

# WHITE EAGLE

The Fate  
of All Poland  
Hangs  
in the  
Balance.



The Exciting  
Conclusion  
of the  
Return to Europe  
Series!

*"Don't tell me, let me guess. We have to save western civilization again, right?"  
We all thought Ski was crazy. "We are the last hope of civilization in Poland," he said. "Julian is a dictator. Krakow is run by a bunch of gouging, mercantile profiteers. There are bandits everywhere, and the only one who cares about the Polish people is Father Wojtech. We have to help him—it's the only way to keep everything from sliding into the pit."*

*All of us in the squad argued for hours. I said helping Father Wojtech is insane and is only gonna get us all killed. We should hole up somewhere and see what the situation is in the spring.*

*So who are we linked up with? Guess.*

In **White Eagle**, powerful forces are struggling to control a nation. The armed might of King Julian of Silesia is matched against the equally powerful economic force of the free city of Krakow. Opposing them both is the Wojsko Ludowa (People's Army) of Father W. Niekarz. Krakow has mercantile connections, money, and technological expertise. The "king" has military expertise and a steadily expanding government of local warlords backed by an organized military. Father Niekarz and his followers have a devout belief in the righteousness of their cause, a burning desire to see Poland free of tin-pot dictators and petty warlords backed by "soldiers" who are nothing more than bandits—and the Black Madonna of Czestochowa, a religious icon and a powerful symbol of Polish nationalism.

For the WL's banner, Father Niekarz has chosen a white eagle (the traditional symbol of Poland) on a red field (red and white are the Polish national colors). The People's Army has no stockpiles of weapons and ammunition, no vast treasury, no great military leaders. That's where you come in...

**White Eagle** outlines what has happened in southern Poland since the players last saw the region: the transmutation of General Julian Filipowicz into the despotic King Julian, the power struggle within Krakow for control of the region's industrial economy, the deteriorating agricultural situation that threatens to spark another round of civil unrest within the towns and villages of Poland—these factors and others threaten the fragile blossom of civilization.



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# WHITE EAGLE

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Loren K. Wiseman

*Sample file*

# TWILIGHT: 2000



Sample file

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### White Eagle

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# CONTENTS

<b>Introduction</b> .....	4	Wielczka .....	20
Designer's Notes .....	4	Wolbrum .....	20
<b>Conduct of the Adventure</b> .....	5	Zabierzow .....	20
What's Happening .....	5	Zebrzydowska .....	20
Adventure Opportunities: Wojsko Ludowa .....	5	<b>Organizations</b> .....	21
Map of Southern Poland .....	6	ORMO .....	21
Adventure Opportunities: Krakow .....	8	ORMO Duty Stations .....	23
Adventure Opportunities: Silesia .....	8	The Najezdzcie Warszawskie .....	25
<b>A City in Transition</b> .....	10	<i>Rada</i> .....	25
Government and Politics .....	10	Warta .....	25
Economy .....	10	<i>Zbiegi</i> .....	25
The Present and the Future .....	10	<i>Robotniki</i> .....	26
Marauders .....	11	Neighborhood Gangs .....	26
NPCs .....	11	Wojsko Ludowa .....	26
<i>General Diwizji Zygmunt Bohusz-Szyszko</i> .....	11	Sympathetic Towns Map .....	27
Gustav Cryankowicz .....	11	NPCs .....	28
Alexander Kosikowski .....	12	Father Wojciech Niekarz .....	28
Major Anatoli Malekov .....	12	Elzbieta Grzebieniowski .....	28
Henryk Rapacki .....	12	Andrzej Ostrowski .....	28
Stanislaw .....	12	<b>A Land Under a Cloud</b> .....	29
Colonel Richard Stark .....	13	The War .....	29
Juliusz Wojciechowicz .....	13	From Colonel to Markgraf to King .....	30
Whatever Happened To .....	13	Expansion .....	31
Sergeant Randolph Cutler .....	13	Treason and Purges .....	31
Major Wladislaw Kobiecki .....	13	Rebels .....	32
<b>Krakow and Environs</b> .....	14	<i>Saving for the King</i> .....	32
Map Notes: The City Districts .....	14	The Economy .....	32
City Encounters .....	14	Society .....	32
Notes to Encounters .....	14	The State of the Military .....	32
Map Notes: The Old City .....	15	Silesia Map .....	33
Wawel Castle .....	16	NPCs .....	34
Kopiec Kosciuszki .....	16	Captain Ilarion V. Fedorenko .....	34
Electricity .....	16	Julian Filipowicz .....	34
The Hospital .....	16	Major Stanislaw Stranski .....	35
Krakow and Environs Map .....	17	Major Rudolf Geissmar .....	35
<b>Towns in the Area</b> .....	18	Lieutenant Pavel B. Gulashev .....	35
Bochnia .....	18	Major Nikolai S. Volkhov .....	35
Brzesko .....	18	<b>Raciborz</b> .....	36
Dobczyce .....	18	The War .....	36
Gdow .....	18	Reindustrialization .....	36
Kalwaria .....	18	Raciborz Map .....	37
Krzeszowice .....	19	The City .....	38
Miechow .....	19	<i>Srodmiescie</i> .....	38
Myslenice .....	19	Nowa Miestro .....	38
Niepolomice .....	19	Brzeg Rzeki .....	38
Nowy Huta .....	19	Factory District .....	38
Ojcow .....	19	Raciborz Castle .....	38
Olkusz .....	19	Defenses .....	38
Oswiecim .....	19	The Castle .....	38
Preszowice .....	19	Raciborz Castle Map .....	39
Skawina .....	19	<b>Places of Interest In and Around Silesia</b> .....	40
Slomniki .....	20	<b>Silesian Organizations</b> .....	44
Tunel .....	20	Czech 14th Motorized Rifle Division .....	44
Tyniec .....	20	Czech 1st Air Assault Brigade .....	44
Uscie Solne .....	20	Silesian 3rd Border Cavalry Brigade (Czech) .....	45
		Liga Handlowy .....	45
		Marczak's Legion .....	45
		Wojsko Ludowa (WL) .....	45
		<b>Appendix I: Last Battle</b> .....	46
		<b>Appendix II: A History of the Black Madonna</b> .....	47

# WHITE EAGLE

*We all thought Ski was crazy. "We are the last hope of civilization in Poland," he said. "Julian is a dictator. Krakow is run by a bunch of gouging, mercantile profiteers. There are bandits everywhere, and the only one who cares anything about the Polish people is Father Wojciech. We have to help him—it's the only way to keep everything from sliding into the pit."*

*Ski's people were Polish—came to America in the '30s—and he always was a soft touch for a grimy kid with a good story. This business about saving Poland is some kind of wish-fulfillment thing that's been bugging him ever since the division arrived in Poland. You know the line—America always roots for the underdog, that sort of stuff. My family is fifth generation Boston Irish, and I look at things from a more practical standpoint: King Julian of Silesia has an army of veterans from every nation in Europe. Bohoosh-Shooska of Krakow has a lock on all the trade in southern Poland, which makes him rich enough to buy his way into heaven if he has to. All Father Wojjy has is an old painting on a piece of plywood and a bunch of peasants with torches.*

*My grandmother Ryan used to tell me stories about the little people, who had the gift of making the most insane things sound reasonable. Ski must be the only 180-pound leprechaun in Poland, because he definitely has the gift. All of us in the squad argued for hours. I may be Catholic, but I don't give a hill of beans for the Polish people—they're the ones that have been shooting at me off and on since the fall of twenty-ought-zero. I said helping Father Wojciech is insane and is only gonna get us all killed. We should hole up somewhere and see what the situation is in the spring.*

*So who are we linked up with?*

*Guess.*



In **White Eagle**, powerful forces are struggling to control a nation. The armed might of King Julian of Silesia is matched against the equally powerful economic force of the free city of Krakow. Opposing them both is the Wojsko Ludowa (People's Army) of Father W. Niekarz, whose only weapons are a deep patriotism and the Black Madonna of Czestochowa, a religious icon and a powerful symbol of Polish nationalism. Surrounded by a sea of bandits, marauders, homeless soldiers from a half-dozen nations, and an increasingly hostile environment, these three groups are engaged in a struggle that will determine the future of Poland—that will decide whether the country will begin a long, slow recovery, or rapidly sink into a mire of chaos. The characters hold the key to victory in that struggle. **White Eagle** serves as both a sourcebook of southern Poland in the early 21st century and as an adventure (or series of adventures) taking place there.

**White Eagle** outlines what has happened in southern Poland since the players last saw the region: the transmutation of General Julian Filipowicz into the despotic King Julian, the power struggle within Krakow for control of the region's industrial economy, and the deteriorating agricultural situation that threatens to spark another round of civil unrest within the towns and villages of Poland. These and other factors that threaten the fragile blossom of civilization are outlined and described.

The characters could be called upon to undertake a diplomatic mission into the city of Krakow, which is not as safe as it once was, especially when you consider that the characters' mission will effectively bring down the present ruler, who will not be in favor of their actions. The characters may be sent to Silesia to spy on the army being raised there and thus fall afoul of the self-proclaimed king of Silesia (soon of Poland, if he has his way).

The characters may be called upon to train the inexperienced peasants of the Wojsko Ludowa and turn them into an effective fighting force—and then to lead that force into battle.

On the other hand, the characters may choose not to help the Wojsko Ludowa and instead take employment in Silesia or Krakow.

## DESIGNER'S NOTES

Consumer demand for more adventures set in Poland has been increasing for the last several years and has prompted the publication of the **Return to Europe** series, of which **White Eagle** is a small part. Some of the material presented in **White Eagle** has appeared previously in a slightly different form. Since **White Eagle** builds upon what has happened before in a way that no other module has, I chose to include information some referees may find repetitious. I have done this so the module can stand alone and so prospective referees will not have to consult previous modules in order to run this one.

By the same token, some of the NPC sketches presented within are summations and updates of the various NPCs presented in the modules **Free City of Krakow** and **Black Madonna**. I have assumed certain events have taken place in the last two years of game time because there was no other way to proceed.

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



## CONDUCT OF THE ADVENTURE

**White Eagle** takes the players back to southern Poland, a year or so after the events depicted in the **Free City of Krakow** and **Black Madonna**. Many things have changed, but the characters will also find much that is familiar. This section will briefly summarize the changes (leaving the details for a later chapter) and then outline the possibilities for adventure in the new environment.

Naturally, everything in this chapter might vary depending upon what happened during any previous adventures the characters might have had in the region. Previous PC interactions with any of the NPCs mentioned in this book could have a radical effect upon those NPCs' reactions. If, for example, the characters have previously met Father Niekarz, he will react to them differently than if he is meeting them for the first time (the main result of this will be that he will come to trust the characters and give them important tasks more rapidly). This book cannot give any specific suggestions in this regard: Referees will have to adjust the individual situation to reflect the events of their individual campaign.

### WHAT'S HAPPENING

Basically, a three-way power struggle is going on in southern Poland. The military might of the Kingdom of Silesia is contesting control of the area with the economic power of the free city of Krakow. The third factor in the equation is the WL (Wojsko Ludowa, or People's Army), the weakest of the three and definitely the underdog in the struggle. All this is taking place against a background of increasing barbarity and disorder. Although the war between NATO and the Warsaw Pact has largely ground to a halt, a different war is still going on—this one between order and chaos, between civilization and anarchy.

### ADVENTURE OPPORTUNITIES: WOJSKO LUDOWA

Frankly, aiding the WL is not going to be financially lucrative, unless the characters realize that they stand a better chance of

getting a share of the loot from Father Niekarz than they do from the rulers of either Silesia or Krakow. Also, they stand a better chance of receiving fair treatment from a Jesuit priest than they do from a power-mad dictator or a would-be merchant prince.

The WL, led by Father Wojciech Niekarz, has grown greatly in size thanks to the icon known as the Black Madonna. Father Niekarz wants to establish a republic, but to do that he must unite Poland behind him. The icon helps a lot in that regard, but until he manages to secure a few military victories, his WL is nothing more than a particularly large band of peasant militia.

Father Niekarz needs soldiers to train his followers and turn them into an army, modern weapons and equipment to enable it to stand up to his enemies, and negotiators to forge alliances and win victories without firing a shot. Later on, he will need trustworthy subordinates to lead the WL's armies, rule the territory the WL acquires, and succeed him in leading the WL, if necessary.

At the moment, however, the biggest problem Father Niekarz faces is logistical. He cannot keep a large force together long enough to train it and accomplish anything because he relies on volunteers from various villages. These volunteers cannot be kept away from their homes for very long because their farms (and thus their families) would suffer. In order to keep an army in the field for an extended campaign, Father Niekarz needs supplies for his soldiers and their dependents. To liberate supplies from the clutches of Silesia or Krakow, he needs an army capable of winning a major battle. To get such an army, he needs to be able to keep a group of men together long enough to complete their training and conduct an extended campaign.

An alliance with someone capable of supplying food and weapons would be just the thing Father Niekarz needs, and with this in mind he has opened negotiations with Juliusz Wojciechowicz, the Krakow industrialist. Although nominally part of the ruling coalition of Krakow, Wojo (as he is nicknamed) has been greatly affected by Father Niekarz' approaches. Father Niekarz' possession of the Black Madonna has appealed both to Wojo's religious feelings and to his Polish patriotism (the icon has both religious and secular meaning to Poles). Wojo, however, is also a pragmatic man and is