An Adventure for

THE PRICE OF FREEDOM

YOUR OWN PRIVATE IDAHO

by Steve Gilbert with Greg Costikyan

WEST END GAMES

INCLUDES RULES FOR HELICOPTERS!

THE PRICE OF FREEDOM

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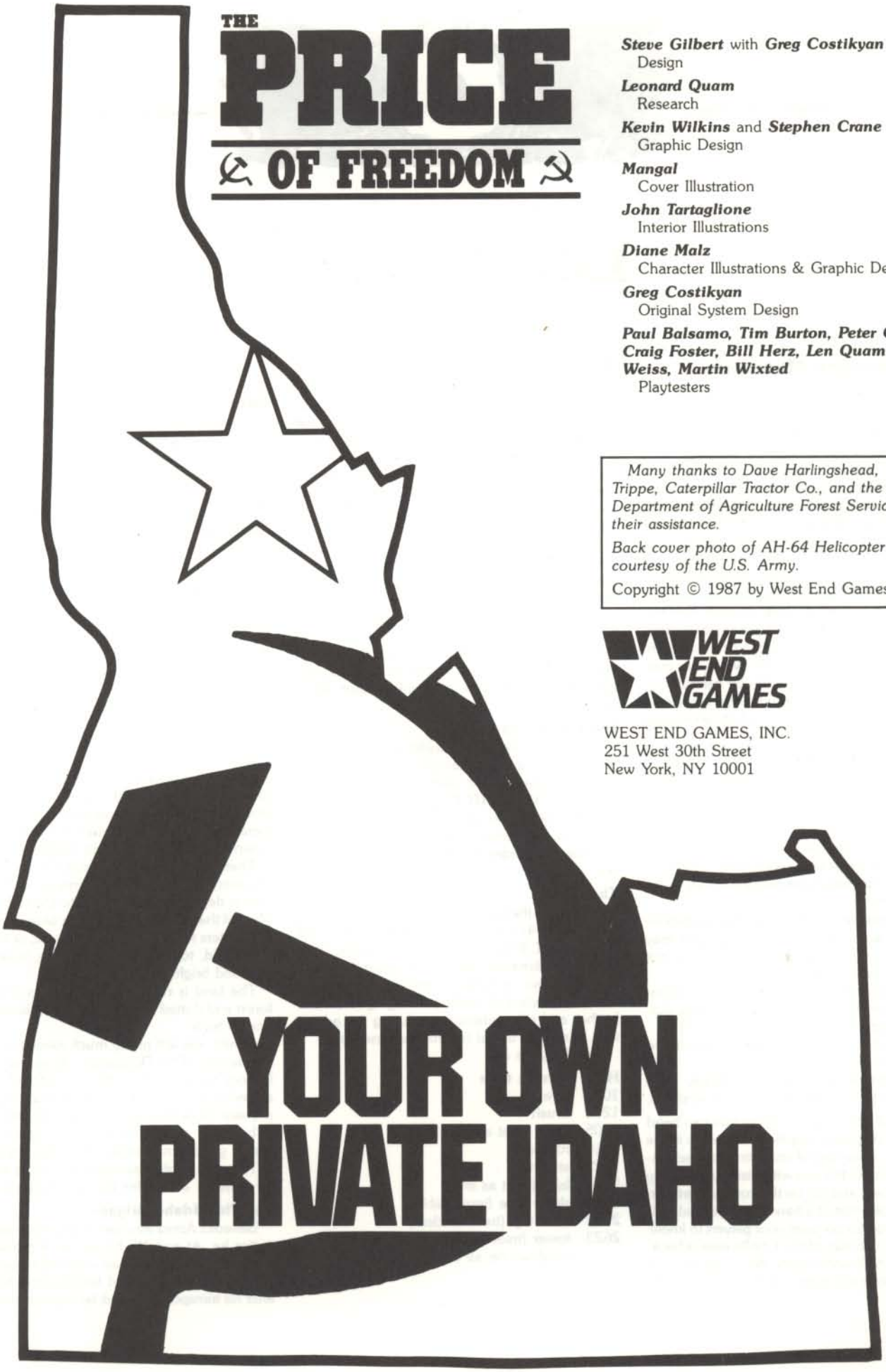


YOUR OWN PRIVATE IDAHO

Introduction

0.1 Adventure Materials

Before you get started, we'd better tell you what's in this adventure and where you can find it.

Helicopter and Anti-Aircraft Charts

In the center of this booklet is a four page cardstock folder, printed on both sides with the data, charts, and tables you need when using helicopters and anti-aircraft equipment in ***THE PRICE OF FREEDOM.*** To remove it from the book, pry the staples upward, lift, and push the staples back down. (In this decadent, litigious society, our lawyers suggest we tell you to use a screwdriver or similar object rather than your fingers to pry up the staples, as you might prick yourself. Frankly, we think it's ridiculous that we have to tell you this, a fundamental affront to the rugged individualism upon which our culture is based. Write your congressman, but in the meantime, be careful.)

Because the charts are printed on cardstock, you can use them as a "screen," to hide your notes and die-rolls.

Hand-Outs and Rosters

Immediately behind the helicopter charts is a 4-page pull-out, printed with the hand-outs, maps and rosters you'll use in the adventure. Among these are:

- a map of the Challis-Borah Peak area showing the important sites of the adventure, which you may hand to the players (as residents, they know this information);
- another map of the area, depicting the disposition of rebel and Soviet forces; the players may learn this information during the game, but do not possess it to begin with;
- the orders of Pacific Occupation Front Command, announced by Lt. Col. Geboshnovik during the adventure;
- rosters listing the Soviet troops encountered during the adventure;
- and maps of Chilly and the Mackay Dam tower, used when the PCs reach those locations.

You can cut up the hand-outs so you can hand them to your players at propitious moments in the adventure, or, if the idea of mutilating your adventure in this fashion fills you with dismay, you may photocopy them and cut up the copies. **Note:** In some cases, one side of a hand-out is printed with information you do not want your players to know. For example, the map of the Challis area is backprinted with the Soviet rosters. When you let your players examine the map, ask them not to look at the back.

Player Characters

The next 4-page folder inward from the center is printed with six pregenerated characters. We recommend that you cut the character sheets apart and give one to each of your players. Don't worry if you've got fewer than six players — some characters will be unplayed — but make sure that Nate Washington and Horatio Spaulding are used, as they have skills vital to the completion of the adventure.

If you prefer, you can have your players generate their own characters (see 0.4 for using ***Your Own Private Idaho*** in a campaign). If you do so, we suggest that you have Nate Washington join the PCs as a non-player character helper and information source. Unless the PCs come from Milner or the surrounding area, they may not know information vital to the completion of the adventure. Nate can provide such information when necessary.

The Helicopter Rules

Finally, the next 4-page folder in is printed with the helicopter and anti-aircraft rules. They explain how helicopters and anti-aircraft equipment operate in ***THE PRICE OF FREEDOM,*** and how the helicopter and anti-aircraft charts are used. You can remove the rules and put them in your ***Gamemaster Book,*** or leave them, as you like.

The Map

Inserted in the booklet you'll find a new full-color map (Map 4) for use with ***THE PRICE OF FREEDOM.*** It depicts a section of Mackay Dam, where the climactic battle of the adventure takes place. It also includes a trail and section of woodland, which is useful for staging forest ambushes and other encounters during the adventure. Map 2 is useful for this purpose, too.

Terrain types are:

Hex	terrain type
1001	forest
1203	brush
1405	path (treat as clear)
1314	rough
1422	stream
2521	lake (treat as river)
1921	sluice gate (impassable)
2022	dam top (treat as clear)
2623	tower (treat as a building with windows on all 6 hexsides)

Note that elevations on this map are represented in a little different way than in other ***PRICE OF FREEDOM*** maps. A single elevation line can indicate a cliff or dam face — that is, a change of many elevation levels. The elevation level is printed on both sides of the line; thus, hex 1819 is at elevation 60, and hex 1820 at elevation 1.

0.2 Background

The Challis Area

The Challis National Forest lies in central Idaho. It boasts the state's highest point (Borah Peak, elevation 12,662), encompasses most of the Sawtooth National Recreation Area, and is slightly smaller than the state of Connecticut. Within its borders are some ten to twelve communities, depending on how flexibly you use the term, whose populations range from less than 50 to slightly more than 1100. The total population of Challis Forest: just under 3500 souls, 5400 assorted firearms, and 6200 Bibles, excluding the numerous Gideon Psalters which have accumulated over the years.

Challis Forest is a conservative area, bedrock Republican and rife with Evangelicals. Its citizens saw the Russian invasion as a personal affront, and were not especially surprised at having been let down by the bureaucrats in Washington.

There are very few children in Challis Park. The economy, based on timber, farming, and hunting, was in depression even prior to the Occupation. Most of the inhabitants are 35 or older. Ambitious youngsters tended to move to Boise, or even farther afield, to Seattle or California, in search of jobs and bright lights.

The land is rugged — mountains covered in forest and dotted with streams, natural caves and animal trails.

Challis was left pretty much alone for the first few months of the Occupation. As a rural, relatively poor region (with a stiff-necked and heavily-armed population), it was not high on the Communists' list of priorities. Life went on pretty much as before — except that supplies of gasoline, consumer goods and produce became scarce.

The area might have been left alone for years to come — except for Benny's Bastards.

The First Idaho Brigade

Benedict Arnez was inappropriately named; no traitor he. At age 18, he earned a purple heart for treading shark-infested water off Kwajalein for four hours, his wounded lieutenant in his arms, after his transport was sunk by Japanese bombers.

After he returned to a hero's welcome in his Idaho panhandle home, he settled in to a long, reasonably happy life with his schoolday sweetheart, running a small-town hardware store. He voted Republican, hunted every fall, remained faithful to his wife, went to church every Sunday but never paid much attention to the sermons, drank a little too much but not *too* too much, and, according to town gossip, spoiled his kids. He would have lived and died as a small-town, hard-drinking, God-fearing Republican if the Occupation hadn't intervened.

His wife had died three years before (of pneumonia, compounded by years of heavy smoking), and Arnez had little to lose. Though life in rural Idaho had little reason to call on the skills learned as a World War II combat infantryman, those skills remained alive. And in the Idaho panhandle could be found men willing and eager to fight — from frank American Nazis to Republican farmers, from meetin' house fundamentalists to radical libertarians fleeing higher-tax states.

Arnez became their leader. And his force, the grandly-named First Idaho Brigade, is now over 300 strong.

The Communists React

For some months, the Brigade wandered across Idaho, recruiting, performing an occasional bit of sabotage, and killing collaborators. The Communists let Arnez operate essentially unchecked; Idaho is a remote area, and the First Idaho Brigade seemed unlikely to do severe damage. To Arnez, the time unharried was a Godsend. During this period, he and his men acquired substantial munitions, including a number of bazookas and light antitank weapons. They built or acquired a Kurasawa transmitter, and joined the Radio Free America network.

Central Idaho is covered with a network of rivers and streams, and roads are few; the First Idaho Brigade moved mostly by canoe. Using canoes, it could move far and fast across terrain virtually impassable otherwise. Canoes can carry substantial supplies, too; and portaging a lightweight aluminum canoe is not difficult.

The Soviets paid little notice to Arnez — until, on October 4th, the Brigade ambushed a Soviet convoy traveling on Route 93, near Ellis. Fifteen trucks, gallons of fuel, tons of ammunition and explosives, and equipment stripped from mines in Montana and heading for the Soviet Union by way of the port of Portland — not to mention 42 men — were lost.

That in itself was alarming enough. Even more alarming was the fact that the Brigade was apparently headed for the Idaho National Engineering Laboratory — a huge reserve formerly operated by the Atomic Energy Commission, now lightly guarded by Soviet troops, where a considerable supply of fissionables could be found.

A decision was reached high up in the Pacific Occupation Front command: the Idaho insurgency must be halted, now, while it was still small enough to contain.

Operation Talon

Pacific Occupation Front command knows very little about the rebels in Challis Forest. Strength estimates range from 100 to 1000. They do know that the guerrillas seem to operate mostly in and around Borah Peak. Pin-pointing their location is impossible — the area is densely wooded, the Brigade contains crack woodsmen, and the rebels frequently disperse into small groups. Therefore, air raids are of little use.

The 84th Guards Motor-Rifle Division, mountain warfare veterans from Aghanistan, was ordered into the area. Containing 12,000 men, it should be more than enough to supply the 10-to-1 manpower ratio theory demands for counterinsurgency operations.

The 84th's armor elements were ordered to spread out along Interstate 93 (see Map B), occupy the towns along it, and patrol it constantly. The infantry regiments were to spread out along State Road 28, and, dismounted, advance across the Lemhi and Lost River mountains. The armor was "The Mortar," against which "The Pestle" of the infantry would grind the First Idaho Brigade.

An assault helicopter company was attached to the 84th Guards. Stationed in Chilly, it would provide air support, reconnaissance, and rapid troop transport, as necessary.

Arnez's choice: engage the 84th's veteran infantry or fall back to be crushed against the impenetrable armor curtain along Interstate 93.

0.3 Adventure Summary

The Boys in Red Arrive

Some days before the adventure begins, men from the First Idaho Brigade swept through Milner, the small town where the PCs all live. The rebels recruited a few of the younger men, made some contacts, and left.

The adventure begins as the Soviets arrive. The PCs establish a rendezvous at Willow Creek Cave. They can flee at once, or wait to see what happens. In all likelihood, some of those who flee are captured. They, and those who stay, are forced to watch helplessly while the Reds execute 18-year old Lynsie Shaffer, and are then imprisoned in the local high school gym, along with all other suspected rebel sympathizers.

With some luck, the PCs escape and make their way to Willow Creek. Here, they meet with Jeremiah Washington, who is in radio communication with the First Idaho Brigade. The Brigade is encircled, and must break out if it is to survive.

Jeremiah fills the PCs in. They must figure out how to rescue the Brigade.

Chilly Airbase

To do so, they must destroy Mackay Dam. That would flood a section of Route 93, opening a gap in the Soviet lines. The First Idaho Brigade could canoe across the floodwaters, while the remaining Soviet armor would be helpless to intervene.

Only one problem: the Soviet assault helicopter company based at Chilly — outside the floodwaters' path. Rebel canoes struggling across a flooded Lost River valley would be so many sitting ducks for the choppers to sink.

So Chilly airbase has to be destroyed first.

Mackay Dam

Destroying Mackay Dam isn't as easy as it sounds, either. For one thing, it's defended by a squad of Soviet soldiers. Taking them out doesn't solve the main problem: Mackay isn't a concrete dam, but an earthen one. Blow a substantial hole in a concrete dam, and the weight of water will collapse the whole thing — but an earthen dam is much more stable. There's a way to destroy it — but it isn't easy.

And Afterwards

Assuming the PCs do the job, the rebels are saved. That can be the end of the adventure — or the beginning of another one.

0.4 Using the Adventure in Your Own Campaign

Though ***Your Own Private Idaho*** is based in a particular area of Idaho, it can easily be adapted to any remote mountain region. It could as readily take place in the White Mountains of New Hampshire, upper Ontario, the Colorado Rockies or even (with a suitable change in weather) the Sierra Madre. The main elements you need are a) a dam, b) a region with relatively few roads for the guerrilla group to roam, and c) a road the dam will flood.

If these don't exist in your area, you have two options. The first is to fudge things; *put* the dam you need in your area, even though there isn't one there, and tell the players not to complain. The world of ***THE PRICE OF FREEDOM*** is not, after all, *completely* identical to our own, and a bit of gamemasterly license is occasionally required to make the story work.

If you don't like that, shanghai your players someplace where a dam and trackless wilderness *do* exist. Unless you live in flattest Iowa, that's probably no more than a few hundred miles away.

How to shanghai them? Here are a couple of ideas.

- The PCs are chased by a squad of Soviet counterinsurgency specialists out of their home area, and head for the First Idaho (New Hampshire? Ontario?) Brigade, hoping to link up with it. They run right into preparations for Operation Talon.
- The PCs are captured, and forced at gunpoint into a cattle car which is supposed to take them to the Arctic death camps, but which, with usual Russian efficiency, is shunted off onto a siding where the PCs make their escape. They find themselves in a small town in Idaho — or wherever you decide to site the adventure.

The Boys in Red Arrive

Summary: Soviet soldiers arrive and interrogate everyone in town. Anyone who sticks around is forced to witness as defenseless, sobbing Lynsie Shaffer is executed. Afterward, "subversives" are held in the town gymnasium. The PCs (escaping from the gym, if necessary) meet at Jeremiah Washington's secret hideaway.

One sticky point should be mentioned: meeting at Jeremiah Washington's hideaway is a good idea, because he's in touch with the First Idaho Brigade, and has some weapons and supplies. However, of the PCs, only Nate Washington knows of the hideaway at the start of the adventure. It is very likely that the PCs will want to fix a rendezvous at some point in the game; and Nate's player, if he's smart, should suggest the Willow Creek Cave. If he doesn't, you should remind him of it. If the players *don't* fix a rendezvous, you must intervene more blatantly — simply tell the necessary players, "You've heard Jeremiah is hiding out at a cave near Willow Creek and is in radio contact with the Resistance. You think you know which cave, too — little Nate Washington broke his ankle playing up there one summer a long time ago."

1.1 Getting the Mail

Read this aloud:

Till recently, life hasn't been too bad in Milner — not near as bad as the rest of the country, least as far as you hear from Radio Free America. The Reds have pretty much left Custer County alone. Of course, there isn't a lot up here they want. About the only effect of the Occupation has been that fresh food and gasoline are tough to get. That, and when you go into Pocatello, you're likely to get stopped by Commie soldiers.

Things're going to change, though. Last week, a couple of fellows from Benny's Bastards, the "First Idaho Brigade," drifted through. They made a speech, got some food and ammo and such, and moved out. A number of the young men joined 'em — including Kim Shaw's and T.J. Callahan's sons and Boyd Johnson, Lynsie Shaffer's sweetheart.

Word is, the rebels bushwhacked a convoy on Route 93, near Ellis, not too long ago. And word is, there are Soviet troops on the way.

You've all come down to Milner's post office to pick up your mail, just like you do every day, Sundays and holidays excepting. It's a brisk October day, clear, with temperatures in the low 40s. The trees are losing their leaves. You meet outside the post office, and get to talking.

Have your players introduce their characters to one another. Tell them they all know each other. Encourage them to pass character sheets around; there's nothing on anyone's sheet that the other PCs wouldn't know (or at least suspect).

Tell them a little about Milner and the surrounding area. Give them Map A, and let them study it. Summarize the information in section 0.2, "The Challis Area." Let them talk until they begin to make some concrete plans, then:

Down the road, there's a line of gray-painted vehicles. They're heading this way.

If the PCs move fast, they can get out of town now — leaving most of their possessions (including all weapons) at home. If they do so, suggest they set up a rendezvous (and, if necessary, mention Jeremiah Washington's cave). Otherwise, they may scatter to their homes, or wait for the arrival of the Soviet convoy.

If they scatter, they hear the announcement below over loudspeakers as Soviet vehicles drive through the town, repeating it.

If they stay and wait, the Soviets pull up.

It's a convoy of three Soviet tanks and three armored personnel carriers — big, dangerous machines that move faster than such heavy-looking vehicles should. A man protrudes from the open hatchway of each. They pull up in front of the post office, and the commander of the lead tank speaks through a loudspeaker in heavily accented English, his breath visible in the cold air:

"Citizens of Milner! I am Colonel Geboshnovik. I am taking control of this town in the name of your government. Return to your homes at once! Repeat, return to your homes at once! My soldiers will interview each of you in your homes. If you possess any firearms, please have them ready to turn over to the authorities. If you comply with our instructions, no harm will come to you.

"Return to your homes at once."

1.2 House-to-House Search

If the PCs get in their vehicles and drive home, they are left alone. They can't go too far out of town, as Soviet tanks are lining up all along Route 93 (see 2.2). If they try to leave town, they encounter Soviets along the road, and are arrested and imprisoned in the town gym.

If the players ask, everyone is within walking distance of his house, so they may walk if they don't want to drive.

None of the PCs is carrying anything more than the barest necessities, so they must return home if they are to stock up. If they prefer, they can head to one person's house, but if so, they must rely solely on the equipment listed on his character sheet (plus heavy winter clothing for all).

Take each player aside — into another room, if possible and ask him what he is doing. Take Kim Shaw and Horatio Spaulding aside together, as they live in the same house. There are basically three options: heading for the hills, returning home to get equipment and then heading for a rendezvous, or following Soviet instructions.

Sneak Into the Forest

Milner is surrounded by forest, so it is quite possible for someone to sneak into the woods, either before or after returning home and getting equipment. If someone does, tell him:

You manage to get your stuff, and leave by the back door. One of the neighbors sees you go, and smiles uncertainly. You make it down to the creek and into the woods.

There are already Soviets patrolling the woods — there precisely to prevent Milner's citizens from leaving. Their orders are to arrest anyone they encounter, and escort him to the gym. They are to fire only if fired upon, or if someone they encounter resists.

Ask the player to make an alertness roll. If he succeeds, tell him: **You smell a cigarette.** He may either investigate, or back away quietly. If he backs away, he escapes and may go on to his rendezvous. If he investigates, or if he failed his alertness roll to begin with, he must make a stealth roll to avoid being spotted by the Soviets.

If he is spotted, one of the Soviets yells "Preeval!" (Halt!). The PC can run, surrender, or try to fight. The Soviets have automatic rifles, skill of 10 and panic level of 8. If the PC runs, a successful agility or Milner lore roll will let him escape — he must make one roll per combat round (as the Soviets pursue and fire at him) until he escapes, is killed or incapacitated, or surrenders. If he fights and manages to beat the Soviets, the gunfire is heard all over town. He can escape by running for his life, pursued by Soviet APCs crashing through the woods.

If he surrenders, he is imprisoned in the gym.

Go Home, Get Stuff, and Meet At Another PC's House

If a player returns home, give him a brief description of his house. Here's one for each PC:

Kim Shaw: Kim lives in a single-story ranch-style house on the outskirts of central Milner, near the woods. It's made of wood and shingled, and contains (among other things) a well-equipped kitchen.

Nate Washington: Nate lives in a small, neatly kept-up clapboard house with his grandfather. It's just behind the Village Store, and contains three rooms.

"Doc" Jorgensen: Doc's house is a modern single-story brick building on Milner Main Street. It has a garage and a separate entrance for his office. Inside, it's slightly untidy; Doc has someone come in every week to straighten up, but isn't terribly neat himself.

T.J. Callahan: T.J.'s farm is a mile outside central Milner. A storage shed is attached to the kitchen. The building itself is of sturdy wood construction with a tar-shingle roof. It's quite large, and centers on a big living room with a huge fireplace.

Diana Cohini: Diana lives in a trailer near the railroad tracks.

Horatio Spaulding: Horatio is a boarder in Kim Shaw's house.

A PC can return home, assemble equipment, and get to another PC's house without difficulty. Just as soon as they're all together, there is a knock at the door: the Soviets have arrived. They're conducting a house-to-house search, confiscating weapons and radios. If they're permitted entry, they want to know why the PCs have brought their possessions here, and why they have not gone home as instructed. Unless the PCs resist, they are arrested and held in the gym until 5 PM, when Lynsie's execution in Milner Park occurs (see below).

If they met at T.J. Callahan's farm, he can hide the other PCs in his "storm cellar," used by his grandfather in Prohibition days to hide illegal hooch. The Soviets tromp around searching Callahan's premises, but don't find the cellar; see "Go Home and Stay" below.

If they met any place other than Diana Cohini's trailer, can try to sneak out and into the woods when the Reds arrive. If they do so, make stealth rolls for each PC. Any failure means they're seen; four Soviets pursue. A successful agility roll (to outdistance pursuit) or Milner lore roll (to find a hiding place) must be made by each PC to escape; see "Sneak Into the Forest" for the Soviet's orders and reactions. Each is armed with an automatic rifle; one is a sergeant (skill 12, panic 5, leadership 3); the others, enlisted men (skill 10, panic 8).

Go Home and Stay

If a PC goes home and waits for the Soviets, as requested, four show up — a sergeant and three privates (stats above). The sergeant reads a series of questions, in barely comprehensible English. They are:

"Do you have any firearms or other weapons?" If the answer is yes, he says **"Bring them to me."** He confiscates them; one of the privates carries them to a jeep outside.

"Do you have any Bibles or other religious icons?" Again, if so, these are confiscated.

"Do you have a radio?" Again, it's confiscated.

After he's gone down the list, two privates keep the PC at gunpoint while the sergeant and the other private search the house. They are not destructive, but are quite thorough. They are fairly honest; small items may be pocketed surreptitiously, but no major theft occurs.

If any hidden firearms, bibles or radios are found, the PC is arrested and taken to the gym, where he is held until the meeting in the park.

If the PC complies with the Soviets' instructions, before he leaves the sergeant says:

"There will be a meeting at 5 o'clock in the park. Attendance is mandatory. Good bye."

He hands the PC a copy of the Pacific Occupation Front Command regulations (see hand-outs).

1.3 The Meeting in the Park

At 5 PM, the Soviets gather the citizens of Milner to the town park — a large, grassy area in the center of town, where, in happier times, the High School band used to give concerts on cool summer nights. It's getting dark, and they've rigged up spotlights. Any of the PCs still in town attend; anyone who stays home is physically rousted out and force-marched to the park by Soviet soldiers. Anyone who was arrested is brought to the park, under guard.

Read this:

Finally, everyone in town is assembled. It's cold. Everyone is bundled up, some are shivering. On the periphery of the crowd are a couple of dozen Soviet soldiers, all with automatic rifles.

Colonel Geboshnovik walks to the bandstand and climbs its stairs. He clears his throat, and says: "Citizens! By the authority of Act of Occupation 16A-1, I hereby declare the town of Milner to be under martial law. This means that I have the power of life and death over every one of you." He pauses.

"In the course of our search, we found several illegal items in the hands of one Lynsie Shaffer, including scurrilous propaganda issued by the enemies of the people. The penalty for this crime is death." He breaks off and barks something in Russian.

Four Soviet soldiers emerge from the town hall, escorting 18-year old Lynsie Shaffer. Lynsie is known to all of you — a bright, intelligent young girl, sweetheart of Boyd Johnson — who's now with the rebels.

Lynsie is barefoot, clad in a torn dress. She walks quietly between the soldiers, head low, eyes unfocused, a steady stream of blood flowing from her nose. She seems unaware of the cold. One of the soldiers ties her hands behind a "No Parking" signpost in front of the town hall. Then, the four of them line up five yards away.

Lynsie suddenly realizes what is happening, and moves to place the thin, 2-inch signpost between her and the guards. Geboshnovik speaks in Russian again; the guns fire.

The signpost offers little protection.

The four soldiers snap to attention.

There is quiet.

Geboshnovik turns to address the crowd. "We are not here to destroy you. We have a job to do, and our orders. Do as you are directed, and you will be in no danger.

"The following citizens will move to the steps of the town hall."

He speaks a long list of names — perhaps two dozen.

The name of any PC not already arrested is included. Anyone who fails to comply is clubbed senseless with the butt of an automatic rifle, and dragged to the town hall.

Then, Geboshnovik speaks again. "The rest of you are free to go." The crowd drifts off. Twelve Soviet soldiers hold you at gunpoint in front of the town hall.

1.4 In the Gymnasium

Those named are herded to Fillmore Central School, the town's high school, and held in the gym, along with anyone arrested previously.

Milner Residents

Martha Graeme

Physical Tag: Wears horn-rim glasses and a loop of leather she uses to hang them around her neck when she isn't wearing them.
Personality Tag: She's capable, brooks no nonsense, and is currently very frightened.
Age: 62
Motivation: Survival.
Applicable Skills:
Language — Russian: 17
Description: Martha is Fillmore Central's language teacher. She lives parsimoniously in an apartment above the Village Store, living on her meager school salary. She's known to generations of Milner students as a holy terror — and to friends of her own age as something of a wit.

Carey Michaels

Physical Tag: Beer gut.
Personality Tag: Annoyingly jockish — slaps you on the back, offers to buy you a beer, tries to break your fingers when he shakes your hand.
Age: 34
Motivation: Get back at "them".
Description: For Carey Michaels, the Russian Occupation is a heaven-sent way to get back at "them" — all the wise-ass geeks, jocks and cheerleaders who put him down in high school, all the doctors, lawyers and storekeepers (anyone successful) who's "kept him down" since. He's been feeding information about the Milner area to a KGB agent in Pocatello for months. The Soviets put him in the gym so he could inform on anyone who tries to make trouble. He might agree to help the PCs break out, but if so, would attempt to betray them at the earliest opportunity. He tries to force his way into any conversation among the prisoners.

John Maxwell

Physical Tag: Red check flannel shirt, scruffy beard.
Personality Tag: Slightly depressed, hard-drinking.
Age: 36
Motivation: Protect wife and kids.
Description: John Maxwell tries to make a living out of 100 acres of farmland outside Milner. It's been a hard life, both before and after the Occupation, but John has doggedly stuck to it. He's worried sick about his wife and kids, from whom he's been separated. He's a good friend of T.J.'s; if anyone talks to him, he volunteers the information that "the Russians plan on shipping us out tomorrow." He heard it from Martha, who overheard the guards talking. John would gladly help the PCs in a breakout attempt; if he does, it's your (the gamemaster's) job to make certain that he is killed heroically in the escape. (Just another reason for your PCs to fight for The Cause.)

They've been selected for any number of reasons — from known pre-Liberation fascist affiliations to some sergeant's whim — but all boil down to one thing: these are "potential subversives," the citizens of Milner who, the Reds fear, may resist. Tomorrow, they'll be loaded on trucks and shipped out to detention areas near Boise. Some will go on to the Arctic death camps; others, released but confined to the Boise area.

The gymnasium is also an auditorium. There is a full basketball court which is sometimes used as a stage for school plays and town meetings. Three hundred seats face the court.

The Pacific Occupation Front Command regulations are posted on the door (see hand-outs). If the players haven't seen them already, hand it to them.

The Russians aren't expecting any particular resistance from cowed and disarmed civilians. Two guards keep an eye on the prisoners, standing at one end of the gym with loaded weapons. The prisoners mill about, a little bewildered. The PCs present may talk with one another, and to the prisoners if they wish; everyone in Milner knows just about everyone else. The box on page 5 provides capsule descriptions of three Milner residents whom you can use if the PCs strike up a conversation.

GMing Hint: Working With Your Players

You and your players are, through the game, jointly telling a story. Stories have certain requirements: heroes don't die on page one, and climaxes must satisfy. Your job is "to provide opposition" — that is, to take the roles of the players' opponents and to pose them obstacles they must overcome — but not to thwart them. Indeed, you must often *help* your players tell a story in an appropriate way.

For example, our PCs are locked in the gym and are looking for an escape route:

Player: Hmm. What about windows?

GM: There are small windows around the top of the gym.

Player: Damn. We can't get out that way.

GM: *(Rolls dice.)* Hmm. You notice that the uppermost bleachers are only about four feet below the lip of the windows.

Player: Aha! Now. . .what can we use to smash the windows?

Before the player asked, the gamemaster didn't know anything about windows; he invented a plausible description on the spot. When he saw which way the player's thoughts were tending, rather than quash any hope of escape, he left an opening — an escape route for the player to exploit.

The gamemaster is working with his players — letting them invent and execute a plausible escape. His job is not to *prevent* escape, but to make escape interesting.

Plausibility is the key. It is not plausible for the door to the gym to be open. The Soviets are not that stupid; they locked their prisoners in. It would be dramatically unsatisfying — and rather silly — for the PCs to walk out without any opposition. Instead, the gamemaster has to make the players work a little to escape — but to let them escape if they're clever enough.

After ten minutes, three Soviet soldiers come in with a large pot and several crates filled with plastic bowls and spoons. The pot contains an uninteresting but palatable beef stew, which they dish out. Later, they collect the bowls and spoons in a garbage can, and leave.

Escaping

Naturally, the PCs want to escape from the gym. How do they do so? Let them discuss the situation among themselves, ask questions of you to obtain necessary information, and come up with a plan of action. There is no *obvious* way to escape, but it is necessary (in plot terms) for the PCs to do so, so they will. If they come up with a plan that is at all clever, you should let it succeed. Not easily, to be sure; at a minimum, a little violence and a tense skill roll or two should be required. You should cooperate with the players in developing a viable plan.

Here are five ways to escape:

Free PCs Break Them Out: If any PCs fled for the woods when the Russians arrive, they learn that the others are imprisoned in the gym. They sneak into town, break into the gym, kill the two guards, and let the prisoners out.

Questioning Guards: The prisoners are quite confused and frightened. Can they go to the bathroom? Is anyone going to provide blankets and mattresses, or are they expected to sleep on the polished wood floors? What's going to happen to them tomorrow? What's going on? The prisoners are cowed and fearful. However, if anyone starts questioning the guards, the prisoners crowd around, yelling questions, some crying, some shoving. The guards are reluctant to shoot, because there's no reason to — just a lot of frightened Americans. In the ruckus, the PCs can crowd quite close to the guards — then grab their weapons and attack with bare fists. With any luck, the guards can be beaten senseless quickly — and an escape made before reinforcements arrive.

Bathroom escape: If someone needs to go to the bathroom, one of the guards unlocks the door. There's another guard on the other side; he escorts the character to the bathroom. Only one character may go to the bathroom at a time. The guard will not enter a women's bathroom; female characters can escape through the bathroom window. Men can attack in the lavatory, and may be able to defeat the guard. Note that this is only a viable means of escape for one character; if several are in the gym, this method is not useful.

Bribery: The guards cannot be bribed into letting the PCs go, but they *can* be bribed to let a prisoner have special priveleges — a piece of equipment, a trip to the bathroom, etc. A bribe might be used to get close to a guard, in preparation for an attack. The bribes most likely to work include liquor, drugs, food, and nubile young women.

Fire Alarm: What if someone held a match to one of the sprinkler sensors? I bet the Soviet guards would be disconcerted by a shower of water and loud alarm. Maybe they could be bushwhacked, or someone could sneak away in the confusion. Of course, this would also attract attention from the town; the volunteer firemen would arrive, and probably a Soviet tank or two with them.

Note that some of these might free all the prisoners. Fine, except that we can't have 20 friends tramping around with the PCs. While the escape is in progress, an APC filled with Soviet troops shows up and starts firing; everyone scatters, and only the PCs manage to stick together.

Gym Guards

Attributes:
Strength: 10
Manual Dexterity: 8
Agility: 8
Alertness: 10
Constitution: 12

Equipment: uniform, automatic rifle, three reloads, small club, papers, knife.

Skills:
Automatic Weapons: 8
Hand-to-Hand: 6
Melee Weapons: 6
Bargain: 8
Language — English: 2

Guard 1

Physical Tag: short, dark-haired, unshaven.
Personality Tag: Eyes the women, grins nastily.
Motivation: He'd just as soon desert and spend his time drinking and whoring, but he's deathly afraid of his superiors.

Guard 2

Physical Tag: Slightly oriental in appearance.
Personality Tag: Efficient, but considerate, as much as orders permit, of the prisoners' welfare.
Motivation: Doesn't think much about the rights or wrongs of the whole war; he does his job and tries to be proud of it.

1.5 Getting to the Cave

Once past the Soviet patrols, getting to the cave is not difficult. All of the PCs know how to get there. Willow Creek is a small stream that runs north-south just outside of Milner; the cave is about five kilometers south along the creek. The woods around the creek cannot be traversed by vehicles, but ground-level vegetation is sparse — neither humans nor horses have much problem.

The trip through the woods is a brief interlude which you should use to set the mood a bit. Read this to your PCs, or adapt it to circumstances as necessary:

There's a little sliver of a moon, and the stars are glorious. You stumble at first, but your eyes gradually adjust, until you're almost surprised at how much you can see. There's a fringe of ice at the sides of the creek; it's going to be a cold night, you can tell.

One of you holds up a hand, and you all halt. There's a sound — not of nature, a man-made sound. It's a fast beat, a faint one, now getting louder. You drift into the woods and freeze; there, in the sky, you can see them. Three helicopters, high up, together, heading east into Challis forest. They stalk across the sky like three black spiders, hunting for men.

1.6 In the Cave

Willow Creek cave is a natural cavern. It was once the haunt of several thousand bats, which were exterminated when several were found to be rabid. It is here that Jeremiah Washington, amateur ham radio operator and octagenarian, has set up shop.

If the PCs approach at night, a heavy black drape is hung over the mouth of the cave. As they near, they see the outline of the drape, surrounded in steady electric light. When they look in, read:

Inside is a cave about the size of a small house, lit by a bulb suspended from the ceiling. Its dim light illuminates a ham radio set against the back wall. To your left is a bedroll; a young boy, dressed in camouflage, lies in it. His right shoulder is covered with blood-soaked bandages. Stooping over him is your old friend Jeremiah Washington.

The Situation

The PCs may have come to the cave in small groups, or all together. Whichever, Doc Jorgensen is going to want to see to Mendez. Once he's done so, Jeremiah dishes out a meal and stokes up a battered briar pipe.

It's time to talk.

Jeremiah is in radio contact with Benedict Arnez, and can provide a great deal of information about Soviet plans, the First Idaho Brigade's dispositions, and so on. Jose is also a potentially-useful information source, although he can only speak for brief periods — he really is severely wounded. He was with Kim's sons before he was wounded; last he heard, they're okay, although Matthew has a bad cold.

Tell the players that Jeremiah is in radio contact with Benedict Arnez. Encourage them to ask questions. You can, if you like, simply read off the information below; but it's better to let your players ferret it out themselves. They can talk to Jeremiah, Jose and Benedict; you must play those characters' roles in conversation with the PCs. See the character descriptions above for a guide to what they're like.

You want the players to learn that:

- The Soviets' arrival in Milner is merely part of a major operation directed against the First Idaho Brigade. The Reds aren't going to leave Milner until the First Idaho is destroyed — or breaks out of the encirclement and leaves the area. The Brigade's destruction, needless to say, would mean the death of Kim Shaw's kids, and T.J.'s.
- Arnez is aware of Soviet plans. Jeremiah has been monitoring Soviet military communications; his knowledge of Russian and cryptology have allowed him to piece together what's going on.
- The First Idaho Brigade is hemmed in, caught between the armor deployed along Route 93 and the infantry along State Road 28. Two days ago, the Brigade tried to break out. (Hand Map B to your players.) They failed. Mendez participated in the break out, and is in bad shape. He took several shrapnel wounds from a grenade. During the next night and day he managed to work his way toward Milner; Jeremiah found him and brought him to the cave (no mean feat for a man of 82 — Jeremiah is exhausted).
- The trap is closing in. The breakout has failed. The First Idaho has many wounded, and is being harassed continuously by attack helicopters. Unless the PCs can help, the Brigade is faced with certain destruction. (This point is important. If the PCs talk to Arnez, make sure he complains about the "road hogs" which harass his men. This is more of the private code; road hog = motorcycle = "chopper" [in bikers' slang] = chopper = helicopter.)
- The Soviet helicopters are based in Chilly, just south of Milner on Route 93.
- The Soviet infantry along State Road 28 haven't yet begun to advance; according to the Soviet plans for Operation Talon, the trap will finish closing in 8 days. That may be optimistic; the Lemhi and Lost River mountains and some of the roughest country in America lie between them and the rebels. The terrain is defensible, and the Soviets will be made to pay for their victory — but Arnez sees no hope.

The Plan

Map B shows (among other things) the location of Mackay Dam, the Big Lost River valley below it, and the positions of the 164th Tank Regiment — within that valley.

It doesn't take a genius to figure out that if Mackay Dam were blown, the whole Big Lost River valley — from the dam to Arco along Route 93 — would be flooded. The Soviet armor stationed along the Route would be wiped out — opening a gaping hole in the Soviet lines. The Brigade (which, remember, moves by water) could canoe across the floodwaters.

The First Idaho Brigade can't blow the dam itself because it's on the other side of Route 93 — across the line of Soviet armor.

But before the dam is blown, the helicopter base at Chilly must be destroyed or sabotaged. For one thing, blowing up the dam will take a considerable amount of time — placing explosives to blow up a whole dam is time-consuming. A small number of Soviets troops guard the dam; if the helicopter base is intact, they can radio for help, which can arrive in a matter of minutes. If the helicopters are wiped out, even if the troops radio, it will be hours or possibly days before reinforcements can arrive.

Second, the helicopter base is *upstream* of Mackay Dam. It *won't* be wiped out if the dam is blown. Rebel canoes struggling in the open across floodwaters would be sitting ducks for Soviet attack helicopters. The escape is only feasible if the copters are put out of action.

Planning

Ideally, the players should decide to destroy the helicopter base and blow the dam without much prompting from you. That's the ideal, because that way you preserve their illusion of free will. If Jeremiah simply lays out the plan as his idea, they'll feel you're leading them around by the nose.

If they don't come up with a viable plan

Jeremiah Washington

Physical Tag: Walks stooped, with a cane.
Personality Tag: Always polite, soft-spoken.
Age: 82
Race/Nationality: Black. He and his nephew Nate are, in fact, the only blacks in Milner.
Motivation: Protect his ham radio. Make America free for ham radio operators everywhere.
Skills:
Cryptology: 14
Milner Lore: 16
Language — Russian: 19
Electronics: 15
Hand-to-Hand: 10
Melee Weapons: 12
Pistol: 14
Rifle: 14
Thrown Weapons: 16
Tracking: 12
First Idaho Brigade Lore: 12
Description: Jeremiah's lived a long life. It's never easy being the only black in a town of over a thousand people, but for 20 years that's been Jeremiah's situation. His one all-consuming passion is his ham radio. Jeremiah was first introduced to the radio while in the service during World War II. At the end of the war, he joined U.S. Army Intelligence. There he stayed until the end of the Vietnam War. It was during this stint that Jeremiah learned cryptology and Russian. Since retirement, he's occupied himself by talking to his old buddies (and new ones) via ham radio. His life is centered around his radio and the friends he has through it. If this radio were ever destroyed, Jeremiah would sink into an extreme and permanent depression.

Jose Mendez

Physical Tag: Hawk nose, dark hair.
Personality Tag: Impatient.
Age: 17
Motivation: Fight the Russians anywhere, any time.
Skills:
Description: Jose will probably have a short life as a freedom fighter; he's rash, angry and overconfident. When the PCs first meet him he is badly wounded, but in time may heal well enough to aid them. He knows quite a bit about the First Idaho Brigade, and will happily give this information to the PCs if they have won his trust.

Benedict Arnez

Physical Tag: A nose like a smashed mushroom (e.g., Karl Malden).
Personality Tag: Thinks very logically (step by step), friendly but serious, never impatient.
Age: 60s
Motivation: Patriotism.
Description: Arnez is in radio communication with Jeremiah Washington, and the PCs may, if they wish, talk to him directly. He assumes all communications are monitored by the Russians, and has worked out, with Jeremiah, a kind of code using ancient baseball statistics and dialog from television commercials (none of which the Russians can be expected to know).

Arnez is eager for help. He wants the PCs to provide a diversion. He'll coordinate a final break-out attempt with their diversion, so he needs them to set a time for it. (The precise date and time can be relayed by Jeremiah using their private code — "So what's the score?"; "Red Sox, 19-10, bottom of the seventh.")

themselves, you'll have to have Jeremiah intervene. At least he'll keep the adventure on track.

Actually, something in between is more likely. Although the players should conclude that destroying the dam is a good idea very quickly, it may take them a while to realize that the helicopters must be put out of action. If they don't figure this out and broach the idea of blowing the dam to Jeremiah, he points out the danger posed by the choppers. Intervene as much as necessary to keep the adventure going — but no more than is necessary.

Time Pressure

As long as they are in Jeremiah's cave, the PCs can talk to Arnez and coordinate with him. Once they leave, they're out of touch; Jeremiah has no transmitters to spare. As a result, the players must tell Arnez when he should launch his final attack before they embark on their mission.

That should make them nervous. They haven't seen Chilly or the dam, and don't really know what doing their job will entail. Nonetheless, they have no alternative.

Moreover, they know that the Soviets plan to finish off the First Idaho in eight days. Arnez thinks he can hold them off a little longer — but not much. They've got to promise to blow the dam within that time. If they fail, Arnez will attack at the wrong moment — and the First Idaho will be destroyed.

1.7 Getting Weapons & Equipment

Executing the plan is *not* going to be easy. The first step is to obtain equipment. With luck, the PCs salvaged some of their possessions from the occupation of Milner. At worst, they've got little more than the clothes they wear.

Jeremiah can help a little bit. He's got two deer rifles and 20 ammo clips for them; Jose isn't going to be using his automatic rifle, so the PCs can take it and 4 ammo clips. Jeremiah can also supply blankets and food for ten man-days.

To blow the dam, however, the PCs will need explosives. If they ask Jeremiah, he can radio the First Idaho Brigade and, in a coded message, ask for help. As a matter of fact, the rebels can help; in the raid on the truck convoy which precipitated the Soviet attack, they captured quite a lot of explosives. That, along with a considerable supply of other equipment, is stored in a cache at a location they call "Widow's Knees" (see Map A).

Some other ways to get weapons:

- Sneak back into town and get equipment from the PCs' houses. If they want to do this, play it out. Call for a few sneak and alertness rolls to get through the Soviet patrols. This is risky business; we consider it acceptable for one or two PCs to be killed or captured in the process.
- Bushwhack Soviet soldiers and take their weapons. This is a dangerous desperation move, but can work. Unless the PCs invent some clever traps, casualties are likely. Note that Soviet soldiers patrol the woods around Milner in pairs; the PCs might be able to take out a pair if they work at it. The Soviets stretched out along Route 93 are tougher; as described in 2.2, there are a lot of them and they're positioned to reinforce one another. Conceivably the PCs could ambush a group, but since they have no heavy weapons, this is a dicey proposition. Also, a successful attack would raise all holy hell; Soviet troops and helicopters would show up and begin combing the woods.

Moving Around Challis

Summary: The PCs are going to wander around the woods a lot if they're going to complete their mission.

2.1 Map A

Map A depicts the adventure's important locations. A hex grid is superimposed; each hex is 5 kilometers across. Distances can be measured by counting hexes. Terrain is indicated by pattern.

Refer to the long distance movement rules (page 39 in the ***Gamemaster Book***) and the Travel Chart (page 63). Using these and the map, you can easily calculate travel time between locations.

The PCs can travel in four ways: walking, by horse, by canoe, or by vehicle.

2.2 The Roads

The first things occupied during Operation Talon were the towns along Route 93 and the highway itself. Pacific Occupation Front Command fully expects another breakout attempt.

The 164th Regiment (the 84th Guards' tankers) contains 100 tanks more or less, depending on how many have broken down on any given day. These 100 tanks are divided into 10 companies with 10 tanks apiece. Map B shows their disposition. Scattered between are numerous smaller vehicles, from armored personel carriers to confiscated Honda 750s. Many actively patrol up and down the highway constantly.

Small groups may be able to slip across the road, especially at night; but any large group is readily detected. Trying to *drive* (or walk) along the highway is tatamount to suicide.

If the characters cross Route 93, read:

Route 93 is practically a fortress. Vehicles are scattered all along it. An APC rests on the road's shoulder about a hundred yards away. Two soldiers on Yamaha 350s hastily painted with red stars pass by. A heavy machinegun sits behind a pile of sandbags, its muzzle pointed toward the woods. Two

soldiers sit beside the machinegun; one is smoking a cigarette.

Ten tanks straddle the road about a half mile away from your position.

This is pretty representative — obviously, specifics change with location, but some concentration of Soviet soldiers can be found every few miles, and light vehicles patrol constantly.

There are major roadblocks one mile outside every town. Each roadblock contains one squad of soldiers (see rosters) and a BMP, parked to block the road.

Undisguised characters who approach a roadblock are immediately arrested and taken to the Milner gymnasium.

Players can try to bully, bluff or bribe their way past roadblocks while disguised as Russian soldiers. They can try, but we don't think much of their chances. For one thing, none of the PCs speaks Russian. For another, they'll need Soviet uniforms. For a third, Nate is never going to pass for a Russian — and there are no Ethiopian troops in Idaho.

If a firefight erupts at a roadblock, the characters have to act fast. Three rounds after the battle begins another squad of soldiers (same stats) emerges from the woods on the east side of the highway. Five rounds after that, a Hind-E assault helicopter appears. They have five rounds from the moment they see the helicopter till it reaches them. Minutes later, three T-72 tanks come rumbling down the highway.

All of this might not seem fair; it isn't. A firefight near Route 93 is suicidal. If the PCs haven't figured this out after you described the situation on the highway to them, so be it.

2.3 Horses

All of the PCs are competent horseback riders — riding is a popular sport in the Challis area. T.J. happens to have some horses.

Challis Forest is primarily climax forest. Horses can travel it, with some difficulty.

As the movement rules indicate, the PCs do not go a lot faster while riding horses — but they can carry a great deal more gear.

2.4 A Walk (or Ride) in the Woods

In addition to the vehicles which line the roads, the Soviets have established a series of strongpoints approximately a half kilometer into the woods on the east side of the highway. Each strongpoint is composed of one company, some 140 soldiers. From these advance positions, patrols are sent out constantly.

If within five miles of the highway on the east side of the woods, the PCs have a 50% chance of running into a Russian patrol every hour (see 3.1). Patrols are in constant contact with division command; any firefight soon escalates as reinforcements arrive. If the helicopter base is still operational, three Hind-Es arrive 15 rounds after combat begins. Two more squads reach the scene 10 rounds after the helicopters. Even if the characters ambush a patrol, so that no distress call is made, units in and around the highway can hear the shooting and react.

The area to the west of Route 93 is much more lightly patrolled (the Soviets expect any attack to come from the east). Patrols on the west side are neither numerous nor particularly cautious. They are encountered only at the gamemaster's discretion.

Anyone captured in the woods is taken prisoner and taken to the Milner gym.

2.5 Moving Along Rivers

The Challis area is covered with a network of streams and rivers; many are navigable by canoe. Only the largest are shown on the map; the PCs can travel just about anywhere by canoe.

The rivers shown can be paddled at 8 kilometers per hour downstream (south, in the case of the Big Lost River), or 2 per hour upstream. When travelling along streams not shown on the map, PCs travel at a rate of 2 kilometers per hour; they must spend a great deal of time portaging from one stream to another and detouring to follow the watershed.

Combat rate while in canoe is 10 movement points per combat round (1 movement point per water hex), as long as at least two people in the canoe are paddling. If only one is paddling, combat rate is 2 movement points per round.

One canoe can carry 350 kilograms; figure each character is the equivalent of 50 kilograms, so if loaded with 6 characters, the canoe can only carry 50 kilos of equipment (and it's going to be awfully cramped). When traversing floodwaters or rapids, the canoe should carry half as much weight, or run a considerable risk of capsizing.

When searching for a canoe, roll against each character's Milner Lore to determine if he knows the whereabouts of one. Anyone who makes his skill roll remembers "Ol' Man Harroway's place" (see 3.2). (There are also canoes at Widow's Knees.)

2.6 Atmosphere

In "game hours," the PCs will spend a lot of time moving from place to place. Yet most of the *playing* time will be spent fighting battles or solving problems once they've gotten where they're going. Walking, riding or canoeing across the wilderness is laborious and time-consuming; unless you spend at least a little time describing each trip, travel will seem too much like teleportation.

Player: Okay, we start out for Chilly.
GM: You get there, no problem.

A little weak, yes? How about:

The sun's slanting rays shadow the forest floor with dappled leaves. You struggle up a hillside, avoiding loose rocks as best you may. You hear a movement off to your right, and whirl to face it — a deer bounds away. (Anyone for a little hunting?)

or

The morning dawns gray. A thin sleet patters on your parkas as you walk. Much of it bounces off, but enough melts to soak them through. It's awfully cold. In places, the dead needles that carpet the forest floor are covered with a thin film of ice. The wind picks up, and sleet stings your faces.

or

This hill is steeper than it looked on your map. Your horse is having problems climbing; if you continue, you risk breaking its leg.

or

The river gurgles quietly as you go, your paddles rhythmically breaking the water. On each backstroke, a stream of water drips. Occasionally, the lower fingers of your hand dip into the stream; your gloves are soaking, your fingers getting numb.

Things to Stumble On

The following are a number of encounters that may occur at your discretion.

3.1 A Soviet Patrol

Read this aloud:

The silence of the forest is broken by the sound of voices. Thirty meters ahead, Soviet soldiers move along a path. They haven't seen you . . . yet.

Setting Up: To run this encounter, use Map 4 but treat the cabin and the dam area as heavy forest. The Russians' skills and set up are detailed in the Soviet Patrol Roster (see hand-outs); terrain is described in 0.1.

PCs may set up on any path hexes they wish.

The Soviets move along the path through hex 2409, 2410, etc., at the rate of 3 hexes per turn until they reach hex 1012 and exit the board, or are activated (see 13.1, page 42 in the ***Gamemaster Book***). Remember to make alertness rolls as required.

Normally, an NPC only makes an alertness roll when he can trace a line of sight to a PC, and woods is blocking terrain. However, for the purposes of this fight, the sighting rules are modified as follows: if a Soviet soldier is within three hexes of a PC but cannot trace a line of sight to the PC, you still make an alertness check for the soldier, but multiply his alertness by ¼ (i.e., if the soldier's alertness is 8, he succeeds only on a roll of 1 or 2).

If the patrol is encountered east of Route 93, the Soviets' preservation level is 3 (they know reinforcements are nearby — see 2.4 above). If west of the highway, their preservation level is 5.

If the PCs capture a Soviet, they may interrogate him. At first, all he'll say is his name (Vasily Krastik), rank and serial number. He speaks a little English; a successful interrogation skill roll gets him to talk. He knows the general dispositions of all Soviet forces in the Milner area. Vasily pleads for his life, "For the sake of my two sons, Ivan and Demitri, and my loving wife Katrina, who waits for me in Leningrad".

3.2 Ol' Man Harroway

Tucker Harroway is a hermit; he lives in a log cabin near the Big Lost River. Tuck can often be seen paddling up and down its length in his canoe.

When the players reach the cabin, place Map 4 on the table (treat the dam area as forest) and read:

Ahead is a clearing of scrub and lichen. In its center is a log cabin. Smoke rises from a tin-pipe chimney in its roof. In front of the shack is an old wreck of a Chevy. Its tire rims rest on cinder blocks; weeds sprout from beneath its hood. In back of the cabin is what looks like a well house or storage shed.

The cabin door opens. A bearded man steps out. He's holding a rifle — it's aimed straight between your eyes.

Uneasy around people, brusque to the point of being rude, and curiously private, Tucker Harroway has been living in his log cabin for more than twenty years. Folks say he moved to Idaho from L.A., but no one knows for sure. Tuck receives no social security, welfare, disability or retirement checks, nor does he have an account at any local bank, yet he never seems short of cash. Any number of rumors as to the source of this wealth are current — from jars of money buried by the light of the moon to counterfeiting.

Tucker is extremely suspicious of people who trespass on "his property". Tuck doesn't actually have any claim to the land around his cabin, but he protects it all the same. When the players meet him, his first words are, "Git off my property." Any fast moves produce a warning shot — one that's close enough to make you wonder whether it really *was* a warning short, or whether Tuck missed.

Tuck, believe it or not, is unaware that the Russians have conquered America. It's been nearly nine months since he last traveled to Milner; his cabin has no TV or radio. If the PCs ask for help "against the Russians," Tuck assumes that they are survivalists stockpiling against the future. Tuck, himself a survivalist, is quite happy to tell the players where they can get what they need.

TJ: We need some guns.

Tuck: Uh huh, course you do. I suggest you go to the smithy down in Leslie. Tell him Tuck sent you.

TJ: *(Thinking he's been told an important connection in the underground.)* Great! Now all we need is some explosives.

Tuck: Explosives, hey? Pretty heavy-duty stuff. I reckon you can get some at the hardware store down in Milner.

TJ: Well, thanks . . . did you say the hardware store in Milner? What about the Russians?

Once the players realize Tuck doesn't know America is occupied, convincing him is difficult. Tuck demands hard proof. Once convinced, he is extremely helpful, and joins the PCs if asked.

If the players get fed up with Tucker and try to take what they need, Tuck resists. He either opens fire or makes a break for his house. In the basement he has some heavier weapons he uses without hesitation if threatened.

Tucker's house contains:

2 kerosene lamps
5 gallon tank of kerosene
6 weeks' canned food
3 hunting knives
2 sets of winter clothes
2 sets of snow shoes
300 feet of nylon rope
2 hunting rifles (20 ammo clips)

In addition, feel free to include any common household items that seem reasonable (e.g., Coke bottles so the PCs can make Molotov cocktails).

Tucker has a root cellar beneath his house. Here he keeps his heavier weapons. The door is hidden beneath his bed and is booby-trapped. To find it, a player must state that he is actively searching and make a successful alertness roll.

The booby-trap is six sticks of dynamite attached to a tripwire and a 10-second timer. To avoid activating the timer, a character must open the trapdoor slightly (8 inches or less), reach inside, and unhook the tripwire from the nail to which it is attached. Otherwise, when the door is opened it pulls the tripwire and activates the timer. Ten seconds later, six sticks of dynamite and a 50 gallon drum of gasoline explode, killing anyone in the basement. Roll for anyone inside the cabin when the explosion occurs, and apply the effect below:

die-roll	**effect**
1-2	none
3-5	stun
6-10	light wound
11-15	heavy wound
16-18	incapacitated
19-20	kill

If the players have won Tucker's trust, he gladly shows them the basement and his cache of equipment:

2 automatic rifles (5 ammo clips each)
6 sticks of dynamite
50 gallon drum of high-octane gasoline
6 fragmentation grenades
3 white phosphorous grenades

The shack, behind Tuck's house, is a small pump-house (Tucker's source of water). Inside are:

a shovel
an axe and wedge
a pick
saw, hammer, wrenches, etc.
two canoes

Helicopters

They can transport troops deep behind enemy lines at 200 miles per hour. They can destroy tanks from better than two miles distance. They can withstand direct hits from .50 caliber machineguns and dodge air-to-air missiles. With lightning speed, transport, scouting and attack capabilities, the helicopter is the most versatile new weapon on the modern battlefield.

They can land troops in virtually any type of terrain, shred ground troops with autocannon fire and provide heavy weapons support where no other weapon system can travel. That's why helicopters are such powerful weapons in counterinsurgency warfare.

Because they move so rapidly, helicopters are often the first to react to a rebel attack. Depending on the distance to the nearest base, reaction time can vary from a few minutes to several hours.

The charts and tables used with helicopters can be found in the four-page cardboard screen stapled in the center of this booklet.

27.1 Missions

Helicopters are extremely versatile craft, and are used for a wide variety of missions, from civilian rescue to combat troop insertion. Some of the more common military assignments are:

Supply

Supply missions originate from an airport or major supply base. Delivery of supplies is either to another base or to troops in the field. When supply missions take place in a combat zone (an area with heavy rebel activity), assault helicopters or jets act as escorts.

Mi-6s, Mi-26s, and captured American CH-47s, SH-3s and CH-53s are commonly used for base-to-base supply missions. Smaller transport helicopters such as the Mi-8 and the UH-60 are used to take supplies to field troops.

Troop Transport

Transport missions usually begin or end at a base area. The size of the transported unit can vary from a few officers to a full regiment. Escorts are provided in combat areas. Each helicopter's passenger capacity is listed on the Helicopter Chart (see pull-out).

Assault

Assault missions, technically called "vertical envelopments," are undertaken by all types of helicopters, and may be launched in coordination with ground troops and artillery. Assault missions are aimed at seizing control of rebel strongholds or areas of unrest. They are also used to cut lines of retreats for rebel groups.

Standard assault mission procedure is for attack helicopters to suppress any enemy operating in the area, (i.e., shoot at them to keep their heads down) while the troop transports disgorge their passengers. Sometimes, where no suitable landing

zone is to be found, one will be stripped bare by artillery fire or rockets.

"Free Hunt"

"Free hunt" missions are flown by mixed groups of scout and attack helicopters over areas of heavy resistance. Individual helicopters are essentially authorized to shoot anything that moves.

Observation

Individual scout helicopters (or teams of two) are employed on these missions. The mission's purpose can range from tracking the movement of enemy units to coordinating artillery fire.

Scout helicopters carry little armor or weapons and are easily destroyed. Downing a scout helicopter may *seem* like a good idea but is guaranteed to alert the Russians to a guerrilla presence.

27.2 Movement

Helicopter Skill

Any character with a helicopter skill of 10 or more may fly a helicopter under normal circumstances — skill rolls are only required when difficult maneuvers are performed, when dodging fire, when flying in bad weather, and so on.

When a character with a helicopter skill less than 10 attempts to take off, he must make a skill roll, doubling his skill number before rolling. If he fails his roll, the helicopter crashes; it is damaged and cannot fly again until repaired, and the occupants may suffer damage (refer to the Helicopter Occupant Damage Table).

A character who possesses the flying skill, but not the helicopter skill, can still try to fly a helicopter; however, his skill number is *halved*, after all other modifications, whenever a skill roll is required.

Helicopter Counters

A number of helicopter silhouettes are printed along the left-hand side of the cardstock helicopter chart pull-out. Cut the strip of silhouettes along the solid lines; the result will be double-sized (roughly 1" x 1/2") helicopter counters. These can be used with ***THE PRICE OF FREEDOM's*** maps.

Helicopter counters occupy two hexes. For movement purposes, a helicopter is considered to occupy the hex in which the main body section of its helicopter counter is located. It is considered to face the hexside opposite its tail. When it changes facing, its tail swings around its main body section, so that the tail section moves from one hex to another while the main body section remains in the same hex. When a helicopter moves, it pays the terrain costs of the hexes its main body section enters, not the costs of hexes occupied by the tail section.

Helicopters can land or take off in clear, road, broken and brush hexes. Both hexes it occupies must be of these terrain types for takeoff or landing to take place.

When a helicopter is fired upon, the firer may use *either* hex the helicopter occupies when calculating the range at which he is firing — whichever he prefers. However, fire is still considered to be directed at the helicopter as a whole (see 27.4).

Elevation

At any given time, a helicopter can be at one of four heights: *grounded*, *nap-of-earth*, *low* or *high*. A helicopter at nap-of-earth is flying as close to the ground as its speed permits, following the contours of the earth — this makes it a very difficult target to spot and hit. A helicopter at low level is higher up, but within 100 meters of the ground and taking some advantage of its contours. At high level, a helicopter is higher still, and flies without reference to the ground. Piloting a helicopter is easiest at high level, since the pilot need not pay any attention to the terrain — but high level helicopters are easily spotted and destroyed. Generally, helicopters only fly at high level when there is no danger of contact with the enemy.

A helicopter may change height by one level per turn — from grounded to nap-of-earth, or nap-of-earth to low, etc. Changing altitude does not cost movement points.

Grounded helicopters may "taxi," at the rate of one hex per turn through clear or road hexes. Otherwise, they may not move, except to rise to nap-of-earth.

For observation purposes, helicopters at nap-of-earth are considered to be one level higher than the hexes over which they are flying (if the hexes are at different elevations, use the higher one). Helicopters at low level are 6 levels higher than the terrain they fly over. Line of sight to helicopters at high level cannot be blocked by terrain.

Movement Rates

The Helicopter Travel Chart lists long distance and combat movement rates for helicopters, by type (attack, scout and transport). The chart is used in the same way as the Travel Chart (see ***Gamemaster Book,*** page 63). The Helicopter Chart lists each helicopter's type.

When engaged in combat, helicopters use the Helicopter Terrain Effects Chart (rather than the normal one) to determine movement costs. Helicopters at nap-of-earth pay considerably greater costs than those at low or high level.

When flying over long distances, helicopters flying at high level fly at the rates listed on the Helicopter Travel Chart. Those at low level fly at half those rates, and those at nap-of-earth, one fourth.

Facing

A helicopter must face toward one hexside at all times (see "Helicopter Counters" above). If it enters one of its three rear hexsides, its facing does not change (it is backing up). A helicopter which backs up may only move one hex per combat round.

When a helicopter moves forward, it may move into the hex it is facing, or a flanking hex. If it moves into a flanking hex, its facing is changed so that it now faces away from the hex it just left. This change in facing does not cost any additional movement points.

A helicopter may change its facing without moving from its current hex; doing so costs one movement point per hexside turned.

Ranges

A helicopter has a limited range. Helicopters carry only so much fuel, and consume it at a rapid rate. Each helicopter's range is listed on the Helicopter Range Chart. The printed range is the total number of kilometers a fully-loaded helicopter can travel before it must refuel. Helicopters carrying less than a full load can fly as much as four times farther; see the "range modifiers".

27.3 Crew and Passengers

The Helicopter Chart lists the number of crew and passengers each helicopter can carry. In some cases, helicopters may transport vehicles or other heavy equipment in place of passengers (as indicated). Regardless of the number of crew listed, all helicopters can be flown by one person. However, some of the helicopter's weapons may be unable to fire or will fire at reduced effectiveness if inadequate crew are available.

Embarking Passengers

A helicopter must open up before embarking passengers; sliding ramps are deployed from the rear of the helicopter or sliding doors opened on its side. Characters may embark or disembark on the same round that a helicopter opens up.

Any number of passengers may be embarked in a single combat round. During any subsequent round the helicopter may fly off and/or close up. A helicopter may fly while open.

Embarking a vehicle is a time-consuming task. As a general guideline, embarking a mid-sized vehicle loaded on a pallet requires 4 combat rounds. Vehicles which are not pallet-loaded or awkwardly shaped may take as much as fifteen minutes to embark.

Disembarking Passengers

Passengers may disembark from a helicopter while it is on the ground, jump from it while the helicopter is at nap-of-earth, or rappel while the helicopter is at nap-of-earth or low altitude.

Passengers jumping from a helicopter more than 5 meters off the ground should use the Falling and Collisions Table.

Vehicles may only disembark from grounded helicopters. Disembarking takes a single round.

27.4 As Targets

Armor Ratings

Refer to the Helicopter Chart. It provides data on a wide variety of helicopters, including military and civilian craft from the United States and the Soviet Union.

The section labeled "Armor Ratings" lists four ratings for each helicopter — front, rear, flank, and belly. The belly rating is used when a helicopter is at nap-of-earth or low level and the firer is within five hexes, or at high level and the firer is within 25 hexes. Otherwise, the front, flank, or rear rating is used, as appropriate (see 20.2 in the ***Gamemaster Book***).

Fire vs. Helicopters

When a character fires at a helicopter, the normal combat tables are used to determine the range to the target, whether the firer jams, and ammo expenditure.

Refer to the Fire vs. Helicopters procedure on the cardstock pull-out. Modify the firer's skill as the Fire Modifiers Against Helicopters chart indicates. Then, make a skill roll against the modified skill number. If the roll fails, the helicopter is missed. If it succeeds, the target is hit.

When a helicopter is hit, refer to the Helicopter Damage Table to determine the degree of damage. The armor rating of the side of the helicopter hit modifies the die-roll on this table. (Note that this procedure is *different* from the one used for vehicles.) Unless the vehicle is undamaged, refer to the Helicopter Occupant Damage Table to determine whether and how badly the occupants

Name: Nathaniel Washington

Personal Information
Physical Tag: dark eyes
Personality Tag: aggresive, knows what he wants
Passion: his grandfather
Interests: cars & other vehicles (10), Milner (10)
Sex: male — Age: 21
Hair: black — Eyes: brown
Height: 6′ 2″ — Weight: 190 lb

Background Information
Race/Nationality: Black
Politics: Apolitical, but a strong believer in self-reliance
Religion: Atheist
Education: 10th Grade, High School Equivalency
Pre-Occupation Job: Vehicle Repair Specialist in the Army
Family Relationships: Orphan. Distant from all relatives except grandfather. Relationship with grandfather characterized by respect and unspoken admiration.
Grew Up In: South till fourteen, thereafter in Milner.
Personal Heroes: Jeremiah Washington, Lee Iaccoca, Malcolm X

Attributes		Hero Points	Ammo Points	Equipment	
Strength:	10	1		hunting knife	blue-tip matches
Manual Dexterity:	12			hiking boots	aging 4-wheel drive pickup (2 gallons of gas remaining)
Agility:	8			parka	automatic rifle & 6 reloads
Alertness:	12			backpack	3 lbs. of dried salami and cheese
Constitution:	8			all-weather sleeping bag	canteen & mess kit
				fishing rod and tackle	car repair tools (jack, wrenches, manuals, limited supply of spare parts, etc.)
				bandages, mercurochrome	

Combat Information:

					Range				Damage			
Weapon	Skill No.	Jam	Ammo	Fire Type	Short	Med	Long	Stun	Light	Heavy	Incap	Kill
Automatic Rifle	14	18	10	A/R/B	0-5	6-15	16-50	1-6	7-9	10-13	14-19	20

Name: Diana Cohini

Personal Information
Physical Tag: jet black hair
Personality Tag: independant, antagonistic
Passion: Freedom
Interests: Native American history (10), law (10)
Sex: female — Age: 22
Hair: long, straight, black — Eyes: black
Height: 5′ 3″ — Weight: 100 lb

Background Information
Race/Nationality: American Indian (Blackfoot Sioux)
Politics: Native American liberation movement
Religion: Atheist
Education: B.S., Political Science, Washington State University
Pre-Occupation Job: law student
Family Relationships: Only child, close to parents who live in Chicago but haven't visited in two years.
Grew Up In: Milner
Personal Heroes: Russel Means, Thunder-Rolling-Over-the-Mountain (Chief Joseph), Sitting Bull

Attributes		Hero Points	Ammo Points	Equipment	
Strength:	8	1		parka	.38 pistol (2 reloads)
Manual Dexterity:	15			winter clothing	hunting bow & 24 arrows
Agility:	13			hiking boots	compass
Alertness:	8			canteen & mess kit	backpack
Constitution:	6			freeze-dried & canned food (for 6 people for 1 day)	all-weather sleeping bag
				climbing rope & pitons	tube tent (sleeps 1)
					cigarette lighter
					hunting knife

Combat Information:

					Range				Damage			
Weapon	Skill No.	Jam	Ammo	Fire Type	Short	Med	Long	Stun	Light	Heavy	Incap	Kill
Pistol	12	19	6	A/R	0-2	3-5	6-20	1-7	8-14	15-18	19	20
Bow	10	19	—	A/R	0-5	6-8	9-13	1-8	9-15	16-18	19	20

Name: Terence "TJ" Callahan

Personal Information
Physical Tag: thinning hair covered by a faded Seattle Mariners cap
Personality Tag: says, "Yessiree, Bob" frequently
Passion: Kim Shaw
Interests: his farm (10), Milner (5), baseball (5)
Sex: male — Age: 43
Hair: brown — Eyes: blue
Height: 5′ 10″ — Weight: 178 lb

Background Information
Race/Nationality: Irish-American
Politics: Democrat
Religion: Lapsed Catholic
Education: High school
Pre-Occupation Job: Farmer
Family Relationships: Wife left ten years ago, close to two sons, both of whom helped out on the farm, in love with Kim Shaw (haven't quite gotten around to tellin' her yet).
Grew Up In: Milner
Personal Heroes: Teddy Roosevelt, FDR, Alvin Davis

Attributes		Hero Points	Ammo Points	Equipment		
Strength:	14	1		8 horses, saddles & gear for all 100 head of cattle	hidden storage tank (200 gallons gasoline)	banjo
Manual Dexterity:	8			4-wheel drive pickup truck (2 gallons gas)	heavy winter clothing	gun-cleaning kit
Agility:	10			shotgun, 10 ammo clips (hidden)	manual on bovine diseases	snow shoes
Alertness:	8			axe (large knife)	fishing tackle	King James Bible
Constitution:	10			tractor (no gas)	heavy hiking boots	
					beer cooler	
					Coleman stove	

Combat Information:

					Range				Damage			
Weapon	Skill No.	Jam	Ammo	Fire Type	Short	Med	Long	Stun	Light	Heavy	Incap	Kill
Rifle	10	19	5	A	0-5	6-15	16-50	1-6	7-11	12-15	16-19	20
Shotgun	10	17	5	A/R	0-2	3-4	5-8	1-3	4-8	9-13	14-18	19-20

Skills

Combat
- Automaic Weapons: 14
- Gunnery: 10
- Hand-to-hand: 8
- Melee Weapons: 10

Communication
- Bargain: 10
- Fast Talk: 8
- Language — English: 19
- Writing: 10

Craft
- Driving: 10
- Driving, Heavy Vehicle: 10
- Electronics: 6
- Helicopter: 8
- Vehicle Repair: 14

Education
- Engineering: 8

Survival
- Camping: 10
- Challis (Home) Lore: 5
- Horse Riding: 10
- Mountaineering: 6
- Stealth: 12

Character Background: Growing up as an orphan wasn't easy. Your early life was spent moving from one poverty-line relative to another. Some of them treated you with respect but most saw you as a live-in servant. Then you moved in with your grandfather. Unlike other adults in your family he was directed, serious — an achiever. Soon he became your role-model.

At eighteen you quit school to join the army, where you have done quite well as a vehicle repair specialist.

But before you knew it, President Murphy knuckled under to the Russians and your unit was disbanded.

Adventure Background: Last week, a squad of rebels drifted through. They were part of Benny's Bastards operating up north. They gave a speech, talked to some folks, and left. A bunch of the local kids left with them. You were tempted to go, too, but your grandfather needs you.

Grandpa's a big radio ham. He gets Radio Free America every evening, and sometimes even talks to someone in the Idaho Brigade over the radio. This morning, he told you, "Nate, word is a whole lot o' Soviets have been seen goin' through Boise, headin' this way. I want you to help me carry my stuff up to that cave on Willow Creek where you used ta play. I want you to stay here, but if the Reds come through, you keep your head down, y'hear?"

So you dragged his stuff up there. He's camping out there now. You sure hope there isn't any trouble, though.

Skills

Combat
- Bows: 10
- Hand-to-hand: 6
- Melee Weapons: 2
- Pistols: 12
- Rifles: 8
- Thrown Weapons: 6

Communication
- Bargain: 8
- Bureaucracy: 10
- Language — English: 19
- Language — Sioux: 12
- Writing: 10

Craft
- Driving: 10

Education
- Native American History: 14
- Law: 14
- Social Sciences: 12

Survival
- Horse Riding: 10
- Milner (Home Area) Lore: 5
- Mountaineering: 10
- Stealth: 12
- Swimming: 10

Character Background: You are the youngest in a family of six. Even in a town the size of Milner you saw the economic disparity between Native Americans and whites. Your holidays were accompanied by gifts from strangers: a turkey at Thanksgiving, a worn doll at Christmas. As you got older you realized that these presents came from charities that allowed rich immigrants to get rid of their guilt through anonymous tax-deductable donations — just another subtle way of oppressing the Native Americans.

By the time you were ready to attend college you'd learned to use white guilt to your advantage and received a full scholarship to Berkeley. There you studied law and worked with the Native American Movement as a part-time investigator.

It was during your first independent assignment (studying the socio-economic inequities between Native Americans and other races in Milner) that the collapse of America occured.

Adventure Background: Just move to this new land and you'll live there forever, free and undisturbed. How many times did your ancestors hear that promise? And what are the first words of the new Soviet overlords?: "Move to the new Amerindian Autonomous Region and you'll be free to live there forever." Not this time. You don't know how your going to fight them, but when the time comes you'll be ready.

Skills

Combat
- Hand-to-hand: 12
- Melee Weapons: 12
- Pistols: 10
- Rifles: 10

Communication
- Bargain: 10
- Instrument — Banjo: 10
- Language — English: 19
- Writing: 10

Craft
- Craft — Farming: 14
- Demolition: 8
- Driving: 12
- Gunsmithing: 14

Education
- American History: 10

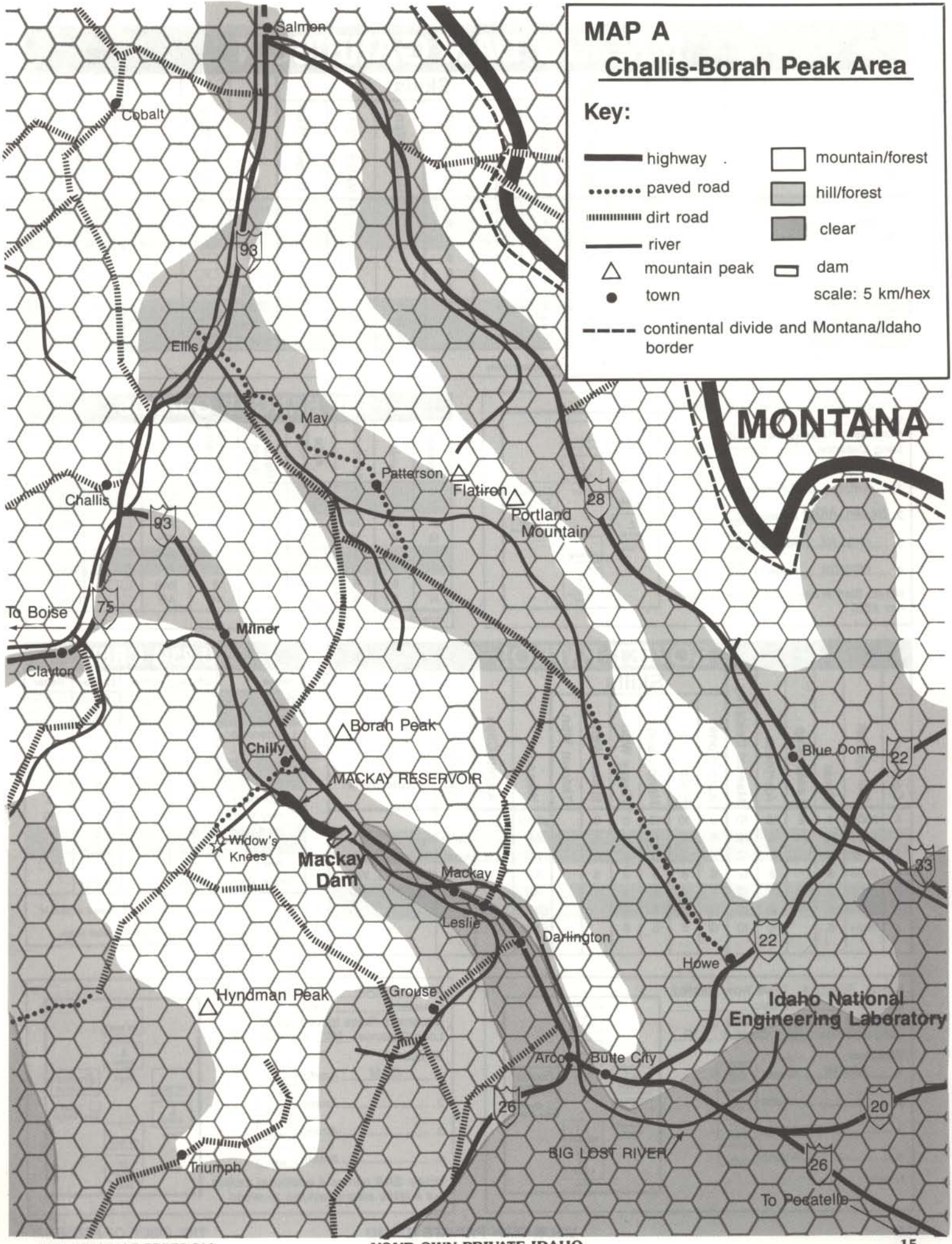
Survival
- Fishing: 8
- Horse Riding: 11
- Milner (Home Area) Lore: 6
- Stealth: 10
- Swimming: 10

Character Background: You've always believed in takin' life one day at a time. Work the land the good Lord gave you, and have faith in your neighbor. Vote Democrat in every election. Obey God and the President.

These ideals, taught to you by your parents (God rest their souls), have supported you all of your years, and seen you through some pretty tough times. But maybe its time to revise them . . . slightly.

Screw the President! You'll be damned if your gonna let a buncha Commie Reds overrun your farm. Not while one drop of blood remains in your veins. Not that you're gonna get yourself killed right off, nosirree Bob. Just lay low. Take one day at a time, until you see your chance . . .

Adventure Background: Talk is, the Reds is coming. You don't know exactly how you're gonna get rid of them Commies. Both boys are gone. Found a note sayin' they'd left to join the Resistance somewhere in Challis Forest. Can't do much for 'em now, but you can keep Kim safe.


MAP A
Challis-Borah Peak Area
Key:
highway
paved road
dirt road
river
mountain peak
town
continental divide and Montana/Idaho border
mountain/forest
hill/forest
clear
dam
scale: 5 km/hex
MONTANA
Salmon
Cobalt
93
Ellis
May
Patterson
Flatiron
Portland Mountain
28
Challis
93
75
To Boise
Milner
Clayton
Borah Peak
Chilly
MACKAY RESERVOIR
Widow's Knees
Mackay Dam
Mackay
Leslie
Darlington
Howe
22
Blue Dome
22
33
Hyndman Peak
Grouse
Idaho National Engineering Laboratory
Arco
Butte City
26
20
BIG LOST RIVER
Triumph
26
To Pocatello

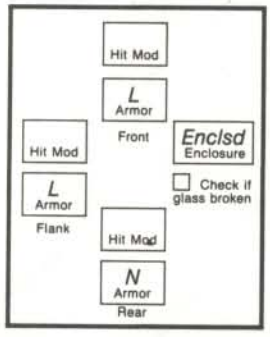
MACKAY DAM GARRISON

NPC Name and Counter	Set-Up Hex	Panic	Leadership	Alertness	Manual Dexterity	Skills: Auto Wpns	Pistol	Hand-Hand	Heavy Wpn	Melee Wpn	Thrown Wpn	Weapon	Ammo Clips	Weapon	Explosives
Lt. Kechnik (A)	*	6	0	6	10		6	6		8		pistol	□		Smk □□
Rifleman (D)	*	9		8	12	8	4	8		6		AR	□□	knife	Frag □
Rifleman (E)	*	9		8	12	8	4	8		6		AR	□□	knife	Frag □
Rifleman (F)	*	9		8	12	8	4	8				AR	□□		Frag □□
Rifleman (G)	*	9		8	12	8	4	8				AR	□□		Frag □□
Rifleman (H)	*	9		8	12	8	4	8				SMG	□□		Frag □□
Rifleman (I)	*	9		8	12	8	4	8				SMG	□□		Frag □□
BMP Driver (J)	2225	6		8	10	12	6	6	8			pistol	□□□		
BMP Gunner (K)	*	6		8	10	12	6	6	8			pistol	□□□		

*Setup varies depending on the time of day. See text for details.
**While soldiers are carrying minimal ammo, more clips are available in the control tower.

Name: *BMP-1* Drive Type: *Tracked*
Counter: _____ Panic: _____
Movement Rates (paved road)
Long Distance: *80* Combat: *20*
Weapons:
1. *SMG* Ammo [40 MAX.] :*HE*
2. *1st gen. ATGM* Ammo [5 MAX.] :
3. *mmg (c)* Ammo [400 MAX.] :
4. *mmg (p)* Ammo [400 MAX.] :

Notes: *Start in hex 2226. Driver set up in hex 2225*



THE HANGAR GUARDS

Counter	Panic	Alertness	Auto Weapons	Hand-Hand	Manual Dexterity	Weapon	Ammo Clips	Grenades
D	8	6	8	6	10	AR	□□□	Frag□□
E	6	8	10	4	6	AR	□□□	Frag□□
F	10	10	10	8	12	AR	□□□	Frag□□
G	4	12	10	8	8	AR	□□□	Frag□
H	6	4	6	6	6	AR	□□□	
I	8	8	12	12	12	AR	□□□	WP□□
J	6	6	14	4	8	lmg	□□□	Frag□□
K	8	8	12	10	10	AR	□□□	Frag□□

Note: Guards J and K are located on the roof.

SOVIET PATROL

Counter	Set-Up Hex	Panic	Leadership	Alertness	Manual Dexterity	Skills: Auto Wpns	Pistol	Hand-Hand	Heavy Wpn	Melee Wpn	Thrown Wpn	Weapon	Ammo Clips	Weapon	Explosives
A	2506	4	2	10	10	9	10	10	6	8		pistol	□		
D	2408	8		8	12	8	8	8	8	6		AR	□□□	Knife	Frag □□; WP □
E	2407	8		8	12	8	8	8	8	6		AR	□□□	Knife	Frag □□; WP □
F	2606	8		8	12	8	8	8	8	6		AR	□□□	Knife	Frag □□; WP □
G	2705	8		8	12	8	8	8	8	6		AR	□□□	Knife	Frag □□; WP □
H	2805	6		10	10	12	6	6	8			SMG	□□□		
I	2904	6		10	10	12	6	6	8			SMG	□□□		

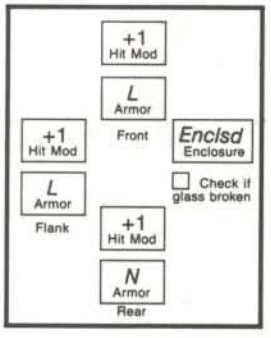
ZSU-23-4 CREW

Name	Officer	Driver	Loader	Radar
Counter:	A	D	E	F
Panic:	4	6	6	10
Leadership:	1			
Alertness:	10	8	8	4
Skills:				
Pistol	8	10	6	
Gunnery				8
Hvy Wpns	12	4	8	10
Hnd-Hnd	8	6	8	4
Weapon:	pistol	pistol	pistol	AR
Am Clps	□□	□□	□□	□□
Melee Wpn:	knife		knife	

Note: THe oficer, driver and loader are located outside of the ZSU-23-4.
Stats for the ZSU-23-4 and the SA-9 are listed below.

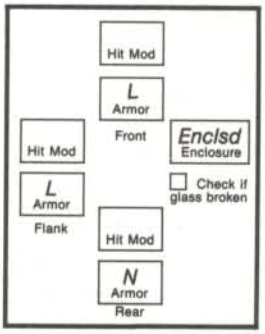
Name: *ZSU-23-4* Drive Type: *Tracked*
Counter: _____ Panic: _____
Movement Rates (paved road)
Long Distance: *80* Combat: *20*
Weapons:
1. *AAGUN* Ammo [50 MAX.] :
2. _____ Ammo [MAX.] :
3. _____ Ammo [MAX.] :
4. _____ Ammo [MAX.] :

Notes:



Name: *SA-9* Drive Type: *Rear*
Counter: _____ Panic: _____
Movement Rates (paved road)
Long Distance: *100* Combat: *20*
Weapons:
1. *ISAM* Ammo [4 MAX.] :
2. _____ Ammo [MAX.] :
3. _____ Ammo [MAX.] :
4. _____ Ammo [MAX.] :

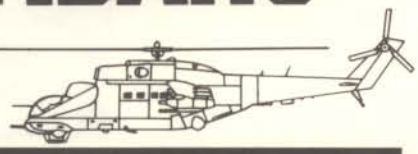
Notes: *SA-9 carries 4 additional rockets but it takes several minutes to reload*



THE PRICE OF FREEDOM

YOUR OWN PRIVATE IDAHO

CHARTS AND TABLES



HELICOPTER CHART

Helicopter	Type	Armor Rating/Hit Modifier				Crew/ Passengers	Weapons
		Front	Flank	Rear	Belly		
US Helicopters							
AH64 "Apache"	Atk	H/—	M/+1	L/—	L/—	2	AC [F] (PEN 120); 2nd gen. ATGM (16) + rockets (8), or ATGM (8) + rockets (16), or rockets (32).
AH1 "Cobra"	Atk	M/—	L/—	N/—	N/—	2	AC [F] (PEN 150); 2nd gen. ATGM (8) + rockets (8), or ATGM (4) + rockets (16).
UH60 "Blackhawk"	Tr	M/—	L/+1	L/-	L/+1	3/11	2 lmgs* [D] (400); 2nd gen. ATGM (16).
UH1 "Huey"	Tr	N/—	N/+1	N/—	N/+1	3/10	2 lmgs* [D] (400).
OH58 "Kiowa"	Sct	N/—	N/—	N/—	N/—	2/4	1 hmg [F] (300).
CH46 "Sea Knight"	Tr	N/—	N/+1	N/—	N/+1	2/25	None
CH47 "Chinook"	Tr	N/—	N/+3	N/—	N/+2	2/45	None
CH53 "Sea Stallion"	Tr	N/—	N/+2	N/—	N/+2	2/55	None
SH3 "Sea King"	Tr	N/—	N/+2	N/—	N/+2	2/30	None
Civilian Models	Sct	N/—	N/—	N/—	N/—	1-2/0-10	None
Soviet Helicopters							
Mi-2 "Hoplite"	Sct	N/—	N/—	N/—	N/—	2/8	None
Mi-6 "Hook"	Tr	N/+1	N/+4	N/+2	N/+4	3/70†	1 hmg (100).
Mi-8 "Hip"	Tr	N/—	N/+2	N/—	N/+1	3/32	None, or rockets (12) and 2 hmgs (100).
Mi-24 "Hind"	Atk	M/—	L/+1	N/—	L/+1	2/12	Hind A: 1 hmg (150); 1st gen. ATGM (4); rockets (12). Hind D: 4 hmgs (150); 1st gen. ATGM (4); rockets (12). Hind E: AC [F] (PEN 100); 2nd gen. ATGM (4); rockets (12).
Mi-26 "Halo"	Tr	L/+1	L/+5	N/+2	L/+4	3/100††	None, or 1 hmg (200).
Mi-28 "Havoc"	Atk	H/—	M/—	L/—	L/—	2	AC [F] (PEN 150); ISAM (2); 2nd gen. ATGM (4) + rockets (6), or ATGM (8), or rockets (12).

Key:

Helicopter Type: Atk = attack; Tr = transport; Sct = scout.

Armor: N =no armor; L = light armor; M = medium armor; H = heavy armor.

Weapons: lmg = light machinegun; hmg = heavy machinegun; AC = autocannon; 1st gen., 2nd gen. ATGM = first or second generation antitank guided missile; ISAM = infantry surface-to-air missile; [D] = weapon is door-mounted; [F] = weapon is flex-mounted; (#) = number of ammo clips or number of shells (2 or more weapons of the same type each have this many); PEN = penetrator.

Helicopters have four armor ratings: front, flank, rear, and belly. Their use is described in section 27.4. In addition, some vehicles have hit modifiers listed. These affect a character's skill number when firing at that portion of the helicopter.

Passengers of scout and transport helicopters may fire into the helicopter's flank arc at one quarter their skill. (**Exceptions**: Mi-6/26, CH-53, CH-46, and CH-47).

Weapons listed on the Helicopter Chart are detailed in section 27.5.

* these lmgs may be removed and used by ground personnel.

† may carry 1 BMP or 1 BMD in place of 50 passengers.

†† may carry 2 BMDs, 1 BMP, or 1 ASU-85 in place of 75 passengers.

Note: All helicopters can be fitted with some sort of armament given time. In addition, the Mi-8 and Mi-24 are equipped with spray tanks for chemical warfare.

Part # 30062-60

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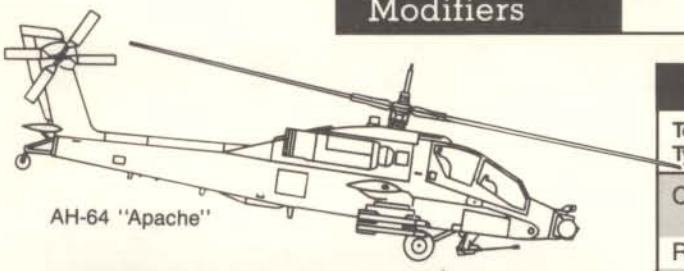
HELICOPTER RANGE CHART

Helicopter	Range	Helicopter	Range	Helicopter	Range
Civilian Models	330 km	OH58	500 km	Mi-6	200 km
AH64	612 km	CH46	400 km	Mi-8	440 km
AH1	600 km	CH47	666 km	Mi-24	500 km
UH60	625 km	CH53/SH3	500 km	Mi-26	400 km
UH1	530 km	Mi-2	240 km	Mi-28	530 km

Range Modifiers

Unloaded (Tr or Sct)	×4	Lightly Loaded (Tr or Sct)	×2
Unloaded (Atk)	×2		



AH-64 "Apache"

HELICOPTER TERRAIN EFFECTS CHART

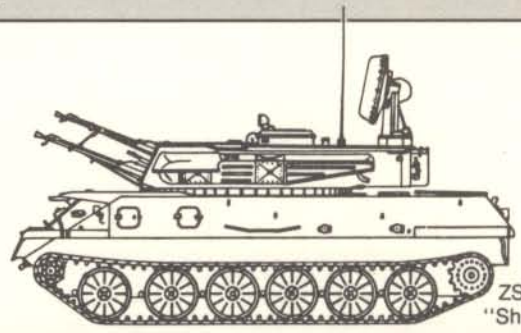
Terrain Type	NOE	Low, High
Clear, Broken, Brush, Swamp, Rough, Crater, Trench Stream, River	4	1
Road	2	1
Woods, Rubble, Building	6	1
Forest	8	1

Procedure: Find the terrain type along the left-hand side and cross-reference with the helicopter's altitude. The result is the movement cost to enter the hex.

HELICOPTER TRAVEL CHART

Helicopter Type	Long Distance Rate (kilometers/hour)	Combat Rate (hexes/round)
Attack	275	35
Scout	250	30
Transport	200	25

Unfavorable weather conditions (high winds or poor visibility) may ground aircraft. Scouts are most vulnerable to bad weather (because of their light weight), and attack helicopters least vulnerable. Visibility of 1/2 km or less (due to snow or rain) or winds in excess of 40 km/hour (gale strength) will ground all aircraft.



ZSU-23-4 "Shilka"

ANTI-AIRCRAFT WEAPON COMBAT CHART

Weapon	Rate of Fire	Range				Engagement Altitude	Damage Modifier	Weapons of Type
		Imp.	Short	Medium	Long			
ISAM	1	0-17	18-85	86-300	301-800	NOE	0	SA-14/13/9/7, Stinger, Chaparral
SRSAM	1	0-33	34-400	300-1000	1000-2000	NOE	+1	SA-8, Roland
MRSAM	1/2	0-85	86-1000	1001-1500	1501-2500	LOW	+2	SA-6/11, Hawk
LRSAM	1/3	0-300	301-1500	1500-2500	2500-4000	HIGH	+6	SA-4/12, Patriot
AAGUN	1	0	1-85	86-300	301-500	NOE	+4	ZSU-23, Vulcan

Key:
ISAM = infantry surface-to-air missile.
SRSAM = short range surface-to-air missile.
MRSAM = medium range surface-to-air missile.
LRSAM = long-range surface-to-air missile.
AAGUN = anti-aircraft gun.

Notes:
SA-9: The SA-9, SA-13 and Chaparral are treated as ISAMs even though vehicle-mounted.
ISAMs: An ISAM is a portable, hand-held surface-to-air missile.
Blast Radii: No blast radius is listed for these weapons. However, if a missile hits a target at NOE in a hex occupied by or adjacent to characters, they suffer damage as if a fragmentation grenade had exploded in their hex.
Use Against Ground Targets: Only AAGUNs may be fired against ground targets. When one does so, treat it as an autocannon firing HE shells.

Procedure: Use the table to determine range in the same way as all other combat tables. "Imp." means the weapon may not fire at that range. Weapons may only fire targets at "engagement altitude" or higher. "Rate of fire" is used in the same way as on the **Heavy Weapons Combat Table.** Damage modifiers affect die-rolls on the **Helicopter Damage Table.** "Weapons of Type" indicate the names of Soviet and American weapon systems of the indicated type.

FIRE VS. HELICOPTERS

Determine the firer's skill with his weapon. Refer to the **Helicopter Chart** and determine the target's armor rating and hit modifier. Add the modifier to the skill number. Modify the skill number as indicated by the **Fire Modifiers Against Helicopters** chart.

Roll the die. If the number rolled is greater than the modified skill number, the target is missed. Otherwise, it is hit. If hit, refer to the **Helicopter Damage Table** to determine the damage the helicopter suffers. On any result other than "no effect," refer to the **Helicopter Occupant Damage Table** to determine what damage crew and passengers suffer.

If the pilot is injured or the helicopter suffers heavy damage, refer to the **Helicopter Crash Table** to determine whether the helicopter crashes. If it does, refer again to the **Helicopter Occupant Damage Table**.

Mi-24 "Hind-D"

HELICOPTER DAMAGE TABLE

Die-roll	Damage
–1 or less	no effect
0-1	light
2-4	medium
5-7	heavy
8-16	destroyed
17 or more	obliterated

Modifiers to the Damage Table

Armor	
None	+2
Light	–1
Medium	–2
Heavy	–5
AA weapons	+ damage modifier

Key:

No effect: No damage is sustained.

Light Damage: The helicopter's electronics and weapon systems may have suffered damage, speed is reduced by one-third because of rotor damage. Repair is possible in a few hours.

Medium Damage: Speed halved, weapons inoperable. Repair will take several days.

Heavy Damage: Speed is quartered, the helicopter must land immediately. Repair will take a week at a major repair facility. Roll on the Helicopter Crash Table.

Destroyed: The helicopter falls from the sky. Cannot be repaired.

Obliterated: Helicopter explodes and is torn into small pieces. All occupants are killed automatically. If at NOE all characters on ground in adjacent hexes take damage as if frag grenade exploded.

Procedure: Roll the die. Modify the number rolled as the **Modifiers to the Damage Table** direct. Find the modified roll on the **Helicopter Damage Table.** The corresponding result is the degree of damaged suffered (see key above). Note that some anti-aircraft weapons have "damage modifiers" which affect the die-roll; see the **Anti-Aircraft Weapons Table.**

FIRE MODIFIERS AGAINST HELICOPTERS

Weapon Firing	
Small Arms: aimed	×⅛
rapid	×¼
burst	×½
Heavy Weapons (excluding rifle grenade launchers)	×½
Rifle Grenade Launchers	×¼
Vehicle Weapons (excluding autocannons)	×¼
Autocannons	×½
Movement	
Moving at ½ of combat rate or faster	×½
Hovering (ATGMs do not receive this bonus)	×2
Altitude	
NOE	×½
High	×2
Range	
Medium	×½
Long	×¼

HELICOPTER OCCUPANT DAMAGE TABLE

Stun	Light	Heavy	Incap.	Kill
1-9	10-15	16-18	19	20

Modifiers Against Occupant Damage

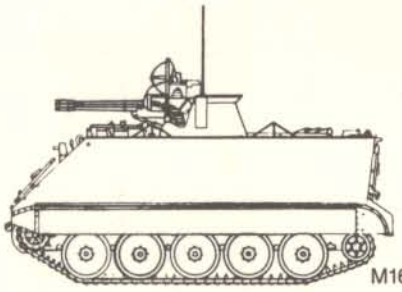
Helicopter's Damage	Modifier
Light Damage	–2
Medium Damage	0
Heavy Damage	+2
Destroyed	+8
Obliterated	+20
Crashed from High altitude	+5
Crashed from Low altitude	+2
Crashed from NOE	0
Crashed while taking off	–3

HELICOPTER CRASH TABLE

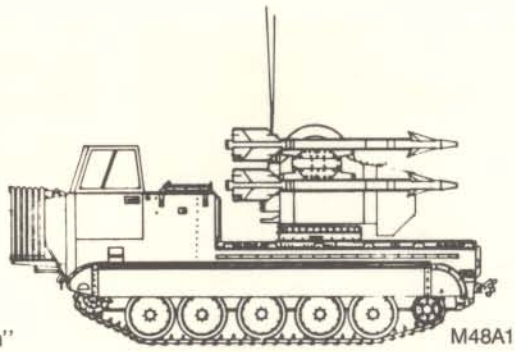
Occurrence	Modifier to Pilot's Skill
Pilot was stunned	0
Pilot received Light wound	–2
Pilot received Heavy wound	–6
Pilot is Incapacitated	–12
Pilot is Killed	automatic
Helicopter is at High altitude	+5
Helicopter is at Low altitude	0
Helicopter is at NOE	–5

Procedure: Roll against the character's skill as modified above. If the character fails the roll then the helicopter has crashed and cannot fly until repaired; roll again on the **Helicopter Occupant Damage Table**.

Helicopter Counters (cut on solid lines)



M163 "Vulcan"



M48A1 "Chaparral"

ANTI-AIRCRAFT VEHICLE CHART

Vehicle Type	Armor Rating/Hit Modifier Front	Flank	Rear	Crew/ Passengers	Weapons	Drive Type	Enclosure
Soviet AA Vehicles							
ZSU-23-4 "Shilka"	L/+1	L/+1	N/+1	4	AAGUN (50)	Tracked	Enclosed
SA-9	L/—	L/—	N/—	3	ISAM (4+4)	Rear	Enclosed
SA-13	L/—	L/—	L/—	4	ISAM (4+12)	Tracked	Enclosed
SA-8	L/+1	N/+2	N/+1	3	SRSAM (4)	Rear	Enclosed
SA-6/11	L/+1	N/+3	N/+1	3	MRSAM (3) [a]	Tracked	Enclosed
SA-4/12	N/+2	N/+3	N/+2	5	LRSAM (2) [a]	Tracked	Enclosed
ZU-23	—	—	—	1	AAGUN (20) [b]	Towed	—
US AA Vehicles							
M42 "Duster"	L/—	L/—	L/—	6	AAGUN (12) [b]	Tracked	Open
M163 "Vulcan"	L/—	L/—	N/—	4	AAGUN (40)	Tracked	Enclosed
M48A1 "Chaparral"	L/—	N/+1	N/—	4-5	ISAM (4+8)	Tracked	Enclosed
Hawk	L/+1	N/+2	N/+1	24	MRSAM (3) [c]	Tracked	Enclosed
Hawk (Towed)	—	—	—	24	MRSAM (3) [c]	Towed	—
Patriot	L/+1	N/+1	N/+1	4-6	LRSAM (6) [d]	Tracked	Enclosed
Roland (New Mexico National Guard only)	—	—	—	5	SRSAM (2+10)	Towed	—

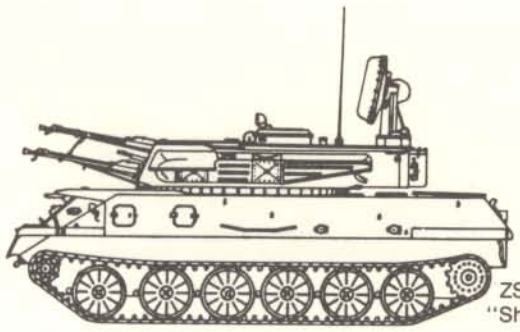
[a] These SAMs are generally deployed in groups of four vehicles — three launch vehicles and a radar vehicle. Independent launch vehicles have no intrinsic radar.

[b] These antiaircraft guns have no radar. Halve the firer's weapon skill, after all other modifications, when firing an AA gun without radar or whose radar has been disabled.

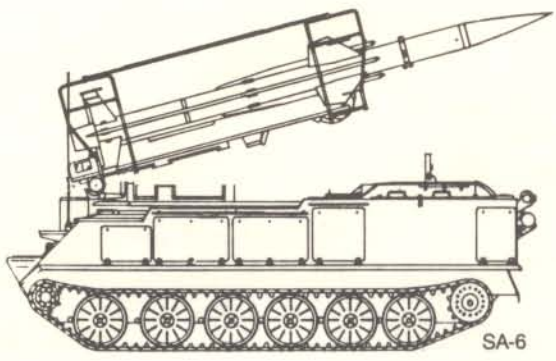
[c] These SAMs are generally deployed in groups of 24 vehicles — 9 launch vehicles and 15 assorted command posts, aquisition radar vehicles, guidance radar vehicles, and spare missile carriers.

[d] Deployed in groups of two vehicles — one radar vehicle and one launcher.

Procedure: Use this chart in the same manner as the **Vehicle Chart**. The number in parentheses is the number of missiles (SAMs) or ammo clips (AAGUNs) carried. When two numbers are separated by a plus (*e.g.* "4+4"), the first is the number of missiles carried on firing racks, and the second the number of additional missiles carried. The latter must be mounted on racks before they can be fired — a process requiring some minutes.



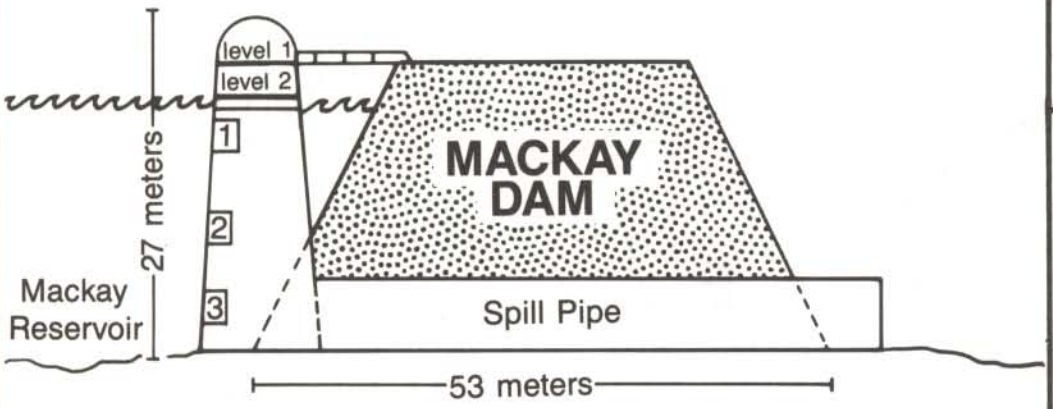
ZSU-23-4 "Shilka"

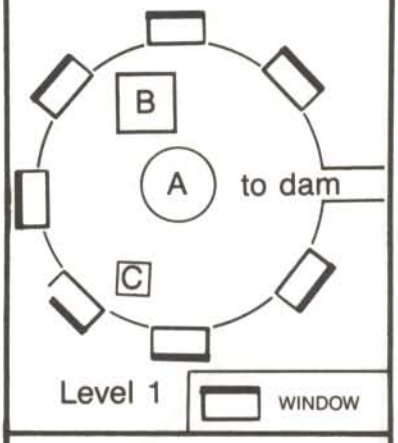


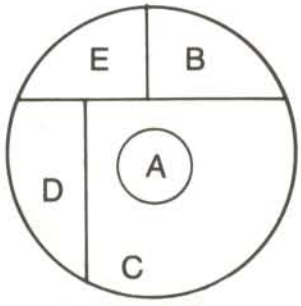
SA-6

MAP C

Mackay Dam Control Tower

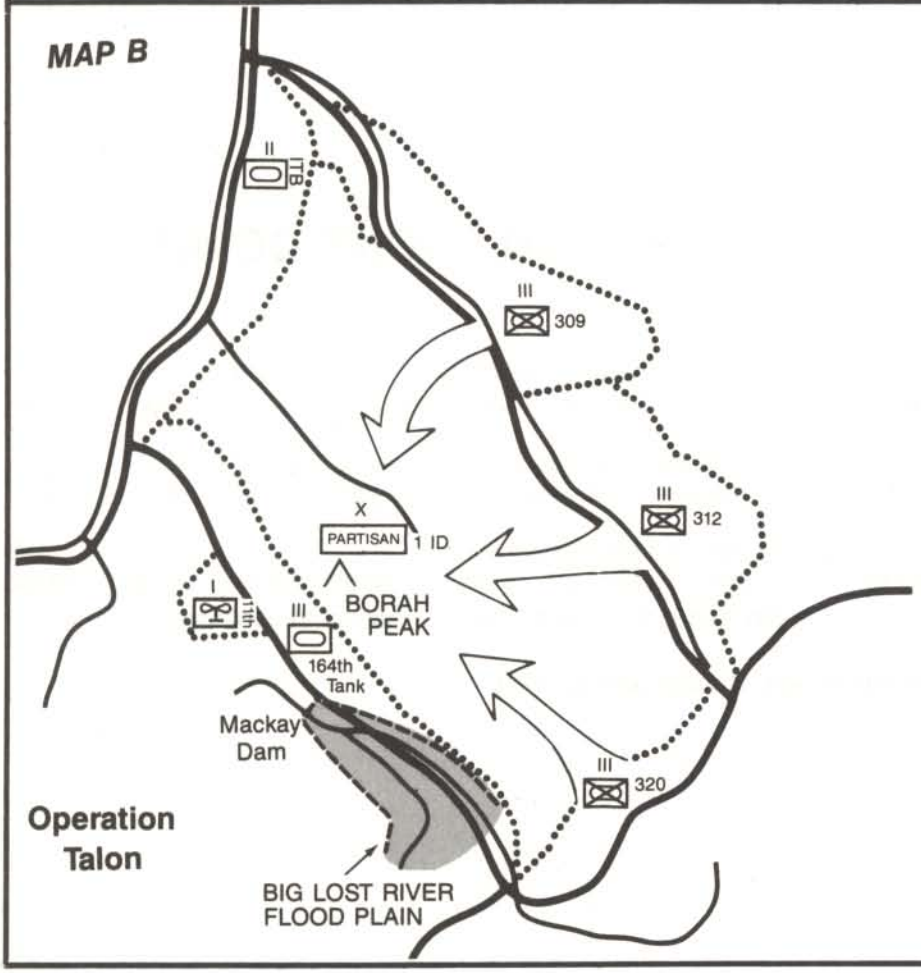






(see p. 29 for key)

MAP B



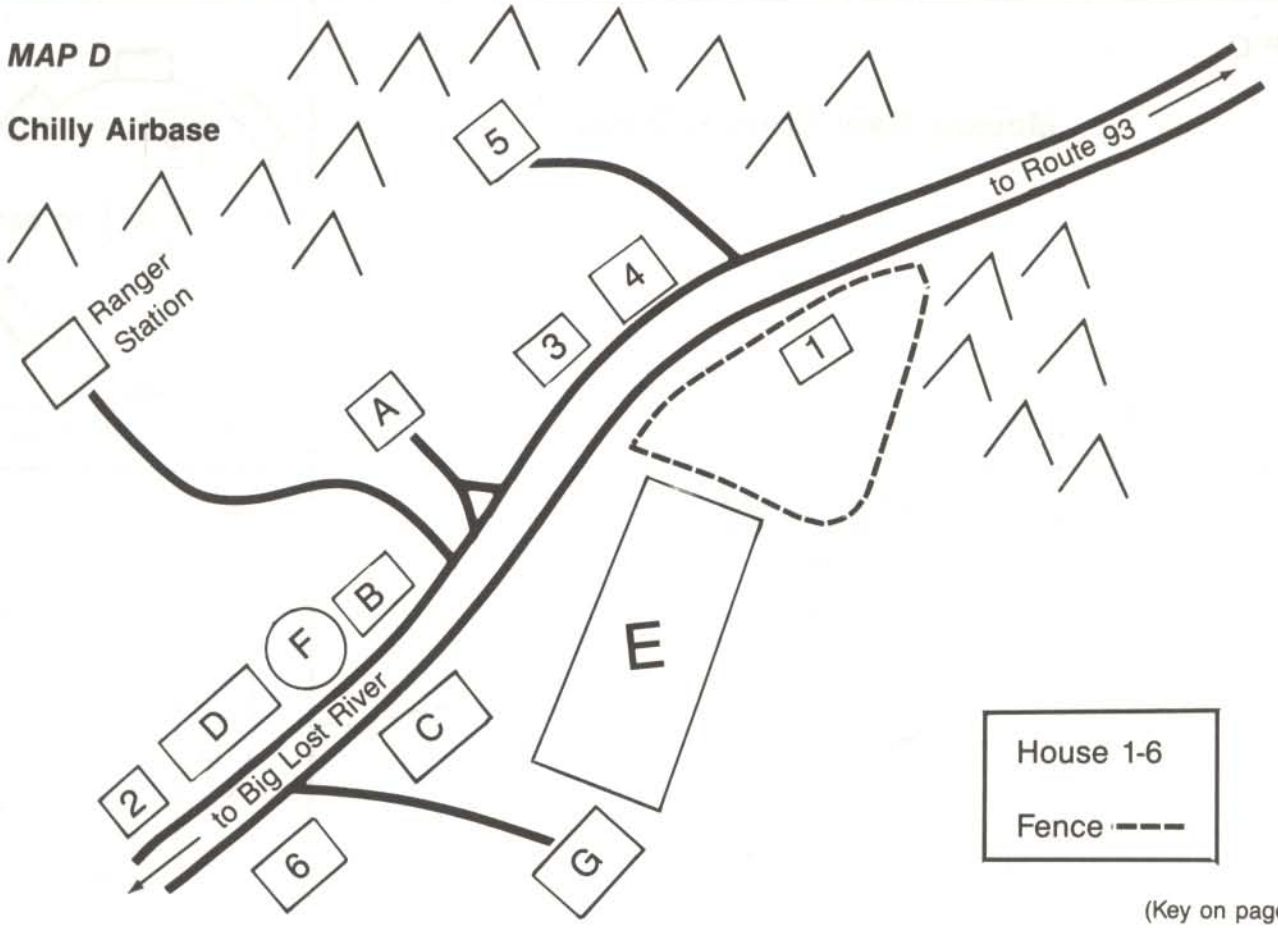
Key:

ROADS

RIVER

BIG LOST RIVER FLOOD PLAIN

AREA OF CONTROL



(Key on page 25)

BY ORDER OF PACIFIC OCCUPATION FRONT COMMAND

The following regulations apply to all communities in the counties of Custer, Butte and Lemhi, Idaho:

1. Death of a single Soviet soldier will result in ten civilian deaths along with the execution of all criminals involved.
2. Curfew is 2100 hours.
3. Henceforth, gatherings of four or more citizens are prohibited except at official public meetings.
4. Citizens wishing to leave the community in which they live must obtain the approval of the local State Security commander.
5. Destruction of property on any scale is hereby deemed a capital offense.
6. Private ownership of any firearm, bible or other religious implement, or radio is hereby deemed a capital offense.

Citizens failing to obey these or other orders of authorized military personnel are subject to confinement or relocation.

Imposed under martial decree by authority of Act of Occupation 16A-1.

Name: Horatio Spaulding

Personal Information
Physical Tag: sharp nose
Personality Tag: calm
Passion: geology
Interests: classical music (10), socialism (10)

Sex: male
Hair: brown
Height: 6′ 0″

Age: 29
Eyes: green
Weight: 160 lb

Background Information
Race/Nationality: English
Politics: Socialist
Religion: Methodist
Education: Sc. B. in geology from Blackpool University
Pre-Occupation Job: Geologist
Family Relationships: Distant from parents in Liverpool, never visit. Close to sister who lives in London.
Grew Up In: Liverpool
Personal Heroes: Ramsay MacDonald, John Stuart Mill, Arthur Scargill

Attributes	
Strength:	12
Manual Dexterity:	8
Agility:	14
Alertness:	8
Constitution:	8

Hero Points: 1

Ammo Points

Equipment
jeep (10 gallons gas remaining)
U.S.G.S. maps of Milner & surrounding area
Brunton compass
geological hammer
magnifying glass
sample cases
clipboard
steel ruler
pens & pencils
hunting knife
backpack
blankets
parka, winter clothing
hiking boots
liter Glenmorangie (single-malt Scotch)
seismograph
20 sticks of dynamite

Combat Information:

Weapon	Skill No.	Jam	Ammo	Fire Type	Range: Short	Range: Med	Range: Long	Damage: Stun	Damage: Light	Damage: Heavy	Damage: Incap	Damage: Kill

Name: Kim Shaw

Personal Information
Physical Tag: alert eyes
Personality Tag: open, sincere
Passion: Doc Jorgensen
Interests: children (10), Milner (10)

Sex: female
Hair: brown
Height: 5′ 5″

Age: 43
Eyes: blue
Weight: 129 lb

Background Information
Race/Nationality: WASP
Politics: Democrat
Religion: Baptist
Education: B.A.
Pre-Occupation Job: Teacher at Filmore High School
Family Relationships: Divorced. Two teenage sons — very close. Mother and father live in St. Louis, visits every summer.
Personal Heroes: Horace Mann, Christa McAuliffe, Sally Field
Grew Up In: Milner

Attributes	
Strength:	5
Manual Dexterity:	12
Agility:	8
Alertness:	13
Constitution:	12

Hero Points: 1

Ammo Points

Equipment
car with 4-wheel drive (5 gallons of gas)
three pairs of snow shoes
heavy winter clothing
axe (large knife)
3 shuriken
nun-chuku (medium club)
4-man tent
poncho
portable sun-stove
canned food (enough for 1 person for 60 days)
aspirin, penicillin, bandages
kitchen matches
star chart taken from recent issue of *Astronomy* magazine
flashlight with batteries

Combat Information:

Weapon	Skill No.	Jam	Ammo	Fire Type	Range: Short	Range: Med	Range: Long	Damage: Stun	Damage: Light	Damage: Heavy	Damage: Incap	Damage: Kill
Shuriken	12	—	—	A/R	0-1	2	3	1-10	11-15	16-18	19	20

Name: Henry "Doc" Jorgensen

Personal Information
Physical Tag: grey hair
Personality Tag: greets people with a friendly handshake
Passions: healing the sick and helping the injured
Interests: women (5), medicine (10), Beach Boys (5)

Sex: male
Hair: grey
Height: 6′ 1″

Age: 57
Eyes: blue
Weight: 185 lb

Background Information
Race/Nationality: Swedish-American
Politics: Apolitical
Religion: Presbyterian
Education: MD, Stanford University
Pre-Occupation Job: General practitioner in Milner
Family Relationships: Parents dead, two younger bothers both killed in Korea. Distant from other relatives.
Grew Up In: Palmetto, California
Personal Heroes: John F. Kennedy, Beach Boys, Christiaan Barnard

Attributes	
Strength:	8
Manual Dexterity:	12
Agility:	5
Alertness:	16
Constitution:	9

Hero Points: 1

Ammo Points

Equipment
"black bag" stethescope, little rubber hammer, narrow-beam flashlight with magnifying glass, rubber hose, syringes, scalpel, etc.
drugs: antibiotics, diuretics, morphine, aspirin
first aid equipment: bandages, local anesthetic, iodine, surgical thread, surgical tape, petroleum jelly, etc.
1 liter brandy ("medicinal purposes")
glasses
heavy winter clothing
Physician's Desk Reference
hunting bow & 24 arrows
scuba gear
1978 Buick Skylark (10 gallons of gas remaining)
3 cans Spam
2 jars brandied peaches

Combat Information:

Weapon	Skill No.	Jam	Ammo	Fire Type	Range: Short	Range: Med	Range: Long	Damage: Stun	Damage: Light	Damage: Heavy	Damage: Incap	Damage: Kill
Compound Bow	8	19	—	A/R	0-5	6-8	9-13	1-8	9-15	16-18	19	20

Skills

Combat
- Hand-to-hand: 8
- Melee Weapons: 8
- Pistols: 10
- Rifles: 10
- Thrown Weapons: 8

Communication
- Language — English: 19
- Sketching: 10
- Writing: 14

Craft
- Demolition: 10
- Driving: 12
- Driving, Heavy Vehicle: 7
- Flying: 10

Education
- Chemistry: 9
- Geology: 14
- Social Sciences: 10

Survival
- Horse Riding: 10
- Liverpool (Home Area) Lore: 5
- Milner Lore: 4
- Stealth: 12
- Swimming: 10

Character Background: Frankly, Labor makes you sick — half-assed weak-kneed panders to bourgeois sensibilities. England is gray, dispirited, unemployed, and Labour plays the same damned tune. Perhaps, however, it was inadvisable for you to call the Conservative Party chairman a "bleeding fascist" and hurl a cream pie in his face. They deported you to America, your "native land," although you left it at age six. (The fact that your visa had expired twelve years previously might have had something to do with it, too.) At least America is forthrightly reactionary. And there are pretty fair opportunities for an exploration geologist.

Adventure Background: Six months in America, working on a small survey job in Milner, a pleasant but stale town in central Idaho. Next thing you know you're living in an occupied country, and England is occupied also.

Stupid Russian nits. History shows Imperialism weakens the Mother State. By occupying the world they're breeding their own destruction. Of course, the more the occupied nation resists the quicker the collapse will occur.

A group of Resistance fighters wandered through town a few days ago; now, it's said, there are Russians on the way. You're not sure whether to lie low or fight.

Skills

Combat
- Hand-to-hand: 14
- Melee Weapons: 10
- Rifles: 8
- Thrown Weapons: 12

Communication
- Con: 12
- Fine Arts: 4
- Language — English: 19
- Sketching: 7
- Writing: 12

Crafts
- Driving: 10
- Vehicle Repair: 6

Education
- American History: 14
- European History: 10
- Humanities: 10
- Physics: 6

Survival
- Horse Riding: 10
- Milner Lore: 12
- Stealth: 12
- Swimming: 12

Character Background: Between raising two sons, teaching 10th grade English, and taking karate classes, you barely have a moment to yourself. But it's nice to keep busy.

Peter, your oldest son, just graduated from high school. Matthew just turned 15. Maybe when both boys are gone from college you'll leave Milner, move to California, lay in the sun. You've been teaching high school for 21 years, no reason why you can't do that in San Francisco.

Adventure Background: It happened the day after Peter received his class schedule from Kansas State University in the mail. America surrendered. Life has been pretty tough since then. San Francisco sounds like a bad idea at the moment. At least Milner was left pretty much alone — until now.

Recently, some men claiming to belong to something called the First Idaho Brigade drifted through. The boys left with them. Peter is old enough to know what he's doing — but Matthew, Matthew!

Doc and T.J. Callahan keep dropping by to make sure everything is all right. Doc's the only one you've trusted enough to tell where the boys are. You just hope and pray they'll be okay.

Skills

Combat
- Bows: 8
- Hand-to-hand: 8
- Melee Weapons: 6
- Pistols: 6
- Rifles: 10

Communication
- Fine Arts: 8
- Language — English: 19
- Sketching: 14
- Writing: 12

Craft
- Construction Trades: 10
- Driving: 12

Education
- Biology: 10
- Chemistry: 10
- Humanities: 6
- Medicine: 14

Survival
- Drug Lore: 8
- Santa Barbara (Home) Lore: 5
- Challis Lore: 6
- Horse Riding: 10
- Stealth: 10
- Swimming: 10

Character Background: You grew up along the coast of southern California; you probably spent more time surfing than in school as a kid. You went into medicine as your parents wished. Life seemed simple, until Dennis, your younger brother, set off an antitank mine near the Changjin Reservoir in Korea. Two weeks later your older brother was reported MIA as the Chinese continued their push down the Korean peninsula. Your mother, unable to withstand the double blow, spent the next five years in a variety of sanitariums, until her death in 1956.

Southern California seemed full of specters, and you moved to the most remote place you knew — Milner. You've spent a peaceful, not too unhappy life here, taking care of the local folks' medical needs and skiing in the winter.

Adventure Background: It's been two weeks and already medical supplies are starting to dry up. Before long you won't have anything to practice medicine *with*, and fighting is on the way. That's what Kim Shaw, a friend and local teacher, says, anyway — and she should know. Both her boys joined the Resistance last week, when some guys from the "First Idaho Brigade" drifted through. Fighting means injured, which doesn't please you too much, but you suppose someone will have to glue 'em back together again.

are injured. If the helicopter suffers heavy damage or the pilot is injured, you must also refer to the Helicopter Crash Table.

Small Arms vs. Helicopters

When small arms are used against a helicopter, the firer must declare whether he is using aimed, rapid or burst fire. Aimed fire uses 1 ammo point. Rapid fire uses 2 ammo points. A character may only use burst fire if his weapon contains at least 4 ammo points; performing burst fire uses all remaining ammo or 10 points, whichever is less. The type of fire used affects the firer's skill number (see Fire Modifiers Against Helicopters).

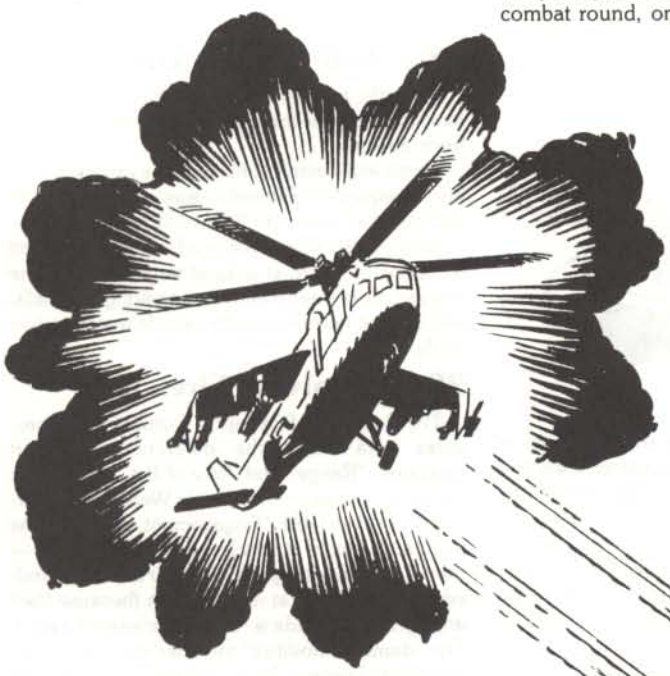
Elevation

When a helicopter at high level is fired upon, count the number of hexes between firer and target, and *increase this number by 25%*. The result is the effective range.

The range to helicopters at other elevations is not affected by elevation.

Example: A helicopter 3 hexes away is 3 hexes away regardless of its altitude, unless it's at high level, in which case the range is 4.

A helicopter's elevation *does* affect the firer's combat skill (see Fire Modifiers Against Helicopters).



Grenades

Grenades may not be thrown into helicopters unless open, and grounded or at nap-of-earth. Apply the "door" modifier to the thrower's manual dexterity when he tries to throw into an open helicopter.

A crewman may drop a grenade from a helicopter by opening a window. Make a manual dexterity roll for the dropper; if it succeeds, the grenade lands in the hex thrown. Otherwise, it scatters. Choose an arbitrary hexside as the "reference hexside."

Grenades may not be dropped from helicopters at low or high level — they'd explode before reaching the ground.

Passengers may throw grenades (and fire weapons) from open helicopters on the ground or at nap-of-earth — resolve these according to the normal grenade rules.

27.5 Helicopter Weapons

As indicated on the Helicopter Chart, some helicopters mount one or more weapons. Each weapon is *front-mounted, flex-mounted* or *door-mounted*. Flex- and door-mounted weapons are indicated on the Helicopter Charts; all other weapons are front-mounted.

Front-mounted weapons can be fired by the pilot or another crewmen. They can only fire at targets in the helicopter's front arc (see Arc of Fire Diagram, page 63 in the ***Gamemaster Book***).

Flex-mounted weapons can be fired by the pilot or another crewman. They can fire at any target that is *not* in the helicopter's *rear* arc. Refer to the Arc of Fire Diagram; pretend that the helicopter's main body is in hex 4109 facing toward the bottom of the page. The shaded area is where a flex-mounted weapon *can't* fire.

Door-mounted weapons can *only* be fired by crewmen other than the pilot. They can only be fired at targets on the helicopter's flank — that is, in neither its front nor rear arc.

A helicopter may fire one flex- *or* front-mounted weapon, *plus* one door-mounted weapon per combat round, only.

Ammunition

The number of ammo *clips* (not just points) carried for each weapon is printed after the weapon's name on the Helicopter Chart.

Firing at Vehicles

When a helicopter fires from high altitude at a vehicle that's within 20 hexes, or from low altitude or nap-of-earth at a vehicle that's within 5 hexes, it is firing at the vehicle's "top" (flank) armor. Otherwise, use the vehicle's front, flank, or rear armor, as usual.

Machineguns

When a character fires a helicopter-mounted machinegun, he uses his automatic weapons skill. Note that some machineguns can be dismounted (see Helicopter Chart).

Autocannons

Helicopter autocannons follow the same rules as vehicle autocannons (see 20.5 in the ***Gamemaster Book***).

Unguided Rockets

When a helicopter fires its rockets, it may fire any or all of its rockets at once — exhausting its entire stock, if the firer wishes. Rockets are fired using the gunnery skill. If more than one "clip" of rockets is fired, they may be fired at different targets, so long as all targets are in the weapon's arc of fire, and each is adjacent to another target.

Anti-tank Guided Missiles

Unlike vehicles, helicopters can fire their entire stock of ATGMs before reloading is necessary.

First-generation ATGMs cannot be fired by pilots, only by other crewmen. Second-generation ATGMs can be fired by either.

A maximum of one ATGM may be fired per round.

A helicopter can *only* fire ATGMs if it hovers during the same combat round — it may change facing, but may not move otherwise.

ATGMs are fired using the heavy weapons skill.

ISAMs

ISAMs ("infantry" surface-to-air missiles) may normally only be fired at airborne targets (helicopters or fixed-wing aircraft) at a higher altitude than the firing helicopter, or the same one. They are fired using the heavy weapons skill, and follow the rules of section 28.

Anti-Aircraft Weapons

For game purposes, all anti-aircraft weapons are divided into two types: *anti-aircraft guns* and *SAMs* (surface-to-air missiles). SAMS are divided into ISAMs (infantry SAMs), SRSAMs (short-range SAMs), MRSAMS (medium-range SAMs), and LRSAMs (long-range SAMs). Anti-aircraft guns are normally mounted on vehicles, though towed versions exist. ISAMs are hand-held weapons carried by infantry, though some are occasionally mounted on vehicles. SR, MR and LRSAMs are almost always mounted on vehicles.

28.1 Mountings

Anti-aircraft weapons can be *vehicle-mounted*, *hand-held* or *towed*. The Anti-Aircraft Vehicle Chart describes the vehicles which carry anti-aircraft weapons; it is used in the same way as the regular Vehicle Chart. Note also that the Mi-28 carries an ISAM.

There are towed versions of anti-aircraft guns; there are also towed American SRSAMs and MRSAMs (all equivalent Soviet weapons are vehicle-mounted). Towed weapons are mounted on trailers and can be pulled by vehicles.

Some ISAMs are vehicle-mounted; however, most are hand-held. Hand-held weapons can be carried and fired by individuals.

28.2 Firing Anti-Aircraft Weapons

Hand-held weapons can be fired by individuals; other anti-aircraft weapons require a crew of two to fire.

Anti-aircraft guns are fired using the gunnery skill; SAMs using the heavy weapons skill. A firer must be able to see his target to fire.

28.3 ISAMs

All ISAMs are heat-seeking missiles. This means that they must be able to sense a target's heat to hit it. If a target is at a lower altitude than the firer, the missile may not be able to sense the target against the background of the terrain. Moreover, it may lock onto another heat source, e.g., a camp fire, searchlight, or the sun. When firing at a target below the horizon, halve the firer's skill, in addition to all other modifications.

In general, the gamemaster should be sensitive to the possibility of locking onto false targets, and call for heavy weapons skill rolls when it is plausible for a missile to track the wrong target.

Soviet SA-7 and SA-9 missiles have relatively primitive heat sensors. One of these ISAMs can only hit a target if fired from the target's "rear arc" (see 27.5 for a definition of rear arc).

Hand-held ISAMs are single-shot weapons — once fired, they are out of ammunition. If the firer is carrying extra missiles, he may reload the launcher — this can take anywhere from 4 to 12 rounds, depending on his familiarity with the launcher, and its degree of sophistication. Vehicle-mounted SAMs have ammo clips, and follow the same rules as ATGMs (see 20.5 in the ***Gamemaster Book***).

28.4 Other SAMs

Other SAMs are radar-homing — that is, their launchers contain radar systems to identify and lock onto targets, and the missiles themselves use radar to track targets once locked on. (The SA-11 has an auxiliary heat-seeking system it can use instead.)

When a SAM is at a higher elevation that its target, it may not be able to spot the target on radar. When fired under these conditions, halve the firer's skill number.

28.5 Anti-Aircraft Guns

Similarly, anti-aircraft guns use radar to spot and lock onto targets; they, too, are halved when fired from above.

Some anti-aircraft guns (e.g., the towed ZU-23) are not equipped with radar; again, halve the firer's skill number when he fires such a weapon.

Anti-aircraft guns, unlike all other anti-aircraft weapons, may fire at ground targets. When one does so, treat it as an autocannon firing HE shells, and use the normal rules for vehicle weapons (see 20.5).

28.6 Resolving Fire

The Anti-Aircraft Weapon Combat Chart provides data about the different anti-aircraft weapons. "Range" and "rate of fire" are used in the same way as on the Vehicle Weapons and Artillery Combat Table. "Engagement altitude" is the maximum height at which the weapon can fire — that is, anti-aircraft guns can only fire at grounded targets or ones at nap-of-earth (because their engagement altitude is "NOE," for nap-of-earth). The "damage modifier" modifies die-rolls on the Helicopter Damage Table. "Weapons of Type" lists the names of American and Soviet weapon systems of the corresponding type.

3.3 The First Snowstorm

One night, when the PCs camp outdoors, spring this:

In less than an hour the thermometer has plummeted from a comfortable 15 degrees Celsius to a frigid −5. Flakes of snow and sleet are falling in ever-increasing numbers. Wind whips the trees, and blows snow across the ground.

A snowstorm is beginning. Over the next twelve hours, thirteen inches of snow are deposited. Wind gusts of up to 30 kph push the wind chill factor to −20 Celsius,

Dramatic weather shifts such as this are uncommon but not unheard of in the mountain heights of the Pacific northwest. For the characters, this night can be one of great opportunity or great misery.

Characters who aren't dressed for the cold suffer. The effects can be drastic (see the Food, Water & Shelter Chart in the ***Gamemaster Book,*** page 63). Minor effects are left to the GM's discretion. For example, you might rule that a character without gloves receives a −2 skill modifier when firing a gun.

There are two ways for ill-clad characters to deal with the cold: building a fire, and finding shelter.

Most of the effects of extreme cold come from the wind. In this snowstorm, characters exposed to the wind are considered to be at −20 degrees Celsius; characters sheltered against the wind are at 0 degrees.

A successful camping roll is needed to find shelter in the woods — a cave, a building, or material to build a lean-to. Failure means the character must wander for 10 minutes before making another roll.

Building a fire in a raging snowstorm is difficult. First the characters must find a reasonably dry place. Then, a successful camping roll is needed to start the fire; halve the character's camping skill number before rolling. Failure means that he cannot start a fire in this location and expends several matches.

For adequately-clothed characters, the storm can be an opportunity. Minus 20 degree weather doesn't appeal to the average Russian soldier any more than anyone else; for the next twelve hours most guards are more concerned with staying warm than keeping a close watch. To reflect this, the alertness of all Russian guards stationed outdoors is reduced to one fourth its normal value during the storm (this includes those at the dam and Chilly helicopter base).

In addition, all helicopters are grounded, and all Soviet vehicles immobilized. Characters may drive if their vehicles are equipped with snow tires and if a successful driving skill roll is made. Failure means the vehicle slides off the road and is stuck on the shoulder.

Twelve hours after it begins, the storm abates, leaving more than a foot of snow on the ground. The Soviets begin clearing major roads; within fours hours Route 93 is open.

Note that snow considerably increases movement costs (see the Travel Table on page 63 of the ***Gamemaster Book***). Any character with snow shoes may ignore snow for movement rate purposes. In addition, snow has no effect on canoe movement rates.

3.4 Widow's Knees

"Widow's Knees" is the rebel codeword for a cache of equipment left on a creek tributary to the Big Lost River, south and west of Milner (see Map A). The PCs can learn of it from Benedict Arnez (via Jeremiah's shortwave), or from Jose Mendez.

The cache is key to the conclusion of the adventure; the explosives it contains are needed to blow Mackay Dam. Mendez can lead them directly to it if healthy. Otherwise, it must be found from coordinates provided by Arnez or Mendez. Its location can, in theory, be pinpointed using a compass and a USGS map of the region — but, in practice, this is not always simple. It is very easy to mistake one terrain feature for another. If attempting to locate the cache, one player must make a mountaineering skill roll; if successful, he finds it. If he fails, an hour is wasted searching for the cache, after which time he can try again. If he fails three times, he is unable to locate the cache.

Among other things, the cache contains 1000 kilograms of ametol, an explosive somewhat more powerful than TNT, captured by the rebels from a Soviet convoy. Unfortunately, the three canoes the cache contains can't carry both the ametol and the PCs. To get it to Mackay, they'll need to build a raft. Luckily, the cache also contains rope, and Doc Jorgensen is a competent carpenter. ("construction trades" includes this skill)

The cache is a trench covered with a tarp and tree branches. It contains:

3 aluminum canoes
7 paddles
2 automatic rifles and 10 ammo clips
1 submachinegun and 6 ammo clips
4 rifles and 10 ammo clips
6 molotov cocktails
200 meters climbing rope
1000 kilograms ametol
100 meters detonation cord, various blasting caps, plunger, etc.
100 square meters oilcloth
200 kilograms potatoes
10 kilograms beef jerky
assorted dry timber
15 assorted axes, saws, etc.
10 kilograms nails
3 casting molds for lead bullets
500 pieces brass for .30-30 bullets (same caliber as rifles above)
5 kilograms lead-tin alloy in ingots (Original intended for casting military miniatures, but useable for the production of bullets)

Chilly Air Base

Summary: The Soviets have established a helicopter base at Chilly; to fulfill their mission, the PCs must destroy or sabotage it.

4.1 Metropolitan Chilly

Chilly, Idaho: the original wide place in the road — seven houses, a ranger station, and a fourth-rate motel a few miles south of Route 93. It is experiencing something of a boom; its population has increased by a factor of ten in the last few days.

Of course, the original population of the town is on a cattlecar heading for Bozeman, Montana — and points north. Its current population is entirely Russian.

When the PCs arrive at the outskirts of Chilly, hand them Map D, and show them where they are. You must choose the specific location, which will depend on the direction from which they approached the town. Read:

Below you lies Chilly. A few Soviet soldiers stroll across the airfield. The world seems curiously quiet. Then . . .

WHAPWHAPWHAP from behind, there's a roar of sound, the thunder of a helicopter flying nap-of-earth. It fills the sky, and then it's past, hovering above Chilly and slowly descending to earth. The roar turns to a whine as the rotors slow. Grass (and snow, if the storm has occurred) **whip away from the down-blast; technicians run toward the craft, crouching. An Exxon fuel truck pulls up. Soldiers mount rocket pods under the chopper's body. The pilot and gunner get out and stretch.**

4.2 Men and Machines

Chilly is occupied by the 11th Assault Helicopter Company. Diagram A on page 21 shows the organization of a typical company, and the men and equipment contained in it.

The company's teeth is its four Mi-24E attack helicopters. Each is mounted with an autocannon, antitank missiles, and rockets; they can fly in excess of 200 miles per hour, destroy tanks from two miles distance, shred infantry, and dodge air-to-air missiles. These are truly awesome weapons of war. (See the helicopter rules and charts for more information.)

Since the inception of Operation Talon, they have been the scourge of the First Idaho Brigade. Challis Forest is a trackless wilderness of mountain peaks and raging streams. The advancing Soviet infantry was forced to leave its support vehicles along Route 28; neither artillery nor AFVs can help them. For heavy weapons support, they rely on the hard-hitting power of the 11th Company's "Hinds." If truth be told, the 11th Company has inflicted more casualties on the First Idaho than the rest of the 84th Guards Motor-Rifle combined. Arnez and his men dread the distant sound of choppers.

But the company's Mi-8s are not to be dismissed. These massive transports can carry as many as 32 men at a time — an entire platoon. One of Arnez's few advantages is that he knows where the Soviets are — Jeremiah keeps him informed — while the Soviets blunder about. The rebels can mass to assault one point on the Soviet line. Because the advancing Soviet infantry are without their ground vehicles, it is difficult or impossible to reinforce the line where a rebel attack occurs — doing so means climbing mountains or crossing rivers. The Mi-8s play a vital role — they can transport reinforcements where no other vehicle can. If truth be told, it is the 11ths "Hips" which have done most to prevent a rebel breakout.

In addition to the pilots and gunners who man these fearsome war machines, more than a hundred maintenance and support personnel live in and around Chilly.

An air defense platoon is deployed to defend the company against assault and sabotage, and to provide anti-aircraft support in the unlikely event of an air attack. The air defense platoon contains 2 officers with pistols, 14 enlisted men with automatic rifles, one ZSU-23-4 anti-aircraft gun, one SA-9 surface-to-air missile launcher, a BRDM and a truck (see anti-aircraft rules and charts).

A medical section of three men runs a small hospital.

All told, more than 150 soldiers guard Chilly.

4.3 Geography

Chilly lies in a bowl formed by hills along the north and east. The road which connects it with Route 93 leads between two hills. To the southwest some miles away is the Big Lost River (see Map D).

The air defense platoon is stationed atop the hills above the road. From that position, the ZSU-23-4's radar can scan the surrounding area for approaching aircraft. Its guns dominate the whole of Chilly; it can be used against ground troops as well, and stands ready to repel a ground assault.

Chilly's seven houses are more than jammed with Soviet troops. A temporary sheetmetal and cinderblock dormitory has been erected; a similar but larger building has been built as a hangar for

the helicopters. Both of these are off the road, in what used to be grazing land for sheep. Most of the sheep have been eaten, but a few bedraggled specimens can be seen at the fringe of the field.

The hills around the village and the woods down to the Big Lost River are occasionally patrolled. However, the 11th is not expecting trouble, and the patrols are perfunctory.

The letters printed on Map D indicate:

1-6: Houses occupied by soldiers.

A: The largest house. The company's captain sleeps here, and uses the house as his staff headquarters.

B: Dormitory. A sheetmetal and cinderblock building. Also used as mess hall.

C: Hangar. Helicopters are kept here. There's a searchlight on the roof.

D: Motel. Used as make-shift hospital. Medical section stationed here.

E: Landing sites. Helicopters take off and land from these.

F: Supplies. Kept under tarpaulins.

G: Lean-to Garage. Built out of sheet metal. Exxon fuel truck and other vehicles kept here.

Also, the air defense platoon is kept on the hill just north of the road. It is not identified by letter, to avoid giving the players a hint. The ZSU-23-4 and SA-9 are kept there, and are manned around the clock.

4.4 Routine

Operation Talon is expected to last at least a week. Conducting operations around the clock that long would tire the men of the 84th Guards excessively. Too, advancing at night invites attack by the rebels, who know the terrain far better. Consequently, most operations take place during the day, and that is when the 11th Assault Helicopter Company flies its missions. The only time it flies at night is when a rebel attack occurs; then, klaxons sound over the base, and choppers scramble to support the men of the 84th.

The normal daily routine is:

0500: Reveille. Klaxons sound. Men are out of their beds and at parade attention within ten minutes. Captain inspects company. Calisthenics. Punishment details announced.

0530: Men eat breakfast in shifts (makeshift dormitory doubles as mess hall). Numerous soldiers move about the village and the hangar. The doors of the hangar swing open to reveal eight helicopters within. Two Chevy Blazers with red stars painted on their sides are also kept in the hangar. The Chevys haul the helicopters out to their landing circles.

0545: Klaxon sounds. Pilots and gunners run to their craft. Last inspection of craft. Last munitions loaded.

0600: In pairs, Mi-24E Hinds take off and head east. Mi-8s may or may not accompany them, depending on the requirements of the day's missions.

0600-1800: The entire airfield is extremely busy. Helicopters return periodically for fuel and munitions. An Exxon fuel truck refuels them when needed. The Mi-8s are loaded with ammunition, food, clothing and other supplies, and take off to resupply the 84th Guard's infantry as necessary. Occasionally, wounded are taken off an Mi-8 and to the motel on stretchers. Sometimes, a helicopter is hauled into the hangar; there, mechanics work it over. Once or twice a day, trucks trundle down the road from Route 93 with supplies, which are rapidly unloaded. Most are stored on the ground, under tarps; some are taken into the hangar or commissary.

1800: By this time, the last of the helicopters has usually returned to base. Many carry empty missile racks. Upon landing, crew disembark and head for the largest house (A). Blazers tow the choppers back into the hangar. Sometimes, two Mi-24Es are tied down and left on the airfield after being resupplied — in case they should be required during the night.

1800-2000: Mechanics continue to work on the helicopters. The rest of the men eat dinner in shifts in the mess hall. Occasional singing can be heard from the dormitory.

2100: Curfew. All lights in the base, with the exception of a searchlight mounted atop the hangar, click off at the same time. All is quiet.

2100-0500: Guards patrol the hangar, administration, and airfield; occasional patrols wander the surrounding hills. Four men remain in the hills to man the anti-aircraft guns; three guard, while one keeps an eye on the radar. At 0100 hours, there is a change of guard.

4.5 What Will the PCs Do?

When the PCs arrive, the scale of activity at Chilly should daunt them. Six people are not going to wipe out the base by charging in, deer rifles blasting. The first thing to do is gather information.

If they despair, tell them there's a way to do the job. After all, what kind of story faces the hero with a completely insoluble problem? Real life can be hopeless, but that makes for dull fiction. Daunting obstacles are desirable; insuperable ones, a waste of time.

The best way to gain information is to watch. Any of the surrounding hills give the PCs a good view of Chilly. Though the hills are patrolled sporadically, the PCs can usually see the patrols coming. However, if the episode begins to drag, you can liven things up by having a patrol wander right past the PCs. Ask the players what their camouflage and stealth skill numbers are, tsk-tsk, roll some dice, and announce that the patrol passes them by. They *won't* be discovered unless they open fire or do something equally stupid — because once discovered, destroying Chilly really does become impossible.

By watching, the PCs can learn the base's routine and the different buildings' functions. If they watch carefully, they may note that, every six hours, a group of men climb the hill where the anti-aircraft guns are kept, and another group comes down. At some point, ask each of the players to make an alertness check with a "x½" modifier; if any succeeds, tell him he sees a glint of metal from the hill.

4.6 The Players Plan

Once they've gathered information, the players must plan their attack. As we've said before, players are imaginative, and yours may hit on an interesting solution to the problem that we have not anticipated. In the following sections, we discuss a number of possible plans, and how to stage each of them. If your players do figure out another way, we hope you'll be able to borrow bits and pieces from the suggestions below.

In general, the PCs ought to realize:

- Right after 1 AM is a good time to attack. At that point, virtually everyone is asleep and the guards have just changed, so the PCs will have the greatest amount of time to work before the next guard change.
- The only lighting in Chilly after curfew is the searchlight. It swings about in a regular pattern, so a small group of people can move about the village if they plan movement carefully and find cover before the searchlight moves their way.
- If the PCs actually enter Chilly and try anything, they have to be silent. Firearms and grenades are useless; any loud noise will wake the encampment, and six people can't take on 150.
- The patrols are somewhat lackadaisical, and can generally be avoided if the PCs are careful.

So how can they take out the choppers?

4.7 Skeet Shooting With a ZSU

One way is to capture the ZSU-23-4.

It and its accompanying SA-9 are well located. The Soviets have complete air superiority, so an air attack is unlikely; however, American guerrillas have proven fiendishly inventive in the past. Attacks by hang-glider, radio-controlled aircraft and light planes loaded with explosives have been known. Consequently, a radar watch is advisable — so the ZSU needs to be at a high point. That's why it's on a hill.

Located where it is, the ZSU commands the entire valley. Though designed as an anti-aircraft gun, it can fire at ground targets, and is devastatingly effective against infantry. Moreover, it is an armored vehicle, albeit a somewhat lightly armored one. The rebels have few heavy weapons capable of knocking it out. Therefore, any attack on the base by guerrillas would be met by withering fire.

Its location is also a weakness. If the ZSU is captured, it can pour fire on Chilly, destroying the helicopters and killing a very large proportion of its defenders.

The best time to attack is at night, shortly after 1 AM. There are four men guarding the ZSU-23-4. One is in the vehicle itself, watching the radar. The other three are outside, standing around a campfire. Since their eyes are not adjusted to the dark, the PCs can sneak up fairly close. Have each PC make a stealth roll; if any fails, make alertness rolls for each of the three guards at the campfire. (See the ZSU-24-4 Crew Roster, part of the hand-outs, for the guards' stats.) If any guard makes a successful roll, he hears something — says, "What was that?" in Russian, then moves out into the darkness, weapon ready. In this case, the PCs do not get a round of surprise — otherwise, they do.

All combat is at short range. Because the opponents are so close to each other, you don't need to use a map or miniatures — we suggest you describe the situation to your players and let them decide what to do.

Because there are 6 PCs to 3 Soviets and the Reds have a propensity to panic, the fight won't last long, especially if the PCs do get surprise.

The guy inside the ZSU is another matter. Roll panic for him each combat round, as well as for the others. The first round that he doesn't panic, he radioes for help. The PCs can hear him yelling through the hull, and a fuzzy radioed response. Five rounds later, a klaxon sounds down at the base.

After he's radioed, anytime the guy in the ZSU doesn't panic he's busy slamming hatches and buttoning up. It takes him two rounds to complete the job. If a PC grabs one of the hatches before then, he can enter and fight the man in the ZSU. If the PCs don't notice what's going on or don't finish off the outside three in time, they're in bad trouble. Once the ZSU is buttoned up, it's virtually impossible to get inside.

Let's assume they get inside before it's buttoned up. They still have a problem. True, Nate Washington has some gunnery skill — but he's never used Soviet equipment, all of the controls are labeled in Russian, and there's no manual to be found. When he first fires the ZSU, halve his skill number (to 5) to reflect his unfamiliarity with the equipment. Each time he fires it, increase his effective skill by one — first to 6, then to 7, etc. — until he reaches his full value of 10.

The hangar must be hit 5 times for all of the choppers to be destroyed. Have Nate keep on making his rolls until he succeeds, the ZSU runs out of ammo, or Soviet reinforcements arrive.

Soviet reinforcements? Oh, yes. In all likelihood, the man in the ZSU got off a call for help before he was killed. Four rounds after he does so, a klaxon sounds, lights come on in the camp, men start running for the hangar, and a squad forms and comes up the hill. They reach the ZSU ten rounds later. Ten rounds after that, one of the choppers takes off and comes up the hill, strafing.

Of course, Nate can stop shooting at the hangar and try to take out the squad coming up the hill, or the chopper once it's airborne. That's fine, but keep track of ammo expenditure — it is limited, and Nate isn't all that accurate. Remember the air defense platoon's BRDM, too; the Soviets use it to shoot back. It's normally kept in the vehicular lean-to mentioned in 4.3.

What if the PCs didn't get into the ZSU? The guy inside depresses its barrel and cranks it around, trying to draw a bead on the PCs. If they keep an eye on it, they can evade him — visibility from inside a buttoned-up ZSU is limited. If he does manage to spot a PC, he fires, turning the PC into shredded wheat. There's not much the PCs can do about this, except, perhaps, to construct a make-shift satchel charge out of dynamite or ametol and plant it under the vehicle. Of course, if they destroy the ZSU, they've also destroyed their means of blowing up the hangar.

There's still one alternative — the SA-9. It's kept up here with the ZSU because SA-9s have no indigenous radar — instead, they connect to a ZSU-23-4 via cable, using its radar for fire control. The SA-9's missiles can still be fired, even without radar — they're heat-seeking, designed to home in on a jet's contrail. Of course, there are no jets hereabout. If an SA-9 is fired without a target to lock onto, it goes ballistic — that is, it just heads where you pointed it. If the PCs aim it right, it can strike the hangar. Unfortunately, its warhead is a mere 5 kilograms of explosive, so it needs to hit something explosive in the hangar. A lot of fuel and munitions are stored there, so this is not impossible.

Properly speaking, firing a SAM requires heavy weapons skill, but we suggest you generously let Nate use his gunnery skill. As with the ZSU, halve it the first time he fires, etc.

If an SA-9 missile hits the warehouse, roll the die; on a roll of 1 through 8, it is destroyed. There are only 4 missiles on the SA-9's firing rack; once they have been fired, it must be reloaded before it can be fired again. There are 6 more missiles inside. The PCs are completely unfamiliar with the equipment and are probably being shot at — reloading takes two characters 8 rounds per missile, and when they're finished, an alertness roll is needed to make sure they've done the job right. Failure means that when fired, the missile spins off the rack, hits the ground nearby, and explodes.

So here are the PCs, desperately struggling with the controls to the SA-9, while the ZSU's barrel swings around looking for PCs to kill, and the Russians down at the base are running around preparing to assault. Practically speaking, Nate has 4 shots — and if he misses, Soviet troops arrive to make his life miserable. Tense moments like these make for some of the best roleplaying experiences.

4.8 Moonlight Sabotage

The only light in Chilly at night is the searchlight on top of the hangar. It moves in a regular pattern, so, by planning movement carefully, a small party can make its way to the hangar unobserved. If the PCs try this, stage the trip to the hangar with a tense moments or two, e.g.:

- Two guards stroll by, talking quietly; one stops and lights a cigarette, in front of the bushes where the PCs are hiding, then strolls on . . .
- The searchlight sweeps around, and the PCs must sprint for cover — make an agility roll . . .

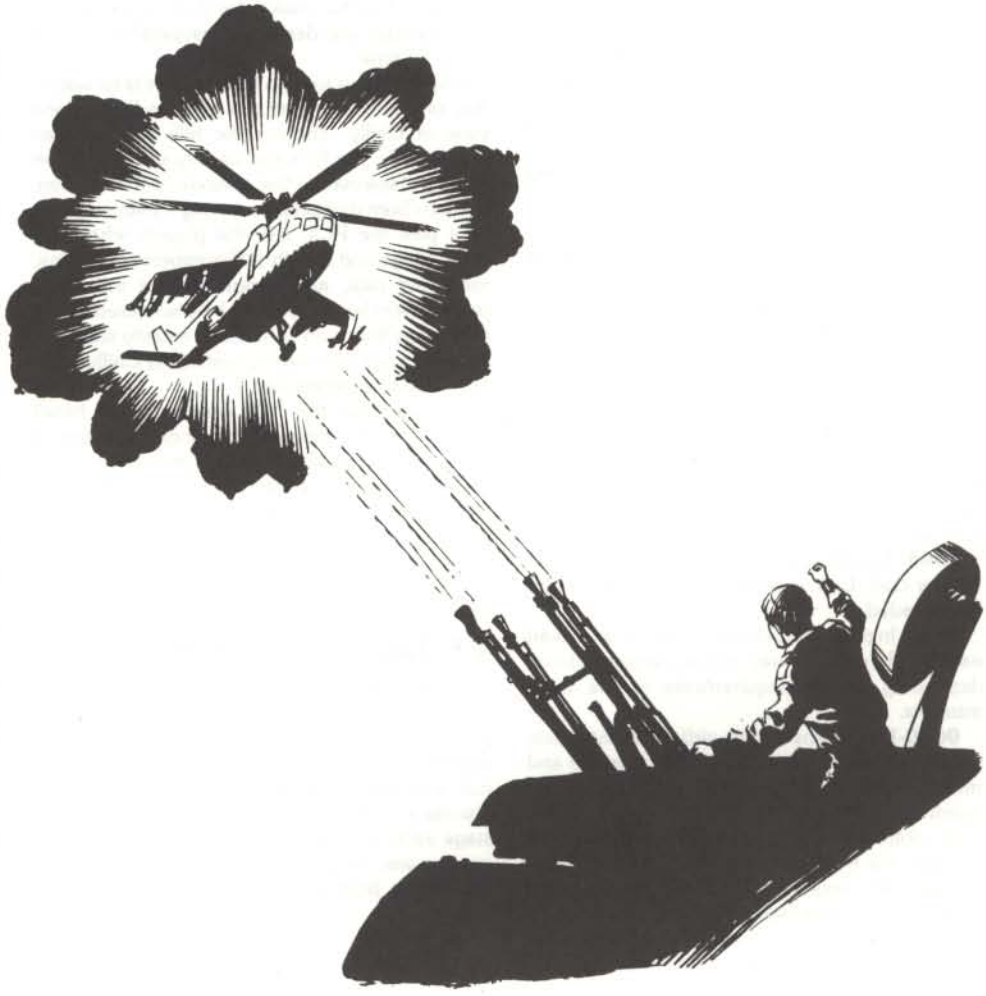
There are two guards at the hangar's door. It's a cold night; they're moving about, stamping their feet, trying to keep warm. Every once in a while, one enters the hangar, and a moment later, another takes his place. ("Gods, it's cold out here; your turn, Ivan.")

If the PCs approach the front of the hangar, the guards challenge them, and open fire. However, the PCs can sneak up the sides of the hangar, then attack. Silence is absolutely necessary; a shot or an explosion rouses the entire camp. Luckily, Kim Shaw is good with shuriken, T.J. with melee weapons, and Diana and Doc can use bows. If they use surprise well, the PCs can take out the guards fast. (See the Hangar Guard Roster for stats.)

The PCs needn't worry about the searchlight operators. They're not in line of sight of the door, and don't know what's going on. If the PCs get nervous, they can take out the operators — but had better move fast. Afterward, someone must man the searchlight and keep it moving. Otherwise, a patrol comes to find out why the light has stopped, and the jig is up.

There are four more guards inside, sitting on crates around a card table, playing poker; a Coleman lamp nearby provides light and a little warmth. The table is about 12 meters (2 hexes) inside the building and in direct line of sight of the door.

The door is like the door to many warehouses: it's a giant garage door, openable by hand or machine, with a human-size door in the middle. The guards enter and leave through the smaller door; whenever it opens, a breeze blows into the hangar, and the card-players look up. The PCs have one round after they open the door before the Soviets react, and another round thereafter



before the Soviets can get their weapons and open fire — basically, two rounds before all hell breaks loose. Remember, though, that some of the Soviets may panic.

Two PCs can shoot through the open door at the same time, but not if anyone is moving through it in the same round. A PC can run through the door and charge/assault the Soviets in one round (since they are within 2 "clear terrain" hexes).

If a Soviet gets a shot off, three rounds later the klaxon sounds and men start pouring out of the dormitories. At this point, the PCs would be lucky to escape, let alone destroy the hangar. Nate could still steal a chopper (see 4.9), but this is a desperation move.

Once the characters secure the hangar, they can sabotage the helicopters. Nate Washington can use his helicopter skill to sabotage their engines beyond repair, or the PCs can simply blow them up. A substantial supply of munitions — rocket pods and missiles — is stored in the hangar. Horatio Spaulding can improvise something using his demolitions skill. Unless the PCs have acquired a fuze and blasting cap along the way, they'll have to set off the explosion by tossing a stick of dynamite and running — or hauling out a 57mm rocket designed for use with the Mi-24s and firing it at the hangar. Either way, the camp is going to be as active as a disturbed anthill as soon as the explosion goes off, so the PCs had better have an escape route planned.

4.9 Devil Take the HINDmost

Or they could steal a chopper.

Why not? It won't be easy, but it's certainly the most audacious approach. Nate Washington has some helicopter skill — he wasn't trained as a pilot in the army, but was fascinated by the machines and spent a lot of time around pilots, who sometimes let him take the controls. Of course, his skill is only 8, which means he isn't quite competent — but what the hell.

First, the PCs have to get into the hangar and take out the guards — 4.8 discusses that. Then, they need to stoke up on supplies and fuel. There are munitions in the hangar; loading up a Hind takes the PCs about half an hour.

Next step, open the hangar door . . . Oops. What about the guys on the roof? They're puzzled when the hangar door opens. It's not supposed to be opened until reveille. They'll alert the camp . . . unless the PCs take them out, quietly, and man the searchlight themselves.

Okay, the door is open. How to get the Mi-24 out of the hangar? The helicopters have wheels, but pushing is impractical — think of 6 men trying to push a Mack truck. The Soviets use Chevy Blazers to pull them in and out of the hangar, but starting up a Chevy engine will rouse the camp.

There's only one alternative: fire up the chopper inside the hanger, tilt it forward, and try to fly it out the open hangar door.

This works. Sort of. The moment the engine starts up, there are shouts from outside. It takes a minute or so for the rotors to pick up speed; by the time Nate gets started, men are pouring out of the dormitories. They don't know what's going on yet, though; are these joy-riding soldiers, or what?

Nate must make a helicopter skill roll. If he fails, the helicopter doesn't make it out the hangar door, and sort of bounces around in the hangar. He can try again next round. If he rolls a 20, it slams sideways into another chopper, the rotors hit something and come scaling off, the helicopter heels over and slams into the ground, exploding. Scratch everything in the hangar, PCs included.

With luck, he gets it out the door. Anyone not in the chopper had better get in now. With a successful skill roll, he can ascend a bit, and turn around to face the hangar. A gunnery skill roll is needed to fire the rockets; if Nate manages this, the hangar explodes, and the other copters are destroyed. If he fails, he misses.

Once the Hind opens fire — or after ten rounds, if it hasn't fired by then — the Soviets realize what's up. Give them four rounds to prepare — then the ZSU opens fire. (Its gunners skills are printed on the ZSU Roster.)

Note that the chopper is below the ZSU, so rule 28.5 comes into play (see anti-aircraft rules).

Once the hangar is destroyed, Nate needs another successful skill roll to get the helicopter moving fast and away from Chilly. In two rounds, it can zip over one of the hills around Chilly, and, if it stays at nap-of-earth, get off the ZSU's radar screen. If it rises too far above the surface and the ZSU or SA-9 is still in range, the Soviets try to get off a shot. Incidently, a helicopter can often dodge a surface-to-air missile; if Nate makes a successful alertness roll, he sees the missile coming, and can attempt a helicopter skill roll to dodge it.

4.10 Getting Away

Whether or not the PCs succeeded in taking out the hangar, they must get away.

By Vehicle: This is a *bad* idea. Neither the ZSU nor SA-9 can make much headway through the woods, and heading up Route 93 is sheer suicide. Those T-72s will make mincemeat of the characters if they try.

By Helicopter: If the PCs stole a helicopter, they can make their getaway in it. It's also a fast way to get to Mackay Dam — and to take out the guards there.

There is, however, a hitch. The ZSU does its best to track the helicopter. As previously indicated, it opens fire if the PCs aren't careful to keep off its radar. Once they've gotten out of firing range, they can climb as high as they wish — but the ZSU's radar has a range of 25 kilometers, and can track them. Unless the PCs fly nap-of-earth all the way, the Soviets know where they've landed, and converge on the dam — meaning the PCs won't have enough time to blow it.

By Foot: The difficulty of escaping by foot depends on where the PCs are when they destroy the airbase, and how they do it. If they sabotaged the helicopters quietly, they can get out of Chilly without much problem. Then, they have at least a few hours of lead before their handiwork is discovered.

If they blow up the hangar with the ZSU, they have at most a few minutes before Soviet soldiers reach the hilltop and begin to comb the woods. If they blow up the hangar with the munitions they found in it, the camp wakes up the moment the explosion occurs — the few patrolling guards in Chilly run for the hangar and men start pouring out of the dormitories. Getting out of Chilly means a running firefight, and dodging patrols once in the woods.

And if they failed to knock out the helicopters, there are hourly helicopter sweeps for two days. The PCs had better keep under cover as much as they can.

To keep tension up, have the PCs encounter at least one patrol as they flee. Call for camouflage and stealth rolls to hide; use the standard Soviet patrol (see rosters).

By Canoe: It's about 5 km from Chilly to the Big Lost River — a couple of hours travel. The PCs have to dodge Soviet patrols along the way. If they've cached canoes, they can head upstream or down. Heading upstream allows a Soviet patrol to catch up. Heading downstream, they can outdistance pursuit.

Mackay Dam

Summary: The valley below Mackay Dam includes most of Route 93 down to Arco, Idaho — and the Soviet armor stationed along its length. If it can be blown, the First Idaho Brigade can make its escape. When the PCs get to Mackay, they discover an unexpected problem: Mackay isn't going to be easy to blow. It's not a concrete dam, but an earthen one — and far more difficult to destroy.

5.1 The Dam

Mackay Dam was constructed in 1918. Its main functions are irrigation and flood control. It is not made of concrete, but of earth and gravel. While a concrete dam is stronger per cubic foot, a properly constructed earthen dam is actually more stable. A concrete dam is arced; the weight of the water creates compressive forces which help hold the water back, in a manner analogous to an arch or tension bridge. If any stone in an arch is removed, the arch falls; if any portion of a concrete dam is destroyed, the rest is likewise.

An earthen dam is a pile of dirt. Destroying one part does nothing to the rest.

In 1980, Mackay Dam was rocked by an earthquake, which, at its epicenter some 80 miles away, measured 8 on the Richter Scale. Mackay Dam held.

Is there any way the dam can be destroyed? Yes, but it won't be easy.

Mackay Dam

Vital Statistics

Span — 460 meters
Height — 27 meters
Width — 53 meters at the base, 23 meters at the top. (Mackay Dam was originally intended to be considerably taller, hence the large width at the base.)

5.2 First Impressions

The full-color map included in ***Your Own Private Idaho*** is of the western section of the dam (see 0.1 for an explanation of terrain). When the PCs reach the dam, place the map on the table. Read:

The mountain air is bitter against your skin. Small snow drifts, remnants of the year's first snowstorm, lie piled against tree trunks. Below in the valley is Mackay Dam. Two Russian soldiers walk along its length. Another leans against a BMP parked on the dam. He is smoking a cigarette.

The dam is made of gravel and dirt, standing 80 feet tall, over 70 feet thick at the top, with a span of almost ¼ mile.

The land above the east side of the dam is flat, gradually turning to rolling hills. An aging Caterpillar backhoe sits by a cluster of trees.

On the west side, the dam abuts a wall of brown rock. This cliff, specked with birch and evergreens, rises for 200 feet above the dam before tapering away.

The only building to be seen is located near the western end of the dam. A circular control tower rises out of the reservoir, its roof 20 feet above water level. It is connected to the dam by a metal walkway. The top of the tower is ringed with windows. Inside, a fourth soldier can be seen moving about. As you watch, one of the soldiers on the dam crosses the walkway and enters the control tower.

Protruding from the dam's base on the near side, opposite the tower, are three 20 foot pipes. Water pours from one of them.

5.3 The Guards

The first step is getting rid of the guards.

Guarding a dam is tedious. Guarding an indestructable dam in a pacified area is especially dull. This particular squad takes its mission about as seriously as it deserves. (See the Dam Guard Roster for stats.) Their leader is Vladimir Kechnik.

Lieutenant Vladimir Kechnik
B Squad, 2nd Platoon, D Company, 164th Tank Regiment, 84th Motor-Rifle Division
Physical Tag: Uniform and hair dishevelled.
Personality Tag: Drunken.
Motivation: Vladimir is a spoiled kid who knows Daddy will get him out of trouble, and whose main goal is having a good time.
Applicable Skills:
Pistol: 6
Hand-to-Hand: 6
Melee Weapons: 8
Language — English: 15

While ignorant of military tactics, disrespectful toward military procedure and bored with military life, Vladimir has one quality that assures him a successful army career: his father is General Kechnik, Commander of the 143rd *Spetsnaz*, presently engaged in the pacification of Baltimore.

Papa has high ambitions for his son and arranged his "combat assignment" through Colonel Geboshnovik (who was only too happy to earn a few brownie points with the higher-ups). At the conclusion of Operation Talon, Vladimir will undoubtedly receive glowing praise from Geboshnovik, at least one decoration, and a prompt promotion to Captain.

Guard duty in Vladimir's squad is rather informal: one man stays by the BMP, while anyone who feels like it walks along the dam to take the air. Usually, no one feels like it, except during the occasional piss-off-the-top-of-the-dam contests.

Mostly the soldiers remain in the tower, sleeping in the living quarters downstairs or playing chess and drinking upstairs. Supplies are flown in once a week by helicopter. The helicopter's pilot is aware of Vladimir's parentage and always manages to bring plenty of non-regulation items — including, on his last trip, a rather voluptuous blonde named Sheena Karn (see box on page 30).

Though the squad is completely unprepared, attacking them is difficult. Unless they are overwhelmed quickly, the Russians use their radio to call for reinforcements. Destroying the dam takes quite a while — a minimum of two days, in fact. If the Russians call for help, the PCs aren't going to *have* those two days.

Every six hours, Vladimir checks in with Operation Talon headquarters in Milner via radio. This transmission isn't scrambled, but he does use a code for identification — which Sheena knows.

5.4 Getting to the Tower

During the day, an assault on the dam is especially difficult. There are always at least three men in the tower, with full view of the dam. To cross the dam from its eastern edge on foot takes a running character 6 rounds. Each round, make alertness rolls for each Russian in the tower. Halve each character's alertness before rolling. If a roll succeeds, the Russian is activated and may begin to take actions. (Russians are also activated if any gunfire occurs; see ***Gamemaster Book,*** section 13.) **Note:** When characters are crossing the dam they are not allowed to make stealth rolls because there in no place to hide.

At night, moving acoss the dam is less difficult. There are usually only two unsleeping Russians in the tower. Their alertnesses are quartered (multiply by ¼th and round down) before each alertness roll.

There are three less obvious ways to approach the tower: down the cliff, by canoe, and by swimming.

Cliff Climbing

A character may climb down the cliff face without a rope by making a successful mountaineering skill roll. If he fails his roll, he falls 100 or more feet — roll on the Falling and Collision Table (see ***Gamemaster Charts,***) on the "31-50 meter" column of the table. If he's above the lake when he falls, roll only on the "7-12 meter" column, but the splash automatically alerts the Russians.

To climb down the cliff during the day takes 30 minutes; at night, 45 minutes. A character climbing during the day is certain to be seen before he reaches bottom. At night, a character in dark clothes cannot be seen against the cliff-face.

If a character has a rope, he can climb down the cliff with a much-reduced chance of falling. It takes 10 rounds for one character to climb down with a rope alone. He must make a mountaineering skill roll; if he fails, roll on the "13-18 meter" column of the Falling and Collision Table. If he climbs during the day, make one alertness roll for each Russian in the tower; if at night, he is not spotted.

With climbing rope and pitons, one character with mountaineering skill may attempt to lead the rest down the cliff, by roping them together. Working down the face takes 30 minutes. Each character makes a mountaineering or agility roll (whichever is more favorable). Anyone who fails falls off. At that point, the lead character makes a mountaineering skill roll; if he suceeds he stops the other character from falling. The faller dangles from the cliff face by the rope, held on by the pitons and other characters, and may resume climbing. If the mountaineering skill roll fails, all characters are ripped from the face and fall together. If the characters climb during the day, they are automatically spotted; if at night, make one alertness roll for each Soviet in the tower, but multiply his alertness by ¼th before rolling. If the Soviets are activated, the characters are noticed half-way up the cliff, and the Soviets can easily shoot them off.

The best way to get down the cliff is to rappel. To rappel down the cliff a character must have at least 250 feet of nylon rope, a pair of gloves, and a rappelling harness. Before rappelling the character should put on the harness and gloves, pass one end of the rope through the two rings of the harness, tie the end of the rope to one of the numerous trees which dot the slope and then throw the other end of the rope off the cliff so that it hangs freely. Next, the character must make a successful mountaineering skill roll to rappel down to the dam. A failed roll means that the character lands hard and is stunned for two rounds. In addition, if he fails a guard may have heard the noise; make an alertness roll for any one guard in the tower (halving his alertness if it is dark). Rapelling down the cliff takes only one round.

Lastly, a character may attempt to rappel down a cliff without a rappelling belt. To do this the character must make a mountaineering roll. Failure means he has fallen a hundred feet (roll on the 31-50 meter column of the Falling and Collision Table, or on the 7-12 meter column if he falls in the reservoir). Success means that the character has reached the dam but is stunned for three rounds because of the extreme physical hardship of rappelling without a harness.

Swimming

The second way to approach the tower is by swimming. Characters with a swimming skill of 10 or more can automatically reach the tower. Those without must make a swimming skill roll, doubling their skill number before rolling. Failure means the character begins to drown halfway there.

Mountain water is cold. Mountain water just after the first snowfall is close to freezing. Characters who remain in the water for more than five minutes must make constitution rolls. A character who fails his roll immediately goes into shock and begins to drown.

If the players swim to the tower during the day, make two alertness checks for each Russian in the tower. At night, make only one alertness check for each Russian, and multiply his alertness by ¼ before rolling.

Controls in the tower open and close the water tunnels. At present, only one of the three tunnels is open and spilling water. Its intake is behind the tower, under the walkway (see Map C) and against the dam. Any character within one hex of the opening feels a strong pull toward it. If a character swims into the opening's hex, there is a chance that he'll be sucked into it. Make a swimming skill roll for the character; if he fails, he's sucked in, falls to the dam's base through the water tunnel, and is smashed on the rocks below. Miraculous survival is possible, but it truly is miraculous; unless the player spends several hero points, don't even bother rolling on the Falling and Collision Table.

Canoe

There's a bend in Lake Mackay (see Map A); a canoe on the northern half of the lake cannot be seen from the dam, until it rounds the bend (which is about 2 kilometers from the dam). During the day, canoes are sure to be seen from the dam. It would take ten minutes (40 combat rounds) of frantic paddling to reach the tower; make alertness rolls for any Soviet on the dam or in the tower each combat round.

At night, it may be possible to sneak up to the tower itself by paddling quietly. Only two Soviets are conscious; make alertness rolls for them, halving their alertnesses. If either succeeds, he spots the PCs in their canoes just as they enter the edge of Map 4. If both fail, the PCs can canoe right up to the edge of the tower, and can use a rope and hook to climb in one of the windows on Level 1, or explosives to blow a hole in the side of Level 2.

The Control Tower

The top level of the tower is connected to the dam by a metal walkway, and is surrounded by glass windows.

Level 1

A — Circular metal stairway leading to level 2.

B — Soviet field radio. It is in perfect working order and has a range of 35 kilometers. Once every six hours, Operation Talon command checks in with the dam garrison via radio.

C — Control panel. There are three levers on the right hand side of the panel, marked in English "Window 1 — Window 2 — Window 3". The three windows are located on the side of the tower (see diagram). When a window is opened, water flows through it into the tower then under the dam and, finally, out the spill tunnel. They may be partially opened to allow for slower water flow, or multiple windows may be opened to quicken the pace. Even if all windows are opened simultaneously the water rate remains at a safe level; the mission cannot be accomplished simply by manipulating the dam's controls.

Also on the first level are: 4 chairs and table, clockradio, refrigerator, three cases of Budweiser, assorted meats and vegetables, light machinegun with 20 clips ammo.

Level 2

A — Stairway.

B — This portion has been curtained off and is designated as Vladimir's private 'office'.

C — Bunk area for the troops. Four cots line the walls.

D — Storage area. The following items are stored here: canned food for eight men for two weeks, case of fragmentation grenades (20), 25 clips of ammo for AK-74, 6 white phosphorous grenades.

E — Generator, with 500 liters fuel.

5.5 The Fight

If the Soviets spot the PCs, they order them to surrender. Assuming the PCs don't, the Soviets open fire. If the PCs attack first, they have the usual round of surprise.

Once shooting starts all soldiers in the tower rush to the control room (see Map C). In the heat of battle, Vladimir forgets to call for reinforcements; the characters have 10 combat rounds before he remembers and gets a message off.

If a Soviet soldier is incapacitated or killed, roll for panic for each remaining soldier. Any who fail leave the tower and run to the BMP, if it isn't under attack and there are no PCs in their path. Otherwise they flee, to the tower's living area.

The soldier by the BMP, if still alive, jumps into it and opens fire on the rebels with its main gun. He continues to fire until wounded, when he panics and tries to drive the BMP along the dam to the tower. If stunned while driving, roll against the soldier's driving skill; if he fails, he drives off the dam and plunges into the valley far below. The BMP explodes in a tremendous fireball.

If the Russians are bottled up in the living area, Vladimir, in desperation, uses Sheena as a hostage. He threatens to kill her and claims he has called for reinforcements. If the characters are about to give in, this would be a good time for Sheena to turn heroine.

The PCs can try to talk the Russians out of the living area; this only works if Vladimir is alive, as he's the only one who speaks English. To talk them out, a character must make a successful fast talk or con skill roll. If he does, the surviving Russians surrender.

Or the characters could simply blast them out like real Americans. You know the combat system. Go to it. Try to keep Sheena alive; she'll be needed. For instance:

The case of frag grenades explodes with an ear-shattering boom. You peer in; the room is a shambles, the walls torn by thousands of shrapnel fragments. Several shapeless forms which moments ago were Soviet soldiers lie still on the floor. Near the far wall you hear a moan from underneath a mattress. A young woman emerges, stunned by the explosion.

Using Sheena

Sheena can come into play a number of ways. Vladimir may use her as a hostage. If the PCs burst into Vladimir's room and surprise him, Sheena is with him, scantily clad. If the assault on the tower is going badly, Sheena suddenly sees the error of her ways and tips the battle in the PCs' favor.

Regardless of how they encounter her, Sheena is tearful, ashamed of her recent behavior. In part, this is self-serving; the PCs are toting large weapons, and Sheena had better be helpful if she's going to survive. In part, this is the result of a disappointment; Vladimir was a dud, and Sheena's less certain her strategy of collaboration makes sense. In part, however, her conversion is genuine; she is ashamed.

Sheena knows the code word Vladimir uses when reporting to division HQ — "shulehr" ("cardsharp"). If the characters are patient, they can extract it from her. Moreover, she knows Russian (which none of the PCs do). She can't be the one to call division HQ and report, because a female voice would make them suspicious; however, she can coach one of the PCs in what to say, and he can make the report.

Sheena Karn a/k/a Mindy Wagenzeller
Physical Tag: Blonde, tosses her head.
Personality Tag: Rather flippant.
Motivation: Survival.
Applicable Skills:
Hand-to-Hand: 12
Rifles: 10
Fast Talk: 9
Language — Russian: 14

Sheena is a gold-digging blonde-haired hussy with a heart of gold. Yes, that's a stereotype, but roleplaying stereotypes can be a lot of fun; go to it. She's an aspiring actress. Alone and unskilled, she decided to "cooperate" with the Reds and get whatever she could. She learned about Vladimir — and his pop — through a Soviet helicopter pilot. She convinced the pilot to fly her to the dam. Vladimir turned out to be a bit of a bust; the Idaho wilderness is not Sheena's idea of the big time, and it's pretty clear Vlad intends to dump her the moment Operation Talon is over.

Like many converts, once she's decided to cast in her lot with the PCs, Sheena is a bit fanatical. She shows no mercy to her former friends. If any of the original garrison are alive, she insists on killing them. If the PCs refuse to do so, she tries to kill them herself at the earliest opportunity.

5.6 Destroying the Dam

At this point, the players may think they've won. They've destroyed the choppers at Challis, they've got the explosives, and they've taken the dam. It's just a matter of planting the ametol, sitting back, and touching it off, right?

Maybe not.

Take Horatio Spaulding's player aside, and explain the situation to him — that it's an *earthen* dam, one, moreover, that's 160 feet thick at the base. Even 1000 kilos of ametol isn't going to do more than blow a dent in it. It's not like a concrete dam. If they *could* blow a section of the dam out, that *might* be enough to do the trick; water would begin pouring through, and as it did, would erode the sides of the break and widen it. But they'd need to blow out a whole section, from the base to the top.

If Horatio isn't around, demolitions or engineering skill rolls all around are a good idea. If anyone succeeds, give him the bad news. If no one does, they can go ahead and try, but the most they can do is blow a dent in the lip of the dam.

Once you've told the players the bad news, let them despair for a moment. Then, if no one thinks of it, have Sheena mention the backhoe. If they don't get the hint, try this:

Gamemaster: Sheena says, "Hey, guys; what about the backhoe? The *backhoe*, what about it? I mean, like, what about the *backhoe?* Huh?"

Ideally, the players come up with these things on their own. They really hate being led around by the nose, and we really hate doing it. But if necessary. . .

The Caterpillar Backhoe Loader

When the players examine the backhoe, read:

A backhoe is a huge earth-mover with a bulldozer-like plow (called the "loader bucket") on one end and a smaller, more versatile scoop (or "digger bucket") on the other.

The backhoe is parked 20 meters from the east edge of the dam. Its wheels and the loader bucket are sunk into the mud, almost to the axle. Weeds jut out from beneath the engine hood. The cabin is in an equal state of disrepair; two thirds of its exterior is covered in rust. The remaining third is the original yellow, but the paint is bubbled and cracked, threatening to fall off at the next rain. The glass of the cabin is specked with a series of circular cracks — one of which still holds a BB suspended in it. Beer bottles litter the cab's interior, mixed with ankle-deep mud and slush. A long-abandoned bird's nest lies nestled amongst the control panel levers; inside it are three empty eggshells.

This vehicle was being used to widen the road that leads from the dam to Highway 93 when America surrendered. In the weeks of upheaval that followed, it was forgotten by all except local kids who played "construction team" until it ran out of diesel fuel and then used the cabin windows as targets for their air rifles.

After inspecting the vehicle, the characters notice that the backhoe is out of fuel and its engine is in an extreme state of disrepair.

Backhoes, like most heavy vehicles, run on diesel fuel. If the characters managed to capture the dam garrison's BMP intact, they can siphon off its fuel. This provides enough diesel to run the backhoe for eight hours. In addition, the tower has its own electricity generator; it consumes gasoline, but the backhoe will run on gas (albeit it'll sputter a bit from time to time). The generator tank contains close to 500 liters of fuel, more than enough to keep the backhoe running.

Despite its apparent disrepair, Cat backhoes are sturdy machines. Getting it working again is tough, but quite feasible — and Nate Washington has just the needed skills.

The engine has been resting idle for almost seven months. To get it started, it needs to be broken down, cleaned and rebuilt. This requires no less than three successful vehicle repair skill rolls, one every four hours for a total of twelve hours' work. Failing a roll means that the character must work for an additional four hours before attempting another skill roll. A second failure means that one or more parts must be replaced before work can continue. Finding parts means the characters must sneak back into Milner or another town.

A character who is competent (skill of 10 or more) in "drive heavy vehicles" can drive the backhoe without problems. If a character has a lesser skill, he must make a skill roll when he first uses it to avoid dumping loads in the wrong place (conceivably, on another character), or to change its position. Double the character's skill number before making the roll. Call for additional rolls if the driver tries anything fancy while using the backhoe.

Seven months in the mud have left the teeth on the loader bucket rather rusted. The first time the characters attempt to use the loader bucket, three of its teeth break off. It can still be used for moving loose dirt, but only the digger bucket can be used to dig.

So What Good Is It?

The theory is this: if you simply plant the explosives on the side of the dam and let them blow, most of the explosive force dissipates into the air. If, however, you plant them deep inside the dam, and dig out enough of the dam itself to weaken it, it's possible to blow out a section. There's no way to destroy the dam as a whole, but a section may be enough.

There are two ways to plant the explosives: by digging in from the base, or down from the top. To dig in from the base, the PCs must drive the backhoe down the eastern embankment to the base of the dam. Make a drive heavy vehicles roll for the driver; success means the backhoe reaches the dam base safely. Failure means that the backhoe starts to slide out of control and the player must roll again. A second failure means that the backhoe turns sideways and tips over; on a roll of 19 or 20 the character receives a light wound. If the backhhoe reaches the bottom of the dam safely, the PCs may begin digging immediately.

It takes the characters 24 hours of continuous work to dig deep enough into the dam for the ametol to do its job. If they dig for more than 36 hours, they are risking a cave-in. Warn them that the dam is beginning to look unstable above where they are digging. If they continue, roll a die every hour. On a roll of 1 through 5, a cave-in occurs. Read:

A clod of dirt bounces off the cabin roof. Moments later another falls; then, all at once the entire dirt face of the dam slides toward you.

Ask the player what he's doing. If he wants to run, make an agility roll. If successful, the character manages to scramble away before the backhoe is buried under a wall of dirt. If he fails or if he doesn't run, he is trapped in the cabin of the backhoe under a mound of dirt.

The idea of being buried alive terrifies most people. Read:

"Amazingly, even though you are buried completely, the backhoe is running. There is a small pocket of air near the top of the cabin, but already you can smell the exhaust of the diesel engine."

A close brush with death indeed. Once the character gets over his initial terror, he can struggle to the surface. The backhoe is irretrievably lost. Of course, the characters have already dug deep enough into the dam.

The other way to plant the explosives is from the top. This is slower but doesn't involve the dangerous drive down the eastern embankment.

After driving out to the center of the dam, the backhoe operator can excavate a two-meter pit in two hours. This is slow for a backhoe, but Mackay Dam has hardened almost to rock since its construction.

Over 72 hours, the PCs could dig deep enough to place the explosives well below the waterline.

Once the dam is prepared the players can plant the explosives. Prepping 1000 kilograms of ametol is a slow task. Unlike dynamite, which can be detonated by sympathetic explosions, each piece of ametol must be rigged with a blasting cap, which in turn is wired to a junction box. From this box a cable leads to a plunger. It takes four hours to set the charges, and another fifteen minutes to run cable from the junction box to the plunger.

A Word on Pacing

The destruction of the dam is a time-consuming process; there is no way to avoid this. You must work to keep tension high. Don't give the players too much time.

Back in Jeremiah's cave, they set a time and date for the rebel breakout. If they don't blow the dam in time, the First Idaho is doomed. That ought to provide enough tension. You may have a problem, however, if the players took too long to get to the dam — or got there too fast.

Suppose they play brilliantly and reach the dam three days early. They immediately fix the backhoe loader and start to work on the dam. If you don't interfere, they'll finish — and then have to wait for two days before blowing the dam. Waiting is dull. But what if they receive a message, "the Russian final assault has just been moved up 48 hours"? Now, instead of time to spare, they must struggle furiously to meet the deadline. Make them sweat.

Of course, this works both ways. If the PCs get to the dam two hours before the final attack is scheduled to begin, have Soviet command delay it a day because of "heavy resistance".

5.7 The Dramatic Conclusion

Read:

The quiet mountain air is broken by a sound that has become all too familiar over the last few weeks – an approaching helicopter.

Once a week, the garrison is resupplied by a Mi-8 transport. It is arriving now. Yes, the base at Chilly is out — but this copter is flying up from Pocatello. Vladimir Kechnik *is* the son of a general, after all.

A Soviet transport chopper appears, flying toward the dam. It stops and hovers several hundred meters away.

The pilot has just spotted the hole dug by the backhoe. His first action is to radio for help. After that, he lands, explores the damage, and, if he finds the explosives, tries to disconnect them.

If he sees the PCs before he lands, the copilot opens the front side door and opens fire with a light machinegun. The pilot continues to harass the characters for as long as possible. **Note:** The Mi-8 is completely unarmored. For the pilot to hover and exchange fire from point blank range is near-suicide. On the other hand, it makes a nice fireball when it turns over and smashes into the cliff.

Once the pilot has radioed for help, the PCs have ten minutes to act. If they don't do something by then, three BMPs loaded with troops arrive. If everything is ready, the player whose character set the explosives (probably Horatio) must make a demolition skill roll.

If he makes his roll, all is well; see below. But if he fails —

The plunger handle rotates once and the red activation light comes on. You depress the handle in one swift motion. Nothing happens.

A rock jarred the insecurely-fastened detonation wire. Someone is going to have to run out across the dam, find the problem, and fix it. You might point out that the explosives *could* go off at any moment.

It's up to the players to fix the junction box before the soldiers start arriving. This is simple enough; any character with electronics, demolition, or appliance repair skill can do the job. But it does take a few minutes — until, say, the clank of approaching BMPs can be heard in the distance.

Finally with, moments to spare, the charge is ready. As soon as the explosives are detonated, read:

Once again you push the plunger down. For a split-second nothing happens: the dam is standing, the water calm. Then suddenly there is a flash . . . a thunderclap . . . the entire center of the dam lurches as tons of dirt and gravel are thrown hundreds of feet into the air. Then the dirt falls back to the earth.

Pilot
Applicable Skills:
Helicopter: 12
Demolition: 3
Automatic Weapons: 8

Copilot
Applicable Skills:
Helicopter: 10
Automatic Weapons: 10

The dam still stands. But a 40-foot gap has been blown in its center. A torrent of water spills through it. The left side collapses in a shower of mud. Erosion is beginning; it will be hours before the lake behind Mackay Dam is empty, but already the river below it is rising sharply. Your job is done.

Aftermath

6.1 Thanks, Ma

Back at the cave, Jeremiah greets you with the widest smile you've ever seen, throat-searing chili, and what's probably the last good bourbon in Idaho. Soviet military communications are still chaos; the tanks along Route 93 never knew what hit them. Arnez and his men crossed the floodwaters without mishap, and are half way to Moscow by now — Moscow, Idaho, that is. They'll take care not to get trapped again like they did this time.

And Jeremiah has a message from Matthew — "Thanks, Ma."

6.2 Rewards

At the end of the adventure, it's time to award skill and hero points. In general, each character should receive 6 skill and 2 hero points if the adventure was completed successfully, without a lot of prodding on your part. If they fail miserably, assign each character 2 skill and no hero points. If the characters succeed, modify their rewards as follows:

Hero Points

+1 if the character acted particularly heroically or cleverly

−1 if the character was particularly cowardly or obtuse

Skill Points

−1 if you had to drop an occasional hint to keep the adventure on track

−3 if you practically had to tell the players what to do

+2 if the players come up with clever, unanticipated solutions to problems.

Tucker Harroway

Physical Tag: Huge, bearded.
Personality Tag: Gruff.
Passion: Independence.
Interests: Hunting (10), his "property" (10).

Sex: Male
Hair: brown
Height: 6′ 2″
Age: 49
Eyes: brown
Weight: 200 lb.

Attributes:

Strength:	12
Manual Dexterity:	8
Agility:	8
Alertness:	7
Constitution:	15

Skills:

Combat:

Automatic Weapons:	10
Hand-to-Hand:	10
Melee Weapons:	10
Rifles:	14

Communications:

Bargain:	10
Language — English:	19
Sketching:	14
Writing:	11

Crafts:

Appliance Repair:	10
Construction Trades:	10
Craft — Wood-Carving:	10
Demolition:	10
Driving:	8

Education:

American History:	5

Survival:

Camping:	7
Fishing:	10
Hunting:	10
Challis Lore:	5
Stealth:	7
Swimming:	10

Sheena Karn
a/k/a Mindy Wagenzeller

Physical Tag: Blonde, tosses her head.
Personality Tag: Rather flippant.
Passion: Survival.
Interests: Money (10), country (10).

Sex: Female
Hair: blonde
Height: 5′ 8″
Age: 22
Eyes: blue
Weight: 130 lb.

Attributes:

Strength:	8
Manual Dexterity:	12
Agility:	10
Alertness:	12
Constitution:	8

Skills:

Combat:

Hand-to-Hand:	12
Melee Weapons:	8
Pistols:	4
Rifles:	10

Communication:

Bargain:	9
Con:	8
Fast Talk:	9
Language — English:	19
Language — Russian:	14
Writing:	10

Crafts:

Craft — Acting:	14
Driving:	9

Education:

American History:	12
Russian History:	8
Humanities:	10

Survival:

Fishing:	9
Horse Riding:	10
Boise (Home Area) Lore:	5
Stealth:	10
Swimming:	10

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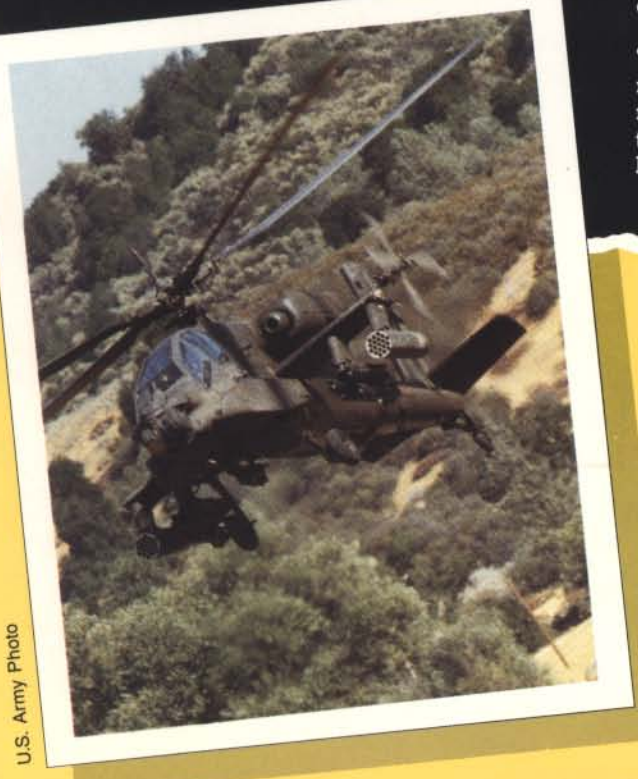

U.S. Army Photo

Detail of 11" × 17" map

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Map 4

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