

RANK

CHOOSE Sergeant or Junior Lieutenant
LATER, Lieutenant, Senior Lieutenant, Captain, Major

NAME

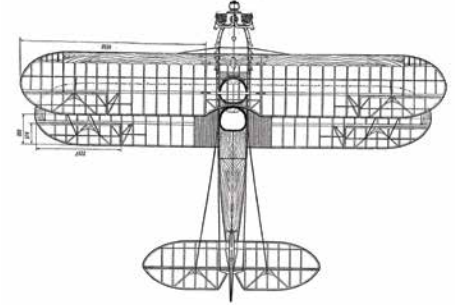
CHOOSE ONE: Yulia Salenkova, Marina Darchiashvili, Hanna Ruttmann,
Natalya "Tasha" Maltseva, Boris "Sonya" Aleksandrov/a

LOOK & BACKGROUND

Choose one from each category

- SEX:** Female or concealed
- UNIFORM:** Regulation, ill-fitting, threadbare, incorrect
- BODY:** Cringing, willowy, squat, broken, masculine, beautiful
- HANDS:** Busy, precise, gnarled, manicured, expressive, cold
- HOME TOWN:** Moscow, Kaluga, Bryansk, Verkhoyansk (Siberia), a series of orphanages
- WHO YOU WRITE TO BACK HOME:** Yourself, no one, your dead child

NIGHT WITCHES НОЧНЫЕ ВЕДЬМЫ SPARROW



MOVES

Add Moves when directed by advancement.

- DARK BARGAIN:** You can elect to be Marked in order to remove all harm from yourself or another.
- GHOSTS:** Choose a dead comrade and hold three. When you ask your friend for help, spend your holds one for one to succeed as if you had rolled a 10+. Every time you do this you are also harmed or Marked by the experience, your choice.
- TRANSCENDENT LOVE:** Choose your one and only lover. Your bond is unshakable. The first time you take the Mark "Embrace Death", immediately erase it.
- MURKY PAST:** You guard your history carefully. Choose two things you are hiding: Valuable training, prominent family, political connections, a strange secret, portable wealth. Define them whenever you want. Reveal either of these aspects of your past to save the day, make an impression or ruin someone.
- AMBITION:** Once per duty station, Advance when you do something explicitly against orders that causes you to Tempt Fate.
- CHOOSE MOVE FROM ANOTHER NATURE.**

ROLE

Choose one. Change it when directed by a Mark, or between Duty Stations if you wish.

- ADVENTURER:** You can bring a plane **WHEELS DOWN** well. When you change Duty Stations, Advance if you walked away from a wrecked aircraft.
- DREAMER:** You can weather an **INFORMAL INTERVIEW** well. When you change Duty Stations, Advance if you shared a premonition and it came true.
- LEADER:** You can lead an **ATTACK RUN** well. When you change Duty Stations, Advance if someone under your direct command died.
- MISANTHROPE:** You can **SCROUNGE** well. When you change Duty Stations, Advance if you bucked against the patriarchy and got in trouble for it.
- PROTECTOR:** You can **REPAIR** well. When you change Duty Stations, Advance if you saved someone's life.
- ZEALOT:** You can help the Section during **DEBRIEF** by criticizing a fellow airwoman. When you change Duty Stations, Advance if you pointed the NKVD in another airwoman.

STATS

SKILL	GUTS
LUCK	MEDALS

SERGEANT: +1 +0 +0 or +2 +0 -1, any order
JUNIOR LIEUTENANT: +1 +0 -1 or +0 +0 +0, any order
MEDALS START AT +0

REGARD

Add regard when directed by advancement or a Move. Take harm if someone you Regard dies.

I the most.
I the most.
I the most.



love trust admire respect
hate resent pity fear etc



this comrade
or aircraft

HARM

Harm, if untended, in cumulative.

- 1-HARM:** Stressed. Rest and relaxation removes it.
- 2-HARM:** Lightly injured. Diligent aid and a day away from duties removes it.
- 3-HARM:** Seriously injured, requiring hospitalization.
- 4-HARM:** Death.

MEDALS

Circle those you have earned and add the total to +Medals.



MEDAL OF VALOR



ORDER OF THE PATRIOTIC WAR



ORDER OF THE RED STAR



HERO OF THE SOVIET UNION

COMMAND STAFF

REGIMENTAL COMMANDER:
MAJ Yevdokiya Bershanskaya

CHIEF OF STAFF:
CAPT Evgeniya Lobodeva

REGIMENTAL POLITRUK:
CAPT Olga I. Barsukova

LOGISTICS & TRAINING OFFICER:
SLT Mariya "Masha" Petrova

DEPUTY POLITRUK:
LT Svetlana "Sveta" Sheremeteva

MY SQUADRON 1, 2 or 3

MY SECTION A, B, C or D

SQUADRON COMMANDER:
SLT Aleksandra "Sasha" Khadzhiyeva

SQUADRON LEAD NAVIGATOR
LT Natalya "Natasha" Maltseva

SECTION LEADER:
.....

REGIMENTAL HONORS

Don't count for +Medals, but count for pride



MEDAL FOR THE DEFENSE OF THE CAUCASUS



46TH "TAMAN" GUARDS BANNER



MEDAL FOR THE LIBERATION OF WARSAW



MEDAL FOR THE CAPTURE OF BERLIN



GREAT PATRIOTIC WAR VICTORY MEDAL

ADVANCEMENT

Check one and apply when directed by a mission, Move or Mark.

- HARSH LESSONS:** Add a new Move.
- DEEPENING TIES:** Open a Regard slot and fill it.
- PERSONAL GROWTH:** Raise Guts, Luck, or Skill by one (maximum +3).
- HONOR AND PRIDE:** Add the left-most new medal and +1 medals stat.
- ADDED RESPONSIBILITY:** Increase in Rank. There can be only one Major!
- MOVING WEST:** Change Duty Station. If you are at #6, the war is over.

MARKS

Choose a Mark when directed by a Move or the GM.

- SUFFER THE DEATH OF A FRIEND OR LOVER.**
- WITNESS THE DEATH OF A COMRADE.**
- SHARE A PREMONITION.**
- CALL DANGEROUS ATTENTION TO YOURSELF.**
- SPEAK TRUTH TO POWER.**
- SPREAD A VICIOUS RUMOR.**
- REVEAL A SECRET.**
- ACT AGAINST YOUR BEST INTERESTS.**
- ADVANCE AND GROW.**
- TELL A WAR STORY.**
- TELL A STORY OF HOME.**
- EMBRACE DEATH AND FACE YOUR FINAL DESTINY.**

RANK

CHOOSE Sergeant or Junior Lieutenant

LATER, Lieutenant, Senior Lieutenant, Captain, Major

NAME

CHOOSE ONE: Yevgeniya "Zhenya" Petrova, Alexandra "Sasha" Yusupova, Oksana Boykova, Polina "Polya" Makarova, Yekaterina "Katya" Trushina

LOOK & BACKGROUND

Choose one from each category

SEX: Female

UNIFORM: Regulation, sloppy, stiff, flashy

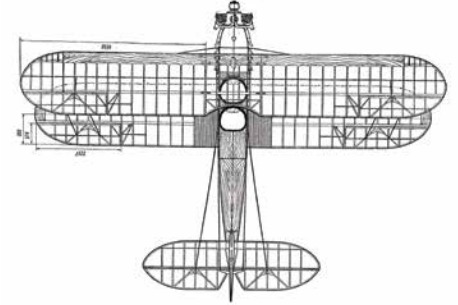
BODY: Compact, lanky, lean, tough, soft, skinny

EYES: Darting, calculating, weary, cruel, laughing, calm

HOME TOWN: Moscow, Leningrad, Sevastopol, Zhelenogorsk, Collective Farm #505 (Ukraine)

WHO YOU WRITE TO BACK HOME: Mother, your son Maksim, your baby sister Valya, Timur Lavrov, no one

NIGHT WITCHES НОЧНЫЕ ВЕДЬМЫ HAWK



MOVES

Add Moves when directed by advancement.

- SUKA:** You enjoy +1 ongoing when acting like a hooligan. When you act like a lady you are Marked.
- PEOPLE'S HERO:** Name the high-ranking official who has taken a personal interest in your career.
- 11.4 METERS TIP-TO-TIP:** When you want to land in some new place, you can ask "Is it remotely possible to land there?" and the GM will tell you. If the answer is yes, you don't need to roll the Wheels Down Move.
- AS SEEN IN PRAVDA:** Use +medals instead of +guts when you Tempt Fate.
- RAPTOR:** Advance the first time you have sex with each of: a Senior Lieutenant, a Captain, a Major, a Lieutenant Colonel, or a Colonel.
- CHOOSE MOVE FROM ANOTHER NATURE.**

ROLE

Choose one. Change it when directed by a Mark, or between Duty Stations if you wish.

- ADVENTURER:** You can bring a plane **WHEELS DOWN** well. When you change Duty Stations, Advance if you walked away from a wrecked aircraft.
- DREAMER:** You can weather an **INFORMAL INTERVIEW** well. When you change Duty Stations, Advance if you shared a premonition and it came true.
- LEADER:** You can lead an **ATTACK RUN** well. When you change Duty Stations, Advance if someone under your direct command died.
- MISANTHROPE:** You can **SCROUNGE** well. When you change Duty Stations, Advance if you bucked against the patriarchy and got in trouble for it.
- PROTECTOR:** You can **REPAIR** well. When you change Duty Stations, Advance if you saved someone's life.
- ZEALOT:** You can help the Section during **DEBRIEF** by criticizing a fellow airwoman. When you change Duty Stations, Advance if you pointed the NKVD in another airwoman.

STATS

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LUCK	MEDALS

SERGEANT: +1 +0 +0 or +2 +0 -1, any order
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MEDALS START AT +0

REGARD

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hate resent pity fear etc



this comrade
or aircraft

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MEDAL OF VALOR



ORDER OF GLORY



ORDER OF THE RED BANNER



HERO OF THE SOVIET UNION

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REGIMENTAL COMMANDER:
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CHIEF OF STAFF:
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CAPT Olga I. Barsukova

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DEPUTY POLITRUK:
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MY SECTION A, B, C or D

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SQUADRON LEAD NAVIGATOR
LT Natalya "Natasha" Maltseva

SECTION LEADER:
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REGIMENTAL HONORS

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MEDAL FOR THE DEFENSE OF THE CAUCASUS



46TH "TAMAN" GUARDS BANNER



MEDAL FOR THE LIBERATION OF WARSAW



MEDAL FOR THE CAPTURE OF BERLIN



GREAT PATRIOTIC WAR VICTORY MEDAL

ADVANCEMENT

Check one and apply when directed by a mission, Move or Mark.

- HARSH LESSONS:** Add a new Move.
- DEEPENING TIES:** Open a Regard slot and fill it.
- PERSONAL GROWTH:** Raise Guts, Luck, or Skill by one (maximum +3).
- HONOR AND PRIDE:** Add the left-most new medal and +1 medals stat.
- ADDED RESPONSIBILITY:** Increase in Rank. There can be only one Major!
- MOVING WEST:** Change Duty Station. If you are at #6, the war is over.

MARKS

Choose a Mark when directed by a Move or the GM.

- SUFFER THE DEATH OF A FRIEND OR LOVER.**
- WITNESS THE DEATH OF A COMRADE.**
- GIVE YOUR AIRCRAFT A PERSONALITY.**
- MAKE A FRIEND OR TAKE A LOVER.**
- TELL A SELF-AGGRANDIZING LIE.**
- SHARE A PAINFUL TRUTH ABOUT YOURSELF.**
- ACQUIRE A DREAD OR SUPERSTITION.**
- PUT DUTY BEFORE HEALTH OR LOVE.**
- ADVANCE AND GROW.**
- TELL A WAR STORY.**
- TELL A STORY OF HOME.**
- EMBRACE DEATH AND FACE YOUR FINAL DESTINY.**

RANK

CHOOSE Sergeant or Junior Lieutenant
LATER, Lieutenant, Senior Lieutenant, Captain, Major

NAME

CHOOSE ONE: Dariya "Dasha" Yegorova, Sara Rabinovich, Elena "Lena" Sheremetova, Svetlana "Sveta" Fomenkova, Tatyana "Tanya" Komarova

LOOK & BACKGROUND

Choose one from each category

SEX: Female

UNIFORM: Regulation, dirty, tattered, feminine

BODY: Graceful, fragile, energetic, small, fit, tall

FACE: Open, expressive, honest, scarred, serious, pretty

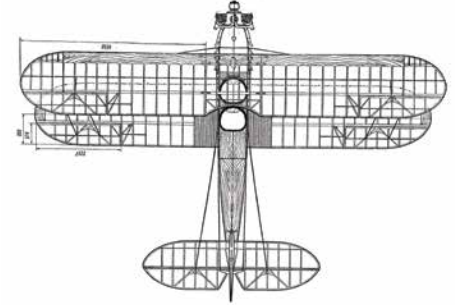
HOME TOWN: Moscow, Vladivostok (Far East), Dimitrovgrad, Dubna, Novgorod

WHO YOU WRITE TO BACK HOME: Grandfather, your dead husband, Dr. Burov, "The Editor", no one

NIGHT WITCHES

НОЧНЫЕ ВЕДЬМЫ

OWL



MOVES

Add Moves when directed by advancement.

- GREATER GOOD:** Rewrite an unused Mark to read "Abandon a comrade and Advance"
- PRODIGAL DAUGHTER:** Advance whenever you return to the Regiment after being assumed captured or dead.
- INTENSE NAVIGATION:** To find a target at night, you don't need to Wayfind if you instead take a Mark or 1-harm, your choice.
- PULL RANK:** Take +1 forward when you Act Up if you outrank the target.
- POLITICAL THOUGHT:** When you Eyeball you may also ask "Is there evidence of violation of Articles 58 and 133?" (see page 45)
- CHOOSE MOVE FROM ANOTHER NATURE.**

ROLE

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STATS

SKILL	GUTS
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SERGEANT: +1 +0 +0 or +2 +0 -1, any order
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MEDALS START AT +0

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MEDALS

Circle those you have earned and add the total to +Medals.



MEDAL OF BATTLE MERIT



ORDER OF GLORY



ORDER OF SUWOROV



HERO OF THE SOVIET UNION

COMMAND STAFF

REGIMENTAL COMMANDER:
MAJ Yevdokiya Bershanskaya

CHIEF OF STAFF:
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CAPT Olga I. Barsukova

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SQUADRON LEAD NAVIGATOR
LT Natalya "Natasha" Maltseva

SECTION LEADER:
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REGIMENTAL HONORS

Don't count for +Medals, but count for pride



MEDAL FOR THE DEFENSE OF THE CAUCASUS



46TH "TAMAN" GUARDS BANNER



MEDAL FOR THE LIBERATION OF WARSAW



MEDAL FOR THE CAPTURE OF BERLIN



GREAT PATRIOTIC WAR VICTORY MEDAL

ADVANCEMENT

Check one and apply when directed by a mission, Move or Mark.

- HARSH LESSONS:** Add a new Move.
- DEEPENING TIES:** Open a Regard slot and fill it.
- PERSONAL GROWTH:** Raise Guts, Luck, or Skill by one (maximum +3).
- HONOR AND PRIDE:** Add the left-most new medal and +1 medals stat.
- ADDED RESPONSIBILITY:** Increase in Rank. There can be only one Major!
- MOVING WEST:** Change Duty Station. If you are at #6, the war is over.

MARKS

Choose a Mark when directed by a Move or the GM.

- SUFFER THE DEATH OF A FRIEND OR LOVER.**
- WITNESS THE DEATH OF A COMRADE.**
- SHARE A PREMONITION.**
- MAKE A FRIEND OR TAKE A LOVER.**
- INFORM THE AUTHORITIES.**
- PUBLICLY SHAME A COMRADE.**
- EARN A MEDAL YOU DON'T DESERVE.**
- PUT SAFETY OR LOVE BEFORE DUTY.**
- ADVANCE AND GROW.**
- TELL A WAR STORY.**
- TELL A STORY OF HOME.**
- EMBRACE DEATH AND FACE YOUR FINAL DESTINY.**

RANK

CHOOSE Sergeant or Junior Lieutenant
LATER, Lieutenant, Senior Lieutenant, Captain, Major

NAME

CHOOSE ONE: Irina "Ira" Gordyevskaya, Elizaveta "Liza" Vorapayeva,
Lyubov "Lyuba" Fedorova, Galina "Galya" Lyubashevskaya, Maryam Bakradze

LOOK & BACKGROUND

Choose one from each category

SEX: Female

UNIFORM: Regulation, greasy, tattered, none

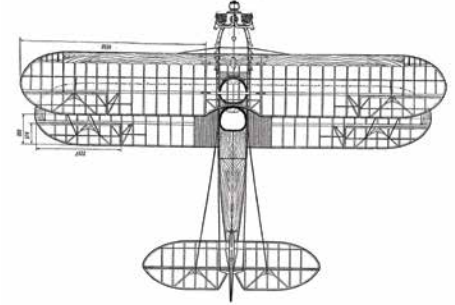
BODY: Squat, frail, wiry, hunched, strong, lush

HANDS: Expressive, filthy, calloused, steady, nervous, delicate

HOME TOWN: Moscow, Novosibirsk (Siberia), Bratsk, Kharkov (Ukraine), Krasnodar

WHO YOU WRITE TO BACK HOME: Your sister Sonya, the Yeleshev twins, Father Mikhail, no one

NIGHT WITCHES НОЧНЫЕ ВЕДЬМЫ PIGEON



MOVES

Add Moves when directed by advancement.

- SHIT TALKING:** Call out another player character you despise at a debriefing and roll +Regard. On a 10+ hold three; on 7-9 hold one. Spend your holds, one for one, to give this person -1 forward.
- FORBIDDEN LOVE:** When you take a lover, keep it secret. If discovered, face the consequences together or abandon your lover and Advance.
- ANDROGYNOUS:** You can Act Up by acting like a man—not a hooligan—using +guts. On a miss you are Marked.
- BESIDE MANNER:** When you treat someone who has been badly hurt, roll +luck. On a hit it isn't so bad. On 7-9 finding out takes a lot of time, energy or resources, GM chooses.
- ENTHUSIASTIC SUPPORT:** When you are Vedomaya, choose the consequences for the aircrew you are watching over.
- CHOOSE MOVE FROM ANOTHER NATURE.**

ROLE

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LUCK	MEDALS

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MEDALS START AT +0

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this comrade
or aircraft

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- 3-HARM:** Seriously injured, requiring hospitalization.
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MEDALS

Circle those you have earned and add the total to +Medals.



MEDAL OF BATTLE MERIT



ORDER OF THE PATRIOTIC WAR



ORDER OF THE RED STAR



HERO OF THE SOVIET UNION

COMMAND STAFF

REGIMENTAL COMMANDER:
MAJ Yevdokiya Bershanskaya

CHIEF OF STAFF:
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46TH "TAMAN" GUARDS BANNER



MEDAL FOR THE LIBERATION OF WARSAW



MEDAL FOR THE CAPTURE OF BERLIN



GREAT PATRIOTIC WAR VICTORY MEDAL

ADVANCEMENT

Check one and apply when directed by a mission, Move or Mark.

- HARSH LESSONS:** Add a new Move.
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MARKS

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- SUFFER THE DEATH OF A FRIEND OR LOVER.**
- WITNESS THE DEATH OF A COMRADE.**
- GIVE YOUR AIRCRAFT A PERSONALITY.**
- MAKE A FRIEND OR TAKE A LOVER.**
- COMFORT A DYING FRIEND.**
- BETRAY A FRIEND OR LOVER.**
- DISGRACE YOURSELF OR YOUR UNIFORM.**
- IGNORE A PROBLEM UNTIL IT OVERWHELMS.**
- ADVANCE AND GROW.**
- TELL A WAR STORY.**
- TELL A STORY OF HOME.**
- EMBRACE DEATH AND FACE YOUR FINAL DESTINY.**

RANK

CHOOSE Sergeant or Junior Lieutenant

LATER, Lieutenant, Senior Lieutenant, Captain, Major

NAME

CHOOSE ONE: Valentina "Valya" Malinovskaya, M. "Masha" Gerasimova, Lyudmila "Lyuda" Berezovskaya, Anna "Anyia" Repina-Pavrova, Vera "just Vera, thanks" Gromova

LOOK & BACKGROUND

Choose one from each category

SEX: Female

UNIFORM: Regulation, full dress, flyer's, rakish

BODY: Stocky, angular, sensual, tough, muscular, aristocratic

FACE: Handsome, plain, haggard, plump, kind, lively

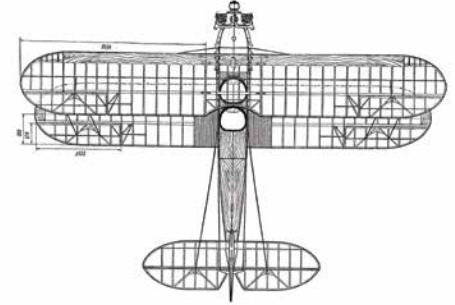
HOME TOWN: Moscow, Vyzama, Suzdal, Vologda, Chelyabinsk (Siberia)

WHO YOU WRITE TO BACK HOME: Mother and father, Boris Mednikov, your daughter Masha, no one

NIGHT WITCHES

НОЧНЫЕ ВЕДЬМЫ

RAVEN



MOVES

Add Moves when directed by advancement.

- TO HELL WITH DEATH:** When you would normally be Marked you may choose another player character who is Marked instead.
- FORTUNE'S FOOL:** Choose a single Move. Replace the rolled stat with +luck when you trigger it.
- VORON:** When you steal a treasured possession from someone, they are Marked. If the "treasured possession" is their lover or their future, Advance.
- SACRIFICE:** When you are sent to the hospital to recover from combat injuries, you may choose your assignment, Squadron, Section and aircraft when you return.
- PERMANENT FILE:** When you submit an official report to your superiors, roll +skill. On a 10+, choose 2. On 7-9, choose 1:
 - Mark someone
 - Change accepted truth of a situation
 - Add one to the mission pool
- CHOOSE MOVE FROM ANOTHER NATURE.**

ROLE

Choose one. Change it when directed by a Mark, or between Duty Stations if you wish.

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SLT Mariya "Masha" Petrova

DEPUTY POLITRUK:
LT Svetlana "Sveta" Sheremeteva

MY SQUADRON 1, 2 or 3

MY SECTION A, B, C or D

SQUADRON COMMANDER:
SLT Aleksandra "Sasha" Khadzhiyeva

SQUADRON LEAD NAVIGATOR
LT Natalya "Natasha" Maltseva

SECTION LEADER:
.....

REGIMENTAL HONORS

Don't count for +Medals, but count for pride



MEDAL FOR THE DEFENSE OF THE CAUCASUS



46TH "TAMAN" GUARDS BANNER



MEDAL FOR THE LIBERATION OF WARSAW



MEDAL FOR THE CAPTURE OF BERLIN



GREAT PATRIOTIC WAR VICTORY MEDAL

ADVANCEMENT

Check one and apply when directed by a mission, Move or Mark.

- HARSH LESSONS:** Add a new Move.
- DEEPENING TIES:** Open a Regard slot and fill it.
- PERSONAL GROWTH:** Raise Guts, Luck, or Skill by one (maximum +3).
- HONOR AND PRIDE:** Add the left-most new medal and +1 medals stat.
- ADDED RESPONSIBILITY:** Increase in Rank. There can be only one Major!
- MOVING WEST:** Change Duty Station. If you are at #6, the war is over.

MARKS

Choose a Mark when directed by a Move or the GM.

- SUFFER THE DEATH OF A FRIEND OR LOVER.**
- WITNESS THE DEATH OF A COMRADE.**
- SHARE A PREMONITION.**
- TELL THE UNVARNISHED TRUTH.**
- CLAIM SOMETHING AS YOUR OWN.**
- IGNORE A PROBLEM UNTIL IT OVERWHELMS.**
- CHANGE POSTS FOR THE WRONG REASONS.**
- ACT AGAINST YOUR BEST INTERESTS.**
- ADVANCE AND GROW.**
- TELL A WAR STORY.**
- TELL A STORY OF HOME.**
- EMBRACE DEATH AND FACE YOUR FINAL DESTINY.**