumonia.

## **A♥** THE MAGNIFICENT FEW



- ★ **FACTION:** Civilian
- ★ **NUMBER:** PCx1 guards in the daytime, PC/2 guards in darkness. 2D6x5 inhabitants overall.

The characters spot a small village of 2D6 run-down houses. If the PCs approach, they are stopped by guards firing warning shots (from hunting rifles) at them. If the PCs convince the guards that they come in peace (requiring a **PERSUASION** roll), the villagers will beg them for help against a band of marauders who have threatened the village many times, demanding food and other resources. Later (when the PCs have settled in or are about to leave), PCx2 marauders appear, armed with AKMs. They are aggressive but can be reasoned with and will not attack until they feel the odds are on their side. Their goal is to plunder the village and take the inhabitants as slaves.

## **2♠** RAIN OF ASH



Suddenly, the air is filled with gray flakes of ash. This airborne soot is the result of the hundreds of nuclear strikes

detonated in recent years. The rain of ashes reduces combat visibility to 5 hexes during this shift and gives a -1 modifier to all ranged attacks. It also gives a -2 modifier to the **DRIVING** roll for traveling, and inflicts 1 rad on all characters in the open.

## **3♠** BEAR'S DEN



- ★ **FACTION:** -
- ★ **NUMBER:** 1

The PCs stumble into the territory of a very hungry bear that has turned to attacking humans. If the PCs are on foot, it will attack them for food. It's heavily irradiated, so any attack from it that causes damage will also inflict 1 rad on the victim. Eating the bear's meat will also give 1 rad per ration.

## **4♠** THE BATTLEFIELD



The PCs move into an area where a major tank battle has taken place, many months ago. Dozens of burnt-out battle tanks are rusting away, and the entire area is littered with debris. There is plenty of unexploded ordnance in the area, and scrounging here requires a PC to make a **RECON** roll - failure means triggering a detonation with blast power C.

Most vehicles are damaged beyond repair and have already been stripped of parts, but a successful **TECH** roll for scrounging here will (in addition to random finds) have the PC find a T-72 tank that is inoperable but can be repaired (or scavenged for parts). It has no ammunition or fuel, however.

## **5♠** ARMAGEDDON



The characters approach a huge crater from a nuclear strike, once aimed at a large mechanized force gathered here. The crater is 6D6 hexes wide and twice that many meters deep. There is a small lake of greenish water in the bottom of it.

The entire visible crater, as well as an area twice as wide around it, is still radioactive. Moving through this area inflicts 1 rad every stretch. In all of this area, there are dozens of rusting wrecks of armored vehicles. These are destroyed beyond repair, but D6 of them can be scavenged for parts. Note that the PCs will likely be severely affected by radiation if they stay to scavenge the vehicles.

The road is destroyed here. To pass around the crater, a vehicle needs to go off-road and lose one hex of movement this shift (modified by terrain) before movement can continue.

## 6 ♠ WATCH YOUR STEP



The PCs move into an old industrial area. Bullet holes and explosion damage riddle the low buildings, which are now partly overgrown. What's not immediately obvious is that the entire area is heavily mined, with both anti-personnel mines and anti-tank mines.

The PCs need to make a **RECON** roll to detect the minefield, and then another **RECON** roll for each hex they want to move into, to avoid triggering a mine. The mined area is about 5x10 hexes large, but the PCs won't know that until they are through it.

If the PCs back out of the minefield, they will need to find another way forward. If they are on foot or in a vehicle with off-road capacity, they can keep moving, but must choose another hex side on the travel map to exit the hex from.

## 7 ♠ THE OLD WANDERER



- ★ FACTION: None
- ★ NUMBER: 1

The PCs come across a lone wanderer. This wizened old man lost his family in a marauder attack months ago. Now, he's a husk of a man, starving and suffering from typhoid fever and amnesia, speaking in incomprehensible riddles (stats as refugee). Still, there are grains of useful information about the area in his cryptic rants. If the PCs let the wanderer tag along, he will happily do so for a while. As a Referee, you can use the wanderer to get the PCs into trouble by having him steal their food, make noises when he shouldn't, etc.

## 8 ♠ A POUND OF FLESH



- ★ FACTION: None
- ★ NUMBER: PCx1

The PCs come across a group of hunters gathered around a campfire, eating freshly cooked meat. If the PCs approach, the hunters

are wary, but not directly hostile. They don't want to share their meat, and are eager to make the PCs move along. If the PCs look around the hunters' camp, have them make a **RECON** roll. If successful, the PCs spot a bloody shoe or piece of clothing.

These hunters have turned to cannibalism and are eating their latest victim as the PCs arrive. The remains of the victim can be found a short distance from the camp. If the cannibals are found out, they get very aggressive and will try to kill the PCs if they have any chance of doing so.

## 9 ♠ DEATH FROM BELOW



- ★ FACTION: Marauder
- ★ NUMBER: PCx2

The PCs approach an improvised roadside bomb, buried beneath the roadway and triggered by a pressure plate. If the PCs ride in a vehicle, they need to make a difficult (-2) **RECON** roll. Failure means that the vehicle hits the bomb, which has a blast power of 12 (shaped charge). If the PCs are on foot, they can spot the IED with a normal **RECON** roll. If the bomb is detonated, the marauders who set it up will come driving in after a stretch of time, hoping to kill any survivors and plunder their gear. They have AKMs with one reload each and a pickup truck with half a tank of alcohol fuel and a pintle-mounted DShK-38 HMG (one reload).

## 10 ♠ THAT'S AN ORDER



- ★ FACTION: US military
- ★ NUMBER: PCx2 on-road, PCx1 off-road

A band of stragglers from the US forces in the area. They are starving. One of them is an officer of higher rank than any of the PCs, and will use this fact to order the PCs to do what he wants, which is for them to become part of his unit. If denied, he will get very agitated and might even turn violent.

## J ♠ HAMMER OF GOD



- ★ FACTION: Soviet military
- ★ NUMBER: PCx1



ENCOUNTERS

02

A Soviet recon unit is hidden in the area, ambushing the PCs. One of them has an SVD sniper rifle with one reload. It's very hard to spot them as the Soviets get a +3 bonus to the opposed **RECON** roll for having spent a shift setting up their camouflage. As soon as the Soviets spot the PCs, they call in artillery fire from a 152 mm howitzer located three kilometers (300 hexes) away, with 2D6 HE rounds. The artillery barrage continues until the PCs find the scouts and defeat them, or move out of the area.



## THE KILL ZONE



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx1

Word has spread about the PCs among the Soviet forces in the area, and the Soviets have set up an ambush in order to capture or kill them. They have spent a stretch setting it up, so they get a +2 modifier. The Soviet squad includes a sniper with an SVD sniper rifle (one reload), who attacks first to draw the characters out. The sniper will try to pick off one PC at a time, firing called shots at the head against PCs who are riding exposed on vehicles. The unit has D6 field rations.



## PRISONERS OF WAR



- ★ **FACTION:** Soviet military
- ★ **NUMBER:** PCx2

The characters approach a Soviet convoy led by a T-72 tank (half a tank of alcohol fuel, three HEAT rounds, one reload for its HMG. It's followed by a GAZ-66 truck (half tank) that carries a dozen US prisoners of war in pretty bad shape. The Soviets will attack the PCs if they are spotted, unless clearly outgunned. The POWs are starving and sleep deprived, and will be very grateful if set free. Several of the prisoners are sick from typhoid fever. They have no gear.



## THE MAD KING



- ★ **FACTION:** Civilian
- ★ **NUMBER:** PCx1 guards in the daytime, PC/2 guards in darkness, 3D6x5 inhabitants overall

The characters approach a village of 3D6 houses, surrounded by barbed wire and scrap barricades. It is defended by civilian locals led by a power-mad leader who treats the villagers as slaves and wants to expand his power in the area. He offers the PCs to stay on to become part of his private army. If they refuse, he will order them to leave half of their gear as tribute to his rule. The leader has STR B, AGL C, INT B, EMP A, **COMMAND** B, and carries an Uzi with two reloads. The guards have hunting rifles with one reload each, and one RPG-16 (one reload) to share. There is a total of 2D6x5 rations of domestic food in the village.

## RADIO CHATTER

Most military vehicles have a built-in radio, and several stand-alone devices are included in chapter 5 of the Players' Manual. If the PCs have access to a radio, and one character spends a shift monitoring it, roll on the table on page xx to see if they pick up any chatter. A PC can't do anything else (such as marching or scrounging) while manning the radio.

Feel free to ignore the result of the roll and choose from the table if you prefer, or come up with your own transmissions and just use the table for inspiration.

**RANGE:** Most radios that the PCs will likely have access to have a range of 1–2 hexes. Keep this in mind when deciding the location from which a transmission is sent.

## RUMORS

During their travels, the PCs can hear many rumors about what's going on at locations in the area. On page xx there is a random table of rumors that you can use as a tool to give the PCs motivation and a reason to travel in a particular direction. It's up to you whether these rumors are false or true, and in the latter case, to decide what happens when the PCs arrive.

## MOOD ELEMENTS

In some hexes, the PCs will not have any encounters. To give even such empty wasteland some life and character, you can use the tables on pages xx–xx to generate a mood element – something that catches the PCs' attention, but is not an immediate threat.

Roll a D10 or choose a mood element for the terrain type. If you like, you can expand on these elements as you see fit. You can even use mood elements in hexes where encounters do occur, to help you paint a picture of the landscape.

The mood elements can include finds or offer the PCs bonus opportunities to scavenge, scrounge or hunt, at your discretion (see chapter 6 of the Players' Manual). They can also affect the weather.

## RADIO CHATTER

D10	TRANSMISSION
1	The airwaves are quiet as the grave, and the PCs hear nothing but static.
2	The PCs hear sporadic communication between Soviet army units in the area. If the PCs speak Russian and make a <b>COMMAND</b> roll, they can gain valuable intelligence about the local Soviet forces.
3	The PCs overhear a conversation between the nearest Soviet HQ and a field commander. If the PCs know Russian, they will understand that the field commander is refusing to obey orders and effectively deserting.
4	The PCs pick up a desperate plea for help from a civilian family in a farm nearby, being attacked by marauders. The civilians desperately beg for help. If the PCs go to their aid, it plays out like the Ace of Hearts encounter.
5	A unit of US stragglers (PCx1 in number) call for help. They are under heavy fire from a larger Soviet force (PCx3 in number, including an APC or even a tank). If the PCs go to their aid, they will be getting themselves into a very dangerous fight.
6	A badly wounded American soldier calls for help. They are close, but the PCs have heard of traps like this before. Do they aid the supposedly fallen comrade or ignore their dying plea?
7	The PCs pick up the chatter of a group of Polish partisans (PCx3) preparing to execute American stragglers (PC x1) for unspecified war crimes. It is unclear whether these Americans are guilty. Do the PCs intervene? Are they ready to attack Polish civilians?
8	The radio picks up what appears to be a rock station, complete with DJ. It's a taste of the old days, but peppered with supposed "news" about current weather, military forces in the area, and local news. Do the PCs believe the voice? Can they triangulate the location of the broadcast?
9	A fervent storm of prophetic, revivalist Biblical mish-mash pours forth from the radio. Whoever is broadcasting speaks German, Russian, and Polish. They speak of the end times and "The Reckoning Ahead." At the end, the voice calls all the faithful to a familiar landmark within 2D6 hexes. The "gathering" takes place in a few days.
0	A cryptic voice repeats a string of seemingly random numbers and letters, then suddenly utters the words "Operation Reset." Then, the message starts over. The message is a code, but the PCs have no way of deciphering it at this point.

## RUMORS

D10	RUMOR
1	An American special forces colonel is building an army. He's looking for volunteers willing to take on difficult, dangerous operations for the "good of all man." Sounds dubious, but what if he's telling the truth?
2	The Soviets have amassed a small "army" prepared to take a city in the area. The city needs all the help it can get. But, the Soviets are paying more. They have food, gold, weapons – you name it. Can the PCs pass up such a wealth of supplies? Do they want to get involved in a major battle again, just after the great loss at Kalisz?
3	The child of an important political figure in a nearby city has gone missing. The official offers "supplies, medicine, and gold to live well for the rest of your life" for the child's return. However, the rumor also suggests the child might have run away and doesn't want to return.
4	An intact "Topol-M" supposedly exists somewhere out in the country. The RT-2PM2 Topol-M is a mobile ICBM launcher. Anyone in possession of such a weapon would wield enormous power – or be able to cause untold carnage. Any power in the area offers a reward for it, but it might be best to make it disappear once and for all.
5	An American unit discovered a sizable amount of gold hidden by the Germans in World War II. But, before they could get it packed and shipped out, they were hit by a devastating attack. There's a survivor, though, who knows the location of the gold. It's enough to buy your way home to a life of ease.
6	A group of marauders began taking slaves a month ago. Some of their newly acquired forced laborers are remnants of the 5th Infantry Division – wounded soldiers from a field hospital no less. The PCs might be able to rescue them, but the marauders are said to be powerful.
7	A former soldier-come-gangster is obsessed with jazz. They want a very specific jazz album on vinyl and are willing to pay. People say the gangster is crazy but the reward is real. Stranger things bring needed supplies in a devastated world. What's the worst that could happen looking for an old jazz album?
8	A legitimate monster stalks the woods nearby. The PCs need to go through these woods to avoid adversaries on either side of the forest. Surely, the rumor isn't about a real monster? That's just the stuff of horror movies, right?

**RUMORS, CONT.**

D10	RUMOR
9	An American General is calling all troops to meet in a port city for a trip home. The PCs don't have much time to get there. They also have no assurance of the rumor's veracity, but the possibility of going home makes up for a whole lot of doubt, doesn't it?
0	Documents related to Operation Reset went down with a Blackhawk helicopter fleeing the Battle of Kalisz. Its last reported location is in the area, but no one is sure precisely where. Every intelligence faction wants the papers, if they exist

**MOOD ELEMENTS – ROAD**

D10	MOOD ELEMENT
1	Blackened husk of a car on the side of the road. Exposed ribs of a corpse hanging out an open door, picked clean by time and carrion eaters. A light rain drums a funeral rhythm on the rusting roof. Old bullet holes let faint light through the left and right sides of the vehicle.
2	A crater hollows the center of the road, partially filled by a pool covered in a film of faintly green scum. No bird nor bug lurks anyway near it. The only drinker is a figure with its head hanging motionlessly in the water. The skeletal stock of an AKM (inoperable but can be repaired) pokes from under the body.
3	The street holds a single house whose windows are boarded up with plywood. Bird-song comes from a single tree, its limbs stripped bare by fire. Yet the house itself remains curiously intact. A faint keening comes from inside, plaintive and haunting.
4	A finger of smoke wends its way toward the leaden sky where the road and horizon meet. A structure burns there, though too far away to see what kind. The wind blows from that direction bringing the scent of ash and burning flesh.
5	A traffic jam, frozen in time. Almost every car holds skeletal commuters. They never made their destinations but instead died here, victims of a direct chemical attack or a wayward cloud from some battle. The most banal of ends. A few managed to crawl out of their vehicles and lay white and bony on the road. A bird's nest crowns one boxy, European car.
6	An old stone overpass collapsed here. The remnants hang above, fragments of the original bridge. The masonry is old, ancient even. It might have stood for 1,000 years before it finally gave way. Two squirrels flee the mound of debris and head off toward parts unknown.
7	A car lies upside down, crushed flat under its own weight. Some meters away is another vehicle which tried to meld with a tree along the side of the road. No bodies appear to rest in either car, so the drivers must have made it from the accident. A couple of long-dead road flares speak to police and emergency vehicles having been here, when such things were common, even expected at an accident.
8	The road rises ahead over a long hill, allowing words painted on the black asphalt to be read in sequence. Each appears to be a surname and a date, from just two years ago. People who died here? People who just wanted to leave their names behind? Given another few years, the already fading names will be washed away by erosion.
9	An old checkpoint. Uneven terrain lies to either side of the road, further littered with steel hedgehogs. Sandbags lay atop crushed cars providing a place for a machine gun emplacement, though the weapon itself is long gone. Where there might have been a gate are oil barrels piled three deep. Whoever left this post didn't want anyone getting through easily.
0	An empty wagon made from the back end of an old Chevrolet lies untended on one side of the road. It got a flat, by the looks of it. A wooden tongue, once hitched to horses, protrudes limply from the wagon's body. The horses and driver are gone.

**MOOD ELEMENTS – WOODS**

D10	MOOD ELEMENT
1	A deer stands in the middle of the trail. It grazes silently, spot lit by a ray of light shining through a hole in the canopy of foliage above. It doesn't seem to mind your presence. Birds quietly chirp above and, for a moment, it's as if the world had not changed and everything remained as it should have been.
2	Several irregular pits of varying depths reveal themselves as foxholes. The deeper ones show remnants of MREs, a few brass casings, and other detritus while the shallow ones evidence rusted C-rat cans melding with the earth and speak of the World War prior to this. It seems soldiers died for this same plot of land a half century apart, maybe much longer.
3	An ancient, gnarled oak has enveloped a bicycle. The latter sticks out through part of the trunk as if trans-fixed by some great force, but the rusted patina and vegetation growing through it show that it's just age, that nature reclaims all things of man. A single, yellow playing card still sticks out from the spokes.

**D10 MOOD ELEMENT**

- 4 From a high-boughed oak hangs a single noose. No one hangs with it. Perhaps no judgment was passed here, or someone reconsidered suicide. Back home, it might be a spooky Halloween prop on someone's front yard, but it's truly scary here.
- 5 Cabins in the middle of a clearing near a small lake. Some cast-off canoes lay near the shore. The glass on the buildings is caked in dust, scoured by the elements. On two upright pieces of timber is an arched sign indicating this was once some kind of summer camp for children. Their voices no longer echo over the scene and seem a potent absence.
- 6 A yellow school bus sits in the middle of the woods. Rust flakes along the sides and top. The windows are spiderwebbed with cracks. Tires flat, the whole thing has sunk several inches into the earth. A tombstone lays to one side and, next to it, the skull and femur of someone else. The rest of the last resident was no doubt taken by animals some time ago.
- 7 A dead airman hangs from their chute, tangled in the upper branches of a tall tree. His white helmet hangs slack against the chest. A breeze stirs the lifeless puppet as the wind tugs at its flight suit and pushes it gently back and forth.
- 8 A deep ravine opens here. The trees on either side flank it like stoic soldiers. Below, a weak stream bubbles through. The sound of croaking frogs mixes with the mewling of some small mammals, unseen in the deeper brush. Abandoned at the bottom, the stream flowing around it, is a child's tricycle, its red paint faded.
- 9 A mighty tree lays broken at mid-point, its other half resting in the arms of another stout mate. The smell of pine needles suffuses the air, and an ancient train track wends under the arch made by the cleaved tree, headed east and west.
- 0 The forest opens into a small field where a break in the clouds allows a thick finger of daylight to halo the grass ahead. White flowers grow there, and small insects whirl above on little sorties. The forest picks up again just beyond this seemingly tranquil scene. The smell of pollen rides the air.

**MOOD ELEMENTS – FIELDS****D10 MOOD ELEMENT**

- 1 Wooden crosses, like rectilinear white flowers, bloom over the field. It's a hastily dug cemetery, the markers spaced unevenly, each going nameless. The clouds above slump slowly across the horizon as perhaps they did when these people were buried. Not long ago by the look of the graves.
- 2 Stalks of wheat crowd around a central, man-made piece of machinery – a tractor, gone to rust and time. Probably older than anything used in the last 50 years, it last saw usefulness before all this madness and died, mercifully, before.
- 3 The sun projects the silhouettes of figures on horseback moving across the land. It's almost pastoral, travelers out of another time, until you see the recognizable shapes of assault rifles on their backs. They march single file, seemingly unaware of you as the sky bleeds its last light of the day.
- 4 The humps of dead tanks sit scattered in the field around you. The hulks are burnt-out, punctured by the holes that killed them. A few are covered in graffiti, though none of it readable from here. They might be sleeping, iron oxide beasts gone still and inert for the season. They were stripped of anything movable some time ago. Whatever battle took place here went nameless.
- 5 The breeze stirs the tall grass, then shifts, causing it to sway in unison like people do at fervent religious events or once did at concerts. A few wild dogs poke their heads out, sniff at the air, then disappear back to wherever they came from.
- 6 The wreck of a helicopter lays like a huge bent and broken dragonfly, rotors twisted at odd angles, nose having tried to burrow into the dirt on impact. Blackened by fire and looted since, it's now nothing but a memorial to when humanity had the ability to fly.
- 7 A redness comes over the yellow grass stretching to the horizon as the sun descends on yet another day. Clouds, like darkened cotton candy are pulled across the sky in striations of deep blue and purple. It could be the subject of a painting and, perhaps, in another time it might have been. Only slouching telephone poles now speak of the presence of man.
- 8 The skeletons of cattle litter this field. Each seems to have died where it stood, falling over peacefully. The white bones have been bleached by the sun. Probably casualties of a chemical attack from early in the war.
- 9 Rising out of the grass, atop a low hill, is a giant crucifix made of steel. The two pieces appear to have been welded together from the barrels of Soviet and American tanks. Probably some kind of artistic reason behind that, though whoever took the time to do this is long gone. Along the American barrel, faintly, reads the fading name "Mustang Sally."
- 0 This field was once tilled, though no substantial crops remain. A white clapboard house stands watch. The roof caved in and the second story sunk into the main structure. The rusted hinges of a remaining porch swing squeak as it rocks in the wind. Even now, a few pieces of flaking paint fall from the side of the house, are picked up briefly by the wind, then set back to earth.



## 03 FACTIONS & FORCES

When I first spotted them, I was glad to see friendlies, but Top wasn't so sure. I led him up the hill where we went prone and observed the unit. Looked like Americans, but Top had me go get Kasia. She came up the hill and he had her look through her scope and see what they were chattering about. See, she can read lips. Had a deaf mother. Turns out they were all Russians. Probably Spetsnaz. I'm sure glad I didn't go and say hello.



DESPITE THE COLLAPSE OF civilization, there are groups and organizations that still hold sway over small or large areas. Such groups are called factions, and a number of them are described in this chapter. You can choose one or more of these factions to populate an area the PCs are traveling through or create your own factions.

Each faction has a listed faction type, that corresponds to the faction type indicated in some of the encounters listed in the previous chapter. By connecting an encounter to a faction, you can create larger narratives in which the PCs interact with the factions and become their enemies or allies.

## THE SHEPHERD'S FLOCK

FACTION TYPE: Marauders

Led by the enigmatic Pole known as Adelbert (almost certainly not his real name as it is a Bohemian Saint), the Shepherd's Flock is a horrifying admixture of Christian Eschatology, bits of Joachim de Fiore, and the philosophies of the Brethren of the Free Spirit. This bit of intel came from an Army Chaplain, tasked with making contact with the group. It is believed he later joined them.

### GOALS

Adelbert believes that all things are of God and thus there is no sin. His followers are therefore already intimately connected with God and must last The Third Age, the time after the apocalypse in which the world now finds itself. Practically, this means the Flock knows no moral or human law, pillaging and destroying as they go in the name of God. For it is not until the end of the Third Age that the Kingdom of Heaven shall return on Earth. The Flock will either convert or kill any who stand in the way of this divine coming. Crucified men and women seen on roadsides and in small town squares bear testament to the seriousness of the Flock's mission. They are fanatics, looking for answers to the end of the world in the form of a former priest turned cult leader.

### FORCES

The Flock is an eclectic group finding converts anywhere where despair overwhelms. In Poland in the year 2000, that is pretty much everywhere. While the bulk of their followers are Poles, members of the Russian and NATO military have also joined their cause.

- ★ 500–700 armed men and women
- ★ 3 Functioning tanks, both Soviet and NATO
- ★ Various APCs, armed pickup trucks, and horses

## SOVIET RESERVE GROUP

FACTION TYPE: Soviet Military

The Soviet Reserve Group for southern Poland consists of three highly mobile brigades stationed at Łódź as a quick reaction force. The commander of the combined force is Major General Mukan Dyusekeev, KomBrig (Kommandir Brigada) of the 35th Guards VDV Brigade. The Soviet Reserve Group works closely with the GRU, but the KGB doesn't

## GAME SETTING

Most of the factions described below are based on a Polish setting. If your game is set in Sweden or elsewhere in the world, these factions will need some tweaking.

trust Dyusekeev fully as he is a Kazakh. The Soviet Reserve Group also includes the 6th Independent Guards Motor Rifle Brigade and the 3rd Guards Spetsnaz Brigade, which assists the Polish Red Brigades with training and support.

The troops are hardened and well-disciplined, having seen years of combat after thorough indoctrination into these elite brigades, each with Guards status and all of the honors associated with that title. All troops, in time, become idle without work to do, and Dyusekeev keeps them busy helping rebuild towns and communities to win favor with the people and keep the soldiers from deserting. When stripped to its bare essence, though, the Soviet Reserve Group is a sleeping bear. Any who wake it will suffer its wrath.

### GOALS

General Dyusekeev, and by extension his men, currently sit in a secure cantonment in Łódź without specific, known objectives. It is unclear whether he answers to what remains of Soviet High Command, or if high command is even coherent enough to give orders. Mostly likely, he is on his own either awaiting orders or deciding how to play his powerful hand. His unit isn't entirely unified (he is the senior of the three brigade commanders, all Major Generals), but they have distinct advantages operating in the region due to their flexibility, community relations, and mixture of elite forces.

The last reports from American intelligence (both the CIA and the DIA) indicate both the KGB and GRU have agents within the Soviet Reserve Group trying to persuade Dyusekeev to join their cause. During the war, he was known as a solid tactician, a man of patience, a capable and popular leader, and one who avoided civilian casualties whenever possible.

### FORCES

6th Independent Guards Motor Rifle Brigade  
(6 battalions):

- ★ 650 soldiers
- ★ 3 x BMP-2
- ★ 5 x BMP-1
- ★ 2 x BTR-70
- ★ 6 x T-72

- ★ 2 x T-80
- ★ 1 x BRDM-2
- ★ 15 x light vehicles
- ★ Several 82mm and 120mm mortars, a few ATGMs, 1x 100mm 2A19 (T-12) antitank gun

**3rd Guards Spetsnaz Brigade (6 detachments):**

- ★ 375 soldiers
- ★ 1 x BTR-80 (stolen from another unit)
- ★ 2 x BRDM-2 (stolen from another unit)
- ★ 8 x light vehicles

**35th Guards Air Assault Brigade VDV (4 battalions):**

- ★ 500 soldiers
- ★ 2 x BMP-2
- ★ 4 x BMP-1
- ★ 1 x BRDM-2
- ★ 2 x BRDM-2 with ATGM
- ★ 13 x light vehicles
- ★ Several ATGMs and 120mm mortars



## U.S. 3RD ARMORED CAVALRY REGIMENT

FACTION TYPE: US Military

The 3rd ACR “Brave Rifles” is a storied cavalry unit with battle honors ranging back before the Civil War and was stationed at Fort Carson, Colorado, for barely a year (after being moved from Fort Bliss, Texas) before being transferred to Germany under III Corps as part of the only actual wartime REFORGER operation. The regiment had participated in many of the peacetime REFORGER exercises and was already quite familiar with the operational area in Europe.

However, these past years of war have taken their toll, leaving the regiment barely a half-strength battalion after their near destruction at the hands of the Soviet 8th Guards Army, which demolished much of III Corps main thrust during Operation Reset. The inspired, some say zealot-like, leadership of COL Strafe keeps spirits high and the unit together. Strafe welded together the current unit out of fervent jingoism and the assimilation of stragglers from various other American units encountered on the battlefield, including those that did not originally fall under his command.

### GOALS

The final reliable intel reports from the CIA indicate the 3rd ACR may have one of two disparate goals. The first is to take the town of Kielce, the capital of the Holy Cross Province (Świętokrzyskie Voivodeship) and use it as a staging ground to prosecute the war against remaining Soviet forces. The second is to return home by any means necessary and help restore order there. General Strafe cut off communications with the CIA after a disastrous intelligence report nearly caught the regiment in a trap. Only by ignoring orders did Strafe save his men. He probably would have been relieved of command after that, but there was little in the way of a chain of command to make that happen. Strafe’s men are tough, loyal, and clearly as fervent as the man himself. There is something like Patton (who once commanded 3rd ACR himself) about the general’s psyche, and he fancies himself an incarnation of one of the great conquerors in world history. He may be mad. Strafe allies himself with the DIA, especially men inside said organization he knows personally and has for many years.

### FORCES

- 3 x armored cavalry squadrons (300 soldiers)
- ★ 4 x M3 Bradley
- ★ 3 x M1A1 Abrams
- ★ 2 x M113A3 APC
- ★ 2 x AH-64 Apache (grounded for lack of fuel)
- ★ 7 x light vehicles
- ★ 1 x M106 107mm (4.2”) mortar carrier

## THE OKTOBER GUARD

FACTION TYPE: Soviet Military (Spetsnaz)

Feared throughout Europe, the Soviet Spetsnaz are comprised of land and naval forces who have cohered into a single unit serving an unknown master. Nominally, they answer to the KGB, but they do not always follow those orders, even when they do come in.

The so-called Oktober Guard (called thus after an American comic book) are tired and worn down, but still highly motivated. They have little use for marauders and have, on occasion, appeared as the proverbial cavalry to prevent a small town from being razed to the ground and its citizens enslaved by these wild bands.

The group is never in one locale, but spread out in camps, small towns, cities, and deep in the Polish woods. They maintain contact through some of the oldest messengers of all – pigeons. The Soviets long ago learned that all of America’s technological advantages mattered little when the battle was reduced to mud in the blood.

### GOALS

The goals of the “Oktober Guard” are not clear. They are not loyal to the KGB or the GRU, though they selectively work for both. They are no marauders, and do not take from the civilians around them. They seem to harbor less ill-will for their American enemies than other units, and there is even a rumor that the Ghosts and the Oktober Guard are in contact, each trying to figure out a way home and bring an end to this pointless conflict.



## FORCES

- ★ 150 Spetsnaz, 1 Hind helicopter (rumored), 2 T-80s, and various vehicles
- ★ 500 Polish militia (Though not properly part of the Oktober Guard, early in the war Spetsnaz rallied and trained faithful citizens and soldiers to the Soviet cause. Those Poles remain loyal today, as the Spetsnaz seem to have no further designs on their country and do, in fact, help its citizens where possible).

## 11TH SPECIAL FORCES GROUP

FACTION TYPE: US Military

11th Special Forces Group (Airborne) is an elite unit composed of Army Reservists with equivalent training to their active duty counterparts and mentored by members of 2nd and 3rd BN of 10th Special Forces Group (Airborne) back in the US. The three battalions were split up with companies primarily responsible for direct action and special warfare. Although slated for deactivation in 1995, the unit remained in service due to the increased threat of the renewed Soviet Union. Nominally, the unit answers to SOCOM through USASOC and JSOC, but in practice they are operating the way they were trained, which is pretty much on their own.

Locally, the ODAs or A-Teams (identified solely by a three-digit number) may be working closely with US or allied units, or they may be training civilian cadres to defend themselves against the Soviets. However, a few of these 12-man teams have gone completely under the radar and may be operating as marauders, raiding for supplies and creating “toll stops” where they take anything of value from passers-by.

### GOALS

Having been the tip of the spear before the war even officially started, the men and women of the 11th Special Forces Group were torn from their homes years ago and now they are tired and stretched thin. Their real purpose, now, is to prepare a means for the mass return of all US personnel to their homeland, if such a thing is even possible.

This complex and difficult task will take some time, with SOCOM working with the remains of the federal government to arrange any and all means of transportation home. What the members of the 11th SFG(A) know is something most American personnel only suspect—home is in ruins, riven by civil war and in much of the same state as Europe. For the members of this elite group, going home and helping restore order takes precedence over anything going on in Europe except the loss of more American lives.

Operation Reset is a primary goal for the Group, whose work has become near legendary in Poland and other parts of the ETO. While they are hailed as heroes by most American personnel, and simultaneously adored and hated by locals, the Special Forces are just dedicated warriors fighting the last war and hoping to bring as many of their brothers and sisters home as they can. While their morale is unparalleled, even these operators suffer the strain and fatigue of a world devoid of all but the thinnest sliver of hope.

## FORCES

### 11th Special Forces Group

- ★ 3 x SF battalions with 3 ODB/companies of 6 ODA/teams each (150 soldiers)
- ★ 10 x light vehicles

## THE DIA

FACTION TYPE: US Intelligence

Founded in 1961 by order of President Kennedy, the Defense Intelligence Agency serves to centralize intelligence gathering and dissemination from the branches of the US armed forces which had not previously been officially unified. From that initial remit, the DIA quickly grew into a massive intelligence apparatus employing a high number of former American military personnel and operating under a largely classified budget.

Prior to the war, and the ensuing collapse of order at home, the rivalry between the DIA and CIA was merely disruptive, with the CIA often having greater influence due to its connections directly to the President and its sheer size. Both agencies specialize in gathering HUMINT (Human Intelligence), although the CIA focuses on state-level issues while the DIA largely targets military intelligence. However, the disintegration of the US government caused this rivalry to become an actual rift, and the two organizations are now actively opposed to one another. While they are both American intelligence agencies, either might cut a deal with the Soviets, marauders, or another independent group rather than help the other.

As things got worse at home, default command in Europe fell to the only body capable of communication and organization—the military. The DIA soon aced out the CIA in terms of importance in Poland (and elsewhere in the ETO) as generals made decisions without consent from Washington. Some in the CIA said this is what the DIA and military wanted all along, but none can deny that communications from home had stopped. No real-time command was reliably available, and orders became whatever commanders on the ground conjured on their own.

The DIA not only informed these decisions but helped shape them, relying on its military assets to keep them apprised of current force strength and the position of enemy units. SIGINT (Signals Intelligence), which was under the purview of the NSA, all but disappeared with the collapse of telecommunications networks and the Internet.

The DIA is dedicated to persecuting the war to its inevitable final victory. What that looks like, few can say, but those in the DIA, or so aligned, agree the Soviet threat must be put down here, in Europe, once and for all. Home is simply too far away and getting there in significant numbers a current impossibility.

A psychosis of sorts is said to have taken over the DIA, and more than a few in the military refer to the organization as “Colonel Kurtz.” That said, they control far greater military resources than the CIA in central Europe.

### GOALS

The war may seem to have ground to halt, but the DIA believes it is still winnable. They blame the CIA for the faulty intel which they, the DIA, believe caused the de-

struction of 5th Division and the rest of III Corps and the failure of what may ultimately be the last major offensive of the war.

The DIA wants to rectify this. Their goal, as part of Operation Reset (page xx) is to reboot communication, command, and control amongst US and allied forces. Against such a unified force, the Soviets will surely crumble.

Yet every day units remain without genuine purpose, locked into cantonments, and a few more deserters slip away. A few more patriots give up, a few more soldiers decide the only fight left is for themselves.

#### FORCES

The DIA's direct connection to military intelligence units gives it an impressive list of potential forces. They are considered to be potentials because these units will not remain in a ready state forever and are still under the direct command of their military officers, who do not report to the DIA. The soldiers are tired. The world is destroyed, and only the most fervent see another offensive as the answer.

- ★ 66th Military Intelligence Brigade (INSCOM)
- ★ 5 Military Intelligence battalions in Germany (500 soldiers, light vehicles)
- ★ Defense Clandestine Service agents (50 spies, agents, and saboteurs)

## THE CIA

FACTION TYPE: US Intelligence

History rarely rewards those who were right, and that is the case with a few select CIA officers who predicted not only the coup, but it's success. While stations across Europe celebrated the end of the Cold War, and an imminent dissolution of the USSR, a small group of Russo-experts within the Agency decried the troop drawdown, the early back-clapping, and the calls of victory. History, they argued, had not ended, no matter how much Francis Fukuyama wanted to pretend it had.

Most of the CIA was therefore little better prepared for the advent of World War III than the rest of the world. Too many embraced the newfound excuse for a release of the tension that had been building for decades, and, before the West could properly respond, Soviet tank divisions moved into Poland, a newly independent state.

The officers who'd predicted this were, like so many Cassandras, not painted as prophets but decried for not doing more to convince their stubborn superiors that this scenario was possible. Finger pointing began in Washington and, as the government collapsed, the CIA mostly aligned with the rebels against the administration that they served since their inception in the 1950s.

Poland, however, remains something of an anomaly. The station chief in Warsaw and a lower-ranking officer in Berlin are among the few who saw this all coming. Consequently, they've been very suspicious of any orders handed down from DC or the military Brass since the advent of the war. With the breakdown in communications now almost complete, the CIA in Poland operates as a largely independent entity – one dedicated to patriotism and service. Certainly, officers have gone rogue as have so many military units, but a core group of faithful remains in Germany and Poland, working as they always have, for The Company. They are skilled and motivated but tired.

## GOALS

The CIA's primary goal in Poland is to infiltrate Operation Reset (page xx) and find people they can trust to help them bring the project back to the United States where they believe it can “reboot” civilization. Turner, the current head of the CIA in Poland (now out of Kraków) retasked nearly all assets toward this purpose except where he (or she) employs operatives in a counter-espionage capacity. Turner wishes to not only secure the spoils of Operation Reset but also to ensure no other intelligence agencies get their hands on them, be they Soviet or American.

#### FORCES

Led by the enigmatic Turner, the CIA has several surviving agents in Poland along with a host of assets scattered throughout the country. The CIA plays a very old game, and plays it well. They have sleeper agents they haven't even activated yet, having anticipated the war going much the way it has.

Just prior to recent events, the CIA was to implement its own spec-ops combat units draw from varying special forces in the US arsenal. That never happened. Instead, they rely on a small number of special operations troops, their own operatives, and anyone who can be convinced that they are actually working for the DIA. Mercenaries, as well, are often hired. Resources are extremely limited, however.

Currently, the CIA in Poland can draw on about twenty special forces operatives. Most of these are former Navy SEALs, though others have joined such as prior-service Special Forces and Marine Force Recon. In addition to this, several commanders of remaining “divisions” are privately loyal to Turner.

- ★ 50 elite soldiers
- ★ Loyalty of the last commander of the American 5th
- ★ Numerous assets ensconced in Poland, both as civilians and foreign (or opposing) military.
- ★ Regularly employed mercenaries

## THE GRU

FACTION TYPE: Soviet Military Intelligence

Much as the DIA cleaves to the military government back in the States, the GRU nominally allies with the ruling generals in Moscow. Whether these generals are even still there is not known, though an underlying command structure still exists.

To this end, the GRU is tasked with intelligence gathering and sabotage of enemy units. Intel is their primary focus, with Moscow hoping to centralize all remaining Soviet forces and mount a final push to take Poland, especially the fertile ground of Silesia.

They have operators in major Polish cities and towns, as well as various other citizen assets.

## GOALS

Like the KGB, the GRU wants to get their hands on Operation Reset. Unlike the KGB, the GRU would purpose this secret endeavor to consolidate military power in the Balkanized states of the former Soviet Empire. They are not about to lose again what they started this war to get.

### FORCES

The GRU has the following agents and assets:

- ★ Kasamir Guarnau (Dmitry Kurkhov) GRU Agent, Warsaw
- ★ Edward Field (Arkaday Novotny, GRU Agent, location unknown)
- ★ Captain Gerald Gerrard, U.S. Army, GRU Asset, last seen leaving before the Battle of Kalisz
- ★ Ada Nowak, GRU Asset, Krakow
- ★ All manner of other agents and assets unknown
- ★ The GRU has a tentative alliance with the Soviet Reserve Group

## THE KGB

FACTION TYPE: Soviet Intelligence

The KGB walks a thin line between nominal fealty to Moscow and actual fidelity to a rekindled Bolshevik uprising at home driven by the people rather than the generals. The KGB, perhaps more than anyone at this point in history, still believes in a communist paradise. With the means of production largely flattened by the war, this seems a more reasonable goal than ever... at least if you are a believer.

KGB tradecraft is second to none, and even the Americans grudgingly acknowledge their talent and tenacity. Where it looked as if they had lost the Cold War, they turned things around in short order and began to reestablish the former empire. Few in American intel saw that coming.

## GOALS

The KGB wants to create what Lenin promised eighty years before—a true worker's utopia. To do so, they must leverage all their assets from Poland to St. Petersburg to pull off what they hope is another October Revolution the likes of which the world has never seen. These are patriots, devoted spies, and masters of the espionage game.

The KGB still has sleeper agents (allegedly) in America as well as Eastern Europe. If they can capture Operation Reset, they believe they can use it to unite the people of Russia against the disastrous generals who brought ruin to the country and betrayed the faith of Lenin's promises.

### FORCES

The KGB has agents in Warsaw, Krakow, and Lodz. They have sleepers among the Vistula Pirates as well as allies inside the Spetsnaz and Soviet Reserve Group. In towns across Poland, anyone you meet could be a KGB asset. With the current state of the world, actual communism, rather than totalitarianism, appeals to many outside Russia.

Estimates of active agents in the following locations:

- ★ Warsaw: 5–10 agents, 20 “other assets”
- ★ Kraków: 10 agents, 5 “other assets”
- ★ Łódź: 5 agents, 20 student revolutionary assets

## THE SANCTUARY

FACTION TYPE: Civilian

Grażyna Jarosinski was a film student in Łódź when the war began. Now, this young woman finds herself the strong leader of The Sanctuary, a barricaded town in which the citizens are free, bound by no military, and work in concert for the greater good. At least this is what larger Poland knows of The Sanctuary. The reality is, of course, somewhat more complex.

Law, order, and security does not come without a price, and for The Sanctuary, the price is mercenaries. Specifically, a unit of U.S. Special Forces being paid to secure the town. While the citizens have a constabulary, only the U.S. soldiers possess the manpower to properly defend the town from an attack.

Grażyna is the glue that holds The Sanctuary together. The soldiers and citizens are friendly, but the air is heavy with tension. It would be all too easy for the Americans to take over had they a mind to do so. Yet Grażyna keeps them happy. The particular soldiers she made arrangements with believe their homes across the Atlantic are gone, their families dead or forever lost. Those who believed otherwise already left. The soldiers either believe in The Sanctuary or are content with the small corner of piece carved out by this bold, young leader. The Polish military in town answers directly to Grażyna who, by default, tends to listen to the Special Forces Colonel for military matters. This causes some strain between the military and the citizenry, though nothing has yet boiled over.

## GOALS

Grażyna took her small hometown and turned it into a fortified, feudal-like walled city. Inside, however, people are free. The town even has a paper and a radio station. They have fresh water, a food supply and, it is rumored, a working movie theater (with four films). Grażyna's goal is to maintain this and, perhaps, expand it if possible.

Yet the world is harsh and outside threats are everywhere. The war is over; the aftermath is worse. It is only a matter of time before a group of marauders or soldiers shows up with enough men to overwhelm the defenders. For now, The Sanctuary is a fleeting glimpse of a better, older time amid what most consider the end of the world.

### FORCES

- ★ Elements of the 11th Special Forces Group (30 soldiers)
- ★ Polish 8th Border Guard (130 soldiers, 15 vehicles)
- ★ People's Constabulary (Militia, 500 volunteers with various small arms)



# 04 SCENARIO SITES

Jonesy carries around a pack of waterproof maps. He says most of them are classified, but none of that matters anymore. Each shows the topography of a part of what used to be my country. All these symbols for various units that I've already memorized. The X in the rectangle means light infantry. An X with an oval in it means friendly mechanized infantry. The red dots are places. Towns, sometimes. Places I've heard of or knew people from. Each one of those red dots is now some potential secret horror. I try to imagine them as they might have been before the war, but I can't. Under every red dot is something. On one of Jonesy's maps, he circled one of those dots and wrote: "Doc, R.I.P." I never bring Doc up. I feel like I replaced him.



**NEXT TO ENCOUNTERS**, THE second pillar of content for a game of *TWILIGHT: 2000* is scenario sites. While encounters are what happens to the PCs during their travels, the scenario sites are the destinations. They can offer information, resources, protection – or something or someone to protect. Scenario sites can also be connected to factions, like those in the previous chapter.

In order to draw the players to scenario sites, you can use rumors and radio transmissions as discussed in chapter 2 of this book. Ideally, the PCs should always have knowledge of two or three scenario sites within 5–10 hexes of their position, to offer them some interesting choices. It's also entirely possible for the PCs to stumble across a scenario site by pure chance.

Most scenario locations can be placed almost anywhere on the travel map, in whichever country your campaign is placed in – though a few tweaks may be necessary. Other scenario sites can be more specific in terms of their geography.

A scenario site is similar to a short adventure in a more traditional roleplaying game, with the difference being that the sites provided here are each focused on a specific location and do not have a preset, linear story – instead, the PCs can interact with a scenario site and its inhabitants in a multitude of different ways.

A scenario site is typically fairly small in size – a single very large building, or a collection of buildings. Ideally, a scenario location fits within an area of approximately 200x150 meters, i.e. the size of two battle maps. A larger town or city is not a scenario location in itself – several scenario locations can be placed in a single city.

Four complete scenario locations are included in this chapter, and many more will be published in future modules. You can also create your own scenario locations, using the random charts at the end of this chapter, or just your own imagination. All scenario sites follow a simple structure, outlined below.

## OVERVIEW

What the location looks like from afar when the PCs approach. This is text that you can read out loud to the players.

## RUMORS

A list of a few brief rumors that the PCs may have heard about the scenario location, giving them some reason to come here. A rumor can even be told by a person living at the scenario site, asking the PCs to come with them. If possible, try to adapt the rumors to the big dreams or moral codes of the PCs. If the PCs have no specific reason to stop here, you can always add a roadblock of some sort, forcing their hand.

## THE SITUATION

A brief description of what's really going on here – the history of the place, the key NPCs, and current conflicts. A good scenario location should always have something going on, some form of conflict to draw the PCs in.

## ARRIVAL

A brief description of how the PCs are received when they first arrive here.

## COUNTDOWN

A list of specific, escalating events that will occur if the PCs don't engage in the central conflict in the scenario site, increasing the pressure on the PCs to take sides and act.

## LOCATIONS

The main locations of the scenario site, all marked on the map and briefly described. Typically 10-15 in number. PCs are generally free to explore the map as they like. The map itself should typically be the size of two battle maps, i.e. 22x16 hexes. There are many useful online tools for creating hexagon maps.

## NPCs

Brief descriptions and stats for the main NPCs at the scenario site, including their motivations and goals. Typically 5-10 in number.

## EVENTS

A number of specific, potential events that can occur at the scenario site. These should be optional, used or not used depending on the PCs' actions. The events should also generally be stand-alone, not connected in a predetermined narrative. Typically around five in number.

### RE-USING SCENARIO SITES

It can happen that the players simply ignore a scenario site that you have prepared and just go somewhere else. If that happens, don't hesitate to re-use it elsewhere on the map. Just rename the place, make any other changes as needed, and place it in a new location.



# THE PRISON

**THIS SCENARIO LOCATION IS** an old prison, with plenty of potential for both action and intrigue. You can place it almost anywhere you like on the travel map. For NPCs who are locals to the setting, names are given in Polish with alternate Swedish names in [brackets].

## OVERVIEW

You can read this text out loud for the players when they approach the prison:

*Off a long-broken ribbon of highway concrete stands a mid-'60s built prison surrounded by surprisingly well-tended fields. Its guard towers are topped with machine gun emplacements, its sally port closed and locked. Behind tiers of razor wire, tall crops grow and, above the main entrance is a giant crucifix made of I-beams welded together. To your relief, no one hangs upon it, but a look through your binoculars reveals what appear to be shackles amongst the spreading rust. They shine as if taken care of.*

## THE SITUATION

There is a place where former sinners live in peace and harmony. A place where there is food, medicine, and protection from the marauders of the world. They grow their own food and live by their own laws. Such a place would appeal to any weary soldier or civilian. Such a place might sound like Heaven. In fact, the place is real. And it is a prison.

A former Russian gangster who now calls himself “Rasputin,” survived an attempt on his life and, while unconscious, was gifted with what he believes were visions from God. These visions prompted the once violent criminal to forsake his old ways and rally the inmates around a new vision for a utopia, here in the prison, dedicated to God and redemption. Since then, the prison has become the locus for sinners, former prisoners, and others looking to start anew. Things have been good, though punishments for disobedience are harsh, but all that is about to change.

The prison is set to get very hot for a few reasons. One, the DIA, CIA, GRU, and KGB all want information on Operation Reset (page xx) and they believe at least one person here has such intel. That means spooks will arrive. They can't be open about their intent, given how the brothers and sisters feel about the war, so anyone in the prison might adopt the story of being a prisoner elsewhere, or just a poor sinner seeking redemption. If the PCs show up, they could be approached by any of the intel factions or marked as a target by the same. Things are chaotic. On top of that, the prison isn't the ideal place Rasputin would have it be and it's entirely likely violence may come to Sgt. Cutler or Jakub Dobrowski [Karl Lindberg] if no one intervenes. If one or both die, their intel dies with them. Even if the PCs aren't curious about Operation Reset, they should be aware of the value it holds for others.

Secondly, Soviet forces and marauders both look at the prison as a target. The allied Poles [Swedes] have thus far kept the wolves at bay, but that's begun to change. The Poles [Swedes] are dispirited, and the soldiers called by Rasputin to help are without good leadership. If the

## RUMORS ABOUT THE PRISON

- ✓ There is a place where all are welcome if they come in peace. It is protected by Polish [Swedish] forces and run by a man of God. They have food, shelter, and a new way of life.
- ✓ An excellent military surgeon works at a former prison in the area. If someone is gravely wounded, she is their best hope.
- ✓ A former US intel agent took refuge at the prison. He or she knows vital details about Operation Reset.
- ✓ A local prison makes alcohol from potatoes. They make enough to produce vast amounts of fuel.
- ✓ A nuclear strike gave a prisoner visions from God — prophecies which are said to have come true since.

PCs do not help, this prison will become a forced labor camp under a military warlord or civilian marauder. This place is a beacon of hope in dark times, a symbol for the reinvention of both the self and the world. If the PCs turn their back on this light, it will be snuffed out by the worst inclinations of humanity.

The PCs are most likely drawn in by Operation Reset. Intel contacts have told them that one or more prisoners are known to have information on the secret endeavor. Investigating the prison, and finding out who those individuals are, is their primary goal.

## ARRIVAL

Polish [Swedish] guards from the local cantonment flank one of the brothers or sisters when new folks arrive. Galina [xx] may or may not be with them (see NPCs). Regardless, the new arrivals are told they must leave their weapons and the war outside. PCs may store their weapons with the guards, but they likely want to keep them under guard themselves. In either case, they won't get weapons inside without a fight. They are searched thoroughly before entering.

The brother or sister who greets them runs down the holy mandate, essentially recounting how Rasputin received a vision from God and brought redemption to the prison. God's judgment is harsh, however, and anyone slipping into "the Old Ways" suffers severe punishment. The person points to the crucifix and shackles. They do not elaborate further, simply citing the Ten Commandments as the rules they live by.

After that, visitors are free to roam about but are always accompanied by "guides." Fuel, food and other items are available, as well as drinking alcohol, at availability and bartering rates as per the gear lists in chapter 5 of the Players' Manual.

The brothers do not take kindly to interference. A character could well find themselves on the crucifix for arriving under false pretenses.

## COUNTDOWN

The prison is under pressure, both internally and externally. If the PCs don't intervene, the following events play out.

- ★ Soviet forces in the area watch the decline in strength and morale of the Polish [Swedish] troops protecting the prison. The Soviets take the initiative, push out the Poles [Swedes], and take over the prison. The former inmates and others there now become forced labor and the prison, once a beacon of hope, becomes a Soviet military cantonment with a supply of ethanol fuel that could power a forward push against other targets in the area.
- ★ Sgt. Cutler makes his move to get in contact with the Soviets to trade the information he has on Operation Reset (contained on a disk he has no means of reading) for safety and a secure life elsewhere. The disk falls into the hands of the Russians, and the PCs never see it again.
- ★ Jakub [Karl], who also knows about the disk, is murdered by the two Borkowski brothers (see NPCs) he's been blackmailing. Again, the connection to the disk is lost. Jakub knows Cutler has it, but no one else does.
- ★ Rasputin decides, prior to the attack, that his new vision demands the people find a New Promised Land. They go without escort, trusting God to keep them safe. God does not. They are attacked and forced into slavery along the way.

## LOCATIONS

The prison itself is largely unchanged since it served not as a home but as a jail for the men here. They have remodeled the inside as best they can. Cell doors are not normally locked, and men are free to move about.

The major changes are the fields of wheat and potatoes grown on the land, and the concomitant stills inside the facility itself. Indeed, the prison's alcohol production allies it with nearby Polish [Swedish] troops and keeps the place relatively safe. However, as any soldier can tell upon first viewing the prison, the place is very defensible. Keeping people in works both ways, when the tides of power shift. After all, how many times have you heard of someone breaking into a prison?

### SALLY PORT

The sally port looks something like a huge garage and serves as the main entrance to the prison. Giant metal doors open to allow people, animals, and vehicles in and out. In Polish [Swedish], on the backside

of the doors, are the instructions **STAND BEHIND THE WHITE LINE**. Painted on the door's interiors by the former inmates are selections from the Bible.

Inside the Sally Port are two UAZ 469B [TGB 11] vehicles armed with DSzKM [Ksp 88] machine guns, on loan from the local Polish [Swedish] cantonment. In the back is an old T-60 [STRV 103C] which is almost in working order. Only certain brothers are allowed to mingle with such "technological subversions."

On the front of the sally port, above the two enormous doors, is the I-beam crucifix. Some brothers are shackled there for three days and nights for "excessive" crimes (stealing, drinking, and the like). They live or die by God's decision alone. No one may feed them or give them water. If they are alive on the fourth day, they are absolved of sin.

### BOOKING

Prisoners were once processed here when they arrived, and a computer and paper database of their varied histories and crimes was likewise found here. Rasputin destroyed the computers and burnt the paper files, at least he thinks he did. One of his brothers kept a few files which he uses as blackmail against two inmates who, right before the war, were transferred here for heinous crimes which might cause the other brothers to summarily execute them.

Among the files kept by Brother Czarnecki are some which might be of use to anyone investigating the Shepherd's Flock (page xx), or criminals who may have passed through here and now run the undergrounds of Kraków and Warsaw [Karlsborg and Stockholm]. Of course, anyone interested would have to find these files first.

### CONTROL

The main station from which guards would view the prisoners is now abandoned. It is a relic of another time and all are forbidden entry save Rasputin and his chosen. Weapons are kept here for defense of the premises. The cameras no longer work, and Rasputin says they need not, for the Lord watches them all.

### COMMON AREA

This large area is set with tables bolted to the floor and once served as the common area between cell blocks. It is open to the roof three stories above, and various religious icons hang from the railings overlooking the area. At any time, some fifty or so brothers can be found congregating here playing chess, checkers and other games, or talking about the Word of God.

### OFFICE

The Warden's Office is now the living space of Rasputin. It is spartan, containing a simple bed, drawers, and a wooden cross on one wall. He keeps a Colt Police Positive revolver here for personal protection. Old habits die hard.

## DAYROOMS

On each cell block is a dayroom where prisoners could congregate. Most of these are converted to larger living spaces with makeshift partitions in the form of tarps, plywood, drywall, or any other barrier to give some privacy. Even still, privacy isn't high on the list of God's commandments, and no one really "owns" their own space. Still, brothers rarely violate one another's space either.

## CELLS

These are not the iron-barred cells of American movies, but white doored chambers with reinforced glass. The bunks were once bolted to the walls, but many have been moved to the day rooms. The locks on the doors no longer function in most cases, save for cells where a brother may meditate or where a brother is sometimes punished for committing a minor crime like eating an extra potato.

## BASEMENT

Among the boiler and laundry machines, space has been cleared for the industrial still the prison uses to make copious amounts of alcohol. While the brothers themselves are forbidden to drink, they have no problem selling it to outsiders, and even make batches that are lower proof than what powers a combustion engine. Most of the alcohol distilled here is, however, made for fuel, not fun.

## GUARD TOWERS

The guard towers rise about forty feet on the four corners of the prison. They have been reinforced with sandbags and DSzKM [Ksp 88] heavy machine guns. Only certain brothers may serve as guards, as weapons are largely recognized as a necessary evil, but too tempting for some.

## WHEAT FIELDS

The former "yard" was converted to growing wheat and holding chickens. The brothers tend to eat well, if plainly. The basketball court remains, and another section has been turned into a soccer field. One can find twenty-five or so brothers tending the crops as necessary in the growing season and playing games on the fields. The so-called "Chicken Man" is in charge of the fowl.

There are also ten stockades here used to punish minor crimes as determined by common law and the will of Rasputin.

## POTATO FIELDS

Outside the prison walls are vast fields which normally grow potatoes, but which grow other things as available. These have crude wooden fences and are patrolled by armed brothers sanctioned by Rasputin.

## PENS

Behind a razor wire fence that used to surround a parking lot, are several sheds, barns, and makeshift shelters

for animals. The prisoners don't have a farm, exactly, but they do have goats and cows, the chickens inside the yard, pigs, some horses, and even a zebra found wandering from some city zoo.

## SEWERS

As one might imagine, the sewers are not a pretty place after the collapse of civilization. As such, a latrine outside the perimeter serves for bathroom and composting purposes. The sewers themselves are used by a small ring of brothers who actively smuggle alcohol out, and sometimes drugs in. They sell it cheaper, gathering a small pile of silver and gold which they intend to take off with when it's sizable enough. Their crimes are punishable by death according to common law.

## NPCs

The prison has perhaps 400 brothers and sisters at any given time. Almost all are former prisoners, but God welcomes all who repent, male, female, or other. Some of the guards stayed on after witnessing the "Night of Miracles," and others have washed up along this strange shore, tired soldiers, lost civilians, and the like. Children are turned over to the Polish cantonment in the area where space is found for them in an orphanage, if possible.

### MIKHAIL "RASUPTIN" VUKOV

Former low-ranking, but notoriously violent, member of the Vorovskoy Mir or "thieves' world" in the Soviet Union, Vukov did time early in life in a gulag and was headed back there when tensions erupted. Prior to his spiritual awakening he was borderline psychotic, hedonistic, greedy, and power hungry.

Thus far, post-"rebirth" he only seems to possess those traits at about half their original strength. He fights daily with his God, whom he speaks to, and may in fact be schizophrenic.

Nevertheless, his charisma is immense, he stands well over six feet with an aging but muscular brick of a body tattooed with the story of his crimes and jail sentences, a map of his life in flesh.

Whether he stays the course and listens to God, or God starts giving him new instructions, is up to you as Referee. As presented here, he is as sincere as he is harsh. The brothers treat him as a messiah which, for now, is better than all the money, drugs, and flesh he once had as a "thief in law."

#### ATTRIBUTES

STR A, AGL C, INT C, EMP A

HIT CAPACITY: 5

SKILLS: Close Combat A, Driving C, Ranged Combat C, Persuasion A, Recon D

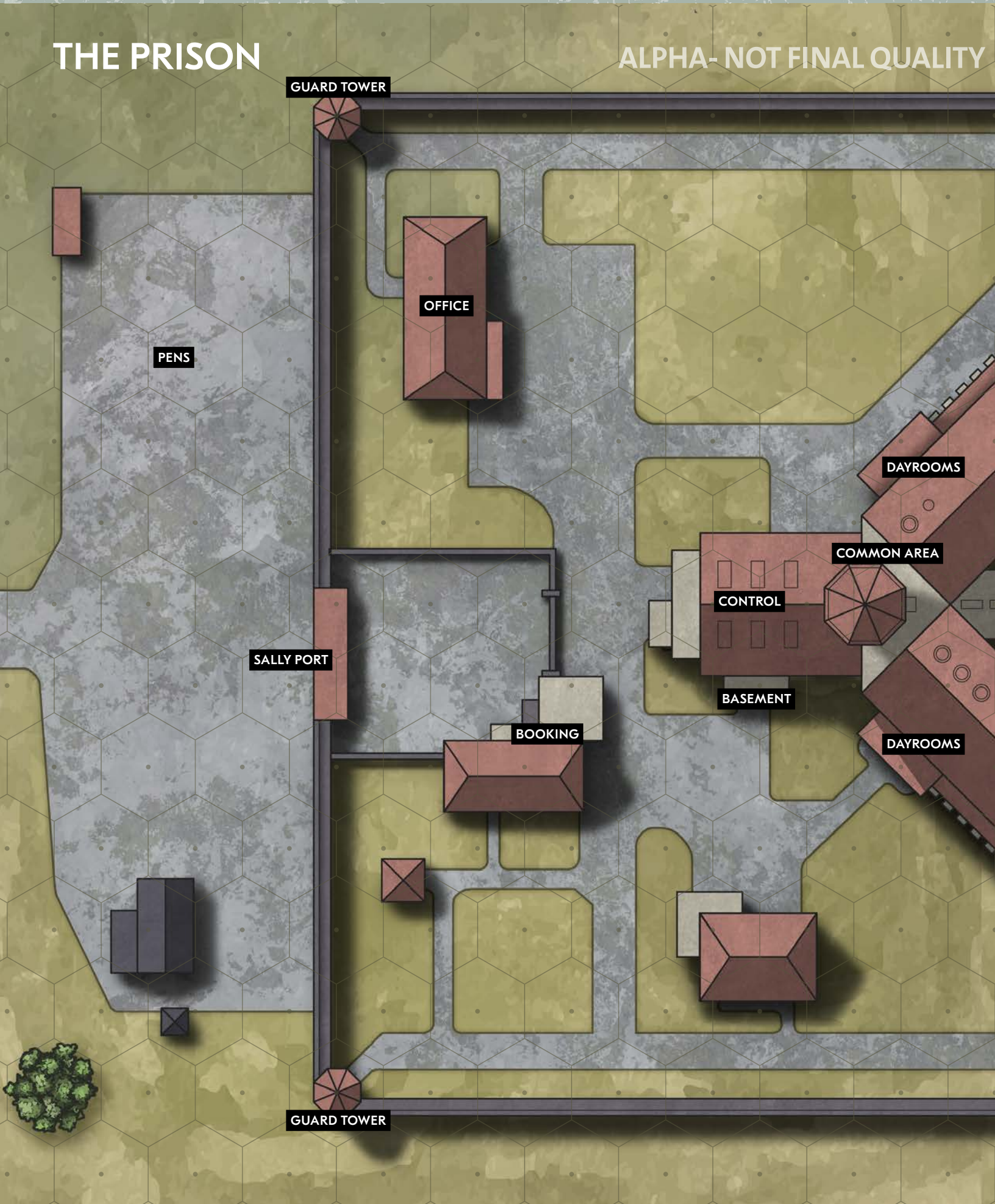
SPECIALTIES: Psy-Ops

GEAR: A well-marked Bible and a PM pistol. Rasputin has unlimited access to anything else in the prison.



# THE PRISON

ALPHA - NOT FINAL QUALITY



GUARD TOWER

PENS

OFFICE

DAYROOMS

COMMON AREA

CONTROL

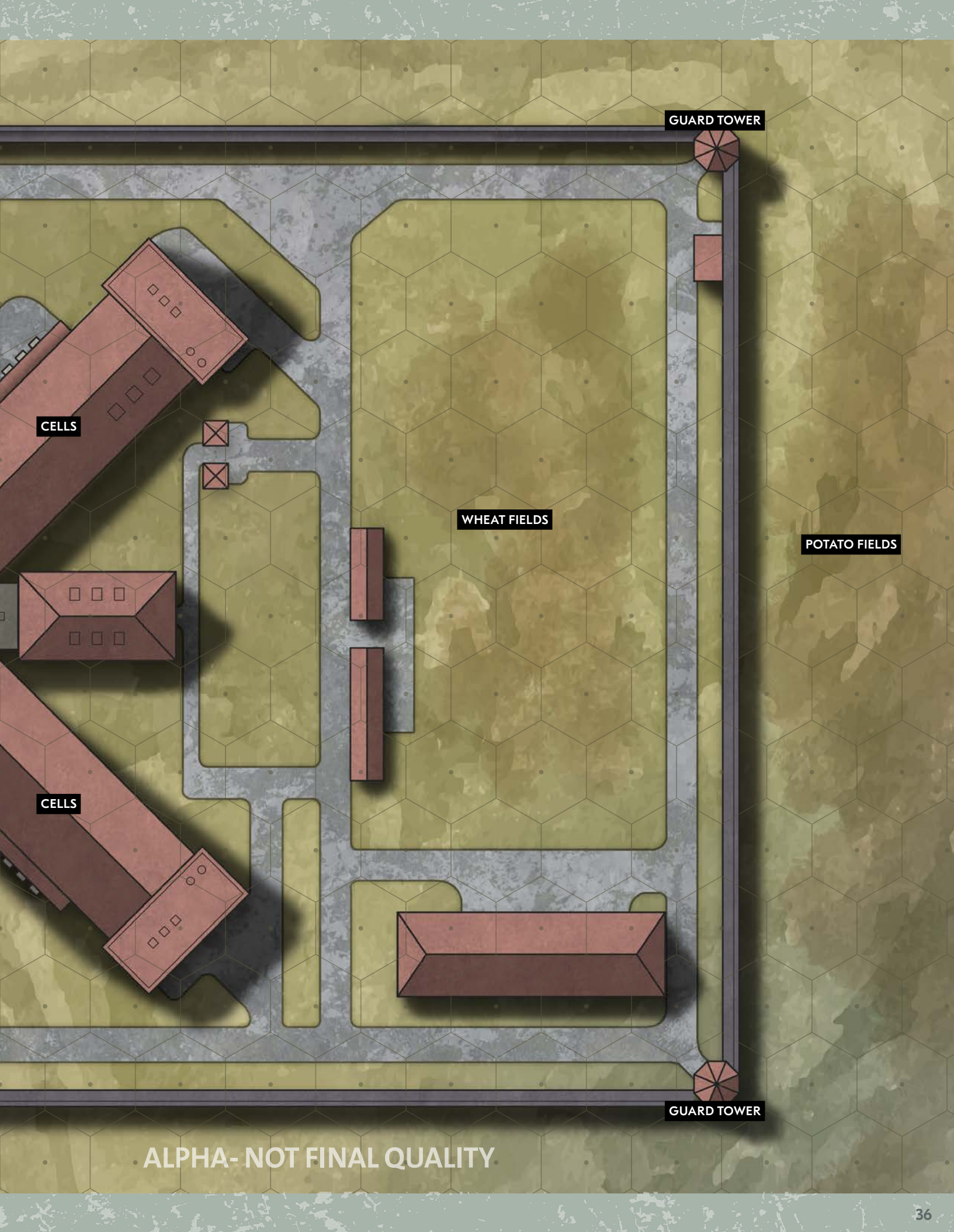
BASEMENT

SALLY PORT

BOOKING

DAYROOMS

GUARD TOWER



GUARD TOWER

CELLS

WHEAT FIELDS

POTATO FIELDS

CELLS

GUARD TOWER

ALPHA- NOT FINAL QUALITY

## THE BROTHER'S RELIGION

Rasputin's theology is a mix of messianic fervor and a commitment to rejuvenating the soul by renewing the Earth. His Easter Orthodoxy shines through at times, but his actual belief system is inherently mutable. The central premise, though, is entirely Christian, that God forgives and offers second chances; both for the world and the individual.

His Old Testament punishment style isn't uncommon in the days after the world all but ended and he, like the Shepherd's Flock (page xx), believes a new age has begun. Oddly, it's the career criminal whose vision is the more hopeful.

### CHICKEN MAN

Most of the brothers regard the silent "Chicken Man" as an idiot, an object of scorn. The truth is Chicken Man, who kept chickens at the prison before the war, is a much older convert to Christianity trying to repent for his sins. He is very sharp and very clever but has forsook all worldly need to show it.

A large man, Chicken Man is one of the only brothers who shaves his head. He strikes an imposing figure, wearing something like actual monastic robes. His past is a mystery, though all agree he was inside for murder.

Chicken Man is sincere in his desire to be made anew. He believes good can come from Rasputin even if the man is not entirely sane. The Lord works in mysterious ways. His vow of silence is personal, not part of the brothers' system of belief.

He understands agriculture and has experience in hand-to-hand combat. But that violence is behind him... right?

#### ATTRIBUTES

STR A, AGL C, INT B, EMP D

HIT CAPACITY: 5

SKILLS: Close Combat B, Drive D, Ranged Combat C, Recon C

SPECIALTIES: Killer, Farmer

GEAR: A monastic robe.

### JAKUB DOBROWSKI [KARL LINDBERG]

Jakub is not a good man. He's never been a good man, but he is clever. In his former life, he was a conman, running various schemes to make his way and not caring what collateral damage he caused. In this new world, little has changed.

But, being a conman, Jakub knows how to pretend. He knows his grifting skills work far better in a stable world, and he knows getting caught by someone outside, now, would mean a summary killing or grim torture. Jakub is not a brave man, but he is ballsy.



To that end, he feigns piety and commitment to the prison while in reality he blackmails two brothers, the Borkowskis, with their actual criminal history. It is sordid to say the least and would earn them expulsion from the prison if not old world "jail justice." The two brothers oversee the distillery and help Jakub smuggle liquor and fuel out to sell for himself.

It is entirely likely that Poles [Swedes] in the area remember Jakub's cons from before the war and would be interested in seeing his punishment carried further. Finding those people is another matter.

Yet, for all his lies and cons, Jakub does know a very valuable truth – something about Operation Reset. He knows Cutler is a spy and that he has a disk upon which can be found information on Operation Reset. Unlike the Borkowskis he blackmails, however, Jakub is afraid of Cutler (whom he knows only by his alias). However, he would tell the PCs about the disk if he thought they'd offer him protection and a ride out. He might also try to enlist them in other schemes.

#### ATTRIBUTES

STR D, AGL C, INT A, EMP B

HIT CAPACITY: 4

SKILLS: Close Combat D, Driving D, Ranged Combat D, Persuasion B, Recon D

SPECIALTIES: Chemist

GEAR: Two silver bars hidden in the prison, documents proving the brother's crimes, other files on prisoners (all hidden).

### MIKOŁAJ AND JAN BORKOWSKI [BOSS AND HASSE SVENSSON]

These two brothers grew up in poverty. They turned to crime to feed their families and, over time, those crimes took a darker turn including human trafficking at the beginning of the world's tensions.

Both brothers hate themselves for what they did and truly wish to repent. However, Jakub stands in their way, holding their criminal records over them until he gets his money and takes off. On one hand,

the brothers might admit their true crimes and plead mercy, but they fear exile is the best they can hope for in that case. They do not want their fellow “brothers” knowing the extent of their crimes. They were booked at the prison during a chaotic time and the inmates did not learn of the red marks they bear.

They have considered killing Jakub, but realize that would only add another sin to those already piled high atop their weary souls. They grew up on a poor piece of land where their family made what the Americans call “moonshine,” thus their supervision of the distillery.

They are in a tough spot and might look for outside help to untangle themselves from Jakub one way or another. That may or may not concern the PCs. After all, Jakub is a former inmate and people die all the time in the world after the bombs fell. However, if they learn that Jakub knows (or knew) about Operation Reset, then they have a genuine motive to either keep him alive or find out who killed him. If Cutler did him in, that also leads to more plot threads regarding Reset. Can the PCs save Jakub? Can they find his information post-death? Perhaps he confided in someone at the prison? Perhaps Culter killed him before he could spill, and Cutler is their new target?

#### ATTRIBUTES

STR B, AGL C, INT C, EMP D

HIT CAPACITY: 5

SKILLS: Close Combat C, Driving D, Ranger Combat C, Recon D

SPECIALTIES: None

GEAR: A couple of bottles of potato vodka moonshine.

### SGT. CUTLER AKA KACPERWYSOCKI [GUSTAV KRANTZ]

Sgt. Cutler is a Polish-American [Swedish-American] traitor. He served in the U.S. Special Forces during the war but was turned by a KGB handler prior to the war’s outcome. A gambling problem, along with other issues, made him into someone who could be turned.

In the opening days of World War III, Cutler reported to his KGB master and, in so doing, caused the failure of a major operation in Lithuania behind enemy lines and the loss of half a dozen other special forces operators training partisan resistance there. Any US military member that recognizes him would probably kill him. He knows this, and quickly adopted a Polish [Swedish] persona after the slaughter. Growing up in Chicago, Cutler’s real last name was Czarnecki [Krantz], Cutler was the codename the KGB used. He speaks fluent Polish [Swedish] and one cannot tell the difference between his manner of speaking and that of a native.

To date, that has kept him alive. He came to the prison to wait out those hunting him and to pursue, when he can, something related to “Operation Reset” which his handler will pay quite handsomely for. At this point in his life, Cutler wants in with the Soviets as they are the least likely to kill him and he cannot stomach returning home after his betrayals.

#### ATTRIBUTES

STR B, AGL B, INT A, EMP C

HIT CAPACITY: 5

SKILLS: Close Combat B, Ranged Combat B, Recon B, Persuasion B

SPECIALTIES: Linguist, Teacher

GEAR: M9 pistol with two reloads (hidden in quarters), R-107 radio (hidden in nearby woods). 3.5” disk with information on Operation Reset. The disk requires a functioning computer to read, which is not an easy thing to obtain.



### DR. ALA GURIN

A great doctor called by the Motherland during the war, Ala only ever wanted to heal people and learn more about the reasons we die. She had no intention of applying these skills in war but was left with no choice. She did her duty, though, even when forced into hours of meatball surgery at field hospitals that grew progressively more medieval in technique. Eventually, her unit was abandoned during an overrun by American forces. Ala wound up at the prison with a few others.

Whatever sins she’s committed she believes she’s paid for. She’s seen so much death and suffering that she has no belief in God or saviors. Rasputin is, to her, either a lunatic or a conman. However, he’s also willing to provide her with supplies and the means to do good. For now, that’s enough...

Long term, she wants to go home. Poland [Sweden] is not her country and Russia, or what is left of it, calls. She has, or had, a husband there and a daughter though she has not heard from them in years. Her hometown was hit by a nuclear blast, leaving her with little hope. Still, even a small bit of hope can carry one far. If Rasputin and the brothers and sisters have taught her nothing else, they taught her that.

She’s very smart, a habitual smoker, and prone to sarcastic quips. She dresses like those around her now, but underneath one can see the cut of someone who once wore finer things. But, like so many others, that life might as well be another’s history now, little more than a fairy tale.

#### ATTRIBUTES

STR D, AGL C, INT A, EMP B

HIT CAPACITY: 4

SKILLS: Close Combat D, Driving D, Range Combat D, Medical Aid A, Recon D

SPECIALTIES: Field Surgeon, General Practitioner

GEAR: Doctor’s medical kit, antibiotics, surgical instruments, pain relievers, atropine injector



**GALINA BELYAEV**

Galina is a soldier... or was. She was, in fact, Spetsnaz, possibly an officer, certainly an NCO. She doesn't like to talk about it, but she was part of a massacre during the war.

Most of a village was wiped out in one of those mad acts that war brings. Her mind and those of her comrades became possessed by the spirit of destruction as they took out all their anger on innocents.

She came here to get away from that and, because here sins are forgiven. She believes in that, even if she doesn't quite believe in the divinity of Rasputin. She hasn't accepted him as a messiah but, as a man, she believes she was meant to encounter him. And protect him.

Galina yet struggles with her past. She no longer wears a uniform, but anyone in the military

can tell she was once a hardened soldier. When she arrived at the prison she was on the brink of mental collapse. Rasputin put her back together. She will never forget that, even if he did so for his own ends.

While an experienced special operations soldier, Galina has no desire to lead again. She will evaluate any potential recruits for defense, but she does not want to return to a position in which she might be responsible for a slaughter as before. That is just too close to the heart for her now.

Dangerous, solemn, and hard to sway, Galina is sharp, perceptive, and very suspicious of outsiders she thinks might bring harm to Rasputin or the brothers and sisters.

**ATTRIBUTES**

STR B, AGL A, INT B, EMP C

HIT CAPACITY: 6

SKILLS: Close Combat B, Ranged Combat B, Recon B

SPECIALTIES: Linguist, Sniper

GEAR: AK-74 with two reloads, knife, PM pistol, weapon tools

**EVENTS**

Within the prison hide several potential plots and events which could ensnare PCs by choice or circumstance. Below are several threads you may use to hook players into a wider campaign. Some of these threads may be developed in future modules to the game, so setting them up now can pay later dividends for a long-term campaign.



**SOVIET ATTACK**

The Polish [Swedish] unit with whom Rasputin has an agreement is thinned in ranks by the time the PCs get there.. They've gotten lax about security and many have deserted for rumors of an independence movement in Silesia.

The PCs know, based on their intel, that a large Soviet force is in the area. Both the Polish soldiers and brothers and sisters of the prison spotted some scouts in the area. It's clear that the Russians intend to make a move.

When they do, all hell breaks loose. The Russians can't be stopped by the prison's current defenders. However, if the PCs go about making changes, reinforcing the prison, and redeploying the remaining Poles [Swedes], they can keep the Soviets at bay.

**JAKUB MURDERED**

Jakub is found dead. It isn't clear to the PCs who did it, but some of the former inmates mention he knew some secret about the last NATO push. In fact, he did not. He knew Cutler had a disk. Maybe Cutler killed him to keep him quiet. More likely, the Borkowski brothers killed him due to his blackmail. Investigating the murder, or preventing it if Jakub approaches the PCs first, leads directly to Cutler. It also leads to the two brothers who the PCs may cut a deal with to get some alcohol in return for getting them the hell out of Dodge before the Russians come – assuming the PCs don't reinforce the prison's defenses.

**RASPUTIN'S NEW VISION**

Rasputin became more paranoid of late. He doesn't trust his own brothers and sisters as much as he used to. Outsiders, however, have no ulterior motive – at least not in his fevered mind. He could bring the PCs into his confidence and offer them a good life in his new Promised Land.

If all that fails to motivate them, Rasputin claims to have had "visions" of members of one or more of the PCs' relatives or military comrades thought lost. He's actually telling the truth, having seen these people pass through here prior to the group's own arrival. If the PCs help him, he'll tell them where their friends or loved ones were headed last. In a world with so much loss, that possibility might be enough to motivate anyone to take up a religious pilgrimage.

**CUTLER'S PLAY**

Cutler is in a bit of a jam. He has the disk containing information on Operation Reset, but he doesn't have a computer to read it. Therefore, he doesn't really know what's on it. He does know it's very valuable though. He'd most like to get the info off the disk himself and then see if he can trade it for a better deal with the KGB.

While he will side with the Soviets prepared to attack, and even sell out the prison if he needs to, that is not his primary goal. He knows no one in the Soviet unit and believes, rightly, that if he spouts off about the disk, they'll just take it from him. He has to find his handler in the KGB, or someone similar, and get the full worth out of it. Alternatively, he could play his role as a special forces operator (which he was) and blame the death of his unit on someone other than him. He could try to use the PCs to get him to a computer. After all, they don't yet know he's a traitor.

Cutler is out for himself, but he's also curious about Operation Reset. He wants to know more and, once he does, he wants to decide how to leverage that new knowledge for his own good.

If all else fails, Cutler will flee via the woods, getting the disk and his radio as he does. Tracking him once he's gone proves quite a challenge.