

TWILIGHT:2000™ 2nd Edition

2014

CASUALTY

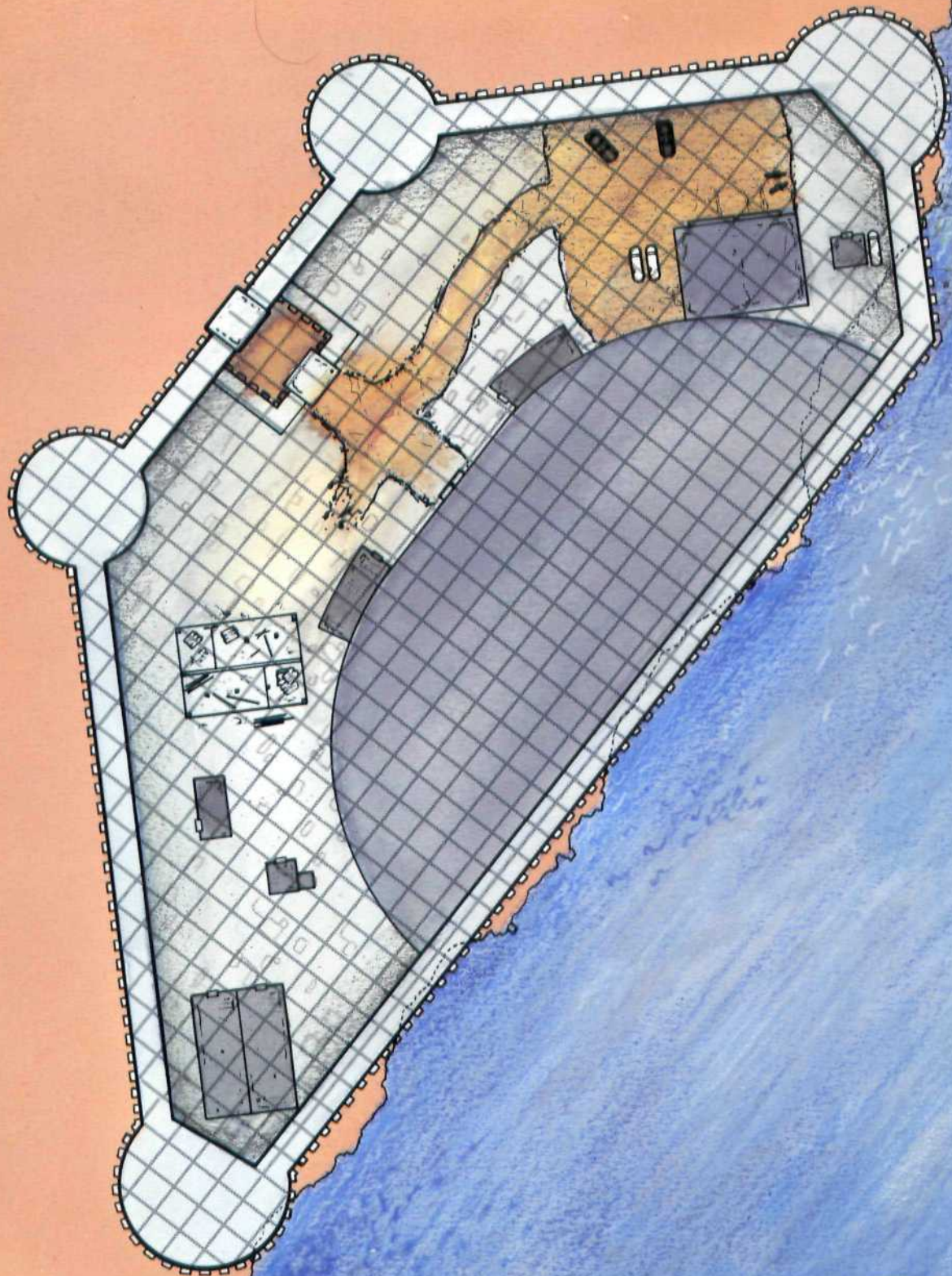
BY THE SEA

Nick Atlas



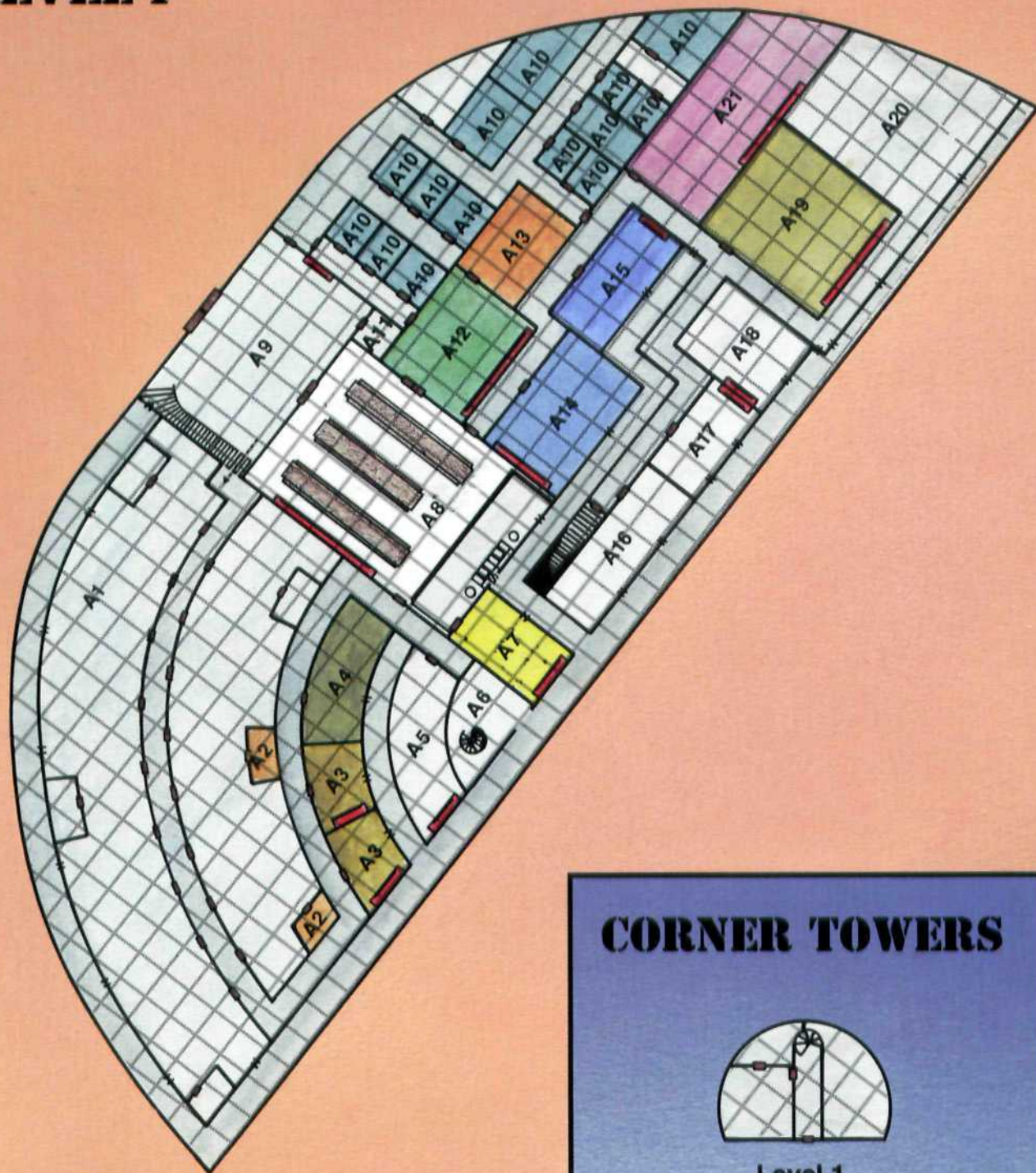
GDW

THE CASTLE



□ = 8 meters

LEVEL 1



CORNER TOWERS



Level 1



Level 2

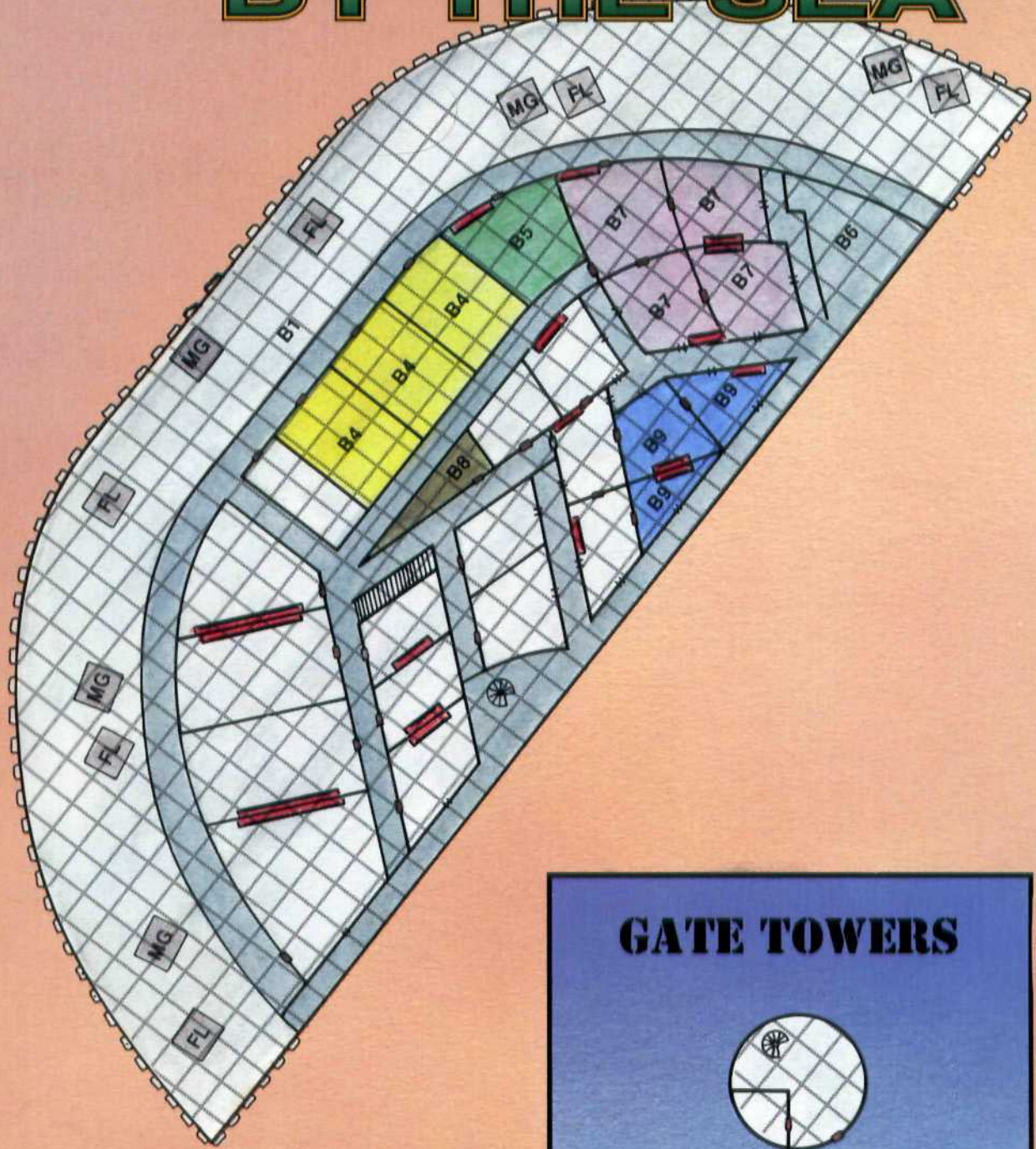


Level 3

CASTLE

BY THE SEA

LEVEL 2



GATE TOWERS



Level 1

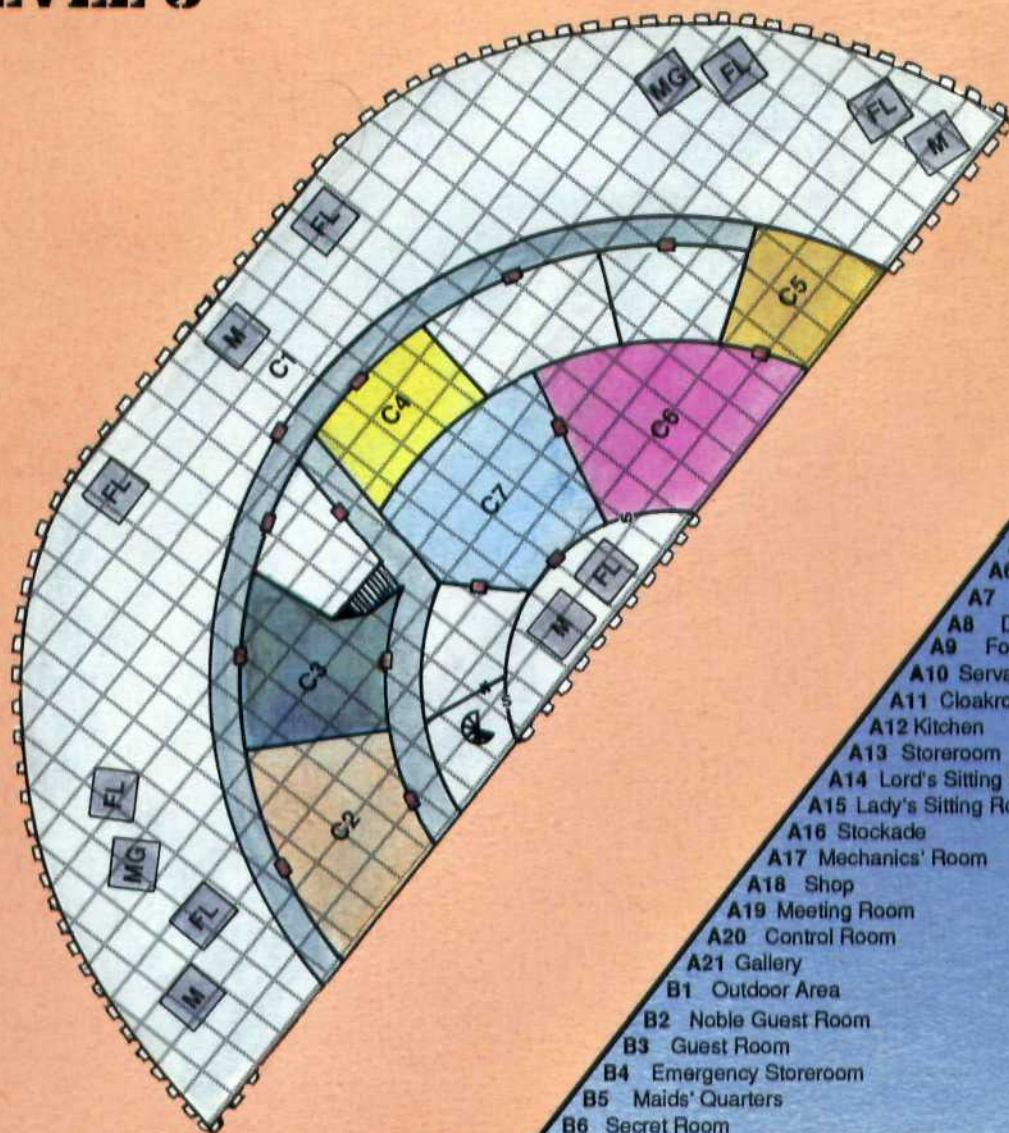


Level 2



Level 3

LEVEL 3



- A1 Barracks
- A2 Privy
- A3 Officers' Quarters
- A4 Small Arms Locker
- A5 Commander Quarters
- A6 Secret Room
- A7 Audience Chamber
- A8 Dining Hall
- A9 Foyer
- A10 Servants' Quarters
- A11 Cloakroom
- A12 Kitchen
- A13 Storeroom
- A14 Lord's Sitting Room
- A15 Lady's Sitting Room
- A16 Stockade
- A17 Mechanics' Room
- A18 Shop
- A19 Meeting Room
- A20 Control Room
- A21 Gallery
- B1 Outdoor Area
- B2 Noble Guest Room
- B3 Guest Room
- B4 Emergency Storeroom
- B5 Maids' Quarters
- B6 Secret Room
- B7 Noble Guest Suite
- B8 Stewards' Chamber
- B9 Lord's Nursery & Family Chambers
- C1 Outdoor Area
- C2 Armory
- C3 Elite Guard
- C4 Storeroom
- C5 Lord's Emergency Storeroom
- C6 Lord's Bed Chamber
- C7 Lord's Chambers

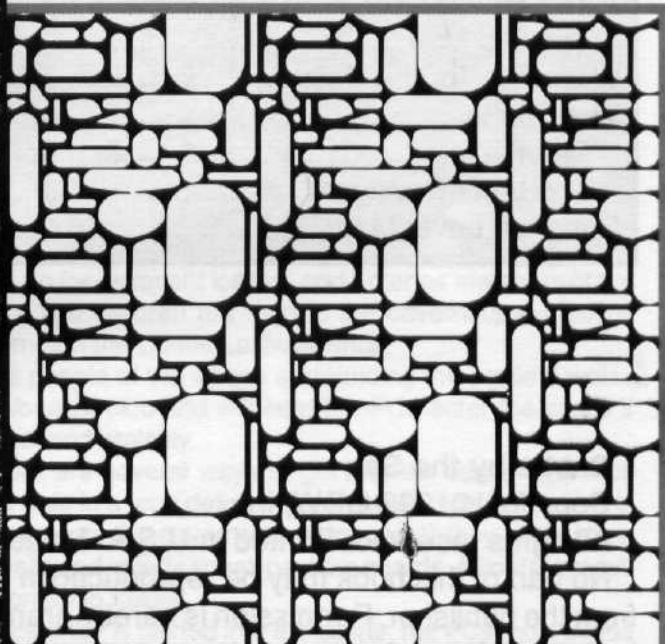
KEY

= 4 meters

	Goes under		Fireplace
	Spyhole		Statue
	Door		Throne
	Mortars		Stairs
	Machineguns		Floodlights

WASTELAND

BY THE SEA



P.O. Box 1646
Bloomington, IL 61702-1646

Design: Nick Atlas
Development: Steve Maggi
Editing: Loren K. Wiseman
Art Direction: Steve Bryant
Cover Illustration: Tim Bradstreet (pencils & inks) and Steve Bryant (colors)
Graphic Design and Production: LaMont Fullerton, Mark Fullerton, and Rob Lazzaretti
Typesetting and Proofreading: Steve Maggi
Proofreading: Stephen Olle
Playtesting: Mike Enevoldsen, Phil Tobin, and Greg Whalen

TABLE OF CONTENTS

Introduction.....	3	Village Map.....	8
Historical Notes.....	3	Nova Direkto.....	9
Adventure Summary.....	3	<i>Colonel Sergei Mirov</i>	9
Geographic Setting.....	3	Northern Poland.....	10
The First Contact.....	4	The Gate Towers.....	11
We're Off To See Zurowski.....	4	The Corner Towers.....	11
Mission Briefing.....	4	The Main Tower.....	11
<i>Paul Zurowski</i>	4	Level One.....	12
After The Briefing.....	5	Level Two.....	14
The Castle Environs.....	5	Level Three.....	15
The Village.....	5	The Dungeon.....	15
The Mayor.....	5	Leaving The Castle.....	16
The Old Man.....	6	Homecoming.....	16
Ways Into To The Castle.....	6	Epilogue.....	16
The Castle.....	6	If The PCs Succeed.....	16
The Walls.....	6	If The PCs Fail.....	16
The Inner Courtyard.....	6	If The PCs Are Captured.....	16
Dungeon Level Map.....	7	Further Adventures.....	16

Castle by the Sea

Copyright©1992 GDW, Inc.

All rights reserved. Printed in U.S.A. Made in U.S.A.

No part of this book may be reproduced in any form or by any means without permission in writing from the publisher. Permission is hereby granted to photocopy certain portions of the text as indicated in the text for person use only.

ISBN 1-55878-126-9

TWIMght:2000 is GDW's trademark for its roleplaying game of World War III.



P.O. Box 1646
Bloomington, IL 61702-1646

INTRODUCTION

This adventure is designed for a group of PCs wandering throughout northern Poland. The primary thrust of the adventure is infiltration and roleplaying rather than combat. After an eternity of war, this is a chance for the PCs to do some good, fight the good fight, save the lives of some innocent children, and of course, they will be rewarded.

HISTORICAL NOTES

In the year 1183, a mighty fortress was designed and built by a cruel, ruthless nobleman named Leniwykowicz. He lived within the castle walls for 20 years, working the peasants to their physical limits. Eventually, he was killed in a peasant uprising that the neighboring feudal lords later defeated.

Over the centuries, the castle has been the property of other despots and invaders, from German and Polish nobles of the Middle Ages to the Polish Communist Party in the late 20th century.

In the late 1970s, a small group of mixed pan-Europeanists were convinced that World War III was coming. This war would destroy most of the civilized world, leaving anarchy and chaos for the survivors. Someone needed to pick up the pieces and jump-start civilization from the ashes. Being pan-Europeanists, they offered membership to Europeans from the west and east and named their organization *Nova Direkto* (Esperanto for New Direction). Announcing their goals, the membership was ridiculed as alarmist crackpots. Nonetheless, the group had high levels of financial backing and contacts with arms dealers from both sides of the Iron Curtain.

Membership in *Nova Direkto* dwindled during the early 1990s due to the decline of communism in eastern Europe. The possibility of WWIII became less likely, and only the organization's more radical members remained. The group's focus became more militaristic and the political agenda—if any—evaporated. When the end came, *Nova Direkto* would be ready; they had a stockpile of food, weapons, ammunition, and other essential supplies.

Before the war, *Nova Direkto* purchased the castle from the Polish government in the early 1990s. (The elected government needed foreign, hard currency, so anything was for sale, and anyone's money was acceptable.) There, they hid in Castle Leniwykowicz while the armies of NATO and the Warsaw Pact fought each other—both sides saw no purpose in taking the castle, and they were unaware of the group's existence and nature.

Once the conflict slowed down and both armies nearly exhausted their capabilities, *Nova Direkto* exerted its authority onto the surrounding area. Being fully equipped with fresh weapons and supplies obtained before the war, its initial efforts succeeded. However, the members' lack of experience showed, and their gains were easily reversed by Paul Zurowski, the neighboring warlord.

Recently, *Nova Direkto*'s sphere of influence has dwindled to the village surrounding the castle, and its previous leader was killed in ambush by Zurowski's forces. The new leader, Colonel Sergei Mirov, decided to use more devious methods to subdue its enemies. By using the bulk of his forces as a diversion, Mirov drew Zurowski out and kidnapped five

children from Zurowski's base, Zurowski's six-year-old daughter included. This has effectively neutralized Zurowski's band as a threat to *Nova Direkto*'s expansion.

Recently, a second warlord caught wind of *Nova Direkto* and has started to move forces to attack. This warlord's forces were allowed passage by Zurowski, in hope that *Nova Direkto* would be destroyed and his daughter rescued.

So far, the strategy is working. The bulk of *Nova Direkto*'s forces left the castle to raid the nearby villages. Overconfident about their dominance of the region, they were ambushed by the visiting warlord. Now these forces are surrounded, leaving a skeleton crew to guard Castle Leniwykowicz.

ADVENTURE SUMMARY

The PCs run into a group of Zurowski's men and are offered the job of rescuing the children. If interested, they are then taken to the warlord, Paul Zurowski, who explains what has happened and what they must do.

The job is to penetrate *Nova Direkto*'s stronghold and rescue the children being held as hostages. They are to bring the children back once the mission is complete. While the PCs are rescuing the children, Zurowski will reinforce the other warlord and help destroy *Nova Direkto*. He will outfit the PCs as necessary (within reason) and supply a map of the area.

The PCs may attempt to either gain covert entry or join *Nova Direkto* (if time permits), who are now recruiting to make up for its recent losses, and enter as members of the group. The children are held in the cavernous dungeons underneath the Castle Leniwykowicz.

The people of the village surrounding the castle despise the *Nova Direkto* and will help the PCs enter the castle if approached amiably.

There are several ways to get into the castle. The PCs could hide in a food delivery, they could discover the secret entrance into the cavernous dungeons or they could climb the walls and quietly sneak past the guards. A frontal assault is doomed to failure.

Once entry is gained into the castle, the PCs must evade or mislead the remaining members of the *Nova Direkto* as they attempt the rescue.

After the children are found, the PCs must escape the castle and return to Zurowski through hostile territory.

The PCs will have 36 hours before the victorious forces of *Nova Direkto* return to the castle. Zurowski is unaware of the other warlord's defeat and will not know that until he arrives at the battle site. He will then head his forces toward the castle to see if the PCs were successful anyway.

If successful, the PCs will be rewarded with ammunition, food, and other supplies or hardware.

GEOGRAPHICAL INFORMATION

This adventure is set in northern Poland.

The castle is located on the southern shores of the Baltic Sea, near Gdansk. Zurowski's base is set up at Kwidzyn, some 50 kilometers southeast of the castle.

The battle between the other warlord and *Nova Direkto* takes place between Bytow and Koscierzyna.

Despite this adventure being set in Poland, it may be transplanted to any place where there are castles.

PAUL ZUROWSKI

Paul Zurowski was born and raised in the United States. His father fled Poland when the communists took over the country during WWII.

He attended college in the Midwest and worked as a broker for a Chicago-based corporation. Eventually, he formed his own business and worked part-time as a business consultant.

Zurowski emigrated to Poland in 1992, after the communist government was ousted. With his life savings and the money of other Polish Americans, Zurowski purchased an old factory in order to help rebuild the Polish economy.

The factory succeeded, making Zurowski a local hero in this region of northern Poland—he brought new jobs and wealth. He married a Polish woman from Kwidzyn, and they had a daughter named Karyn.

Then the war came, followed by the chaos and terror it left in its wake. Many of the survivors in the area turned to him for leadership, and he took up the job reluctantly. He organized the survivors into an armed band to protect what was rightfully theirs. By using a policy of diplomacy before violence, Zurowski managed to grow in influence and power. He knows most people would rather get what they need without fighting for it. This way, both sides do not get everything they want, yet they do not walk away empty-handed. Another key to his success is his business-management style of leadership. Zurowski knows he is not a soldier, an engineer or a doctor, but the coordinator of his group's activities. Thus, he delegates the responsibilities to the appropriate experts, which has been more effective than keeping a tight leash on everything. Most of his followers are very loyal and trust him with their lives, since they credit their survival to him.

Though not in great shape due to exhaustion and concern, it is plain that Zurowski was once an imposing physical specimen. He stands over six feet tall and has extremely broad shoulders. Now, many of his muscles have turned to flab, yet they still maintain a good deal of their herculean mass. He looks like a bad person to pick a fight with. The only other sign of age on him is gray hair around his temples.

Experience: Experienced

Age: 53

Attributes: 4; INT 7, EDU 6, CHA 8

Skills: 2; English: 10, Leadership: 9, Observation: 5, Persuasion: 6, Polish: 9

Initiative: 3

Motivation: Ace of Spades—Charismatic Leader: Zurowski has been able to inspire a group of people who feel pretty hopeless after a century of war and misfortune.

Nine of Hearts—Zurowski loves his daughter very much, and yet he feels a greater obligation to the people under his wing. He is committed to rescuing the children, but is worried about the risks to their safety if he sent his own men to save them. The PCs are just the people he is looking for to solve his dilemma.

THE FIRST CONTACT

As the PCs are travelling through northern Poland, they encounter a group of 20 soldiers dressed in modified uniforms of various armies, primarily Polish. They are all out on patrol and clearly visible to the PCs.

These soldiers are all Experienced NPCs, except for their sergeant, who is a Veteran. All are armed with various well-used small arms. Each soldier has one of the following: M16A2, AK-74, AKM, or M177. Each man has a full clip in his weapon and about 15 loose rounds. The sergeant carries an M16A2 and a PM Makarov with a full clip as his sidearm.

If the player characters do not immediately open fire on them, the sergeant waves and calls out to them in English. He says that he wants to talk to them; his people could use their help.

The sergeant explains that he serves under Paul Zurowski, the "mayor" of Kwidzyn. Zurowski needs some outside forces for a deep penetration mission, and the rewards will be very handsome if the mission is completed successfully.

If this appeals to their interests, the sergeant takes them to Zurowski in Kwidzyn for a full explanation of the situation.

WE'RE OFF TO SEE ZUROWSKI

As the PCs approach the camp, they can see that it is well ordered and sanitary. The men leading the PCs bring them to a large trailer near the center of the camp and knock on the door. The knock is answered by a brusque, "I'm busy! Go away!" in Polish. The sergeant responds in English, "Sir, we've got a group interested in the mission." The door quietly opens, and the PCs are greeted by the sight of a man who seems more dead than alive. His eyes are surrounded by dark rings, and he looks as if he hasn't eaten in a very long time. His uniform marks him as a member of the Polish military.

He ushers the PCs inside and introduces himself as Paul Zurowski, the "mayor" of Kwidzyn. He invites them to have a seat and offers them something to drink. The mayor then collapses onto the chair behind his desk and begins the mission briefing.

Mission Briefing

Recently, a new group of marauders, called the Nova Direkto, appeared in the area, and they're set up in an old castle on the Baltic coast. They're a bunch of prewar loonies that were just waiting for "the big one" to drop. When it did, they must have clammed up in their fort and waited for everyone to wear each other out. Then they made their move over the area.

They obviously aren't too bright or experienced, since we managed to overturn all their previous gains. We even killed their last leader in an ambush a while back. Now they have a new leader, and he's very underhanded. He lured the bulk of our forces into what turned out to be a diversion. While we pursued the diversion, he sent in a small squad of men to Kwidzyn and kidnapped five children, including my six-year-old daughter. They're holding them as hostages so we can't attack them.

As long as they hold those children, our hands are tied. I need you to get into that castle and bring my daughter and

the other children out alive. I would lead a group of men to carry out the rescue myself, but I suspect there is a spy amongst us. The kidnapping seemed to go too perfectly; they knew exactly where to go. So if I send anyone from here, I suspect those Nova crazies would know ahead of time and they'd kill the children. Since they won't know who you are, and only a select few of us know about your mission, they'll be less likely to harm the children. They'll think you're drifters or scavengers or something other than a rescue party.

Now here's the good news. Through some negotiating with a neighboring Russian general based in Boblice, we got him and his forces to attack an area the Nova Direkto considers to be theirs. The plan worked even better than we could have imagined. A messenger from the Russian's forces just arrived two hours ago telling us that those crazies brought out the bulk of their forces to fight. Now the Russian has them surrounded at a spot between Bytow and Koscierzyna. I have to mobilize my forces to help them finish off those swinia.

The castle itself will still be a challenge. They've modified it for maximum defensive value. Floodlights, machine gun nests, and mortar emplacements are on every available tower. Your only possible way in is by covert means. However you decide to get in, you'll have to be careful. There's no telling how well the battle may go and how many of them are guarding the castle. Some of them might escape and return, too. So be prepared for anything.

But don't worry too much. When we're finished with the bulk of them, there won't be many left to reinforce the ones who stayed behind. I'll also be sending a group of my men to rendezvous with you somewhere between here and the castle, probably Gniw.

I'll equip you as well as I can. No heavy weapons, mind you, but small arms and ammo are available. Food and other supplies will be provided. If you don't have transportation, I can provide you with some. I can pay you very well, I offer you more supplies and equipment of your choice, upon successful completion of the mission. Will you do it?

After The Briefing

Most of the equipment and supplies he is offering will be items the PCs need anyway. If the PCs want to bargain, Zurowski can be talked up to an additional \$2000 worth of equipment with little difficulty.

He will not allow the use of heavy weapons on this mission. Those will certainly endanger the life of his daughter and the other children. He will provide any small arms as necessary (on ban) and enough ammo to fill three clips for each PC. In addition, he will supply a prewar map of the area and a description of the children.

The PCs will have to make a small part of the journey on foot since their vehicle will make a noticeable amount of noise. They are going to need the elements of surprise and stealth. Fortunately, *Nova Direkto* patrols are almost nonexistent due to the battle.

It is unknown where the villagers stand with the castle's inhabitants. They might be a ready source of assistance or betrayal.

THE CASTLE ENVIRONS

The castle walls sit just on the edge of a 100-meter cliff, a sheer drop onto jagged rocks. It extends for three kilometers in both directions before gradually shrinking to become level with the stony beach. Other than the cliff, the castle tops a moderate slope leading up toward it from every direction.

Outside the castle walls is a small agricultural village that supplies food for the residents housed within. Surrounding this is an area of primitively farmed land in a two-kilometer radius around the castle.

THE VILLAGE

The village surrounding the castle has been recently repaired, holding together what is left of its buildings. Almost no modern technology is available to the villagers, some of whom were wandering survivors of the war and settled down into this area. Everyone in the village speaks Polish as their native language. Half of the villagers know enough English to carry on a conversation.

They were pressed into service by the *Nova Direkto* to provide food and equipment for the castle. As a result, they resent and hate the survivalists. Unfortunately, the villagers are neither well-armed nor brave enough to stage any sort of resistance. No amount of talking will convince the villagers to bear arms against the *Nova Direkto*.

Stationed within the village are two armed men responsible for keeping an eye on the villagers. They make sure no one musters up the courage to attack the castle or cut off the food supply. They patrol the village, walking around the buildings on the edge of the village. They are both Novice NPCs and armed with AK-74 combat rifles with two full extra clips of ammunition. In addition to their rifles, each carries a signal flare. Should things in the village get out of hand, one will fire off a flare to alert the troops in the castle while the other defends him. Because of the limited troop strength in the castle, the only immediate result of this alert will be mortar fire from the tower directed at the village.

If either guard is captured, he can give the PCs general directions of where any specific room in the castle is and if it is on the first or second level. To get this information is an Easy test of Interrogation or an Average test of Intelligence.

The villagers, if approached without risk of discovery, will be more than happy to help the PCs with their mission. They will be directed to the *de facto* mayor, Tadeusz Miechow.

The Mayor

The mayor, Tadeusz Miechow, lives in a small house on the edge of the village. Once informed of the PCs' intentions, he speaks to them in English (or whatever language is convenient), invites them in and offers any covert help that he can. Miechow even offers to leave the PCs a horse and cart to be left outside the castle walls for their getaway, but he will not directly endanger the village or villagers in any way. He is enthusiastic and happy about the setback the *Nova Direkto* may receive. Nonetheless, if the PCs are captured by the men guarding the village or the castle, he and the villagers will deny any knowledge of their existence.

The Old Man

If the PCs ask about the castle, Miechow will send for the old caretaker, Stanislaw Mikolajczyk, and introduce him. This 70-year-old man lost his job when the castle was sold to *Nova Direkto* years ago. Mikolajczyk only speaks Polish and Miechow translates for him if none of the PCs can.

If the PCs ask about ways in to the castle, Mikolajczyk will tell them that there is a cave at the bottom of the cliff. The cave is only exposed during low tide for an hour. The PCs will have to walk through ankle-deep water to the cave, but the cave slopes up so they will not be heard sloshing throughout the castle. The cave then leads to a secret entrance in the dungeons. He emphasizes the time limit of one hour; after that, the sea starts to flood the cave and the PCs could be drowned.

As far as he knows, the current residents have no knowledge of the cave or the secret entrance. They never asked him, thus he never told them. He says they were in too much of a hurry to move in.

WAYS INTO THE CASTLE

Climb In: The PCs could scale the wall given time and the proper equipment. This is a very difficult option, since the walls are regularly patrolled and very high. With rope and grapnels, the climb could be made, but avoiding discovery would be next to impossible. To climb the wall with a grapnel and line is an Easy test of Mountaineering. Without the grapnel, the test jumps to Average. PCs without the Mountaineering skill must pass an Average test of Dexterity if the equipment is present, and the test jumps to Difficult without the grapnel. Besides completing the climb successfully, the PCs must succeed at an Average test of Stealth to avoid detection. If all of these tasks are successful, the PCs have made it to the top of the wall. From there, they may proceed to the corner towers, the gate towers, or attempt to scale the inside surface of the wall. Scaling down the wall requires the same tasks as climbing up, but the difficulty shifts down one rank while the Stealth task goes up to Difficult.

Infiltration: The PCs could replace the farmers who normally drive the wagons of supplies in. This could make for some very tense moments if the guards suspect anything. If the guards' suspicions are aroused, a little clever role playing and an Easy test of Persuasion or an Average test of Charisma will allay their suspicions. The PCs posing as farmers are expected to drive to the front door of the main tower and unload their cargo. Once this is done, they are expected to leave the castle. If the PCs need a villager to escort them as their guide, Miechow will volunteer. Miechow will warn them that if they are captured, he will say the PCs forced him to help them.

The Trojan Horse: The PCs could also hide in the food shipment and sneak into the castle. Then the farmers would unload the food in the storeroom (see A13 on page 9).

The Secret Entrance: There is the secret cave entrance to the dungeons beneath the castle, which the PCs will only know about if they talked to Mikolajczyk (see "The Old Man," above).

This route is unguarded, but can only be used one way since the passage is exposed only once every 12 hours. A random time should be chosen of when the tide goes out and the entrance is exposed.

If the PCs take too long exploring the cave, drop hints about the water getting deeper and the noise of the sea hitting the rocks growing louder.

Other Methods: The PCs may come up with some other devious method to gain entrance. If it sounds plausible, assign the appropriate tasks and see if it works.

A frontal assault is guaranteed to fail. At the first sign of an attack, the troops manning the machinegun nests will begin searching for targets. They have orders to shoot first and ask questions later. If it is dark outside, all the floodlights on the towers will light up and they will search for the targets. When they find them, the machineguns will concentrate their fire on that target. The spotlights and machineguns will follow the target if it moves.

THE CASTLE

The walls of the castle are linked together by four towers, two at the gates and two at the corners. The main gates are large wooden structures bound with iron that date back to the 18th century. One well placed grenade or small explosive charge would dislodge them from their sockets. To throw or fire a grenade for this effect is a Difficult: Thrown Weapons task. If a grenade is wedged in the sockets, there is no difficulty, except having to make an Average test of stealth to avoid detection by the guards.

The gates are independently controlled from the two gate towers on either side. The gates can be opened from either tower. The small courtyard between the gates is used to trap and ambush enemies from the walls above.

The castle uses three-and-a-half meter stories, all roofs are steeply peaked and in good shape.

If the PCs cause any large commotion inside or close to the walls, or if an alarm is raised, a high-pitched siren will go off. The floodlights on the towers will all be turned on, if it is dark. Once the PCs are spotted, the machinegunners in the towers will open fire, unless there is a risk of them shooting their comrades.

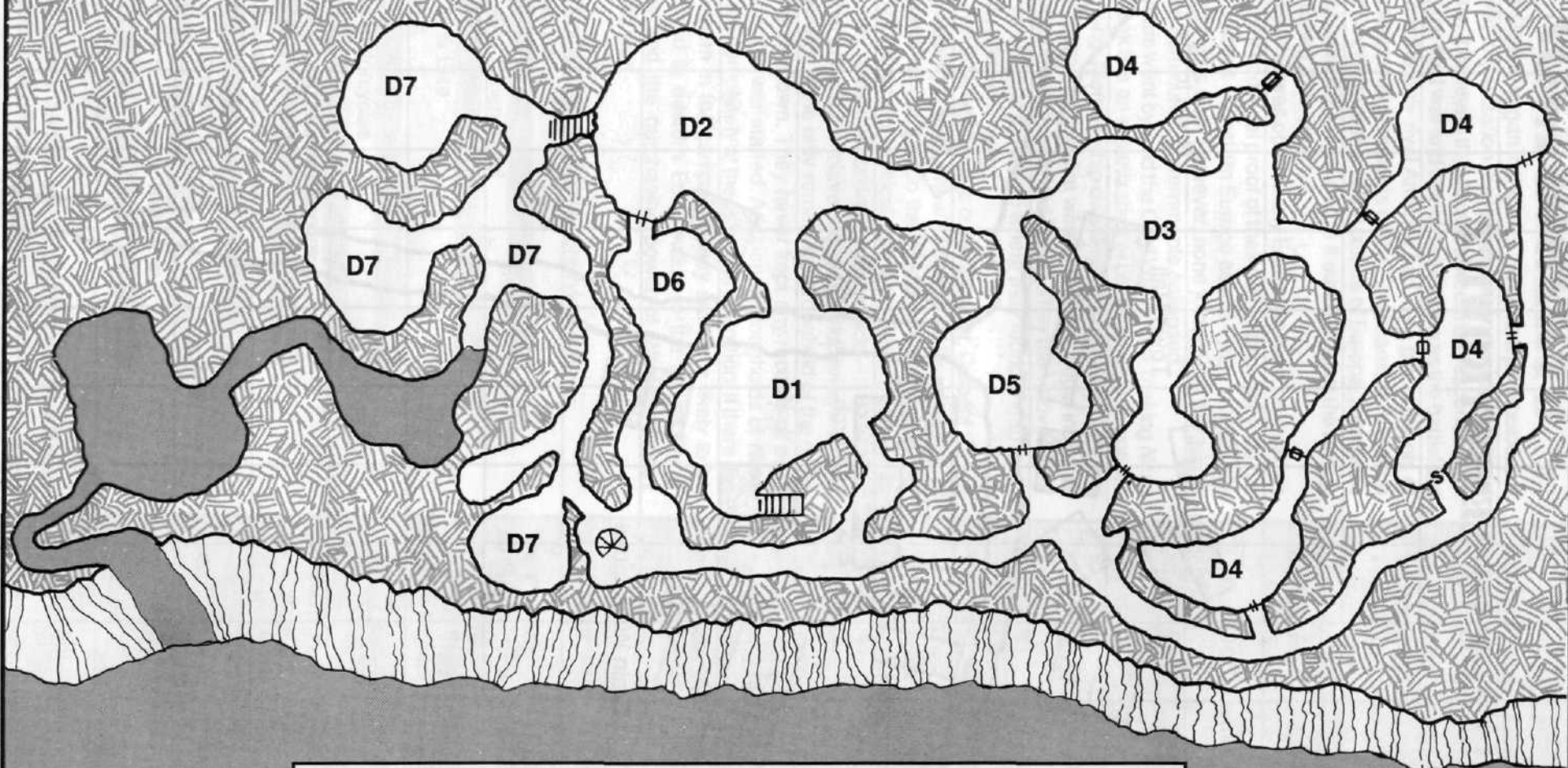
The Walls

Each wall is guarded by one trooper, and two on the larger, rear wall. These guards constantly walk the length of their walls, casually looking for invaders. Each is armed with an AK-74 with a full clip and carries an extra one in a pocket. The walls are 15 meters high, five meters thick and made entirely of stone.

The Inner Courtyard

This is the area inside the second gate. Parts of it have been crudely paved by the *Nova Direkto*, but most is still dilapidated cobblestones and packed earth. Several new constructs have been added to the inner courtyard by the occupants, including the generator, the pump facilities, barracks, and a garage.

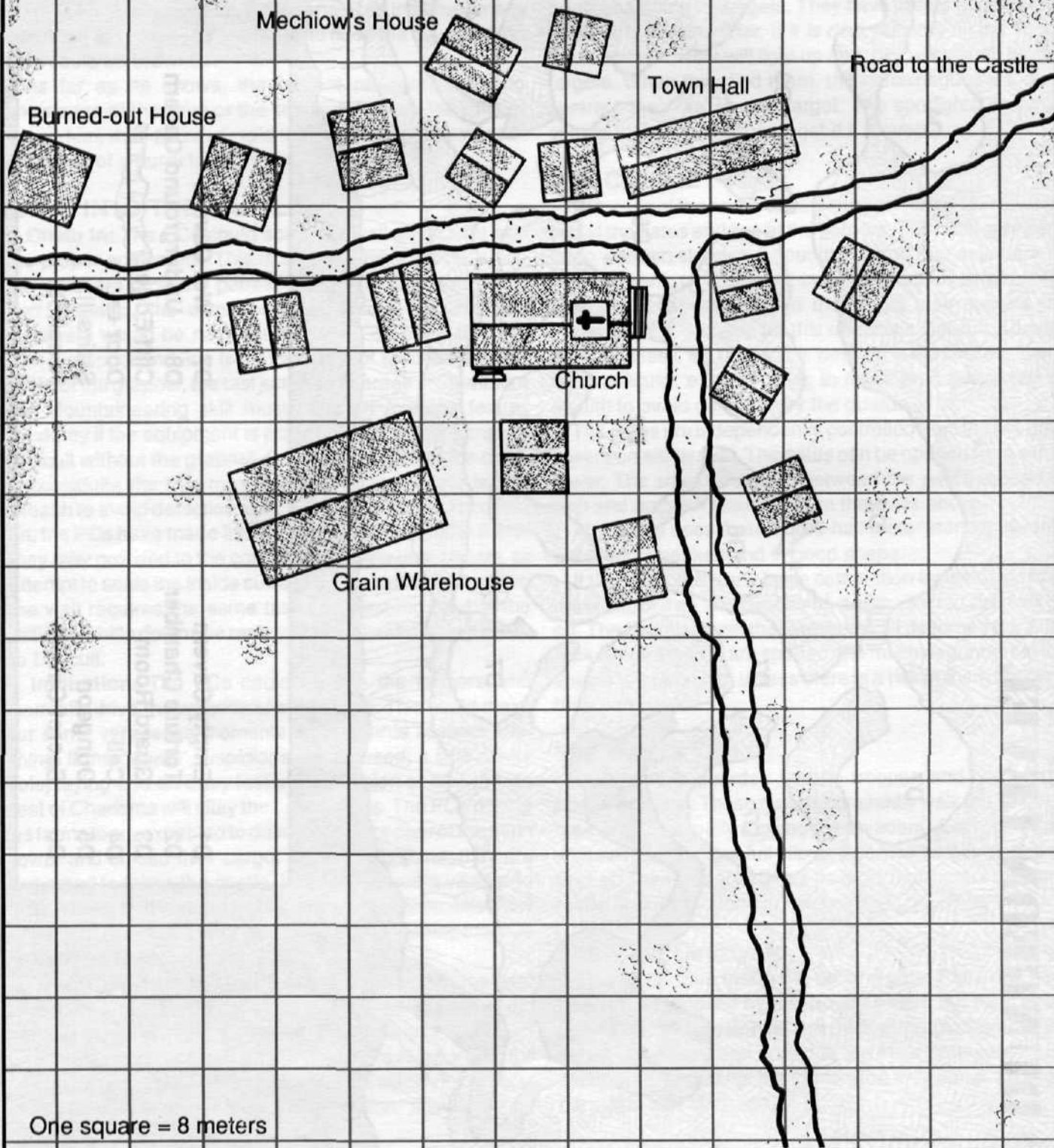
DUNGEON LEVEL



KEY

- | | | | |
|----|-----------------|------------|--------------------|
| D1 | Empty Cavern | D7 | Wet Cavern |
| D2 | Torture Chamber | D8 | Underground Cavern |
| D3 | Guard Room | Cliff Edge | |
| D4 | Cell | Door | |
| D5 | Dungeon | Stairs | |
| D6 | Secret Cavern | Peephole | |

VILLAGE OF LENIWYKOWICZ



One square = 8 meters

NOVA DIREKTO

Nova Direkto began in the mid-1970s as a post-holocaust survivalist organization based in what used to be West Germany. It believed that America would be responsible for starting the next war and would use Europe as the battlefield to destroy the only rival America had. The governments of Europe were willing puppets of the Americans, so it was up to *Nova Direkto* to preserve the culture of Europe. It was also their responsibility to make sure it survived after the Americans finished their war.

Membership was open to any European (east or west), as long as they had legal proof of their citizenship. They did not see the citizens of eastern Europe as evil—their culture was worth saving as well. However, none joined until the 1990s when the communist governments collapsed.

The years went by, and the Cold War ended, making *Nova Direkto* look like an organization of paranoid people worried over nothing. Membership dwindled down to a small core of militarists who claimed that world instability would increase since superpower tension had eased. They then moved their base of operations to Poland where they found cheap land, weapons, and vehicles.

Now, *Nova Direkto* and its current leader, Colonel Sergei Mirov, are going to build a new nation for themselves, or find a way to make others to do the mundane labor. It does not have any ideological or political agenda to the formation of its new country other than taking what it needs.

Whether or not the enclave of *Nova Direkto* living in Castle Leniwykowicz is the only remaining stronghold of the organization is unknown. They never kept any records or even cared after the war started. Additional strongholds of *Nova Direkto* are completely at the referee's discretion. If there are more of them in the campaign, they are more likely to be encountered in eastern Europe due to the availability of weapons and the purchasing power of Western money before the war.

Membership: 300 (at Castle Leniwykowicz)

Experience:

35% Novice

40% Experienced

15% Veteran

10% Elite

Vehicles:

10 UAZ-469 jeeps

4 motorcycles

1 BRDM-4 armored scout car

Commonly used Infantry Weapons:

AK-74 assault rifle

AKR submachinegun

PM Makarov automatic pistol

BG-1 grenade launcher

M60 machinegun

Commonly used Heavy Weapons:

RPG-16 rocket launcher

81mm mortar

The equipment and the statistics above can be adjusted by the referee as necessary.

COLONEL SERGEI MIROV

Colonel Sergei Mirov began his career with the Soviet military during the late 1970s and participated in the unsuccessful invasion of Afghanistan. Two years later he was wounded in an ambush by the Mujahideen and transferred to a unit stationed in Poland.

He worked his way up through the ranks to the title of major until the Soviet Union "retired" officers who were labeled as conservatives in the late 1980s. Mirov decided to remain in Poland since it became his new home, and he believed its economic situation would improve sooner than his homeland's. Yet, he had an impossible time finding work in a country where ethnic Russians were hated. The military was all he knew.

Then he met members of *Nova Direkto*, and they found use for his talents. Due to the collapse of the communist regimes in Europe, the new governments sold hordes of weapons—assault rifles, machineguns, antitank weapons, etc.—to anyone who had Western money to buy them. With his knowledge of Soviet weaponry, he became their head weapons instructor.

When the Soviet military offered to reinstate his rank and position in 1995, Mirov refused. However, he took the offer as a hint of the disaster about to happen. He notified the leadership of *Nova Direkto* and joined the group in their stronghold, Castle Leniwykowicz. There they all waited for the war to subside.

The war ground to a halt in Poland, and *Nova Direkto* was close to exhausting its supplies, so it made a push to take over all the territory within 200 kilometers of the castle. The initial conquests succeeded since the group had the element of surprise, as nobody knew of its existence. Success quickly turned into failure as the other powers in the region took advantage of *Nova Direkto*'s inexperience and killed their leader in an ambush. Mirov was made leader soon afterward.

As leader, Mirov decided to adopt underhanded tactics, rationalizing to himself that the rules of civilization no longer apply. To him, these institutions and beliefs were destroyed in the limited nuclear exchanges. Survival is all that counts in this century.

Experience: Elite

Age: 46

Attributes: 5; STR 7, INT 6

Skills: 3; Russian: 10, Polish: 7, English: 5, Pushtu: 2, Dari Persian: 2, Small Arms (Rifle): 6, Leader: 5

Initiative: 6

Motivation: Queen of Spades—Ruthless: Mirov believes that drastic times require drastic measures. If his plans involve kidnapping innocent children to keep his opponents pacified, then the means justify the ends.

Six of Diamonds—Moderately Greedy: Mirov became very attached to the materialistic life-style he developed in Poland, and he is doing his best to recreate it. Thus, he eats too much and likes to collect any kind of luxury which will make his life easier.

NORTHERN POLAND



1. The Stables: This run-down wooden structure is used to house horses for use by *Nova Direkto*. There are seven horses within. A large cart full of hay is outside this building.

2. The Kennels: Constructed similarly to the stables, this structure has fallen into extreme disrepair and is being used to store construction materials. There are bags of gravel, cement, mortar, stacks of bricks, and bundles of aluminum siding filling nearly the entire building.

3. The Motor Pool: This recently constructed garage is used to repair damaged vehicles. Old automotive parts are scattered everywhere, and tools are strewn across greasy workbenches throughout the structure. During the day, there will be a mechanic working here to repair several vehicles. At night, he will be in his quarters (see A1 on page 12). He is an Experienced NPC armed only with wrenches or other tools. If the PCs act casual, the mechanic will ignore them and continue with his work.

Outside the building rest two motorcycles and two UAZ-469 jeeps. The jeeps are not in working order, but the two motorcycles will function. Outside the building are two empty fuel tanks.

4. The Generator Building: This building houses a large electrical generator supplying power to the castle. Wires can be seen running from the outside of the building to the castle. If these wires are cut, all power to the castle and compound will be lost. Loss of electricity will immediately draw the attention of all the castle's inhabitants.

The generator is secured to the ground with cement and runs off an adjacent fuel tank. This 150-kiloliter tank is currently half full of alcohol.

5. Construction: This is the site of a new set of barracks. There are large stacks of pre-fabricated building materials, including aluminum siding, tar board, and cement.

6. Well House and Pump Station: This ancient structure houses the castle well. Currently drawing from the well is an electrical pump powered by the generator (see above). A large hole has been drilled into the eastern wall for the pump's draw pipe. From the pump station, pipes can be seen running to the latrine (see below) and the main tower (see below). If these pipes are broken, all running water will cease throughout the castle. This will draw the attention of all the castle's inhabitants within 20 minutes.

7. The Latrines: This new building was built for use by the occupants of the newly constructed barracks (see page 12). There is both running water and electricity here.

8. The Barracks: This structure was built to house the new recruits in the *Nova Direkto*. There will always be two Novice recruits in here at all times, sleeping off their watch. An Easy: Stealth task is required to avoid waking any of them. Each soldier's personal AK-74 is beside the bed.

THE GATE TOWERS

Both gate towers are identical in description. Each gate tower can control the gates independently of the other. This was not originally the case, but later modifications were made to cut down on unnecessary personnel. In addition to the door at the bottom of each tower, there are entrances into the third level via the castle walls.

1. Level One: Barracks: This floor contains six bunks, one of which is occupied at any given time by an Experienced

guard off watch. To pass through this area without waking him is an Average test of Stealth. The soldier's personal AK-74 is within arm's reach. The small, private area serves as the barracks privy.

2. Level Two: Gate Control Area: This large room contains two huge windlasses connected to chains that leave the room through holes in the walls. These chains go through the center of the castle walls and control the gates. The other end of the chains hang from the ceiling attached to large counterweights to allow for easier opening of the doors.

3. Level Three: The Battlements: This area is constantly occupied by at least one Experienced and one Novice trooper. These troopers watch for disturbances. Should they spot a threat at night, the Novice NPC mans one of the floodlights and the Experienced NPC operates the machinegun, an M60 on a bipod. During the day, the Novice NPC feeds more belts of ammunition into the M60. Neither of these soldiers have a personal weapon close at hand. The floodlight operator has a Forward Observer skill of 2 and a small two-way radio to communicate with the mortar emplacements on the main tower.

All of the indoor area of this level is used to store spare ammunition for the machinegun and to hold the gun in case of rain.

THE CORNER TOWERS

These towers can be entered by the door on the first level or from the walls on the third level. During an invasion these towers were designed to be the main nodes of defense.

1. Level One: Barracks: This floor contains 12 bunks, none of which are occupied at any given time, due to the normal occupants being out at the fight. The small private area serves as the barracks privy.

2. Level Two: Defense Level: This large room was intended to be the last line of defense for the tower. Should one of the spiral staircases be taken, the other could still be held. The entire area is lined with arrow slits to fire out of the tower. These are of an ideal size from which for rifles to fire, also. Were the castle fully staffed, in the event of an attack this area would hold up to 20 snipers. As it stands, this area is ignored in favor of the machinegun nests on the third level.

The storage area on this level is used to hold additional ammo in the event of an attack. Otherwise, it remains empty.

3. Level Three: The Battlements: This level is the first line of defense against an outside attack. Right now only two guards are on duty, an Experienced one who operates the center M60 machinegun and a Novice who mans the floodlight—at night—or uses his AK-74 with two extra clips. The machinegunner also has an AK-74. The floodlight operator has a Forward Observer skill of 3 and a small two-way radio to communicate with the mortar on the main tower.

THE MAIN TOWER

The five-meter-tall hinged doors to the main tower are made of iron-bound wood similar to that of the main castle gates, and are about as easy to dislodge. The outer walls are two meters thick and made of stone. This central tower was designed as the last bastion of defense for the castle. Should the outer walls and towers fall to an invader, this tower serves as a self-contained fortress. Each story in the tower is four

meters tall, as opposed to the usual three and a half. As a result of this, the wall facing the cliff falls short of the top story by three meters. This is designed to prevent an invader holding the wall from storming the tower right away.

All interior walls in the tower are between 40 and 50 centimeters thick and made of stone. Thus, sound will carry through the hallways very well, but almost not at all through walls. The doors are another matter. They are all made of wood unless otherwise noted. A sufficiently loud noise could penetrate a door.

All rooms that are currently in use are wired for electricity and lit by sockets bolted to the ceilings. Plumbing is only present in the rooms noted.

When wandering the halls of the tower, the PC group should roll a D10 every hour. On a roll of 1, the PCs encounter a pair of soldiers. Unless they are dressed in *Nova Direkto* uniforms and can bluff very well, a fight will break out. Depending on where the fight happens, gunfire can bring reinforcements for the enemy.

Level One

A1. Barracks: These large rooms hold numerous cots and chests for the personal gear of the troops, enough for 60 soldiers. At any given time there will be one soldier either sleeping or relaxing here (referee's discretion). The trooper here will be a Novice and have a personal weapon (AK-74) close at hand. Opening the door without alerting the soldier is an Average: Stealth task. Any PCs will be recognized immediately as intruders by the trooper unless they are wearing a stolen *Nova Direkto* uniform.

A2. Privy: These are simple bathrooms that make use of the recently installed crude plumbing. When used, the plumbing makes a high-pitched squealing noise that may alert nearby troops. They will ignore the noise, since they know it is the plumbing at work.

A3. Officers' Quarters: Normally, these rooms each house an "elite" field officer drawn from the original membership of the *Nova Direkto*. The officer who resides in the southernmost room will be present in his quarters at night. During the day, he will be in the control room (see A20 on page 13). The other officers are currently battling the forces of the enemy warlord.

This officer is an Experienced NPC and will immediately recognize the PCs as intruders. He will try to raise an alarm and attack. He is armed with an AKR submachinegun and a PM Makarov. Unless the PCs can prevent the officer from raising his alarm, the forces in both barracks will arrive within two combat turns.

The officer has a key to the small arms locker (A4, see below) in his pocket.

The officer in the northernmost room was a prewar collector of bladed weapons and firearms. There are 10 swords, 16 daggers, and five pistols of different nationalities and descriptions. The pistols have no ammunition. All the weapons are less than 100 years old and in fair condition.

A4. Small Arms Locker: This room is lined with firearm racks. There are currently eight AK-74s, 10 PM Makarovs, three SVDs, and two AKRs. There are also five full clips for each weapon stored here.

Only people of officer standing have keys.

A5. Commander's Quarters: This room houses the field commander for the entire *Nova Direkto* army. He is currently not present as he is commanding the troops in the field. His room contains a large bed, several chairs, a table, and a chest of drawers. On the table is an old chessboard with metal pieces. The chest of drawers contains clothing and personal accoutrements including five watches, seven sets of gold cuff links, and several pieces of miscellaneous jewelry (referee's option) worth \$3000. Hanging on the walls are several service medals and a USMC sabre.

A6. Secret Room: This hidden room is empty except for a spiral staircase and a small chest sealed with lead. When the chest is opened, a sickly sweet stench wafts out. Despite the seal, the ravages of time have destroyed the chest's contents.

This secret room connects to all the other secret passages in the castle. The original designer, Leniwykowicz, was exceptionally paranoid. He believed that everyone was against him, so he had an extensive series of secret passages and peepholes built into the castle to help ease his fears. Knowledge of these passages, the room and the peepholes are unknown to *Nova Direkto*, as they lack the imagination to think of something this elaborate existing.

A7. Audience Chamber: This room is locked. Only Mirov and his lieutenants have the keys.

This is where the lord of the castle used to grant private audiences and visit with close family or friends. It has more recently been used by Mirov as a "quiet room" where he can have privacy from the affairs of the castle. The room contains a desk with an accompanying chair, and numerous large pillows. The pillows are heaped in front of the fireplace and have obviously been used before. The desk drawers contain papers pertaining to the foundation of the *Nova Direkto* and its goals—a lot of survivalist rhetoric. On top of the desk is a sheet of paper with two names and a scattering of reports. The reports are written in Russian, and if time is taken to read them, they appear to be intelligence reports from spies inside Zurovski's camp—Zofia Izycki and Dr. Roman Radecki.

A8. Dining Hall: This large room contains three long tables and numerous benches. On a raised area in the southern part of the room are two thrones and two statues—a man and woman from the Middle Ages with their arms outstretched in greeting. If the right arm of the man's statue is pushed down hard enough (a Difficult test of Strength), the door to the castle's secret passages will open. To notice the statue's arm to be a lever of some sort is a Difficult test of Observation.

This room is unoccupied by the *Nova Direkto*.

A9. Foyer: This is the entry chamber to the castle. The room is bare stone, and near the fireplace are several large cushioned chairs and small tables. This is the only entrance to the main tower, outside of climbing the walls. At the door is an Experienced guard armed with a fully loaded AKR. Unless the PCs are dressed as farmers delivering food, the guard will demand the PCs stop and identify themselves. If he figures the PCs are intruders, the guard will open fire. The troops from the barracks (A1) will arrive within two combat turns and attack immediately. The officer from A3 will arrive within six combat turns.

The sounds of gunfire in this area will put the entire castle on alert within 10 combat turns.

A10. The Servants' Quarters: This group of small rooms is currently not in use and has not been occupied in over 100 years. Each one contains two heaps of rotting hay and a chest full of moth-eaten blankets.

A11. Cloakroom: This is where travellers used to hang their garments when entering the castle. Now, this room is unused and empty, except for a table and numerous wooden pegs lining the walls.

A12. Kitchen: This huge kitchen is used to prepare meals for the entire population of the castle. Several large cauldrons hang over the blazing fireplace, and cutlery, pots, and pans hang everywhere. The blazing heat of four brick ovens permeates the entire room. A small freezer has been set up on the northeastern wall, and large counters and cutting blocks are laden with food in the midst of preparation. A crude sink has been set up using the recently installed plumbing along the northwestern wall, and a large iron cooking stove is blazing nearby. There are six cooks working here (women from the neighboring village), preparing the next meal for the troops. They will recognize PCs as intruders, but will not raise an alarm if approached peacefully. One speaks enough English to carry on a simple conversation and figure out the PCs' intentions.

Their cooperation will consist of playing dumb about intruders if asked by the *Nova Direkto's* forces. They will even help hide the PCs temporarily in the kitchen, if necessary, and other activities which can hinder the residents' search. However, they will not fight.

The refrigerator contains 80 kilograms of beef wrapped in one-kilogram paper packages. Cooking in the cauldrons is a thick beef-and-potato stew, while bread is baking in the ovens.

The kitchen noises (clattering pots and pans, a blazing fire, crude plumbing, and the head cook yelling orders) are loud enough to cover up disturbances short of explosions or gunfire. Explosions or gunfire will draw the guard from the foyer (A9) within one combat turn and the troops from the Barracks (A1) within three combat turns.

A13. Storeroom: This dry stone room is lined with shelves stacked to maximum capacity with canned and dry goods of all descriptions. Heaped on the floor are sacks of potatoes, grains, and vegetables.

A14. Lord's Sitting Room: This room was the private sitting room for the lord of the castle and his associates. Several deeply cushioned chairs sit around the fireplace. Several other chairs surround a table holding a chessboard. Along the mantle are several interesting statuettes. The walls are paneled with age-dulled oak and hold numerous shelves obviously intended for books.

The lord's sitting room is currently used as an informal meeting place for Mirov and his lieutenants. This room is unoccupied.

A15. Lady's Sitting Room: This room was the private area for the lady of the castle and her ladies-in-waiting. There are a number of deeply padded armchairs and accompanying baskets. A full-sized tapestry loom sits on the southeastern wall, and an upended spinning wheel sits next to it. The walls are paneled with some aged light wood, but there are no bookshelves. A table and several chairs rest somewhat away from the fireplace. In a drawer in the table is a deck of worn playing cards.

This room is now used by the officers as an informal meeting place.

A16. Stockade: This is a makeshift jail used to discipline troops or villagers who disobey or shirk their duties. There are several cots along the walls, and the door to this area is a swinging plate of bars.

The floor and walls are all bare stone, and the only fireplace was bricked up when the room was converted into a stockade.

A17. The Gunsmith's Room: This room has been converted into a bedroom for the *Nova Direkto's* only gunsmith and machinist, Deter Grün. If the PCs enter this room at night, Grün will be sleeping here; otherwise he will be at work in the adjacent machine shop (A18). Grün is a 52-year-old Novice NPC with a Machinist skill of 6 and a Gunsmith skill of 9. If faced with the threat of violence, he will surrender immediately. He knows very little of the castle layout and almost nothing of *Nova Direkto's* activities.

The room contains a bed, a chest of drawers, a desk and chair, and a large rug. The chest of drawers contains basic clothing and a spare pair of spectacles. The papers in the desk drawers are partially completed schematics for a new type of assault rifle. Unfortunately, these plans are incomplete and will require at least another three months of solid work by someone with a Gunsmith skill of 5+.

A18. Machine Shop: This is where the gunsmith works repairing broken and defective weapons and reloading spent cartridges. The facilities are very limited, and the gunsmith does not have the resources to make new weapons, only enough to repair old ones. There are gun parts strewn everywhere, and tools are spread out across a broad workbench. A large barrel of gunpowder rests opposite the fireplace.

If the PCs enter here during the day, they will find the gunsmith, Grün, at work here. For details on the gunsmith see above, A19.

A19. Meeting Room: This large room is used for planning sessions involving the entire commanding staff of the *Nova Direkto*. A large table rests in the center of the room surrounded by chairs. Against one wall is a large chalkboard, and several maps are pinned to a bulletin board hanging nearby.

When the PCs enter this room, it is unoccupied. Any loud commotion such as gunfire or explosions will be heard in the control room (A20), the machine shop (A18), and the gallery (A21). The gunsmith will do nothing, but any soldiers in the control room will arrive within two combat turns and attack. For information on these soldiers, see below (A20).

A20. The Control Room: This room is used to control the electricity and plumbing for the entire castle. The main circuit breakers are located here, and two soldiers constantly monitor the generator. There are two control panels here that monitor the flow of electricity. Each is set up on a desk. Monitoring them are two Novice soldiers armed with PM Makarovs. One will immediately attack while the other spends the first combat turn flickering the castle lights to signal the rest of the garrison. If the PCs search here during the day, the officer from A3 will be present, and he will also defend the control room.

The first batch of troops on the first level of the main tower

wilt begin arriving after two combat turns. If the officer from A3 is not around, he will arrive with the first group.

From this room, the power to the entire castle could be cut off, including the plumbing system.

A21. Gallery: The gallery was once used to house the most prized works of the castle's lord. Now, the room is in ruin. Scattered throughout the length of the room are broken statues, shattered vases, and smashed carvings. The walls are hung with deteriorated paintings and dry-rotted tapestries.

The *Nova Direkto* has recently begun to clear this room. The northern corner of the room has been cleared and scrubbed. Several newer works of art have been fixed to the walls. Obviously, Mirov intends this to be used as his own personal gallery. Supporting this conclusion is a brass plate in several languages—English included—with "Lord Sergei Mirov" engraved on it.

Level Two

B1. Outdoor Area: This undermanned area is lined with battlements and armed with M60 machineguns. Four soldiers are on guard duty here at all times, one Experienced and three Novices. If attacked, the Experienced one operates the machinegun and the Novices rotate the floodlights—if it is dark—or fire their AK-74s.

This is considered a restricted area. If any PCs are noticed here, the soldiers will immediately attack. The noise of the combat will alert the entire castle. Everyone in the main tower will begin arriving within four combat turns. They will arrive through both doors. The machinegunners on the third level will open fire on the PCs from above if they can get clear shots that will not endanger their comrades.

To leave this area without being noticed is an Easy test of Stealth—the guards are looking outward rather than inward.

B2. Noble Guest Room: This larger-than-normal guest room was designed to house visiting nobility. The room houses a large canopied bed, several cushioned armchairs, a table, a wardrobe, a curtained-off privy area, and a large bathtub, and is fully carpeted. Plumbing has recently been installed to fill the tub and operate the privy facilities.

Hanging on the walls are various plaques, a large leopard skin, and a small glass case containing medals and numerous uniform patches.

B3. Guest Room: These rooms were originally designed to house non-noble guests of the castle. All contain a bed, several chairs, an empty wardrobe, and a small wash basin.

The restoration of these rooms has not yet begun; they are currently unoccupied.

B4. Emergency Storeroom: These rooms are used to hold stores for use in case of attack or siege. Each contains large amounts of canned and dry goods, sacks of grain and potatoes, medical supplies, etc. Shelves line all the walls, and the floors are separated into labeled bins for storage.

B5. Maids' Quarters: This room was used to house the upstairs maids. It contains four small beds, a large washbasin, an empty wardrobe, and a small table with four chairs. As *Nova Direkto* does not use maids (yet) and has not finished restoring this area, it is not in use.

B6. Secret Room: This room was built and used as a

private chapel during the Black Plague era.

B7. Noble Guest Suite: This suite of rooms was used to house guests of high-noble status and their entourage. Now it is being used by one of Mirov's lieutenants and his family. If the PCs enter at night, the lieutenant's family will be asleep, unless an alarm has been raised. Otherwise, they will all be in the entry chamber of the suite.

The entry chamber to the suite is a large living room complete with several large cushioned chairs, a table and matching chairs, a chest full of old games and books of fiction, and a small cassette player. The floors are fully covered by thick rugs, and several wedding and baby pictures are displayed on the mantle. The lieutenant's wife, Wanda Gabszewicz, is present during the day.

The room to the east of the entry chamber is the parents' bedroom. The room to the south is the newly installed bathroom. It uses the newly installed plumbing for various purposes, but is fully functional, including a jury-rigged shower.

To the east of the bathroom is another bedroom, this one used by the children. The lieutenant's children are both boys, ages five and seven. The room contains two beds, an end table, a chest of drawers full of clothing, an empty chest, and toys scattered everywhere.

The lieutenant's wife and his children are all considered Novice NPCs, although his wife is an accomplished nurse with a Medical skill of 6.

When encountered, Wanda will surrender immediately. If the safety of the children is assured, Wanda could be persuaded to betray the *Nova Direkto* and aid the PCs in their mission. To do this requires a Difficult test of Persuasion.

However, she will alert the guards and betray the PCs at the first available opportunity.

Loud noises, other than gunfire, from this area will bring no investigators, unless the castle is already on alert. The two children make a lot of noise, so the soldiers have grown accustomed to it.

B8. Steward's Chambers: This small, oddly shaped room has been completely neglected by the current inhabitants. Its unusual shape and small size is useless to them. In the future, it may be adapted for use as storage, but for now, it remains empty. It contains a small bed, a wardrobe full of uniforms, a small mirror, a desk, a chair, and an electric lamp.

B9. Lord's Nursery and Family Chambers: This suite of rooms was originally built to house the family of the ruling lord of the castle. Now, this entire suite has been taken over by Mirov's senior lieutenant as his residence. Only the front three rooms have been fully restored; these are the only ones in use.

The entry chamber is a fairly elaborate living room. It contains a leather couch, several deeply cushioned chairs, a table, some wooden chairs, and numerous large pillows scattered about the room.

The chamber to the east is the bedchamber. It contains a large bed with shackles attached to the bedposts. Various implements of torture are strewn about the room, some of them with blood stains. The thick rugs covering the floor also show signs of having been bloodied. There is a pile of blood-

soaked linens heaped in a corner. Obviously this room doubles for interrogations and torture.

The room to the south is a crude bathroom, set up using the newly installed plumbing facilities in the tower.

Level Three

C1. Outdoor Area: This is the highest open area of the castle. Mounted here are two M60 machineguns and an 81mm mortar. Stacked next to the mortar are 15 high-explosive rounds, one ILLUM round, and five white-phosphorous rounds. These are covered by a tarp in inclement weather.

Four troopers are always on duty here. One is a Veteran and the other three are Experienced. These troopers will rotate between the mortars and the machineguns, depending on what is called for.

If it is dark, two will operate the mortar while the other two operate the floodlights, searching for targets. During the day, the floodlight operators will man the machineguns. All have AK-74S as personal weapons and will attack any intruders without question. Before attacking at night, they will fire the ILLUM round from the mortar first to alert the rest of the castle.

To leave this area without being noticed is an Easy test of Steath, because the guards are looking outward rather than in.

C2. Armory: This room holds the heavy weapons of the *Nova Direkto*. There are two dismantled 81mm mortars, a defective RPG-16 rocket launcher, and various other broken or disassembled weapons (referee's discretion). The door to this room is locked. Only Mirov has the key.

C3. Personal Guards' Quarters: Each of these rooms contain 10 bunks to house the members of Mirov's personal guard.

At any time, these two rooms will be empty. The guards on watch at C1 will not leave their posts, unless they hear very loud noises from here.

Each small chest contains clothing and personal effects. Any special items are left up to the referee.

C4. Storeroom: These are the storerooms held in case of siege. One contains large amounts of canned and dry goods, sacks of potatoes, bread, sugar, salt, some chocolate, and medical supplies. The other storerooms on this level are devoted entirely to barrels of water.

Early in their investigation of the main tower, the *Nova Direkto* realized that if the walls were taken, the one big shortage in the main tower would be water. The only source of water inside is sea water, and it is unfit to drink.

C5. Lord's Emergency Storeroom: This room was originally intended to hold the lord's private stock of siege supplies. Mirov has been using it to that end, including goods that are meant only for his consumption.

On the various shelves in this room are a great selection of canned and dried gourmet foods, the least of them being beluga caviar, smoked oysters, and canned truffles. Also contained here is Mirov's personal wine selection, a total of 38 bottles of qualities varying from the merely excellent to the truly common. There are also large quantities of C-rations, ammunition, and three barrels of water.

C6. Lord's Bedchamber: Mirov's bedchamber contains a huge canopied bed, a large chest of drawers, a wardrobe, and several tables full of small stationery.

C7. Lord's Chambers: These two chambers were originally intended for use as living chambers for the lord of the castle. Mirov has refurbished them and is using them for this very purpose.

The entry chamber is hung with fine works of art and carvings of every description and material. A large couch is located in the northern section of the room, facing a semi-circle of deeply cushioned chairs. In the northwestern corner is a large table holding an ornate chessboard with carved stone pieces.

THE DUNGEON

When the castle was under construction, it was discovered that the site rested on a large system of underground caverns. These were incorporated into the design of the main tower for use as a dungeon and prison.

The sounds of gunfire or shouting down here will echo throughout the dungeon complex, but will not be heard up above in the castle.

D1. Empty Cavern: A Novice guard keeps watch in this bare, stone cavern. He faces the stairwell leading up to level one of the castle. If an alarm has not been raised in the castle, he will be asleep. When he is awake, he will be facing the stairs with a fully loaded AK-74 and will demand anyone coming down to identify themselves.

D2. Torture Chamber: This room contains numerous well-used devices of torture. There are two racks, a wheel, an iron maiden, and various other medieval torture devices. Some have been used lately—there are traces of dried blood and human hair.

D3. Guard Room: One Experienced soldier guards this area with his AKR. He also has the master key to all of the cells. He is a lot more attentive than his counterpart in the empty cavern.

D4. Cells: These rooms are small, dark, damp, stone rooms where prisoners are held.

The children are held in the northernmost cell. They appear to be in good shape and will readily identify themselves in English. Despite all of them having colds, they seem capable of making the journey back to Kwidzyn.

D5. Storage: The *Nova Direkto* hoards so much in supplies that some must be stored in the dungeon. There are more barrels of water, 12 five-gallon gas cans full of alcohol, and boxes of canned foods.

D6. Secret Cavern: This cavern is empty except for an old alcohol still which has not been used for over a decade. Next to the still are three plastic jugs filled with homemade whiskey.

D7. Caverns: These areas are too damp and cold for the residents to do anything with them.

D8. Underground Entrance: This entrance at the bottom of the cliff leads into a long cavern toward the dungeon. It is exposed for 60 minutes every 12 hours, when the tide is at its lowest. Even then, the water is still ankle deep and the PCs will make a "sloshing" sound if they walk at a normal pace. After 200 feet, the floor slopes up and becomes dry.

LEAVING THE CASTLE

Once the PCs have rescued the children from the cells in the dungeon, it is time for them to flee the castle. There are several possible ways to escape:

1. The Secret Passage: If the PCs have been inside the castle for 12, 24 or 36 hours after they entered through this passage, it can be used as their escape route. However, it is unlikely the PCs will be able to get the timing right.

2. Steal the Horses: In the stables (see page 11) are the seven horses. They are already broken, so riding them to the PCs¹ vehicle or to Kwidzyn will not be difficult. The difficulty lies in getting the front gates open, especially if the guards are now aware of intruders. The other problem is that none of the children can ride the horses unassisted.

3. Other Methods: A truly devious group of PCs could easily come up with another method by which to leave the castle. When considering the feasibility of a plan, be careful to factor in the severe physical limitations of the children. Time permitting, they could get one of the jeeps running again and flee with the vehicle.

HOMECOMING

In addition to leaving the castle, the PCs have another problem. Mirov and his forces return 36 hours after they leave Kwidzyn. *Nova Direkto* managed to turn its dilemma into a victory over the Russian warlord (Zurowski did not arrive in time to help). Now the members are coming home to celebrate and divide their spoils.

There are 170 men with Mirov (25% Novice, 50% Experienced, 15% Veteran and 10% Elite) and they are all armed with AK-74s. Half of them are riding on jeeps and the other half are marching. They also have 2 81mm mortars and an RPG-16 with five rockets. The magazines to their rifles are half full, and everyone has one clip left.

If there is a fight taking place at the castle, Mirov will order half his men (the least experienced ones) to surround the castle and the other half to storm the front door. They have orders to shoot to kill—questions will come later.

Should the PCs be spotted fleeing the castle, Mirov will send two dozen men to pursue them and kill everyone they encounter.

Whether they arrive on time, sooner, later or never is completely at the referee's discretion for effect.

EPILOGUE

After leaving the castle, the PCs are to make their way to the rendezvous point at Gniew. There they will meet with Zurowski and his force of 50 men (25 armed with M16A2s and 25 with AK-74s) with two trucks and four jeeps. Zurowski's men will cover the PCs and manage to drive away any *Nova Direkto* pursuers, if the PCs are followed.

If The PCs Succeed

Zurowski will thank the PCs, reward them appropriately, and invite them to a celebration banquet in their honor in Kwidzyn. The PCs have gained an ally in this part of Poland.

Although the Russian warlord lost the battle and *Nova Direkto* is still around, Zurowski will consider the rescue of

the children a victory. He will ask the PCs to join him in attacking them in their castle while they are still there, licking their wounds. The PCs have been inside and made it out. Their assistance could determine the outcome of the battle and the fate of this region. If the PCs decline, Zurowski will understand but will still ask them to draw a map of the castle and pass on any knowledge of its strengths and weaknesses. If the PCs accept, that is for the referee to flesh out and resolve.

If The PCs Fail

Zurowski will still thank and reward the PCs for trying, but he will be very upset. He will want to attack the castle as soon as possible (especially if his daughter was killed), and will be very insistent on the PCs helping him storm the castle since they know about its strengths. If they refuse, Zurowski will offer them twice as much reward than he offered them when they were hired. If the PCs still refuse, he will thank them but will want to get as much information from them as possible and send them on their way.

If The PCs Are Captured

Mirov will have them all put in a different cell in the dungeon and interrogated over the next several days. He will want to know who they are, how they got into the castle, and why they infiltrated the castle. If the PCs are stubborn, he will resort to torture to get his answers, and any answers will do for him. After Mirov gets his answers, the PCs are offered a chance to join or to be their slaves, thus giving them the opportunity to escape at a later time.

Whether or not the PCs admit that Zurowski sent them, Mirov will have one of the children sent back to Kwidzyn carrying a message that he will start killing the hostages one per day in 48 hours if Zurowski and his followers do not surrender. This will bring Zurowski and his men to the castle to fight. How well this battle goes is at the referee's discretion.

FURTHER ADVENTURES

Zurowski could have further jobs for the player characters, such as making a journey to Krakow to contact the ruler of that city. He may need the PCs to scout out other areas near Kwidzyn to check for roaming bands of marauders or bandits.

The referee could have Mirov and some of his followers survive and try to set up camp elsewhere. Mirov is fairly resourceful, and could plausibly gain new allies and supplies. If he encountered the PCs, he will want to get even with them and Zurowski for spoiling his plans for expansion. Mirov might be able to bring in new allies to help him reinforce or retake the castle, depending on what happened previously.

Finally, Mirov's band of *Nova Direkto* followers might not be the only ones left. There may be more of them hiding out in other locations throughout Europe. Not necessarily in castles, but in bunkers, farms or any place that would not be near a strategic nuclear target.

The possibilities are limited only to the imaginations of the referee and the players.

ONLY THE STRONG SURVIVE

BEFORE THE WAR, there was growing optimism over the collapse of communism and the opening of eastern Europe. Survivalist organizations were seen as outdated and unnecessary, and their memberships dwindled. Many of the remaining members were labeled crazy and were ridiculed.

Then the war came, vindicating their beliefs.

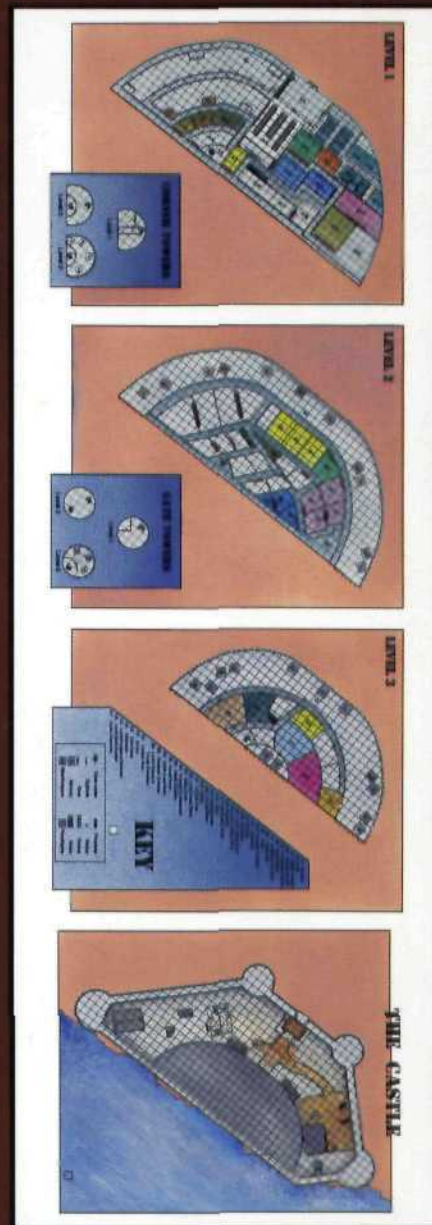
Now a small band of survivalists known as the *Nova Direkto* is making a move for dominance in northern Poland. To keep the neighboring warlord at bay, they have kidnapped five children from the warlord's camp in Kwidzyn and are holding them hostage in a medieval castle on the coast.

Can the PCs infiltrate *Nova Direkto's* stronghold and free all the hostages successfully?

This folio includes

- Four pages of full-color maps of the castle
- A 16-page adventure detailing the castle's interior, the surrounding village, and the Baltic coast of Poland

CASTLE BY THE SEA



P.O. Box 1646
Bloomington, IL 61702-1646

Made in U.S.A.
Printed in U.S.A.
ISBN 1-55878-126-9
Copyright©1992 GDW, Inc.
All rights reserved.



Twilight: 2000™ is a trademark of GDW, Inc.

2014 4.50

