

I'd always thought that when I finally got into the Soviet Union, I would be on a recon for some massive NATO base. Well, there wasn't any of those now, and here I am.

I thought it would look different, what had of something, but I didn't even know we were there until sarge said, "Welcome to the bear's den, kids. This is the Ukraine. Look alive!" He laughed and spat out the piece of butter he had been chewing on. Nobody else was crazy enough to try making their way through this blizzard.

In Bear's Den, experienced Soviet General Anton Chelkov battles to control Lvov and the surrounding area. The 27th NATO Division is approaching through the Carpathian Mountains to the south, and partisans attack from every direction. Chelkov desperately needs fuel and food to weather the winter assault, but he remains confident. Hidden in his camp in Dieste is a Scud B nuclear missile.

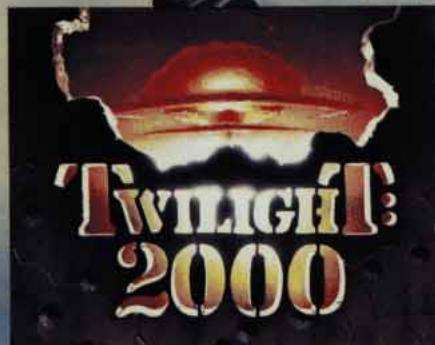
Information presented in this module includes:

- Source material and maps for the Southern Soviet Union, Lvov, the Carpathian Mountains, and the Transcarpathian region.
- Information on winter equipment, including dogsleds, snowmobiles, and ski-troops.
- Detailed descriptions, illustrations, and operation instructions for the Scud B missile and the MAZ-543B launcher/erector vehicle.

Adventure in the icy steppes of the Soviet Union with Bear's Den.

Design: Tim Ryan and Scott G. White

Sample file



Since 1973



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BEAR'S DEN

Tim Ryan & Scott G. White

Sample file

TWILIGHT: 2000

GDW

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Bear's Den

I know a lot about trucks and a wee little bit about fightin'. I've been "on loan," as it were, for 20 months now. Spec4, they call me officially, but grease monkey is the name I find meself answerin' to most often. I've been with this elite U.S. strike team since the 5th Division was lost in Poland. Poland seemed far away to be sure, but not as distant as me own homeland.

The States is a big place, but my pining was for the green fields of Ireland. When they told me where I'd be a goin' on this one, why, I shook my head in disgust. They promised me I'd be returnin' home soon, but when I mentioned this to the sergeant, he said, "You're taking the long route." He said there was someone we had to meet first, someone who could explain why we were here without uttering a word.

Well, the only two kinds of people I know that don't utter words are the drunk and the dead.

In school I paid much more attention to the bonny lasses sittin' next to me than what the teacher was goin' on about. But durin' one lecture in a history class, I remember hearin' of a man whose love for his soldiers, and his quick sword, made him the best of his day. "He was a soldier's soldier," my teacher said, "a king, and a hero."

I hear tell that just a handful of years after WWII there was a man born behind the iron curtain. The Chinese called him a disciple of Sun Tzu's art; the Ruskies called him the Red Bear; the sergeant called him the devil on Earth. But I know who he really is—my history teacher taught me all about this one—he's the ghost of Alexander the Great.

I inquired of the sergeant why we were going halfway around the world to play fisticuffs with this fellow, and whether or not he thought it was worth giving up the ghost for. He just looked at me and said, "You've been in the pan for a long time, boy. It's time to get out into the fire. Those Ukrainian boys need us. They need experience. They need an ace in the hole, and we're all they've got."

The sergeant's answers are always smooth like an icy pond, and twice as dangerous.

INTRODUCTION

Bear's Den is a module for use with **Twilight: 2000**, GDW's role-playing game of survival in a devastated world. In this module the player characters will become entangled in a plot by an expatriate Soviet general to gain control over the western portion of the Ukraine.

The Ukrainian Soviet Socialist Republic was once known as the breadbasket of the Soviet Union. Its people were nicknamed "Little Russians." For centuries these people have fought every imaginable adversary. They have been slaves and soldiers, but one word has always driven deep into their hearts: freedom—freedom from tyranny and oppression.

History paints strange pictures of the Ukraine (or as translated, "the frontier"). Two problems stand out greater than any other. The first is the steppes (or "fields") that stretch for thousands of miles. Until the development of modern nuclear arsenals, the lack of natural barriers made this frontier nearly impossible to defend. The second problem is the people's lack of ability to unify. This melting pot has consisted of people from all ideologies: from the ancient Turks and Tartars to the modern Germans and Russians. All have left descendants here. **Bear's**

Den is an attempt to bring their spirits to life.

This module contains the following material.

- Introductory information on the region and its people.
- Guidance for a referee on developing a Ukrainian campaign.
- Biographies for non-player characters who have or can become significant elements of the region.
- Statistics on a Soviet Scud B missile and the MAZ-543B launcher/erector.
- Maps of the Western Ukraine, Transcarpathia, the city of Lvov, and Olesko Castle.
- Organizations in the Western Ukraine (including the CIA, KGB, partisan bands, 13th Soviet Army, 27th Tank Division, and more).
- Geographic descriptions of Lvov and the surrounding towns.
- General descriptions of the Ukraine and possible adventures in the surrounding region.
- Tables of Organization and Equipment for the 13th Soviet Army and the 27th Tank Division.
- A turn-of-the-21st-century caravan that sets the stage for many possible diverse plot variations.

REFeree'S NOTES

As with all **Twilight: 2000** modules, **Bear's Den** is designed to be used primarily by a referee. Certain narrative sections appear throughout the text—these can be read aloud to the players in order to add realism and to help generate the proper mood. Several maps and play aids are also included in the middle of this module; these may be removed by carefully prying the staples apart, removing the middle pages, and then bending the staples back. All materials in **Bear's Den** may be photocopied for use during play.

If used correctly, **Bear's Den** will open the door to adventures throughout Eastern Europe. There are a number of keys to running this module effectively. The Red Bear must appear bigger than life—like a Patton, a MacArthur, or an Alexander the Great. Be certain to use the rhetoric which will have the most chance of swaying the players' traditional allegiances. War is emotional and terrifying; it has never been a walk in the park. Being a good guy or a bad guy is simply a state of mind.

Before running this module consider reading the following books.

- *The Art of Strategy* (a translation of *Sun Tzu's Art of War*), R.L. Wing.
- *Alexander the Great*, Arthur Weigall.

WARNING!
**Players should not read
 any further in this text
 in order to preserve
 the element of surprise.**



Adventure Overview

I'd always thought that when I finally got into the Soviet Union, it would be on a recon for some massive NATO force. Well, there aren't any of those now, and here I am. We want to go back home and the Paddy wants to jump a boat for Ireland, but Sarge has us heading halfway around the globe to do it. Don't ask me why; I don't get it. He said that the front was west of us. It seemed to me to be all around us. But what do I know? I just drive a truck for a living.

I thought it would look different, smell bad or something, but I didn't even know we were there until Sarge said, "Welcome to the bear's den, lads. This is the Ukraine. Look alive!" He laughed and spat out the piece of burlap he had been chewing on. Nobody else was crazy enough to try making their way through this blizzard.

I can't wait until this caravan gets to Lvov. It's maybe 75 clicks now—that will take an eternity.

Bear's Den is an adventure set in the Soviet Union (Lvov and the surrounding area). General Anton Chelkov, nicknamed the Red Bear, is intelligent, insightful, a brilliant tactician, and a defector from the Soviet Union. The problem he faces is that too much is happening at once.

Chelkov has had a brilliant military career, but that has not blinded him. In late 1999, the general came to the conclusion that he could no longer fight the Soviet Union's wars and set out to carve his own free country out of the wide rolling lands of the Ukraine.

GETTING STARTED

The player characters have found themselves in the Ukraine, heading for the city of Lvov. The players may be survivors of the 5th Mechanized Division and/or soldiers on a mission from CIA or DIA headquarters. Their force will enter the region of one of the greatest Soviet military geniuses of the era—the Red Bear and his 13th Soviet Army. Based on CIA data, or a fluke, they

have entered onto the scene of what will be a major conflict during the year 2001. (Their goals will most likely include tipping the odds in NATO's favor.)

It is recommended that the unit have a minimum of one Ukrainian-speaking character. Lvov is the largest city in the Ukraine to keep Ukrainian as its primary language; Russian is the second language there. Other important skills for the player characters include Skiing, Combat Engineering or Demolitions, and Chemistry or Biology. The players should be allowed to believe Nuclear Warhead is also a good skill to have. Should the group lack these skills, non-player characters can be added at many different points throughout the adventure.

Three major methods of getting the players into the Ukraine exist: Have them hired on as security for the caravan (described in Caravan To Lvov); send them as part of Mission: Apocalypse; or chase them into the region (as explained in Other Avenues). This Adventure Overview clarifies all these options.

BACKGROUND

The general situation is one of chaos throughout much of northeastern Europe. This scenario's timeline will begin in early December of the year 2000. One of the worst winters in recent history has hit the Soviet breadbasket. The average daytime temperature for the month of November was six degrees Fahrenheit. The windchill over the steppes of eastern Europe has made this temperature almost unbearable. The total snowfall for the steppes in November was 42 inches. It seems as though the snow falls in Russia, blows over the Ukraine, and stops in the Carpathian Mountains.

CARAVAN TO LVOV

It was the second day in the Ukraine when we entered Mostiska. The people were very excited to see us. The thought of a caravan in this weather seemed a bit silly. One thing for sure, it was profitable. The Ukrainians were interested in the goods.

In the year 2000 a popular Middle Ages transportation method—the caravan—has reemerged. Before the war, Leo

Pogaski worked in the Polish transportation industry. When the war brought destruction and isolation to many of the small cities and towns of his native Poland, Pogaski used his experience to organize small caravans of trucks and cars to bring supplies to newly impoverished areas. As the war dragged on, his trucks became wagons. But he still provides the service of a caravan today.

Leo, and others like him, approach local merchants with their ability to secure the goods to be sold. The merchant will either go with the caravan or send one of his trusted people with the caravan to represent his needs and sell his goods upon arrival at the destination.

Sometimes refugees will travel behind these caravans, thinking that this will increase their chances of survival against marauders. (Usually these stragglers cannot afford passage.) This practice, however, is discouraged by the caravans because the crowds of slowly moving people actually tend to attract marauders.

Very few caravans can afford the luxury of motor vehicles. If a vehicle is used, it most commonly carries defensive weapons. The size of a caravan will generally vary from 25 to 150 persons. It is rare for caravans to bring many spare horses or to travel during the winter months.

The Pogaski caravan has 124 people, not including the players. Sixteen of those are trusted mercenaries in Leo's continuous pay; eight of those mercenaries have their own horses. Four mercenaries ride in a wagon which carries a PTS-M and is drawn by four horses. The other four ride in another wagon, also drawn by four horses. The player characters can be hired to support this platoon.

The best method of organizing the caravan is to alternate the horse troops and the players' group on recon. The PTS-M should precede the caravan, while the second wagon follows the caravan. The PTS-M has a mounted PK machinegun (with 10 33-shot belts of ammo), and the three remaining mercenaries each have a RPK-74 automatic rifle. The other four troops on the second wagon have AKM assault rifles. Each of the three units has a case of fragmentation grenades and two antitank grenades. Plenty of ammunition is also available. Pogaski has another six antitank grenades and three cases of fragmentation grenades in his personal wagon.

Leo also hired for his wagon a bodyguard/driver who carries an AKM submachinegun. While the caravan is moving, Leo will usually be on his own horse, but occasionally he rides in his personal wagon. Depending on the situation, Leo will be armed with either a Tokarev pistol or an AKM assault rifle. He also has a limited-edition John Wayne Winchester (a .30-30 rifle used for hunting). It is his pride and joy. Two other wagons have all the food supplies that Leo anticipates the caravan will need for the duration of any trip he makes. Leo has hired a cook and an assistant to drive these two wagons. Each of the men carries a .22 automatic pistol and has a .22 semiautomatic rifle in his respective wagon. All of Leo's employees have thermal fatigues, a plate insert jacket, a metal helmet, a gas mask, combat webbing, and a flashlight. The three mercenary unit leaders have a pair of

binoculars and a personal medical kit.

The remaining 41 wagons are split into two groups. The first group (10 wagons) contains people paying for passage to the Ukraine. The second group (31 wagons) contains merchants with their various goods.

The PTS-M is carrying a cargo of vehicle armor, a small generator, a welding torch, and a medium still. It is towing a 1000-liter fuel tanker and has a bulldozer blade welded to the front.

A group of NATO troops could easily become part of Pogaski's caravan security. Although he trusts the present group, he wants to continue expanding his caravan business. Playing the caravan part of this scenario can be interesting and should not be sold short. It is an excellent way to let the characters meet and talk with some of the people who live here, hear rumors, observe the condition of the towns and roads, and experience the difficulties of travel in the winter.

The caravan's stop in Mostiska and Gorodok should be relatively peaceful. Friendly faces and business as usual should be the main theme. A feeling of friendship will fill the air. Even the garrison troops will not be very suspicious unless large quantities of weapons are openly displayed.

While the characters are staying at Mostiska, a severe storm hits the area during the night. Two Soviet soldiers approach the caravan on the second day of the player characters' stay. The soldiers' unit had been ambushed on the road to Javorov, but the two soldiers managed to make it on foot to Mostiska, despite the weather. The player characters should perceive this as a tribute to the Soviets' training and determination.

The local Russian garrison wants to get the two soldiers back to Lvov without detaching a unit of its own, so the garrison pays the caravan for the soldiers' passage. On the third day at Mostiska, the storm lets up, and the characters continue.

As the the caravan travels on, the player characters will have the opportunity to talk with the Soviet soldiers. The two soldiers respond positively to the Americans, saying that they think the war is "pretty much over." If asked about Lvov, they will speak for hours about the city, their comrades, but most of all their beloved leader, General Anton Chelkov—the Red Bear.

The two soldiers will willingly explain that they are members of the 128th Motorized Rifle Division and were supporting a Lvov Guard unit on patrol when they were ambushed.

The Red Bear will repeatedly be a topic of conversation. He is not cruel to the surrounding towns, and his troops think he is a good leader. It would be difficult to find any reason to dislike the Red Bear. The two soldiers will speak of the disgusting partisans, whose goal is chaos—not freedom. They will also discuss campaigns of the Red Bear. They will even discuss the European battles against NATO and "the partisan scum." No prejudice against NATO troops will be implied in those discussions. These are merely soldiers doing their duty.

The route between Mostiska and Lvov should be considered dangerous. Partisan bands operate heavily in this region.

Approximately seven miles outside of Lvov, a group of 30 partisans will attack the caravan. The guards aboard the caravan

