

# NIGHT WITCHES MOVES



## EYEBALL

**WHEN YOU SIZE UP A PERSON OR SITUATION** roll +skill. On 10+ hold 2, on 7-9 hold 1. . Spend a hold, now or later, to ask a question. Take +1 forward when you act on the answers; give +1 forward to another and share in the outcome if you prefer. Ask:

- How can I help her?
- What does he want?
- What am I overlooking?
- How could I get...

On a miss the GM might offer a straight-up lie, honest mistake or tragic misunderstanding.

## ACT UP

**WHEN YOU TRY TO GET YOUR WAY...**

- ...by acting like a hooligan, roll +luck.
- ...by acting like a lady, roll +guts.
- ...by acting like a natural-born Soviet airwoman, roll +medals.

On 10+, choose two. On 7-9, choose one:

- Make someone do what you want (If the person you are imposing on is a PC, she can do it or not, but if she doesn't you are both marked)
- Ensure that there are no consequences for acting up
- Add one to the mission pool

On a miss there will be trouble.

## REACH OUT

**WHEN YOU REACH OUT...**

...to someone by letter or in person, reveal a significant new truth and roll the dice. On 10+ choose 2. On 7-9 choose one:

- Remove one harm each from you and your friend
- Change the target and/or tone of a currently filled Regard slot
- Add one to the mission pool

On a miss your efforts are ineffective, misunderstood or understood all too clearly.

## SCROUNGE

Whenever some specific thing is desperately needed, roll straight if going through channels, or roll +luck if you aren't so good with paperwork. On a hit you get what you need and add one to the mission pool. On a 7-9 you get what you need but choose two (*Misanthropes choose one*):

- You attract unwanted attention
- You take 1-harm from lack of sleep
- You get poor quality stuff
- You incur a debt

On a miss it can't be acquired for love or money. Well, for money, anyway. The GM might choose three options from the 7-9 list or worse.

## REPAIR

If a plane has been torn up or broken down and you help the mechanics fix her, roll +skill. On any hit you patch it together and it is no longer damaged. On 7-9 you patch it together but choose two (*Protectors choose one*):

- She'll fly eventually, but not tonight
- You take 1-harm from lack of sleep
- You don't complete the job in the officially approved manner
- The plane acquires a personality if it doesn't have one already

On a miss you are sending it into combat still damaged. Maybe that's obvious and maybe it isn't.

## TEMPT FATE

**WHEN YOU TEMPT FATE** roll +guts. On a 10+ you do it. On a 7-9 you do it but not without cost - The GM can offer you a worse outcome, a hard bargain, or an ugly choice.

On a miss you take harm as established and are marked in addition to failing. Fate is a *suka*.

## BRIEFING (RANKING OFFICER)

**WHEN THE SUN BEGINS TO SET, CONSULT WITH THE GM AND INFORM YOUR AIRCREWS ABOUT THE COMING NIGHT'S OBJECTIVE.** Assign a navigator to Wayfind and a pilot to lead the Attack Run. The remaining player characters are Vedomaya; assign each to cover another plane. Choose and check off a mission from the Duty Station sheet and present it to the assembled regiment. Don't forget to announce any medals and promotions during the briefing.

# NIGHT WITCHES MOVES



## VEDOMAYA

**WHEN YOU COVER YOUR ASSIGNED FELLOW PLANE** during a mission, hold 1. Spend your hold at any time to take one of their consequences on yourself or your aircraft.

## WAYFIND

**WHEN YOU LEAD A FLIGHT TO A TARGET...**

...**BY DAYLIGHT**, or to your airbase at any time, you find it.

...**AT NIGHT**, roll +skill. On a 10+ you find it and line up a textbook approach. On a 7-9 you find it and choose one consequence:

- Your plane suffers a minor mechanical failure (plane is damaged)
- They are waiting for you (triggers Enemy Fire)
- You're stressed or banged around (split 2 harm however you want)

On a miss either scrub the mission and return in shame, or strike the target late and alone, forcing you to make your own Attack Run. Planes relying on your navigation can choose which miss condition they would prefer.

## ATTACK RUN

**WHEN YOU LEAD AN ATTACK ON A TARGET**, roll +guts. On a 10+ your payload connects! Choose one. On a 7-9, it's a hit and choose two consequences:

- The damage to the target is not significant and it is your fault
- You fly through a storm of flak (triggers Enemy Fire)
- A plane in your Section is damaged, GM's choice
- You and your fellow airwoman are marked

On a miss either abort the attack completely, which will surely trigger an Informal Interview back at base or desperately press on, Tempting Fate. Planes relying on your leadership can choose which miss condition they would prefer.

After an Attack Run by a Leader, if other pilots decide to make an additional Attack Run they enjoy +1 forward.

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On a miss you take harm as established and are marked in addition to failing. Fate is a *suka*.

## ENEMY FIRE

**WHEN YOUR PO-2 IS HIT BY BULLETS OR FLAK** roll +luck. On a 10+ the old girl's in one piece and you are fine. On a 7-9 she holds together and you choose two consequences:

- You and your fellow airwoman are marked
- Casualties on board (Split 5 harm between you however you like; also triggers Wheels Down later)
- Your plane is damaged (Also triggers Wheels Down later)
- Another plane in your section goes down (GM will decide which)

On a miss the GM might choose three from the 7-9 list or maybe something more horrific.

## WHEELS DOWN

**WHEN YOU LAND A PLANE UNDER LESS THAN IDEAL CIRCUMSTANCES** roll +skill. "Less than ideal" includes putting it down anywhere but a prepared airfield, or with battle damage, or with injured or dead crew. On a 10+ you and your Po-2 are on the ground and in one piece. Change an open Regard slot to refer to your plane if you want. On 7-9 you prang the plane; and choose two consequences (*Adventurers choose one*):

- It's unflyable (plane is damaged; if already damaged it is a fiery wreck)
- Casualties on board (Split 3 harm between you however you like)
- Your lack of skill, courage or care with the people's machinery is noted
- Your landing puts you in immediate danger.

On a miss the GM will start with a fiery wreck and build from there.

## DEBRIEF

**WHEN YOU DEBRIEF AFTER A MISSION**, tell your Chief of Staff or Squadron Commander what went right and what went wrong. the GM may inflict stress harm as established. If you wish, change the tone of any existing Regard. If you are a Zealot, publicly shame a comrade and add one to the next night's mission pool if you wish. If it was the duty station's last mission, begin Operational Planning.

# 144 NIGHT WITCH-Y THINGS

## WHAT'S GOING ON AROUND THE AIRBASE?

- A shabby name day celebration
- A high profile regimental mixer
- Sick call
- An illegal gambling party
- Mail call
- A poetry reading in the barracks
- Regimental formation in full dress
- A political lecture
- An irritable gathering during bad weather
- Holiday (Day of the Defenders of the Motherland, International Women's Day, International Labor Day, Socialist Revolution Day)
- A social call by local villagers
- Pistol practice by the trash heap

## WHO IS SHE?

- The new girl, utterly bewildered
- The only mechanic who can fix a frozen primer lever
- The head cook, not to be trifled with
- A stupid Private with a thumb in her ass
- An under-appreciated, hard-working Corporal
- A hard as nails supply Sergeant, plus vodka
- A glorious hero from your sister regiment
- A Private who lifts bombs all night, exhausted
- A local babushka with things to sell
- A Senior Lieutenant who can't lead any more
- The vicious martinet who is everyone hates
- The well-known NKVD snitch

## WHAT DOES SHE NEED RIGHT NOW?

- She needs the paperwork
- She needs money
- She needs an apology
- She needs some military discipline
- She needs an excuse—any excuse
- She needs a shoulder to cry on
- She needs a punching bag
- She needs an abortion
- She needs a drink
- She needs a scapegoat
- She needs a champion
- She needs a well-connected accomplice

## WHAT'S IN HER FOOTLOCKER?

- A German propaganda leaflet
- The broken tip of a propeller
- An unopened letter
- A wedding ring
- The regimental seal, misplaced
- A St. Barbara medallion, protector against sudden and unexpected death
- Pieces of a ripped up letter
- A half-used tube of English lipstick
- An ugly chunk of shrapnel
- A medical chart and report
- A civilian summer dress
- A photograph of a child

## WHO IS THAT BIGWIG?

- Lt. General Igor Miroshnichenko, Commander, Fourth Air Army
- Sgt. Mariya Z. Shcherbachenova, 835th Rifle Regiment, HSU, medic and war hero
- Major Yevdokiya Bershanskaya, your own regimental Commander
- Lt. Colonel V. I. Shevchenko, 216th Mixed Aviation Division
- Maj. Sergei Golubev, Central Directorate of Rear Services of the Soviet Army Air Forces, 4th Air Army Logistics Commissariat
- Capt. Vladimir Ogryzko, 1st NKVD Rifle Div.
- Politruk Major of State Security Miroslav Zapevalin, 218th Night Bomber Regiment
- Major Dmitri D. Popov, Commander, 218th Night Bomber Regiment
- Senior Lt. Nicholai Andrianovich Zelenov, HSU, 127th Fighter Regiment, war hero
- Guards Captain Aleksandr Pokryshkin, 16th Fighter Regiment, master tactician
- Lieutenant Colonel Ivan I. Kapronov, NKVD, responsible for the 588th's Politruk
- General T. F. Kutsevalov, Commander, First Air Army, rival of Miroshnichenko

## WHAT'S HER PROBLEM?

- Drama back home
- Can't find her uniform jacket
- Cramps
- A premonition
- Lice
- Boots that don't fit
- A smashed finger
- A note in her file
- Frostbite or trench foot
- Pregnancy
- Exhaustion
- You, that's what
- Who is that random man?
- Another unit's silver-tongued Supply Sergeant
- Lost infantryman who grew up around here
- A tousle-haired little orphan boy
- A German spotter pilot who landed at your airbase by mistake
- An officious civilian inspector
- Somebody's illicit boyfriend
- A local peasant fascinated by airplanes
- The village drunk
- Somebody's husband, AWOL
- A newspaper reporter
- A lovesick airman from the 218th
- A tubercular partisan

## WHY IS THIS THING DRIVING YOU CRAZY?

- It is stuck in the mud and/or encased in ice
- It is broken and will take a long time to fix
- They delivered 72 but you only need one
- It is broken and you have the wrong tools
- It is misplaced or completely lost
- It is broken and the damage is deliberate
- It has been stolen
- It is broken due to carelessness or idiocy
- It has been ratfucked out of the regiment
- It is broken but might work if you enjoy risk
- It's the wrong thing despite the label
- It is broken and cannot be repaired

## WHAT'S BELOW US RIGHT NOW?

- Searchlight beams lumbering like drunks
- The black reflection of a winding river
- Points of fire from the front line
- Impenetrable ground fog
- A darkened village
- Burning fields
- The tops of fir trees
- Open water
- Undifferentiated marshland
- A vortex of rain and snow
- The grey ribbon of a road through forest
- The ground, closer at hand than it should be

## OH SHIT, LOOK DOWN THERE!

- Frantically signaling partisans
- A German flak crew caught helpless
- The reflection of the full moon, lighting you up
- Scattering Axis troops, maybe Romanians
- Peasants being used as human shields
- A damaged Po-2 that just landed
- An Me-109 lining up for an easy kill
- A German Flak crew with searchlights warmed up, waiting for you
- German infantry taking pot-shots
- A German headquarters unit on the move
- Three red flares; someone is in trouble
- A supply convoy—ours or theirs?

## WHY IS THIS AIRPLANE FUCKED?

- A cylinder head is failing, coating everything in hot black oil
- A guy wire has snapped and your upper wing is shaking itself apart
- It is almost out of fuel—the tank has been punctured or it wasn't filled
- An aileron is broken and flapping wildly—you can't control your altitude or turn to starboard
- Engine has seized up on contaminated fuel
- Landing gear is hanging on by a single bolt
- The fuel mix lever is broken and the engine is starved and knocking
- A massive hole where the floor used to be
- The propeller has been damaged and is unbalanced and shaking the plane apart
- A wing leading edge has taken damage and the fabric is shredding
- Fuel pump and carburetor assembly just quit
- The rudder control linkage is broken and you can barely fly straight

## WHAT DID YOU DO WRONG?

- Thought one working magnet would do it
- Flew way too low
- Missed a waypoint and went off course
- Figured it'd be fine like always
- Let Pvt. Ivchenkova do your pre-flight check
- Ignored the oil temperature gauge
- Couldn't tell ground from sky and panicked
- Flew into clouds that were dumping ice
- Took 50 kilos of extra bombs, just this once
- Didn't pay close attention to the briefing
- Ate a really hearty breakfast at dusk
- Bumped your pitot switch—now it is frozen and your airspeed reads zero

# NIGHT WITCHES GM REFERENCE

## AGENDA

- Bring the war to life
- Put them in the middle of the grind
- Seek out their stories
- Play to find out what happens

## PRINCIPLES

- Let everything flow from the fiction.
- Address the characters, not the players.
- Point the action at the characters and their moves.
- Give each plane's tail number and duty station a personality.
- Give each NPC a name, a past—and no mercy.
- Sometimes just give it to them.

## GM GENERAL MOVES

- Bring their gender into it
- Show them the darkness on the horizon
- Bring a threat to bear
- Inflict harm or scarcity as established
- Offer an opportunity and name the price
- Put them somewhere they don't want to be
- Doubt them and demand discipline
- Have death collect what is due
- After Every Move Ask...“*What do you do?*”

## GM THREATS

### THE HITLERITE BANDITS

- Wait for them in the clouds
- Ambush them from out of the dawn sun
- Pin them with searchlights and flak
- Sow panic and reap death
- Hit them where it hurts
- Deliver a crushing defeat elsewhere

### THE WEATHER

- Blind them and make them uncertain
- Make them sit still for days on end
- Delay them, waste fuel, make them go around
- Damage their planes
- Freeze and bake them, then bake and freeze them
- Give them a beautiful sunny day now and then

## REGIMENTAL ORGANIZATION

### REGIMENTAL COMMANDER

- Major Yevdokiya Bershanskaya

### REGIMENTAL STAFF

- Chief of Staff and Deputy Regimental Commander (Captain Evgeniya Lobodeva)
- Regimental Politruk (Captain Olga I. Barsukova)
- Deputy Politruk and Morale Officer (Lieutenant Svetlana “Sveta” Sheremetova)
- Logistics and Training officer (Lieutenant Mariya “Masha” Petrova)
- ...plus enlisted support personnel

### 1, 2 & 3 SQUADRON, 588TH NIGHT BOMBER REGIMENT, EACH WITH:

- Air Section A, 3 aircraft plus one reserve, Squadron Commander (Captain) and Squadron Lead Navigator and 4 airwomen
- Air Section B, 3 aircraft plus one reserve, Deputy Squadron Commander and 5 airwomen
- Air Sections C and D, 3 aircraft plus one reserve each, Section Leader and 5 airwomen each

### TRAINING SQUADRON, 588TH NIGHT BOMBER REGIMENT

- One training section (T), 4 aircraft, Logistics and Training staff officer and up to 8 trainees

## OUR BELOVED 588TH REGIMENT

- Confess love or pregnancy or both
- Brew up petty rivalries, spread rumors and gossip
- Bury the dead—or the living
- Celebrate a victory, award, wedding, or name day
- Deliver very bad news from home
- Introduce green recruits or know-it-all veterans

## OUR GALLANT FLYING COMRADES

- Send Major Popov of the all-male 218th Night Bomber Regiment over
- Take credit
- Laugh at the women of the 588th
- Make the *Night Witches* act like men—or women
- Spotlight an ace from the mostly-female 586th Fighter Regiment
- “Borrow” resources and equipment
- Break the rules and get away with it

## REAR-ECHELON HEROES

- Delay vital supplies or paperwork
- Deliver the wrong things, late or not at all
- Rat them out
- Loiter around the airbase looking for a party
- Demand a “consideration”—or steal from them
- Have the Central Directorate of Rear Services of the Soviet Army Air Forces, 4th Air Army Logistics and Supply Commissariat call them to account

## THE STATE

- Look for violations of Articles 58 and 133
- Demand assistance in a nearby village
- Introduce them to dashing, sexy partisans
- Put pressure on their families
- Send reporters from Komsomolskaya Pravda and Krasnaya Zvezda
- Demand greater zeal and productivity

# NIGHT WITCHES

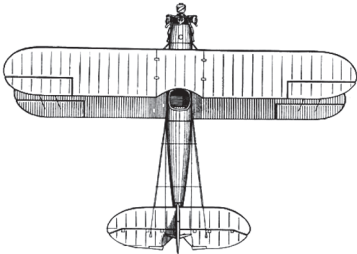
## TWENTY-FOUR HOURS WITH THE 588<sup>TH</sup>

	REGIMENTAL BUSINESS	SQUADRON BUSINESS	PERSONAL BUSINESS
	You've just finished another long night of flying. You are tired and possibly stressed.		
DAYLIGHT	<p>Orders to issue and obey, staff reassignments, promotions and decorations and related ceremonies. Reports, paperwork and related bullshit.</p> <p>Keeping the regiment and her airwomen out of trouble with the Fourth Air Army brass and the NKVD. You may need to <b>ACT UP</b>.</p>	<p><b>SCROUNGE</b> for supplies to ready depleted aircraft and <b>REPAIR</b> damaged planes.</p> <p>Moves snowball! Nothing is easy and compromises will be painful.</p> <p>All these things may trigger further moves or advances.</p>	<p>Rest, recover, <b>REACH OUT</b>, (write a letter home?) or go after your own interests.</p> <p>You may need to <b>ASSESS</b> or <b>ACT UP</b>.</p> <p>Moves snowball! Trouble will find you and enemies will be watching.</p> <p>All these things may trigger further moves or advances.</p>
DUSK	<p>Highest-ranking character's player, in consultation with the current GM, chooses a mission from the available duty station options. Then deliver the nightly <b>BRIEFING</b>.</p>		<p>If you don't get enough rest your performance the following night will suffer!</p>
NIGHT	<p>There are 6-12 sorties per night. Play out the highlights. At least one navigator per section must <b>WAYFIND</b>. At least one pilot per section must make an <b>ATTACK RUN</b>. Help with your <b>SUPPORT</b>.</p> <p>Moves snowball! Your aircraft may be damaged or depleted. You may endure <b>ENEMY FIRE</b>. Great heroism may be called for—you may need to <b>TEMPT FATE</b>.</p> <p>Putting a broken plane <b>WHEELS DOWN</b> can also be tricky.</p> <p>All these things may trigger further moves or advances.</p>		<p>There is very little room for personal business during a combat mission. <b>SUPPORT</b> another airwoman or <b>REACH OUT</b> to her.</p> <p>Moves snowball! You may be hurt. Tremendous sacrifice may be called for.</p> <p>These things may trigger more moves or advances.</p>
DAWN	<p><b>DEBRIEFING</b>, conducted by the Chief of Staff or Regimental Commander (GM). Debriefings can become surprisingly personal as success is celebrated and blame is apportioned.</p> <p>Was that the last available mission at the duty station? If so, engage in some <b>OPERATIONAL PLANNING</b> and change duty stations. Everyone advances, all injuries are treated, all planes are repaired and resupplied. West, with Hitlerite bandits scattering in panic before us!</p>		



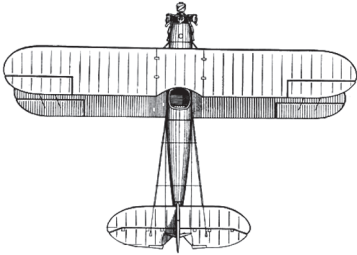
# NIGHT WITCHES 588TH SQUADRON **COMBAT SECTION**

## LEAD AIRCRAFT



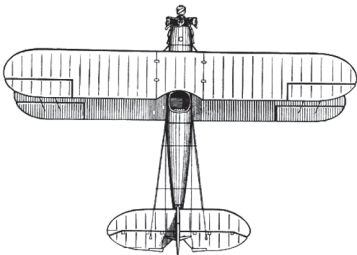
Tail Number .....  
Pilot .....  
Navigator .....  
Nickname .....  
Personality .....

Damaged



Tail Number .....  
Pilot .....  
Navigator .....  
Nickname .....  
Personality .....

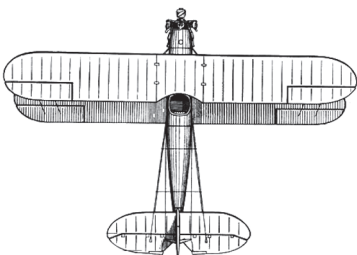
Damaged



Tail Number .....  
Pilot .....  
Navigator .....  
Nickname .....  
Personality .....

Damaged

## RESERVE AIRCRAFT



Tail Number .....  
Pilot .....  
Navigator .....  
Nickname .....  
Personality .....

Damaged

.....  
Squadron Leader

.....  
Squadron Commander

.....  
Section Lead Mechanic

## OTHER PERSONNEL

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# NIGHT WITCHES GIVEN NAMES

## FEMALE NAMES

- |   |  |   |   |
|---|--|---|---|
| <input type="checkbox"/> Evgeniya (Zhenya)  | <input type="checkbox"/> Svetlana (Sveta)    | <input type="checkbox"/> Sofia (Sonya)    | <input type="checkbox"/> Sofia (Sonya)    |
| <input type="checkbox"/> Galina (Galya)     | <input type="checkbox"/> Natalya (Natasha)   | <input type="checkbox"/> Darya (Dasha)    | <input type="checkbox"/> Marina           |
| <input type="checkbox"/> Olga (Olya)        | <input type="checkbox"/> Lyubov (Lyuba)      | <input type="checkbox"/> Anna (Anka)      | <input type="checkbox"/> Polina (Polya)   |
| <input type="checkbox"/> Alexandra (Sasha)  | <input type="checkbox"/> Yuliya (Yulya)      | <input type="checkbox"/> Larisa (Lara)    | <input type="checkbox"/> Valeria (Lira)   |
| <input type="checkbox"/> Yekaterina (Katya) | <input type="checkbox"/> Tatyana (Tanya)     | <input type="checkbox"/> Tamara (Toma)    | <input type="checkbox"/> Diana (Dina)     |
| <input type="checkbox"/> Elena (Lena)       | <input type="checkbox"/> Ksenya (Ksyusha)    | <input type="checkbox"/> Yelena (Lena)    | <input type="checkbox"/> Alyona (Alya)    |
| <input type="checkbox"/> Irina (Ira)        | <input type="checkbox"/> Valentina (Valya)   | <input type="checkbox"/> Oksana (Ksana)   | <input type="checkbox"/> Nina (Ninotchka) |
| <input type="checkbox"/> Elizaveta (Liza)   | <input type="checkbox"/> Mariya (Masha)      | <input type="checkbox"/> Vera (Veruschka) |   |
| <input type="checkbox"/> Lyudmila (Lyuda)   | <input type="checkbox"/> Anastasiya (Nastya) | <input type="checkbox"/> Nadezhda (Nadya) |   |
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## MALE NAMES

- |  |   |   |  |
|--|---|---|--|
| <input type="checkbox"/> Boris (Boba, Borya) | <input type="checkbox"/> Vladimir (Vova)  | <input type="checkbox"/> Viacheslav (Slava) | <input type="checkbox"/> Konstantin (Kostya) |
| <input type="checkbox"/> Ivan (Vanya)        | <input type="checkbox"/> Arkady (Arkasha) | <input type="checkbox"/> Valentin (Valya)   | <input type="checkbox"/> Pavel (Pasha)       |
| <input type="checkbox"/> Sergey (Seryozha)   | <input type="checkbox"/> Fyodor (Fedya)   | <input type="checkbox"/> Grigoriy (Grisha)  | <input type="checkbox"/> Leonid (Lyonya)     |
| <input type="checkbox"/> Nikolay (Kolya)     | <input type="checkbox"/> Mikhail (Misha)  | <input type="checkbox"/> Ruslan (Rusya)     | <input type="checkbox"/> Yuri (Yura)         |
| <input type="checkbox"/> Aleksandr (Sasha)   | <input type="checkbox"/> Yakov (Yasha)    | <input type="checkbox"/> Stepan (Styopa)    | <input type="checkbox"/> Lev (Lyova)         |
| <input type="checkbox"/> Igor (Grisha)       | <input type="checkbox"/> Vasily (Vasya)   | <input type="checkbox"/> Maksim (Maks)      | <input type="checkbox"/> Dmitriy (Dima)      |
| <input type="checkbox"/> Oleg (Olya)         | <input type="checkbox"/> Timofei (Tima)   | <input type="checkbox"/> Roman (Roma)       |  |
| <input type="checkbox"/> Pyotr (Petya)       | <input type="checkbox"/> Anatoly (Tolya)  | <input type="checkbox"/> Vasily (Vasya)     |  |
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## REVOLUTIONARY NAMES

- Vladlen/Vladene (From "Vladimir Illyich Lenin")
- Mel (From "Marx, Engels, Lenin")
- Revmir/a (From "The Revolution of the World")
- Gertrude ("Hero of Labor", Gueroi Trouda)
- Marlen/e (From "Marx and Lenin")
- Kim (From "Youth Communist International", Kommunistichesky Internatsional Molodyozhi)
- Dazdrapertrak (From "Hail the First Tractor!", Da zdravstvuet pervy traktor!)
- Lagchmivara (From "Schmidt's arctic encampment", Laguer Chmidta v arktike)
- Lenora (From "Lenin is our weapon", Lenin - nache oroujje)
- Rada (From "Democracy of the people", rabotchaia demokratia)

# NIGHT WITCHES SURNAMENAMES

## A NOTE ON GENDER

The surnames of Ivan Kuznetsov and his sister Anna Kuznetsova demonstrate their gender. The -a ending is feminine. Surnames are listed below in both forms.

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## SURNAMES

- |                                       |                                       |                                       |  |
|---------------------------------------|---------------------------------------|---------------------------------------|--|
| <input type="checkbox"/> Unvarov/a    | <input type="checkbox"/> Sheremetev/a | <input type="checkbox"/> Nemtsev/a    | <input type="checkbox"/>               |
| <input type="checkbox"/> Shchepkin/a  | <input type="checkbox"/> Vavilov/a    | <input type="checkbox"/> Lyugashov/a  | <input type="checkbox"/> Osin/a        |
| <input type="checkbox"/> Yubkin/a     | <input type="checkbox"/> Zubarev/a    | <input type="checkbox"/> Meladin/a    | <input type="checkbox"/> Papanov/a     |
| <input type="checkbox"/> Alexandrov/a | <input type="checkbox"/> Isayev/a     | <input type="checkbox"/> Dezhnyov/a   | <input type="checkbox"/> Pomelov/a     |
| <input type="checkbox"/> Ventseslav/a | <input type="checkbox"/> Kazakov/a    | <input type="checkbox"/> Yermolayev/a | <input type="checkbox"/> Kirsanov/a    |
| <input type="checkbox"/> Zavorokhin/a | <input type="checkbox"/> Vyrpayev/a   | <input type="checkbox"/> Zhurov/a     | <input type="checkbox"/> Lavrov/a      |
| <input type="checkbox"/> Avdeyev/a    | <input type="checkbox"/> Kurdin/a     | <input type="checkbox"/> Malinovsky/a | <input type="checkbox"/> Shmelev/a     |
| <input type="checkbox"/> Yegorov/a    | <input type="checkbox"/> Moskvin/a    | <input type="checkbox"/> Gordievsky/a | <input type="checkbox"/> Mirov/a       |
| <input type="checkbox"/> Kuznetsov/a  | <input type="checkbox"/> Rudin/a      | <input type="checkbox"/> Vorapaev/a   | <input type="checkbox"/> Fomenko/va    |
| <input type="checkbox"/> Petrov/a     | <input type="checkbox"/> Samsonov/a   | <input type="checkbox"/> Kryukov/a    | <input type="checkbox"/> Maltsev/a     |
| <input type="checkbox"/> Berezovsky/a | <input type="checkbox"/> Batkin/a     | <input type="checkbox"/> Stepnov/a    | <input type="checkbox"/> Burtsov/a     |
| <input type="checkbox"/> Zubov/a      | <input type="checkbox"/> Grishin/a    | <input type="checkbox"/> Toropov/a    | <input type="checkbox"/> Stezhensky/a  |
| <input type="checkbox"/> Andreyev/a   | <input type="checkbox"/> Usilov/a     | <input type="checkbox"/> Myasnikov/a  | <input type="checkbox"/> Fedorov/a     |
| <input type="checkbox"/> Bobkov/a     | <input type="checkbox"/> Filipov/a    | <input type="checkbox"/> Primakov/a   | <input type="checkbox"/> Vasilievsky/a |
| <input type="checkbox"/> Golovin/a    | <input type="checkbox"/> Khramov/a    | <input type="checkbox"/> Rezansov/a   | <input type="checkbox"/> Turbin/a      |
| <input type="checkbox"/> Yusupov/a    | <input type="checkbox"/> Tsvetkov/a   | <input type="checkbox"/> Chernov/a    |  |
| <input type="checkbox"/> Trushin/a    | <input type="checkbox"/> Chazov/a     | <input type="checkbox"/> Shirmanov/a  |  |
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## MORE INFORMATION

Russian onomastics is more complex than these forms indicate. *Night Witches* consciously leaves out the patronymic, for example. If you want to learn more or be more accurate, the Wikipedia article is a good place to start:

[http://en.wikipedia.org/wiki/Eastern\\_Slavic\\_naming\\_customs](http://en.wikipedia.org/wiki/Eastern_Slavic_naming_customs)



# NIGHT WITCHES MENU

If you really want to get into the spirit of the Great Patriotic War, cook a meal to accompany your game. These recipes have been adjusted to reflect contemporary realities. Not all of these foodstuffs would have been available, particularly early in the war, and rarely would all of these things been on the squadron mess table at the same time. The Soviet military diet was monotonous and spare. But literally breaking bread together in character is a wonderful and highly recommended experience!

## SNACKS

Sunflower seeds were the ubiquitous snack. Something more special might be prunes, fruit (an apple, a pear) or vegetable (a carrot, some cucumber) or maybe a hard-boiled egg.

## DRINKS

Strong black tea was commonly available. Sweeten it with unrefined honey and thin it with condensed milk. Sugar was a tremendous luxury.

Early in the war an airwoman's vodka ration was 100 grams (about six shots worth) per day; later on this was increased for front-line units to 200 grams. In the Caucasus this was replaced with a larger ration of "strong wine". Some women drank their alcohol ration punctiliously at dinner and others hoarded it to be enjoyed liberally during holidays and celebrations.

## THE MAIN EVENT

For breakfast, lunch or dinner, the core of the meal was kasha. Although this grain porridge comes in wide variety, the most accessible to a modern cook will be toasted buckwheat kasha. It is widely available in both natural food stores, Eastern European groceries (look for reliable Ukrainian brands) and often in regular grocery stores' "Jewish" section (look for Wolff's). Don't get green or untoasted kasha!

Kasha is paired with hard, dark rye bread. If you can find Borodynsky bread locally (or other bakery-made sourdough rye), grab a loaf.

For a rough-and-ready, reasonably authentic, genuinely unsatisfying Red Army meal, serve bowls of kasha with some shredded cabbage on top, along with a thick slice of bread. Voila! Add some butter if you are feeling magnanimous and the supply lines are intact.

For a more elaborate meal, add some zakuski, or side plates. These take many forms and add variety and deliciousness.

Tushonka, Russian meat hash, was very common, and can appear as zakuski or mixed into kasha. Pork tushonka is most authentic and can be easily found in Eastern European groceries. Grab a few links of nice hard sausage while you are there, and a can of sprats, mackerel or herring—all very authentic. Lend-lease Spam is also a wonderful addition to your Red Army meal!

Vegetables, particularly pickles, in various combinations and in great profusion, usually with dill, make great zakuski. Add some beets in any form. Carrots and cucumbers, red and green cabbage, potatoes and mushrooms.

## AFTER THE MEAL

For dessert, serve any of the snack items, as well as something luxurious in the form of a baked apple, sweet biscuits, chocolate or even milk candies "organized" out of an airwoman's survival kit.

*Thanks to Lauren Kolenko for her menu assistance.*