T2K ENCOUNTERS

TWILIGHT 2000 2ND ED. ENCOUNTER RULES

CONTENTS

INTRODUCTION

This encounter system from the version 2.x of the Twilight 2000 rules allows for a unique (if complex) "two-level" method for generating encounters in war ravaged modern Europe.

Random encounters are rolled by throwing 1d10 and looking at the table on the appropriate **Terrain page**, modified by the current **Territory type**.

Encounters are thrown when:

* Every 4 hours of game time when traveling.

* Once per day if they make camp, (no matter how short or long they camped at that location, and in addition to any 4-hour rolls made that day by travelling.)

Also, if the party splits up, then each sub-group of the party should be given their own encounter roll every 4-hours.

Example:
The party travels along a road for 8 hours and then travels through the woods for 3 hours and sets up camp for the night. They then send out 2 groups for 4 hours: one to scout the area for threats and another to try and shoot some game for dinner.
The referee will have made a total of six encounter rolls for that day: They would have rolled twice for encounters on the Terrain: Road page, and then a total of 4 times on the Terrain: Woods page. (Once for their travel through the woods, twice for each sub-group exploring and hunting, and once more for the camp's daily roll.)

Quick note: Since encounter rolls in some territories can be modified by -1, it does list an encounter for a result of 'zero' (i.e. 1-1=0). This should not be confused with rolling a '0' on a ten-sided die, which actually means a result of '10'.

ENCOUNTER CREATION OVERVIEW

Encounters should be rolled each 4-hour block of activity, or fraction there of, unless the party spends the day resting in a camp simply keeping watch and do not venture out. In that case there would only be the single camp roll made for the day.

1D8	TERRITORY	MODIFIER
1	Organized	-1
2	Independent	0
3	Insular	0
4	Terrorized	0
5	Anarchy	+1
6	Devastated	+2
7	Disputed	-1
8	Cantonment	-1

To check for an encounter, first the referee needs to know two things about the party's current hex:

1. **Terrain type** - the physical geography for the hex for their actual location. The PC/players will also know this information through simple observation of their surroundings.

2. **Territory Type**. The current social-political situation for that area. The players often will not necessarily know this information if they have not interacted with the local population yet. They referee can also provide clues as they travel (like recently destroyed buildings, or recently repaired fences) to give a hints about the territory.
The Territory Type may be preset by the referee's map of enemy locations, or selected by the referee based on their adventure plans for the session.
If the referee has no preferred territory type for this area, they can roll on the table above to randomly determine one.

Next the referee notes the **modifier** for the current Territory Type above, and then flips to the appropriate Terrain Type page. On that page they roll for an encounter type, applying the modifier to the die roll.

If the encounter roll results in a '**Group**' or '**Item**' result, then the referee will then proceed to the appropriate **Territory Type page** to roll for the exact Group or Item encounter, and then finally go to THAT resulting group or item page to finalize the details encounter.

TERRAIN

WOOD

1D10	WOOD ENCOUNTER TYPE
0	Group
1	Group
2	Animal
3	Group
4	Animal
5	Item
6+	None

1D6	WOOD ANIMAL ENCOUNTER
1	Boar
2	Fowl
3	Game
4	Grazer
5	Dogs
6	Bear

Foraging

Amount of food that can be obtained after a group forages for 4 hours in a 1 km² area and succeeds at (average: Foraging):

* Spring: 3 kg
* Summer: 6 kg
* Autumn: 6 kg
* Winter 1 kg

Encounter (if any) is spotted at a distance of 1d10 x 10 meters.

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SWAMP

1D10	SWAMP ENCOUNTER TYPE
0	Group
1	Group
2	Item
3	Group
4	Animal
5+	None

1D6	SWAMP ANIMAL ENCOUNTER
1	Boar
2	Fowl
3	Game
4	Grazer
5	Dogs
6	Bear

Foraging

Amount of food that can be obtained after a group forages for 4 hours in a 1 km² area and succeeds at (average: Foraging):

Encounter (if any) is spotted at a distance of 1d10 x 30 meters.

* Spring: 1 kg

* Summer: 2 kg

* Autumn: 2 kg

* Winter 0 kg

HILL

1D10	HILL ENCOUNTER TYPE
0	Group
1	Group
2	Animal
3	Item
4	Group
5	Animal
6+	None

1D6	HILL ANIMAL ENCOUNTER
1	Boar
2	Fowl
3	Game
4	Grazer
5	Dogs
6	Bear

Encounter (if any) is spotted at a distance of 1d10 x 100 meters.

CLEAR

1D10	CLEAR ENCOUNTER TYPE
0	Group
1	Group
2	Item
3	Animal
4	Group
5	Item
6+	None

1D6	CLEAR ANIMAL ENCOUNTER
1	Game
2	Fowl
3	Game
4	Wild Cattle
5	Dogs
6	Dogs

Foraging

Amount of food that can be obtained after a group forages for 4 hours in a 1 km² area and succeeds at (average: Foraging):

* Spring: 1 kg

* Summer: 2 kg

* Autumn: 2 kg

* Winter 0 kg

Encounter (if any) is spotted at a distance of 1d10 x 300 meters.

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ROAD

1D10	ROAD ENCOUNTER TYPE
0	Group
1	Group
2	Group
3	Group
4	Item
5	Item
6+	None

RIVER

1D10	RIVER ENCOUNTER TYPE
0	Group
1	Group
2	Item
3	Hazard
4	Hazard
5+	None

1D6	RIVER NAVIGATION HAZARDS
1	Boat aground. 10 miles travel lost pulling it off
2	Boat aground. One full travel period lost pulling it off.
3	Screw or rudder damaged. Speed Halved until repaired
4	Hull damaged. 1d6+3 flotation hits.
5	Hull damaged. 1d6+2 flotation hits
6	Hull crushed. Vessel is grounded to avoid sinking, and be refloated unless a large work crew and vessel are brought to the site.

Fishing

Amount of food that can be obtained after a group fishing for 4 hours:

* Spring: 1d6 x 2 kg

* Summer: 1d6 kg

* Autumn: 1d6 kg

* Winter 1d6 x 0.5 kg

TERRITORY

ORGANIZED

The region is nominally controlled by the prewar government, a postwar replacement faction, or forces claiming to represent one or the other. Each settlement has one or more appointed officials of the government and a detachment of armed government troops which it is responsible for feeding and supporting. There are regular patrols on the roads, and both trade and travel are regulated by the need for travel permits and various licenses.

The countryside in an organized territory looks almost normal, if a little worse for wear. There are crops in the fields, and armed locals watching the herds.

It will not be possible for potentially dangerous parties to travel very far without attracting attention. Villages and towns will not be completely occupied, but they will have a systematic settlement pattern, in addition to guards, patrols, and so on. There is little difference between these communities and those of the independent territory, described below; the main difference between the two regions is what happens between communities.

1D10	GROUP ENCOUNTER
1	Marauders
2	Patrol
3	Patrol
4	Military Convoy
5	Military Convoy
6	Merchant Convoy
7	Hunters
8	Smugglers
9	Large Unit
10	Stragglers

1D10	ITEM ENCOUNTER
1	Village
2	Village
3	Farm
4	Farm
5	Roadblock / Camp
6	Roadblock / Camp
7	Supply Dump
8	Repair Yard
9	Field Hospital
10	Crater

INDEPENDENT

The settlements in the region are not controlled by any one faction or group, but are independent and attempting to recover. Trade and commerce are beginning again, and many settlements regularly cooperate in rebuilding by exchanging material and expertise. The welfare of the inhabitants of the settlements is largely dependent on their local government.

Roads are less well maintained in this area; in fact, only near settlements or along heavily travelled routes will repairs be made on any consistent basis. Farms and rural settlements will be more distrustful of strangers, but armed parties will not be attacked on sight.

Communities are the main unit of government, and each town will have its own independent defense force, mercantile establishment, etc. Contiguous communities will have begun cooperating to maintain roads and to initiate commerce, but trade will be in its infancy, and the armed patrols will be particularly interested in keeping the roads safe for travelers.

1D10	GROUP ENCOUNTER
1	Marauders
2	Patrol
3	Merchant Convoy
4	Merchant Convoy
5	Slavers
6	Hunters
7	Hunters
8	Smugglers
9	Large Unit
10	Stragglers

1D10	ITEM ENCOUNTER
1	Village
2	Village
3	Farm
4	Farm
5	Ruined Farm
6	Roadblock / Camp
7	Roadblock / Camp
8	Field Hospital
9	Crater
10	Derelict Vehicle

INSULAR

The settlements in the region have been raided several times by various factions and stripped of most things of value. The survivors are extremely suspicious of strangers. They are defensive, hostile, and disinclined to let travellers in. Some trade takes place, but only by well armed merchant convoys lead by men who are well-known in the region. Gaining the trust of a merchant is one of the few ways to gain entry into many of the settlements.

Roads are not maintained at all, but are not in bad shape since there is so little traffic on them these days. There is little trade, but what there is arms itself well. Farms and rural folk are distrustful of strangers, especially armed ones, and must usually be convinced of a party's good faith.

Settlements are often fortified, and any patrols are anti-marauder strike forces seeking a specific target, not making general sweeps. Bands of marauders present in this region are transitory, as conditions are too hostile for them to remain long, but more always seem to be on the way.

1D10	GROUP ENCOUNTER
1	Marauders
2	Marauders
3	Merchant Convoy
4	Slavers
5	Hunters
6	Hunters
7	Primitives
8	Smugglers
9	Large Unit
10	Stragglers

1D10	ITEM ENCOUNTER
1	Village
2	Village
3	Farm
4	Ruined Farm
5	Supply Dump
6	Abandoned Repair Yard
7	Abandoned Field Hospital
8	Crater
9	Derelict Vehicle
10	Derelict Convoy

TERRORIZED

The territory is overrun by armed bands of deserters and marauders, who are wantonly attacking farmsteads and villages, taking whatever they want, and often putting the torch to the rest. Those settlements still intact are badly frightened, suspicious of strangers, and defensive.

The roads are in poor shape, and it is rare to see rural folk (since they usually hide upon the approach of strangers). Inhabited farms and fields tend to be back from the main roads and hidden; those easily seen from the main roads are deserted. Most settlements in the territory have already been looted and ruined. Very few people are left outside of the larger fortified towns, and no form of organized rule exists in the countryside. Marauder gangs and individual families are the most common social units. Trade within the territory does not exist, and travel is very hazardous.

Government outside of occasional small fortified communities is nonexistent, and in those communities it tends to be repressive, reflecting the harsh life of these regions.

1D10	GROUP ENCOUNTER
1	Marauders
2	Marauders
3	Refugees
4	Refugees
5	Slavers
6	Hunters
7	Primitives
8	Smugglers
9	Large Unit
10	Stragglers

1D10	ITEM ENCOUNTER
1	Village
2	Village
3	Ruined Village
4	Farm
5	Ruined Farm
6	Ruined Farm
7	Roadblock / Camp
8	Crater
9	Derelict Vehicle
10	Derelict Convoy

ANARCHY

Most settlements in the territory have already been looted and ruined. Very few people are left outside of the larger fortified towns, and no form of organized rule exists in the countryside. Marauder gangs and individual families are the most common social units. Trade does not exist within the territory, and travel is very hazardous.

1D10	GROUP ENCOUNTER
1	Marauders
2	Marauders
3	Patrol
4	Refugees
5	Refugees
6	Slavers
7	Hunters
8	Primitives
9	Smugglers
10	Stragglers

1D10	ITEM ENCOUNTER
1	Village
2	Ruined Village
3	Farm
4	Ruined Farm
5	Abandoned Supply Dump
6	Abandoned Repair Yard
7	Abandoned Field Hospital
8	Crater
9	Derelict Vehicle
10	Derelict Convoy

DEVASTATION

The countryside is stripped. No intact farms or settlements are left, and very few people or even animals remain. Everywhere there is evidence of destruction and un-repaired damage. Fences are broken and scattered; fields are barren and obviously uncultivated.

What animals there are tend to be scraggly and obviously feral (formerly domesticated, but now wild). Individuals or small groups are the most common form of people encountered.

1D10	GROUP ENCOUNTER
1	Marauders
2	Marauders
3	Patrol
4	Military Convoy
5	Military Convoy
6	Slavers
7	Hunters
8	Primitives
9	Primitives
10	Stragglers

1D10	ITEM ENCOUNTER
1	Ruined Village
2	Ruined Village
3	Ruined Farm
4	Ruined Farm
5	Abandoned Supply Dump
6	Abandoned Repair Yard
7	Abandoned Field Hospital
8	Crater
9	Derelict Vehicle
10	Derelict Convoy

DISPUTED

This territory is an active battle zone. Major military forces (by the reduced standards of the day) are actively contesting the ownership of the towns and villages in the area. The nationality of these forces are up to the referee, but there is very little chance that either side is particularly friendly to the players. The sides could consist of a large coalition of marauder bands fighting a Polish Army unit, or a local warlord fighting a Soviet force passing through.

The area is extremely dangerous for travel and is crowded with large, well armed bodies of hostile troops. There is also considerable destruction and disruption of the local population, and the best chance for passage through is to take advantage of the confusion, of which there is a great deal.

1D10	GROUP ENCOUNTER
1	Marauders
2	Patrol
3	Patrol
4	Military Convoy
5	Military Convoy
6	Refugees
7	Refugees
8	Large Unit
9	Large Unit
10	Stragglers

1D10	ITEM ENCOUNTER
1	Village
2	Ruined Village
3	Farm
4	Ruined Farm
5	Roadblock / Camp
6	Supply Dump
7	Repair Yard
8	Field Hospital
9	Derelict Vehicle
10	Derelict Convoy

CANTONMENT

A large military unit has its cantonment in the area and has garrisons in most outlying towns and villages. The whole region is under martial law and all (even small) settlements serve as quarters for bodies of troops. As the troops requisition whatever they need, most civilians are overworked and very poor. Those who have found employment working for the troops, however, are often quite well off, and the army patrols the road well enough that marauders are seldom a problem.

This area is very similar to the insular region, described above, except that military patrols are more common and marauder bands less so. Farms are relatively well protected, and rural people will be suspicious of strangers, but not frightened of them.

1D10	GROUP ENCOUNTER
1	Patrol
2	Patrol
3	Military Convoy
4	Military Convoy
5	Merchant Convoy
6	Hunters
7	Smugglers
8	Large Unit
9	Large Unit
10	Stragglers

1D10	ITEM ENCOUNTER
1	Village
2	Farm
3	Ruined Farm
4	Roadblock / Camp
5	Supply Dump
6	Abandoned Supply Dump
7	Repair Yard
8	Abandoned Repair Yard
9	Field Hospital
10	Abandoned Field Hospital

GROUP ENCOUNTERS

MARAUDERS

Marauders are groups of bandits, deserters, and criminals who live by plunder, and for whom murder and pillage have become a way of life. Marauders will be almost universally hostile to other bands, such as the player characters.

Marauders regularly attack both military and merchant convoys, and any parties travelling alone are fair game as well. Larger bands of marauders have actually taken over small villages, while others exact "tribute" from isolated farms and settlements in return for not looting them right away. In some circumstances, a marauder band may be friendly (wanting to trade, acquire information, gain recruits, or form a temporary alliance), but marauders are notorious for their betrayals.

Typical marauder bands average about a dozen men, but can be several times that size. Although most marauders are quite experienced, their lack of discipline reduces their effectiveness as a military unit (which accounts for their relatively low type rating). Marauders are well equipped with small arms, but seldom have much in the way of heavier weapons as they prefer to travel light and avoid fights with better equipped units.

NUMBER:

1d6 sub-units of 1d6 individuals

OBSERVATION: 80

TYPE:

Novice to Expert

WEAPONS:

Military

Roll just once for marauder group

1D6	HEAVY WEAPONS?
1	Yes
2	Yes
3	No
4	No
5	No
6	No

1D6	TRANSPORT?
1	Horse
2	Horse
3	Motor Vehicle
4	Motor Vehicle
5	None
6	None

PATROL

This is a patrol of an organized and at least partially disciplined armed force. The nature of it will depend largely on the territory in which it is encountered. In a cantonment or controlled area it will certainly be from the controlling army or government. In a disputed territory it will be from one of the two combatants. In the other territories it could be from any number of organizations, and could even be there because it is lost.

The patrol will probably be searching for stragglers or marauders, be on a routine sweep of the area, or be under orders to march to a particular location for one reason or another. Under most circumstances it will be hostile to the characters and will attempt to attack or capture them.

Patrols are almost always made up of a dozen men or less. They are well equipped with small arms, often have heavier weapons, and even occasionally have a few armored vehicles.

NUMBER:

1 unit of 1d6 + 6 individuals

OBSERVATION: 80

TYPE:

Veteran to Expert

WEAPONS:

Military

Roll just once for the patrol group

1D6	HEAVY WEAPONS?
1	Yes
2	Yes
3	Yes
4	Yes
5	No
6	No

1D6	TRANSPORT?
1	Horse
2	Horse
3	Motor Vehicle
4	Armored Vehicle
5	None
6	None

MILITARY CONVOY

Each subunit of a military convoy is a wagon or motor vehicle carrying cargo and half a dozen men consisting of guards and drivers. When the convoy is created, the referee should roll once per subunit on the Military Cargo column of the Encounter Equipment Table on page 159 to determine the wagon or vehicle's cargo.

If medical is rolled for cargo, the truck or wagon has, in addition to medical supplies, one doctor with Medical (Surgery): 13, one nurse with Medical (Diagnosis): 10, two medics each with Medical (Trauma Aid): 8, and two soldiers. The medics and soldiers are armed with assault rifles, while the doctor and nurse are armed with pistols.

NUMBER:

1d6 sub-units of 6 individuals

OBSERVATION: 60

TYPE:

Novice to Expert

WEAPONS:

Military

Roll once for each sub-unit.

1D6	HEAVY WEAPONS?
1	Yes
2	Yes
3	No
4	No
5	No
6	No

1D6	TRANSPORT?
1	Wagon
2	Wagon
3	Motor Vehicle
4	Motor Vehicle
5	Motor Vehicle
6	Motor Vehicle

MERCHANT CONVOY

Each subunit of a merchant group is a wagon or motor vehicle laden with trade goods. The four merchants are drivers and guards. The referee should determine the cargo by rolling on the Encounter Equipment Table, and may do so once per subunit or once for the whole group, at his discretion.

Players who think of merchants as fat, soft, easy targets for robbery or extortion should give the matter further thought. It takes a very special sort of man or woman to travel the lawless roads between towns and villages while braving marauder bands and hostile military units. While merchants would rather avoid a fight if at all possible, they are prepared to defend themselves.

NUMBER:

1d6 sub-units of 4 individuals

OBSERVATION: 80

TYPE:

Veteran to Expert

WEAPONS:

Civilian

Roll once for each sub-unit.

1D6	HEAVY WEAPONS?
1	Yes
2	No
3	No
4	No
5	No
6	No

1D6	TRANSPORT?
1	Wagon
2	Wagon
3	Wagon
4	Wagon
5	Motor Vehicle
6	Motor Vehicle

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REFUGEES

Displaced persons, homeless wanderers, or victims of some man-made or natural disaster, refugees will be hungry, tired, and forlorn. They are poorly armed and unused to combat, so they pose no real threat to a band. They are a potential source of information and possible adventure. They may attempt to enlist the aid of the players in righting some wrong, avenging an outrage, or regaining their homes and possessions. In any case, PCs will soon learn that refugees are a sure sign that danger is near.

NUMBER:
1d6 sub-units of 5 individuals

OBSERVATION: 40

TYPE:
Novice

WEAPONS:
Poor

Refugees do not have any transport or heavy weapons.

SLAVERS

With machinery all but gone or idled by lack of power/spare parts/trained operators, human labor has become the principal means of tilling fields and rebuilding shattered cities. Slavery has appeared in parts of Europe for the first time in centuries, and is especially in demand in some warlord-controlled cities to clear rubble and cultivate fields. Bands of slavers comb the countryside looking for potential captives.

Usually they find unarmed civilians alone and kidnap them, but they also occasionally attack farmsteads and carry off entire families or even small hunting parties.

When slavers are found, they will have up to 40 slaves with them (at the referee's discretion). Slavers will usually give a well armed party a wide berth, but might consider trying to capture the adventurers if the opportunity presented itself. They are well armed and tend to be disciplined and experienced, which makes them a dangerous enemy.

NUMBER:
1 unit of 1d6 + 4 individuals

OBSERVATION: 80

TYPE:
Veteran to Expert

WEAPONS:
Military

Roll just once for the slaver group

1D6	HEAVY WEAPONS?
1	Yes
2	Yes
3	No
4	No
5	No
6	No

1D6	TRANSPORT?
1	Horse
2	Horse
3	Horse
4	Horse
5	None
6	None

HUNTERS

This is a small band of local civilians out hunting for meat for their families.

They are armed with rifles and shotguns, but do not have much ammunition—certainly not enough for a prolonged fire fight. If attacked, they will put up as stiff a fight as they can, but they would rather avoid trouble and certainly will not pick a fight with a well armed group.

Hunters may be a good source of information if they are willing to talk, but usually they would rather be left alone. If their confidence can be gained, they will invite the group to visit their farm or community, which might otherwise refuse the PCs entrance.

NUMBER:
1 unit of 1d6 individuals

OBSERVATION: 60

TYPE:
Novice to Expert

WEAPONS:
Civilian

Hunters do not have heavy weapons

1D6	TRANSPORT?
1	Horse
2	Horse
3	None
4	None
5	None
6	None

PRIMITIVES

A great many people have become mentally unbalanced by the trauma of the war, and the few of them who survive have reverted to a primitive existence of foraging, scavenging, and theft. Primitives are not useful sources of information, as communication with them is difficult and they cannot be relied upon to completely understand their surroundings, let alone accurately report on them.

Primitives are extremely reclusive, living in small bands interests, caves, and ruins. They are poorly armed, and their principal defense is stealth combined with the fact that they generally have nothing worth stealing.

They are not a significant threat. But they often attempt to steal supplies or equipment from encampments at night, and they may attack if they have the advantage of numbers and surprise.

NUMBER:
1 unit of 2d6 individuals

OBSERVATION: 60

TYPE:
Novice to Expert

WEAPONS:
Poor

Primitives do not have any transport or heavy weapons.

SMUGGLERS

Wherever there is government, no matter how tattered or threadbare, some commodity is either illegal or rigidly controlled. And then there are smugglers.

Smuggler is a broad label for extra-legal merchants. They may deal in armaments, drinking alcohol, forged travel papers, radios, drugs—anything which the government prohibits its citizens from owning.

Smugglers move their goods by wagon, vehicle, or pack horses; they are never found on foot. They are lightly armed and not particularly experienced at fighting. They will never start a fight and, if they are convinced the PCs are not thieves or government soldiers, may offer to travel with them for mutual security. Although they may be unsavory, smugglers are excellent sources of information.

NUMBER:
1 unit of 2d6 individuals

OBSERVATION: 60

TYPE:
Novice to Expert

WEAPONS:
Civilian

Hunters do not have heavy weapons

1D6	TRANSPORT?
1	Horse
2	Horse
3	Wagon
4	Wagon
5	Motor Vehicle
6	Motor Vehicle

LARGE UNIT

This is a large military unit with up to 100 men. It is extremely wall equipped, with a number of heavy weapons, and may include armored vehicles and artillery. There is a good chance that the unit will be hostile toward the players, but capturing stragglers is not the unit's primary mission. If the characters are captured, it is possible that they may buy their freedom by assisting the unit in some way, either with intelligence about their enemy or the benefit of the PCs' knowledge of local geography and conditions. In this case much will depend on the NPC motivation of the unit commander.

NUMBER:

1d10 sub-units of 1d10 individuals

OBSERVATION: 80

TYPE:

Veteran to Expert

WEAPONS:

Military

Each sub-unit automatically has a heavy weapon

1D6	TRANSPORT?
1	Armored Vehicle
2	Horse
3	Motor Vehicle
4	Artillery
5	None
6	None

STRAGGLERS

This is a small party of soldiers who have become separated from their unit.

They will claim that this was accidental or deliberate, depending on their own nationality and that of the players. (That is, NATO soldiers will claim it was accidental, and Warsaw Pact soldiers will claim to be deserters.) They have no heavy weapons or vehicles, and are probably on foot. They will be short of ammunition and in no condition to put up a prolonged fight. They will not attack unless they feel that their numbers and surprise will give them a significant edge over the players. The referee should remember that a large group of stragglers will probably be indistinguishable from the lead element of a patrol at first.

NUMBER:
1 unit of 1d6 individuals

OBSERVATION: 60

TYPE:
Novice to Expert

WEAPONS:
Civilian

Stragglers do not have heavy weapons

1D6	TRANSPORT?
1	Horse
2	None
3	None
4	None
5	None
6	None

ENCOUNTER EQUIPMENT

1D6	HEAVY WEAPONS
1	AT Missile
2	AT Rocket
3	Grenade Launcher
4	Machine gun
5	Machine gun
6	Machine gun

1D6	ARTILLERY
1	Rapira-3
2	Mortar
3	Mortar
4	Howitzer
5	Howitzer
6	SPA

1D6	MOTOR VEHICLES
1	5 Ton Truck
2	5 Ton Truck
3	2 ½ Ton Truck
4	2 ½ Ton Truck
5	¾ Ton Truck
6	UAZ-469

1D6	ARMORED VEHICLES
1	Tank
2	Light AFV
3	Light AFV
4	APC
5	APC
6	IFV

1D6	MILITARY CARGO
1	Ammo
2	Parts
3	Medical
4	Food
5	Fuel
6	Weapons

1D6	MERCHANT GOODS
1	Scrap Metal
2	Machinery
3	Food
4	Wool
5	Clothing
6	Furnishings

LOCATIONS & ITEMS

ROADBLOCK / CAMP

In organized, disputed, and cantonment territory, this is a military roadblock and traffic control point. It is manned by a regular army patrol generated from the Encounter Statistics and Encounter Equipment tables on page 159 but is never equipped with armored vehicles.

In independent or terrorized territory, this is a marauder encampment inhabited by two marauder bands, both generated from the group encounter tables.

In neither case will anything valuable be in the roadblock or camp aside from the weapons and ammunition of the group manning it.

FOR ORGANIZED, DISPUTED, OR CANTONMENT TERRITORIES:

Roll up a Patrol encounter, but change a Transport roll results of "Armored Vehicles" to be one for "Motor Vehicles".

FOR INDEPENDENT OR TERRORIZED TERRITORIES:

Roll up a Marauder encounter, with 2 Sub-Units.

VILLAGE

This is a fortified village of from 50 to 500 inhabitants. Its inhabitants are armed, although usually not very well. If actually attacked, the citizens would be able to defend themselves only with some difficulty.

SIZE

1d10 x 50

ARMED CITIZENS

About 20% of the population

ATTITUDE TO U.S. SOLDIERS

Add Attitude roll modifier based on territory:

+1 Organized or Devastated

+2 Anarchy, Disputed or Cantonment

+3 Insular or Terrorized

1D6	ATTITUDE
1	Friendly and Curious
2	Friendly and Curious
3	Open to Contact
4	Neutral
5	Neutral
6	Suspicious
7	Frightened
8	Defensive
9	Hostile

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1D10	VILLAGE CRISIS
1	Food Shortage
2	Engineer Needed
3	Ammunition Shortage
4	Impending Attack
5	Internal Unrest
6	Rampant Corruption
7	Citizens Kidnapped
8	Mechanic Needed
9	Epidemic, Doctor needed
10	Diseases, Medicine needed

LOCAL POLITICAL SITUATION

Add Local Government roll modifier based on territory:

+2 Independent

+3 Insular, Disputed

+4 Terrorized

+5 Anarchy

1D6	LOCAL GOVERNMENT
1	Federated
2	Federated
3	Popular Council
4	Popular Council
5	Corrupt Council
6	Dictator
7	Warlord
8	Captive
9	Anarchy
10	Captive
11	Anarchy

RUINED VILLAGE

Although Europe is studded with ruins of one sort or another, this village was destroyed fairly recently. Some of the timber may still be smoldering. Although the village has been thoroughly looted, there will still be caches of food or merchant goods which the looters either did not discover or couldn't carry off.

There are no permanent inhabitants of a ruined village, but the referee is encouraged to add a group encounter to at least some of his ruined villages. This could be a group of refugees seeking shelter (perhaps the original inhabitants), a band of primitives scavenging in the ruins, a patrol making camp, a group of slavers with prisoners, or even the marauders responsible for the destruction (putting some finishing touches on the job).

NUMBER:

None

TYPE:

None

WEAPONS:

None

1D6	GOODS
1	Food
2	Food
3	Roll on Merchant goods
4	Roll on Merchant goods
5	None
6	None

FARM

This is a small fortified farmstead inhabited by one or two families and perhaps a few hired men. The inhabitants are armed with an assortment of civilian weapons and are prepared to defend themselves against attack, although they are mostly not experienced fighters. The farm is well stocked with food, and if the characters can gain the farmers' trust, the farmers will trade with the PCs

NUMBER:

2d6 individuals

TYPE:

Expert to Novice

WEAPONS:

Civilian

GOODS:

Food

Harvesting in Fields

(This applies to regular or ruined farms)

Amount of food that can be obtained after a group harvesting for 4 hours in a field, no skill roll required:

* Spring: 0 kg

* Summer: 25 kg

* Autumn: 50 kg

* Winter 0 kg

RUINED FARM

Similar to the previous, but recently attacked and burned out. The PCs may find some small stores of food in the ruins.

NUMBER:
None

TYPE:
None

WEAPONS:
None

1D6	GOODS
1	Food
2	Food
3	None
4	None
5	None
6	None

SUPPLY DUMP

This is a small military installation with 50 to 100 tons of military cargo stored and guarded by the soldiers manning the installation. Roll on the Military Cargo column of the Encounter Equipment Table on page 159 to determine the nature of the cargo, but re-roll any Medical or Parts results. The troops guarding the dump are not front-line combat troops and are not as formidable opponents as a regular unit. However, if a supply dump is present, other regular units are certainly nearby in a position to come to the dump's assistance.

NUMBER:

3d6 individuals

TYPE:

Expert to Novice

WEAPONS:

Military

GOODS:

Roll on Military Cargo

ABANDONED SUPPLY DUMP

This is a recently abandoned supply facility as described in the previous entry. It is in shambles, and may have additional goods.

NUMBER:

None

TYPE:

None

WEAPONS:

None

1D6	GOODS
1	Roll on Military Cargo
2	Roll on Military Cargo
3	None
4	None
5	None
6	None

REPAIR YARD

This is the encampment of an ordnance repair unit, complete with several large trucks, a mobile machine shop, a large supply of spare parts, and 1d6 disabled vehicles currently under repair. About half of the unit is composed of qualified mechanics.

All of the men are armed, but the mechanics generally do not have their weapons with them while working.

NUMBER:

3d6 individuals

TYPE:

Expert to Novice

WEAPONS:

Military

GOODS:

Roll once on Military Cargo and Motor Vehicles, each.

ABANDONED REPAIR YARD

This is a recently abandoned version of the previous facility.

It has at least one derelict vehicle remaining, a jumble of junk that may contain usable parts.

NUMBER:

None

TYPE:

None

WEAPONS:

None

1D6	GOODS
1	Parts
2	Parts
3	Parts
4	Parts
5	None
6	None

Also a derelict vehicle

FIELD HOSPITAL

This is an active field hospital treating a large number of wounded soldiers.

The personnel present include two doctors (Medical asset 13—Medical skill 8+INT 5), four nurses (Medical asset 10—Medical skill 5+INT 5), with the rest of the personnel divided between medics (Medical asset 8—Medical skill 3+INT 5) and nonmedical personnel.

Several light vehicles will be present, either horse-drawn wagons or ambulance versions of the ¾-ton truck, as well as medical supplies. The nonmedical personnel are armed with assault rifles, but the medical personnel do not generally carry weapons while working.

NUMBER:

3d6 individuals

TYPE:

Expert to Novice

WEAPONS:

Military

GOODS:

Medical

ABANDONED FIELD HOSPITAL

This is a recently abandoned facility as described previously.

Piles of abandoned medical gear and trash litter the location, but in the confusion, some medical supplies may have been forgotten.

NUMBER:

None

TYPE:

None

WEAPONS:

None

1D6	GOODS
1	Medical
2	Medical
3	Medical
4	None
5	None
6	None

CRATER

The group will automatically spot a crater at the encounter range; no die roll is necessary. The encounter range is the distance from the edge of the apparent crater to the group. For an explanation of the effects of nuclear craters, see the section on radiation on pages 242-243.

NUMBER:

None

TYPE:

None

WEAPONS:

None

GOODS:

None

DERELICT VEHICLE

If a derelict vehicle is encountered, the encounter range is the minimum distance. It is unoccupied. When characters encounter a vehicle, the referee must decide what type of vehicle it is. He decides if it is an armored vehicle or motor vehicle, then rolls on the appropriate column of the Encounter Equipment Table on page 33 to determine the general type. He then picks a vehicle from the Equipment List which fits this type.

The referee then determines the condition of the vehicle. The referee must decide (or randomly determine) whether the vehicle was damaged in battle or simply abandoned because it had broken down. Derelict vehicles are not intended to represent those that have been completely destroyed; there are plenty of burnt-out wrecks in Europe, and finding one of them does not constitute a meaningful encounter.

First, **roll 1d6 for the number of damaged components**. The referee then decides which specific components are damaged. He can decide this himself or roll on the major or minor vehicle damage tables on pages 260-261 the appropriate number of times.

NUMBER:
None

TYPE:
None

WEAPONS:
None

GOODS:
None

Next determine **the wear value of the vehicle by rolling 1d10**. This will be important should the players decide to repair the vehicle themselves.

Finally, the vehicle will have already been stripped of its most important non-damaged components. Specifically, any machine guns, radios, range finders, missile launchers, cargo, fuel, and surviving ammunition will probably have been taken from the vehicle. In very rare cases, the vehicle will not have been stripped. This will never be the case on a road or in open terrain, but on **a 1 on 1d10 in hill terrain** and **1-2 on 1d10 in woods and swamp** the vehicle has been abandoned and never stripped.

DERELICT CONVOY

This consists of 1d6 derelict motor vehicles, all damaged and stripped, apparently the victims of an ambush.

 If military cargo or merchant goods are present, roll on the appropriate column of the Encounter Equipment Table

NUMBER:

None

TYPE:

None

WEAPONS:

None

1D6	GOODS
1	Roll on Military Cargo
2	Roll on Military Cargo
3	Roll on Merchant Goods
4	Roll on Merchant Goods
5	None
6	None

Also 1d6 derelict vehicles

ANIMALS

BEAR

Bear makes two attacks per round, once with its claws and once with its jaws.

With a successful claw attack it becomes a grapple, (which cannot be blocked by either melee combat skill)

Each round of grappling inflicts 1d6 points of damage to the grappled characters chest area. Once the bear has inflicted enough controlling hits on the target to subdue (control) it, the jaw attacks automatically hit, doing double damage.

A bear's strength is equal to its CON, its Agility is 4.

APPEARING: 1

ATTACK: 40%

MOVE: 10 / 20 / 40

HITS: 40

HIT #: 6

DAMAGE: 2D6

CON: 13

MEAT: 1D6 X 20 KG

BOAR

(No description)

APPEARING: 1

ATTACK: 80%

MOVE: 5 / 10 / 30

HITS: 25

HIT #: 4

DAMAGE: 2D6

CON: 16

MEAT: 1D6 X 10 KG

DOG

Each dog in the pack may once per combat make a simultaneous diving and melee attack. Once a dog has made a diving attack it can't do so again in the combat.

A maximum of two dogs may make diving attacks in an one round.

APPEARING: 3D6

ATTACK: 60%

MOVE: 15 / 30 / 60

HITS: 5

HIT #: 6

DAMAGE: 1D6

CON: 2

MEAT: 1D6 X 2 KG

FOWL
(No description)

APPEARING: 4D6

ATTACK: NO

MOVE: 5 / 20 / 80

HITS: 3

HIT #: —

DAMAGE: —

CON: —

MEAT: 1D6 X 1 KG

GAME
(No description)

APPEARING: 2D6

ATTACK: NO

MOVE: 10 / 20 / 40

HITS: 3

HIT #: —

DAMAGE: —

CON: —

MEAT: 1D6 X 1 KG

GRAZER

(No description)

APPEARING: 2D6

ATTACK: NO

MOVE: 10 / 20 / 60

HITS: 8

HIT #: —

DAMAGE: —

CON: —

MEAT: 1D6 X 5 KG

LARGE CAT

Like a lions, lepords, or cougers. Each cat may once per combat make a simultaneous diving and melee attack. Once it has made a diving attack it can't do so again in the combat.

A maximum of two cats may make diving attacks in an one round.

APPEARING: 1D6/3

ATTACK: 40%

MOVE: 10 / 30 / 60

HITS: 25

HIT #: 8

DAMAGE: 2D6

CON: 8

MEAT: 1D6 X 8 KG

WOLF

Each wolf in the pack may once per combat make a simultaneous diving and melee attack. Once a wolf has made a diving attack it can't do so again in the combat.

A maximum of two wolves may make diving attacks in an one round.

APPEARING: 2D6

ATTACK: 60%

MOVE: 15 / 30 / 60

HITS: 5

HIT #: 6

DAMAGE: 1D6

CON: 3

MEAT: 1D6 X 2 KG