

INFESTASIA

THE EVIL THAT LIES WITHIN



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in the jungles of evil!

INFESTASIA

A SAVAGE WORLDS MISSION IN THE JUNGLES OF EVIL

DECLASSIFIED

A big thank you to Shane Hensley, of Pinnacle Entertainment Group, who provided valuable input and fine-tuned the rules found between these pages... without your help, our world would be a little less savage.

We have worked long and hard to make this product. We hope that you appreciate this and have purchased it legitimately. If you are reading a pirate version, and plan to run this adventure, please go to RPGNow (www.RPGNOW.com) and purchase it, or at the very least, make a \$10 donation to a local charity of your choice. Either way, your soul will thank you.

Yours truly,

Joseph (the Poor and Hungry) Sweeney

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Grandmaster StoryWeaver

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INTRODUCTION

Infestasia is a Savage Worlds adventure of grim horror set in the chaos of the Vietnam War. Set just a few months after the events detailed in Blood of the Innocent, this adventure can be dropped into an existing military or Tour of Darkness campaign, or used as a one-shot game. Infestasia drags your heroes kicking and screaming through the most dangerous and horrifying of war stories, madness and paranoia. Be warned... Infestasia is not for the weak of heart.

TWO WAYS TO PLAY...

A HUNDRED WAYS TO DIE

Infestasia was created as a one-shot, Savage Worlds adventure for GenCon Australia 2008. By design, the adventure was deadly. We expected a high casualty rate among extras and player-characters alike. In fact, it was so deadly that players had the option of taking over extras (who were all fully written up as wildcards should the need arise) if their main character died. That's not to say Infestasia is a suicide mission... many groups managed to survive and some even succeeded in all mission objectives. But it's certainly no walk in the park.

As a game master, you have the option of playing Infestasia as a one-shot adventure using the exact same deadly force used for convention play. We call this the War is Hell version.

Alternatively, if you wish to use the adventure as part of an ongoing campaign, you have the option of running Infestasia with less insanity-inducing horror and fewer killer situations. We call this the Life is Good version.

Throughout this text, we will highlight situations or give alternative statistics for enemies that are appropriate for either version. Feel free to be as deadly as you wish!

IT TAKES GUTS

Being horror, this adventure uses the Guts Skill from the Explorer Edition, as used in the wonderful Tour of Darkness. At the Game Masters discretion, you can drop the Guts skill as per the Savage Worlds Deluxe Edition.

GAME MASTER BACKGROUND

As you've no doubt guessed, Infestasia is not a simple or easy adventure. There are several factions – the Vietcong, an evil mind-controlling hive, Chinese special forces and even paranoid US security forces – that pose life-threatening situations for your heroes.

The basic storyline is that a bizarre mind-controlling insect hive has lain untouched by humans for millennia. The insects, known as “Monkey Bugs” by the nearby hill tribes, are native to just a single valley in Vietnam. They infect and gain the mental processing powers and memories of their primate hosts. The hill tribes know well enough to avoid the “Monkey Valley” and thus the bugs have been limited to infecting the local monkey population.

More recently, the Vietcong have begun to move troops into the area, looking for soft targets and supply lines. One such group encountered the dreaded Monkey Bugs. Luckily, the Vietcong caught the infection before it spread too far (that's one of the benefits of having small cells of fighters) and they brought in Chinese experts to deal with the risk posed by the Monkey Bugs. The result of Chinese research was a chemical spray known as Mo Chi Sin (“Liquid Mind Shield” or “Not Crazy”).

Armed with the chemical weapon, an initial squad of Vietcong was sent in to Monkey Valley to destroy the hive. This mission failed, so the Chinese have sent in their own special forces.

Unfortunately, a group of US scouts was infected by the Monkey Bug during a routine scouting mission.

They brought the infection back to the local hill tribes and then to their own base.

The story starts with our heroes caught in the line of fire as their compatriots turn into either psychotic, paranoid killers or undetectable, mind-controlled enemies. As the story unfolds, our heroes must discover the secret of the Monkey Bug hive, figure out who they can trust from both friends and foe alike... while at the same time attempting to keep their minds and souls intact.

This adventure takes place just three months after the horrific events outlined in *Blood of the Innocent*, which is also available from StoryWeaver. While many of the characters described in this adventure had a role to play in *Blood of the Innocent*, it is not necessary to have played that mission.

CHINESE TERMS

狙 [jū, mí] (ape); an ape; lie in ambush; monkey; to lie; to spy; watch for

虱 [shī] bug; louse; parasite

BULLET SPEED SUMMARY

- ★ An evolutionary freak, hóu shī (Monkey Bugs) have lived for millennia as a hive deep in the “Monkey Valley” of Southern Vietnam. The bugs have the uncanny ability to infect and take over the mental processes and memories of primate hosts.
- ★ Local villagers know of the dangers lurking in Monkey Valley and avoid it. While they have lost the details of why the valley is a “no go area” to the mists of time, they have myths about evil spirits and possession in relation to the valley.
- ★ A troop of Vietcong entered the valley while looking for suitable locations to establish hidden bases. Some of the men were infected and, upon returning their HQ in the North, a firefight broke out. The nature of the infection was identified, but most of the infected were killed. Unfortunately, some of the infected Vietcong escaped and have returned to the hive mind with valuable intelligence about the war and humans in general.
- ★ With the aid of Chinese Red Army scientists, the Vietcong created an experimental spray to kill the bugs. A small (expendable) squad was tasked with re-entering the Valley and testing the spray.
- ★ In the meantime, a US scout group looking for Vietcong in the area entered the Valley and became infected. While exiting the Valley, they encountered

the incoming Vietcong and engaged.

The result was that all of the Vietcong - bar one man - were killed and their experimental spray left to rot.

- ★ After returning to base, the longer-term effects of the Monkey Bug infection began to take hold: paranoia and psychosis in some, coma in others, full mind-control in the majority. Firefights broke out and the camp went to hell in a handbasket pretty fast.
- ★ Wounded men, some of whom were infected, were airlifted to better medical facilities... and the infection began to spread. At this point, the US camp is cut off and quarantined.
- ★ This is about the time the main adventure begins for our poor heroes.
- ★ The heroes are sent to the area surrounding the Valley to try and figure out what went fubar with the previous squad. They encounter the local hill tribe, which has now also been infected, and may uncover important clues as to the nature of the evil awaiting them.
- ★ These Chinese military, fearing the infection may spread (or be used as a biological weapon) if the US blunders back into the area, send in a Special Forces squad by air. Unfortunately, the infected villagers manage to shoot down the Chinese transport, killing most of the force. However, the surviving soldiers, injured but still focused, continue with their mission.
- ★ As the heroes move forward, they get word that their base - including all personnel - is to be eradicated to stop the spread of the infection. Unless they find an alternative, everyone will be napalmed!
- ★ The heroes locate the Chinese aircraft crash site and begin to piece together some clues and possibly secure some Liquid Mind Shield spray for themselves. They may also encounter the sole survivor covered in the remnants of the spray. It is likely the squad will continue their mission to the Monkey Valley.
- ★ While entering the Monkey Valley via a sheer cliff, the heroes will be attacked by possessed Monkeys led by a bizarrely mutated Vietcong commander.
- ★ The battle will attract the Chinese forces, as well as additional infected Vietcong, US servicemen and perhaps a few villages. A multi-party standoff ensues. The heroes need to quickly figure out who to attack, and who to protect.
- ★ Eventually the heroes will encounter the hive and a climactic battle unfolds. If the Chinese have joined the heroes, they will keep to their word... but it will be a tense parting for these two foes.

SQUAD BRIEFING

Briefing: Sunday, XX June 1968, Time 19:46
Colonel James Andrew Johnson.
Camp Starlight, Vietnam Combat Zone III

Evening men. I know you are all familiar with the events of today. Christ, some of you are carrying the damn wounds. We've always had a tight camp. In all my long days, I've never seen this sort of jungle fever: soldiers shooting their fellows in the mess tent, blowing up their own equipment. Going totally troppo. Yeah, I know this tour is a bit different. I know some of you have seen some weird crap out there. But this is just something else.

Which is why I want you to head back the where The Deadlies were last operating and have a sniff around. We do know that their last recon took them to check up on the Gin Lai village, north of here. That little crap hole may only have about 120 folks, but it's smack bang in the middle of a potential Charlie supply line. So check to see what they have to say about the Deadlies. They may be able to give you a heads up on where the Deadlies went... 'cause either those poor bastards came across something that drove 'em mad, or there is something... something else at work here.

We've only got two radios left. All the rest of the coms have been blown to hell. So you guys get one and I'm going to keep the other. Keep us informed of what you find and we'll relay the information on to HQ when and if we can. If you come up against weirdness - you know, like that Bah Tun thing - use the codeword Stingray.

Remember, you are transmitting in the clear and we know that Charlie is active in the area. We don't want to alert him that we are down. If you need air support, call it in nice and early. I don't know how long it'll take to arrange, given our limited communications situation. My suggestion is to keep a low profile. Just find out what the hell is going on, radio in and get back here as quickly as you can. Any questions? No? Good.

Weston... you'll need to decide the best time to set off. I'd prefer you get cracking immediately, but given that you've only got an ol' APC for transport and its been a hell of a day, you may want to let your men get some kip first. Up to you boy.

Dismissed.

SCENE ONE

NO PLACE LIKE HOME



In this scene, our heroes are thrust immediately into the action with an unexpected firefight or two in their own camp. After a very short time, it should become obvious that something is very wrong with the members of Squad 4 (The Deadly Nightshades) who have just returned from a mission just North of the Jin Long river. Not all men will be acting the same way, since the Monkey Bug's ability to control a human is largely determined by the person's blood type (see Monkey Bug details at the back of this book).

Your goal as a Game Master during this scene is to kick off with a bang. Make the initial grenade attack (Event 1.1) as sudden and unexpected as possible. Try to put the players on edge and have them second-guessing where the next attack will come from.

By the next morning (Event 1.4) you should also have the players trying to figure out who may be possessed by the unknown menace. A good way to get the paranoia level up is take one or two players out of the room for a private talk and then simply tell them a really lame joke. Or alternatively, roll a d8 but hide the result, then give a few players a slip of paper which reads, "Situation A. Please keep this piece of paper until I ask you to reveal it." Basically, you want to give the players the impression there may be something wrong with the other heroes.

THE TACTICAL SITUATION

Camp Starlight is like many of the remote jungle camps – hacked out of the jungle, poorly graded dirt roads and makeshift command facilities. The camp is home to a total of 16 squads with 4-8 of those being out in the field at any one time. The camp has landing areas for 6 choppers and a small engineering and repair facility. Medical facilities are very limited, with most of the injured being flown to a larger HQ roughly 30 miles to the South.

The camp is more or less open to the local Vietnamese population – at least those that are known to the sentries. Six machine gun towers are dotted along the camp's fence line, with a 100 foot clearing all around... enough to deter attacks from the small Vietcong forces now operating in the area.

EVENT 1-1: BAR FIGHT

You guys are at the bar around midday, putting down a few beers. You've been rostered off, but it ain't exactly R&R. Most of you know each other: you've fought together, bled together. You trust each other. A couple of street urchins – kids of about 8 or 9, scurry around, offering to sell cigarettes or that fried god-knows-what that goes pretty well with the sickly war beer. The thud-thud-thud of returning choppers pulses in the background.

The 'bar' is simply a crude concrete floor covered by canvas tenting. As such, there is little hard cover. Tables may be overturned, but they are hardly capable of stopping bullets (treat as Toughness of 2).

The door swings open and five guys from Squad 4 - the Deadly Nightshades - come in, sullen and grim. Clearly they've seen some bad shit today. Mike Marshall, the squad's CO, sits at the table nearest you and nods in your direction. "How's the beer?" he asks. "Shit pale and warm, like ya' Grandma's piss? Ah to hell with it... hey, Max... got any cool Colas? I'll have two each here."

The four members sit and drink their colas, one after the other, without talking. They sure are thirsty.

At this point, your heroes may engage the four men in conversation. They will mention that they had just returned from a scouting trip into the valley North of Gen Lia, a small Cham hill tribe village about 35 miles North of Starlight Camp. Vietcong groups have been targeting the villages over the past month, ever since the battle of "Bah Tun" several months earlier. Keep the conversation focused on the sort of tough action the men have seen... boasting and full of light-hearted bravado. The Deadlies will be just as interested to know what the heroes have been up to recently.

The door opens and Gregory Vanderhope, one of the Deadlies' riflemen bursts in, wide-eyed and clearly terrified. He screams, frothing at the mouth, "They're everywhere! Don't let them in! I'll save you! I'll save you all!" He pulls the pin on a grenade and starts to throw it towards your table.

It should be noted that the soldiers will NOT have their rifles with them, although they may have small arms.

At this point, heroes may make a perception roll to not be surprised by the grenade action. However, Vanderhope has already pulled the pin on the grenade prior to entering the bar... grappling with him could prove painful!

The grenade is actually aimed at the Deadlies' table. It will fall short, but still blow the table - and its occupants - to bits. Vanderhope will then unsling his M16 and open fire randomly, screaming blue murder as he does.

After the fight, there will be at least several dead and one or two critically injured soldiers in the bar. At least one of the Deadlies who were hit by the grenade will be alive - barely. Your heroes may choose to apply emergency medical assistance until the injured can be airlifted to Hawksnest.

EVENT 1-2: CUT OFF

Your troops will be patched up (if needed) and then be taken to the command centre for debriefing on the bar events. As the CO and two MPs are taking your statements, there is a massive explosion outside and klaxons begin to wail.

Rushing outside, you see four helicopters burning in the dusk. People are running around, shouting and taking up positions. Make Notice checks.

You see a naked figure (except for his GI helmet) running into the radio tent.

As you run towards the radio tent, the figure runs out again - it's Fred Wills, the radio operator from the Deadlies. He has a manic grin on his face: "Ah haaa! All gone now! We're

all gone! They can't hurt us if they can't find us!" The tent behind him explodes in a ball of fire, taking the makeshift radio tower with it; the blast hurling him towards your group.

Fred will be unconscious, with at least a few broken ribs, but not killed...

Inspection shows that all other radios in the camp have been destroyed – except for your group's field radio in the CO's office.

An inspection of the motor pool will also reveal that all vehicles (twelve jeeps and an APC) have also had engine parts removed.

A search of the camp will reveal that six of the remaining members of the Deadlies *are asleep and cannot be woken*.

EVENT 1-3: DESCISION TIME

The CO calls you in to discuss the situation. Clearly something happened to the Deadlies. He wants you to find out what. Unfortunately, it's a 25-mile trek along a dangerous trail and it's now known that Charlie is active in the area.

The good news is, it is possible that the team can jerry-rig a vehicle for the trip, which will save time and offer some additional protection from ambush.

If the squad decides to leave immediately, they will escape the worst of what is about to happen in the camp. If they stay and rest for the evening, continue with this scene.

EVENT 1-4: KIP

If the Squad decides to get some sleep before moving out, there is a chance that one or more will be infected. Have each player make a spirit roll. For each of those that fail, allow them to draw a card from the deck. In turn from highest to lowest, have each player make a Notice check.

★ If the player succeeds their Notice check:

You are dreaming of home... of being back at school. It's a nightmare. The other kids are all out to get you. They want to feed you to the teacher. You awake in the dim light with a start. But you are not alone. One the street kids who hangs around the bar is hovering over you, placing what looks like a small, black soft centipede into your mouth.

If the player fails the Notice check, they are infected by the larvae – check their blood type for the effect. Do not let the player know what's happened if they have become successfully possessed, but if they are going to turn psycho, it would be best to give the player the opportunity to swap out their hero for one of the extras if they wish.

★ War is hell version:

If you have a really "intense" group of players, you may wish to let players who have become psychotic role-play the rampage and havoc their character wreaks. Do this by taking them out of the room and telling them almost everyone in the camp has been taken over by aliens and must be killed. Leave it up to the creativity of the player to see where that description leads!

EVENT 1-5: MORNING IS BROKEN

If any of the heroes (or extras) are in a comma or have gone on a psychotic rampage, the squad will be reinforced from other groups, and the players who lost their characters may select to take on the extra squad members and uplift them to wildcard status.

The good news is, the remaining Deadlies will have finally woken up from their comma. When asked about it, they say they were just dead tired... they encountered some Charlies north of the Gen Lai who were using some sort of new chemical weapon spray... though their memory of it is fuzzy.

The bad news is, about a dozen other people are now in a coma and eight men have gone AWOL during the night.

At this point, the group will see several choppers fly over the camp, taking photos. They will not respond to radio and they will not land.

SCENE TWO

A LONG & WINDING ROAD

The road to the Cham village is rough and the going will be slow – about 10-15 miles per hour will be best the APC can go, and there will be frequent stops to clear fallen vegetation. If the heroes decide to drive at night, drop this speed down to a mere 5 miles an hour... it would be almost as fast to walk, but far more fatiguing!

Unfortunately, the Monkey Bug hive mind now has a rudimentary knowledge of the area and the likely transportation lines taken by both the Vietcong and the US forces, based on memories from its previous victims. These memories have been transmitted out to the possessed Vietcong troops, who are lying in wait to ambush any new forces sent into the area.

TACTICAL SITUATION

The ambush will take place as soon as the APC turns around a very sharp bend on a steep incline. This position was selected so that any transport would not be able to turn back easily, nor reverse or swerve without running the risk of rolling off the side of the trail. The possessed Vietcong have taken the high ground, which places them at a strategic advantage along the right side of the APC. Because of their height advantage, they (Vietcong) negate up to 2 points of any cover the US squad can find (and there is plenty of cover: the side of the APC counts as hard cover, while large trees count as medium cover, and smaller rocks and tree trunks count as light cover).

The attacking Vietcong consist of: four riflemen with semi-automatic weapons, who will position themselves with medium cover behind large trees; a single sniper who is hiding in a tree, with light cover; and a heavy weapons specialist with a grenade launcher who is hiding behind a large boulder which can be treated as heavy cover when he is reloading or light cover when he is firing.

The Vietcong's initial tactic will be to disable the APC, then maim the US squad. While they would prefer to capture and possess the soldiers, if threatened themselves they will have no compunction about killing off their targets.

EVENT 2-1: AMBUSH.

The travel is slow and laborious. About every 500 feet, you need to stop and clear fallen trees out of the path of the APC, and the mountainous terrain coupled with fresh rains make the ground slick with mud and very difficult to navigate.

As the APC slowly climbs around a narrow and sharp bend in the trail, you look down the steep bank to your left. Huge trees and palms rise out of the incline, their leaves brushing along the side of the vehicle.

Now, I got grim news for you guys... everyone who has a view to the front or right of the APC, please make a Notice check.

★ If anyone succeeds:

You see a glint of metallic green to the front and right. It looks to be... oh my god! It's a Vietcong with a grenade launcher and it's aimed right at you!

At this point, the driver may attempt to avoid the incoming grenade. Make a Drive check. Success means that the rocket will miss and explode nearby, spraying mud and foliage over the characters. Failure will mean the APC will career off the side of the embankment, roll once or twice and wedge itself between two large trees (calculate damage as per the rules in the Savage Worlds Explorer's Edition or Deluxe Edition).

If no one succeeds in their Notice check:

Suddenly the side of the APC explodes, with fragments of burning hot shrapnel flying in through the blasted walls. The APC lurches to one side, then rolls over and down the embankment before becoming wedged between two large trees.

As your team leaps from the APC, the sound of semi-automatic gunfire and the distinctive zip of bullets hitting the trees and earth all around you lets you know you are all in deep trouble. As you dive for cover, you can make out muzzle flashes from at least three locations in the embankment above the APC. Further up you can see a Vietcong with a grenade launcher duck back behind a large

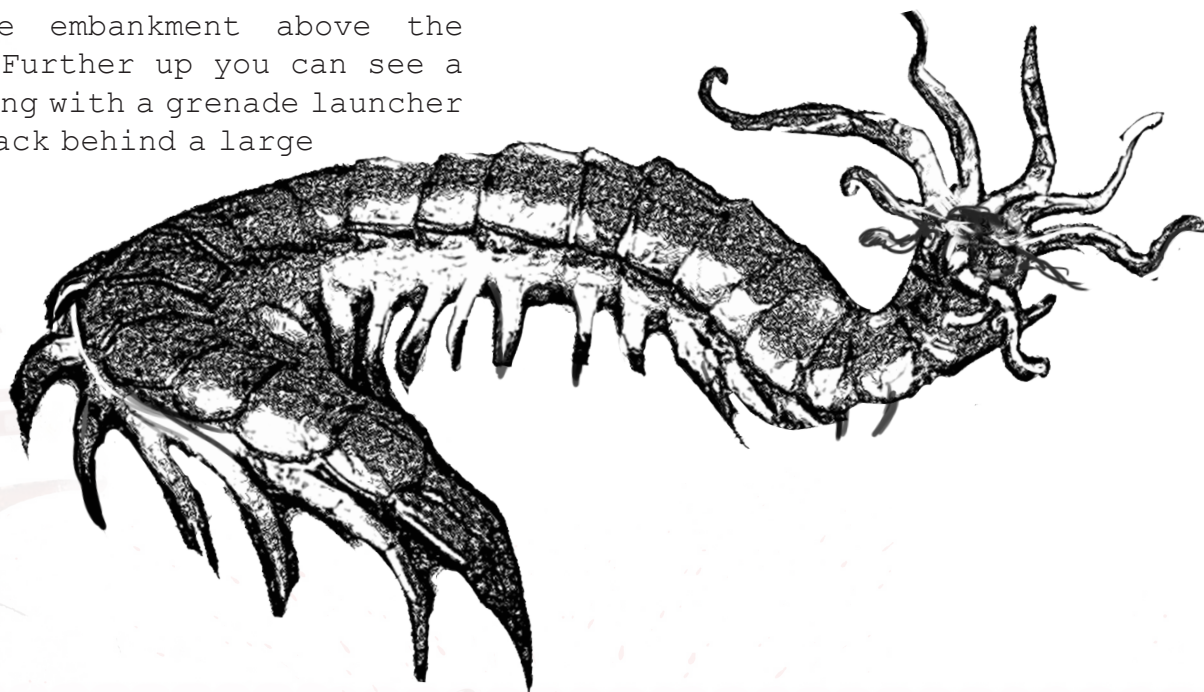
moss-covered boulder, no doubt to reload! The sharp crack of a sniper rifle rings out.

AFTER THE ATTACK

After the attack, allow the squad's survivors to inspect the bodies. The heavy weapons specialist will clearly be the leader and in his pocket is a bloody and tattered map of the Jing Long River Area (see player handout – translated for ease of play). This map is clearly of strategic importance! The rest of the bodies contain nothing of interest, except perhaps for weapons and ammunition.

On a successful Notice checks to see small insects crawling out of the corpses:

You notice large maggot-like things crawling out of the mouth and open wounds of the body. They quickly scurry into the jungle floor litter.



SCENE THREE

REFRESHMENTS

TACTICAL SITUATION

When the Squad arrives at Gen Lai, the villagers will be very welcoming. The village itself is typical of the Jin Long Area – a dozen long houses set along a rough dirt clearing, bisected by a central path. Each longhouse supports a family of 12 or more in squalid conditions. One of the longhouses has been set aside as a communal hall and mess area.

The entire village looks run down, even by the standards of poverty in this part of the jungle. Remnants of previous buildings rot and steam under the sun and disused, rusting farming implements lay scattered about.

In addition to the main road taken by the US squad, a crude path runs west into the jungle and down the mountain. It leads to the villagers' terraced farmland, which is laden with opium poppies, plus some vegetables and tethered farm animals.

At the northern end of the village clearing, on the side of the track, is a large canvas tarp covering a rusted but still partly functional Chinese half-track with an anti-aircraft gun.

The villagers' main source of trade is the opium poppies farmed east of the village. About 15 villagers will be tending the fields during the day, all with glazed expressions on their faces.

The villagers are almost entirely possessed by Monkey Bugs. Those that had psychotic breaks were killed and their bodies dumped into one of the long houses (which can be noticed by the rank stench coming from it). A few of the villagers are still in comas. One villager has escaped, uninfected, into the jungle and is watching the village in fear and trepidation of the evil spirits that have beset it.

EVENT 3-1: WELCOME TO THE PARLOR

Finally, your squad reaches the Cham village of Gen Lai. It's a dirty, squalid settlement, comprised of about a dozen wooden long houses scattered along both sides of the dirt road. Rubbish and sickly looking dogs and pigs are scattered around.

As you approach the village, approximately thirty villagers stream out of their houses, and wave and cheer at you in the local dialect. Out of the largest longhouse staggers a knotted old man – the local village elder no doubt. He steps right up close to you, baring a wide toothless smile.

"Ha! Welcome. America yes! Good America. Come. Thirsty? We have drink. Come. Come!" he says, gesturing for you to enter the large longhouse with him.

Inside the longhouse, which is clearly some sort of communal cooking and eating area, you see tables covered with empty soda bottles. "Have no soda left... sorry. Want beers?" he says. He has plenty of cold beers stored in a dirt dugout under a panel in the floorboards.

If the heroes stop to drink, their leader will tell them about the previous day's visit by the Deadlies.

"Oh, they come in. Have drink. Talk to pretty girls... you know... we have many pretty girl here. They rest and we talk. Then they go out looking for Charlies. Kills some I think. They come back. We drink and then they go back home. Good people. USA OK!"

During this time, a moderately attractive, rather skinny looking girl of perhaps 18 or 19 comes in and starts flirting with the men, openly offering her services. If none of the player characters take her up, she will drape herself over one of the extras (in which case, make a Smarts check for the extra to see if he is tempted to go off with the girl for some 'benefits').

★ **Life is Good version:**

A Notice or Smarts check will raise this question: if they have a dozen long houses, why are their only 30 odd villagers? Where are the others?

If asked, the leader will reply, "Ohhh.. they are around here somewhere. In jungle, looking for food. Some in field. You know. Out 'n about."

★ **If the village is explored in more detail:**

The heroes will come across an old, rusted, Chinese-made half-track which is pocketed with bullet holes. One of tracks is missing and the vehicle's engine has been removed (it's being used to drive a homemade sawmill just outside the village). However, it does have an anti-aircraft gun mounted on the back, albeit without ammunition or a firing mechanism. It's clearly been deactivated. If asked about it, the villagers will tell the heroes it was left after a previous group of GIs swept the area months back. If asked about the firing mechanism, the locals will laugh and tell you the kids like to play and swing on it.

★ **If other houses are searched:**

One of the longhouses contains a pile of 50 dead bodies. They have been hacked to pieces and are flyblown. Maggots and millipedes writhe over the piles of corpse flesh. Guts check!

One of the houses contains 15 sleeping villagers in the same state as the coma victims back at camp.

EVENT 3-2: OF TEMPTATION & DAMNATION

If one of the characters decides to head off with the prostitute, she will lead them to one of the smaller longhouses. Inside sits a old woman, staring blanking into space. A small area has been curtained off with a tarp near the back of the house, and the girl will wave the hero in to follow her. Once inside, she will strip naked, then passionately kiss the hero. If he responds in kind, he will feel a strange tickling in his mouth... and as he pulls back he will see a black millipede emerging from the girl's mouth to climb into his! Guts check!

EVENT 3-3: SURVIVOR

If any of the squad go out and inspect the half-track, they will discover that it is now being used by the village children as a sort of playground fixture. The children move like little monkeys over the half-track, clambering, crawling and clinging to the rusting structure in what appears to be a crazed, ecstatic frenzy, crying out in high-pitched squeals. They are clearly afflicted with some kind of horrible dementia, their eyes wild and dilated and lacking any trace of lucidity.

While scouting the area around the truck, one of the heroes will hear a "Pssst, psssst" and a faint rustling of leaves. When the squad turns towards the sound, they will see a small face peering out from behind the foliage, the whites of his eyes standing out against the darkness of the jungle cover.

Upon closer inspection, the heroes see a young man, face covered in dirt, grime and dried, crusted blood, a long gash extending from the top of his forehead down to the bridge of his nose. It is likely

this young man had been watching the squad from afar since the heroes set foot in the village. He beckons for the heroes to come closer.

If any of the heroes comes closer they will see that there is something very different about the young man's eyes. His eyes, while wide with terror, show clarity and lucidity, unlike the other village children. He whispers "Death!" and quickly turns away.

Should the heroes follow him and try to talk with him further, he will point with shaking hands towards the longhouse containing the pile of 50 dead bodies:

"No. No. No. No... not war dead," he says. He shakes his head. "Killed by us. Killed by us!" He points to you and then to the longhouse, and draws his hand across his throat, implying that you will soon join the pile of dead bodies.

He then scratches out an image on the ground. It is an insect, a creepy and very large globe-shaped bug. The young man points inside his mouth and then his head. "Evil inside," says the young man. "Where?" you ask. "Everywhere," he says, then turns to run away.

EVENT 3-4: A DISTANT WARNING

If the heroes return to where the rest of the squad are liaising with the adult townsfolk, they will start to notice something off about the villagers: their eyes, like those of the children playing on the four track, are dilated, wild, and streaked with veins. Whatever is afflicting the children clearly has taken hold of the adult villagers as well.

An air of unreality permeates the area. It feels like a big upturned bowl of fear and dread is covering the

village. The children's laughter sounds maniacal and the villagers suddenly look more menacing, watching from the sidelines.

If the radio operator attempts to call base camp, after a few tries (make a comms skill roll), they pick up a general broadcast declaring the entire area around Camp Starlight a no-go zone. It looks like no one else is coming.

If the heroes decide to try contacting another camp (they have to make another coms roll), they receive a cryptic, static-riddled message. They decide to move out after what they hear:

"Can't get... brass sending... bombers... something about disease... can't help those poor bastards... mercy on our souls."

The long houses are raised about 2ft off the ground. Rolling a couple of grenades under the long houses will result in killing almost everyone inside. This is a good way to stop the villagers streaming out of the houses.

Keep in mind that the houses only have hessian walls. Moving behind them for cover from the snipers will work, but the occupants will likely hack through the cloth with a bamboo knife and leap at the soldier taking cover this way. Machine-gunning blindly through the cloth walls is likely to hit some occupants. Treat as a normal roll with the one random occupant being targeted as if under soft cover.

A five-foot wide section of the village wall can be blown out using grenades, provided more than 12 points of damage is done. For every extra 4 points of damage above that, open up an extra 5 foot section of wall. Multiple grenades can be used to beef up the destruction.

SCENE FOUR

GOING DOWN IN FLAMES

EVENT 1: FLACK

After the villagers try to kill the party, and presuming they escape, some tough decisions will need to be made. Will the squad continue trying to reach Monkey Valley, or will they say, “Fuck this shit” and try to hike out to another US base? It will be abundantly clear from the sporadic radio transmissions that ‘problems leaving the quarantine zone are being dealt with,’ and from the sounds it, the solutions generally involve napalm.

Likewise, using the radio to call for an evac by chopper will be met with stone-cold silence. Looks like our heroes are on their own.

During the later part of the day, the heroes will hear an aircraft approaching at low tuck. It appears to be a Chinese military cargo plane, unescorted and well outside of the normal operations area. Such an incident would surely be considered a serious breach of existing policy (officially, China was keeping the conflict at arms distance) and likely would be a major diplomatic incident.

If the radio operator attempts to call the craft, their calls will be picked up and a Mandarin speaker will start yelling something at them repeatedly.

If the villagers have not been slain by the heroes, as the aircraft flies over the village, they will rush out, snap into place the firing mechanism which they had hidden in one of the long houses. They will load ammo for the anti-aircraft gun and a few seconds later, the air fills with fire as the plane is hit and plummets into the jungle.

If the heroes take on the villagers, they will face a rampaging, bloodthirsty mob. Do a Perception roll to notice that centipede-like creatures are crawling out of the dead bodies.

If the heroes have already cleared the village, have them move on some before seeing the aircraft. Then AA fire comes from the position of the village (some infected villagers who were away from the fight man the AA gun) and the squad can go back to clear them out if they like.

Once the aircraft is downed, the villagers will return to their relaxed activities as if nothing has happened.

EVENT 2: TREASURE

If the squad moves to check the crash site, they find a still-smoking mess of crushed metal and tangled wires. The area is deserted. The entire front of the plane is completely destroyed, looking like an open wound adorned with mud, vines and broken off pieces of fuselage. From afar, the squad can see both pilots, as well as six other passengers still strapped to their seats and wearing gas masks and latex gloves. They are completely still, bodies bent over, heads bowed and lifeless. It appears that all of them died upon impact. Several seats are empty.

Trip wires are set around the perimeter of the crash. Make a Notice check. If the heroes inspect the surrounding area, they will see the traps and carefully avoid them. If they don’t spot these, explosives around the crash site will be set off.

Inside the aircraft, the squad sees a damaged metal barrel covered with Chinese script. Painted prominently on the side of the barrel is a biohazard symbol, indicating that the contents of the barrel were not something to mess around with.

The barrel is leaking a clear liquiform with a strong acidic smell. The squad notices a couple of shiny objects to the right of one of the dead passengers and move in to examine the scene. They see a nozzle attached to a squeeze handle and a small spray tank with a rubber tube. There is also an open box containing seven small spray cans, all covered in Chinese text. All of the cans are caved in and leaking.

The barrel is heavy and cannot be moved, but a trolley can be jerry-rigged, as can a spray unit from parts scavenged from the crashed aircraft. The heroes at this point can decide whether to move the barrel and spray unit, or leave these in the aircraft.

If the heroes look more closely at the bodies, they notice that, apart from the flight crew, all the dead passengers were seconded from Chinese Military Intelligence. They see a plastic envelope caught in the tangle of wires in what remains of the plane's cockpit. Inside the envelope is the flight plan, revealing that the aircraft was scheduled to pass over the area surrounding the village and the valley to the north.

The squad exits the plane and sees that some of the bushes a short distance away from the crash site have been cleared and pushed to the side, as if someone had started making his or her way into the thick of the jungle. The plants on the ground around them are bent and look like they had been trod upon not too long ago.

EVENT 3: FOLLOW THE TRAIL

If the squad follows the trail, they come across a Chinese operative propped against a rock in a clearing, wheezing and breathing heavily. His face is covered in grime and is slick with perspiration, lips split open, teeth punched inward, blood streaming down his left temple. He is in obvious pain, the front of his suit wet with red and torn open in various places. He's a mess, though one could surely say the same about the heroes.

His eyes open wide when he sees you emerge from the thick of the jungle, but he doesn't fire. Instead, he raises his handgun in his left hand and a small spray can in his right, and yells something in Mandarin over and over. He bends forward, retches, and resumes his hysterical shouting, spittle leaking out the side of his mouth and mixing with the blood flowing from his head. The yelling intensifies as you slowly edge closer with guns cocked. He drops his gun and points the spray can at your squad. You yell back at him, commanding him to let go of the can. You wonder why is he wielding it like a weapon instead of his gun. He is shaking, with a rabid look about him, his eyes darting towards the path leading deeper into the jungle.

If you try to walk towards the Chinese Operative, he sprays you with the contents of the can. Unless someone in the party is infected, nothing happens other than everyone getting a nasty rash... and later having children with horrific birth defects. However, any character that is infected with a Monkey Bug will begin to have a convulsive fit and take 3 wounds. Yes, they may use bennies to soak.

This poor Chinese Operative is half-crazed and near death. A simple thump with the butt of a rifle would be enough to kill him. Even moving him would be inadvisable. However, a successful medic roll will stabilize him, although he will fall unconscious (for several days). He is no doubt a valuable prisoner... turning him over to the CIA or Spooks would certainly be on the cards. But it will be difficult to carry a badly injured man through the thick jungle.

SCENE FIVE THE DEPTHS OF MADNESS

EVENT 1: STEPPING OFF THE EDGE

As the squad continues tracking the Chinese towards the valley, they come upon a dirt trail that leads them to the crest of a magnificent waterfall. The waterfall marks the threshold of a stunningly beautiful valley draped in mist.

The valley looks like a giant basin, a huge round sinkhole bounded on all sides by sheer, rocky cliffs, the cliff faces rising at an angle of nearly ninety degrees from the ground below. You can hardly see the floor of the valley from the path's edge - the drop-off is too deep and the mist too thick. Tall, majestic trees rise above the pure white mist. From the overlook, you see some gnarly trees, their branches festooned with vines. One particularly gnarly tree very close to the knickpoint has a thick polyester canyoneering rope wrapped around its sturdy roots and extending into the canopy below. It seems like someone had already entered the valley. You prepare your tactical assault harnesses, ropes, anchors and carabiners, and confer with each other about whether to descend.

If the squad goes down the waterfall, the cascading water makes it difficult to hold onto the ropes and the mist makes it hard to see how far away the valley floor is. The rope is slick with water and slime. The breaks are slippery with wet moss, the spray of water stinging the heroes' faces. They could very easily plunge to their death with one wrong step.

Slowly, you pierce the foliage as you rappel down the cliff.

The descent reveals the valley's beauty little by little. Trees ripe with fruit pepper the area near the waterfall's base. From where you are, you can see red, gold and yellow fruits hanging from the trees, strange in appearance and unlike anything you've ever seen before. Birds squawk and flit from tree to tree. The sting of falling water grows gentler as you descend into the canopy, the leaves of the trees shielding your faces from the spray.

As you crawl down through the canopy of vines along the cliff face, a pungent, organic smell tickles your nostrils. A weird feeling sets in, and you feel as if you are being watched.

You look around you. A troop of monkeys is watching the squad from the branches of the trees. There are many of them - too

many to count. What's disturbing is that they seem to be grinning - almost human in expression - while watching your every move. They chatter and screech from the branches; it almost sounds like they are laughing. Some of them are now unnervingly close, perched on or hanging onto the trees on all sides.

You see that they are not particularly large, perhaps two and a half feet in length. They are quick and limber however as they bound and swing from tree to tree. You yell at them to scam but it only makes them cackle louder and more wildly. They bounce up and down from where they are perched, causing the trees to rattle and leaves to rain down on you. The scent of decay becomes more and more pronounced.

The monkeys begin advancing steadily, backs arched in a

menacing posture, their hands and feet dragging slowly along branch and vine. Their teeth and gums are bared.

As they draw closer, you can see that their fur has clumped together in places and that their hands and faces are covered in blood. The monkeys had been feasting. The cackling intensifies. The sound is near deafening. The monkeys are all around you now, some no more than a few feet away, pawing and swiping at you threateningly. You try to kick them away but the monkeys move closer undeterred.

With a collective, unnerving screech, much like a battle cry, the monkeys fall upon your squad.

They gnash and gnaw at you, their sharp teeth biting through your clothing and into your flesh. It hurts. Some of them claw at your faces, their long nails ripping through the skin of your cheeks, trying to gouge out your eyes. They bite your fingers as you try to hold onto the ropes. They pull at your harnesses. The harnesses manage to hold but you don't know for how much longer. They pull at your hair and ears. Their tails wrap around your throat, trying to choke you and pull you down. You are forced to hold on with one hand as you reach for your firearms to defend yourselves. The situation is grim. You will have to fight them off.



EVENT 2: VIETNAMESE STANDOFF

If the squad (or what's left of it) reaches the valley floor, they find the Chinese operatives ready and waiting. They must have heard the screeches and screams from the horrific encounter with the monkeys. No rest for our heroes! No time to mourn the fallen!

The Chinese operatives have you surrounded and hold you at rifle-point, shouting at you in Mandarin over and over. You have no idea what it all means. You see that they are carrying with them a barrel and some of spray units, like those you saw in the crashed plane. They appear hostile, desperate. It appears at this point that you will have to blast your way through, but the chances for survival if you choose to do so are slim.

As if this wasn't bad enough, a troop of Vietcong suddenly emerge from the shrubbery. They have come to join the party. Their eyes have the same crazed look as those of the villagers. They yell at your squad in a mixture of slurred Vietnamese and broken English, and raise their guns.

★ If the heroes do not act:

Keep drawing cards until a RED KING or QUEEN is drawn. The Chinese decide that since the US soldiers have not attacked the Vietcong, they must also be possessed, and will open fire on both the Americans and the Vietcong troop.

If the heroes can convince the Chinese that they are trying to stop the insects and the spreading infection, then the Chinese will only fire on the Vietcong.

If the Chinese and Americans join forces, the Chinese will gesture for the troops to follow them after the standoff and assist them in moving the barrel and spray unit deeper into the jungle of the valley.

EVENT 3: THE HIVE

The squad and the Chinese operatives follow the winding river deeper into the jungle. The trek is slow and tortuous, the mood tense. Shadows cast by the canopy above bathe the area in darkness, with only a few slivers of sunlight struggling to peek through the leaves. The sounds of the jungle commingle with the team's heavy breathing, and get louder and louder as the heroes proceed - the croak of frogs, the low babbling of the river, the insistent drone of insects echoing all around. The air is thick and humid.

The river eventually branches out and terminates in a swampy delta shrouded in fog. The swamp is dark and gray, with no light penetrating the dense murk. Your boots sink into the cold, wet earth as you press forward slowly, a thick soup of black water, snotty Sphagnum, decaying logs, peat islands and god-knows-what-else bubbling all about you. The smell of rot fills your lungs, as thick and oppressive as the mist swirling around the swamp. You look down and see that dark brown five-inch long leeches have attached themselves all over your uniforms and skin. You try to pry them off but they hold tight. Crawling on the trees around you are the biggest bugs you've ever seen - cockroaches the length of your arm, horned beetles the size of your head, millipedes that look like snakes.

The buzzing of the insects has reached a crescendo, and seems to be emanating from a very large, shadowy tree a short distance away. The tree appears to be calling out to you. You press forward, sinking deeper and deeper into the black mire, which now seems alive, heaving and shifting as if aroused from a long slumber. The swamp emits a deep sigh and the water pushes toward you in a small wave, the frothing soup of rot lapping against you. The whole of the tree comes into view.

The tree is covered from top to bottom with insects of a kind you've never seen before, round and globe-like and as large as a fist, amber in hue and almost translucent, burning in the gray haze, skittering in all directions. There must be thousands, maybe millions of them. The tree begins emitting a dull blue glow and the undulating mass of insects suddenly explodes outward to reveal what is lying beneath. The hive had been covering an unholy tapestry of still-living, human victims, fused and melted together, bloated torsos split open at the chest, limbs torn off, eyes gouged out, bugs creeping in and out of their open mouths, faces contorted in expressions of pain and anguish. The poor souls had been denied the peace of death, the hive keeping them alive through some cruel and bizarre symbiosis.

If the squad decides to attack the hive, clouds of Monkey Bugs will separate from the tree and attempt to swarm the soldiers. The clouds will race toward the squad and try to consume the heroes. A dose of the spray may prove to be an effective deterrent, or perhaps some sort of incendiary weapon such as a flamethrower. Bullets and knives will prove ineffective in this battle.

The bugs will then unify to form three large writhing, tentacle-like arms, which will be used to try to crush up to three of the heroes. The heroes will have to leap out of the way of the swiping arms and dispel these with the spray or with fire.

If the squad is able to drive back the swarms and break up the arms, the monkey bug hive will separate from the tree and form itself into a giant walking, insect-shaped mass complete with legs, abdomen, thorax, head and horns, that will race toward the heroes and attack them directly. This is the final form of the monkey bug hive.

The mass carries in its belly a glowing blue light - the brain of the hive, and its weak point. The heroes should not let the mass reach them, as they will be swarmed instantly and eaten alive. They will have to avoid the advancing hive and unleash what remains of the spray and/or ordnance.

EVENT 4: BUG OUT

After the battle, you leave the swamp together with the Chinese operatives and find a large clearing in the middle of the valley in which to rest. The Chinese will radio in for an airlift out of the valley. A chopper had been waiting for them, and it is not long before it arrives to take the operatives home. They thank you for your assistance in destroying the hive and salute you before they leave.

As the Chinese helicopter takes off, you see a large, writhing insect fall out of the open helicopter cabin doorway and into the shrubbery below. It skitters off into the jungle before you can react. You are unsure if the operatives had been aware of its presence on the helicopter.

As the squad heads back through the jungle, they see a US bomber drop napalm on the infected village. They watch from a distance as the village burns down. The bomber then turns and flies off in the direction of Camp Starlight.

At this point, the heroes may decide to radio in and inform their commanding officers that a solution for the infection has been identified. If they do so, the bombing of Camp Starlight will be postponed and choppers will be sent to pick up what remains of the squad. Back at camp, they will be subjected to a battery of medical and psychological tests, and will be asked to submit their full reports. The military brass in the end will believe their incredible story.

If the heroes tell their leaders about the Liquid Mind Shield, and if any remains, this will be developed into Agent Orange.



CAST

The default cast of Infestasia are the very same band of heroes who defeated the plot to raise Bah Tun, the ancient Champa god of Blood and Death in the game module Blood of the Innocent. During the three months between that horrendous encounter and the events of Infestasia, the squad have been introduced to the shadowy war being fought against supernatural forces. However, they have only the slightest hint of the true extent of this war, and of the perils that await the world.

If you have not yet played Blood of the Innocent, don't worry. It's not mandatory that your squad has been through that action yet, but you'll want to consider how much information about the Weird War your heroes have when they start the game.

SERGEANT "SARGE" JOHNSON

Johnson (everyone just calls him Sarge) is a crafty, hardened veteran of two wars. After seeing action in World War II and the Korean War, Sarge looked forward to retiring to the Eastern Illinois farmlands. This all changed when his squad encountered and engaged the ancient horror Bah Tun. Now, with knowledge of the top-secret Weird War, the Sarge has been recruited as a 'special advisor' by a shadowy division of the CIA. His mission: to keep his men cool, calm and combative when facing mind-shattering supernatural terrors.

The men under him trust the Sarge with their lives – literally. They will obey him without question, a fact that has not escaped the CO, Charles Weston.

A firm Christian, Sarge has a strong belief in how the world works. He can find a rational explanation for almost any situation... but should he finally crack, years of violence and the terror of war will come flooding back to haunt him.

STATS	DICE
Strength	8
Agility	8
Vigor	6
Spirit	8
Smarts	8
Parry	5
Toughness	5
Charisma	-2
Move	6
Skills	
Climb	6
Fighting	6
Guts	8
Healing	8
Intimidate	4
Investigation	6
Knowledge (Tactics)	6
Notice	6
Persuasion	4
Shooting	8
Stealth	6
Survival	6
Throw	6
Edges	
NCO – Sergeant	
Nerves of Steel	
Command	
Hard to Kill	
Hindrances	
Doubting Thomas	
Ugly	
Cautious	

Weapons

- ★ M14 Assault Rifle. Range 24/48/96. Damage 2d8+1. Shots 20.
- ★ Colt service revolver. Range 12/24/48. Damage 2d6+1. Shots 6
- ★ 3 grenades

SECOND LIEUTENANT CHARLES EMERSON WESTON V.

Weston is the Commanding Officer of the squad. In the three months since the events detailed in Blood of the Innocent, Weston has seen action in a good number of battles, proving to be a keen tactician and natural leader, and earning the respect of his men in the process.

While he was previously driven by a desire to uphold his family's long history of excellence in the US military, he now leads with higher objectives in mind: protecting the lives of his men and the fulfillment of their mission as members of the CIA's spooks division. He still greatly admires the Sarge, and though Weston is no longer the greenhorn he once was, he still feels the need to prove his worth to the crafty veteran. So far, he has been living up to his promise.

STATS	DICE
Strength	6
Agility	6
Vigor	6
Spirit	4
Smarts	8
Parry	4
Toughness	5
Charisma	0
Move	6
Skills	
Shooting	6
Fighting	4
Throw	6
Intimidation	6
Stealth	4
Survival	4
Persuasion	8
Knowledge (tactics)	8
Guts	4
Climb	6
Edges	
West pointer	
Rank (officer)	
Quick	

STATS	DICE
Hindrances	
Loyal	
Phobia - Rats	
Doubting Thomas	

Weapons

- ★ M14 Assault Rifle. Range 24/48/96. Damage 2d8+1. Shots 20.
- ★ Service pistol. Range 12/24/48. Damage 2d6+1. Shots 6
- ★ 3 grenades

PRIVATE CINCINNATUS SMITH (SNIPER)

Cincinnatus is a talented sniper, having hunted on the bayous of Florida since boyhood. A devout Catholic, the encounter with Bah Tun three months back firmed up Cincinnatus' resolve to fight for and protect the things he holds dear: God, country and the American way.

A sweet but absent-minded lug, he remains naive in the ways of women, and continues to be teased by the rest of the squad because of this. This incessant badgering has made him decide to finally do something about his virginity before ending his tour in Vietnam, a decision squarely at odds with his deeply held Catholic faith.

STATS	DICE
Strength	6
Agility	10
Vigor	6
Spirit	6
Smarts	4
Parry	4
Toughness	5
Charisma	0
Move	6

STATS	DICE
Skills	
Shooting	12
Fighting	4
Stealth	4
Throwing	6
Driving	4
Knowledge (Farming)	4
Climbing	4
Riding	6
Swimming	4
Notice	4
Edges	
Marksman	
Hindrances	
Newbie	

Weapons

- ★ M40 rifle. Range 48/96/192. Damage 2d8+1. Shots 5.
- ★ 3 grenades

PRIVATE HAROLD PATRICK O'LEARY (FIELD MEDIC)

Coming from a well-to-do Irish family of doctors and academics, O'Leary has a very strong belief with respect to what he considers right and wrong. This sense of Catholic morality led him to enlist as a medic in the Army after hearing of the plight of injured GIs in Vietnam while in third year of medical school.

He is highly patriotic and driven by a desire to do what is right, a desire that has made him repeatedly place the lives of others above his own. While his core beliefs have not changed since coming to Vietnam, the events of the past months have shown him that there are things in the world that neither science nor his Catholic faith can explain.

STATS	DICE
Strength	6
Agility	6
Vigor	6
Spirit	8
Smarts	8
Parry	4
Toughness	5
Charisma	0
Move	6
Skills	
Shooting	6
Fighting	4
throwing	4
Healing	10
Guts	6
Notice	4
Knowledge (Medicine)	8
Knowledge (French)	6
Swimming	4
Edges	
Luck	
Healer	
Hindrances	
Heroic	

Weapons

- ★ M14 Assault Rifle. Range 24/48/96. Damage 2d8+1. Shots 20.



PRIVATE JOE BANKS (RADIO TELEPHONE OPERATOR)

Banks is an officer of the top-secret CIA “Spooks” division playing the role of a private in the army. His goal is to find and put a stop to the supernatural forces that have been massing up against the American troops in Vietnam.

Word has spread within the Spooks division of Banks’ recent performance during the ‘Bah Tun encounter,’ leading to his assignment as Operations Officer of the CIA in Vietnam. This makes him the highest ranking CIA officer at Starlight Camp outside of Colonel James Johnson. However, he has to keep the guise that he is a private in the army on a day-to-day basis, something he is finding very frustrating.

Since the Bah Tun mission, Banks has also become increasingly isolated from the group, who have come to distrust the CIA agent after his true colors were revealed to the squad. This has made Banks somewhat paranoid, walking in fear that someone from the squad might one day stab him in the back. Nevertheless, he remains committed to his job, and is determined to purge Vietnam of all supernatural elements.

STATS	DICE
Strength	6
Agility	6
Vigor	6
Spirit	8
Smarts	8
Parry	4
Toughness	5
Charisma	0
Move	6
Skills	
Shooting	6
Fighting	4
Throwing	4
Knowledge (Occult)	8
Knowledge (Vietnamese)	8
Guts	8
Stealth	6
Notice	6
Repair	6

STATS	DICE
Edges	
Scholar (occult and Vietnamese)	
MacGyver	
Hindrances	
Curious	
Secret (CIA)	

Weapons

- ★ M14 Assault Rifle. Range 24/48/96. Damage 2d8+1. Shots 20.

EXTRA SQUAD MEMBERS

The rest of the squad should be played as extras with common sets of attributes for speed of play. The squad extras include nine riflemen, four heavy-weapons specialists, a sniper and a medic.

Riflemen (x9)

- ★ **Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6
- ★ **Skills:** Fighting d6, Shooting d6, Guts d4
- ★ **Pace:** 6; Parry 4; Toughness 5
- ★ **Weapons:** M14 Assault Rifle. Range 24/48/96. Damage 2d8+1. Shots 20. 3 grenades

Heavy weapons (x4)

Consisting of two machine gunners and two assistants. There are two heavy machine guns in the squad, operated by two men each.

- ★ **Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d6
- ★ **Skills:** Fighting d6, Shooting d8, Guts d4
- ★ **Pace:** 6; Parry 4; Toughness 5
- ★ **Weapon:** M60 machinegun. Range 30/60/120. Damage 2d8+1. Shots 100.

Sniper (x1)

- ★ **Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6
- ★ **Skills:** Fighting d6, Shooting d8, Guts d4
- ★ **Pace:** 6; Parry 4; Toughness 5
- ★ **Weapon:** M40 rifle. Range 48/96/192. Damage 2d8+1. Shots 5.

Medic (x1)

- ★ **Attributes:** Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6
- ★ **Skills:** Fighting d6, Shooting d6, Guts d4, Medic d8
- ★ **Pace:** 6; Parry 4; Toughness 5
- ★ **Weapon:** M14 Assault Rifle. Range 24/48/96. Damage 2d8+1. Shots 20.

SQUAD MEMBERS AS SPARE WILDCARDS

Should a player's main character die during this conflict - or have been killed previously during Blood of the Innocent - you can allow the player to take over one of these extras and uplift them to wildcard status. As a GM, it may also help to read through the descriptions of the squad members and introduce their quirks and foibles into the game play.

NAME	DESCRIPTION	ATTRIBUTES	ESSENTIAL SKILLS
Aidan Ibsen (Rifleman)	A poor inner city kid from strict Irish-catholic stock, Aidan is a stoic young man who views the army as his big break in life.	Strength d6, Agility d6, Vigor d6, Spirit d6, Smarts d6, Parry 5, Toughness 5, Move 6	Fighting d6, Shooting d6, Guts d6
Alvin Kelley (Rifleman)	Ace football player, school bully and still as mean as ever.	Strength d10, Agility d6, Vigor d6, Spirit d6, Smarts d4, Parry 7, Toughness 5, Move 6	Fighting d10, Shooting d6, Guts d4
Jeffery Clayton (Rifleman)	Drafted into the army and not happy about it. Rebellious and cynical.	Strength d6, Agility d4, Vigor d8, Spirit d8, Smarts d4, Parry 5, Toughness 6, Move 6	Fighting d6, Shooting d6, Guts d4
Terry Scott (Medic)	More of a thinker than a fighter. Very much out of his depth in this war, but he is writing down his experiences in the hopes of creating the next Great American Novel.	Strength d4, Agility d6, Vigor d6, Spirit d6, Smarts d8, Parry 4, Toughness 5, Move 6	Fighting d4, Shooting d6, Guts d6
Redford Lynch (Rifleman)	Known as 'Bluey' to his friends, Redford is a happy-go-lucky 18-year-old volunteer. Travel and war are all part of the adventure of life in his mind.	Strength d8, Agility d4, Vigor d6, Spirit d8, Smarts d4, Parry 4, Toughness 7, Move 6	Fighting d8, Shooting d6, Guts d8
Joshua Kenton (Rifleman)	An all-American farm boy, Josh is cheerful and always sees the bright side of life. This cheeses off Dillon, Sam and especially Spike.	Strength d10, Agility d6, Vigor d6, Spirit d6, Smarts d4, Parry 7, Toughness 5, Move 6	Fighting d4, Shooting d4, Guts d8
James Dalton (Rifleman)	A practical joker who does not realize the mortal danger surrounding him.	Strength d6, Agility d6, Vigor d6, Spirit d6, Smarts d6, Parry 5, Toughness 5, Move 6	Fighting d6, Shooting d6, Guts d6

NAME	DESCRIPTION	ATTRIBUTES	ESSENTIAL SKILLS
Dillon North (Sniper)	Hit with the ugly stick when he was born, Dillon has spent most of his life as the butt of jokes and scorn. He's used to it. He just don't care no more. If he can get to kill a few gooks, it may make him feel better. He's not crazy. He's just misunderstood.	Strength d6, Agility d10, Vigor d6, Spirit d4, Smarts d4, Parry 5 Toughness 5, Move 6	Fighting d6, Shooting d10 Guts d4
Wilbur Mather (Rifleman)	Takes pride in his skill as a rifleman and his role in serving his country. Unfortunately, he is also something of a coward.	Strength d4, Agility d10, Vigor d6, Spirit d4, Smarts d6, Parry 4, Toughness 5, Move 6	Fighting d4, Shooting d10 Guts d4
Blade Carver (Rifleman)	Blade is a troubled youth who opted for military service as a way to escape jail over a street fight stabbing (he swears it was self-defense). He has continued his criminal ways and sells drugs on the side. He hopes to get enough connections in Nam to set up his own drug import business after his tour is up.	Strength d6, Agility d4, Vigor d4, Spirit d8, Smarts d8, Parry 5 Toughness 4, Move 6	Fighting d6, Shooting d4 Guts d8
Sam Farrell (Rifleman)	Don't mess with Sam when he's been drinking, which is often. He carries a hip flask of gut-rot wherever he goes. If it looks like things are going down, don't be surprised to see Sam having a swig to get his courage up.	Strength d8, Agility d6, Vigor d6, Spirit d4, Smarts d6, Parry 6 Toughness 5, Move 6	Fighting d8, Shooting d6, Guts d4
Spike Brust (Rifleman)	Spike wants out. He hates Vietnam. He hates military duty. He hates this whole damn situation.	Strength d8, Agility d8, Vigor d6, Spirit d4, Smarts d4, Parry 6 Toughness 5, Move 6	Fighting d8, Shooting d8 Guts d4
Bruce Cameron (Heavy weapons)	Bruce joined the army as a mechanic, hoping it would set him on the path to owning his own auto repair business. Unfortunately, his shooting skills have earned him more attention than his skills with a wrench.	Strength d4, Agility d8, Vigor d6, Spirit d4, Smarts d8, Parry 5, Toughness 5, Move 6	Fighting d6, Shooting d8, Guts d4
Trey Hardy (Heavy weapons)	Trey is beginning to think that perhaps America should not be involved in Vietnam. He's turning into something of an unpatriotic 'hippy' (some would say, a pinko-sympathizer or, even worse, a socialist).	Strength d6, Agility d6, Vigor d6, Spirit d6, Smarts d5, Parry 5 Toughness 5, Move 6	Fighting d6, Shooting d6 Guts d6
Emmett Laws (Heavy weapons)	Born as the youngest son to a wealthy industrialist, Emmett is something of a spoilt rich kid. Since being drafted, he's also become something of an explosives and heavy weapons nut. If it goes bang, Emmett wants to try it.	Strength d6, Agility d6, Vigor d6, Spirit d4, Smarts d8, Parry 5 Toughness 5, Move 6	Fighting d6, Shooting d6 Guts d4
Hayden Stoker (Heavy weapons)	Hayden is usually strung out on hash. He is becoming paranoid and tetchy, and is in debt to Blade for a two month's pay. Of course, if something were to happen to Blade in combat...	Strength d6, Agility d6, Vigor d6, Spirit d8, Smarts d4, Parry 5, Toughness 5, Move 6	Fighting d6, Shooting d6 Guts d8

BAD GUYS AND MONSTERS

POSSESSED VIETCONG TROOPS

Scene 2: Vietcong Riflemen (x5)

- ★ **Attributes:** Agility d4, Smarts d6, Spirit d4, Strength d4, Vigor d4
- ★ **Skills:** Fighting d4, Shooting d6
- ★ **Pace:** 0; Parry 2; Toughness 5
- ★ **Weapon:** MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

Scene 2: Vietcong Machinegunner

- ★ **Attributes:** Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d4
- ★ **Skills:** Fighting d4, Shooting d6
- ★ **Pace:** 3; Parry 4; Toughness 5
- ★ **Weapon:** MAT-49 (9mm) submachine gun. Range 12/24/48. Damage 2d6. ROF 3. Shots 10.

Scene 2: Vietcong Sniper (x1)

- ★ **Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d6
- ★ **Skills:** Fighting d6, Shooting d8, Notice d8
- ★ **Pace:** 6; Parry 5; Toughness 5
- ★ **Weapon:** MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

Scene 4: Chinese Special Forces Captain (WC)

- ★ **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
- ★ **Skills:** Fighting d6, Shooting d8, Notice d8, Knowledge Religion d12, Notice d8, Persuasion d8, Tracking d6, Guts d12
- ★ **Pace:** 6; Parry 5; Toughness 5
- ★ **Weapon:** MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

- ★ **Skills:** Fighting d10, Shooting d8,
- ★ **Pace:** 5; Parry 9; Toughness 5
- ★ **Weapon:** MAS-36 (7.5) rifle. Range 24/48/96.
- ★ **Damage:** 2d8-1. Shots 5. Bayonet (Str+d4 dam)
- ★ **Edges:** Alertness, Improved block, Command, Inspire
- ★ **Hindrances:** Code of honor, Heroic

Scene 4: Chinese Special Forces Medic (WC)

- ★ **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
- ★ **Skills:** Fighting d6, Shooting d8, Notice d8
- ★ **Pace:** 6; Parry 5; Toughness 5
- ★ **Weapon:** MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

Scene 4: Chinese Special Forces Riflemen (x 3)

- ★ **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
- ★ **Skills:** Fighting d6, Shooting d8
- ★ **Pace:** 6; Parry 5; Toughness 5
- ★ **Weapon:** MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

Scene 4: Chinese Special Forces Radio Operator (WC)

- ★ **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d4
- ★ **Skills:** Fighting d6, Shooting d8
- ★ **Pace:** 6; Parry 5; Toughness 4
- ★ **Weapon:** MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.
- ★ 3 grenades

Scene 4: Chinese Special Forces Heavy Weapons Expert (WC)

- ★ **Attributes:** Agility d6, Smarts d10, Spirit d4, Strength d4, Vigor d4
- ★ **Skills:** Fighting d4, Shooting d6
- ★ **Pace:** 6; Parry 5; Toughness 4
- ★ **Weapon:** Rocket Launcher. Range 24/48/96. Damage 2d8-1. Shots 5.

VILLAGERS

Scene 3: Villager (x 56)

- ★ **Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d4, Vigor d4
- ★ **Skills:** Fighting d6
- ★ **Pace:** 6; Parry 4; Toughness 4
- ★ **Weapon:** axe, rakes, clubs, etc. assume all do Str+4 damage (=1d4+4).
- ★ Scene 3: Village Snipers (x4)
- ★ **Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d4
- ★ **Skills:** Fighting d4, Shooting d8
- ★ **Pace:** 6; Parry 4; Toughness 5
- ★ **Weapon:** MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

INFECTED MONKEYS

- ★ **Attributes:** Agility d10, Smarts d4, Spirit d4, Strength d4, Vigor d6
- ★ **Skills:** Fighting d4, Thowing d6, Climb d10
- ★ **Pace:** 6; Parry 3; Toughness 5
- ★ **Edges:** Small (-1 to hit) Monkey Grip (hands, feet, etc +4 to climb)
- ★ **Weapon:** Thrown rock (1d4 dam). Stick (Str+1 damage)

MUTATED VIETCONG LEADER (WC)

- ★ **Attributes:** Agility d10, Smarts d4, Spirit d10, Strength d6, Vigor d10
- ★ **Skills:** Fighting d8, Throwing d6, Climb d10
- ★ **Pace:** 6; Parry 6; Toughness 7
- ★ **Edges:** Tendrils (+2 to climb). Entangle (Str vs Str – to be grappled... will then attempt cut the rope of the victim and drop them to the ground)
- ★ **Weapon:** Tendrils (2" range, Dam Str+1d4 = d6+d4). Knife (Str d6+d4)



MONKEY BUGS

Monkey Bugs are a parasitic, monstrous hive that steals the intelligence and memories of their victims. Like bees, Monkey Bugs have a lifecycle that differentiates bugs into a variety of roles. However, unlike bees, there is no 'queen' or centrally controlling being. Instead, it the the hive's collective mind (made up a all of the memories and intelligences of its victims) that act as the controlling 'entity.'

As a whole, the hive bends its entire intellect to one singular task: to spread further, to grow and consume all that the world has. Since gaining human intelligences and gaining a glimpse of the world beyond the cliffs of its native home, the hive has been constantly breeding bugs for specific purposes of spreading the hive's infection, influence and knowledge of the world of humanity. And more defense... because the hive now understands just how violent and unpredictable humans can be.

LIFE CYCLE

Larvae: Monkey Bug Infection and reproduction starts with 'larvae.' These are the infection vector of the hive. The smallest of all stages, larvae will either infect a new host, or burrow deeply inside it's host and eventually differentiate itself into whatever mature bug form is required to serve the hive. They appear to be squat, multi-segmented cockroaches or strangely bloated centipedes about 2-3cm long.

When infecting a host, larvae will need to crawl into a body cavity, most often the mouth, ear or nostril.

Larvae Edges:

Silent Infection: Larvae can crawl into a sleeping person's mouth, ears or nose with minimal chance of detection. The victim must make a notice roll at -4 to be awakened by the feeling of the bug entering their body. Some controlled people may also attempt to place a larvae in another's mouth via a kiss or hiding it in food, with a notice modifier of -2.

Larvae Hinderances:

Bloodbound: Within 20 minute of being infected by a larvae, the host will fall into a coma as the larvae begins to bond itself into the victim's neural pathways. However, the longer term effects of Monkey Bugs infection vary based on the blood type of the host.

ABO BLOOD TYPE	PERCENT OF GENERAL POPULATION	RESULT OF INFECTION
O+, A+ A-	38.5% 34.3% 5.7%	The host will remain in a coma for 8+1d6 hours, and then awaken and appear to be normal. By this time the larvae will have matured into a Controller, and the host will be controlled by the Monkey Bug.
O-	6.5%	Rejects the Monkey Bug. The host wakes up, screaming in pain with cerebral swelling very apparent. They will go into shock and hemorrhages internally. Medical help is urgently required. Any surgery will reveal the now dead parasitic larvae.
B+ B- AB+	8.6% 1.7% 4.3%	Driven insane. The host will wake up with an barely held inkling of the danger that is present, but be completely paranoid. They will instinctively and violently do whatever they can to stop the spread of the bug. Including killing themselves and anyone they know.
AB-	0.7%	Carrier. Bug remains alive (and may lay eggs), but victim maintains in control of their mind. May have 'flashbacks' of memories from other people and animals, passed from hive's collective memory engrams.

Controller Bug: A controller bug is never seen outside of a splattered skull, or surgery. After a successful infection, a larvae will quickly mature into a fat, 4-5cm tick-like creature with elongated legs now growing into neural transcribers, and burrowed deep into a victim's brain. The Controller Bug will gain ALL of the memories of the victim (including those they may have forgotten) and be able to mimic the victim's personality. The Control Bug will also begin producing eggs in the base of the victim's skull. Attempting to surgically remove a Controller Bug will kills the host, or at best, leave them in a vegetative state.

Communication Bugs: Larvae may be held back from their primary role of infection to mature into Communication Bugs, which are responsible for carrying the chemical memory engrams between the hive and hosts. Communication Bugs will mature inside the skull into 5-7cm long centipede-like creatures with a mass of fine filaments on the front. They emerge from the host's mouths, carrying with them the host's memories and personality traits.

They can pass on these memories to other Communications Bugs, or crawl into the mouths of receptive hosts and pass on memories directly. They are, in effect, the carries of information and instructions between the infected and hive.

Cognitive Glue: If a Communication Bug reaches the central hive tree, it may undergo one of two maturation processes. The first is to become Cognitive Glue. The bug will elongate into a 30-50cm long wiry centipede that literally stitches together the bodies of hosts into a massive neural-network, frankenstein monster of vast collective intellect and malevolence.

Warrior Bugs: The second type of maturation of a Communication Bug is to become a Warrior Bug. These Bugs take the form of 5-7cm long, heavily chintoned bugs whose front filaments become razor-sharp micro-blades. Individually they are relatively harmless... but in a swarm!

WARRIOR BUG SWARM (WC)

- ★ Attributes: Agility d10, Smarts d4, Spirit d10, Strength d4, Vigor d4
- ★ Skills: Fighting d8, Shooting d6, Climb d12
- ★ Pace: 8; Parry 6; Toughness 4
- ★ Bennies (3)

Swarm Edges:

- ★ Death of a Thousand Cuts: May attack in their thousands. Treat as a shooting skill of d8. Damage is 1d6, but this ignores armor.
- ★ Immune: A swarm is immune to bullets and missile weapons, cutting weapons. It takes normal damage from blunt weapons. Grenades and other concussive explosives will cause the Swarm to be scattered for 1d4 turns, but will only do half damage.
- ★ Form Tentacle: The swarm may coordinate itself into a tentacle, which can attack with a fighting roll. Damage is 1d6+1d8 from a combination of ripping cuts and brutal force.



Swarm Hindrances:

- ★ It Burns! Swarm takes double-damage from fire
- ★ Bug Spray: The swarm takes triple damage from the Chinese insecticide, as this toxin has an agent that acts as a neural inhibitor.
- ★ Large: During combat, treat the swarm as large target.

HIVE (WC)

The Monkey Bug hive is a mass of human, monkey and other animal bodies that have been “stitched” together in a most terrible and frightening manner. To make matters worse, the individuals that form the hive are all alive and cognate, though controlled by the hive. As a result, the hive jibbers and lurches as if it was a multitude - which of course, it is. The means the beast can perform hundreds of actions simultaneously.



However, it knows it is the only One True Hive, and so will only throw itself into the fray if the other swarms are being destroyed.

- ★ Attributes: Agility d8, Smarts d12+2, Spirit d10, Strength d12, Vigor d10
- ★ Skills: Fighting d10, Throwing d6
- ★ Pace: 6; Parry 7; Toughness 8
- ★ Bennies (3)

Edges:

- ★ Resistant: Bullets and missile weapons do half damage.
- ★ Reach of a Hundred arms: The hive is huge and multi-limbed and can alter its shape as it moves. It covers a total of 4 consecutive 5 foot squares on a battlemat, and can reach anyone next to any of these squares.
- ★ Multitasking: Can take 5 actions against targets in its range, with no penalty for additional actions, but only one attack per each target. If it wishes to attack more times than this, or attack a target twice, apply the regular multi-action modifiers, starting from the fifth action.

Hindrances:

- ★ It Burns! Takes double-damage from fire.
- ★ Bug Spray: Takes triple damage from the Chinese insecticide, as this toxin has an agent that acts as a neural inhibitor.
- ★ Huge: During combat, treat the swarm as huge target.

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