

# The Free City of Krakow

To the survivors of the US 5th Division, Krakow sounded like a city out of a fairy tale...a castle, an evil king, even a flying carpet. Krakow seemed an island of peace in a war-torn world.

The reality was different...

*The Free City of Krakow* is an adventure module for **Twilight: 2000**. Krakow has been spared the worst of the war's devastation, and has declared itself a free city. The war is banished, and individuals are free to come and go...so long as they leave the war behind.

This module is more than just a single adventure, however; it is a richly detailed setting for dozens of adventures. It contains a detailed description of the city of Krakow and its environs in the year 2000.

Background material includes street maps with points of interest noted, from Wawel Castle to the "Wojo" munitions plant. Over a dozen important non-player characters are described in detail. The Krakow ORMO and the marauder bands in the surrounding countryside are detailed as to manpower, equipment, and deployment. The city's economy and the atmosphere of life there form an important part of the module.

Using this as a backdrop, the module lays out several adventures which can take place in or around Krakow, and suggests more. The main adventure, "Operation Reset," thrusts the characters into the midst of intrigue and treachery, and brings them to the attention of most of the interesting (read: dangerous) citizens of Krakow.

Finally, the module contains rules for incorporating helicopters into **Twilight: 2000**. Krakow's defense forces have an operational Mi-27 HHP (Krakow's "flying carpet"). Complete statistics on this helicopter are given along with those for the Mi-27 Hind E, Mi-20 Havoc, OH-6A Kiowa AHIP, UH-60 Blackhawk, and AH-64 Apache.

*The Free City of Krakow* is an exciting adventure, but it's more than that. It's a gateway to a deeper, richer understanding of the world of **Twilight: 2000**.

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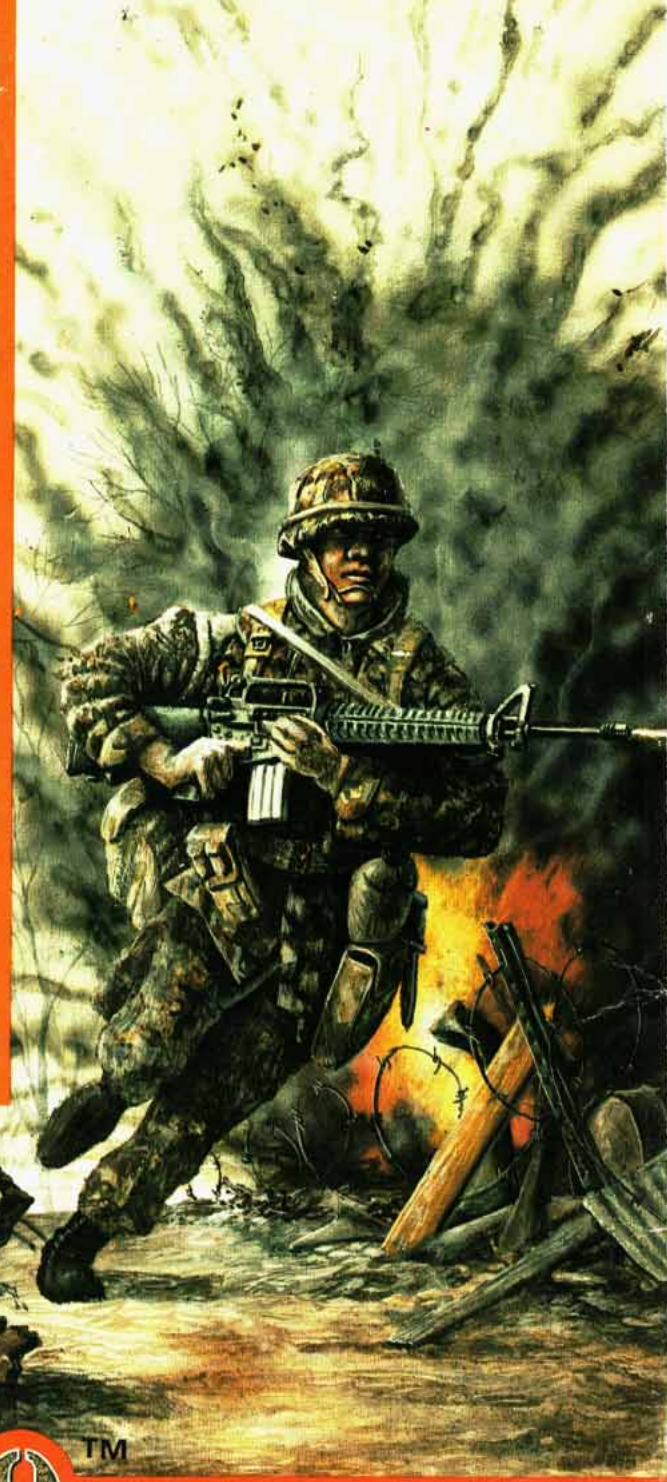
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# Twilight: 2000™

Series Module

**Game Designers' Workshop**

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# The Free City of Krakow

A *Twilight: 2000 Series™* Module

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## Credits

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## The Free City of Krakow

*For weeks we'd been on the road, travelling at night mostly, and hiding by day. We'd heard a lot about Krakow, you see, and were hearing more and more as we got closer. Remember the old stories of El Dorado that used to lure the Spanish conquistadors on in the Americas? Krakow was like that for us. Maybe it wasn't a city of gold, but it was a place where, rumor said, you could have anything, buy anything, but the best thing they had was peace.*

*You see, Krakow was a free city.*

*It was back in the fall of 1999 when Krakow declared itself a sovereign state. I don't know how they expected to get away with it, but they did, I guess, because the local garrison stayed on as the city's defense. They made the city tough enough that no one left in southern Poland cared to take them on.*

*We met some merchants on the road south of Radomsko who told us that the garrison now did nothing but keep the peace. The war wasn't allowed in Krakow. We'd be able to trade for food, for ammo, for some other things we hadn't seen in a long time. Peace? Hell, to us, after Kalisz and a month of nothing but running and hiding and fighting, a bit of peace and quiet was exactly what we needed.*

*Well, it sounded like a good idea at the time.*

### INTRODUCTION

*The Free City of Krakow* is a module for use with GDW's post-World War III role-playing game *Twilight: 2000*. The main plot deals with the recovery and disposal of important, secret plans by the players. However, the module is more than this simple adventure. The information given in this module will allow the referee to create a complete *Twilight: 2000* campaign in the city of Krakow and/or the surrounding area. Referees are encouraged to use this module as a jumping-off point for adventures and campaigns of their own.

This booklet includes the following material:

This introductory chapter.

Details of Operation Reset, and the secrets it has uncovered. The search for a buyer for these secrets is one way to get the characters into Krakow and set them up for the many potential adventures there.

Maps of the city of Krakow and vicinity, a plan of Wawel Castle on the banks of the Wisla, and a plan of the military camp at Kopiec Kosciuszki west of the city.

Descriptions of the important citizens of Krakow, and a number of interesting and/or dangerous people the characters may run into.

Details and descriptions of several organizations and groups which the characters may encounter. These organizations, both hostile and friendly, can be adapted by the referee for use in other adventures.

Descriptions of villages and possible encounters in the Krakow area. Even if your characters choose not to go to Krakow, this chapter can provide the basis for numerous adventuring sessions.

Rules for incorporating helicopters into *Twilight: 2000* play. Several helicopters are described in detail, including a Soviet transport helicopter (the MI-17) which may play a major part in the characters' adventures in Krakow.

### REFEREE'S NOTES

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

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

### DESIGN NOTES

*The Free City of Krakow* was designed to introduce an element of mystery and intrigue into a *Twilight: 2000* campaign. The situation in Krakow is similar to that in Lisbon or Casablanca during WWII, outwardly neutral and at peace, but—behind the facade—labyrinths of plots and counterplots, of cabals, clandestine meetings and secret plans, as shadowy figures work under cover to achieve their goals. This module presents the referee with enough characters and possible situations to assemble as involved a plot as he desires.

The excitement can come from wild firefights with mysterious and powerful enemies, or from intrigue with shadowy forces striving for mastery of the priceless Reset papers...or any blend of the two desired. The exact mix of action and intrigue is up to the referee. Survival of the characters is up to the players themselves.

*Miec szczesciel!* (Good Luck)

*William H. Keith, Jr.*

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



## Adventure Plots

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

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

This group has been wandering roughly south for the past month, hoping to rejoin friendly forces. In that time, the characters have fought several actions with scattered Soviet and Polish forces in the region, as well as marauder bands seeking to kill them for their stores of food, ammo, and weapons. Recently, during their travels, they heard rumors about the free city of Krakow in southern Poland, where a strong local garrison (actually the Polish 8th Motorized Division) enforces a tense local peace.

Krakow will be a place where the unit can buy food and ammunition, where it can rest, and where it can seek information about friendly units and the location of friendly lines. Other US or NATO units may have gathered there, and the city will be an ideal place to plan future moves.

The adventure proper begins with the discovery of an ambushed US unit in a field somewhere north of Krakow.

### THE KILLING GROUND

*We found them strung along the main road north of Krakow. It had been a small unit, maybe twenty-five, thirty men, three deuce-and-a-halves and a couple of Hum-Vees. Someone had been awfully thorough. Helmets, jackets, boots, and (of course) all of their equipment, weapons, and ammo were long gone. Somebody even took the trouble to gather up the spent shell casings. There must have been quite a few of those, because the trucks looked like swiss cheese. It must have been quite*

*a firefight, and it couldn't have lasted long. They'd been ambushed, caught in the open by heavy automatic fire from at least three different spots among the woods thirty meters from the road.*

*They didn't have a chance. Five had been captured. We found them in an untidy pile off by the woods where they'd been herded together and machinegunned.*

*One truck had burned; the others had been shot to bits and then stripped of everything useful: tires, engine parts, canvas tops, they even drained the crankcase oil. It was like a plague of locusts had hit, leaving the bare-bone skeletons and a sick-sweet death stench. Whoever had knocked off that convoy had gone over the place with a fine-toothed comb.*

*We were getting ready to move on when we heard the moan from deeper in the woods.*

**Referee's Notes:** The player characters' unit has come upon the scene of a recent ambush. It is obvious that the attackers achieved complete surprise, and most of the defenders were gunned down where they stood.

Even a cursory examination will show that everything useful has been taken from the vehicles and the bodies lying by the road. All weapons, ammunition and supplies have been taken. Alcohol has been siphoned from the wrecked vehicles, and spare fuel and water have been taken. The engines have been stripped of plugs, gaskets, even copper wire, and the tires, tools, fittings, chains and cables are gone. Even the truck's canvas tops have been removed. The soldier's bodies have been stripped of coats, boots, helmets, and other useful gear, and personal effects such as rings and watches are also missing.

The field is littered with debris from the looting, mostly torn articles of clothing, broken truck parts and equipment, empty boxes and a few discarded shell casings missed by the scavengers. Footlockers stuffed with papers have been dragged from the trucks, opened, and rummaged through in a ruthless search for valuables.

There is no trace of the attackers, though marks can be found at several points within the woods to show where a large force had set up machineguns to sweep the road in a crossfire.

While the characters are examining the wreckage, the moaning of a wounded man is heard in the woods. After a short search, they find a US army lieutenant, badly wounded, lying where he had dragged himself after being hit during the attack. He is conscious, but has lost a great deal of blood and is extremely weak. Any character with medical experience will know that he is dying.

### THE LIEUTENANT

"Schaeffer, Frederick L... Lieutenant," the man manages to say. "Mission...mission accomplished... almost. Operation...R-Reset. Got that? Reset. Got to get them through..."

The Lieutenant's story will come out in bits and pieces. He frequently lapses into delirium, but he will be better able to speak as he is made more comfortable, and especially if a character with MED skill is able to treat him for shock (stop his bleeding, keep him warm and his feet elevated, and give him IV fluids, if any are available) and pain (administer pain reliever, if available).

His unit is, or rather was, a B team of the US 20th Special Forces Group. At first, all that the characters will be able to understand is that Schaeffer's unit was carrying something of vital importance, that their unit immediate destination was Krakow, and that they were ambushed by marauders with the aid of a traitor.

"It was that damned Cutler," Schaeffer says. "Sergeant Cutler. He...he led us...right into a trap. He was with the Captain in the lead Hum-Vee, and they didn't fire on him. He was with them when they rounded up the prisoners. Like he was in charge. He was with them when they marched us over to the woods..."

Schaeffer had been among those captured by the marauders, who he says numbered between 50 and 100. The prisoners had been led to the edge of the woods, herded together, then machinegunned. Schaeffer had been hit, but managed to crawl into the underbrush, his escape concealed by the fall of his comrades. He'd lain hidden in the underbrush while his friends were massacred, stayed hidden while the vehicles were stripped and the bodies looted. He'd lain there all night, his wounds draining him, but he'd seen the characters' arrival and managed to get their attention.

"Listen to me," he says with a desperate, burning intensity. "This is Operation Reset. Got it? Reset. We were carrying vital plans. Blueprints. Films. All the way from Lodz. They're all there...I don't think they got them. Can't let them get lost. DIA needs that stuff...bad...real bad..."

When asked what the convoy was carrying, or what Reset is, Schaeffer manages a weak grin. "Damnedest things you ever saw. Crazy...Y'know. Used to have one when I was a kid...got it for Christmas...one year. They sure don't make 'em like that anymore!" He begins to laugh, then lapses into a coughing fit which leaves him weaker and bleeding from his nose and mouth. It subsides, and he continues. "Listen, you've got to get the papers. They got the...the things...the prototypes...but I don't think they got the papers. That's what's important...the papers! Raiders didn't know...about the papers. Everybody'll want 'em...DIA...CIA...KGB even. Got to get them...get them to...they'll pay..."

Schaeffer dies, leaving the characters more confused than ever. There are many papers lying in the field where the wind has blown them. Apparently they were scattered by the marauders who broke open footlockers and cartons filled with

them in search for loot. Identifying the papers as records, personnel forms and requisitions from the University of Lodz is ESY:LNG (Polish).

A search will reveal one footlocker which is different. It is still aboard one of the trucks, opened and rummaged through, but the contents have not blown all over the field. These papers include what are obviously electrical wiring diagrams, hundreds of them, in sheaf upon sheaf, all carefully labelled and annotated (in Polish), together with several loose-leaf folders crammed with hand-written notes. Characters who read Polish will be able to determine only that the notes are highly technical, and that they describe modular components for an extremely complex piece of electrical equipment (DIF:LNG). The papers include a bound volume of blueprints, again of electrical wiring diagrams and circuitry, and several exposed rolls of 35mm film. A leather Nikon camera case remains in the truck, but the camera has been taken.

The characters should be able to guess that these are the papers Schaeffer was talking about. It will be difficult to know what they are, exactly. Characters may attempt to figure out what the wiring is supposed to do. If the characters do not read Polish, this is DIF:(ELC and CMP). If they read Polish, it becomes AVG. If successful, they will recognize some of the wiring diagrams as part of a logic circuit. The drawings seem to describe a complex, hard-wired circuit which might be a part of a computer system. Outstanding success will show that the drawings definitely are designs for some type of computer circuitry. Any character will know that there very few working computers left by the year 2000. The silicon chips which are their central components were nearly all damaged by the EMP (electromagnetic pulse) of the first nuclear detonations of 1997 and 1998.

If the Reset papers have something to do with computer research, perhaps with making computers operational once again, they could be very valuable indeed.

### OPERATION RESET

The following information will not be immediately known to the characters, but may be uncovered by them during the course of the adventure. It is described here for the referee's use in answering questions put to Lieutenant Schaeffer before he dies. Remember that the Lieutenant will be incoherent part of the time, and his training will prevent him from telling very much about either the mission itself or its objectives. Most of the story will have to be pieced together by the characters themselves during the adventure.

Lieutenant Frederick Schaeffer was the second in command of a Special Forces B Team with a very special mission. The final offensive in Poland was launched by the 3rd German Army and the US 11th Corps in the spring of 2000, an attack which was expected to clear the Baltic coast as far as the mouth of the Wisla river of enemy forces. Under cover of this offensive, the Special Forces B Team code-named Strike Zulu had moved off toward the city of Lodz on a mission of its own behind enemy lines. Its movement was masked by the fury of 5th Division's attack.

Their goal was the University of Lodz. The Defense Intelligence Agency had learned of a young Polish computer expert, Dr. Piotr Czerwinski, working at the University on a device which could revolutionize the post-war world.

Among the casualties of the war were hundreds of thousands of microcomputers, the machines responsible for running



countless business and government agencies. The heart—or rather the brain—of any microcomputer is its CPU or Central Processing Unit, a silicon chip which controls and directs the computer's operation. The CPU and the chips called RAM and ROM (which hold the computer's memory) are the essence of the computer itself. Many of the computer chips throughout the world were destroyed by the EMPs of nuclear strike and counterstrike in 1997 and 1998. Many more were destroyed in the rioting and destruction that followed in the large cities of the world. By the spring of 2000, few working computers can be found.

Dr. Czerwinski had developed what the DIA called the MCCS, governmentese for Modular Computer Chip Surrogate. This was a hard-wired unit, itself the size of a typical desk-top computer, which could be mechanically wired or rewired to duplicate any of several pre-war computer chips. When it was plugged into a computer, the MCCS duplicated the action of that chip.

With the MCCS, computers could be made operational again. Computer directed communication systems could be re-established, inventories or rationed supplies maintained, whole populations counted and kept track of for taxation, requisition, food distribution, and conscription. For governments or individuals who could dominate and manipulate the flow of information made possible by working computers, this meant power.

The DIA had decided that Dr. Czerwinski's invention had to be secured for the West, especially when it was discovered that both the Soviet KGB and the DIA's American rivals at the CIA had learned of Czerwinski's work and were searching for him. The DIA mission chief stationed in Krakow had tracked the Polish scientist down in Lodz, where he was working out of a school basement workshop. The operation was code-named *Reset*, and Strike Zulu was hurriedly organized to coincide with the big offensive. In some circles, the offensive was considered to be a diversion for Operation *Reset*.

Unfortunately, no one planned for the possibility of a military disaster. The German army had come apart, first under counterattacks by Polish army units, then under the threat to their homeland by encircling Soviet armies. The US 11th Corps

was smashed by Soviet armies brought in from Byelorussia. The US 5th Division was crushed by the Soviet 4th Guards and the 22nd Soviet army near Kalisz, almost a hundred kilometers short of Lodz, the disaster which stranded the characters in central Poland a month ago. Strike Zulu had reached Lodz, and while the 5th fought through that night of fire and blood, they had stormed the University, found Dr. Czerwinski, and captured his notes and the prototype. Dr. Czerwinski was killed in the firefight as local Polish forces rallied, but the special forces troops had stuffed his papers, blueprints, and rolls of film with pictures of his equipment into a small wooden trunk, loaded this and the prototype into one of their trucks, together with papers taken from the University's offices as a diversion, and headed south out of the city.

Their plan had called for linking up with the advancing 5th Division at dawn two days later. That dawn found them dodging Soviet patrols amid the burning wreckage of the 5th's vehicles. After encountering powerful Soviet armored forces to the west (part of the 4th Guards pursuing tail-and-tatters of the 5th), they decided to turn south, hoping eventually to work their way west toward friendly lines.

A month later, they were still trying. They lost four men in Lodz, a vehicle and four more men dodging Soviet tanks south of Kalisz.

They met Sergeant Cutler near Czestochowa. He was, he claimed, a survivor of the 5th who had been cut off during the battle and who had made it through to Krakow, where he'd made some friends. Cutler described Krakow as a near-paradise, the city protected by the Polish 8th Motorized Division. There were Russians there, sure (there were Russians everywhere these days)...and Americans too. But there was no war within the city limits. Anyone was welcome there, he said, as long as they came paying their own way and not as refugees. Cutler promised to lead them to Krakow, where he could set them up with "some guys I know who'll take care of you."

It sounded good. The B team's CO, Major Billings, had decided that the best plan would be to find refuge in Krakow. There, they might be able to find the DIA operatives and turn over the Pole's damnable papers. There, too, they could learn what had happened to the front, and make their plans for working their way back to their own lines, wherever those were.

Cutler had led them as he had promised, had even gone on ahead at one point to arrange for medical services for the team's wounded, then returned bringing some medicine and an invitation to Wawel Castle where someone called The Boss held court.

The ambush outside the city the next morning came as a complete surprise.

## THE DECISION

The party is some distance outside of Krakow. Everything worth salvaging from the wrecked convoy has already been taken, but the characters do have the footlocker with its papers and diagrams.

Krakow is by now well-known as a place where anything can be bought or sold, and is the logical place to exchange the papers for gold, supplies, equipment, or whatever else the group needs. They need only find a buyer.

There are several possibilities. Operation *Reset* was a DIA mission, and the Defense Intelligence Agency, which certainly has operatives in Krakow, may pay to have that mission completed successfully. There is also the matter of loyalty; if the player characters feel they are still in the service of the US army, and