

The Black Madonna

505

Series Module

TWILIGHT: 2000™



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Game Designers' Workshop

The Black Madonna

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The Black Madonna

When I was a kid, my best friend was a kid from down the block named Donald Kowalski. We played on the same Junior Hockey team, and we hung out together after school, but I never saw him in school. I asked him about it one day, and he said that was because he was Catholic, and they have their own special schools.

Anyway, I was over to his house for dinner once when his Great Aunt Lucja was visiting. She was this crazy old lady from the old country that spoke hardly any English. I sat there through dinner listening to her talk to Don's dad, not understanding a word of what they said. After dinner, Don and I excused ourselves and got up to go out and play, but she called us back. She patted us both on the head, and said something to us while she rummaged in her purse. Don's dad told us that she said she thought we were both perfect little gentlemen, and deserved something special as a reward. She finally came up with a couple of little cards with a picture on one side and printing on the other. Don and I took the cards and thanked her, and then Don's mom took her to bed. I looked on the back of my card. It was in Polish, and I thought I had a Polish baseball card or something until I looked at the other side. It was an old-time picture of Mary and the baby Jesus. Mr. Kowalski said that it was a holy picture, and that old Catholic ladies gave them out to kids all the time. They were supposed to be educational. Don wasn't too thrilled, but I thought it was neat. I had Mr Kowalski read the stuff on the back to me. It was all about the painting (which was called Our Lady of Czestochowa), and had all sorts of neat stuff about sieges and battles, and thieves being struck dead as they tried to steal the painting...I loved it.

That old card got me interested in Polish history, and I started to read everything I could find on it. I soon branched out to history in general, but I always kept the card to remind me where it all started.

I never dreamed I'd ever hold the real Black Madonna in my hands some day.

INTRODUCTION

The Black Madonna is an adventure for use with GDW's post-World War III role-playing game *Twilight: 2000*. In *The Black Madonna*, the players are given the opportunity to recover a religious and cultural artifact of tremendous value...the icon called Our Lady of Czestochowa, also known as the Black Madonna.

In addition, this adventure presents the referee with a wealth of material on Silesia, an area in southern Poland. This material may be used to provide a setting in which the players may search for the Black Madonna, or may serve as a backdrop for other adventures in southern Poland. The locales, personalities, and organizations should inspire numerous adventure situations, and referees should consider the material presented here as a jumping-off point for their own creations.

This booklet includes the following material:

- Introductory material for the adventure.

- A history of the Black Madonna and its importance to the Polish people, along with details of the Battle of Czestochowa (May 24-June 7, 1997).

- Background information on Silesia, including a history of the

self-styled Markgraf of Silesia, Julian Filipowicz.

Capsule biographies of important individuals in and around Silesia.

Details of many of the important communities in and around Silesia, which will be of value even if your characters do not choose to try for the Black Madonna.

Details and descriptions of several groups and organizations which the characters may encounter.

Two maps of Silesia (one a general map of southeastern Silesia and the other a map of the territory ruled by the *Markiz*), and a map of the ruins of Czestochowa and the catacombs beneath the *Jasna Gora*, where the Black Madonna lies hidden.

REFEREE'S NOTES

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

The map and diary entries printed on the center pages are intended to be removed by the referee and shown to the players. To do this, carefully pry up the ends of the center staples with a tool such as a screwdriver, remove the pages and carefully bend the ends of staples down again. The text will now read properly.

DESIGN NOTES

The Black Madonna is a different sort of *Twilight: 2000* adventure. It has the trappings of a classic horror story mixed with some slam-bang action. Properly done, it can provide any number of chills and goose bumps.

Like any good ghost story, this adventure relies heavily on atmosphere and contrasts: The bustling life of Raciborz compared to the desolation of Czestochowa; the sunlit woods and fields of Silesia compared to the eerie dankness of the *Jasna Gora* and its catacombs. Make the most of it. Set the proper atmosphere, and you'll end up giving your players an experience they won't soon forget.

- Frank Frey

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



The Adventure Plot

The following background is assumed for the adventuring group. Characters with other backgrounds will have to be adapted into the adventure by the referee by whatever means needed. A referee may freely alter this material in order to incorporate it into his particular *Twilight: 2000* campaign.

The players are survivors of the US 5th Infantry Division (Mechanized), which was destroyed near the Polish city of Kalisz in mid-July of 2000. It will be handy if the players' group has someone with Combat Engineer specialty; if one is not available, a suitable NPC may be provided (by means suggested later in this adventure).

This group has been heading south for the last month, hoping to rejoin friendly forces. They've picked up rumors of an American unit somewhere in the vicinity of Dobrodzien. They've also picked up rumors of a group calling itself the *Wojsko S/askie* (Army of Silesia), which claims to be the armed might of someone called the *Markiz Slaskie* (Markgraf of Silesia) and which operates in the area south of the city of Gliwice.

(Players and referees should read the section entitled The Battle of Czestochowa (page 9) for a complete description of events leading up to the destruction of that city.)

The main adventure begins with the discovery of a body in a cave.

THE MAN WHO SAW TOO MUCH

We found what was left of him in one of those caves that are all over the place around here. It looked like he built a fire in the mouth of the cave, and lived for a day or two before infection or the flu or something got him.

He had an M-16 and a few rounds of ammo we could use, and some canned goods the dogs couldn't get at, but other than that, there wasn't much that hadn't been torn up pretty bad. Except for the rucksack. It was one of those heavy-duty canvas-and-leather jobs, held shut by a couple of straps. I don't know

what it was for originally. The dogs had chewed on it for a little bit, but they gave it up as inedible, I guess. Inside there was a large gold cup (I guess "chalice" is the right word) with enough jewels to buy a small city...and the diary.

Loomis said we should read it because it might tell us something. Loomis used to be with the brigade's S-2 shop, and those Intel guys love to read things. Everybody else wanted to find out where the cup came from— Loomis wanted to find out about troop movements or whatever. I guess it was good to know both.

THE DIARY OF SSGT JAMES B. CRENSHAW

(These are selected quotations from the diary of Staff Sergeant James B. Crenshaw, 1st Battalion, 256th Infantry Brigade, 5th Infantry Division, United States Army. The players should be shown the copies on the pull-out pages. This copy is provided for the referee's use.)

July 24, 2000

I haven't had time to write anything for a while because we've been running ever since Lask. We got hit by Polish horse soldiers about ten clicks out of town, and lost the last of our vehicles except for the Hummer. We nailed'em pretty hard, though, and they didn't chase us.

July 26th, 2000

The Lt. says that we ought to head for Chestoshova because that's probably where that cav troop we met last week went. Bailey and Carter said they'd rather head for Krakow and see what they could find there. We split up our gear and separated. They headed southeast on foot; Lieutenant Anderson and the rest of us kept going south in the Hummer.

August 18th, 2000

Just North and east of Klobuck we were crossing a stream and bottomed the Hummer out on a rock. We lost most of the oil out of the crankcase, and that stopped us for good and all. You can run a Hummer on alcohol, but you can't fill a crankcase

with creek mud and expect to get very far. We stripped the Hummer of everything useful, took what we could carry without killing ourselves, and buried the rest.

We figured we could come back and get it once we had scoped out Chestawhatsis.

August 20th, 2000

Alvarez and me went ahead to scout Chestushova. The place was in worse shape than we thought. I guess they worked it pretty good. In town it was a nightmare. Rats the size of cats, cockroaches the size of Volkswagens (God only knows what they've been eating lately), flies everywhere. It stunk worse than anyplace I can remember. The Lt. said to meet on top of the hill on the edge of town where the monastery used to be. It was twilight when we got back to the hill, and Rudy had dinner waiting.

August 22nd? 2000

I wish Davis hadn't seen those bats. Later on on the 20th, Davis saw a bunch of bats coming out of the ground. The Lt. said where there's bats there's a cave, and where there's a cave there's good shelter. So we all had to pull up stakes and go exploring. I thought it was a great idea at the time...everybody knows about the treasure that crazy polock colonel buried in Chestyshova...and gold is a meal ticket for a long time in Krakow, I hear.

We found the entrance where Davis saw the bats. It looked like the rain had washed it open a couple of days before. We made some torches to save our flashlights (we only had two anyway) and headed in. We ended up in a sloping passage that went on downward for a while, and we followed it. Pretty soon we heard the sound of rushing water. We went on a little more and it got louder and louder until the tunnel leveled off and we ran into this big ditch...it looked like a storm drain or something. Alvarez said something about it being the river sticks and laughed like she made a joke. I didn't get it, but the Lt. told her to shut-up. Lt. Anderson was really getting nervous.

We lost Jenson crossing the whatever-it-was. It was only waist deep, but he slipped and went under. There wasn't a yell or nothing. He was just there one minute and gone the next. He had one of the flashlights.

We went on along the passage on the other side. It went up a little bit then levelled off. We walked for a bit. It's hard to tell how much you move underground. None of us were pacing it off. After Jenson, we were all pretty spooked. We came to a bunch of other passages that went off right and left. Then we came to these little rooms full of piles of bones. God, there must have been everybody that ever died in Poland down there. I never saw so many bones in all my life. Alvarez was praying out loud, she was really spooked, then she stopped, and her eyes got wide as saucers. We could all hear it then. It was a low moaning sound. The Lt. said it was the wind. Well, Alvarez lost it. She just broke and ran. I don't know where. Down one of those tunnels I guess. I was too scared to stop her. She had the other flashlight. We couldn't see where she had gone, and the Lt. said we had to stick together anyway. He said she would be OK, she'd come to her senses, and find her way out.

We lit the rest of the torches and went on. A couple of minutes later we heard a scream. I never heard a sound like that come out of a human throat, but it must have been Alvarez. Lt. Anderson didn't say anything, but I could see him swallowing hard, trying to look like he wasn't scared.

After a while the Lt. said we shouldn't just stand there 'til our torches burned out, we had to go on, and so we did. It seemed like hours, but I think it was just a few minutes. A couple of times I think we went over the same ground, but I'm not sure. We finally came to a place where there was a faint light coming from the passage off to the right. We went down it and we came to a large room.

It looked like a chapel or something. There were torches and candles burning, so somebody else was must live down there or visit once in a while.

Then we saw them.

They were Polish paras. I know the uniform. They were stood up against the wall like an honor guard, only they were dead. Every one of them was dead, and had been for some time.

There was a raised altar or something at the far end of the room. There was a body lying on it. It was an officer, and he looked like he had been praying when he died. Up on the altar, there was an old picture. It was dark, and hard to make out, but I saw that it was a painting of the Virgin Mary and the Christ child, like on an old-time Christmas card. The frame was covered in gold and had jewels all over it. I saw more gold near my foot, and I bent to look more closely. There were piles of the stuff on the floor, like it had been hauled in there and dumped. I saw a gold cup, and reached out to pick it up. When I touched it I heard Davis scream, worse than Alvarez. I jumped up and saw the body on the altar was moving! As God is my witness, it was standing up! I looked around, they were all moving. All those dead paras. Davis collapsed. I didn't see what happened to anybody else, I just ran. I remember running forever. I remember crossing the ditch again, and running some more. Then after a while I was outside, and I kept going. I don't know what direction I went, or how long I went. I wanted to put as many miles between me and that place as I could. When I couldn't run any more, I stopped. I noticed that I'd cut myself pretty bad on something. Laid open most of my left arm. And I still had the cup clenched in my hand. I guess you do weird things when you panic.

August 24?, 2000

I've been walking for days. I don't have the faintest idea where I am, or what day it is. My arm is pretty stiff, but I don't have anything to treat it with except a little of the hooch we saved back last time we cooked fuel for the Hummer. I put half of it on the arm and half of it in me. Felt better for a while.

August ? 2000

Found cave, built fire.

Hard to write arm hurts, eyes spin.

Food OK, fire OK, for a while.

?

hear dogs or something outside
too weak to get wood
gun after fire gone
save last bullet

THE DECISION

After they discover the chalice and the diary, the players must decide what they want to do. It is obvious that the painting Crenshaw saw is the Black Madonna. It is also obvious that whatever happened under the ruins of the Jasna Gora, the gold chalice is real, and is evidence to support Crenshaw's story. That story

is basically that the Madonna still exists, and can be recovered by anyone with the courage to enter the catacombs under the *Jasna Gora*. Whether the players decide to go after the Madonna themselves, or to sell the secret of the icon to someone else is up to them to decide.

How much they get for the secret will vary. The chalice has about \$1 500 worth of gold in it, with an additional 1 D6x\$300 worth of precious and semi-precious stones. The diary alone is just another "fairy-tale" about the location of the Black Madonna (and there are many of those, see Rumors, page 27) The chalice and the diary together are more valuable, but still not of very great value except to someone who can afford an expedition to retrieve the icon, such as the *Markiz Slaskie*, Police-Prefect Bohusz-Szyszkowski of Krakow, or *Baron Czarny* of Warsaw.

The Black Madonna itself is another matter. To a Polish leader, possession of the icon lends an air of divine approval to his actions. With it, a strong, capable leader could become the new King of Poland. With it, an outside power could influence the formation of a new Polish government. The restoration of order and civilization could be sped up greatly.

As with Operation Reset in module 1, *The Free City of Krakow*, however, the amount and actual value of any reward is deliberately left vague. Value can take many forms in the world of *Twilight: 2000*. What is treasure to one group might be trash to another and vice-versa.

BUYERS

The following is a list of potential "buyers" for the icon, and what they might be willing to pay. The players, if they are lucky enough to locate and recover the icon, should be encouraged to find a buyer on their own. Finding a buyer should be almost as great an adventure (if not more so) than finding the Black Madonna in the first place. The list below is provided to aid the referee in supplying them with hints. Details on individuals mentioned can be found in the "Who's Who" chapter (beginning on page 17), unless other references are provided. Organizations are described in the chapter beginning on page 28, unless otherwise specified.

The Markiz Slaskie: *Markiz Slaskie* (Markgraf of Silesia) Julian Filipowicz needs something to lend legitimacy to his rule, in order for him to consolidate his power and expand. The icon would be perfect for this. Members of a group that brings him the Black Madonna might be offered positions in his government or in the *Wojska Slaskie* (Silesian Army). A persuasive individual might be able to talk himself into a barony.

Baron Czarny, the Black Baron of Warsaw: The Baron (see module 2, *Pirates of the Vistula*, and module 3, *The Ruins of Warsaw*) wants power and wealth, and the Madonna is one way for him to get it. He will offer gold, food, arms or other supplies, or a position in his government. He is very likely to try to double-cross the characters, and get the icon for free.

Police-Prefect Bohusz-Szyszkowski of Krakow: Bohusz-Szyszkowski would dearly love the icon for the leverage it would give him in keeping Krakow independent and for the power it would give him in any future Polish government. He will offer gold, equipment, arms and ammunition, food, citizenship papers in Krakow, employment, or a position in his government. He is less likely to try to double-cross the players than *Baron Czarny*, but he might try it nevertheless.

Guz Stanislaw, criminal underworld "boss", Krakow: *Guz* (Boss) Stanislaw would want the icon for the power and



influence he could acquire with it. He will offer gold, arms and equipment, and/or forged papers of whatever sort desired (see module 1, *The Free City of Krakow*, for a complete explanation of his resources). He will keep to a bargain once agreed upon, but may try to steal the icon before an agreement is concluded.

Father Wojciech Niekarz, Leader of the Wojska Ludowa: The *Wojska Ludowa* (Peoples' Army) is poor, and doesn't have much. Other than food and a place to sleep for as long as the group wants, Father Niekarz can offer only the eternal, heartfelt thanks of the people of Poland.

The KGB, Lublin: The KGB wants the icon to enable them to control the Polish government that rises from the ashes. They will pay gold, supplies and/or employment, but are likely to try to double-cross the players.

The GRU, Lublin: As per the KGB.

Shabak: Shabak will want the icon to enable the Israelis to gain influence with the new Polish government. Shabak will not be able to afford much in the way of payment, as their network in Poland is rather small. (For more on Shabak, see module 1, *The Free City of Krakow*.)

The CIA: The CIA wants the icon to enable the civilian US government to control the formation of the Polish government to be. They will pay gold, supplies and/or employment. They are likely to try to get the icon for free, claiming that it is the players' duty as Americans to turn it over. They may try to double-cross the players if the chance arises, especially before a deal is agreed to.

The DIA: As per the CIA, but they are working for the military US government.

General Bruno Stribrosyn, commander of the Czech 14th MRD: Although the Black Madonna is not greatly revered by Czechs, Stribrosyn can still make use of the icon in dealings with Polish rulers such as the *Markiz Slaskie*, or to buy ammunition from Krakow. He will offer gold or a position in his government in exchange for the Black Madonna. He may also try to double-cross the players and gain the icon at minimal expense.

Other Interested Groups: The players will have no trouble find-

ing people who will want to take the Madonna off their hands. The towns of the *Liga Handlowy* (Mercantile League) would be willing to pay well in food or coal (which it has in abundance) or less well in gold or arms (which are in rather short supply). The league might also offer permanent positions in their military.

Practically any merchant will pay for the Madonna, but their resources are likely to be small. Marauders will be interested in the Madonna, but are more likely to want to steal it than to buy it.

A final group to be considered are the Ukrainians, who hold the Black Madonna in almost as much reverence as the Poles.

The personnel of the Soviet 9th Tank Division were largely Ukrainian, and any marauder bands formed from the 9th TD will be largely Ukrainian as well. No details of any such group are given, but the referee may want to add complications to the plot of the adventure by bringing in another group searching for the Black Madonna.

Referee's Note: In all cases, most of any reward will be goods or services, since gold is in rather short supply. However, a lifetime meal-ticket and a permanent safe place to sleep are not small considerations in the world of *Twilight: 2000*.



Background History

THE BLACK MADONNA

Without a doubt the most famous icon in Eastern Europe, the Black Madonna is the symbol of Polish Catholicism and nationalism. The Poles officially call the icon "Our Lady of Czestochowa," but because of its badly smoke-stained condition, it has become popularly known as the Black Madonna.

According to legend, it was painted by the Apostle Luke on a wooden tablet made by St. Joseph for the Holy Family in Nazareth. Over the years, it made its way from Jerusalem to Constantinople. In 988, the Madonna was given to Anna, wife of Prince Vladimir of Kiev, and transported to that city (it is, therefore, a revered relic to Ukrainians as well as Poles).

The icon was brought to Poland in 1382 by Prince Wladislaw Opolszyk from his castle in Belz in the Ukraine. Prince Wladislaw had ties with the house of Anjou in both Naples and Hungary. He built a chapel and monastery on the *Jasna Gora* (Hill of Light) for the Paulite monks who would care for the icon.

Three scratches on the right cheek of the Madonna's face are said to have been done by thieves (who were immediately struck dead, according to legend). This was done in 1430, after which veneration of the icon greatly increased. Other kings of Poland built a church to house the icon in 1616, and fortified the *Jasna Gora* between 1620 and 1624. In 1655, the monastery was the only stronghold that had not fallen to the invading Swedish army. The Swedes besieged it, but it held out against long odds, and became a rallying point for the Poles. The invaders were defeated.

The Black Madonna was acclaimed "Queen of Poland" in 1656. In 1717 it was solemnly crowned Queen of Poland in the name of Pope Clement XI.

Czestochowa withstood another Swedish siege over the years, but fell to the Russians in 1771. The Prussians and the French also occupied the city in later years. Czestochowa's fortifications were dismantled in 1813 by order of the Tsar.

Between 1772 and 1795, Poland was divided between Prussia, Russia and Austria. From 1795 until 1918, Poland ceased to exist as an independent nation. A kingdom of Poland was re-established in 1815, but it was nothing more than a Russian puppet-state. During this time, the Madonna was temporarily taken to Russia. The faith of the Polish people kept alive their nationalism, and vice versa. The Black Madonna became a symbol of their spiritual, cultural, and national identities. When Poland became an independent nation again after WWI, thousands of Poles flocked to the *Jasna Gora* to give thanks to the Madonna of Czestochowa for preserving them.

In 1925, a full scholarly examination of the icon showed that it had been painted in the ninth century, in what was then the Byzantine Empire's province of Greece. This revelation made no difference to the people of Poland. The Black Madonna, the Queen of Poland, Our Lady of Czestochowa, would always represent the soul of Poland.

In 1966 over a million pilgrims gathered at the *Jasna Gora* to celebrate the 1000th anniversary of the coming of Christianity to Poland. In 1982 Poles again gathered at Czestochowa to celebrate the 600th anniversary of the Madonna's arrival in Poland. Leading this celebration was the most famous Polish churchman of all time, Pope John Paul II.

In August 1980, *Solidarnosc* (Solidarity, the Polish union movement) was born during protests at the Lenin Shipyard in Gdansk. The image of the Black Madonna was worn as a badge by Solidarity members as a symbol of their national pride.

When the NATO forces invaded Poland in the spring of 1997, the central government decided to keep the icon at the *Jasna Gora*. To move the Madonna to a safe place, it was felt, would have been a sign of defeatism. On June 7, 1997 the *Jasna Gora* was destroyed in the fighting around Czestochowa, and the Madonna buried in the rubble of the monastery. According to popular legend, however, the icon somehow escaped destruction, and will someday resurface, when the world is worthy of her again. When this happens, Poland will resume its rightful place among the nations of the world, and an era of peace and plenty will begin.

OPERATION RAMPART & THE BATTLE OF CZESTOCHOWA, MAY 24TH to JUNE 7TH, 1997

On April 2nd, 1997, Operation Advent Crown, the NATO attack on the Warsaw Pact, began. While the German First Army drove through central Poland, the German Second Army struck along the Baltic coast. The German Third Army advanced along the Oder River. Everywhere, Warsaw Pact forces reeled under the onslaught. The Soviet 3rd Guards Motorized Rifle Division was encircled and virtually destroyed northwest of Wroclaw by elements of the German Third Army. Several ORMO (People's Militia) and ZOMO (Riot Police) units put up a determined resistance, but lacking adequate air and artillery support they were soon overrun. By May 11th, Wroclaw had fallen.

There was one force, however, that was a thorn in the side of Third Army. That force was the Polish 6th Pomeranian Air Assault Division. The Polish paratroopers had been in action since November of 1996. The division had been used as a "fire brigade" in Germany and had suffered heavy casualties in the Dresden area. As a result, the 3,000 survivors had been withdrawn to Gliwice for rest and refitting.

When the NATO offensive began, the 6th Airborne Division was once again called into action. The 6th's commanding officer, Colonel Tomasz Piotrowski, had a reputation for audacity and courage. He had no intention of fighting a purely defensive action.

The 6th counterattacked wherever they could. The 16th Airborne Recon Company raided Third Army's rear area. The 1st, 4th and 16th Parachute Regiments provided cadres around which the remnants of the ORMO and ZOMO brigades could rally. Wherever the Polish Paras appeared in their distinctive battle dress, the population took heart.

The Third Army commander, General Rudolf Beck, came to the conclusion that there were two key cities which had to be taken before the Gliwice-Katowice area could fall. One was Opole and the other was Czestochowa. He conceived a plan, code-named *Unternehmen Wall* (Operation Rampart), that he felt would give him his objectives in one swift blow.

Basically, the plan called for the formation of a Corp-sized task force. This force, under the command of *Leutnant-General* (Lieutenant-General) Hans Oberdorf, would head due east from the Wroclaw area and take Czestochowa by surprise. The remainder of Third Army would attack Opole. Once Oberdorf took Czestochowa, he was then to attack southward into Bytom. The defenders would be encircled and destroyed by surprise.

The task force was called *Panzergruppe* (armored group) Oberdorf. It was a powerful formation of units from various nationalities. The Germans contributed the 21st Panzergrenadier Division (8,000 men, 115 tanks) and the 27th Fallschirmjager Brigade (2,000 men). The American component consisted of the 5th infantry Division (Mechanized) (8,000 men, 120 tanks) and the 116th Armored Cavalry Regiment (Idaho National Guard) (1,200 men, 40 tanks). The Polish Free Congress sent a detachment of 120 men to act as guides and interpreters for the operation.

The original jump-off was set for May 20th, but heavy spring rains forced a delay. The meteorologists at Third Army HQ promised it would clear in a few days. Finally, on May 24th, the lead elements of *Panzergruppe* Oberdorf rumbled off into the morning light.

During the delay, word of the operation had leaked out. Perhaps a deserter had sold the information, perhaps the radio

net was infiltrated. No matter how it was done, the information reached the HQ of the 6th Air Assault Division. When Colonel Piotrowski got the news, he reacted swiftly. He radioed 1st Polish Tank Army HQ at Lublin for reinforcements. Piotrowski was told there weren't any to be sent. Undaunted, he then contacted the 4th Czechoslovak Army HQ. Lieutenant-General Boleslav Myrec, 4th Army commander, responded. He agreed to send the Czech 19th Motorized Rifle Division (6,000 men, 43 tanks) to Katowice to aid in the defense. More importantly, he sent a battery of four 130mm long range guns to help augment the defenses.

Along with the good news came some bad news. The defenses of Czestochowa consisted of three ORMO battalions and a training battalion of 30 antiquated T-55 tanks. The ORMO troops were equipped with small arms and a few mortars. The training battalion was manned by cadets from a nearby military academy. They would be no match for the NATO forces. Colonel Piotrowski realized that he and his troopers would have to go to Czestochowa.

On the other side of the lines, General Oberdorf considered the situation. If the 6th Pomeranian Air Assault Division could be destroyed, he would then be free to move against Katowice and trap the Polish 2nd MRD and 12th TD. With those forces destroyed, Third Army could be in Lublin by early July. The Polish Free Congress at Poznan told Oberdorf that he was to take Czestochowa with a minimum of property damage. They insisted that he use his artillery only against "definite military targets." They even went so far as to insist that all artillery missions be cleared through their representatives. This part of the request was turned down, but Oberdorf was ordered to try and cooperate with them as much as possible.

On the evening of May 22, the lead elements of the Czech 19th MRD began arriving in Katowice. Piotrowski gathered the remnants of the 6th Pomeranian AAD, some 3,000 troopers, and headed northward.

On May 24, while Oberdorf's panzers began their advance, the 6th Air Assault Division arrived at Czestochowa. The NATO forces had to cover 150 kilometers to reach their objective. Part of the way was by road from Wroclaw to Olesnica and then to Namyslow. From Namyslow they would push on to Olesno via Kluczbork. First Squadron, 116th US Armored Cavalry rolled into the outskirts of Olesno on May 26.

As the NATO armored columns closed in on Czestochowa, Colonel Piotrowski and his command worked incessantly to strengthen the defenses. Major Florian Filipowicz, commanding the 6th Airborne Engineer Company, worked around the clock to dig in and wire the perimeter. Positions were dug for the Rapira-3 antitank guns, and minefields laid; under the *Jasna Gora*, tunnels and rooms were strengthened and stocked with supplies. Major Filipowicz saw to this last operation personally.

On June 1st, Colonel Piotrowski was informed that Opole had fallen. The battered remnants of 12 TD were falling back to Gliwice. The Czech 19th MRD was being recalled to Czechoslovakia. Piotrowski had to hold at all costs.

General Oberdorf had also received some news. The restrictions on his artillery had been lifted. He could do whatever was necessary to take the city.

On June 3rd, with the NATO spearheads only 20 clicks from the outer perimeter. Piotrowski then addressed his troops, saying:

"Soldiers of Poland!

"Again the Teutonic invader defiles our land, accompanied by



an army of foreign mercenaries. Again we, the defenders of Poland, stand in the shadow of our holiest of shrines, the Jasna Gora. Our countrymen rely on us to protect their homes and their families from the invaders. We shall stand fast against their hordes, and turn them back, as we have done before.

"Her Holy Majesty, the Queen of Poland, watches over all of us. We cannot and must not fail in our sacred duty to defend Her and our land. Let each and every one of us carry forth this battle cry: For God, Our Lady, and Poland!"

THE BATTLE OF CZESTOCHOWA

If brave hearts and faith were all that were needed, Piotrowski and his paratroopers would have had an easy time of it. However, all the valiant spirit in the world cannot make up for a lack of heavy artillery.

Oberdorf's plan was simple. The 21st Panzergrenadier Division would attack from the north. The 5th US Infantry Division would attack from the south. The 116th Armored Cavalry would form a screen further south to guard against any reinforcements coming from Katowice. The 27th Fallschirmjager Brigade would be held in reserve. Oberdorf would use his artillery to pound the city and its defenders into rubble.

The opening blow was struck on 3 June, at 1845 hours. The 21st Panzerartillerie Regiment, the artillery battalions of the Panzer and Panzergrenadier brigades, and the full divisional artillery of the US 5th Division opened up. The city erupted in fountains of smoke and flame. Buildings that had stood for centuries were destroyed in seconds. Water from hundreds of ruptured mains flooded the streets. The barrage continued long into the night.

From his command post in the *Jasna Gora*, Piotrowski watched the city slowly die around him. He'd counted on NATO wanting to take the city intact.

The barrage lifted at 0500 hours on the 4th. The 361st Panzergrenadier Brigade moved into the attack. On the south side of town 1st Brigade, 5th Infantry Division began its assault. The Battle for Czestochowa had begun.

The 361st had a rough go of it. The defenders quickly dug themselves out of the rubble and engaged the advancing Germans with everything they had. The German artillery opened up again, but the Poles of the 4th Parachute Regiment hung on. Twice the 361st was repulsed with heavy casualties.

By 0815, Oberdorf had had enough. He ordered his units to withdraw to their start lines. As the Germans began withdrawing, Cadet Major Ojawa Brankurski launched his battalion of T-55s in a counterattack. The tanks caught the 2nd Battalion of the 361st in flank. The Marders of the 361st were no match for T-55s, and 2-361st disintegrated under the attack. If young Brankurski had withdrawn then, he would have scored an important victory, but youthful exuberance won out over sound judgment and he pressed onward.

This time luck failed him. He ran into the 1st Battalion of the 21st Panzer Brigade. The T-55s were outclassed by the Leopard IIs and IIIs. Tank after tank exploded in flames as 120mm HEAT rounds tore through their armor as if it were tin. Within minutes, Brankurski's command was wiped out.

The Americans had more success than the Germans. By 1200 hours, 1st Brigade had managed to gain a bridgehead across the Warta. They held their ground for the rest of the day despite savage counterattacks by the 16th Parachute Regiment.

Throughout the night, the NATO artillery kept up a steady bombardment. At midnight, the 90th Panzergrenadier Brigade attacked. This time the Germans succeeded in gaining a foothold in the northern part of town. By the morning of the 5th, the situation was steadily worsening for the Poles.

At sunset on the 6th, the US 256th Infantry Brigade and the German 27th Fallschirmjager Brigade had reached the base of the *Jasna Gora*. It had not been easy. The NATO troops had been engaged in some of the most bitter house-to-house fighting since the Second Battle of Berlin (December 1996). General Oberdorf was reminded of a place his grandfather had told him about called Stalingrad.

Colonel Piotrowski received word that the 2nd MRD and 12th TD had successfully disengaged and were withdrawing up the Wisla River valley in good order. He ordered the survivors of the 4th and 16th Parachute regiments to break out and try to link up with them. The 900 survivors of the 1st Parachute Regiment were dug in around the slopes of the *Jasna Gora*.

The NATO forces launched a series of probing attacks. By 0100 hours these had turned into a full scale assault. Most of 1st Parachute Regiment died where they stood. They had a lot of company.

1st Battalion, 256th Infantry Brigade finally gained the top of *Jasna Gora* by 0430 hours on 7 June 1997. Colonel Piotrowski now realized that it was all over. He accepted the offer of a parley made by the commander of the US 5th Division, Major General Calvin Tyler. A cease fire was agreed to. The hill grew quiet.

When General Tyler met Colonel Piotrowski, Tyler was surprised at how bad the Colonel looked. He was pale, and the front of his battle dress was bloodstained, but his eyes glowed with a maniacal fire. The representatives of the Polish Free Congress began asking about the Black Madonna.

Piotrowski lost his temper. "Silence," he roared, "I will not treat with traitors!" After they had left, he quieted and continued the negotiations with the Americans.

Tyler presented his terms and remarked that Piotrowski never had a hope of resisting them for long.

Piotrowski smiled. "That may be true, General," he said, "but

we had to try anyway."

Piotrowski dismissed the parley, announcing that at sunrise he would respond to the surrender terms. Sunrise came, and with it came a thundering series of explosions that shook the whole hilltop. The walls and buildings of the Paulite monastery came crashing down. The bell tower was the last to fall, wavering in seeming defiance, then finally toppling to join the rest of the rubble atop the *Jasna Gora*. Colonel Piotrowski had given his answer.

The rest was anticlimax. Three hundred members of 4th and 16th Parachute Regiments broke out to the east to link up with 12th TD. The 230 survivors of 1st Parachute Regiment surrendered. The 6th Pomeranian Air Assault Division had ceased to exist.

AFTERMATH

Almost 6 weeks to the day after NATO troops had taken Czestochowa, they withdrew from the city. The 5th Division left a souvenir, a 10 kiloton nuclear demolition charge. This severely damaged the industrial section of the city.

Most of the transportation network through the city remained intact, however. As a result, on October 12th 1997, Czestochowa was the target of an American cruise missile with a 150 kt warhead. The devastation from the blast and fire was complete...Czestochowa was turned into smoking rubble.

Any player who wants to be a veteran of the Battle of Czestochowa must meet the following criteria: They must have more than 36 months in combat and be either a member of the US 5th Infantry Division or (if non-American) the German 27th Fallschirmjager Brigade. If the characters choose to be Polish, it is possible that they could be former members of the 6th Pomeranian Air Assault Division or one of the ORMO battalions that defended Czestochowa.

If any of the players qualify, let them read the account of the battle. Help them to come up with their own stories and anecdotes about what happened there. Remember that this was a particularly hard-fought battle, and everyone will have had a rough time of it.

To know the history of the Black Madonna, the players should either be Polish Nationals, Polish-Americans, or have an Intelligence MOS or specialty. If the players don't meet any of these criteria, have them make a roll (DIF:INT or AVE:EDU) for them to have heard about the Madonna in some other way. If a player speaks Polish, the LNG skill level is the percentage chance they know the legends about the Black Madonna. Any veteran of the Battle of Czestochowa will be familiar with the Madonna and its associated legends.

If none of the players have familiarity with the Black Madonna and the legends surrounding it, the referee may introduce this information by means of an appropriate NPC.

The value of this icon is obvious. It may not be worth much in the hands of American soldiers, but any Polish leader would pay a high price for it. It would lend them legitimacy in the eyes of most of the Polish people, and serve as a rallying point for the reorganization of civilization in Poland.

Numerous Poles, Ukrainians, the KGB, GRU, CIA and DIA are all interested in getting their hands on the icon. The Poles would use it to help them rebuild Poland. The Ukrainians would be regaining property they feel is rightfully theirs. The various intelligence agencies want it in their hands in order to play



kingmaker with the various Polish warlords and assure that a government suitable to them arises from the ashes.

SPECIAL NOTES

Immediately after the Battle of Czestochowa, the following events transpired, and are not generally known:

On the morning of June 7, Colonel Piotrowski died of his wounds, Shortly after meeting with General Tyler's party. Before he died, he gave orders to Major Florian Filipowicz to plant explosive charges and level the monastery's surface buildings. He also ordered the Major to secure the icon in a safe place where it could be recovered at a later date.

When the charges were detonated, there was an accident that left Major Filipowicz with a badly scarred face and a stunned and confused mind. He buried his commander in a sarcophagus in the underground chapel that held the remains of Augustine Kordecki, first defender of Czestochowa. He recovered what bodies of his troops that he could and arranged them as an honor guard in the chapel (tying them to the walls, perpetually at attention). He placed the Madonna in this chamber, and began gathering treasures from the remains of the city as tribute.

Since he was underground when the nukes destroyed Czestochowa, Filipowicz was little affected by the radiation or the fires that followed the bombs. The ground shock from the first bomb was small enough not to damage the tunnels too much, and the second was an airburst and likewise did little damage to the tunnels, which remain mostly intact. Filipowicz has subsisted of the supplies gathered under the hill for the defense of the city, supplemented by occasional forays outside. When he goes outside (which he does less and less of late), he uses the entrance marked A on Map 5.

The shock of defeat, his injuries, and the time he has spent living underground alone has unhinged Filipowicz completely. He now believes himself to be the incarnation of Saint Florian, assigned to protect the Black Madonna until the time comes for her restoration to the world. He believes that he cannot be killed

until the Day of Judgment, at which time he will enter directly into heaven if he successfully completes his task on Earth.

As might be inferred from his name, Florian Filipowicz is the younger brother of Julian Filipowicz, the Markgraf of Silesia. The Markgraf will be quite happy to see his long-lost brother, even in his present sorry state, and will reward the players well. If the players have killed Florian Filipowicz, however, and learned his identity, it might be best for them not to mention it to the Markgraf.



Silesia

BACKGROUND

Silesia is a region located in the southwestern part of Poland, on the border with Czechoslovakia. At various times throughout history, Silesia has been a part of the Austrian Empire, the Prussian Empire, and (during WWII) Nazi Germany. After WWII, Silesia was finally returned to Poland, where it remained.

Silesia is famous for its extensive mineral resources. Its coal deposits cover an area of over 2,000 square miles and represented the nation's principal energy resource before the war. The coal is of the gas-producing type which makes it somewhat dangerous to mine, but also gives it a high caloric value and makes it an efficient fuel. Silesia also produced large quantities of silver, zinc, iron, and copper from rich veins of these metals.

With this vast pool of resources available, it was not surprising that Silesia became one of the most heavily industrialized areas in Europe. Indeed, before the Sino-Soviet war, Silesia was the industrial heartland of Poland.

Mines, and chemical and metallurgical plants abounded in the region. Coal mining operations took place in the center of Silesia, in the south near Rybnik and in the east around Jawor and Trzebinica. The largest concentration of metallurgical plants was located in the Gliwice-Katowice-Sosnowiec area. The nearby Kosciuszko Works at Chorzow was the largest metallurgical factory in Silesia. Lead and zinc foundries were located in the Katowice region. Chemical factories were located at Oswiecim/Dwory, Chorzow, and Katowice. There were two large coal-fired power stations at Jawor.

Silesia was also the most densely populated region of Poland. The Gliwice-Katowice region had a prewar population of almost three million. A large number of these were highly trained technicians, engineers, scientists, and skilled artisans. Before the war, Gliwice was the home of the Polytechnic School of Higher Studies, an institute which turned out some of the finest engineers and architects in Europe.

THE WAR

Shortly after the Sino-Soviet War broke out in 1995, the whole region went to full-scale production. Even at that, the industries were hard put to supply the Soviet war effort. When the first Polish divisions headed for the Far East, however, the workers of Silesia had seen that they were among the best equipped of the Warsaw Pact forces.

The War was brought home in October of 1996 when the Bundeswehr crossed into East Germany. At that time, the Luftwaffe launched a series of long-range interdiction strikes. One of the primary targets was the Gliwice-Katowice complex. Other targets soon followed.

The Luftwaffe paid a heavy price for their success. The area bristled with anti-aircraft sites, and special attention had been given to dealing with low-level raids. In addition, the Polish 337th Fighter Squadron, equipped with Mig-29s, wreaked havoc on the Luftwaffe's Tornados. Based out of Balice airfield near Krakow, the Squadron soon became known as the "Eagles of Silesia."

The picture in the air changed dramatically when the Americans and their NATO allies (Great Britain and Canada) entered the war in December 1996. The US Air Force was fresh and well-equipped, while the Poles were worn out. American F-29 "Stealth" fighter-bombers were especially good at knocking out anti-aircraft positions, radar sites, and ground control stations. Balice Airfield was destroyed by a flight of FB-111s. Numerous other targets were leveled, including the oil fields and refineries near Uscie Solne. As replacement pilots, spare parts and jet fuel became scarce, the Polish Air Force faded from the skies.

In April 1997, the final blow fell. The German Third Army crossed the Polish frontier in the Gorkitz area. Its objective was to take Silesia and to secure the southern flank of the NATO drive eastward into the USSR.

The fighting raged all through the spring and summer. Wroclaw was pounded into rubble and overrun in early May. Gliwice, Katowice, Chorzow and Bytom were seriously damaged

by NATO airstrikes.

The NATO allies had committed no less than seven divisions to this operation, and the Poles were soon overwhelmed. The Polish 2nd MRD and 12th TD, already badly mauled from the fighting in Germany, tried to stem the tide. The 12th TD held Opole while 2nd MRD fell back to Gliwice. The Soviet 35th GMRD was encircled and virtually destroyed trying to retake Wrocław. ORMO and ZOMO battalions rallied to the defense of their homeland and took their place in the line. In many cases the ZOMO fought shoulder-to-shoulder with workers they had helped suppress during labor unrest only a few years earlier.

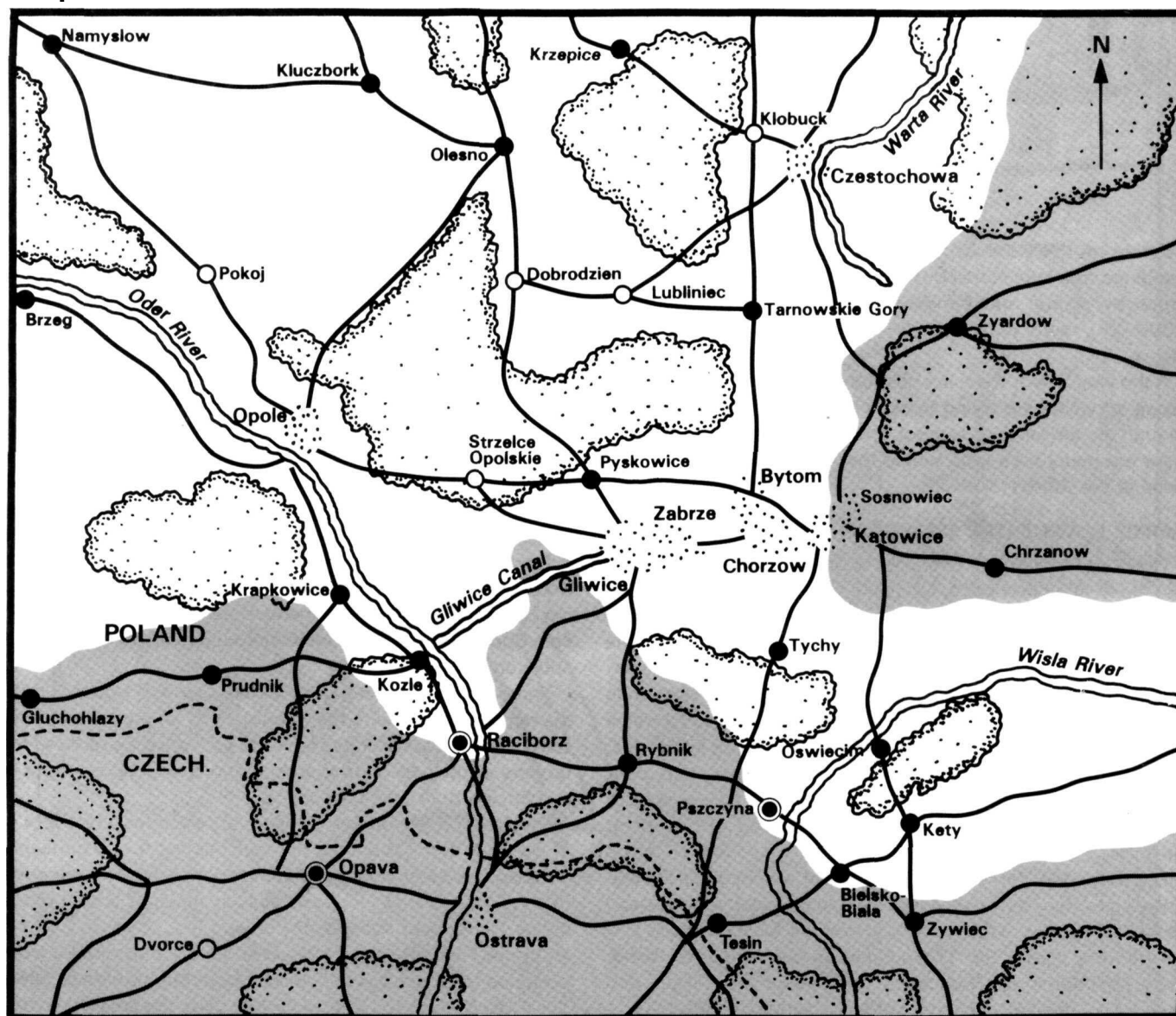
The campaign reached its climax at the Battle of Częstochowa in May of 1997. There, the Pact's last reserves, the Polish 6th Pomeranian Air Assault Division (AAD), held off

two NATO divisions for three days. Although the 6th was destroyed as a fighting unit, their stubborn defense gave the survivors of the 12th TD and 2nd MRD time to withdraw up the Wisła River valley.

NATO didn't hold Silesia very long. By mid-August 1997, the German Third Army was withdrawing from the area. Częstochowa was retaken on September 12th, the rest of Silesia by the first of October.

The Polish triumph was shortlived, however. As the nuclear exchange heated up, the industrial complexes of Silesia were singled out for destruction early on. City after city vanished in fireballs as October faded into November. Gliwice, Katowice, Zabrze, Chorzów, Bytom, Sosnowiec, Częstochowa...all were hit, their passing marked by mushroom clouds.

Map 1: General Area



MAP KEY



City



Village



Hills



River



Town



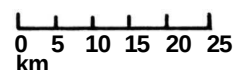
Woods



Rubble



Road





Spring of 1998 brought no relief. Those who survived the bombings, the invasion and the nuclear devastation were now struck by plague and famine. From a prewar population of 3,000,000, fewer than 100,000 survive, scattered throughout Silesia.

In the year 2000, there are new forces at work in Silesia. The ragtag survivors are trying to eke out a living from the rubble. Though the devastation is great, the land is healing slowly, and there are many men who would make it theirs alone. One of these is the *Markiz Slaskie*.

MARKIZ SLASKIE (THE MARKGRAF OF SILESIA)

The Margravate of Silesia is an example of the small states that are coming into being following the slow collapse of central authority. It is not an isolated example, and can be considered typical of what is happening throughout Europe as time passes. Typically, the *Markiz* was formerly a military officer.

The Polish 14th MRD was considered one of the best units in the 1st Polish Tank Army. The division had a good service record dating back to 1996. Its commander, Julian Filipowicz, was regarded by his superiors as a brilliant officer, with great potential. In the summer of 1999, the division was posted to the Gliwice-Katowice area for rest and refitting. At the time, the division's strength was 2,000 men and 5 operational tanks.

The only other forces in the area were a brigade of ZOMO, divided into three battalions (stationed in Pyskowice, Kozle, and Strzelce Opolskie respectively), and some local ORMO.

When the Soviet 9th TD mutinied in September of 1999, spawning numerous bands of marauders in Silesia and elsewhere, elements of the 14th MRD and local ORMO units moved against them. The ZOMO stayed behind to provide security in the rear areas.

After a series of bloody battles, the mutineers were pushed northward. The ORMO units that fought alongside the 14th were rewarded with the captured weapons and supplies. More important, however, was the combat experience that the affair gave them. The price they paid was high...the ORMO took 700

casualties (the 14th took 500).

During that winter, Colonel Filipowicz moved his headquarters to Raciborz. There he was joined by his wife and family. It was from Raciborz that Filipowicz began a campaign against what he called "malcontents, bandits, and traitors." The ORMO battalions from Pyskowice, Kozle, and Strzelce Opolskie were reinforced with detachments from the 14th MRD. The ZOMO troops were left to their own devices.

Colonel Filipowicz began converting some of his units (regular and ORMO) to horse cavalry (looting several local horse breeding farms in the process) to enable them to move cross-country faster (horses don't need their grain distilled). Some of these units were armed with the traditional Polish cavalry weapon, the lance, in addition to assault rifles and light machineguns.

Filipowicz' forces became increasingly proficient at tracking down marauders, exterminating several large bands. The biggest battle against marauders was fought on February 6th, 2000. A 30 member band was surprised in the woods between Pyskowice and Strzelce Opolskie. After a brief but furious firefight, the seven survivors surrendered and were taken to Raciborz for interrogation. They were never seen again.

The Coup: In the early morning hours of March 1st, the citizens of Pyskowice, Kozle, and Strzelce Opolskie were awakened by gunfire. Army and ORMO squads swarmed the streets, telling civilians to stay inside until the situation stabilized.

The ZOMO barracks were surrounded and stormed. The Kozle ZOMO were massacred. The Strzelce Opolskie ZOMO held out for most of the day before its remnants fled westward towards Opole. The detachment in Krapkowice surrendered without firing a shot. The few remaining officials of the Polish government and the Polish Communist Party were arrested, and the last vestiges of the central government in the region were eliminated.

In a proclamation to the people, Filipowicz revealed signed confessions from the survivors of the bandit gang. These implicated senior officers of the ZOMO and local officials in crimes ranging from accepting bribes to kidnapping. More damning was a report a junior officer of the ZOMO (commander of the Krapkowice detachment) that the accused were preparing to rise up in revolt and declare themselves in league with the Polish Free Congress. The accused were found guilty before a military court and executed.

Throughout the latter part of March, Colonel Filipowicz toured the region. He met with the Rybnik *Rada*, and received permission to station army units there. He spoke with everyone from farmers in their fields to merchants in town, acting more like a politician than a military leader.

On April 12, Filipowicz received orders from what was left of the Pact High Command to move against NATO concentrations on the Baltic coast. He sent the messenger back saying that he was heavily engaged against bandits, and could not move. He ignored subsequent orders.

On the 16th of April, he declared all the territory his troops occupied to be the free and independent Margravate of Silesia. The 14th MRD and the local ORMO units became the *Wojsko Slaskie* (Army of Silesia).

The DIA and KGB, when they found out, sent in teams to negotiate with the new warlord. The KGB team arrived first. Their orders were to either bring the Markgraf into the Soviet camp or kill him. After a few days of fruitless discussions, the KGB realized that the Markgraf was not going to cooperate with them. They tried to assassinate him, but succeeded only in killing

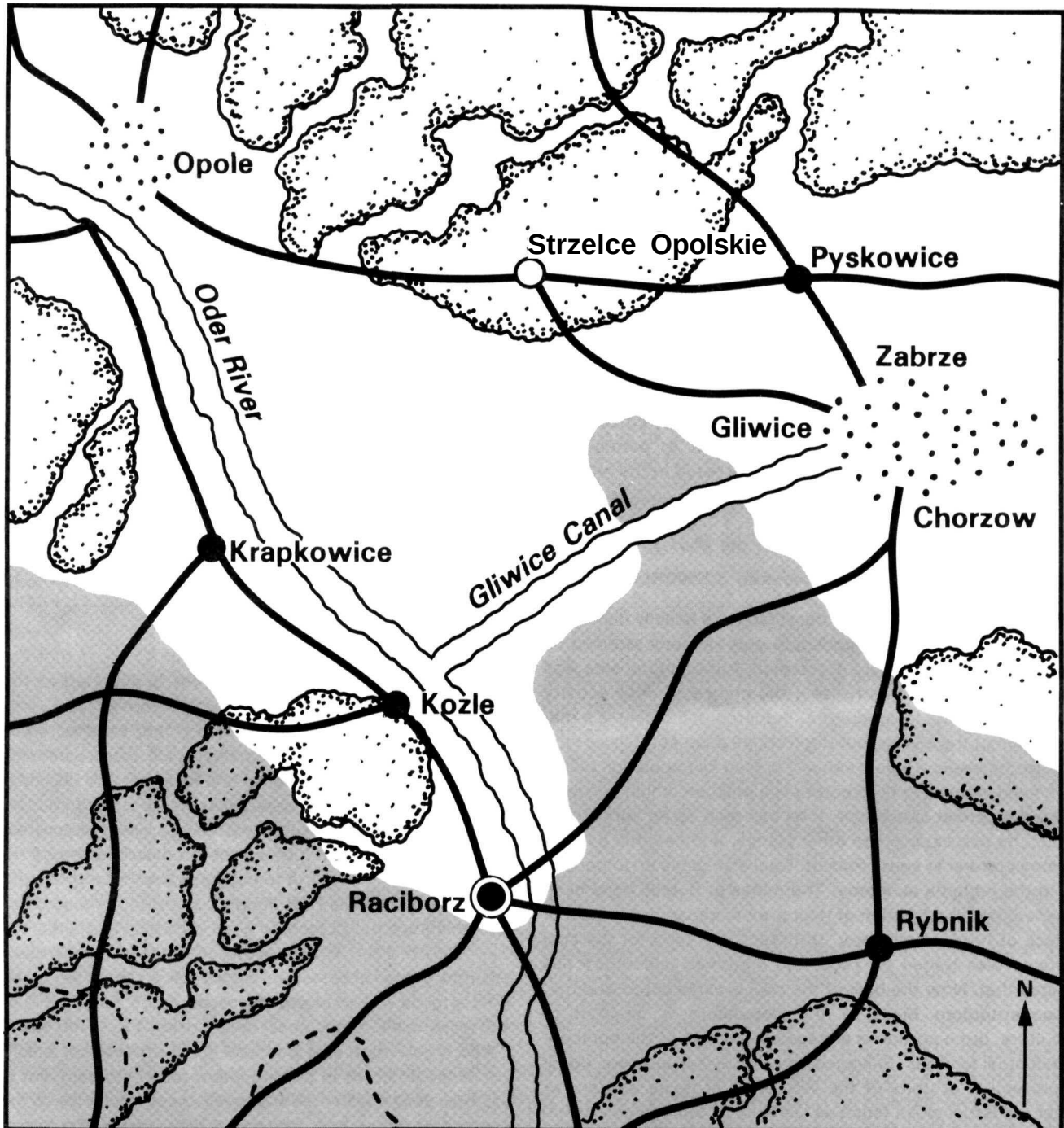
Filipowicz' son, Roman. Filipowicz himself escaped with minor wounds. The KGB agents were killed.

When the DIA team showed up on June 9th, Filipowicz refused to meet with them, saying he wanted nothing to do with either side. His destiny and that of his people, he said, was in his hands and his alone. The DIA team attempted further contact, and seems to have been executed by the *Markiz* or on his orders.

SOCIETY IN THE MARGRAVATE

The social structure of the Margravate is best described as feudal. The Markgraf provides military protection to the citizens of the Margravate, in return for which they feed and house him and his army. Both sides recognize their dependence on each other, and work together to provide a stable, if somewhat harsh and regimented, society.

Map 2: Margravate of Silesia



MAP KEY



City



Village



Hills



River



Town



Woods



Rubble



Road

0 km 5 10

Each major town (except for Strzelce Opolskie) is ruled by a Baron and a *Rada* (town council). The *Rada* runs the day-to-day affairs of the town and its surrounding farmers, the Baron (who is also head of the *Rada*) is responsible for the defense of the town and its dealings with other towns. *Radas* are elected by the citizens of the town, and their size varies. Barons are appointed by the Markgraf (except in the case of the Baron of Rybnik, who was elected by the citizens and confirmed by the Markgraf). A baron can theoretically be replaced at any time, but in practice this has never been done. Baronies are not hereditary in the Margravate of Silesia...when a baron dies, the *Markiz* may appoint any successor he desires, he need not appoint the heir.

Smaller villages are ruled by mayors, who are elected annually by their citizens. The Markgraf may remove a mayor at any time. Such villages are responsible for their own defense and law enforcement (usually by maintaining small bands of armed civilians, who are called up for a specific task and then dispersed when it is accomplished).

Law enforcement is in the hands of the local *Radas* and mayors. Exact procedures vary from place to place, but generally the armed forces also serve as police. Trials are usually held before the mayor or the *Rada* (this varies from town to town). Executions can only be carried out by a baron on the authority of the *Markiz*.

There is a reasonable degree of freedom of expression in the Margravate. A certain amount of dissent is tolerated as a means of curbing the worst excesses of the Barons. Any citizen with a complaint about an official has the right to petition the Markgraf for redress. In theory, this could result in the removal of a Baron, but in practice none of them have misbehaved badly enough for that. Treason is, of course, a capital offense (and includes advocating the overthrow of the *Markiz*).

THE ECONOMY

The economy of Silesia, like the ecology, is heavily damaged, but slowly mending. The population was severely reduced by the war and the subsequent dislocation. Although the area was at one time heavily industrialized, the main economic activity at the present time is agriculture. Industrial rebuilding is a major program of the *Markiz*, but the workers must eat. Silesia now manages to produce barely enough to feed its population (albeit poorly) and increasing farm output is a problem which occupies the *Markiz* almost constantly. If he can build up an agricultural surplus, he can export it to other places, and become a major economic power in south Poland. Coal also plays an important part in the region's economy. The mines at Rybnik have been reopened, but at a fraction of their prewar capacity because of the lack of heavy machinery. Until recently, most of the coal produced was traded for food, but improved agriculture has changed that. Now the bulk of the coal is exported to Krakow.

Reconstruction: Most of the population is devoted to agriculture, but a portion is engaged in salvage of the bombed-out industrial facilities. Salvage parties of civilian laborers, under the protection of units of the WS, work in those portions of former industrial cities (such as Glawice or Sosnowiec) which were not too badly damaged. These salvage expeditions yield repairable machine tools, parts, and raw materials for the industrial renaissance the *Markiz* envisions.

A primary goal of the *Markiz* rebuilding plans is to restore the electric generating capacity of the plants at Jawor. A team of electrical engineers and other experts is currently being assem-

bled in Raciborz for this task. Former employees of the plant are especially in demand. Supplies of spare parts and coal are also being accumulated. Any players with CVE or MEC skill may find this a source of employment in the Margravate.

Because of the protection provided by the WS, the roads are relatively clear of bandits and trade is increasing. More and more luxury goods are becoming available, and from farther away, although their cost is still very high. Most goods are still bartered because there is little in the way of hard currency in circulation (although the *Markiz* is collecting artisans to form the basis of a mint). Krakow ration chits (discounted to 1/6 value) are beginning to be accepted by some merchants as currency.

Exports: Just over half of Silesia's coal production is exported, most of it being sent to the Wisla for transport to Krakow in exchange for that city's manufactured goods. The former breweries at Czesien provide enough methanol that a small surplus can be exported.

Imports: Krakow provides the bulk of Silesia's imports (by value). The main items are machine tools to rebuild the shattered industrial plants and medical supplies for Silesia's hospitals, but luxury goods and items like bicycles are increasingly in demand.

Who's Who in Silesia

The following is an annotated listing of important NPCs. These characters may also be used in other *Twilight: 2000* adventures.

Included with the notes about a character are the cards drawn to provide the motivations for that character.

JULIAN FILIPOWICZ (Spade 1, Spade Ace)

Julian Filipowicz is without a doubt the dominant personality in Silesia. His influence can be felt from Lublin to Wrocław.

When his division (the Polish 14th MRD) was posted to the Gliwice-Katowice area, it was a homecoming of sorts for Filipowicz, who was born in Gliwice. The oldest of three sons, young Julian excelled at almost everything he did. When he entered the Polish military, his natural talent for leadership coupled with his other command qualities made his rise in rank quite rapid and won him respect, admiration and envy.

His talent for command served him well in the fall of 1999. The local ORMO units felt quite helpless in the face of the well-equipped ex-Soviet marauders. Filipowicz stepped in and took charge. He sent cadres from the 14th MRD to train the local ORMOs. He distributed what heavy weapons he could spare. He seemed to be everywhere at once, encouraging, consoling, seeing to the welfare of all the troops.

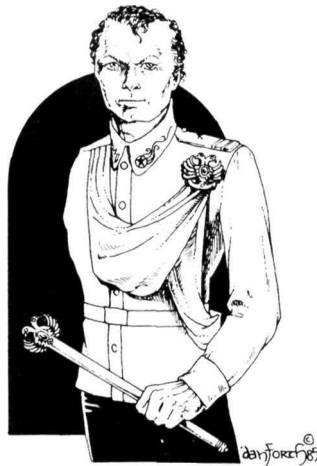
In April of 2000, Filipowicz declared Silesia independent of all authority except his own. The 14th MRD and local ORMO supported him, and swore an oath of personal loyalty to him.

Filipowicz took the title of *Markiz* (Markgraf) because he believes that the only hope for Poland in the present world is a return to the days of the nobility. The title *Markiz* is only a temporary one. Filipowicz hopes someday to claim the title *Krol* (King). He believes that it is his destiny to guide Poland back into greatness again. He sees himself as cast in the same mold as Casimir III, Jan Sobieski and other greats of Polish History.

To accomplish his dream, Filipowicz feels he needs a symbol to draw people to his cause. *Szczerbiec* (a 14th century coronation sword of Polish royalty) would be nice, but that is in the hands of the *Dowodca* (leader) of Krakow. Filipowicz would pay handsomely for such a symbol. He believes he will eventually accomplish his destiny even without it, but a unifying factor would speed up the process.

Meeting the Markiz: Filipowicz is interested in talking with any and all Americans. He is especially interested in anyone who was at the Battle of Czestochowa (see page 8). Filipowicz, like most Poles, believed the Black Madonna was destroyed in 1997, but he has recently heard many rumors to the effect that the icon survived. Filipowicz believes the Americans took custody of the icon while they were in the city, and wants to find out where it was taken. Americans brought to him will be questioned about the battle in detail, and urged to account for the actions of every soldier and officer, on a day-by-day basis if possible.

For Americans, the easiest way to meet the *Markiz* is to travel to Raciborz. This requires a travel permit from the *Wojsko*



Slaskie. These are easy to come by for Americans; each Baron has orders to send any Americans to Raciborz.

When the players meet the *Markiz* in person, he will impress them. He is a tall, powerfully-built man who appears to always dominate whoever he is with. His piercing blue eyes seem to look right into you. He gives the appearance of a man very much in control of things. He speaks Polish (100%), German (75%), English (80%), and Russian (90%).

After the initial informalities, the *Markiz* will loosen up a bit. He has a dry sense of humor, and appreciates a good joke. He is fond of quoting classics, especially Shakespeare (which he reads in English), and Joseph Conrad. The players will find it hard not to like him.

Referee's Notes: Underneath all the good fellowship and kindness, there is a different Filipowicz. A ruthless man with a manic obsession for power, which he long ago learned to conceal. Not content with ruling Silesia, Filipowicz dreams of someday ruling a new Poland, one that stretches from the Baltic to the Black Sea. He will use any and all means necessary to achieve this goal.

Along with this obsession for power, the *Markiz* is also paranoid. He has a network of informers throughout the domain. They help him keep tabs on the loyalty of his underlings and his subjects. He trusts virtually no one except his wife. He will reward good service and loyalty handsomely, but he will also punish incompetence and treachery severely. If he were to see the players as a threat to his authority or his ultimate goal, he will not hesitate to kill them.

It would be easy enough to play the *Markiz* as some sort of stereotypical fascist maniac. This would be a great injustice to both the players and the *Markiz*. Filipowicz is a complex person, with many conflicting currents to his character. Referees should play him as such.

MARJA FILIPOWICZ (Diamond 3, Diamond Ace)

In direct contrast to her husband, Marja Lewandowska Filipowicz is a quiet, almost mousey person. She was a clerk in a Warsaw bookstore when she met the young, dashing officer named Julian Filipowicz in January 1975. They were married six months later. They have two surviving children in the year 2000, Wanda (age 14), and Milos (age 12). Marja speaks English (40%) in addition to her native Polish.

Marja supervises the *Markiz's* household, and helps oversee the bureaucracy of the Margravate. She is generous, almost to a fault. Her husband chides her for this

occasionally, but she pays no attention. Marja and Wanda are a familiar sight at refugee centers, giving out food and clothing. Marja has a soft spot in her heart for children, and singles them out for special attention. Her long term goal is to establish a series of orphanages and schools. She is constantly seeking donations and assistance for this project.

Meeting Marja: If the players are formally presented to the *Markiz*, they will also meet Marja Filipowicz. She can also be encountered distributing food to refugees.



Referee's Notes: Marja is totally dedicated to her husband and his goals. She may give the impression of being easy to bribe or influence but any attempts to do so would be reported immediately. She has a well-hidden stubborn streak, and on matters about which she feels strongly (such as her children, or her orphanage/school project), she cannot be budged. If her children were to be kidnapped or threatened, she would leave no stone unturned to find the perpetrators and kill them.

The Filipowicz children are not dealt with in detail. Referees should develop their characters if the need arises.

COLONEL ALEXANDER J. KAZANOV (Heart 10, Club Queen)

Kazanov took command of the Soviet 129th MRD in October of 1999. Kazanov's main qualification was the fact that he was the highest ranking officer to survive an impromptu purge by the KGB. Nevertheless, Kazanov does his best to hold his division together and provide for his troops.

Colonel Kazanov is painfully aware of the present disintegration of the Soviet Army. He clings to the old rules and regulations because he firmly believes that the only chance he and his troops have to survive is to maintain military discipline.

Several of his senior officers have hinted that the best course of action is to split up and head back to the USSR. Kazanov, as yet, has refused to allow any such action.

In addition to Russian, Kazanov speaks English (20%) and German (60%).

Meeting Colonel Kazanov: There are two ways to do this: raid his headquarters or be captured by his troops. If the players choose the former, they won't get a very friendly welcome. Being captured is not so bad. Kazanov tries to treat prisoners as decently as possible.

Referee's Notes: Colonel Kazanov is a man caught in a bind. He must balance military discipline (which demands that he stay in Poland and continue to fight) with his concern for his troops. The divisional *Zampolit* (political officer), Captain Oleg Gortner, is a KGB informant, and wants to take over the division. Kazanov would like very much to be rid of him as well as the commander of the Olesno garrison, but is hesitant to take direct action for fear of starting a "civil war" within the ranks of the 129th. The Colonel would not be above making deals with outside forces to help rid him of these two "bad apples." The clock is ticking for the 129th, however. It is only a matter of time before the whole division falls apart. Colonel Kazanov will do his best to prevent this from happening, even to the extent of pulling out and going home.

CAPTAIN MOLLY WARREN (Heart 8, Club Ace)

Before the war, Molly Warren was an up-and-coming young banking executive in Boise, Idaho. In 1994 she joined the 116th Armored Cavalry Regiment (Idaho National Guard) to make business contacts. In November of 1996 she was making contacts with Warsaw Pact forces in Germany. Molly proved to have a real talent for military leadership. By her quick and



decisive thinking, Molly won the respect of her troops and the Distinguished Service Cross.

During the Pact offensive in June of 1998, Molly commanded a rearguard detachment that was overrun. The relieving forces reached them several days later. Molly never talks about what happened to her in those days, but the scar down the side of her face, her aversion to being touched for several months, and a deep hatred of all Russians spoke volumes. She seems to have recovered completely.

When the DIA was looking for someone to assist them in recovering the Black Madonna, Molly's name came up. B Troop was detached from 1st Squadron, 116th Armored Cavalry, and sent with the 5th Infantry Division. When the 5th was destroyed at Kalisz, B troop headed for Dobrodzien. Captain Warren is now *ex officio* commander of the town's defense forces.

Since coming to Poland, Molly has picked up a smattering of Polish (10%), but otherwise she speaks nothing but English. Molly depends upon locals for translation.

Meeting Captain Warren: If the players venture near Dobrodzien, they will meet Captain Warren. She interviews all American personnel herself. She is an attractive woman with an air of competence about her. She feels a strong responsibility for the welfare of her troops and the citizens of the town that has welcomed them. Her hatred of Russians is under control to the extent she can tolerate the few that have attached themselves to her unit, provided she doesn't have to deal with them daily.

Referee's Notes: Molly is a mental time-bomb. She should have been sent back to the US after the 1998 incident, but psychiatric counseling facilities were one of the first things to go, and Molly was able to conceal her mental problems from the rudimentary examination given by the medicos at NATO headquarters. Beneath her normal facade, Molly has a seething hatred for all Russians, which occasionally surfaces when Russian prisoners are taken. At these times, Molly loses control, and has been known to execute prisoners out of hand.

MAJOR KAREL PRACECLOVEK (Club 3, Heart 6)

Commander of the Czech 1st Air Assault Brigade, Karel Praceclovek is a tough, no-nonsense sort of man who isn't afraid to stand up to anybody. He regards his command as his family and watches over them with a paternalistic concern. Originally a civil engineer, Praceclovek travelled the world supervising various construction projects from Central America to the Far East. As a result, he has a more cosmopolitan outlook than many of his contemporaries.

When the Sino-Soviet War began, Karel Praceclovek enlisted



and was commissioned in the airborne forces. He has been in action on many fronts and has seen his unit slowly dwindle away through attrition. His main concern now is to preserve his troops and help rebuild his country.

In addition to Czech, Major Praceclovek speaks Slovak (60%) and German (40%). He has only a limited knowledge of English (10%).

Meeting Major Praceclovek: He may be encountered leading a patrol of the 1st AAB or supervising one of their construction projects. When the players meet the Major, they will find him friendly and congenial. He has been to the U.S. and he likes Americans. If dealt with in an honest and straight forward manner, he can be of tremendous help to the players. He is also capable of being a deadly enemy if he is wronged.

Referee's Notes: Major Praceclovek knows that the war has lost all meaning. He is no longer trying to win, just survive. He has a deep love of his country and is saddened by what he sees as senseless destruction and violence.

Praceclovek is aware of General Stribrosyn's ambition to become a powerful warlord. He has adopted a "wait-and-see" attitude regarding him. He is also aware of Lieutenant Kodarz' feelings towards him (see below), but he keeps their relationship on a purely professional basis for reasons of his own.

LIEUTENANT VALERIA KODARZ (Clubs 2, Heart Queen)

Valeria Kodarz was an aspiring ballerina in Prague when the Sino-Soviet War broke out. She enlisted in the Army and was given airborne training. Valeria rose through the ranks and was commissioned as an officer for her skill as a soldier. Among her personal possessions is a reminder of her old life...a pair of ballet slippers.

She now serves as operations officer of the Czech 1st Air Assault Brigade. Valeria enjoys this assignment as it keeps her close to the man she loves, Major Karel Praceclovek.

In addition to Czech, Valeria speaks Slovak (80%) and English (60%). She will translate for Major Praceclovek if Americans are encountered.

Meeting Lieutenant Kodarz: If the players meet Major Praceclovek, they will meet Lieutenant Kodarz. She is quite reserved with strangers, but once the players get to know her, she is quite charming. She enjoys talking about ballet and other fine arts.

Referee's Notes: A conflict is going on inside Lieutenant Kodarz. On one hand, she is trying to be a good officer; on the other, she is very much in love with her commanding officer. She fights a constant war within herself to try and keep her feelings from interfering with her sense of duty, but her feelings are slowly winning.

The character of Valeria Kodarz is included to provide a break from purely military plots. Referees may make of her what they will.

MAJOR RUDOLF GEISSMAR (Diamond 7, Spade 3)

Major Geissmar showed up in Raciborz in the spring of 1999, claiming to have been an officer in the Austrian Army. Geissmar struck a deal with the *Rada*, where in return for food and shelter, he would train and lead the town's ORMO.

When Colonel Filipowicz and the Polish 14th MRD moved into Raciborz, he kept Geissmar as the chief advisor to the ORMO. During the winter of 1999, Filipowicz asked Geissmar to form a special military unit composed of what deserters and refugees he could find with military experience. The only stipula-

tion was that they could not be Polish or Russian. By June of 2000, the unit (called the *Legion Obcokrajowiec* or Foreign Legion) had a strength of 400, mostly Germans and Austrians.

Geissmar is totally mercenary. He demands part of his payment in gold, and is loyal to the *Markiz* only as a source of income. If someone were to make him a better offer (and it would need to be considerably better to protect him from the *Markiz's* anger) he would sell out. So far, no one has.

Geissmar speaks German (100%), Polish (80%), and English (40%).

Meeting Major Geissmar: If the players are taken to Raciborz to meet the *Markiz*, they will also meet Major Geissmar. He will invite them to dine with him at his house, which is opulently furnished for the year 2000. He will boast of his military achievements, and will go out of his way to try to impress his guests with his wealth and status, to the point of being quite tiresome.

Referee's Notes: Geissmar is living on borrowed time. The *Markiz* is well aware of his mercenary tendencies and is biding his time until Geissmar make one mistake too many. The *Markiz* might hire the players to join the Legion to spy on Geissmar.

GENERAL BRUNO STRIBROSYN (Spade 8, Diamond 10)

General Porucik (Lieutenant-General) Stribrosyn began life as the son of a poor Moravian coal miner. He joined the Czech Army as a way to improve his social standing and fill his pocketbook.

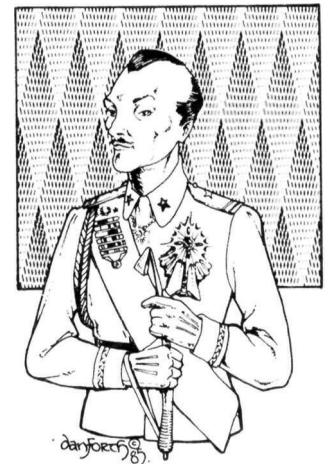
Stribrosyn assumed command of the Czech 14th MRD during the NATO counter-offensive in 1998. He achieved a reputation as a competent officer who occasionally exceeded his authority. Recently, Stribrosyn moved his division from the area around Ostrava to the city of Opava.

Stribrosyn is aware of what is going on to the north of him. He would like to emulate the *Markiz* of Silesia and the Police-Prefect of Krakow by taking control of the area he occupies. The war has given him the chance at what he always wanted...wealth and power.

General Stribrosyn speaks only Czech.

Meeting General Stribrosyn: The General can be difficult to meet. He spends most of his time at his headquarters, the castle called *Hradec a Opavy*. The players would have to have something of real value for the General to be interested in seeing them personally.

Referee's Notes: Stribrosyn is a very ambitious man. Unfortunately for his ambitions (and for those he rules), he lacks the charisma of the *Markiz*, and is not a particularly good governor. He has no chance to become what he wants, but can only



become a hated despot.

FATHER WOJIECH NIEKARZ (Heart Ace, Club 4)

Father Wojciech Niekarz is a Jesuit priest and leader of the *Wojsko Ludowa* (the Peoples' Army). Born and raised in Gliwice in 1933, Wojciech Niekarz witnessed the German invasion of Poland in 1939. He joined the Polish Communist Party at 17, but became disillusioned within a few years, and renounced his membership. Wojciech left Poland to enter the priesthood, and entered the Jesuits. The German occupation and the subsequent Soviet domination of his native land instilled in him a fervent patriotism, and his training as a Jesuit hardened him like steel in a furnace. He returned to Poland in the 1960's and soon joined in the labor movement there. He was jailed several times as a result of this. His imprisonment fueled his hatred of the Soviets until it was almost as large as his hatred of the Germans. When NATO invaded in 1997, he was refused enlistment in the Polish army because of his age. In 1998, Father Niekarz formed the WL, the *Wojsko Ludowa* or People's Army, to free Poland of outsiders.

Father Niekarz' xenophobia does not extend to English speakers (American, British, Canadian, Irish, etc.) because the British entered WWII when Poland was invaded. He does not feel a contradiction between this anglophilia and the fact that British, Canadian and American units participated in the 1997 NATO invasion.

Father Niekarz speaks English (80%), Czech (20%) and Latin (90%) in addition to his native Polish. He carries no personal weapons, but can fight and shoot if he has to. He will happily help any English speakers he comes across, but the best treatment Germans or Soviets can expect is to be told to leave the area of the WL as quickly as possible.

Father Niekarz was recently wounded in a battle with a marauder band. It is a light wound in the left leg, and is healing nicely, but it still prevents him from walking, and is interfering with his desires to recruit new members for the WL.

MAJOR NIKOLAI S. VOLKHOV (Spade Queen, Club 4)

Volkhov is the senior Spetsnaz officer in the region. He is a ruthless man, ready and willing to use any method necessary to accomplish his mission. He reports directly to the GRU chief in Lublin, Colonel Semyon Kruglov.

Volkhov dislikes the KGB, referring to them as "elitist reactionaries." He has no great love for Americans either, dating from his days on Grenada where he suffered from the embarrassment of being captured by what he considered to be "amateur soldiers." To Volkhov, the present war is the



final struggle between Marxism-Leninism and Capitalism...a holy war, from his point of view.

The men of Volkhov's unit, SSD-1109, respect and revere him. They will follow him anywhere.

Meeting Major Volkhov: Depending upon the circumstances, Volkhov can be friendly and charming or savage and brutal. He will take whatever course of action is necessary to achieve results.

One of Volkhov's favorite ploys is to pose as an American. His English is excellent (100%), and he spent several years in America perfecting his behavior. When posing as an American, he uses the alias of Major Steve Wolf, US Army Special Forces. Volkhov also speaks German (80%) and Polish (80%).

Referee's Notes: Volkhov is a cunning and ruthless fanatic, but he will not waste his life or those of his troops unless there is something major to be gained. He is a pragmatic man and will gauge his response to the individual situation. He and his troops can be used in a variety of scenarios. Volkhov makes a great recurring villain.

Volkhov is aware of Fedorenko's defection to the KGB, but keeps him around anyway, as a useful pipeline for false information.

CAPTAIN ILARION V. FEDORENKO (Club 9, Spade 6)

Fedorenko is the executive officer of SSD-1109. He is a big, bruising bully of a man who loves to fight. Volkhov uses him as an "enforcer" whenever violence is needed, or as the "Bad Guy" when using the old "Good Guy/Bad Guy" interrogation technique. Fedorenko enjoys his work. He longs for the day he can command his own Spetsnaz unit. He hopes the war never ends.

Fedorenko speaks Polish (100%) and English (80%) in addition to his native Russian.

Meeting Captain Fedorenko: This is a generally unpleasant event for all concerned (except Fedorenko). Players will encounter him either in a firefight or during an interrogation session. Fedorenko is not one for subtlety, relying instead on his strength and frightening appearance.

Referee's Notes: In reality, Fedorenko is more than a large biceps. He is an ambitious man, trying to take command of SSD-1109 from Major Volkhov. With this in mind, some months ago he became a KGB informant.

LIEUTENANT PAVEL B. GULASHEV (Heart Jack, Club 3)

Although he is the youngest officer in SSD-1109, Gulashev is affectionately known as "Papa Gulashev" because he has a talent for understanding people and situations that belie his 24 years. Gulashev is an expert chess player, ranked among the top 100 players in Russia. He serves as SSD-1109's intelligence officer, and is as respected as Volkhov by the men of that unit. More often than not, the men go to him rather than Volkhov with their personal problems.

Meeting Lieutenant Gulashev: The players can encounter Gulashev in a number of situations. He likes to disguise himself as Brother Paul, a wandering Franciscan monk from Austria.



In this guise he has been to Krakow several times to gather information and to find an opponent for a good game of chess.

If the players meet him in his true identity, it will most likely be during an interrogation session, where he will often ask questions that seem totally unrelated to the subject at hand. He dislikes torture, preferring to wear his subject down through mental stress, like he used to do with his opponents at the *Comsomol* chess club.

Gulashev speaks German (100%) and Polish (60%) and English (40%) in addition to his native Russian.

Referee's Notes: Gulashev is probably the most approachable of the Spetsnaz officers. This doesn't mean that he's easy to bribe, merely that he is more inclined to listen than shoot. If a situation requires violence, however, Gulashev can dish it out with the best of them.

Pavel Gulashev is a White Russian, and a nationalist. He loves country, and wants to see it victorious. Lately, however, he has begun to wonder (to himself, of course) just what exactly "victory" means these days.

MAJOR STANISLAW STRANSKI (Heart King, Heart 5)

Stranski is the *Markiz's* right-hand-man. He is the commander of the *Strasnik Slaskie* (the Silesian Guard), the *Markiz's* personal bodyguards. He is an honorable man, committed to the



service of the *Markiz*. Stranski is one of the few people the *Markiz* trusts. His personal code can be summed up in the phrase "Death before dishonor." He speaks only Polish.

Meeting Major Stranski: Stranski can be found in Raciborz Castle. If the players meet him, they will be impressed by his honesty and fairness. He gives the impression of sternness with a hint of humor. Major Stranski has no patience with braggarts and hates liars above all else in the world.

Referee's Notes: Any attempt to bribe Major Stranski will incur his wrath. He can comprehend betrayal for political or personal reasons, but to break faith for money is something that infuriates him. He has the deepest respect for someone who keeps their word in the world as it now stands.

Stranski despises Major Geissmar. He regards him as nothing better than a hired assassin. Stranski feels uneasy around all mercenaries until they have proven their loyalty.



NPC CATEGORIES

Marja Filipowicz and her children are Novice NPCs. Rudolf Geissmar and Bruno Stribrosyn are Experienced NPCs. All other NPCs sealed with in this chapter are Veterans, except for those in SSD-1109, which are specified elsewhere (see page 31).



Places of Interest In Silesia

This chapter contains an annotated listing of all communities on Map 1 (see the pull-out pages). It is followed by a series of rumor tables keyed to areas on that map. All communities are in Poland unless otherwise noted.

BIELSKO-BIALA

Once the largest textile producing center in Poland, Bielsko-Biala is now a quiet little town. It still produces textiles, but neither in the quantity nor in the variety of former days. A small but thriving foundry and machine shop complex survives.

The town is run primarily by members of the Textile Workers' Union, an offshoot of *Solidarnosc*. The union is very anti-Soviet. Suffrage is limited to members of the village unions and the ORMO. All other village residents are allowed to speak at government debates, but cannot vote. The union is considering the formation of a *Liga Handlowy* (Mercantile League) with Pszczyna, Cieszyn, and Zywiec.

The town is defended by a 100-member standing ORMO. In emergencies, an additional 200 can be called up. Small mounted detachments from the ORMO accompany the village's trade caravans when they leave.

Any American soldiers that show up in Bielsko-Biala would be warmly welcomed. There is a good possibility for employment (permanent or temporary) as caravan guards.

BRZEG

Brzeg was at one time the home of the Polish Ducal Piast family. Its main feature is Brzeg Castle, built by Prince George II (1547-1588), in imitation of the Wawel Castle in Krakow. The town also contains a museum, St. Helga's Church (built in 1349, and containing the tombs of the Dukes of Brzeg), and another of George's projects, the town hall.

Brzeg has suffered minimal damage from the war. During the 1997 NATO offensive, the town fathers surrendered, and welcomed the NATO forces. When NATO withdrew, the Soviets

moved in and inflicted brutal reprisals on the town.

Brzeg is currently occupied by 60 Soviet soldiers from the 129th Motorized Rifle Division and a 100-man company of ZOMO. The Soviets stay in the castle and let the ZOMO take the brunt of the citizens' ire. The citizens detest the Soviets for what was done to them in 1997, but their real wrath is reserved for the ZOMO, whom they regard as traitorous scum.

Any Americans that arrive in Brzeg would be given whatever covert help the citizens could muster. It would not take much encouragement to induce them to rise up and attack the garrison.

BYTOM

Bytom was one of the oldest mining sites in Poland. It was also the location of the Pokoj Steel Works and produced railroad signals and other electrical equipment for the rail transport industry. In addition, Bytom had a large slaughterhouse and refrigeration plant.

Bytom is now a mass of rubble. It suffered conventional air and artillery attacks, and was hit by a 2 Mt nuclear weapon in October of 1997.

CIESZYN

A small town on the Polish-Czech border, Cieszyn (also called Tesin) was once famous for its breweries. Now, these same facilities produce alcohol as the town's major export (both methanol and ethanol).

The *Rada* is pushing for the formation "of a *Liga Handlowy* (Mercantile League) with Pszczyna, Bielsko-Biala, and Zywiec.

CHORZOW

Chorzow suffered the same fate as Bytom. There is nothing there but ruins.

CHRZANOW

This city was abandoned when fallout from the Katowice-Sosnowiec nuclear strike passed over. The buildings are largely

intact.

Several groups of people returned to the city after things cooled down, but they were either killed or driven off by a large band of marauders, mainly deserters from the Soviet 9th Tank Division. These marauders have set up a large camp in the best buildings.

Chrzanow once had extensive locomotive works, but these were destroyed by conventional air raids.

CZESTOCHOWA

An industrialized town on the Warta River, with a pre-war population of 250,000. The city was the site of several smelting and steel-making plants. The city's real fame, however, came not from industry but from religion. The *Jasna Gora* Monastery formerly attracted a million Catholic pilgrims from the world over each year. They came to venerate the icon known as "Our Lady of Czestochowa," or "The Black Madonna." Due to this icon, the city was called the "Spiritual Capital of Poland."

Today the city is a shattered ruin, its streets filled with rubble. Above it all, the *Jasna Gora* broods, crowned with the ruins of the monastery. No one knows what became of the Black Madonna.

DOBRODZIEN

A small town that has seen the passage of several armies, Dobrodzien has been plagued by marauders in recent months. Despite the skirmishing entailed by this, most of the town is remarkably intact.

Dobrodzien is currently occupied by an American unit, B Troop, 1st Squadron, 116th Armored Cavalry Regiment (Idaho National Guard). Actually, occupied is not the right word. During 1997, B Troop was located in Dobrodzien and made a very favorable impression on the locals. When B Troop returned in 2000, they were welcomed as heroes. Because of this, B Troop decided to spend the winter in Dobrodzien. The town itself looks like a fortress. There is a wall around it with firing positions for the local ORMO and their American allies.

DVORCE (CZECH)

A small mountain town in northern Moravia, bypassed by the war. The locals farm and hunt much as they did before the war. There is a local militia force armed with a quantity of military small arms, hunting rifles, and crossbows.

The people of Dvorce distrust strangers, but can be won over by demonstrations of non-hostility.

GLIWICE

Once the home of the Polytechnic School of Higher Studies, the city of Gliwice has a pre-war population of over 200,000. Approximately 40% of them were scientific workers and students.

The city was hit about three years ago by three 200 Kt nuclear bombs, and is now a shattered ruin.

GLUCHOHLAZY

Gluchohlazy has managed to survive the war more or less intact. Before the war, it was more famous for its health resort than for its industrial activity. The town has a small ORMO, trained and led by a retired Sergeant-Major of the Polish Marines.

Recently, the town has experienced problems with a band of marauders from Czechoslovakia. They are looking to hire mercenaries to augment their ORMO.

KATOWICE

Katowice was one of the primary industrial and administrative centers in Poland. It had large coal mines and lead foundries, in addition to sizable pharmaceutical plants. Katowice was destroyed by the same nuclear strike that wiped out Bytom and Sosnowiec.

KETY

Kety was largely destroyed by a pitched battle between the Krakow ORMO and a band of marauders. There are a few survivors still living in the ruins.

KLOBUCK

A small town west of Czestochowa, Klobuck was abandoned when Czestochowa was nuked. Since then it has become a haven for refugees and a prime target for marauders. Its buildings have suffered considerably from neglect and an occasional fire.

KLUCZBORK

This town currently has a garrison of 100 soldiers from the Soviet 129th Motorized Rifle Division. The soldiers and the locals get along quite well. The Soviet commander has shared his food and medical supplies with the locals and, in return, the citizens of Kluczbork keep the commander informed as to what's going on in the region.

There is a small anti-Soviet faction in town that would be willing to lend whatever aid they can to Americans, but the majority of the townspeople would immediately turn any American they discover over to the Soviets.

KOZLE

One of the towns controlled by the Markgraf of Silesia, Kozle is located at the junction of the Oder River and the Gliwice Canal. The canal has been closed from fear of radioactive contamination.

The town is currently ruled by Janos Wallenski. Wallenski, formerly a Captain in the Polish Army, has been given the title Baron of Kozle by the Markgraf. Wallenski is a capable administrator who has won the respect and admiration of the townspeople by his unceasing efforts to improve their lot. Wallenski himself is loyal to the Markgraf.

As per the Markgraf's standing orders, any Americans that enter Kozle are to be "comfortably detained."

KRAPKOWICE

Another river town that is controlled by the Markgraf, Krapkowice is currently ruled by Josef Towadzien, Baron of Krapkowice. Towadzien, known as *Josef Pi/ak* (Joe the Drunk), has recently taken to the local bars. The town is left to run itself (and considering Towadzien's administrative abilities, that is probably a good thing). As a result, things tend to be a little looser in Krapkowice than many towns.

The Markgraf would like to replace Towadzien, a former ZOMO officer. He has hesitated to do so despite the man's faults because he is loyal, a quality the Markgraf prizes highly. As long as things in town stay quiet, Towadzien will stay on. If a player character is rewarded with a Barony by the *Markiz*, Krapkowice is the most likely candidate of the towns currently under the *Markiz'* control.

Towadzien would undoubtedly obey the *Markiz'* orders about

the detention of Americans, if he ever becomes aware that there are any in town.

KRZEPICE

Until recently, the town was held captive by a band of 40 marauders, mostly deserters from the Soviet 9th Tank Division. With the sudden appearance of Soviet forces to the north and south of them, the band fled into the woods.

The townspeople are desperately trying to fortify their town and form a defense force. They would be willing to shelter a band of American stragglers in return for their aid in this matter.

LUBLINIEC

Lubliniec was used as a battlefield by two bands of marauders, and suffered considerably in the process. A group composed mostly of deserters from the Soviet 9th TD clashed with a group consisting mostly of deserters from the Soviet 129th MRD. Both sides had fought themselves to exhaustion when a unit from the Dobrodzien ORMO arrived, causing both marauder groups to flee into the woods northeast of town.

Most of the buildings in town were destroyed, the bulk of them gutted by fire. The surviving townspeople have taken refuge in Dobrodzien.

NAMYSLOW

Namyslow is currently garrisoned by a unit of the 129th MRD, composed of 60 men and 2 BMP-B APCs. There has been no fighting in the area, and the citizenry get along well with their garrison. Reports of marauder activity in the area have reinforced these good feelings. The same feelings would be extended to any group that protected them from marauders, however.

OLESNO

Another town garrisoned by a detachment of the 129th MRD. The garrison commander, Captain Anatoli Borisovski, is a pompous, arrogant man who treats the townspeople with utter contempt. He has had several citizens publicly flogged for "failing

to show proper respect to a Soviet officer." His men follow his example.

The citizens of Olesno are simply biding their time and waiting for the right moment to rise up and expel their oppressors.

OPAVA (CZECH)

A Moravian coal-mining town that dates back to the 12th Century, Opava is a clean and beautiful town despite its main industry. At one time the capital of Silesia, Opava's main features are a 72 meter clock tower, a gothic cathedral and numerous parks (now converted to agricultural use).

Opava is relatively undamaged. There were a few airstrikes, but the destruction was minor and easily repaired. Recently the Czech 14th MRD and other units have moved into town, which the townspeople treat as a mixed blessing.

Seven clicks south of Opava is an 11th Century castle, the *Hradec a Opavy*, which has become the personal residence and headquarters of Lieutenant General Bruno Stribrosyn, commander of the 14th MRD and the other units in the area (by default). These other units are the Czech 3rd Border Guard Brigade (stationed in Opava) and the Czech 1st Air Assault Brigade, stationed in a small village 5 km east of Opava.

If any Americ3ns should enter the area, General Stribrosyn would tend to ignore them unless they made trouble for him.

OPOLE

The city of Opole is located on the Oder River halfway between Katowice and Wroclaw. Originally settled in the 10th Century, it grew to importance as a crossing site. Opole was destroyed in 1997 by the advancing Germans. The city was the scene of an especially hard-fought battle...what NATO airstrikes didn't knock out, the artillery of the German Third Army did. When the dust settled, Opole lay in ruins.

The city is temporarily the site of an encampment of the Soviet 129th MRD, which is withdrawing up the Oder to its support base at Wroclaw and a small detachment of ZOMO, which accompanies them. The few civilians left in the ruins are mostly hangers-on of the 129th.

OSTRAVA (CZECH)

Before the war, Ostrava was a dingy steel and coal town, the location of the Vitkovice Iron Works (founded in 1830 and one of the largest in Europe) and an important communications hub. Ostrava was destroyed by a 200 Kt nuclear bomb on 7 November 1997, and has not been reoccupied.

OSWIECIM

The city of Oswiecim lies abandoned, though it is largely intact. There is no human life there, and very little animal life. It is the most feared place in southern Poland, rumored to be a place of great evil and instant death. Oswiecim is better known by its German name, Auschwitz. For more information, consult the Oswiecim entry on page 37 of Module 1, *The Free City of Krakow*.

POKOJ

The word Pokoj means peace in Polish, and the little town is aptly named. It is a quiet, pastoral place, nearly untouched by the war except for a small Soviet garrison (from the 129th MRD). The citizens of Pokoj realize that once the Soviets leave, they will have to defend themselves. To this end, they have been hoarding weapons and ammunition.



PRUDNIK

Before the war, Prudnik was famed as the location of numerous fine examples of Renaissance and Baroque architecture. Lately Prudnik has been the site of several pitched battles between its ORMO and a marauder band based in Czechoslovakia. The townspeople are divided on the question of a permanent solution to this problem. One faction wishes to place the town under the protection of the *Markiz Slaskie*; the other wants to retain independence by searching out soldiers for an expedition to wipe out the marauders. Although debate continues, both sides realize a decision must be made soon, or events will force their hand.

PS2CZYNA

Before the war, the town of Pszczyna was renowned as the home of the powerful German Hochberg family. The main feature of town was and is the Ducal castle. Originally built in the 12th Century, the castle was rebuilt in 1870 as a museum. The castle is surrounded by a large park that was recently converted to agriculture. The town also possesses a Baroque town hall and several old churches.

The town is physically intact, although large portions of it are abandoned. The *Rada* (town council) is considering the formation of a *Liga Handlowy* (Mercantile League) with Bielsko-Biala, Cieszyn, and Zywiec in order to counter the rising power of the *Markiz Slaskie*. They would welcome any soldiers (including Americans) as an addition to the town's ORMO.

PYSKOWICE

When the Gliwice-Katowice area was hit by nuclear bombs in 1997, the inhabitants of Pyskowice fled the town. They hid in nearby coal mines until the fallout had subsided. The town was gradually reoccupied, but had deteriorated somewhat during the interval it was deserted.

After several raids by marauders (mostly deserters from the Soviet 9th TD), the citizens of Pyskowice were overjoyed when elements of the Polish 14th MRD moved in. The soldiers were welcomed as defenders and friends. Many of the soldiers came from the area originally.

Pyskowice is now held by the Markgraf of Silesia through the Baron of Pyskowice, Major Franz Esterhalzy. Esterhalzy (former commander of the 23rd Motorized Rifle Regiment) is a stern but just leader. The citizens respect him for his fairness and he, in turn, sees that they are protected.

The people of Pyskowice are especially proud of their ORMO. This 300 man cavalry unit is armed with auto rifles and lances, which they handle with great proficiency. The unit is unofficially called the *Lansja Slaskie* (Silesian Lancers).

There are currently 40 survivors of the US 5th Division being held in a warehouse on the edge of town. Fed as best as the town's resources will permit, and are treated more as refugees than prisoners of war. When adequate transport becomes available, they will be sent to Raciborz.

RACIBORZ

Raciborz is one of the oldest communities in Silesia, and was once the residence of the Dukes of Raciborz.

Raciborz received minor damage from air attacks, mostly on the industrial sections of town. With increasing supplies of coal available from nearby Rybnik, industry is reestablishing itself in Raciborz.

In addition, Raciborz is the capital of the self-styled *Markiz Slaskie* (Markgraf of Silesia), Julian Filipowicz. He occupies Raciborz Castle, a renaissance-style building near town. Filipowicz takes great pride in his capital city, and goes to great lengths to keep it clean, orderly, and well-defended. Because of this, he and his family are well-loved by the locals.

RYBNIK

Rybnik is one of the few coal-mining centers to escape largely undamaged. Although deep-shaft mines are mostly unworkable in the year 2000, new shallow mines (and the upper reaches of older mines) can yield small quantities of coal. This is Rybnik's major export, and makes it very important to the Markgraf's reconstruction plans.

The town is under the control of the *Markiz Slaskie* (Markgraf of Silesia). An interesting facet of the local government is that the Markgraf's representative, Piotyr Bukowski (now called Baron of Rybnik) is also the head of the local Miner's Union. Bukowski has the distinction of being the only elected Baron in the region. His appointment was a concession to local politics, in order to gain access to the miner's expertise (far more important than the mines themselves).

The majority of the citizens of Rybnik support the rule of the Markgraf, but there is a small group that wants to break free of his rule and align themselves with the newly forming *Liga Handlowy* (Mercantile League) to the south. Bukowski feels that the best hopes for the town lie with the *Markiz*.

SOSNOWIEC

Another mass of ruins, the city was destroyed in the same strike that destroyed Katowice.

STRZELCE OPOLSKIE

More of an armed camp than a town, Strzelce Opolskie lies in partial ruin. The town is garrisoned by a 200 man unit of the *Wojsko Slaskie* (Army of Silesia). There is constant low-level skirmishing between the *Wojsko Slaskie* and the Soviet 129th MRD.

TARNOWSKIEGORY

Tarnowskie Gory is one of the oldest mining sites in Silesia. Lead and zinc have been mined here since the 12th Century.

Tarnowskie Gory was heavily damaged in 1997, and was abandoned shortly after the bombings of Poland began. The only inhabitants are a band of 60 marauders who hide in the old mining galleries (those that haven't flooded) that stretch beneath the town and the surrounding countryside.

TESIN

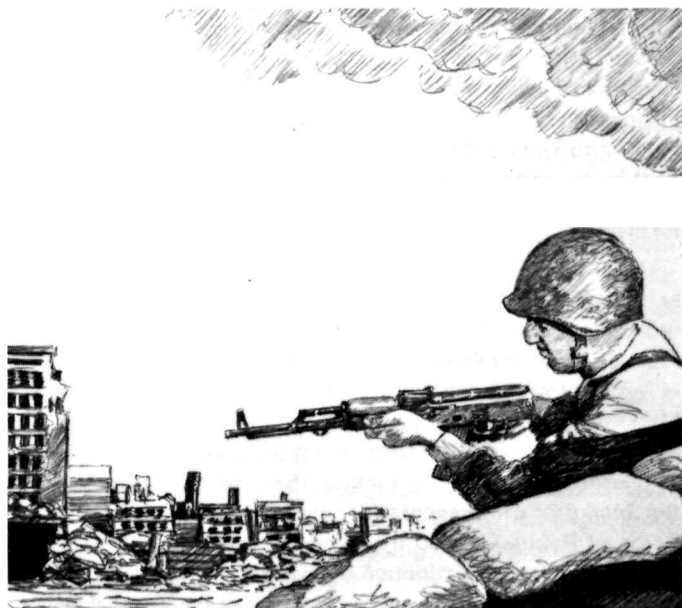
(See Cieszyn).

TYCHY

Tychy was originally developed as a residential community for the industrial centers in the Gliwice-Katowice area. Like Cieszyn, the town was famous for its breweries. The former brewery now turns out large (for the year 2000) quantities of alcohol which the town trades for food and other necessities.

An interesting feature of the town is the large railroad tunnel that runs under its east-west axis. It was in this tunnel that the townspeople hid to escape the effects of the nuclear strikes to the north. The tunnel is still used by many as living quarters.

The *Rada* is dominated by members of the PZRP, the Polish



Communist Party. Although they give lip service to the central government, the *Rada* will not let ideology stand in the way of trade.

Tychy is also the closest town to the base camp of the *Wojaska Ludowa* (Peoples' Army or WL), which is found about 5 km north of town.

Any American soldiers could find shelter in Tychy if they don't mind listening to long lectures on the virtues of Marxism.

ZABRZE

Zabrze was devastated in the same nuclear strike that destroyed Gliwice. Nothing remains but ruins.

ZYARDOW

Zyardow is very crowded with refugees from outlying villages. There is a large marauder band roaming the area, and the town's ORMO is on constant alert.

Soldiers are not welcome in Zyardow, regardless of their uniform or allegiance.

ZYWIEC

This town is very active in the plans for the formation of a *Liga Handlowy* (Mercantile League) with Pszczyna, Bielsko-Biala, and Cieszyn. The Mayor, Josef Pazmirak, wants nothing to do with the Markgraf. He believes that by pooling their resources, the *Liga* could become an economic power on its own.

The commander of Zywiec's ORMO is secretly in the pay of the Markgraf. He reports on conditions in the town, and awaits the signal to rise up with his band of picked men and seize control of the town. He has been promised the towns of the *Liga* as a Barony.

RUMORS

Rumor tables have been placed on a separate pull-out page for the convenience of the referee in referring to individual rumors. To determine a rumor, consult the proper table for the region the players are in, and roll 2D6. The result is the rumor

the players hear. The referee is free to pick a rumor if he so desires.

Referees should tell each rumor in their own words, and may add to and modify each rumor as much as they wish. Nothing stated in a rumor is true unless it is specified elsewhere in this module.

EXPLANATION OF INDIVIDUAL RUMORS

Rumor A: The Americans are building up a local warlord northwest of Dvorce to take over Silesia for the U.S. government. They're sending him guns, ammo, and gold in merchant convoys from Krakow.

Rumor B: The Soviets have taken control of Krakow. They plan to use it as a base for regaining control of eastern Europe.

Rumor C: The Rumanians have the Ploesti Oil Fields operational again, and are selling oil to anybody who can pay in gold.

Rumor D: The town of Gluchohlazy is hiring mercenaries to protect them against marauders. They are offering food, shelter, and anything you can capture while on duty as payment.

Rumor E: Russians shouldn't go to Dobrodzien. Somebody there is executing them out of hand.

Rumor F: The Markgraf of Silesia is gathering Americans for a special army unit...sort of an American Brigade. Nobody knows why.

Rumor G: Somebody up north, around Warsaw, is recruiting an army. If you're a soldier looking for work, you ought to head that way.

Rumor H: The Markgraf of Silesia is hiring soldiers. He has a big campaign coming up.

Rumor I: A bunch of towns in Silesia are forming a trading league and want somebody to help them train an army. The only town I know by name is (tell them Pszczyna, Bielsko-Biala, Zywiec or Cieszyn, at random).

Rumor J: The Markgraf of Silesia has set up a pretty nice little place. He's trying to reunite southern Poland and establish his own royal dynasty.

Rumor K: There's a concentration camp full of captured American soldiers at Raciborz. The Markgraf of Silesia plans to use them as slave labor in the coal mines near there.

Rumor L: Kluczbork, Pokoj, Opole, and Namyslow are full of Soviet troops. They're gathering strength to attack and take over Silesia. They've got dozens of tanks and the gasoline to run them.

Rumor M: The Black Madonna is safe, hidden in a cave outside Czestochowa, and guarded by an angel with a flaming sword. The Black Madonna will stay there until the world is cleansed of its present corruption and becomes worthy of her again.

Rumor N: There's a Czech warlord near Opava that's planning on invading Silesia. He's got spies all through the region gathering information.

Rumor O: The reason Czestochowa was destroyed is that the Polish commander there secretly smuggled the Black Madonna out of town, and Heaven punished him for his lack of faith. Some people say it was taken to Krakow, and is now in the catacombs under Wawel Castle.

Rumor P: When NATO was occupying Czestochowa, they placed a pair of nuclear mines, but one of them didn't go off. It's probably still there, and worth a fortune in Krakow.

Rumor Q: The Americans buried a huge cache of supplies in the woods two clicks east of Olesno when they retreated out of Poland in 1997. They thought they would be coming back.

There's gasoline, food, ammo, and spare parts enough to re-equip a whole mechanized brigade.

Rumor R: The Czechs in Opava are fortifying their border with Silesia, preparing for an invasion by the Markgraf of Silesia.

Rumor S: The Poles have been found unfit to keep the Black Madonna, so the Ukrainians have been allowed to steal it and take it to Kiev, where it will stay until Poland proves worthy of Our Lady once again.

Rumor T: There is a giant Soviet supply dump near Wroclaw. It was intended to fuel a counterattack, but things fell apart too quickly, and now it just sits there, practically unguarded.

Rumor U: The Americans are financing and supplying the Markgraf of Silesia. When he's taken over southern Poland, he will turn the whole place over to the US Military Government. His capitol, Raciborz, is an unofficial rallying center for American troops.

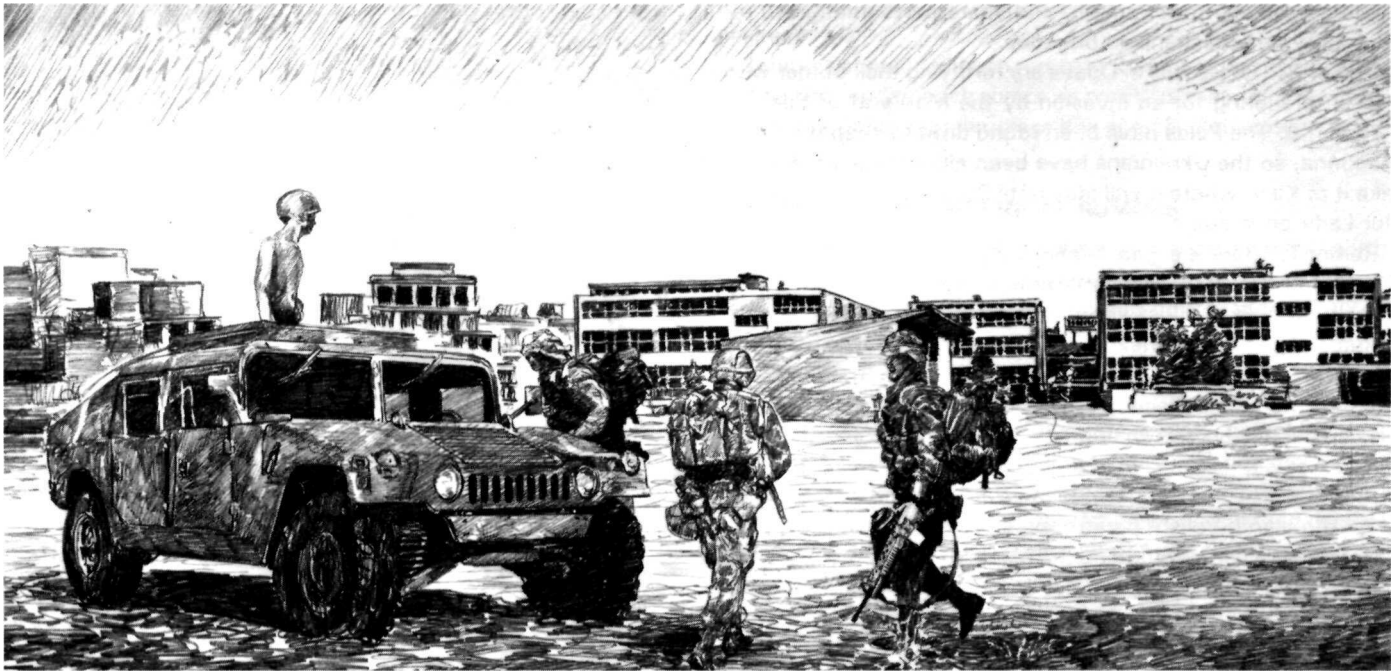
Rumor V: The ruins of Czestochowa are haunted by the ghosts of a thousand Polish paratroopers, killed in the battle of Czestochowa and all guarding the Black Madonna. They will kill anyone who tries to take possession of Our Lady. They will allow only the new king of Poland to take her from the *Jasna Gora*.

Rumor W: When Czestochowa was occupied by NATO, the Germans stole the Madonna and took it west with them when they withdrew. A devout German soldier stole Our Lady from the looters who had her, and has hidden her in a monastery somewhere in the Alps. Our Lady will be returned when the time is right, as has happened before.

RADIO TRAFFIC

There is a small amount of radio traffic from the units of the 129th MRD. It is largely in code ("Whisky X-ray Zulu reports Objective Delta Tango Five reached" and so on).

Each Baron in Silesia has a radio, used only in cases of emergency. There is a 10% chance that the players will overhear such a conversation.



Organizations

The following is an annotated listing of important organizations or groups that the players may encounter in Silesia.

B TROOP, 1/116TH US ARMORED CAVALRY REGIMENT

Bravo troop of the 116th was one of the spearhead units when the German Third Army launched its offensive into Poland. After seeing action around the Baltic coast, B Troop was sent to the Chojnice area where they were re-equipped and reinforced.

They were ordered to travel with the US 5th Infantry to Lodz. There, they were to rendezvous with agents of the DIA, who would brief them on a special mission.

When they got to Lodz, they found nothing but Polish and Soviet soldiers. They never made contact with the DIA operative (who was never heard from again). As the situation worsened, the troop's commander, Captain Molly Warren, radioed for instructions. She was ordered to break out to the south at the first opportunity.

When the 256th Infantry Brigade of the 5th was overrun, B Troop broke contact with the Soviet forces and headed south. Outside of Szczercow, they ambushed a Soviet convoy, and captured a tank trailer of gasoline. Using a part of this captured fuel, B troop managed to speedily elude pursuit. They crossed the Warta River southwest of Wielun, and kept going, bypassing Praszka and Olesno.

Captain Warren had had enough of the war, and decided to make for Dobrodzien. B Troop had been stationed there in the spring of 1997 and had gotten along well with the citizens. At dusk on July 17th, B troop entered the outskirts of Dobrodzien, arriving in time to foil an attack by a band of marauders. Naturally, the Americans were welcomed by the townspeople. B Troop had found a home.

Meeting B Troop: B Troop can only be encountered within a 10 km radius of Dobrodzien. Any "Army" encounters within this area will be from Dobrodzien, and contain members of B Troop.

Referee's Notes: What happened to B Troop is a classic example of the right hand not knowing what the left is doing. The DIA had already put Operation Reset (see Module 1, *The Free City of Krakow*) into action when it was discovered that the Black Madonna might be obtainable. Rather than try to contact Strike Zulu and add to their mission, it was decided to mount a separate operation. Neither B Troop nor Strike Zulu knew of each other, so when things came apart, neither was in a position to help the other. B Troop still doesn't know what their "secret Mission" was supposed to have been.

The players may have run into B Troop during the *Escape from Kalisz* scenario. If so, the players will have acquaintances within the unit.

The gasoline taken from the convoy is mostly gone, used up or traded for other necessities. Captain Warren keeps a 100 liter reserve, which is the town's greatest treasure.

Leaders: Captain Molly Warren commands B Troop, assisted by 1st Lieutenant Peter Dern and 1st Sergeant John Blue Elk.

Numbers: Current effective strength is 65. The troop is organized into a headquarters and support platoon (10 troopers, an M-113, two HMMWVs and two 2-ton trucks), two scout platoons (each with 15 troopers, three HMMWVs, and two LAV-25s), a tank platoon (10 troopers, three LAV-75s, and a HMMWV), and a mortar platoon (three M113s modified to carry 120mm mortars). Some members of the unit were not originally with it, and a few are not American (several wanderers and a few locals have been inducted into B Troop to fill vacancies).

Where Found: Within 10 km of Dobrodzien.

Weapons: Mostly U.S. standard small arms (per the Player Charts) with some Warsaw Pact weapons and civilian hunting weapons as well.

CIA

In the year 2000, the United States enjoys the attentions of two governments, one military and one civilian. The Central Intelligence Agency is the intelligence arm of the civilian US government.

The CIA wants the Black Madonna for the influence it would give them over whatever Polish government that rises from the ashes of the war, but their assets and resources in southern Poland are limited, and their price will be lower than other agencies. For this reason the CIA will attempt to get the Madonna at little or no cost, probably by appealing to the characters' sense of duty and patriotism.

Meeting the CIA: The CIA's network in southern Poland is run by Walter Donovan (alias Aleksander Kosikowski) from Krakow. It consists of a network of sympathizers and paid informers as opposed to actual agents (some of whom are working for several organizations at the same time). If the group recovers the Madonna, and offers it for sale in Silesia, the news will quickly get back to Donovan in Krakow, and he will quite probably journey to wherever the players are to make them an offer.

It is possible the players have been in contact with the CIA as a result of adventures in Krakow. It may be that they have been assigned by the CIA to locate the Black Madonna.

Referee's Notes: More information on the CIA (numbers, weapons, and so on) and its operations in southern Poland will be found in Module 1, *The Free City of Krakow*.

CZECH 14TH MOTORIZED RIFLE DIVISION

Originally raised with recruits from northern Moravia, the 14th MRD has been in combat since 1997. They spearheaded the Warsaw Pact offensive into southern Germany in 1997 and 1998 and were badly mauled during the 1998 NATO counter-offensive. They were returned to Moravia in 1999 for rest and refitting, and have been there ever since.

Recently, the 14th has moved into the city of Opava and the surrounding countryside. Many of the soldiers are from the area and the 14th received a warmer welcome than is usually accorded soldiers in the world of the year 2000. The 14th and the citizens of Opava are now working to rebuild the region.

Meeting the 14th MRD: Unless the players take service with the Markgraf of Silesia or decide to go exploring in the southern portion of the map, the chances of their running into the 14th are slim. If the players do take service with the Markgraf, they might be sent to patrol the Raciborz-Opava Road, where they might encounter elements of the 14th MRD.

Referee's Notes: The 14th MRD is included to provide a counter balance to the *Wojsko Slaskie* in this adventure. The commander of the 14th, General Bruno Stribrosyn, has dreams of ruling a large territory, including Moravia and Silesia. A number of interesting adventure scenarios could be built around the involvement of the players on one or both sides of this conflict of desires between Stribrosyn and the Markgraf.

General Stribrosyn wishes to obtain more ammunition for his tanks and SAU-122s. He has recently contacted the Wojo Ammunition works in Krakow, but the price asked was extremely high. If Stribrosyn had the Black Madonna, however, he would have something of great value to trade for the ammunition (the icon is not greatly revered by Czechs). Obtaining the ammunition would give Stribrosyn confidence in his ability to defeat the *Wojsko Slaskie*, and he would undoubtedly attack Silesia shortly thereafter. In actual fact, the 122mm ammunition would give him a slight advantage in a surprise attack, but his conquest would have to be quick or the superior numbers of the WS would overcome invasion.

Leaders: General Bruno Stribrosyn is the division commander. Other officers include Nikolas Kanemark (executive officer) and Major Stefan Gyrich (division intelligence officer).

Numbers: The 14th's current effective strength is 2,000 men and 16 tanks.

Where Found: The 14th's supply and support services (200 men) and the tank battalion (200 men, 16 tanks) are in Opava. Divisional HQ is at *Hradec a Opavy*, just outside Opava. The remaining 1500 men are divided into three battalions, deployed in a rough triangle around Opava.

Weapons: The 14th is mostly equipped with standard Czech small arms (see the Players' Charts under Personal Weapons), but has a few soldiers armed with NATO weapons as well. The division has 16 operational T-72 tanks and a quantity of alcohol, but ammo and spares are in short supply, and the tanks are held in reserve for emergencies.

CZECH 1ST AIR ASSAULT BRIGADE

Although few in number, the Czech paratroopers are one of the most efficient fighting forces left in the area. They were posted to Opava in the fall of 1999 after Krakow declared itself a free city. Before that, they had been stationed in the Plzen area where they conducted a number of deep penetration raids against the NATO forces in southern Germany.

The paratroopers act as scouts and intelligence gatherers for General Stribrosyn and the 14th MRD (see above). Since a majority of them are engineers, they can often be found assisting the local populace in various construction projects.

Meeting the 1st AAB: Recon teams of the 1st roam the areas along the Czech-Polish border, but they occasionally venture further afield. An encounter of "Army" in this region is likely (at the referee's option) to be from the 1st AAB.

The members of these patrols are primarily observers, and are currently very interested in the condition of the Soviet 129th MRD. The players might also encounter members of the 1st AAB assisting in construction and/or repair projects at bridges in the border region.

Referee's Notes: The soldiers of the 1st AAB can be of great help to the players. The Czechs are under no particular orders to capture or hold Americans, or to start any sort of trouble. They can be a great source of intelligence if treated properly. They are willing to swap war stories, food and drink, songs, and weapons. If offered the right inducement, they can also supply a combat engineer. In sum, the soldiers of the 1st AAB can be useful friends or deadly enemies.

The 1st AAB is not enthused over General Stribrosyn's scheme to take over the Margravate of Silesia. Although they think he is a competent administrator, they do not believe he is a capable enough commander to pull off the conquest of Silesia, even given the advantage of plentiful ammunition and a surprise attack. If a war comes, they will probably refuse to leave Czechoslovakia.

Numbers: There are 100 effectives in the 1st AAB, organized into a headquarters section and nine 10-man patrol sections. There are four elites, two veterans, and four experienced NPCs in the HQ section; one elite, three veterans, and six experienced NPCs in each patrol section.

Where Found: Elements of the 1st AAB can be found anywhere in a 50 km radius of Opava.

Weapons: Two members of each section are armed with AKR submachineguns, the rest carry AK-74s. If heavy action is expected, an RPK-74 automatic rifle will be issued to one man in each section. The brigade also has two vz54 sniper rifles and six Skorpion SMGs available for special operations. Transport is "borrowed" from the nearest source as needed (i.e., they

steal it, like everybody else).

CZECH 3RD BORDER GUARD BRIGADE

In August of 1998, this brigade was virtually destroyed during the NATO offensive. After the front stabilized, it was withdrawn to Opava, where it remained for the last two years.

The commander, Captain Miklos Bily, has set up an agreement with the local merchants to provide security and convoy escort services in return for food and shelter. The troopers found this duty very much to their liking. Unfortunately, when the Czech 14th MRD moved in, the bottom fell out of the market for escorts.

Meeting the 3rd BGB: Detachments of the 3rd are usually found as convoy escorts in the Opava area.

Referee's Notes: Bily and his men are essentially bandits in uniform (not uncommon for this time and place). Before the arrival of the 14th MRD, Captain Bily had a good thing going. He was not above staging an attack on a convoy to drum up business. Now he is hard-pressed for a living.

Recently, he has contacted the Markgraf of Silesia, and is arranging to turn over Opava to him in return for being appointed its overlord.

Leaders: Captain Miklos Bily commands the 3 BGB. Lieutenant Anton Darvik is his second in command.

Numbers: The current strength is 300. There is no real organization; detachments are put together on an *ad hoc* basis from a pool of troopers and NCOs.

Where Found: The brigade is usually found serving as convoy escorts in the Opava area.

Weapons: The brigade is equipped with a mixture of sub-machineguns, mostly vz24s. Some troopers carry AKMR assault rifles, and a few have AK-74 assault rifles. In addition, the brigade has two 120mm mortars on improvised horse-drawn carriages. When acting as convoy escorts, the personnel of the 3rd ride horses.

DIA

The Defense Intelligence Agency is the military US government's intelligence gathering and covert operations organization. The DIA's main operation in Silesia nowadays is devoted to the supply and support of Marczak's Legion (see below). This consists mostly of a series of merchants who transport arms and ammunition to the Legion about once every three to six months. This operation is being conducted by 1st Lieutenant Dan Brennan, the only operative of the DIA known to be active in Silesia.

The DIA wants the Black Madonna for the same reasons as the CIA and the other intelligence agencies operating in Poland—to see that any future Polish government is acceptable to their interests. The agency had a plan to secure the Black Madonna, but it fell through when their agent failed to contact Molly Warren's unit. Lack of available manpower has prevented the DIA from making further attempts to secure the icon. If the players have entered DIA employ as a result of Krakow, one of their missions might be to locate the Black Madonna. If so, their discovery of the diary will help them tremendously.

Meeting the DIA: Lately the DIA has become suspicious that the partisans they are supplying and the marauder band terrorizing the area around Gluchohlazy are one and the same. If the players become associated with Marczak's Legion, they may come into contact with a DIA operative investigating that group.

Referee's Notes: Further information on the DIA is contained

in module 1, *The Free City of Krakow*.

GRU

Glavonye Razvedyvatelnoye Upravleniye (Chief Intelligence Directorate of the General Staff), the Soviet military intelligence service. They have their Polish headquarters in Lublin, and are represented in Silesia by SSD-1109 (see page 31).

KGB

Although the KGB has a few operatives and informers in Silesia (Captain I. Fedorenko of SSD-1109 is a KGB informant, for instance), their manpower in the region is stretched very thin. There is no formal KGB organization in Silesia, although attempts are being made to form one. For the moment, operations are coordinated out of the Krakow office.

Consult module 1, *The Free City of Krakow*, for details of KGB personnel and assets in southern Poland.

LIGA HANDLOWY

At the moment, the *Liga Handlowy* (Mercantile League) is more an idea than a reality. To help restore the economy, provide for their common security, and counter the rising power of the *Markiz Slaskie* (the Markgraf of Silesia), the towns of Bielsko, Pszczyna, Cieszyn, and Zywiec plan to form a cooperative association, with a common military force and coherent "foreign policy." Since two of the towns, Cieszyn and Zywiec, produce coal in fair quantities, there is potential for the league to become a moderately powerful fuel cartel.

However, all this has yet to come about, and is opposed by the Markgraf of Silesia for obvious reasons, although not overtly. He hopes eventually to absorb the towns of the league into his domain, peacefully if at all possible. Failing this, he wants to dominate them to the exclusion of all other powers in southern Poland, especially Krakow.

MARCZAK'S LEGION

After the offensive of August 1998, the Czech 8th Border Guard Brigade was posted to the interior around the area of Dvorce. Lieutenant Piotr Marczak, the highest ranking officer to survive, assumed command of what was left of the brigade.

When the Soviet 9th TD mutinied a year later, Marczak took the act as inspiration to a greater deed, and defected (with his entire unit) to the US military government, renaming his unit Marczak's Legion. He decided to relocate in the woods south of Gluchohlazy.

The DIA sent an advisor, 1st Lieutenant Dan Brennan, and a small shipment of arms, food, and other supplies. They intended to turn Marczak's Legion into a viable anti-Soviet guerrilla force.

Marczak and Brennan had other ideas. They are using the DIA aid (which they have continued to receive) to set up their own state (paying lip-service to the US), but have thus far only succeeded in becoming a rather well-armed band of marauders.

Where Found: Any Encounter table result of "Mrdr" while the players are in the southeast quadrant of Map 1 can be an encounter with Marczak's Legion at the referee's discretion. Another possibility is for the players to be hired by the *Radas* of Gluchohlazy or Prudnik to help their respective ORMOs defend against the marauders in their area (which are mostly Marczak's Legion).

Referee's Notes: The DIA chief in southern Poland strongly suspects that the "partisans" he is supplying and the marauders

around Gluchohlazy are one and the same. If the players are given assignments as a result of an encounter with the DIA in Krakow (see module 1, *The Free City of Krakow*), they might be sent to investigate Marczak's Legion.

From the Legion's viewpoint, the DIA should be milked as long as possible. If American stragglers show up, Marczak's Legion will recruit them under the aegis of the US military government. If Marczak and Brennan find out the players are agents sent to investigate them, they will not stop at murder to protect their secret and prevent their most lucrative source of supplies from being cut off.

Leaders: Piotyr Marczak commands Marczak's Legion, aided by Dan Brennan and Sergeant Emil Ratkas.

Numbers: The current effective strength of the legion is 214. There is no permanent organization, merely *ad hoc* task-oriented groups.

Where Found: The Legion's main base camp is located 20 km south of Gluchohlazy. Marczak's Legion operates in the southeast quadrant of Map 1.

Weapons: The Legion carries a mixture of small arms (about half NATO, half Warsaw Pact). They have a few RPG-16s, two UAZ-469s and two ¾-ton trucks.

SOVIET SPECIAL SIGNALS DETACHMENT 1109

This unit is in reality a detachment of *Spetsnaz* (*Spetsial Nazir-sky*. Special Operations) troops under the control of the Lublin GRU office. *Spetsnaz* troops are highly trained in infiltration, sabotage, and assassination techniques. They are the most politically reliable troops of what is left of the Soviet Army. After five years of warfare, their numbers have been considerably reduced, and those that are left form a killer elite.

Meeting SSD-1109: Any encounter with SSD-1109 should not be as a result of a die roll, but a specific decision of the referee according to their specific mission. They may be encountered anywhere in Silesia (or in the nearby areas of Czechoslovakia) their mission may dictate.

Referee's Notes: *Spetsnaz* NPCs require some special treat-

ment. Because they are from an elite organization, they have certain characteristics which place them outside the norm of ordinary NPCs. They should have a minimum strength of 10, a minimum intelligence of 8, and a minimum education of 9. All will have a CRM 60, DIS 60, CBE 40, and a LNG of 80 in English, Polish, or German in addition to Russian 100. In addition, the referee should assign them 160 skill points in the categories listed above or in the following additional categories: HW, PST, RWP, LAP, BC, and INT. The members of SSD-1109 will also have one electronic communications skill each (either ELC 60 or CMP 60) to enable them to maintain their "cover" (they are ostensibly a signals unit, after all).

The referee should give SSD-1109 a specific mission in southern Poland and prepare encounters with the players accordingly. This could be to infiltrate and take over one of the new power centers (perhaps Krakow, or the Margravate of Silesia). It could be something less complex, such as simple intelligence gathering on the Czech border either against one of the Czech units operating there or Marczak's Legion. It could be to secure the Black Madonna for the Soviets (or, failing that, to destroy it so no one else can take advantage of it).

Leaders: SSD-1109 is commanded by Major Nilolai S. Volkhov. Other officers include Captain Marion Fedorenko and Lieutenant Pavel Gulashev.

Numbers: SSD-1109 contains eighteen men in three six-man teams. Each team is led by an officer and can act independently of the other teams. Each team is composed of two elites and four veterans.

Where Found: SSD-1109 begins the adventure at Namyslow. Where they travel from there is decided according to the dictates of their mission, and is up to the referee.

Weapons: The troopers of SSD-1109 are armed and equipped as Soviet paratroopers. They have NATO weapons and uniforms to enable them to pose as NATO personnel if necessary (the unit's original assignment was behind-the-lines disruption of communications and command control, disguised as NATO troops). Each team has two UAZ-469s for transport. They have the authority to confiscate gasoline as they need it, and generally use it in their vehicles (although they retain alcohol conversion parts should they require them). This gives them a very high mobility in comparison to other units and makes them even more dangerous adversaries.

SOVIET 129TH MOTORIZED RIFLE DIVISION

The 129th MRD is a Category 2 division recruited from around the Smolensk area. When the Sino-Soviet War broke out, the division was brought up to full strength and sent to the Far East. The division performed adequately in combat there, and was later transferred back to Europe where it became part of the Third Shock Army.

In July 2000, the 129th was ordered out of its positions around Jelenia Gora to form part of a screen to the south and southeast of Kalisz.

Third Shock Army headquarters assured the commander of the 129th that all that was in the area were stragglers from the US 5th Infantry and scattered bands of marauders. It came as a rude surprise when the forward elements of the 129th became involved in a series of skirmishes west of Strzelce Opolskie with a unit that called itself *Wojsko Slaskie* (the Army of Silesia). Additionally, a partisan band called *Wojsko Ludowa* (the People's Army) began ambushing patrols and raiding supply convoys.

To further complicate matters, the remnants of the 5th



Infantry fought with a ferocity born of desperation. Rather than surrendering as promised, most American units showed an alarming tendency to fight back. To top it off, the 129th's HQ was raided by a group of Americans who gained entrance by posing as KGB.

Currently, the remnants of the 129th are withdrawing to the 129th's divisional base at Wroclaw.

Meeting the 129th MRD: The division's area of operation is roughly the northwest quarter of Map 1 (see the pullout pages). The woods around Strzelce Opolskie is the scene of constant skirmishing. Opole and the surrounding villages are full of soldiers from the 129th MRD.

One possible scenario might have the characters stumble into a firefight between the 129th and the *Wojsko Slaskie*. The Rumors section (page 27) gives other possibilities for enticing the player characters to travel to the area under the 129th's control. The players may also be directed to the 129th by the DIA "hit list" if they have come into contact with the DIA in Krakow (see module 1, *The Free City of Krakow*, page 22).

Referee's Notes: Almost all of the military encounters on the northwest quadrant of Map 1 will be with the 129th. The town garrisons (in Brzeg, Kluczbork, Namyslow, Olesno, and Pokoj) send out patrols on a regular basis, and there are also roving patrols out of Opole. Convoy activity is also quite heavy between these communities.

Despite this activity, the 129th is slowly disintegrating as a coherent military unit (as is just about everything these days). Morale is quite low and several groups of soldiers have already split away and begun the 1000 km trek back to Smolensk. To reflect this, the referee might institute an additional roll whenever marauders are encountered. A result of 10 indicates any deserters encountered are from the 129th (otherwise they are most likely to be from the 9th TD). As the campaign goes on, the referee might add a +1 modifier to the die roll increasing the chances that any deserters encountered are from the 129th MRD, to reflect the continuing deterioration of that division.



Leaders: Colonel Alexander Kazanov is the division commander. His senior officers include Major Mikhail Raevski (executive officer), Captain Semyon Makarov (chief of staff), and Captain Oleg Gortner, the division *Zampolit* (political officer).

Numbers: The division's effective strength (reduced somewhat since Annex A to Intelligence Estimate No. 142 was issued) is 2,800 men and 4 tanks.

Where Found: The division's supply dumps and support services (300 men) are at Wroclaw. The main body of the division and its HQ (500) have been formed into an Operational Maneuver Group (OMG), located in the Opole area. The remaining 700 troops are spread out between Olesnica and Olesno, with garrisons at Brzeg, Namyslow, Pokoj, Kluczbork, and Olesno.

Weapons: The divisions 8 remaining BMPs and 4 operational T-80 tanks have been concentrated into the OMG near Olesno. A battery of 4 SAU-122s is also attached to this force.

WOJSKO LUDOWA (WL)

The WL is the most successful anti-Soviet partisan band in the region (unless the WS can be considered a partisan band). A small force composed of hunters and farmers, it is extremely dedicated to the expulsion of the Soviets (and, less violently, all foreigners) from Poland.

The WL has had considerable success against the Soviets, mainly the 129th MRD. They have also killed several members of the ZOMO. Recently, however, they have done battle with a band of marauders, and while destroying the bandits, suffered considerable casualties themselves. They are now holed up near the town of Tychy while their leader, Father Wojciech Nieckarz, recovers from a wound he received in the battle. When he can risk moving again, the band will begin a recruiting drive in Silesia to make up for the depletion in its numbers.

Meeting the Wojsko Ludowa: This should be a judgment call on the part of the referee. The most likely spot to meet them is around Tychy. Any result of "armed" near this town has a chance to be the WL.

Referee's Notes: The WL is another way to get information to the players. The WL is aware of the destruction of the US 5th Division, and is willing to provide food and shelter to Americans in return for help in their ultimate goal. They can also put Americans in touch with friendly local citizens.

Leaders: Father Wojciech Nieckarz, a Jesuit priest, is the leader of the WL. There is no real command structure or organization. Major actions are decided by a plebiscite of members.

Numbers: The WL now contains 32 members.

Where Found: The current base camp of the WL is 5 km north of Tychy. They patrol up to 5 km away from there, and have sympathizers in surrounding villages and towns.

Weapons: A variety of civilian and military small arms, including several crossbows and one RPG-16. The military weapons are primarily Warsaw Pact, but include NATO equipment as well. They are short of ammunition for everything but the crossbows. Transport is provided by a few horse-drawn wagons plus whatever they can "liberate" from the Soviets or (most recently) from marauders.

WOJSKO SLASKIE

Formed around a cadre from the Polish 14th MRD, the *Wojsko Slaskie* (Army of Silesia) is the military arm of Julian Filipowicz, the Markgraf of Silesia and Commander of the 14th MRD. The division was part of the Polish First Tank Army, sent

to Lower Silesia in the summer of 1999. When Colonel Filipowicz declared himself ruler of Silesia, his division followed him.

The Army of Silesia has a threefold purpose. The first is to defend the area against any armed incursion. This means marauders, Soviet troops or the Krakow ORMO. The second is to patrol the roads and keep them open and safe for military supply or merchant convoys. The third (and not the least important) is to let the people of Silesia know that the Markgraf is watching over them.

Meeting the Wojsko Slaskie: The WS patrols the area indicated as being inside the Margravate on Map 2 (see page 15). They are especially active in the area around Strzelce Opolskie. Whenever the Encounter table indicates a result of "Army" or "Military Convoy" inside the Margravate, this encounter will be with a unit of the WS or a convoy guarded by the WS.

Referee's Notes: A meeting with the WS need not result in violence. The Markgraf has given standing orders that any survivors of the 5th Infantry Division be treated as refugees. They are to be given shelter and sent on to Raciborz. The players will not necessarily be aware of these instructions, so a trigger-happy group of players could find themselves in a great deal of trouble.

An interesting evolution is slowly taking place in the WS. The officers and men of the old 14th MRD are slowly being granted the same status as the "professional" warriors of the middle ages. Officers in particular are beginning to see themselves as the new *arystokracja* (aristocracy). Many take their new status seriously. Others tend to abuse the privileges of their positions.

Because of their status, members of the WS who were in the 14th (called Regulars) are hard to bribe. The members of the Silesian ORMO, on the other hand, can be readily bought off, as long as the buyers are neither Soviets nor marauders.

Leaders: The commander in chief of the Army of Silesia is the Markgraf himself. The field commander is Jerzy Kowaczy (a former Major in the Polish 14th MRD). Major Stanislaw Stranski is commander of the Markgraf's Guard.

Numbers: The Army of Silesia has a total strength of 7,000 when fully mustered. Of these, 700 are support personnel, 2,000 are Regulars, and 4300 are ORMO. The WS is organized as follows:

Infantry: The basic combat unit is the 500-man battalion. These consist of a headquarters company, three rifle companies, and a heavy weapons company. There are six of these battalions, with each battalion serving a 2-month active period per year. The type of equipment used varies with the unit.

There are two standing Regular battalions, plus a *Legion Obcokrajowiec* (foreign legion) of foreign nationals, organized in the same manner.

At any given time, there are 2,000 men available for normal duties.

Cavalry: There are two 250-man regular cavalry units. These are the *Szybki Kawaleria* (Fast Cavalry), equipped with OT-65s and broken down into 5 squadrons of 50 men and 10 vehicles each (each squadron has 2 OT-65s and 8 other light transport vehicles such as UAZ-469s, trucks, and so on). The second is the *Pancerny Kawaleria* (Armored Cavalry). This unit contains 5 operational T-80s (all that remains of the Polish 14th MRD's tank strength) and 8 BMP-Bs from the same source. Each cavalry unit maintains a 50-man guard unit at Raciborz, attached to the *Markiz'* bodyguard, under the command of Major Stranski.

The ORMO cavalry is organized into four 300-man regiments, armed with lances and a variety of firearms. They are mounted on horses, and have almost no heavy weapons. These are used primarily for patrol work. Three of these units are undistinguished, but the Pyskowice ORMO (see Pyskowice, p. 25) is better trained and equipped than most. This ORMO unit prefers to call itself the *Lansja Slaskie* (Silesian Lancers), and is the equivalent of a Regular unit of the WS.

Artillery: The Silesian Artillery Corps is broken down into four 50-man batteries of six 120mm mortars, plus transport and fire direction equipment. All of the 14th MRD's heavy artillery and towed antitank guns have been lost. Artillery is attached to WS units as needed.

Where Found: There are garrisons of the WS at Kozle, Krapkowice, Pyskowice, Raciborz, Rybnik, and Strzelce Opolskie. In addition to the garrison forces, there are regular patrols along the roads and in the woods around Strzelce Opolskie. These patrols are primarily ORMO cavalry, but may be one of the regular cavalry units as well. An "army" encounter in these areas is 90% likely to be a unit of the WS.

Weapons: The WS is armed with a variety of military and civilian weapons. Regular units are largely equipped with Warsaw pact equipment, ORMO units have a larger proportion of NATO and civilian arms (including bows and crossbows) as well as more primitive weapons such as homemade hand grenades.

ZOMO

ZOMO (Motorized Units of the Peoples' Militia) are what are called riot police in other countries. The ZOMO have never been very popular in Poland, even though they are recruited from Poles, since they are viewed as toadies of the Soviets and the Polish Communist Party. ZOMO units broke up *Solidarnosc* demonstrations in the '80s, and were used to quell riots and strikes. In the process, they alienated themselves from Polish society and became symbols of oppression.

When war broke out, ZOMO units were used to quell civil disturbances. They were considered to be thugs and bullies, unfit for any real military duty.



In the spring of 1997, during the NATO offensive, many ZOMO units were pressed into front-line duty. To their credit, they performed admirably, earning the grudging respect of the ORMO and the Polish Army.

Meeting ZOMO: Specific ZOMO locations are noted under the towns listing, beginning on page 22.

Referee's Notes: In the year 2000, the only active ZOMO units are those attached Soviet forces. The others have disbanded, and their personnel absorbed into other organizations. The remaining ZOMO members are despised as traitors by their fellow Poles, and held in contempt by the Soviets. These unfortunates are some of the most tragic victims of the war in Poland.

Leaders: Units are led by their individual officers. None of these are important to the adventure, although the referee may determine characteristics for them, if necessary.

Numbers: For the size of individual garrisons, see the towns listing, page 22, under the entry for the individual community.

Where Found: See the towns listing, page 22, under the entry for the individual community.

Weapons: ZOMO units are primarily equipped with Polish small arms, per the Players' Charts.

SPECIAL NOTE: KGB/GRU RELATIONS

If relations between the American CIA and DIA can be described as poor, then relations between their Soviet counterparts can be described as bankrupt. The GRU lived in the shadow of the KGB for years before the war. With its outbreak, the GRU asserted its independence. The two organizations hate each other and fight a constant war in the shadows. They assassinate each other's agents and do their best to thwart each other's plans whenever possible. American intelligence operations try to take full advantage of this feud. Both the CIA and the DIA encourage hostilities between GRU and KGB agents whenever possible. After all, why go to the bother of assassinating a KGB operative when the GRU will do it for you?



A City of Rubble and a Hill of Light

GETTING TO THE JASNA GORA

Approaching the *Jasna Gora* from the north, east and south entails a trip through the ruins of Czestochowa. These ruins are still slightly radioactive. The characters will pick up 1D6 rads per 4 hours while in the area marked "Rubble" on Map 3 and half this amount while in the area marked "Ruins".

Approaching the *Jasna Gora* from the west means a trip through a minefield (this was laid by the defenders before the battle in 1997). For the purposes of this minefield, all detonation percentages are halved because the mines are old, but all detection percentages are doubled because of the artillery that has worked the place over.

A CITY IN RUINS

Once the players reach the city itself, they will find the going extremely difficult and dangerous. All vehicles are reduced to 10% of their cross-country speed, and all foot travel is reduced 50%. For every hour the players spend in the ruins the referee should roll once on the Ruin/Rubble Encounter table (below).

ENCOUNTER TABLE

2D6	Result
2	Marauders
3	Dogs
4	Rats
5	Derelict
6	Rubble
7	Rubble
8	Rubble
9	Rats
10	Washout
11	Unexp. Ord.
12	Marauders

Encounters in the city are at 5 meters, unless surprise occurs. The encounter table results are explained below.

Marauders: As per the basic game rules (Referee's Manual, p. 14), except that the number encountered are to be halved.

Dogs: As per the basic game rules (Referee's Manual, p. 11).

Rats: The encounter is with 4D6 rats. Rats have a 40% attack chance. This is increased to 70% if the victim is unconscious from wounds or asleep.

Any hit kills a rat; hit location and damage need not be deter-

mined. Rats have a base hit number of 20, and may make one melee attack per round. They inflict $1D6/2$ damage. Their morale is per the Animal Combat rule in the *Referee's Manual*, p. 11. If a character is bitten by a rat, there is a chance of infection (Referee's Manual, p. 11), and of disease (Referee's Manual, p. 18). The chance of disease is per the table in the Referee's Charts, except that a result of "Food Poisoning" becomes "No Effect."

Derelict: A derelict vehicle, per the basic game rules (Referee's Manual, p. 13).

Rubble: This encounter represents an exceedingly large amount of rubble blocking the players' path. If they are in vehicles, they must spend 1D6x10 minutes finding a suitable detour. If they are on foot, it will take them 1D6x5 minutes. If they wish to try and climb over the rubble, it will take 1D10 + 2 minutes to do so. Climbing over is a task, ESY:AGL if unencumbered, DIF:AGL if encumbered. Mountaineering skill may be used if available, the rolls becoming ESY:MTN and AVG:MTN respectively. Failure causes a fall which inflicts 2D6 hits. Catastrophic failure indicates 6D6 hits. The referee must determine where these hits are inflicted.

Washout: Rains have washed the soil out beneath a section of pavement, making it very hazardous to travel over. Spotting a washout is a task, $AVG:(CBE + RCN)/2$ or $ESY:(CBE + CVE)/2$. There is a 20% chance a person will fall through a washout, and an 80% chance for a vehicle. If this occurs, determine the damage done by the fall. In the case of a person, roll 1 D. A result of 1-3 is a Slight Wound (70% chance the injury is to a leg, otherwise it is to an arm, determine randomly which one). A result of 4-5 is a Serious Wound (again, 70% chance to a leg, otherwise to an arm). A result of 6 is a Critical Wound (40% chance to the chest, 40% to the abdomen, otherwise to the head). For vehicles, make a percentage roll to determine the percent damage done to the vehicle's suspension.

Unexp. Ord. (Unexploded Ordnance): With all the artillery that was used on Czestochowa, it was inevitable that some of the rounds would fail to go off. An unexploded artillery round or air-

craft bomb usually buries itself, leaving a small crater that wears away with the passage of time. If this encounter occurs, roll 1D6. A result of 1-4 indicates a NATO 155mm round, a result of 5 indicates a Pact 122mm round, and a result of 6 indicates an unexploded aircraft bomb of similar size to a 155mm round. Roll 1D6 to determine the type of round: 1-4 = HE, 5 = ICM, 6 = Chemical. If the round is Chemical, the referee may choose what type. Roll again to determine if the round is live: 1-4 = yes, 5-6 = no.

If the players are surprised by the encounter with the ordnance, there is a 20% chance that it will go off if it is live. Otherwise the players will discover it without complication.

Disarming a round is a task, AVG:CBE or AVG:IF. Catastrophic failure indicates immediate detonation if the round is live. No matter what happens, a round discovered in this fashion is too corroded to use in artillery, although the explosive may be salvaged if it is properly disarmed, as described above.

The Bridge: The bridge over the Wisla is reasonably intact and will hold up under traffic provided no more than one vehicle crosses at a time and no vehicle of more than 5 tons weight tries to cross). To determine this is a task (AVE:CBE or CVE). The referee may have the bridge collapse under the players at his option, but the best use of the bridge is to slow the players down and make them nervous.

THE JASNA GORA

Once the players reach the base of the *Jasna Gora*, they will find the climb to the top easy. Looking for the entrance as described in Crenshaw's diary is a task, ESY:RCN. Make this roll once every fifteen minutes. Roll to determine if the players discover entrance A or B (50% chance for each...they can find both).

Neither maps nor encounter tables are provided for the surface ruins of the monastery. If the players wish to explore these, use the encounter table listed above, and create a suitable map for them, if necessary. There is nothing of value in the surface ruins of monastery (all they will find is rubble and lumps of unidentifiable metal), and no entrance to the catacombs exists there, but the players are free to search as long as they want. The normal ruin encounters apply.

THE VAULTS

The contents of the rooms labelled on Map 5 are as follows:

- A. Filipowicz' secret entrance.
- B. Crenshaw's entrance.
- C. The underground aqueduct referred to above.
- D. Passages leading off to other portions of the catacombs.

The referee may diagram these if desired, but there is nothing of interest in them. If players exit the map in one of these tunnels, they will re-enter the map in another after a short period of time.

E. A collapsed corridor, leading nowhere. This is a good place for an ambush.

F. A concealed entrance leading to a nearby tunnel. Filipowicz often uses this entrance to enter and leave the chapel. A careful and detailed search will reveal this entrance. It leads to a D tunnel (see above), via another concealed door. This is a last-ditch escape route for the players should they set off the booby trap behind the Black Madonna. The referee may wish to make the players "sweat" for a while by not allowing them to find the exit for a while. Others may wish to delete the exit entirely.

Room 1: A small storage room, seemingly filled with trash.

This room contains an AK74 and several magazines of ammo for it. It is well oiled and dry, wrapped in a camouflaged rain cape and hidden under a couple of empty burlap sacks. It is rather hard to find except after several minutes of rummaging around in rotten and vile smelling trash.

Room 2: Another storage room. Nothing here but rotten wooden barrels, empty crates, piles of moldy burlap sacks, and other unidentifiable and vile smelling trash.

Room 3: A small crypt containing the remains of an obscure archbishop.

Rooms 4-11: These are all crypts, containing the bones of most of the monks who died in the monastery. In medieval times it was the custom to stack these remains underground because of the limited burial space available on the surface.

Room 12: A small antechamber that leads to rooms 13 and 14. The entrance to room 12 has been booby-trapped. A crossbow has been set up on a crude tripod, and rigged to fire when a tripwire is touched by someone walking more than about a meter into the room. Seeing this tripwire is a task, DIF:RCN. Negative modifiers should be implemented depending on the quality of light available. The trap is easily disarmed once the tripwire is seen.

Room 13: Actually part of a collapsed passageway. The room is partially filled with rubble.

Room 14: This is the underground chapel mentioned in Crenshaw's diary. The vaulted ceilings rise up some 6 meters overhead. The pillars are carved from wood and appear to be more decorative than functional. Along the walls are the bodies of twenty or so Polish paratroopers and two Americans. (If the players have the time and the inclination to check out the American bodies, they will be identified as SP4 Julie Alvarez and SGT Larry Petrie.) Toward the back is a raised sarcophagus on a raised stone platform, steps leading up from the front. Propped up behind it is the Black Madonna. The whole room is lit, as Crenshaw describes, by torches and candles. These give off a relatively weak, flickering light and can impart the illusion of movement to unmoving objects (especially when aided by a hyperactive imagination...a condition which the referee should encourage). Filipowicz, in his demented condition, has gathered every bit of shiny metal he can find (both valuable and valueless) and brought it to the chapel as an offering to the icon. There are one or two small piles of junk containing hubcaps, tinfoil, gold and silver coins, gum wrappers, silver candlesticks, and other valuable and valueless junk. The chapel contains a total of between \$5,000 and \$10,000 worth of precious metal objects.

INTO THE UNDERWORLD

When the players reach A or B on Map 5, the fun begins. The corridor appears to be hewn from the native rock and slopes downward, to the underground aqueduct (C). The water never gets above 1.5m deep, and is slow moving and murky. Crossing is divided into two separate tasks: descending/ascending the banks (AVG:AGL) and crossing the canal itself (AVG:AGL). Failing either roll means you fall in and must make an AVG:SWM to regain your footing. Catastrophic failure in either roll means the character has lost a piece of equipment (referee's choice) and must still make the AVG:SWM roll. Failure of this roll means the character is swept 5-10 meters downstream and must make another AVG:SWM roll. This continues for three rolls or until a catastrophic failure, after which the player is considered drowned if he has not regained his footing by that point. The



referee must adjudicate the results of any rescue attempts by the other characters.

If desired, the referee may use encounters with bats, rats, or other animals to add to the atmosphere of imminent peril.

REFEREE'S NOTES

There are several factors to be considered when the players enter the catacombs.

General Conditions: It is pitch dark in the catacombs, except for the first few meters of entrance tunnels (lit by sunlight from the outside unless the players enter after sundown), the chapel (which is lit by candles and torches) and the corridor leading to it from room 12 (dimly lit by light from the chapel). Players without light cannot see and will have to feel their way along very slowly if they are to avoid walking into walls or stumbling over slight irregularities in the floor. Flashlights provide good illumination for about 10 meters (beyond that it becomes almost impossible to distinguish details). Another limitation of flashlights is that they throw very strong light along a narrow cone, but very poor light in other directions. Torches and candles provide good illumination for about 8 meters or 3 meters respectively, but the light is flickering and inconstant. Matches and cigarette lighters provide weak light for 2-3 meters, for a short time (even lighters eventually become too hot to hold). Referees should not neglect to exploit the effects of poor or flickering light. In such light, it is easy to imagine things. People may think immobile objects are moving, or may see things that are not there (a bundle of rags can look like a dog ready to leap, or a pile of rocks can look like a crouching man).

Some of the walls are bare rock, some masonry, some are faced with wooden planking, some covered with mold. The floors are bare rock, gravel, or covered with mold as well. The referee should describe conditions in a particular section of the tunnels to help maintain the atmosphere of tension.

If the players do not have flashlights or some other light source, they can make torches from readily available materials before going into the catacombs. A torch will burn for about

thirty minutes, and takes about 5 minutes to make. There is a 50% chance that a given player has a cigarette lighter. Every player character can have a small supply of matches (20-30).

Time and Movement: When underground, the referee should use the five-second combat round as the basis of time. Players may move at any speed they are capable of, but run the risks of not being able to see. A character running in total darkness could slam into a wall or fall into the aqueduct (imagine closing your eyes and sprinting through an unknown building). A player can feel his way cautiously along in total darkness at the rate of about 1-2 meters per round. With a torch, match, lighter, or candle, a character cannot go too fast for fear of extinguishing it, and should not move faster than 3-5 meters per round. With a flashlight, a slightly faster speed could be maintained.

Navigation: The players will probably try to get an accurate map of the tunnels as they explore them. Unless they are willing to carefully measure every step and record it, they should not be given one. Part of the atmosphere is not knowing exactly where they are, and this should be reinforced. The referee should note that Filipowicz will do his best to obliterate any markers the players leave (erasing chalk marks, coiling up rope, covering painted signs with mud, and so on). This can serve to further confuse things, and will considerably increase the players' paranoia if they discover signs of Filipowicz' tampering.

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

UNDERGROUND COMBAT

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

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

Ricochet: If the players fire their weapons in the underground catacombs, the bullets will ricochet. For every shot from any firearm (other than a shotgun) that does not hit its target, roll 1D10. On a roll of 10, the shot hits another target (chosen at random among the people in the area, but including the icon if it is present). If the icon takes three hits or less, it is damaged, but intact. If it takes more than three hits, it is destroyed.

Explosions: Any explosion in the catacombs can cause a tunnel collapse. Basically there is a 10% chance any explosion more powerful than small arms fire (including grenades except for non-explosive types such as chemical or smoke) set off in the tunnels will cause a cave-in. A cave-in covers an area for three meters on either side of the explosion with rubble. There is a

30% chance it will totally block the tunnel, otherwise the tunnel is only partially blocked (i.e. players may crawl through). Escaping a cave-in is a task (AVE:AGL). Failure means the character receives a serious wound to the legs or torso (referee's option). Catastrophic failure means the character is killed. If a character is killed in a cave-in, his equipment is considered crushed beyond use.

Other: Other facets of underground combat may come up (the spread of gas from a grenade, for example) that are too complex for consideration here. Such things must be adjudicated by the referee as circumstances dictate.

THE MADONNA'S GUARDIAN

There is a 60% chance that Major Filipowicz will discover the players as they explore the catacombs (roll every thirty minutes, starting when they enter the tunnels). This becomes automatic if the players enter room 12, or make a loud noise (such as a shot). If he does, he will take active measures to stop them or frighten them away. He may choose to ambush them with a crossbow as they cross the aqueduct. The sound of the crossbow shot (they are not completely silent) will be lost in the rushing water of the aqueduct. In any case, Filipowicz will continue to follow the players through the catacombs, ambushing lone members of the party, should the opportunity present itself, but generally just following silently.

Remember, Filipowicz is intimately familiar with every twist and turn of the catacombs, having studied it with the single-mindedness of the demented. He is as familiar with the tunnels as most people are with their bedrooms, and can move around twice as fast as the players, even in total darkness.

If he fails to frighten the party away, and they continue to explore deeper and deeper into the tunnels, Filipowicz will make for the chapel (room 14) after picking one of several weapons (mostly AK-74s) he has hidden here and there in the catacombs. There he will try to reenact the scene that scared off Crenshaw. If things come to a firefight, remember that he considers himself to be immortal, and therefore impervious to bullets (he is helped in this belief by his captured NATO kevlar vest). He will fight with a supernatural courage, believing that heaven will guide his bullets to their targets, without hitting the icon (he is wrong; see above for ricochet effects).

Seeing Filipowicz rise from the altar in his dirty, wraith-like, hideously deformed condition is bound to have an effect on the players, but they must decide their own course of action. The reaction of the players is, of course, up to them, but the referee should demand a quick decision without allowing time for consideration. Few NPCs will not panic and run immediately. If the players run, Filipowicz will pursue far enough to make sure they leave the catacombs. He will be forewarned for later attempts, of course.

If the players successfully deal with Filipowicz (either killing or incapacitating him), their troubles are not over. The icon has been rigged with a triggering mechanism that will detonate a concealed explosive charge, causing the collapse of the passage leading to room 14. Spotting the booby trap is an AVE:CBE task, disarming it is a DIF:CBE.

The secret door is provided as a means for escape if players set off the booby trap. If they make any attempts to search the room for another exit, allow them to find the secret door behind the sarcophagus (after a decent interval of searching) and make their way to the surface without incident. If they give up at this point, the referee can inform them that the blast has revealed what seems to be a secret door to the chapel, and proceed from there.

Glossary

AAB: Abbreviation for Air Assault Brigade.

Arystokracja: Polish for aristocracy. In this module the word refers to the new class of nobility arising from the chaos of the war.

Bielsko-Biala: A town in Silesia, active in the organization of a *Liga Handlowy* (see page 22).

Brzeg: A town in Silesia, currently occupied by soldiers from the Soviet 129th MRD (see page 22).

Bundeswehr: The West German Army.

Bytom: A town in Silesia, destroyed during 1997 (see page 22).

Cieszyn: A small community in Silesia, on the Czech-Polish border, active in the organization of a *Liga Handlowy* (see page 22).

Chorzow: A town in Silesia, destroyed in 1997 (see page 22).

Chrzanow: A city in Silesia (see page 22).

Czestochowa: A city in Silesia, known as the spiritual heart of Poland. The city was destroyed in 1997 (see pages 9 and 23).

Comsomol: The Soviet Communist Party Youth organization.

Dobrodzien: A small town in Silesia, currently home for the remnants of B troop, 1st Squadron, US 116th Armored Cavalry Regiment (see page 23).

Dresden: A city in East Germany.

Dvorce: A small town in the mountains of Moravia, in Czechoslovakia (see page 23).

Fallschirmjager: German for paratrooper.

Gliwice: A factory city in Silesia, destroyed in 1997 (see page 23).

Glucholazy: A town in Silesia (see page 23).

GRU: Abbreviation for *Glavonye Razvedyvatelnoye Upravleniye*, the Soviet military intelligence organization. See page 30.

Hradec a Opavy: A castle in Czechoslovakia. See page 24.

Jasna Gora: Polish for Hill of Light, the name of the monastery and the hill in Czestochowa containing the Black Madonna. See page 23.

Jelenia Gora: A town in western Poland.

Katowice: An industrial city in Silesia destroyed in 1997 (see page 23).

Kety: A town in Silesia (see page 23).

Klobuck: A town in Silesia, near Czestochowa (see page 23).

Kluczbork: A town in Silesia, currently occupied by soldiers from the Soviet 129th MRD (see page 23).

Kozle: A town in the Margravate of Silesia (see page 23).

Krapkowice: A town in the Margravate of Silesia (see page 23).

Krzapice: A town in Silesia (see page 24).

Lansja Slaskie: Silesian lancers, unofficial name applied to the Pyskowice ORMO by the citizens of that town.

Legion Obcokrajowiec: Foreign legion, a military unit of the Army of Silesia (see page 32).

Liga Handlowy: Mercantile League (see page 30).

Lubliniec: A town in Silesia, recently destroyed (see page 24).

Luftwaffe: The West German Air Force.

Markgraf: Also spelled Margraf, a title of nobility. In this adventure, it is one which has been assumed by Julian Filipowicz. See page 14.

Marczak's Legion: Ostensibly an anti-Soviet partisan band operating along the Czech-Polish border (see page 30).

Margravate: The territory ruled by a Markgraf.

Markiz: Polish for Markgraf.

Moravia: A region in Czechoslovakia.

Namyslaw: A town in Silesia, currently occupied by soldiers of the Soviet 129th MRD (see page 24).

Olesno: A town in Silesia, currently occupied by soldiers from the Soviet 129th MRD (see page 24).

Opava: A town in Czechoslovakia, recently made the base of operations for the remnants of the Czech 14th MRD (see page 24).

Opole: A community on the Oder River in Silesia, destroyed in 1997. Its ruins are currently the location of an encampment of the Soviet 129th MRD (see page 24).

Ostrova: An industrial city and communications hub in Czechoslovakia, destroyed in 1997 (see page 24).

Oswiecim: An abandoned city in Southern Poland (see page 24).

Pancerny Kawaleria: Armored cavalry, an unit of the Silesian Army (see page 32).

Panzer: German for armor or armored, in some cases the word means tank(s).

Panzergruppe: German for Armored Group, a unit composed largely of tank and armored infantry units.

Panzergrenadier: German for armored infantry, infantry carried in armored fighting vehicles.

Panzerartillerie: German for armored or self-propelled artillery.

Pijak: Polish for drunkard, in this adventure specifically applied to Josef Towadzien, the Baron of Krapkowice in the Margravate of Silesia (see page 23).

Pokoj: A town in Silesia, currently occupied by soldiers from the Soviet 129th MRD (see page 24).

Prudnik: A town in Silesia (see page 25).

Pszczyna: A town in Silesia, currently active in the formation of a *Liga Handlowy* (see page 25).

Pyskowice: A town in the Margravate of Silesia, known for its unusually proficient ORMO unit (see page 25).

PZRP: Abbreviation for the Polish Communist Party.

Raciborz: One of the oldest cities in Silesia, now the capital city of the Margravate of Silesia (see page 25).

Rada: The short form of the Polish *Rzadzenie miejski*, or town government.

Rybnik: A town in the Margravate of Silesia, currently one of the few active coal mines in the area. A portion of the citizenry wish to join the newly forming mercantile league (see page 25).

Silesia: A region in southwestern Poland. See page 12.

Slaskie: Polish for Silesia.

Strasnik Slaskie: Silesian Guards, the bodyguard of the *Markiz Slaskie*.

Solidarnosc: Solidarity, the Polish labor union movement which began in Gdansk in 1980.

Sosnowiec: An industrial city in Silesia, destroyed in 1997 (see page 25).

Strzelce Opolskie: A town in the Margravate of Silesia, currently a base for a unit of the Silesian Army (see page 25).

Szybki Kawaleria: A unit of the Silesian Army (see page 32).

Tarnowskie Gory: A mining community in Silesia, now occupied only by marauders (see page 25).

Tesin: See Cieszyn.

Tychy: A town in Silesia, near the present base camp of the Peoples' Army (see page 25).

Unternehmen: German for operation, as in *Unternehmen Wall*, Operation Rampart (See page 8).

Wojsko: Army, as in *Wojsko Slaskie*, Army of Silesia, or *Wojsko Ludowa*, Peoples' Army.

WL: The abbreviation for *Wojsko Ludowa*, or Peoples' Army. a group of anti-Soviet partisans. See page 32.

WS: The abbreviation for *Wojsko Slaskie*, Army of Silesia. See page 32.

Zabrze: A town in Silesia, destroyed in 1997 (see page 26).

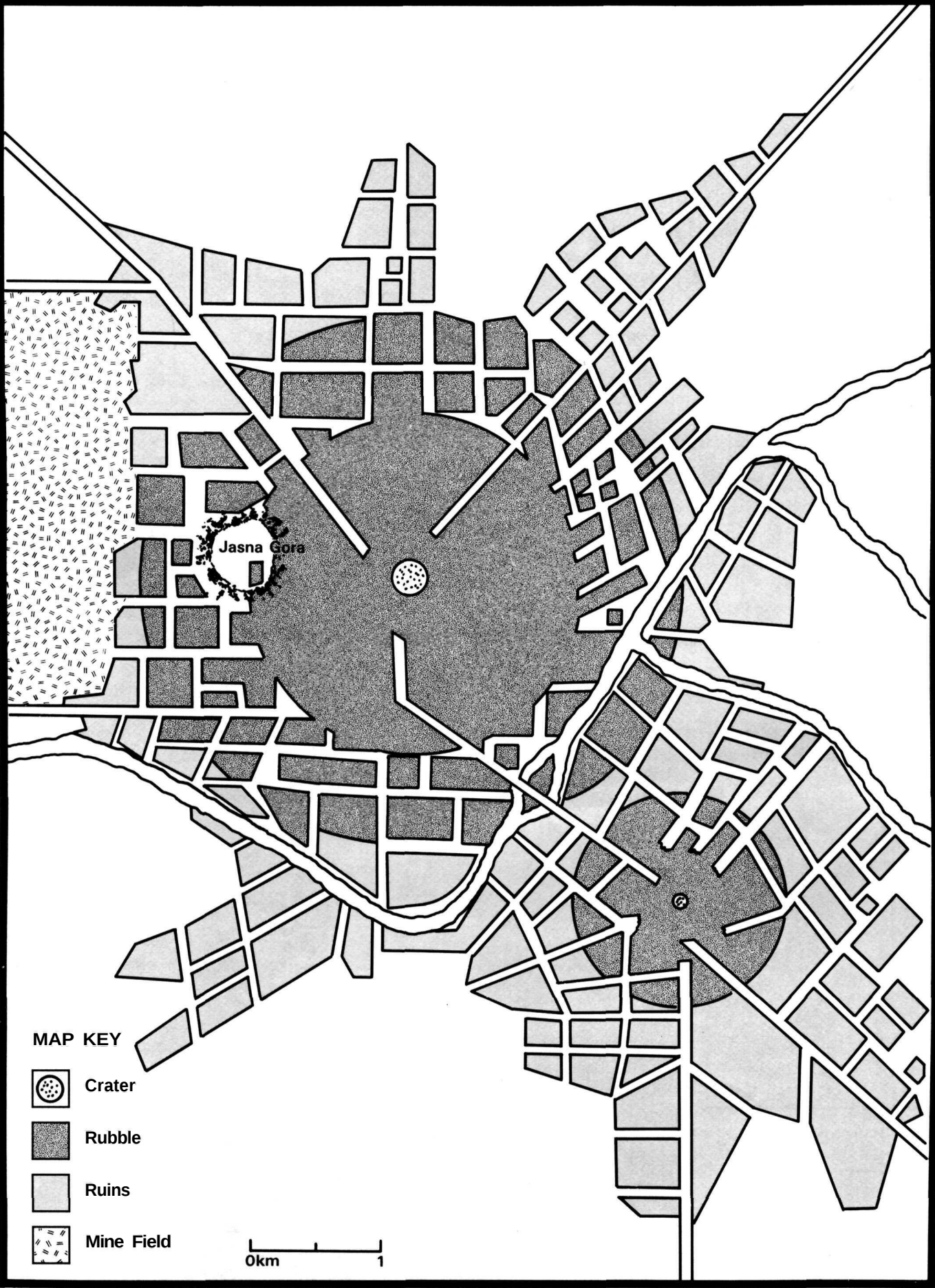
Zampolit: The political officer assigned to Warsaw Pact military units.

ZOMO: Abbreviation for the Polish Motorized Units of the Peoples' Militia. These are special riot control units of the Polish government. See page 33.

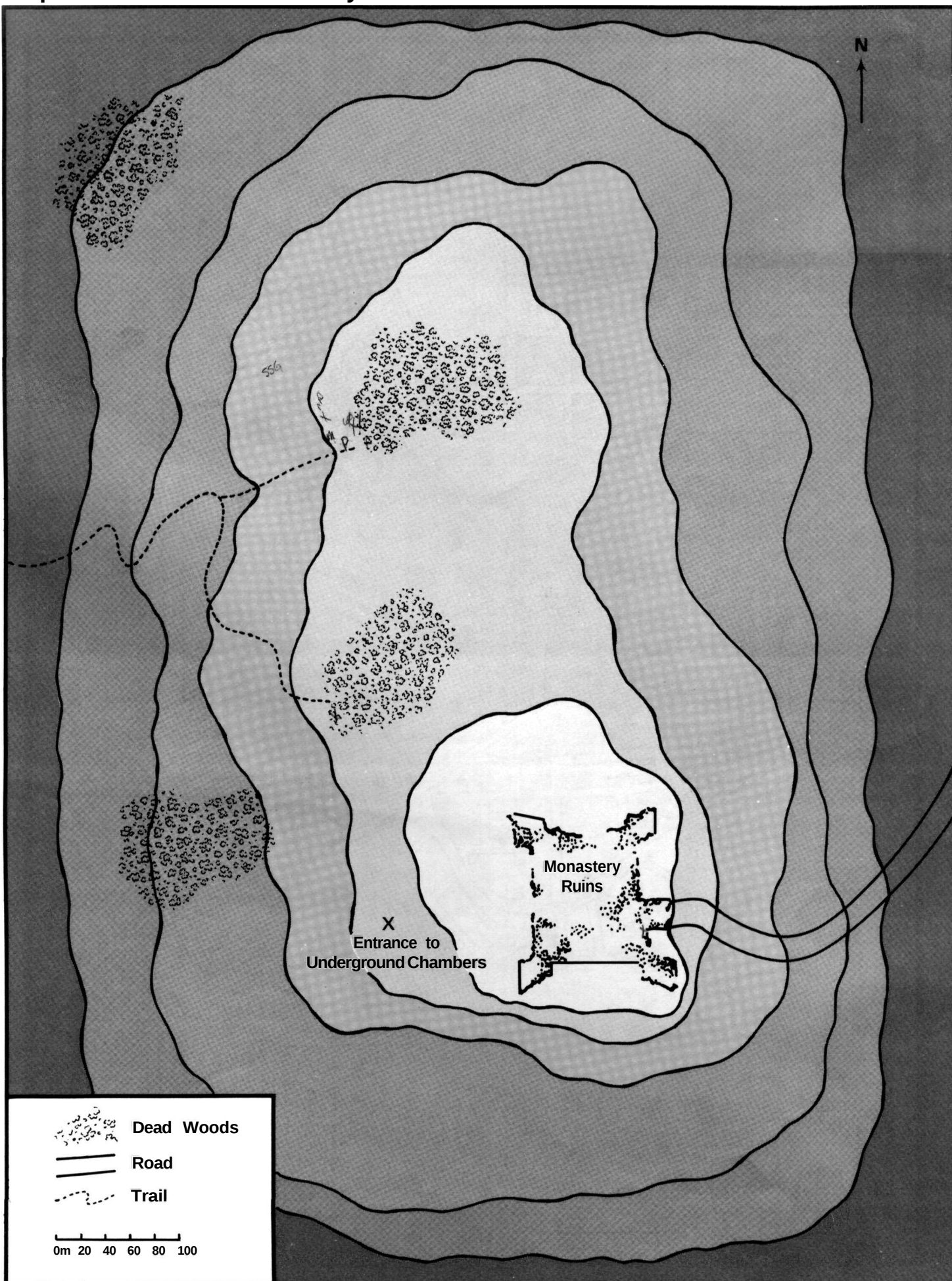
Zyrdow: A town in Silesia (see page 26).

Zywiec: A town in Silesia, currently active in the formation of a *Liga Handlowy* (see Page 26).

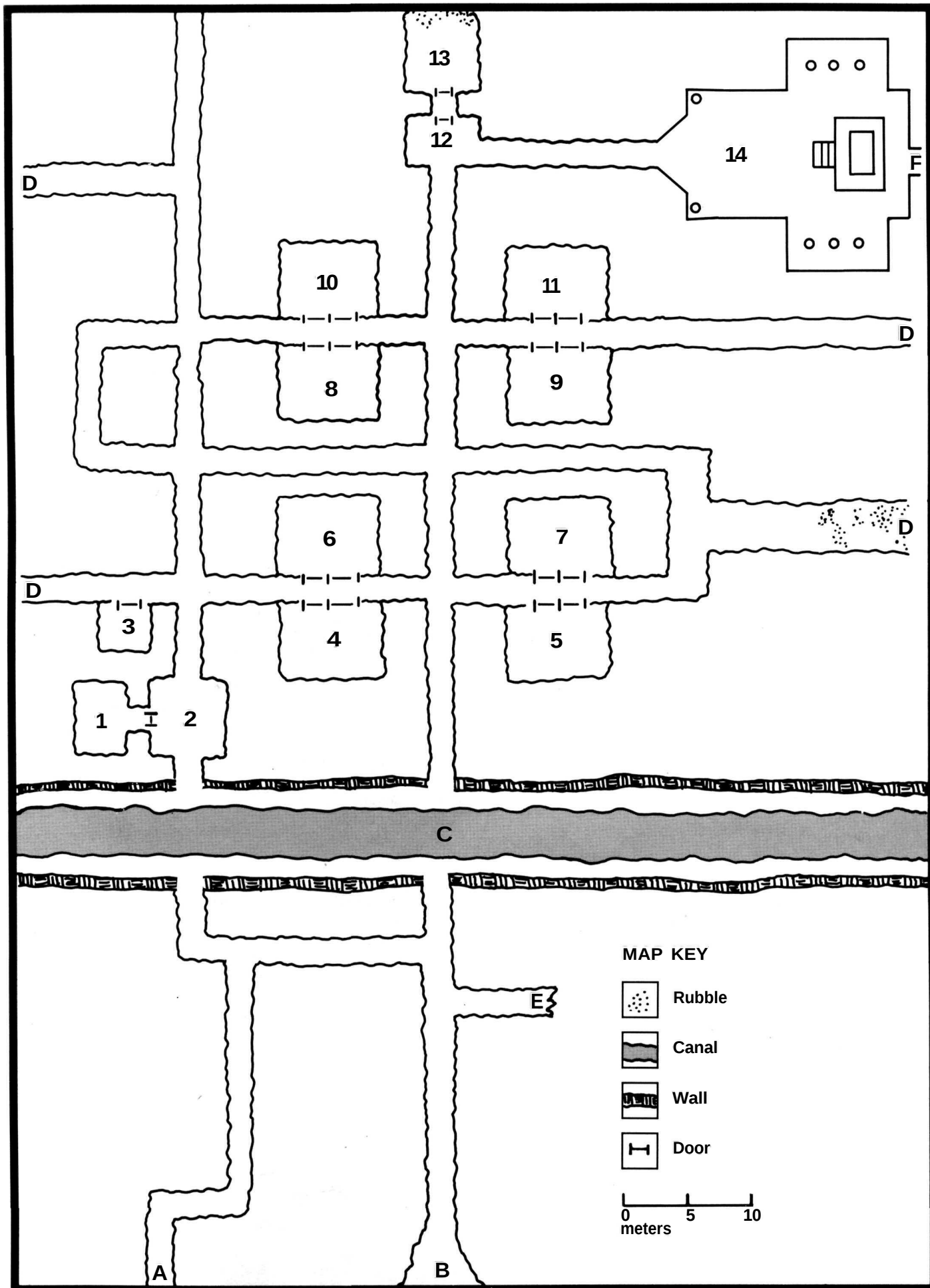
Map 3: Czestochowa, Poland



Map 4: Jasna Gora Monastery



Map 5: Underground Chambers



Rumor Charts

Area: Namyslow, Kluczbork, Pokoj, Brzeg and the surrounding area.

2D6	Result
2	Rumor A
3	Rumor A
4	Rumor B
5	Rumor C
6	Rumor E
7	Rumor F
8	Rumor K
9	Rumor P
10	Rumor O
11	Rumor Q
12	Rumor U

Area: Gluchohlazy, Prudnik, Dvorce, Opava and the region in between them.

2D6	Result
2	Rumor B
3	Rumor C
4	Rumor D
5	Rumor E
6	Rumor F
7	Rumor G
8	Rumor G
9	Rumor H
10	Rumor I
11	Rumor J
12	Rumor P

Area: In and around the towns of Olesno, Krzepice, and Lubliniec.

2D6	Result
2	Rumor A
3	Rumor B
4	Rumor C
5	Rumor D
6	Rumor H
7	Rumor I
8	Rumor M
9	Rumor N
10	Rumor R
11	Rumor S
12	Rumor V

Area: Towns controlled by Markgraf of Silesia (Krapkowice, Kozle, Raciborz, Rybnik, Pyskowice, and Strzelce Opolskie).

2D6	Result
2	Rumor A
3	Rumor B
4	Rumor B
5	Rumor E
6	Rumor G
7	Rumor G
8	Rumor H
9	Rumor L
10	Rumor M
11	Rumor S
12	Rumor T

Area: In and around Ostrava and the towns of the *Liga Handlowy* (Cieszyn, Pszczyna, Bielsko-Biala and Zywiec).

2D6	Result
2	Rumor C
3	Rumor D
4	Rumor F
5	Rumor G
6	Rumor K
7	Rumor L
8	Rumor O
9	Rumor P
10	Rumor R
11	Rumor U
12	Rumor W

Area: North of Sosnowiec and east of the Klobuck-Katowice road.

2D6	Result
2	Rumor C
3	Rumor D
4	Rumor E
5	Rumor G
6	Rumor H
7	Rumor I
8	Rumor J
9	Rumor L
10	Rumor M
11	Rumor U
12	Rumor V

July 24, 2000

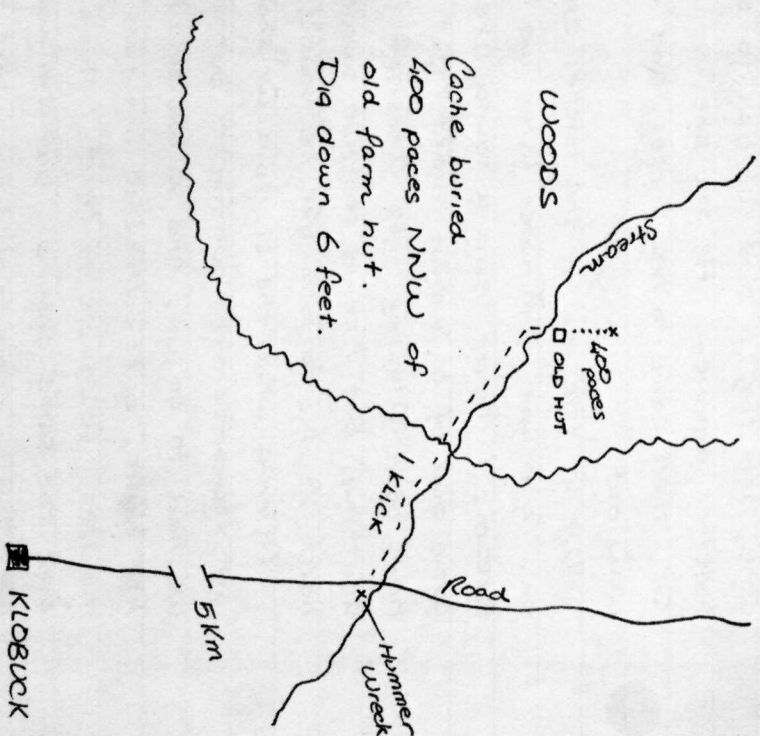
I haven't had time to write anything for a while because we've been running ever since Lask. We got hit by Polish horse soldiers about ten clicks out of town, and lost the last of our vehicles except for the Hummer. We hit 'em pretty hard, though, and they didn't chase us.

July 26, 2000

Lieutenant Anderson says that we ought to head for Chestoshora because that's probably where that car troop we met last week went. Bailey and Carter said they'd rather head for Krakow and see what they could find there. We split up our gear and separated. They headed southeast on foot, Lt. Anderson and the rest of us kept going south in the hummer.

August 18, 2000

Just North and East of Klobuck we were crossing a stream and bottomed out the Hummer on a rock. We lost most of the oil out of the crankcase, and that stopped us for good and all. You can run a hummer on alcohol, but you can't fill a crankcase with it and get very far. We stripped the hummer of everything useful, took what we could carry without killing ourselves, and buried the rest



We figured we could come back and get it once we had scaped out Chestawhatzis.

August 20, 2000

Oliver and I went ahead to scout Chestoshora. The place was in worse shape than we thought. I guess they worked it pretty good. In town it was a nightmare. Rats the size of cats, cockroaches the size of Volkswagen (God knows what they've been eating recently), flies everywhere. It stunk worse than anyplace I can remember.

gone, and the Lt. said we had to stick together anyway. He said she would be OK, shed come to her senses, and find her way out.

We lit the rest of the torches and went on. A couple of minutes later we heard a scream. I never heard a sound like that come out of a human throat, but it must have been Alvares. Lt. Anderson didn't say anything, but I could see him swallowing hard, trying to look like he wasn't scared.

After a while the Lt. said we shouldn't just stand there til our torches burned out, we had to go on, and so we did. It seemed like hours, but I think it was just a few minutes. A couple of times I think we went over the same ground, but I'm not sure. We finally came to a place where there was a faint light coming from the passage off to the right. We went down it and we came to a large room.

It looked like a chapel or something. There were torches and candles burning, so somebody else must live down there or visit once in a while.

Then we saw them.

They were Polish parav. I know the uniform. They were stood up against the wall like an honor guard, only they were dead. Every one of them was dead, and

had been for some time.

There was a raised altar or something at the far end of the room. There was a body lying on it. It was an officer, and it looked like he had been praying when he died. Up on the altar, there was an old picture. It was dark, and hard to make out, but I saw that it was a picture of the Virgin Mary and the Christ child, like on an old fine Christmas card. The frame was covered in gold and had jewels all over it. I saw more gold near my feet, and I bent to look more closely. There were piles of the stuff on the floor, like it had been hauled in there and dumped. When I touched it I heard Davis scream, worse than Alvares.

I jumped up and saw the body on the altar was moving! As God is my witness, it was standing up. I looked around, they were all moving. All those dead parav. Davis collapsed. I didn't see what happened to anybody else, I just ran. I remember running forever. I remember crossing the ditch again, and running some more. Then after a while I was outside, and I kept going. I don't know what direction I went in, or how long I went. I wanted to put as many miles between me and that place as I could. When I couldn't run any more I stopped. I noticed that I'd cut myself pretty bad on something. Laid open most

of my left arm. And I still had the cup
clenched in my hand. I guess you do
weird things when you panic.

August 24? 2000

I've been walking for days. I don't
have the faintest idea where I am or
what day it is. My arm is pretty
shfl, but I don't have anything
to treat it with except a little of
the hood we saved last time
we cooked fuel for the burner.
I put half of on the arm and
half of it in me. Felt better for
a while.

August ? 2000

Found cave built fire

Hard to write arm hurts

Food OK fire OK for
a while

? Hear dogs or

Something outside

too weak to get work

Gun after fire dies

Save last bullet

The Lt. said to meet on top of the hill on the edge of town where the monastery used to be. It was twilight when we got back to the hill, and Rudy had dinner waiting.

August 22, 2000

I wish Davis hadn't seen those bats. Later on the 20th, Davis saw a bunch of bats coming out of the ground. The Lt. said where there's bats there's a cave, and where there's a cave there's good shelter. So we all had to pull up stakes and go exploring. I thought it was a great idea at the time. Everybody knows about the treasure that Erzy polock colonel buried in Chestshova. and gold is a real ticket for a long time in Krakow, I hear.

We found the entrance where Davis saw the bats. It looked like the rain had washed it open a couple of days before. We made some torches to save our flashlight (we only had two anyway) and headed in. We ended up in a sloping passage that went on downward for a while, and we followed it. Pretty soon we heard the sound of rushing water. We went on a little more and it got louder and louder until the tunnel leveled off and we ran into this big ditch.. it looked like a big storm drain or something. Alvarez said something about it

being the river sticks and laughed like she made a joke. I didn't get it, but the Lt. told her to shut up. Lt. Anderson was really getting nervous

We lost Jensen crossing the whatever it was. It was only waist deep, but he slipped and went under. There wasn't a well or nothing. He was just there one minute and gone the next. He had one of the flashlights. We went on along the passage on the other side. It went up a little bit then levelled off. we walked for a bit. Its hard to tell how much you move underground. None of us were pacing it off. After

Jensen we were all pretty spooked. We came to a bunch of other passages that went off right and left. Then we came to these little rooms full of piles of bones. There must have been everybody that ever died in Poland down there. I never saw so many bones in all my life. Alvarez was praying out loud, she was really spooked, then she stopped and her eyes got wide as saucers. We could all hear it then. It was a low moaning sound. The Lt. said it was the wind. Well, Alvarez lost it. She just broke and ran. I don't know where. Down one of those tunnels I guess. I was too scared to stop her. She had the other flashlight. We couldn't see where she had

The Black Madonna

"Down into that hole? You gotta be kidding! We all heard what that turnip-farmer said about this place being haunted. I don't believe in ghosts, but I wouldn't go down in that hole for all the gold in Poland!"

The icon known as Our Lady of Czestochowa (commonly called the Black Madonna because of the dark patina which covers it) is the symbol of Poland's religious, cultural, and national identity. For centuries the icon's image has been a rallying standard of Polish nationalism, of Polish independence.

To some men, the Madonna was a light that would lead Poland from the darkness. To others, however, the Madonna represented a different kind of hope. The owner of the Madonna could command the loyalty of the Polish people. To these men, the Madonna represented power and wealth beyond imagining.

It was all a question of who found Her first.

The Black Madonna is an adventure module for **Twilight: 2000**. Silesia, in southern Poland, is the backdrop for a quest for a religious icon of great value. Was the icon taken east by the Soviets? Was it hidden in a cave by Polish patriots? Was it destroyed when Czestochowa was bombed? Did the NATO forces who occupied the city briefly carry it west with them? Or, does it rest beneath the ruins of Czestochowa? There is only one way to know for sure...

Over and above the main adventure, this module provides a picture of life in southwest Poland after the destruction of the war. The surviving cities, the resources, the petty lordlings and the major powers are given life and detail. From the court of the Markgraf of Silesia to the camps of the bandit gangs; from the ruined factories of Czestochowa and Gliwice to the slowly recovering facilities of Raciborz and Rybnik; all are described in rich detail.

The Black Madonna is another expansion and addition to the growing world of **Twilight: 2000**.

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Twilight: 2000™

Series Module

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