

TOWER OF DARKNESS

10101

Player's
Guide

TELLER



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Savage Worlds Weird Wars: Tour of Darkness

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Dedicated to: The men and women who fought in Southeast Asia. May you find respite from the horrors you faced, both on and off the battlefield.

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Contents

Welcome to the Jungle	4	Laos	38	Horrors of War	62
In Country	4	Geography	38	Sanity Recovery Table	62
The Environment	4	Populace	38	<i>Psychosis Table</i>	63
Meet Charlie	5	Government	38	Booby Traps and Mines	64
Character Types	5	Cambodia	39	Detection	64
Making Soldiers	6	Geography	39	Secrets in the Jungle	65
<i>Leadership</i>	7	Weather	39	Phoenix Program	65
<i>Women in Vietnam</i>	7	Populace	39	Operations	68
New Hindrances	8	Government	39	Roleplaying and	
<i>Special Operations</i>	9	Military Divisions of South		Wargaming	68
New Edges	10	Vietnam	41	Mass Battles	68
Setting Rules	14	A Brief History of the Vietnam		Op Orders	69
Madness	14	Conflict	41	<i>Blood Trails and</i>	
Supply	14	The Weird Wars	41	<i>Body Count</i>	69
Awards and Medals	15	Sons of Solomon	41	Mission Generator: French	70
Promotion	15	Section 1: Ancient History ..	41	Mission Generator: US	
Support	15	Heart of Darkness	41	and Allies	73
Artillery Support	16	Empires Lost and Found	42	Savage Tales	83
Air Support	16	Enter the Dragon	42	*Xuan Nhan	83
Aircraft Payloads	17	The Phoenix	43	*Plain of Jars	85
Morale	18	The Course of Empire	43	Dien Bien Phu	86
Background Information	18	Tomb Raiders	43	Friend or Foe?	88
Equipment	18	Seed of Darkness	43	The Lost Legionnaires	89
Money	18	World War II	44	Firebase Omaha	91
Feeding the Troops	19	The Axis of Evil	44	Base Defenses	92
Chieu Hoi Program	19	Night of the Samurai	44	Skull Cave	93
Military Justice	19	Liberation?	45	*Tet	95
War Crimes	19	<i>Timeline of Vietnam</i>	45	Lost Patrol	98
<i>Standard US Gear Weights</i> ..	<i>21</i>	Return of the French	46	Hearts and Brains	100
Standard Gear		Section 2: The Recent Past ..	46	Streets of Saigon City	102
and Vehicles	20	1948	46	*The Phoenix Rises	103
US and ARVN	22	1949	47	The Tunnels of Vinh Ho	104
Infantry Weapons	22	1950	47	*Temple of Aran	106
Personal Armor	26	1951	48	*The Princess and	
Miscellaneous	27	1952	49	the Dragon	110
US Vehicles	27	1953	49	*Son Tay	111
VC and NVA	30	Section 3: Prelude to War ..	49	*The Book of Shan	113
Infantry Weapons	30	1959-1961	49	Loup Garou	114
NVA Vehicles	31	1962	51	CAT Fight	116
The French	31	1963	51	*Operation BACKDOOR	118
Infantry Weapons	32	1964	52	Bestiary	124
US/ARVN		Section 4: The War Years ..	53	VC Hybrids	130
<i>Ranged Weapons</i>	34	1965	53	Appendix	131
<i>French/Communist Vietnamese</i>		1966	53	French Formations	131
<i>Ranged Weapons</i>	35	1967	54	US Formations	131
<i>Personal Armor</i>	35	1968	56	US Marine Ranks	133
		1969	57	US Navy Ranks	133
		1970	58	US Air Force Ranks	133
War Master's Intelligence ..	36	1971	59	US Army Ranks	134
Indochina: An Introduction	36	1972-1975	59	French Military Ranks	134
Classified Briefing	37	Running the Game	60	Glossary	134
France's Vietnam	37	Forming Units	60	Deployment of US Forces	135
South Vietnam	37	Military Rank and Units	60	Player Handouts	
Geography	37	Campaign Types	61	French	37
Weather	37	Sanity	61	US (Early)	138
Government	37	<i>Drugs in Vietnam</i>	62	US (Late)	139
North Vietnam	38				

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Welcome to the Jungle

Something dark stirs in the distant and forgotten places of Vietnam. Something vile that has pushed man to wage relentless war for millennia. It whispers from the deep vine-choked jungles and the high mist-shrouded mountains. It lurks in ancient temples and slithers along murky waterways. It even creeps through the dirty back alleys of the bombed-out cities of Hanoi and Hue.

The evil feeds on violence and death. The long war with the Japanese, then the French, and now the Americans has made it strong. Soldiers from both sides must battle this evil. Some will confront it—some will embrace it, but all must face it.

The time is either the 1950s or the 1960s. The place is Vietnam. You're a French or American soldier about to start a tour of duty through this violent land.

Your journey will test not only your courage under fire but your sanity as well. Besides the murderous Vietnamese Communist regulars and sly guerillas, you might just run into other things out there in the bush—things that man was not meant to know.

So strap on your rucksack and lock and load your weapon. You're about to embark on a tour of darkness.

In Country

Vietnam may have seemed like a tropical paradise to those who flipped through the pages of National Geographic magazine in 1950, but for most of its history, this sliver of Southeast Asia has been a vicious battlefield. While America's sons are being sent to fight in the jungles of Vietnam, more is at stake than

the fall of the South to the communist North. A desperate struggle, worse than anything seen back home on TV, is being waged from the rice fields and marshy plains of the Mekong Delta to the steaming jungles and mist-shrouded heights of the mountains of the Chaine Annamitique.

Once you and your buddies have arrived at your unit, it's time to start your tour of duty. But before you go out and get yourselves killed, take some time to find out what you can expect during your time in-country. The following sections cover the important points every soldier should be aware of. Pay attention and you just might make it out okay.

The Environment

Listen up, troop!

Welcome to the 'Nam! You're gonna love it.

The average temperature is officially "damn hot," there's enough rain annually to fill the Mississippi, monsoon season brings flash floods and mudslides, and if Charlie don't get you, the snakes, bugs, and other vermin might.

It Ain't the Heat

Okay, it is the heat. And the humidity too. And it's going to make the weight of your ruck feel like you're carrying your mother-in-law on your back.

Keep plenty of water on you and you'll be fine. Forget and you'll be doing the "kickin' chicken" from heat stroke. And don't forget to take your salt tablets daily—when you sweat, you lose salt.

Creatures

The jungles of Vietnam are home to 133 species of snake, 131 of which are venomous! Cobras, kraits (with their distinctive yellow and black bands) and the bright green bamboo vipers are among the most common and most deadly serpents in this part of the world. A bite from one of these can kill within an hour.

You'll also get to know our friend the leech. Wherever you find water, you'll find leeches. They won't kill you, so buck up and scrape off.

Worse than the leeches are the bugs. There are plenty of creepy-crawlies out in the bush, and every one of them will take a piece of meat from you if you'll let them. Mosquitoes are the most dangerous. Those pesky buggers are big as hornets out here and twice as mean. You'll also want to watch out for poisonous spiders, toads, and centipedes and a whole bunch of creepy-crawlies that science hasn't even categorized. And God help you if you fall into an ant nest.

Here at the base you might get to know some of our local vermin. Rats the size of Chihuahuas love to nest in and around our latrines and mess halls. Keep your mosquito netting around you and they probably won't chew on your fingers and toes while you're asleep.

Meet Charlie

What to say about Charlie? By our standards, he's mean, cruel, and clever as a fox. From the Viet Minh of the 1950s to the Viet Cong and their regular North Vietnamese Army counterparts, they are an implacable foe. Thoroughly indoctrinated into a Maoist-dominated Communism mindset, most are used to living in the primitive conditions of the bush. They survive on handfuls of rice, barely potable water, and a tenuous supply chain that would force any Western army to come crawling out of the jungle, begging to surrender. To the French and Americans after them, the Communist forces seem like some weird sort of jungle creature immune to hardship or discomfort, and it's easy to see how they're regarded as subhumans.

Even their fellow countrymen in the South can't match their tenacity. The "Marvins" of the Army of the Republic of Vietnam (ARVN) just don't seem to have the stomach for the fight that their northern neighbors do, and would rather throw down their weapons or surrender when the going gets tough. And speaking of surrender, I've got one word for you round eyes—don't. The Viet Minh and Viet Cong, being guerillas, follow the Geneva Convention only when it suits them, which is about never. Expect to be killed outright if lucky, or tortured and killed if you're not. At

best you'll be taken to a POW camp if you get picked up by the regular NVA troops, where you'll spend an eternity in limbo. French troops from Dien Bien Phu spent years before seeing France again, and some American troops stayed at the Hanoi Hilton well past the end of the war.

Character Types

Here's more information on the types of characters you might play in *Tour of Darkness* for those not so familiar with the military.

Civilian: A fair number of civilians can be found throughout Vietnam. Some are spooks working for the Central Intelligence Agency, others are reporters or perhaps archaeologists studying ancient temples.

Forward Air Controller: FACs are actually Air Force servicemen assigned to Army or Marine ground units to assist in guiding in airstrikes. Despite their alternate service branch, FACs are assumed to be part of the unit they're attached to and fall under their chain of command while in the field.

Forward Observer: This hero is an artilleryman trained to direct fire from supporting batteries for units in the field. Although equipped as a rifleman, the FO stays close to the company commander ready to call a fire mission. His experience with maps means he often navigates for the unit as well.

Green Beret: contrary to the public's perception, these elite soldiers were deployed to Vietnam to train indigenous soldiers and civilians in self-defense. These soldiers were the true "hearts and minds" winners, but were also able to fight when needed, carrying the war into the most hostile parts of "Indian country."

Grenadier: Also called a thumper because of the unique sound the weapon made when fired, the M79 was the primary grenade launcher of the war. This soldier provides firepower to the squad in places that the M-60 cannot reach—the deadspaces behind folds in the ground, cover, etc. He relies on his riflemen companions for close-in personal protection.

Machinegunner: The "hogman" or "pigman" provides the main firepower to the squad in the form of the M-60 machinegun. This weapon provides a much greater punch than the lighter M-16, but is very heavy. Machine gunners are often selected for their strength and stamina.

Each M60 has an assistant gunner, or A-gunner, who shares the load and feeds the ammo into the gun, keeping it firing. The A-gunner also carries the gun's extra ammo belts, barrel bag, and cleaning kit as well.

Leadership

Weird Wars: Tour of Darkness assumes your team is part of a squad of around 10 soldiers. The player characters are of course part of the squad (or attached to it in some way), and the rest of the group is made up of Extras. The squad leader needs a copy of the Squad Sheet found at the back of this book and at our website to record the non-player characters names, statistics, and basic personalities.

The squad leader might sometimes find himself commanding a platoon or even a company as well. These squads must be tracked as well, though it probably isn't important to create names and personalities for them unless they will be attached for an extended period.

Besides a bit of bookkeeping, the real challenge in playing *Tour of Darkness* is the role of leadership. Someone in the group needs to play the wet-behind-the-ears lieutenant or the gruff sergeant. Yes, this means one player is going to tell the others what to do. The Sarge might order your hero to charge a machine gun nest or the LT might tell him to take point in an almost certain ambush. That's life in the military, and one of the really challenging aspects of playing *Weird Wars*.

Leaders can enjoy the thrill of leading a lightning strike raid against an enemy position with no casualties. Then deal with the trauma of losing half their men in the next fight. Grunts get to bitch and moan about everything—which can make for great roleplaying—but in the end have to do what they're told or face the consequences. Refuse to polish your boots and you'll likely pull extra KP duty. Desert your squad when they're being overrun by the VC and you'll be lucky if you aren't put before a firing squad.

Like most *Savage Worlds* games, *Weird Wars* is designed for mature players who can handle giving orders and taking them. Try it and we think you'll really come to like this change of pace from the egalitarian nature of most parties in fantasy and other genres.

And remember, promotions and casualties can eventually put even a lowly PFC in charge.

Corpsman (or Combat Medic): Though not a doctor, this soldier is usually referred to by his buddies as 'Doc.' Soldiers with basic medical training are assigned to every platoon to provide immediate aid to injured troopers before they reach the surgeons back at a base.

Paratrooper: This soldier is a jump-trained member of the airborne infantry. Although there were very few combat jumps in the US portion of the Indochina wars, airborne soldiers saw heavy fighting in regular ground operations as elite infantry. Lacking the helicopter of their American successors, the French used paratroopers quite often as quick reaction forces, dropping them far beyond friendly lines.

Rifleman: Trained in the basic use of almost all of the infantry weapons in his country's arsenal, as well as the basics of hand to hand combat and demolitions, these are the most common soldiers on the battlefield.

RTO (Radio Operator): The communications specialist is a vital link in the chain of command. He allows access to aerial firepower and artillery support the US forces rely on in the field. RTOs must hump a heavy radio in addition to a host of other stuff in the bush, so make sure your hero can carry some weight before taking this job.

Sailor: The typical Brown Water Navy sailor served in the southern part of the country, patrolling the waterways of the delta and surrounding areas. This occupation is only available if the War Master wants to run a Naval campaign.

SEAL: Short for "Sea Air Land," these Navy special operators excel in infiltrating enemy territory by boat, aircraft, or foot patrols. Mostly operating with the Riverine forces, SEALs also found themselves working for MACV-SOG/SIG on occasion for highly secret operations throughout the Vietnams and their neighbors.

Making Soldiers

The usual character creation procedure from the *Savage Worlds* rules apply, though you need to find out your hero's Service Branch and military rank as well (see below).

1) Service Branch

At this time you (with input from your War Master) should determine the time period of the setting and your branch of service (Army, Marine, Navy, French Foreign Legion, French Colonial, etc). Most teams should serve in the Army or Marines if playing a US campaign. You can also play the French Foreign Legion or French Colonial troops

if your WM is running a French campaign. The branch of the service that you choose determines the minimum requirements needed for that character. These minimums represent the skills received in Basic and Advanced training, and must be bought with the character's starting attribute and skill points.

Air Force and Naval characters are possible for one-shots or limited campaigns, but don't go "out in the bush" enough for the main focus of this game.

- **French Foreign Legion:** Vigor d6, Spirit d6, Shooting d6, Fighting d6, Throwing d6, Guts d4
- **French Colonial Forces:** Shooting d4, Throwing d4
- **US Army:** Strength d6, Shooting d6, Fighting d4, Throwing d4
- **Commonwealth (Australia/New Zealand) Army:** Strength d6, Shooting d8, Fighting d4, Throwing d4
- **US Marines:** Strength d6, Shooting d8, Fighting d6, Throwing d4
- **US Air Force:** Smarts d6, Shooting d4, Knowledge (service-related) d6
- **US Navy:** Shooting d4, Swimming d4, Knowledge (service-related) d6
- **RVN Army:** Shooting d4
- **RVN Paratrooper/Ranger:** Vigor d6, Spirit d8, Shooting d6, Fighting d6

Elite Branches

Characters may also be part of an elite branch, such as the Rangers or SEALs or even Australian SAS. The rigid entrance requirements and exceptionally tough training mean few graduate to these special operations organizations.

- **Army LRRP/Ranger:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6, Shooting d6, Fighting d4, Throwing d4, Notice d8, Survival d6
- **Army Special Forces:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8, Shooting d6, Fighting d4, Throwing d4, Survival d6, Knowledge (Vietnam) d6
- **Marine Force Recon:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6, Shooting d8, Fighting d6, Throwing d4, Notice d8, Survival d6
- **Navy SEALs:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8, Shooting d8, Fighting d8, Notice d6, Swimming d6
- **SAS:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8, Shooting d8, Fighting d8, Throwing d6, Notice d6, Survival d6, Stealth d6, Swimming d4

Some heroes might also be civilians, such as attached reporters, archaeologists, or "spooks" working for the CIA.

Women in Vietnam

Not all members of the armed forces sent to Vietnam were men. More than 7,500 American women served in Vietnam during the war in a number of capacities, though they were not combatants. The nurses in the countless field medical wards and surgical hospitals endured the harsh conditions of Vietnam to care for the wounded and aid the dying as well as assisting the local populace as part of the Medical Civilian Aid Program (MEDCAP). Among the many media representatives (in excess of four hundred at the war's height) from over twenty nations were female journalists, hunting the stories with their male counterparts and reporting the news from the front lines regardless of the danger. If you choose to play a female character, the number of opportunities open to you will be restricted to similar rolls. Be sure to check with your War Master first.

2) Military Rank

Your hero starts as a Private unless you take the Rank Edge.

3) Race

Humans are the only race allowed in *Tour of Darkness*. The good news is that they still get their free starting Edge as usual.

You can choose any ethnicity you like. People from around the world could be found in the armed forces deployed in Vietnam either with the French or US forces.

4) Traits

Your hero's attributes and skills are determined normally. Each character has five points to distribute among his five attributes, and 15 points to buy skills. All of the skills listed in *Savage Worlds* are available in *Tour of Darkness*.

Secondary Statistics

Your hero's Charisma, Pace, Parry, and Toughness are figured normally.

Weird Wars: *Tour of Darkness* introduces a new derived statistic for those unlucky enough to

find themselves facing the horrors that infest this blood-soaked land. The character sheets provided in the back of the book or at the Great White Games website (www.greatwhitegames.com) already have this statistic added to them.

Sanity: Those who face the mind-wrenching horrors of the Weird Wars are sometimes pushed over the edge. When this occurs a variety of unpleasant consequences can follow. The Sanity statistic is a trait that lets you monitor your character's mental health and well-being. It starts at 2 plus half your Spirit unless you have an Edge or Hindrance that modifies it. As a character faces the horror of war and supernatural weirdness his Sanity may fluctuate. More information on Sanity can be found on page 14. The War Master can find the real skinny on page 61.

5) Edges & Hindrances

All soldiers have been trained in basic combat skills and survival techniques, but the heroes you create excel more than the rest. Edges set your soldier apart from the bulk of the servicemembers trying to get through their tour of duty. Likewise, Hindrances are those quirks or flaws that make a hero interesting.

Most everyone in the military has a decent Shooting score from Basic training, but will you take an Edge like Marksman and try to be a sniper? Or go with Thumper King and concentrate on launching grenades? The choices you make here give you some idea of the kind of person your hero is and whether or not he's specialized in a particular weapon or occupation (such as medic).

6) Gear

Once your character is created, hit the supply room and gear up.

Characters in *Weird Wars: Tour of Darkness* don't get starting money to buy equipment (although they may carry some cash for luxuries when at camp or on R&R). As members of the military, they're assigned a basic load of equipment that is laid out by their unit's TO&E (Table of Organization and Equipment). This limits the weapons a unit deploys with—even special operators.

When choosing the gear you want to take on a mission with you, watch that weight limit carefully. The heat and humidity sap the strength from even the brawniest soldier and make carrying a ton of gear not only impractical but deadly. Make sure you check with the rest of your squad to ensure the weight of extra ammo, special gear, and supplies is distributed among the team.

You War Masters need to be strict about the encumbrance rules—it's the only real limit to how much ammo and firepower the squad can carry.

For more information on the effects of weight, heat, and jungle conditions, see the *Savage Worlds* Main Rulebook, pages 18 and 95.

7) Background

Last but not least, provide a background for your character.

Maybe your trooper is a poor country boy from Alabama who joined up to escape the poverty of the sharecropper's life. Or is he an ex-medical student who saw the suffering of the inner city and joined despite his deferment to carry his burden of citizenship? Perhaps he joined to avoid a jail term or is one of the masses of young men called to serve his country through the draft.

The nature of the French Foreign Legion and the shared privations of a tour of duty in the 'Nam brought together a cross-section of the youth of America. Just about any type of person you can imagine could be found in this little corner of the Weird Wars. The strange things and exotic people they'll meet while in Southeast Asia are all that more interesting if your War Master has a good character background to draw on.

New Hindrances

Most of the Hindrances given in the *Savage Worlds* rulebook are suitable for use with *Weird Wars: Tour of Darkness*. In most cases, only Elderly and Young are not appropriate. The following new Hindrances are available, however.

Activist (Minor)

The 1960s were a time of intense political activity and the turbulence of the times infected the youth. Your hero has developed a viewpoint that he feels passionately about. Maybe he is one of the few die-hard anticommunists dedicated to preventing the spread of the red menace through Southeast Asia, or maybe the character has some affinity with the growing peace movement or the radical Black Panther Party.

Whatever the nature of his beliefs, your hero attempts to fit all his experiences into his world view and to convert those he feels may be sympathetic to his cause at any opportunity.

The character suffers -1 Charisma when dealing with others who *don't* have a similar *Activist* Hindrance. He adds +1 to Charisma when dealing with those of similar beliefs.

Bullet Magnet (Major)

Some soldiers are just in the wrong place at the wrong time. This character makes a habit of it.

This hero is hit by adjacent fire (using the Innocent Bystander rules) on a 1-2 for single-shot weapons, and a 1-3 for shotguns or full-auto fire.

Special Operations

A variety of Special Operations Forces came into being during the Vietnam conflict. If you want to run an elite campaign, pick one of the Special Operations organizations detailed below.

LRRP Teams (US Army)

Created out of a need to address the challenges of unconventional warfare, the Long Range Reconnaissance Patrols' mission was reconnaissance behind enemy lines. In Vietnam this usually means putting a team deep in the jungle away from other American forces. In these situations they are free to use their special skills to find the enemy. Typically lasting six days, these patrols can sweep an area of eight square kilometers. The mission begins with a helicopter insertion, although depending on the situation this can also be accomplished by Patrol Boat Riverine (PBR), on foot, or by parachute. The main task of most patrols is observation, which means a mission is successful if the troopers fire no shots. That said, the "lurps" (as they are sometimes called) always go out loaded for bear, routinely carrying packs in excess of 100lbs! At the height of US involvement, less than 1600 men were assigned to LRRP companies.

In addition to intelligence gathering, other LRRP missions include locating targets for airstrikes, bomb or artillery damage assessment, scouting potential LZs, and setting ambushes.

Generally a LRRP team consists of six men: a team leader, assistant team leader, two radio operators, and two scouts. Most troopers carry M-16s or similar weapons, and everyone carries plenty of extra ammo, supplies, and rations.

Rangers (US Army)

In January 1969, the LRRPs were officially reorganized and designated the 75th Rangers. Though now named and organized as Ranger companies, the units were still spread throughout the country attached to such units as 1st Air Cavalry, 1st Infantry and 101st Airborne, and still undertook the long range recon role they had fulfilled as LRRPs.

Special Forces (US Army)

Special Forces in Vietnam play many roles. The Weird Wars adds a few missions which are not publicized to the folks back home, or which are heavily edited when word of them leaked out.

Civilian Irregular Defense Groups: Typically, Special Forces missions deal with bolstering the indigenous population's ability to resist the depredations of the Viet Cong and NVA. Special Forces teams first entered the country in 1957, and began to organize the Montagnards and other paramilitary groups into Civilian Irregular Defense Groups. As US involvement increased, the Fifth Special Forces Group arrived in-country. They set up a chain of fortified camps deep in the hinterlands, where they organized the locals as anti-guerilla forces. The organization of a typical SF A-Detachment can be found in the Appendix of this book.

Mobile Guerilla Forces: Besides the static role of the CIDGs, Special Forces soldiers also raise Mobile Guerilla Forces (MGF). These units are made up of Vietnamese with American advisors, and operate outside of friendly artillery range in areas that are definitely "Indian Country." They stage cross-border raids and ambushes, call in air strikes, and disrupt the enemy in his sanctuaries.

Mobile strike Teams: Also under the Special Forces umbrella are quick reaction forces that can respond to attacks on remote camps. Known as MIKE forces, they are composed of CIDG Vietnamese troopers, with US Special Forces soldiers acting as officers and NCOs. Each Corps Tactical Zone (CTZ) is assigned one MIKE team with another on call for the entire south (and beyond). Operating in heavily contested areas, against hardened VC and NVA units, their missions often become slugging matches. These units conducted more combat jumps than any other organization in Vietnam.

Marine Force Recon (Marines)

Fulfilling much the same role as the LRRPs but for the USMC, force recon troopers often scout the way before larger marine units

SEAL (SEa Air Land) (Navy)

These soldiers are US Navy commandos, skilled in infiltrating enemy territory by a variety of methods, and are often attached to MACV-SIG for secret missions. Developed from the Underwater Demolition Teams of the second World War, the SEALs see extensive action in the Mekong Delta.

SAS (Special Air Service) (Australian or New Zealand Army)

Patterned after the British commandos of World War II fame, the Australian and New Zealand governments sent squadrons of their elite soldiers to Vietnam from 1966 until 1971-72. Quickly dubbed "The Jungle Ghosts," these elite soldiers carry out deep reconnaissance and ambush patrols.

Doubting Thomas (Major)

Besides the description presented in *Savage Worlds*, Doubting Thomas' are just not prepared to deal with the mind-twisting realization that these horrors could actually be real. Characters with this Hindrance suffer double Sanity loss. On the plus side, they start with a Sanity of +2.

F—ing New Guy (Minor)

Your soldier just started his tour of duty in the 'Nam. To make things worse, his training didn't take as well as most.

Referred to as the FNG (F—ing New Guy), most of his squad think he's only good for walking point and burning barrels of crap at the firebase.

The newbie is never dealt cards on the first round of any combat (he's always "surprised").

In addition, he subtracts 2 from Notice rolls made to detect ambushes or booby traps, as well as most Vietnam-related Common Knowledge rolls. To top it off, he'll be assigned the worst duties in the platoon—latrine detail, filling sandbags, and walking point, to name a few.

Of course, an FNG doesn't stay new forever. The reason such an awful Hindrance is Minor is because it can be bought off.

After each relatively active month of service, the hero makes a Smarts roll at -2. If the roll is successful, he drops one group of penalties—either the action card penalty or the -2 to Notice and Common Knowledge rolls. He may roll again after another active month to rid himself of the other penalty, at which point he's no longer an FNG.

Note that not every soldier who steps off the plane in-country has this Hindrance; only those knuckleheads who take a little longer to adjust to the 'Nam.

Hard Case (Major)

This career soldier has a hard time associating with the young pukers drafted into the services and insists that none of them will ruin his military. He is a notorious hardass and spares nobody his brutal verbal (and occasionally physical) assaults.

This soldier has -2 Charisma and does not tolerate disobedience or lax discipline in the ranks. Only characters with a Rank Edge may take this Hindrance.

Heat Prone (Major)

This hero just doesn't do well in the tropical heat of Southeast Asia. Maybe he's fat. Maybe he's from Minnesota.

Whatever the reason, he always subtracts 2 from Vigor rolls made to resist the effects of heat and dehydration, even when he gets the required four quarts of water per day.

Short Timer (Major)

This soldier is so close to ending his tour he can almost taste the drinks on the Freedom Bird. With just weeks left on his tour, he isn't too interested in dying for Uncle Sam. Whenever given unpleasant or dangerous tasks he complains constantly about being "too short for this."

Roll a 1d6+6 at character creation. This is how many weeks your grunt has left in-country.

Every time the character takes a wound and he has any bennies remaining, he *must* make a Soak roll.

This Hindrance may only be taken by Wild Cards.

Slow (Major)

Not everyone was born with cat-like reflexes. This soldier is just a little slow on the uptake, or maybe freezes up when lead starts flying.

He draws two cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores his Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can actually improve their reaction time by taking the Level Headed Edges (but not during character creation). For this soldier, Level Headed allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

New Edges

Weird Wars: Tour of Darkness introduces a large number of new Edges into *Savage Worlds*, mostly related to specific military occupations. As such, many of the new Edges are not very appropriate outside this particular setting.

Likewise, the following Edges from the *Savage Worlds* rulebook are not appropriate for characters in most *Weird Wars: Tour of Darkness* games, although your War Master may allow the use of some in special circumstances or scenarios: Arcane background (and the associated Champion, Gadeteer, Holy/Unholy Warrior, Mentalist, Mr. Fix-it, and Wizard professional Edges), Noble, Power Edges, Rich, Filthy Rich.

Background Edges

Acclimated

Requirements: Novice, Vigor d6+

This character might have grown up in the jungle, or maybe was stationed in Panama or the deserts of Algeria. Whatever his background, he seems to take the heat of the 'Nam better than others and so doesn't suffer as much on patrol.

The acclimated grunt adds +2 to Vigor rolls made to resist Fatigue due to heat and humidity.

Grizzled

Requirements: Novice, Smarts d6+, Spirit d6+, Vigor d8+, Fighting d8+, Shooting d8+, Survival d6+, Rank (NCO)

This soldier is either an enlisted soldier who's served several tours in Vietnam or a grizzled platoon sergeant from World War II or Korea. Whatever their background, these men stand head and shoulders above the typical grunts around them.

You must have your War Master's permission to gain this Edge. It immediately advances your hero to Seasoned (or one full character Rank above the rest of the player characters). The price is that the advancements must be repaid. The next 20 Experience Points your hero would earn at the end of each game session are forfeited to "pay back" the debt (basically the character begins with -20 Experience Points). Experience Points acquired from bennies at the end of each session also go toward the debt, so the more gained through good roleplaying, the quicker the payback can occur.

West Pointer

Requirements: Novice, Service (Army)

A distinguished graduate of the West Point Military Academy, this soldier is the US Army's best officer material. Schooled in military tradition and procedures, graduates of his caliber are few and far between.

This future General begins the game at rank O1 and adds +2 to his Promotion rolls (see page 15).

West Pointers also have +2 Charisma when dealing with "Headquarters"-type officers (rather than field officers—GM's call). Unfortunately, most of the enlisted troops have a dim view of "ring-knockers," and his Charisma is at -2 with enlisted soldiers until he reaches the rank of Captain.

Combat Edges

Clipping the Grass

Requirements: Seasoned, Rock and Roll, Shooting d8+

This machine-gunner can provide true grazing fire—just a few inches off the ground. The weapon must be a medium or heavy MG, such as an M60 or .50 cal, and must be braced on a grounded bipod, tripod, window, or other solid surface.

When using suppressive fire, those caught in the area of effect take damage on a Spirit roll of a 1 or 2 instead of just a 1.

Groundhog

Requirements: Seasoned, Guts d6+, Smarts d6+

This soldier seems to be able to blend into the ground when under fire. He can find the most

advantageous fold or nook to fit his body into to avoid incoming fire. When prone, this soldier receives -4 protection, instead of the usual -2. He is also only hit by Suppressive fire if both his Spirit die and his Wild Die come up ones. While this Edge is negated if the attacker moves within 3", the Groundhog still receives this Edge's benefits even if attacked from the side.

Hose 'Em Down

Requirements: Novice, Shooting d8+

With this Edge a machine-gunner can suppress an area more effectively than the typical "pigman."

When using a braced medium or heavy machine-gun (such as an M60 or .50 cal), this hero can suppress an area equal to two Medium Burst templates. The second template must be adjacent to the first (in any direction), and the weapon burns through double its usual amount of ammunition.

Improved Hose 'em Down

Requirements: Seasoned, Hose 'em Down

This edge allows an MG gunner to suppress an area equal to three Medium Burst templates, at triple the usual amount of ammo spent. Each additional template must be adjacent to the first.

Thumper King

Requirements: Novice, Shooting d8+

A "thumper" is an M79 grenade launcher. A grunt with this Edge has an uncanny knack with this or other grenade launchers (such as the M203), and can lob his shots with startling accuracy.

Halve all deviation rolls for grenades launched by this soldier.

Thumper God

Requirements: Seasoned, Marksman, Thumper King

These veteran grenadiers really know how to reach out and thump someone and take professional pride in the accuracy and destructive effect of their fire.

The Thumper God now knows how to angle the shot so that it does the most damage to the targets beneath it. He halves deviation rolls as above, and adds +2 to his grenade's damage rolls.

Leadership Edges

Born Leader

Requirements: Veteran

Command comes easy to this soldier and his troops respect him. He looks after his men and teaches them to look after each other. The result is a well-disciplined and effective force that works well as a unit.

Soldiers making group rolls while under this leader's command roll d8 as the Wild Die instead of d6.

Command Presence

Requirements: Novice, Command, Rank

A booming voice, effective hand signals, or simple training as a unit results in a much more effective combat element. At the center of that element is the field officer in command.

An NCO or officer with this Edge has a "command radius" of 10" instead of the usual 5".

Remember Cameron!

Requirements: Novice, Command, Rank (Officer), Service (French Foreign Legion)

On April 30th, 1863, sixty-five Legionnaires held off a force of over 2000 Mexican troops outside a dusty Mexican village. The battle ended with a bayonet charge by the six remaining

Legionnaires. This date has become enshrined in Legion history, and the wooden hand of the commanding officer is paraded before the ranks each year.

This Foreign Legion NCO or Officer can imbue those around him with the *esprit* which has permeated legionnaires for decades.

As an action, the leader may make a Spirit roll at -2. If successful, every Shaken legionnaire in his command radius is automatically unshaken.

Professional Edges

Hardened

Requirements: Seasoned, Guts d8+

This soldier has seen things that would make most men lose their mind. Somehow he's hardened himself to it and soldiers on.

The soldier gains one extra point of Sanity during "down time." This is usually between missions, and is entirely at the War Master's discretion, and is in addition to any he might gain for other reasons.

Medic!

Requirements: Novice, Healing d6+

A character with this Edge can get wounded soldiers up and fighting again in seconds.

If the medic can get to a wounded non-Wild Card by the end of the round in which he was wounded, he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of wounded.

Ranger Tab

Requirements: Novice; Service (Special Ops: LRRP or Ranger)

This soldier is a graduate of the grueling training at the US Army's Ranger School at Fort Benning, Georgia. This school emphasizes small unit tactics, self-sufficiency, and other infantry skills. This character gains +2 to all Fatigue rolls made against environmental hazards (including cold, heat, and sleep), and +2 to all Survival rolls. Ranger-trained soldiers make Vigor rolls every 18 hours for sleep deprivation, as opposed to the standard 12 hours.

Rank (NCO)

Requirements: Novice; Smarts d6+

This character begins the game as a non-commissioned officer. In the Army and Marines this is a corporal. In the Navy he's a petty officer.

Rank (Officer)

Requirements: Novice; Smarts d6+

This character is an officer. As a US service member, he is either a product of the Reserve



Officers Training Corps (ROTC) or an undistinguished graduate of one of the US Military Academies (West Point or Annapolis).

This Edge makes your hero a 2nd Lieutenant in charge of a single platoon. Except in very unusual circumstances, there is only one officer per platoon.

Semper Fi, Mac

Requirements: Service (Marine)

The US Marines are proud of their history of being the first to be deployed in battle. Semper Fidelis, "always faithful", is their motto and, abbreviated to Semper Fi, is used as a greeting and rallying cry.

A Marine with this Edge gains +1 Toughness.

Spotter

Requirements: Novice, Smarts d8+

This character has a special knack for calling in supporting fire, and can make all the difference in the world when trying to break an enemy assault.

A character with this Edge can shift the target point of artillery up to 20" per round without delay (instead of the usual 10"). In addition, the deviation for any airstrikes this character calls in are halved (rounding down).

Water training

Requirements: Novice; Vigor d8+, Swimming d6+, Service (Special Ops: SEAL, Marine Recon, Special Forces)

Your hero has been to one of the various military schools that teach combat swimming. Whether a SEAL, Marine Recon, or Special Forces soldier, this rigorous training has improved the grunt's swimming ability far beyond those of the typical person. This hero can hold his breath for twice as long, and all Swimming rolls are at +2.

Social Edges

Band of Brothers

Requirements: Wild Card, Veteran, Common Bond

This group of soldiers has been to Hell and back together. That kind of bond hardens men, and makes them able to better withstand wounds that might otherwise have put them out of action.

Subtract 1 point of damage from every attack that hits the character for each other "brother" within 6", to a maximum of -4. If three heroes with the Band of Brothers Edge fight together, for instance, they ignore two points of damage from every attack that hits them.

Idealist

Requirements: Novice, Knowledge (Vietnamese) d6

This soldier sees the potential in the people and land of Vietnam, and thinks that with a little help from the West, this could be an ideal place to live. He's even taken the time to learn about the peoples and cultures of Vietnam, Cambodia, and Laos.

Most of his squad mates think he's crazy and the bigots call him a "gook-lover".

This hero has +2 Charisma when interacting with Vietnamese soldiers or civilians. He also adds +2 to Common Knowledge rolls about Southeast Asian culture.

Heroes with the Bloodthirsty Hindrance can't take this Edge.

Scrounger

Requirements: Novice, Smarts d6+, Streetwise d6+

Wars and the associated chaos often bring out unusual traits in people, both good and bad. Some seem to have an uncanny ability to find just what they're looking for among the mountains of equipment shipped into the theater.

A consummate trader and wheeler-dealer, this soldier can find a way to acquire almost any piece of equipment or luxury item. Once per session, and while in a populated area (such as a large village or town), a successful Streetwise roll allows the Scrounger to do one of the following:

- Improve one squad's Ammo one level
- Improve one squad's Rations one level
- Acquire 2d6 "refills" for a medic's med pack
- Acquire some rare but not particularly valuable item (a Coca-Cola in a distant village, matches in the jungle, etc)

Weird Edges

Courage Under Fire

Requirements: Novice, Command, Rank

It is said that fortune favors the bold. No matter the war, officers who put the welfare of their men before their own personal safety always inspire troops.

The War Master secretly rolls 1d4 at the start of each mission. This is the number of wounding attacks your character can ignore while standing and commanding your troops. Instead of hitting your hero, the round knocks off his helmet, the bayonet tears a canteen off his hip, and so on. Standing in the open while under direct enemy fire triples the command radius of this leader.

This Edge only works against direct-fire ranged attacks or melee attacks. It has no effect on damage inflicted from area effect weapons.

Setting Rules

Madness

Even the strongest souls can be scarred by the horrors of war—especially those seen in the *Weird Wars*.

Those who fail Guts checks due to some horrific monster or Thing Man Was Not Meant to Know not only suffer the immediate effects as usual, but also move a little closer to the brink of insanity. Every time a Guts check is failed, the hero loses a Sanity point. The exact effects of this are hidden away in the War Master's section (page 61). Be warned that once you drop below 0 points, your hero will undergo serious...changes.

Supply

The rules for keeping track of allies' ammo are in full force in *Tour of Darkness*. In *Weird Wars*, we use the same system to track both ammunition and rations (food and water). In either case, the character in charge of the team (whether it's a patrol, squad, or battalion) keeps track of the group's Ammo Level and Rations.

If there's a medic in the party, he keeps track of the group's Medical Supplies.

Ammunition

Each group of Extras starts with an Ammo Level of Very High, High (typical), Low, or Out. You'll find a Supply Track on the Ally Sheet to help you keep track. Very High Encumbrance level means the Extras have a -1 penalty to their physical rolls due to being overloaded.

After each fight, the ammo drops a level. Allies dealt a deuce during combat drop an ammo level

immediately after that round. When the combat is over, use the average ammo level for the entire group of Extras.

Once the team is "Out," they have a few bullets each, perhaps one grenade for every dozen men, and so on. Individuals aren't completely helpless, but as a group are combat ineffective.

Rations

Field rations weigh six pounds for each day's worth of food. Soldiers are also expected to carry an additional six pounds of water, for a total weight of 12 pounds carried for one day's rations (24 pounds for two days, and so on). Amounts of rations should be tracked, as hungry soldiers are ineffective soldiers. Each canteen cover has a pouch for a bottle of 50 water purification tablets. Unless no sources of water are available or the soldiers lose their canteens or water purification tablets, assume that they can find enough water to keep them going.

Each day Extras don't have sufficient rations they become Fatigued. They cannot become Incapacitated, however (there's always *something* to eat in the jungle). Leaders should be warned that even Exhausted (-2) allies are very ineffective in combat.

Wild Cards make Vigor rolls as usual instead. Subtract 2 from the roll if consuming less than half rations. Roll once per day after the first day without food and water, then every 12 hours afterwards.

Wild Cards do not become Incapacitated unless they absolutely refuse to eat or drink whatever nature provides.

True Deprivation: Use the regular rules for hunger and thirst if the characters are actually deprived of food and water, such as in captivity.

Medical Supplies

Medics play an extremely critical roll in keeping men alive and fighting in the field. They rely greatly on their field kits to do their messy work, and find their job much more difficult to perform when their kits run dry.

A medical pack contains various drugs, supplies, and instruments for treating casualties, and adds +2 to the Healing rolls of anyone who uses it.

The medic character must keep track of the amount of perishable supplies within, however. Each pack starts with 10 points worth of drugs, bandages, and other nonreusable items. Every use subtracts 1d4 points worth of items.

If the med pack runs out, the medic can still use the instruments and non-expendables inside, but does not gain the +2 bonus to his Healing rolls.

Refills: Med packs can be refilled to full at any well-stocked base or hospital. Other sources (civilian clinics, villages, and so on) can be looted for 1d6 points worth of supplies.

Awards and Medals

Conspicuous acts of bravery can result in medals for the Armed Forces' best. These in turn can lead to promotions and perhaps much-needed R&R.

To get noticed, a soldier's commander must put in a request for an award. This is done between missions, and usually takes a week or so for the paperwork to clear headquarters.

After any mission in which the Commanding Officer cites the hero for bravery, the medal-winner's player rolls 1d20 and adds the following modifiers:

Awards Modifiers

Modifier	Situation
+X	CO's Charisma modifier
+1	CO is a LTC or higher
-2	CO is an NCO
-2	Easy Mission
+2	Difficult Mission
+2	Character was wounded

Awards Result

d20	Result
1-12	Issued a citation for bravery
13-15	Bronze Star
16-19	Silver Star
20-23	Distinguished Service Cross
24+	Medal of Honor

Promotion

At the completion of a mission, each soldier can roll a d20 and add or subtract the modifiers below. Modifiers are cumulative. A total of 20+ means the character has been promoted one rank.

Promotion Modifiers

Modifier	Situation
-2	Easy Mission
-	Routine Mission
+2	Difficult Mission
-2	Character is a Captain or higher
+1	Character is a Private
+2	Character is in the Phoenix Program
+1	Character received a Bronze Star on this mission.
+2	Character received a Silver Star on this mission.
+4	Character received a Distinguished Service Cross on this mission.
+6	Character received the Medal of Honor on this mission.

Support

The United States' greatest advantage over the Communists is the huge array of support available to the troops on the ground. Wounded soldiers know they are merely a short helicopter ride from a fully equipped hospital, and any patrol in the field can have artillery or fast jets screaming overhead in seconds with a little luck and a lot of clout. While France lacked the helicopters that the US had later in Vietnam, they still had both artillery and aircraft reserves that the Viet Minh were hard-pressed to counter.

Communications

The key to all this support is effective communication links. Without good comms, there are no medevacs to extract the wounded, no helicopter gunships or howitzers on call, or other instruments of destruction that allow Western forces to take on and defeat numerically superior opposition.

Every unit down to the platoon level has a field radio to keep in touch with higher elements and relay messages up the chain of command. Squad leaders relay messages to their platoon leaders, who radio requests to their company HQ. Higher up the organizational chart the communications requirements become more

sophisticated. At battalion level, the communication elements are housed in a fortified bunker at a firebase and provide access to pretty much any support the military has at its disposal.

Fire Support

Commanders can radio for artillery and airstrike support, although what's available from general support depends on what else is going on in-country at the moment, and so is something of a random process. To determine if support is available have the CO make a d6 Support Roll adding the modifiers below. A total of 4+ means support is available. If the mission is deep in North Vietnam or its neighbors, or it specifically states that no support of any type is available, no one will answer the call so no roll can be made.

Support Roll Modifiers

Modifier	Situation
+1	Dedicated Support
+1	Character is E5-E6 or O1-O3
+2	Character is E7-E9 or O4-O6
+3	Character is O7 or higher
-3	For each Support Roll attempted in the past 8 hours
+1	If about to be overrun (WM's discretion)

During the Op Order generation, the unit might be assigned a specific allotment of artillery or air support. If this is the case, the specified support is on call.

If no support was allocated during the mission briefing, the CO has called in general supporting fire. The CO (or Forward Observer) rolls on the Support Table to see what's available. (The WM may also choose based on the particular situation.) If it is night or the weather is bad, aircraft cannot be called in and the result is automatically Mortars or Guns.

After the type of support is determined, roll the Delay Die to see how long it takes to arrive. The Bingo Die is rolled every round after the asset fires. On a roll of 1, the asset is used up or otherwise diverted and its fire mission is over. On any other roll, the asset remains on call.

Support Table

d6	Available General Support
1-3	Aircraft (Artillery at night or in bad weather)
4-6	Artillery

Artillery Support

d6	Delay Die	Bingo Die
1-2 Mortars	d4	d6
3-6 Guns	d6	d10

Artillery Barrage

The first barrage arrives after a number of rounds as determined by rolling the delay die. The CO's player places two adjacent templates on his desired targets and rolls a d12 and 2d10-1 x2". This is the direction and number of inches the rounds deviate, measure from the center of each template.

Mortars covers 60mm, 81mm or 4.2" tubes and uses Medium Burst Templates for 3d6 damage. *Guns* covers 105mm, 155mm, 175mm or 8" weapons, and cause 4d8 damage with Large Burst Templates.

Adjusting Fire: The CO can allow the barrage to continue each round in the same location, or he can adjust the target point up to 10" per round without delay. If the barrage is not used in a round, or is shifted more than 10" in a round, it must be called in again (meaning another delay die roll). Even with the accuracy of modern guns, artillery fire is still a little unpredictable. Whether or not the CO has shifted fire or allowed it to come down on the same location, each template deviates d4-1 inches each turn using a d12 to determine the direction.

Illumination: Artillery batteries can also fire illumination flares each round instead of HE. These are extremely bright phosphorous rounds shot high into the sky that drift down on a small parachute. This counts as the battery's barrage for the turn. Illumination rounds negate all darkness penalties in any non-jungle terrain for 2d10 rounds. In light jungle, penalties are reduced to -1. They have no effect in thick jungle.

Air Support

Type (d10)	Delay Die	Bingo Die
French		
1-3 F8F Bearcat	d6	d8
4-5 F6F Hellcat	d6	d6
6-7 P-63 King Cobra	d6	d6
8-10 A-26	d6	d8
American		
1-2 Huey Gunship	d6	d6
3-5 F-4 Phantom	d4	d6
6 F-100 Super Sabre	d4	d4
7-8 A-1E Skyraider	d6	d8
9 B-52	d4	d8
10 Spooky Gunship	d6	d10

Airstrikes

Air support ranges from Army helicopter gunships to prop-driven A-1E Skyraiders and high-flying B-52s on Arc Light missions. Dedicated air support loiters in area as long as possible during crucial moments of the operation to try and provide effective coverage. General air support is often aircraft in the area returning from a mission with undropped ordinance. After calling in the support, roll the Delay Die to see how long it takes the aircraft to reach the unit and start blasting any VM or VC foolish enough to be seen.

Once the aircraft arrives, the CO can determine which one of its weapons it uses each round. See the Aircraft Payloads table below to find out what particular munitions an aircraft has at its disposal. If it is listed as having a choice of munitions, randomly determine what it has available. As always, roll the Bingo Die after every round the aircraft fires, on a 1, it is no longer available.

Rockets are Medium Burst Templates that cause 3d10 damage. The player can place as many of the aircraft's rockets as he wishes on the battlefield each turn, but all rockets fired in a single round must be adjacent. Roll 1d10-1" deviation for each Burst Template.

Bombs are Large Burst Templates that cause 4d10 damage. The player can place as many of the aircraft's bombs as he wishes on the battlefield each turn, but all bombs dropped in a single round must be adjacent. Roll 1d10-1" x 3 (or x2 for the Skyraider) deviation.

Guns fire a single Strafe Template each round. This is Suppressive Fire. Those who are hit suffer 2d8+1 damage. There is no deviation.

Cannons fire a single Large Burst Template each round. Those hit (as per Suppressive Fire) suffer 3d8 damage. Roll 1d10-1" deviation as with rockets. Only the Spooky Gunship (or Spectre in late war) carries cannons. The Spooky may fire all of its munitions each turn. (These gunships were devastating—no position under their protection was ever overrun.)

Napalm is sticky, flaming goo that incinerates most targets. It has an AP value of 30, causes 3d10 damage, and burns for 10 rounds on objects, or 1d10 rounds on "soft targets" such as people. Napalm creates a chain of four Medium Burst Templates in a straight line. Roll deviation as for bombs and move the entire chain the indicated direction and distance.

Napalm can also be used tactically to destroy vegetation and soft cover (though, on a larger scale, it was found to be ineffective as a defoliant). Most flora (as well as fauna) beneath the template is destroyed and no longer provides cover or concealment.

Aircraft Payloads

Aircraft French

F8F Bearcat	Guns, Bombs x2 or Napalm x1 or Rockets x2
F6F Hellcat	Bombs x2
P-63 King Cobra	Guns, Bombs x1
A-26	Guns, Rockets x2, Bombs x6

American

Huey Gunship	Rockets x4, Guns
F-4 Phantom	Guns, Rockets x4, and Bombs x6 or Napalm x4
F-100 Super Sabre	Rockets x8 or Bombs x5 or Napalm x2
A-1E Skyraider	Guns, Bombs x4, Napalm x2
B-52	Bombs x10
Spooky Gunship	Cannon, Guns x2*

*The Spooky may fire all of its munitions each turn.

Resupply

Soldiers can only carry so much into the bush, as you probably discovered as soon as you added up the weight of your equipment. If heavy contact is made and a lengthy fight ensues, soldiers burn through their ammo in short order.

Fortunately, the US military well understands that an army "fights on its stomach," and can't be effective without sufficient arms and ammo.

Such essentials as water, food and even clean socks can be brought in to resupply troops on missions far away from the base, allowing them to continue fighting or finish long operations.

A CO may make a standard Support Roll to try and arrange this. It typically takes 1d6 hours for resupply to arrive from headquarters (it takes them a while to gather the requested gear). When they get there, they better have some place to land.

Resupply choppers need somewhere to land, so the most essential thing in calling for resupply is a secure landing zone (LZ). If no LZ exists, the helicopters refuse to land and the Support Roll is wasted.

Assuming support arrives, the entire unit's ammo, rations, and medical supply levels are returned to High.

In an emergency, maverick pilots might bring in crates of ammo to squads in danger of being overrun. This typically takes only 1d6 x 10 minutes, and adds a -1 to the Support Roll. It also risks the helicopter being shot down landing in such a hot LZ. If a chopper is destroyed in this way, no more will be sent in. Chopper pilots don't like to land among the wreckage of the last good samaritan who tried to bring your mail.

Background Information

Equipment

Soldiers are organized into units as prescribed by their service's Tables of Organization and Equipment (TO&E). These describe how many soldiers are in a unit, what weapons they carry, and the rank structure. These descriptions are provided for you in Appendix 1, with the smallest unit being the squad. In *Tour of Darkness*, the types of mission and closeness of the terrain usually makes organizations above the company level beyond the scope of the game, although they can be done.

Once the players have generated their characters, use the handy squad sheet to fill in the rest of the squad. If playing a company level game, fill in three more squads and you're ready to go.

Money

Characters may carry two or three types of currency in each of the phases of the war. For French Indochina, the currency of the Indochina Federation was the Piastre, although the franc was also used. The conversion rate was 1 Piastre to 10 francs. For price conversions from the main

rulebook, 5 francs equal 1 dollar. A typical enlisted soldier in Indochina received 367 francs/month in pay, with officers receiving twice or more that amount.

As the US moved into Vietnam, the US dollar became king. The conversion rates for the various moneys from 1962 to 1974 are as follows: MSC (Military Script Currency) or 'Scrip' is issued by the military and converts to dollars at a rate of 1.5MSC to 1 dollar US. The local Vietnamese currency, the Dong (divisible into 100 Xu), replaced the Piastre in 1954 and converts at a rate of 100D to 1 dollar.

As a guide for your players, PFCs are paid around \$100 per month, a Sergeant First Class can earn nearly \$350 per month, while Second Lieutenants receive just under \$250 per month. Much of this money is either sent home or kept in a bank in the rear, with only a small amount being kept by soldiers.

In game terms, money isn't very important to the average grunt. While it might be nice to have a wad of cash when visiting the bars and brothels of Saigon, it doesn't do much good at basecamp. Storage space is limited and thievery is rampant. Likewise, buying combat equipment is out of the question. Your platoon leader or company commander won't allow soldiers to take civilian weapons in the field, assuming he could even find somewhere to buy one.



Soldiers have enough cash to get the small luxuries they may want from the PX, enough to get drunk and satisfy whatever cravings they have on R&R, and enough to be constantly followed by small children begging for money or candy wherever they go.

Feeding the Troops

The old maxim states that an army marches on its stomach, but nowhere does it say that the army has to enjoy the walk. As they had been for their fathers in WWII, C-rations are the staple diet of the grunts in Southeast Asia.

Each C-ration contains some crackers and a spread (jam, cheese, or peanut butter), fruitcake, sometimes a can of fruit, and one canned meat item, an exotic delicacy like franks and beans, ham and lima beans, ham and eggs, and tuna. Often coated with a layer of thick grease, the meals are pretty unappealing cold but the heat tabs used to warm the food are often missing, meaning hot meals are a luxury in the field. Along with the food, the ration pack contains a book of matches, a plastic spoon, toilet tissue and a pack of coffee or cocoa. With so much of their food coming from cans, many grunts consider the P38 can opener their most vital bit of gear!

The LRRPs had their own rations, freeze dried in packs to reduce the load, and far more appetizing. However, they needed to be mixed with water so extra canteens had to be carried to reconstitute the rations. Back at their main base camp, all soldiers are treated to hot meals courtesy of the unit's cooks.

Chieu Hoi Program

The Chieu Hoi ('Open Arms') program is intended to win over guerillas fighting with the VC with the incentive of money, better conditions, and periods of leave. Those Viet Cong fighters who defect under the Chieu Hoi program are sometimes used by the US as guides, interpreters, and sources of intelligence. Called 'Kit Carson Scouts,' these irregular soldiers are rarely wholly trusted, but they are experienced jungle fighters. Despite the fears of the US soldiers the Kit Carsons are generally loyal, knowing they can expect no mercy from their former comrades. Still, rumors abound of VC coming in under the Chieu Hoi program, getting fed by the US until healthy enough to go back out and take up the struggle once more.

A Kit Carson scout might make an interesting character for a player looking for something different. Such a character makes a valuable addition to almost any unit, and the possible animosity between him and the other soldiers in the unit could make an excellent source of tension.

Military Justice

In any place where thousands of men are brought together, there is going to be trouble. The armed forces require discipline to be maintained or the machine stops, and punishment in the military has to be harsh. The threat of being brought up on an Article 15 charge (one subject to nonjudicial punishment) is usually enough to bring a soldier to his senses. For these relatively minor infractions, a soldier may be confined to barracks, a punishment that mostly consists of physical exercise, lots of marching and unpleasant tedious duties such as KP or latrine detail. After a period of hard work, the soldier usually returns to active service with no further blemish on his record.

For more serious crimes (most of which are drugs or black-marketeering related offences), a court martial is convened and may result in the soldier being incarcerated in one of the military stockades while awaiting trial. The most notorious of these is Long Binh—known to the troops as LBJ (Long Binh Jail). Time spent in one of these stockades consists of hard labor in brutal conditions. The range of punishments available to the courts martial included fines, reductions in rank, or dishonorable discharges. If his offense is serious enough, the soldier may be returned to the military's maximum-security prison at Fort Leavenworth, Kansas to serve his sentence.

Players who occasionally infringe on army regs or disobey commands—particularly for good reasons—should experience the lighter end of the punishment scale. If such behavior persists, fines or jail time may be exacted as a gentle reminder that the military stands no dissent in the ranks!

War Crimes

Despite what the hippies back home tell you, the vast majority of soldiers in Vietnam didn't go around shooting innocent women and children. Those who do are quickly subjected to the harshest military justice, which can include court martial and long prison sentences of 20 years or more.

Most importantly, soldiers are taught from day one in basic training that receiving an unlawful order is no excuse for following it. Each and every soldier, from the highest general to the lowliest private, is responsible for his or her own actions.

Soldiers are also expected to report unlawful orders or acts, and can be prosecuted by the Uniform Code of Military Justice (UCMJ) should they be found negligent or obstructive of reporting or stopping an unlawful act.

Characters with the Bloodthirsty Hindrance had best save their bloodlust for actual battle.

Standard Gear and Vehicles

Soldiers learn the hard way that there is a price to pay for carrying too much gear. The heat and humidity in Vietnam can kill as surely as the enemy, so your characters better not be humping too much stuff. On some missions the War Master will issue your unit with special equipment, in addition to the standard gear found here. Usually however, you will just be carrying the following essentials with you.

Encumbrance

Be sure to figure the weight of your soldier's load carefully. In *Weird Wars: Tour of Darkness* in addition to the standard *Savage Worlds* encumbrance penalties, the load penalties also affect a character's Vigor checks and all Vigor-based skills.

That's right, soldier, carry too much gear out on patrol and you're going to collapse.

Weapons and Ammo

Each soldier carries his standard weapon (which varies according to his specialty) along with his own ammo and a share of the ammunition for the heavier weapons.

Typically, an American rifleman carries his personal weapon (an M-16 or M-14 depending on time period and service), 7-15 magazines of ammo (or more, depending on the mission), and 2-4 fragmentation grenades.

A machinegunner carries his M-60, 2-3 belts of ammo (usually carried in the box slung over the shoulder although a ready belt or two might be worn over the shoulders or across the chest), and a .45 pistol with 3 magazines.

The assistant gunner is equipped as a rifleman with the addition of 2-4 extra belts of M-60 ammo, the barrel bag (containing the M-60

cleaning kit, spare barrel, asbestos glove, traversing and elevation mechanism for the tripod), and occasionally a tripod. This paraphernalia replaces the extra gear the rifleman usually carries. In addition, occasionally, an ammobearer is assigned to the crew. This rifleman is tasked with carrying 3-6 extra belts of ammo, and stays with the weapon in a firefight.

A grenadier carries his M-79 grenade launcher, 12-15 rounds of ammo (usually carried in a bag slung over the shoulder or in a vest that distributes the weight). These are mostly HE, with some buckshot rounds, smoke, and flares, depending on mission. In addition he is armed with a .45 pistol with 3 magazines.

All other specialties are equipped as the rifleman, but may be assigned other items of specialist equipment. The RTO, FO and FAC each carry a PRC-25 radio and a few extra smoke grenades.

Elite units often have access to weaponry not available to line units. If your character is a member of an elite unit, check with your War Master to see what gear is available.

Armor

Some US infantry are issued flak jackets and helmets. Due to the weight and perceived lack of protection, most soldiers in the field don't wear their flak vests, and many opt out of their "steel pots" as well in favor of other headgear such as the soft "boonie" hat. This is not standard military issue however and, in most units, only standard government-issue gear is allowed—at least on base. Out in the jungle, away from the officers, squads might relax their standards a bit.

Webbing

A grunt's LBE (Load Bearing Equipment) or "webbing" consists of a belt and suspenders to carry and distribute the weight of the soldier's gear. Attached to the LBE are the following essentials: 2 one quart canteens, 2 ammo pouches, a bayonet or machete, a butt pack with weapon cleaning kit, poncho, and first aid packet. These are all standard gear and should be carried by all soldiers.

Additional Gear

The gear attached to the webbing is only the beginning of what is needed in the field. Each soldier must also carry a rucksack or backpack containing C-rations (sufficient for the mission), a two quart canteen, wet weather gear, more ammo for their personal weapon, personal hygiene items, and any other items the grunt feels are vital.

In addition, each soldier may be required to carry the platoon mortar rounds (if the unit's mortars are accompanying it on the mission) one or more LAW rockets, grenades, claymore mines, and bags of IV fluids for the medic. Extra ammo belts for the unit's M60 are distributed amongst the soldiers as well. You may select which of these standard items you wish to carry at the start of each mission. Extra ammo and medical supplies may be a pain to carry, but are worth their weight in gold when the bullets start flying.

It also might be useful to leave a little bit of space for a few luxury items. Chocolate bars Cokes and other hard to get snacks can often make things go more smoothly, both with the locals and fellow soldiers.

Saddle Up!

Of course, the weight of all this soon adds up. Before you take any special gear, or your War Master assigns you with even more mission-essential items, you are already carrying around 80lbs. The Standard US Gear Weights table should help you calculate your exact load. Hope you remembered to put a few points into your Strength, troop; you've got to hump that pack all day! Once you choose your gear your War Master will assign you to a unit in-country and it's time to start your tour of duty.

Proving Grounds

Over the course of the war, equipment from most of the major powers found its way onto the battlefields of Vietnam. The conflict provided an outstanding proving ground for the development of new weapons and technologies, as well as a dumping ground for the tons of equipment left over from World War II.

Standard US Gear Weights

Weapons	Weight (lbs)
M1911A1	2
M1911A1 7 round magazine	1
M16	8
M16 20 round magazine	1
M14	10
M14 20round magazine	1.5
M60	23
M60 100 round belt	10
M60 tripod	15
M79	6
M79 grenade	1
M1911A1	4
M1911A1 7 round clip	0.5
Bayonet	1
M72 LAW	5
M26 Grenade	1
60mm mortar (2 man load)	40
60mm mortar round	1
81mm mortar (3 man load)	130
81mm mortar round	15

Additional Gear	Weight (lbs)
LBE	5
Flak jacket	12
Steel helmet	5
Flak vest	12
Aircrew vest	18
Rucksack	5
M60 barrel bag	5
PRC 25 radio	25
Radio Batteries	4
1 quart canteen (full)	3
1 quart canteen (empty)	1
Two quart canteen (full)	5
Machete	3
C rations (per meal)	2
M18 Claymore mine	2.5
Medical pack (Aid Bag)	5
Mine Detector	15
Night Vision Scope	6
Camera	1.5
Binoculars	3



**YOU GREEN TROOPERS
ARE PROBABLY GOING TO
DO WHAT YOU DO IN
EVERY GAME. YOU'LL PICK
UP THE TOUGHEST COMBAT
EDGES TO MAKE THE
MEANEST SOLDIER YOU CAN,
THEN LOAD UP WITH ENOUGH
WEAPONRY TO TAKE OUT A THIRD WORLD
COUNTRY AND START LOOKING FOR TROUBLE,
RIGHT?**

**WELL YOU'RE IN FOR A SHOCK 'COS HERE IN
THE 'NAM, IT DOESN'T WORK LIKE THAT! THE
LOAD LIMITS ARE THE SAME AS IN THE SAVAGE
WORLDS RULES, BUT HERE IN THE RAINFORESTS
OF SOUTHEAST ASIA, YOUR ENCUMBRANCE ALSO
AFFECTS YOUR FATIGUE CHECKS!**

**THAT'S RIGHT, SOLDIER, THE MORE YOU
CARRY THE MORE LIKELY YOU ARE TO DROP
FROM EXHAUSTION, DIE FROM SUNSTROKE, OR
SHRIVEL UP FROM DEHYDRATION. THE DUMB
SCHMUCK WHO DECIDES TO HAUL 150LBS OF
GEAR IS GONNA NEED A LOT OF WATER AND A
LOT OF BREAKS TO REST. THE WEATHER AND
THE TERRAIN IN THE 'NAM MAKE YOU WANT TO
TRAVEL LIGHT.**

**PROBLEM IS, YOU'LL NEED ALL THIS STUFF
AND YOU'RE GONNA WANT TO TAKE ALL THE
AMMO YOU CAN CARRY TOO! BEAR IN MIND
YOU CAN GO THROUGH AN M16 MAGAZINE IN 3
COMBAT ROUNDS AND YOU'RE GOING TO START
LOOKING FOR PLACES TO STUFF THAT EXTRA
AMMO. STILL, MAYBE YOU CAN GET ALL THOSE
OTHER LOSERS IN YOUR UNIT TO HUMP THE
HEAVY GEAR WHILE YOU HOLD THE MAP!**

**SO, YOU'VE FILLED YOUR PACK AND GOT IT
ONTO YOUR SHOULDERS. WHO KNOWS, MAYBE
YOU CAN EVEN MOVE YOUR FEET A LITTLE, TOO.
NOW ITS TIME TO GO OUT AND PROVE WHAT A
BADASS YOU REALLY ARE. WHEN A FIREFIGHT
STARTS, BE SURE TO DROP THE FREAKIN' THING
OR THE ENCUMBRANCE PENALTY TO YOUR
SHOOTING ROLLS WILL HAVE YOU POPPING
CAPS AT EVERYTHING BUT CHARLIE. BUT IF YOU
LEFT YOUR GRENADES AND CLAYMORES IN IT
YOU WON'T WANT TO STRAY TOO FAR.**

**WHATEVER YOU DO, DON'T LEAVE IT LYING
AROUND AFTER A FIGHT OR THE CONG WILL
BOOBYTRAP THE THING AND THAT'LL END YOUR
TOUR REAL FAST.**

WELCOME TO THE JUNGLE!

US and ARVN

Most weapons used by the ARVN were supplied by the US, originally from existing stocks of World War II weapons. As the war progressed and the amount of money available grew, ARVN units were equipped with increasingly modern weapons, until some ARVN units' equipment mirrored that of the US forces they were operating with. Korean and Thai forces were also equipped with US equipment—mostly of WWII vintage, but become increasingly modernized as the war in Vietnam goes on.

Infantry Weapons

Pistols

M1911A1: The U.S. military's standard sidearm for nearly 50 years at the time of America's involvement in Vietnam. This weapon saw action in every American conflict from the Mexican Punitive Expedition of 1916 through Vietnam, with over 19 million produced and distributed to many allies. A rugged, dependable weapon, with good knockdown power, the .45 can be found in almost every unit in South Vietnam.

S&W .38 Revolver: These long-barreled 6-shot revolvers are typically carried mainly by aircrew, both rotary and fixed wing aircraft, but also occasionally by military police units.

Submachineguns

M1/M1928 Thompson: A holdover from US World War II stockpiles, the "Tommy Gun" and its ammunition is heavy to carry in the tropical heat of the 'Nam, but many were sent to equip the French and later South Vietnamese armies. This version of the venerable "Tommy Gun" accepts either a 20 or 30 round box magazine.

M3A1 "Greasegun": So named because its design reminded soldiers of the grease guns they had used on their cars in civilian life, the M3 was developed as a cheaper war-time alternative to the submachinegun. Made of stamped parts, this ugly but robust weapon fires the same pistol ammunition as the M1911A1 and the Thompson. Many of these weapons are still used as a back-up weapons for US vehicle crews in the 1960s.

Rifles

M1 Garand: The M1 Garand was developed to equip US infantry with a self-loading rifle in WWII, and provided US units with an impressive volume of non-automatic rifle fire. The rifle is loaded with an eight round clip that fits inside the weapon's internal magazine. The design of this clip is such that the soldier can only load all

eight rounds into the weapon at once—no “topping off” a partially emptied rifle. Despite this drawback, the rifle was popular with front-line troops and can be found with some US allies in the 1960s.

M1 Carbine: The M1 Carbine was designed to give rear echelon troops and officers a handier weapon than the heavy M1 Garand. While not as long-ranged or rugged as its larger brother, it does have a 20 or 30 round magazine. The Carbine is popular among soldiers in Southeast Asia for its light weight and higher ammunition capacity and is used extensively by ARVN soldiers.

M14: A rifle designed to replace the M1 Garand, the M14 rifle was adopted by the US Army in 1957. It saw combat extensively for the first time in Southeast Asia, but was found to be too long and too heavy to be carried all day in a hot and wet climate. Although originally designed to be fired either semi or fully automatic, most M14s in theater have the auto-fire capability removed. The M14 was replaced as a first-line weapon in the late 1960s.

M14A1 Squad Automatic Rifle: Designed to provide firepower to the M14-armed infantry squad, these M14s were equipped with features that allowed more effective automatic fire than a regular M14. The fire selector is installed, giving it full automatic fire capability.

M16: Derided as a toy gun made by the Mattel Corporation, the Colt M16 was not popular when first introduced in Vietnam. It was originally issued to Air Force troops in-country, but its light weight (due to the use of plastic in the buttstock and handguards) makes it ideal for ground troops marching in the heat of Southeast Asia. Problems surfaced due to a lack of training among the troops in the rifle's proper care, but once the initial bugs were straightened out, the weapon performed admirably. The M16 can be fired in either the single shot or fully automatic mode from a 20 round clip.

XM-177E1/CAR-15/XM-177E2: Originally appearing as the CAR-15 in 1965, this rifle was intended for US Special Forces in Vietnam. The original M16 was simply shortened by cutting the length of the barrel in half (to 10 inches) and adding a shortened retractable buttstock. In mid-1967 Colt slightly upgraded the Commando by lengthening the barrel up to 11.5 inches, and this version was adopted as XM-177E2.

Many of these weapons can be found among REMFs (Rear Area Mother F-----), who like the appearance of carrying a weapon designed for elite troops. The XM-177E1 isn't too rugged in hand-to-hand combat, and if used as a club has a tendency to be battered beyond use. Any 1s rolled in Fighting indicate that the rifle has been ruined as a firearm.

M40/Remington 70: Used as a sniper rifle by the USMC beginning in 1966. This bolt-action rifle fires from a 5 round internal magazine using a 10X Unertl scope. The scope provides a +2 Shooting bonus to shots over Short range as long as the firer does not move this round.

M21 Sniper Rifle: During the Vietnam War, the US Army felt the demand for an accurate sniper rifle. The army accordingly selected the then-standard M14 for its ability to provide a quick second shot. The Army Marksmanship Unit was charged with turning the M14 into effective sniper rifle. This was done by adding a telescopic sight (see M40 above for scope rules). It was adopted by US Army in 1971.

Machinegun Special Rules

Weapons noted as requiring crews of two or more are fired most effectively when fully crewed. While they can be fired with no penalty by one person, it takes only a single action by the A-gunner to reload with a full crew. When working alone, it takes three actions to reload one of these weapons. An A-gunner can also link belts together while the gun is being fired with a successful Agility check, providing a continuous feed of ammo as long as the belts are linked. Any 1s on this roll indicate the belt is twisted and the gun has jammed. Unjamming the gun requires a successful Repair roll from both the gunner and assistant gunner.

MG Overheating

Modern air-cooled belt-fed machineguns often have a rate of fire that exceeds the capacity of the barrel to cool itself, resulting in melted barrels. When firing suppressive fire, a 1 rolled on the Shooting roll indicates that the barrel has overheated. It must then be changed. If no barrels are available the gunner can either wait five rounds for the weapon to cool, or pour 4 quarts of water on the barrel. A third solution is to keep firing the weapon. On subsequent rolls in which the gunner takes none of the above remedial actions, any 1s rolled indicate the barrel has melted, ruining the gun until it can be worked on by the unit armorer.

BAR: The Browning Automatic Rifle served with US forces in WWII and thousands of these weapons were produced. After Korea, the BAR was gradually replaced in US service, but the BAR continued to see action in the armories of many US allies around the world. The BAR has an integral bipod for stabilization. The biggest drawback is the 20 round magazine, which is much too small to allow the weapon to be used in a support role. It does compensate somewhat for this drawback by having a reload time of one action, though.

M60: Called the "pig" or "hog", the M60 machinegun was phased in as the standard light machinegun of the US military in the 1960s. Patterned after the infamous German MG42, the M60 is an air-cooled weapon supplied by a 100 round belt of ammunition. It can be found in a variety of roles in the 'Nam, from supporting ground troops to vehicle mounts to helicopter defense. The M60 has a built-in bipod and carrying handle, and a "quick-change" barrel for replacement to avoid overheating. If the gun overheats (see Overheating above), the barrel can be changed with the spare provided in the barrel bag. This operation requires three actions (five if no assistant gunner is available).

M63 Stoner: The Stoner 63/63A 5.56mm machinegun was the culmination of Dr. Eugene Stoner's idea for a modular firearm that could be made into a variety of configurations, from a carbine to a fixed machine gun for vehicle use.

This version of the weapon is mostly used by Navy SEALs. A belt-fed, light machinegun, the M63 uses either a 150-round snail drum, 100-round or 150-round plastic box. A clip-on bipod is available, but SEAL operators usually do not use it in the field. It can also be attached to the standard US tripod for static positions, although the weapon's rarity usually precludes its use in this role.

M1919: This crew-served weapon is air-cooled and belt fed from a 250 round disintegrating link belt, and typically fired from a tripod. An extremely reliable weapon, it can take a lot of abuse, and many examples of this gun served throughout Southeast Asia from 1946 until well into the 1960s. This gun typically has a crew of three attached, but two soldiers can serve the weapon with no penalties. A strong soldier with an asbestos glove can fire it from the hip with a -6 to the Shooting roll.

M2HB: The Browning .50 caliber machinegun has seen service in a variety of roles, from ground combat in the hands of the infantry to vehicles and aircraft. Although it has a slow rate of fire, its heavy rounds can inflict damage on men and vehicles alike. The M2 can be fired either single shot or fully automatic from a 100 round disintegrating link belt.

Antitank Weapons

M72 LAW: Replacing the cumbersome WWII Bazooka, the LAW was designed after the highly successful German Panzerfaust as a single shot, disposable weapon capable of taking out enemy tanks. The lack of enemy tanks in Vietnam relegates these weapons into improvised bunker busters.

Unfortunately, these weapons were designed for use in Europe and don't hold up well in the environmental conditions in the 'Nam, and are

prone to fail when fired due to moisture buildup in the firing mechanism. When firing a LAW, a 1 or 2 on the Shooting roll indicates the firing mechanism has been fouled, rendering the weapon useless. No amount of tinkering in the field can get one of these to work (although a sadistic War Master might give such a tinkerer a chance to have it explode in his face).

A flame template must be placed at the rear of the LAW when fired to represent the backblast area. Anyone within the first half of the template must make a Spirit roll or be Shaken. Anyone rolling a 1 on their Spirit die takes 1d6 damage.

Recoilless Rifle: The advantage of recoilless guns lies in their lightweight and relatively high performance. This light weight is achieved through the absence of a recoil mechanism eliminating the need for heavy gun mounts, which are a significant part of the weight of a typical artillery piece. Vehicles can easily carry a recoilless rifle, and in some instances the lighter (57mm) recoilless rifles could be fired from the shoulder like a giant bazooka or fired from its integral monopod or bipod.

One drawback of this weapon is the fact that the breach expels propellant gasses rearward thereby balancing the forces caused by the projectile accelerating out of the gun tube. This creates a large backblast and resultant smoke/dust cloud that is impossible to miss.

The fan-shaped backblast covers an area of two flame templates laid side by side, with their narrow ends placed on the rear of the weapon. Anyone in this area must make a Spirit roll or be Shaken. Anyone rolling a 1 on his Spirit die takes 2d6 damage. If this weapon is fired in an enclosed space, the damage is automatic.

Grenades and Explosives

M26 "Baseball" Hand grenade: This fragmentation hand grenade was round, lighter, and fairly well balanced, allowing the soldier to throw it further than the old Mk2 "pineapples."

M79 Grenade launcher: The M79 "Bloop" closely resembles a large bore, single barrel, sawed-off shotgun. Designed as a close-support weapon for the infantry, it bridged the gap between the maximum throwing distance of a hand grenade, and the lowest range of supporting mortar fire. The arming distance of most grenades was 20 meters, and it could engage point targets out to 150 meters, and area targets to 300 meters. Area shots are lobbed through the air at an angle instead of fired directly at a target. This can increase the range and might get by some obstacles such as a berm or low wall.

There is a -2 Shooting penalty on any area shot. The M79 can fire high explosive, multi-projectile (buckshot), smoke grenades, CS gas, and flares.

Multiprojectile (Buckshot): This "grenade" is a giant shotgun shell, filled with steel balls. The shooter places the small end of the flame template at the tip of his weapon, and the large end on as many targets as he is able. He then makes a shooting roll at +2. Defenders making an Agility roll equal or greater to the attacker's Shooting roll are able to dodge out of the way. Those who fail suffer 3d6 damage. Raises on the attacker's Shooting roll have no further effect.

Flare: This round shoots a parachute flare, that bursts several hundred feet above the ground and floats down on its own parachute. The parachute flare provides light in an 18" radius, reducing the lighting penalties to dim (-1).

High Explosive: This is a typical high explosive grenade, causing damage to everything under a Medium Burst Template centered on the target.

Smoke: This round spews a thick blanket of smoke. On the round of the attack place a Medium Burst template to represent the smoke. On the second round place another Medium template touching the first as the cloud expands. On the third round place a Small Burst template touching the second. On the fourth round the cloud dissipates. Line of sight is blocked by the

cloud, and any ranged weapon fire through it suffers a -4 penalty to the Shooting roll.

CS: This round releases a cloud of tear gas. Place a Medium Burst template on the target point. This stays in place for three rounds (less if a strong wind is blowing). Anyone under the template each round must make a Vigor roll at -2 (-4 if in an enclosed space). Those who fail are Shaken, and remain Shaken as long as they are in the gas cloud. Once out of the gas, a character cannot attempt to recover from being shaken for three rounds. Gas masks negate the effects of CS.

Claymore Mine: Used both offensively and defensively by US forces, this weapon, although classified as a mine, is not buried in the ground. Instead, it stands on two sets of scissors legs and is pointed in the direction it is meant to fire. The Claymore can be command or remotely detonated by a tripwire. When triggered, the plastic explosive inside detonates, blasting a hail of steel ball-bearings in a cone-shaped killzone.

The Claymore uses two flamer templates side by side to indicate the killzone. Anyone within this area takes full damage. Anyone not under cover in a 180-degree arc behind the Claymore out to 6 inches must make a Spirit check or be Shaken due to blowback. Anyone who rolls a one on this check is hit for 2d6 damage.



Support Weapons

60mm Mortar: Designed to provide the infantry company with a portable form of artillery, the 60mm mortar was light enough to be carried by its crew of three. Due to the weight of the ammo and the heat, humidity and terrain, the number of rounds available to a company in the boonies was limited and most members of a platoon would carry several mortar rounds. Logistics flights would fly in extra ammo if a patrol base was being set up or a firefight expected. Dense overhead cover precludes the use of mortars if a clearing can't be found to set them up in.

81mm Mortar: This mortar was a heavier version of the 60mm mortar. Though technically portable, the weight of this weapon generally meant it was left at camp except for mechanized operations. Each 81mm mortar is crewed by a squad of six.

Flamethrower: US forces in Vietnam used the lessons gained through hard jungle fighting in the Pacific in World War II and employed a variety of flame weapons. Most were mounted on vehicles, but a few infantry-style flame units were employed. Use the statistics from the *Savage Worlds* rulebook. The target of a flamethrower receives no bonuses for cover, as the flames wash around most protection, and tend to suck the air out of caves and bunkers.

Personal Armor

Helmet: French, US, and allied force's troops use steel helmets throughout most of the war, although this varies by unit type and personal preference. Most NVA forces wear pith style helmets that provide no ballistic protection. Although the helmets used by the Western forces and their allies help reduce the severity of head injuries in the war, the "steel pot" helmet is heavy and tends to trap heat around the wearer's head in the tropical conditions of Southeast Asia. Whenever the War Master requires a soldier to check for Fatigue due to heat, subtract 1 from the roll if he wore his helmet for the majority of the time. This modifier is used in the heat only. It does not effect rolls for Fatigue from terrain or other hazards.

Flak Vest: In an attempt to limit casualties among US ground troops, flak vests were introduced on a wider scale than had been attempted in Korea. The vests are heavy and hot, however, and are perceived as not providing much protection. Whenever the War Master requires a soldier to check for Fatigue due to heat, subtract 1 from the roll if he wore his flak vest for the majority of the time. Again, this modifier only applies to heat-induced Fatigue checks.

Aircrew Flak Vests: Since aircrews didn't have to worry about humping heavy gear through the jungle, their vests had "chickenplate" steel inserts



to provide additional protection. Some pilots, door gunners, and crew chiefs went so far as to stack a mound of these vests under them to provide additional protection from anti-aircraft fire. If a foot soldier acquires one of these and tries to use it in the boonies, subtract 4 from all Vigor rolls he makes to resist heat Fatigue. Helicopter crews can ignore this penalty while flying.

Miscellaneous

Mine Detectors: Mine detectors consist of a belt or backpack mounted unit, a set of headphones, and a long wand with an electromagnetic detector at the end. Minesweeping is a task that takes concentration. The minesweeper must remain fairly oblivious to his surroundings while listening to the equipment. The soldier using the set is at -4 to all Notice checks to detect ambushes. Mine detectors provide a +4 to the Notice roll to detect mines or metallic booby traps.

Trip Flare: These devices consist of a magnesium flare set off by a thin trip wire. Designed to give early warning against nocturnal attackers, the trip flare casts a bright light in a radius equal to a small burst template. Targets in the area of illumination are treated as being in dim light (-1) for Shooting attacks.

PRC-25 Field Radio: The main radio carried in the field by US troops, the "Prick 25" is a backpack-type radio worn by the radioman. Although he can't carry a regular rucksack, grenades and some personal gear can be attached. The range of this FM set varies from line of sight to 5 miles, with ranges of up to 25 miles possible if broadcasting from a high hilltop. The bulky batteries for this radio last for 12 hours, and weigh 4 pounds.

Tigerstripe Fatigues: Worn by elite units such as LRRPs and Special Forces, as well as thousands of "chairborne rangers" in Saigon and other rear areas, these uniforms are arguably the best camouflage available. Soldiers wearing these in the jungles of Southeast Asia add +1 to their Stealth rolls. Issued sets are hard to come by for regular infantry units, but they can be easily picked up in most big Vietnamese cities.

Night Vision Scopes: The first war to see widespread use of light enhancing scopes, the American AN-PVS-2 night vision scope provided a dim view of the area at night by amplifying existing light. It does not work in a lightless environment, such as underground or inside a sealed building. A hero using a night vision device treats the illumination level as dim (-1 to Shooting rolls), unless a half moon or better is present, in which case all penalties are ignored. The batteries typically last 100 hours.

An individual can fire out to the normal range of the weapon the scope is mounted on. The shooter must be sure of his targets, however, as individual recognition is impossible within the hazy green field of view provided by these primitive scopes.

US Vehicles

The US used a wide variety of armored vehicles in their fight against the Viet Cong and their NVA sponsors. The following lists, while not exhaustive, provide detailed statistics for the most common of the vehicles used. If the War Master wants to include other vehicles used in the conflicts, these vehicles provide a good starting point for your own conversions.

Vehicular Notes

Some of the vehicles have special abilities due to their construction or optional equipment. For most of these abilities, see the *Savage Worlds* rulebook. Some of the new abilities are listed below.

Flammable: Poor ammo stowage, exposed fuel lines, or other design flaws give these vehicles a tendency to suffer catastrophic damage when hit. Any Critical Hits scored against the vehicle have +2 added to the roll on the Critical Hits Table.

Single Shot: The weapon on this vehicle is mounted outside the crew compartment. Once fired, the weapon must be reloaded by an exposed crewman. The entire reloading process can take several actions, during which the crewman is considered to have medium (-2) cover.

M113

The M113 was introduced as an armored personnel carrier. Fully amphibious, the aluminum-hulled vehicle has a crew of two, and can carry eleven loaded troops in the rear compartment. Cheap, simple to manufacture, and easy to maintain, it was not liked at first by the ARVN troops due to its deployment as a light tank and the resulting losses. Used properly with the correct doctrine, however, it was an effective APC. The driver sits in the left front of the hull, beside the front-mounted engine. The commander has a hatch in the center of the roof. A roof hatch is also mounted over the troop compartment, and the rear is taken up by a ramp for entry by the troops. Due to the presence of mines, most troops took to riding on the roof rather than in the troop compartment.

A wide variety of M113 variants were produced, including a command model with a higher roof (the M557), an armored ambulance, two mortar carriers (the M125 and M106), and a recovery

vehicle (M806). Some of the more common variants are listed below.

Acc/Top Speed: 4/16

Toughness: 14/12/12 (4/2/2)

Crew: 2; **Cost:** Military only

Notes: Tracked, Amphibious, Heavy Armor

Weapons:

- M2 Browning on top pintle mount (1000 rounds)

M113 ACAV

The M113 Armored Cavalry Vehicle (ACAV) is an up-gunned version of the M113. Envisioned as a way to provide fire support to the mechanized infantry company, the ACAV suffers from the M113's lack of armor, and despite the addition of the extra machine guns is just as easily destroyed by a determined foe.

Acc/Top Speed: 4/16

Toughness: 14/12/12 (4/2/2)

Crew: 2; **Cost:** Military only

Notes: Tracked, Amphibious, Heavy Armor

Weapons:

- M2 Browning on top pintle mount (1000 rounds) with gunshield (gives gunner AV +4)
- M60 MG mounted right and left of roof hatch with gunshield (gives gunner AV +4)



M132

The M132 is an M113 modified into a mobile flamethrower. The cupola is replaced with the flame gun mounting, and the passenger compartment is taken up by the M10 fuel and pressure unit, which consists of four 50 gallon spherical flame fuel tanks. Each of these are topped by a spherical air compressor. See the rules for vehicle mounted flamethrowers in the *Savage Worlds Rulebook* for details.

Acc/Top Speed: 4/16

Toughness: 14/12/12 (4/2/2)

Crew: 2 **Cost:** Military only

Notes: Tracked, Amphibious, Flammable, Heavy Armor

Weapons:

- M10-8 Flamethrower (5 Bursts) (Range 25/50/100; Damage 2d10, ROF 1, ignores armor and cover)
- 7.62mm MG coaxial (200 rounds) (Range 30/60/120; Damage 2d8+1, ROF 3; AP2)

LVTP5 Amtrac

An amphibious landing vehicle, the LVTP5 is a large vehicle with an inverted V-shaped bow that makes for more efficient water operation. Infantry access is via a bow ramp and the crew and passenger compartment are at the front of the vehicle, with the powerplant to the rear. One large and two smaller access hatches are over the passenger compartment. When operating in the water, weight for the LVTP5 has to be reduced and it can carry only 25 passengers. LVTE1 is the engineer version of the LVTP5. A large, toothed, V-shaped excavator blade is mounted on the front of the vehicle, and it can clear a path through a minefield was 16 game-inches deep and 12 feet wide.

Acc/Top Speed: 3/12 (land) 1/3 (water)

Toughness: 16/12/12 (5/3/3), LVTEE1 19/12/12 (8/3/3)

Crew: 3 (34 passengers); **Cost:** Military only

Notes: Tracked, Amphibious, Heavy Armor

Weapons:

- M1919A4 MG on commander's cupola (250 rounds)

M41 Walker Bulldog

The M41 was developed as a light tank design to replace the Chaffee following World War II. Many M41s were shipped to South Vietnam as the US began to build up the ARVN armored forces. It proved very effective in defeating the NVA's Soviet supplied armor in the armor battles of 1970-1972.

Acc/Top Speed: 5/12

Toughness: 22/18/18 (10/5/5)

Crew: 4; **Cost:** Military only

Notes: Tracked, Stabilizer, Heavy Armor

Weapons:

- 76mm main gun (57 rounds)

AP (Range 75/150/300; Damage 3d10; ROF 1; AP15, reload 1 action)

HE (Range 75/150/300; Damage 3d10; ROF 1; Medium Burst Template, AP5, reload 1 action)

- M2 MG on top pintle mount (550 rounds)
- 30 MG in coax (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

M48 Patton

The M48 was America's main battle tank at the beginning of the war, gradually being replaced by the M60 as the 1960s went on. Designed to face the hordes of Soviet armor expected on the plains of Germany, the M48 is more than a match for any armor it's likely to come up against in Vietnam. Of course, like all armored vehicles it's vulnerable to foot soldiers without its own infantry support.

Acc/Top Speed: 3/12

Toughness: 30/20/20 (15/6/5)

Crew: 4; **Cost:** Military only

Notes: Tracked, Heavy Armor, Stabilizer

Weapons:

- 90mm main gun (64 rounds)

AP (Range 75/150/300; Damage 3d10+1; ROF 1; AP24, reload 1 action)

HE (Range 75/150/300; Damage 3d10+1; ROF 1; Medium Burst Template, AP8, reload 1 action)

- M2 MG in top pintle (550 rounds)
- 30 MG in coax (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

M67 Flame Vehicle

The M67 is identical to the M48 except that the main gun is replaced with a flamethrower. This devastating weapon uses the rules from the *Savage Worlds* rulebook for vehicle-mounted flamers, and can direct its burning fuel to affect either a direct line of fire using the cone template, or arc it for greater range using a Small Burst radius.

Notes: Flammable.

- M7-6 Flame Gun (5 Bursts) (Range 25/50/100; Damage 2d10, ROF 1, ignores armor and cover).

M50 Ontos

The Greek word for "thing", the Ontos is a lightweight tracked armored fighting vehicle. Designed in the early 1950's to be an air transportable tank destroyer. This nine and a half ton tracked vehicle was armed with six 106mm recoilless rifles, four .50 caliber spotter rifles, and a .30 cal Browning machine gun. Each vehicle was manned by a crew of three, but some vehicles in-country had two crewman.

Acc/Top Speed: 4/12

Toughness: 20/13/13 (10/4/4)

Crew: 3; **Cost:** Military only

Notes: Tracked, Fixed Guns (the Recoilless Rifles can only fire to the front), Single Shot (loading each recoilless rifles takes three rounds outside the vehicle), Heavy Armor



Weapons:

- 106 mm recoilless rifles (18 rounds)
AP (Range 50/100/200; Damage 3d10+2; ROF 1/3; AP18)
HE (Range 50/100/200; Damage 3d8; ROF 1/3; Medium Burst Template)
Canister (Range 10/20/40; Damage 2d10; ROF 1/3; Pick a point of detonation. The shell behaves as a canister round (see the *Savage Worlds* rulebook) from that point onward for 18").
- .50 Spotting Rifles (10 rounds) (Range 50/100/200; Damage 2d10; ROF 1; Shots 5; AP2)
- M1919A4 (500 rounds) on top pintle mount

M551 Sheridan

Designed as a light air-droppable tank and reconnaissance vehicle, the Sheridan has an aluminum hull and steel turret, and is designed with buoyancy cells to give it an amphibious capability. The original 152mm gun-launcher on the M551 is able to fire the Shillelagh missile (almost never used in Vietnam), HEAT, WP, and canister. The thin armor and combustible cases of the main gun ammo create serious problems for its crews. It is often replaced in recon units with heavier, more reliable tanks or M113s.

Acc/Top Speed: 3/18 **Toughness:** 15/13/13 (5/3/3)

Crew: 4; **Cost:** Military only

Notes: Tracked, Amphibious, Heavy Armor, Flammable

Weapons:

- 152mm gun (20 rounds)
-HEAT (Range 100/200/400; Damage 3d10; ROF 1; Medium Burst Template; AP20)
-WP (Range 100/200/400; Damage 2d8+1; ROF 1; Medium Burst Template)
-Canister (Range 24" path; Damage 2d6; ROF 1; AP2)
- M2 MG on top mount (1000 rounds)
- .30 MG in bow (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

VC and NVA

The VC and NVA forces got their weapons from wherever they could. China and Russia were both large suppliers of these forces in the form of weaponry and vehicles as well.

Infantry Weapons

Pistols

Tokarev: Widely used during WWII, the Tokarev was exported to Soviet client states in great numbers. It was designed without any safety, instead being equipped with a half-cock position. If dropped, the user makes an Agility roll. On a 1 the pistol goes off and fires in a random

direction. Use the innocent by-stander rules to determine if anyone in the line of fire is struck.

Marakov: This pistol was designed as a self-defense handgun for Soviet Army officers and police and provides good defense at short and medium distances, with the usual high reliability of Soviet designs. This all-steel pistol is extremely sturdy, simple to operate and maintain and very reliable.

Submachineguns

PPSh-41: Retired from Soviet Army service soon after WWII, the PPSh was widely exported to some pro-Soviet countries around the world, including Vietnam. The PPSh-41 is a simple but effective wartime weapon. It can be fired in either single shot or full automatic mode. Long ranged (compared with other SMGs), accurate, and reliable, the main drawbacks of the PPSh-41 are its weight and length.

Rifles

AK-47: Adopted by the Soviet Army in 1947 this rifle was manufactured in huge numbers, for both internal use and export. Rugged and dependable, this weapon and the Type 56 Chinese copy came to symbolize Communism worldwide. The stock and grip are made of wood, and the rifle is designed to take hard knocks.

SKS: This rifle is of a similar age as the M14. A folding bayonet is permanently attached to the gun beneath the barrel, so no action is required to fix the bayonet. This gun is large and cumbersome so any Vietnamese troops armed with SKS rifles suffer -1 to all Stealth rolls.

SVD Dragunov: The SVD was designed to extend the effective range of fire of every Soviet infantry squad up to 600 meters and to provide special fire support. Lightweight and quite accurate, this rifle is only capable of semi-automatic fire.

Machineguns

PK: The PK was developed as a general-purpose machinegun. Its crew of three—gunner, assistant gunner, and ammo bearer—may use the PK with its integral bipod or on a lightweight tripod. This belt-fed machinegun has a chrome quick-change barrel. If the gun overheats (see the section on Machineguns page 23) the barrel can be changed in one action (two if no assistant gunner is available).

RPD: The Soviet designed RPD and the Chinese Type 56 LMG copy were belt-fed guns, the belt being contained in a drum allowing for easier one-man operation. The gun has only a full-auto setting so Vietnamese gunners fire short bursts to prevent overheating the non-removable barrel.

RPK: The RPK is an AK-47 with a sturdier receiver, heavier and longer, non-detachable barrel, and re-contoured wooden buttstock. A non-detachable, folding bipod is mounted under the barrel. The RPK can be fed from 40 round boxes or 75 round drum magazines, as well as from standard AK-47 type 30 round magazines.

DShK: This Soviet heavy-caliber belt-fed machine gun was designed as a dedicated anti-aircraft weapon. Widely exported to Soviet-friendly nations and regimes, it is heavily used in Indochina and Vietnam, especially in the anti-aircraft role. The DShK fires only full-auto from 50 round belts, and is mounted on a wheeled universal mount fitted with a removable steel shield. This gives the gunner armor +4. The wheels can be removed and a mount "tail" separated to form a folding tripod, allowing the gun to be used in its anti-aircraft role.

Grenades and Explosives

RPG-2/RPG-7: also called the BT-40, this Soviet designed weapon was patterned after the German Panzerfaust of World War II. The RPG-2, and later the RPG-7, is effective against emplacements and armored vehicles. RPGs can be reloaded, and a typical gunner carries 3 extra rounds in a backpack.

Chain link fences and treelimbbs can detonate the warhead prematurely. An RPG round striking such a barrier explodes on a d6 roll of 1-3, with the burst template centered on the barrier.

Sapper Harness: Sappers often wear these explosive packs to penetrate barbed wire and other obstacles used by US forces. The sapper acts as a human bomb taking out bunkers, command posts, and vehicles. A simple canvas harness with an explosive charge, the weapon is detonated by the wearer by a pull-cord. When attempting to detonate a sapper harness, roll a d12. On a one it fails to detonate. Otherwise, place a medium blast marker centered on the sapper, who dies in the attack.

Support Weapons

Recoilless Rifles: The VC and NVA use a variety of calibers of recoilless rifles as close artillery support. Use the rules as presented in the US section.

NVA Vehicles

PT76

The PT-76 is one of several light amphibious tanks developed and used by the Soviet Army and exported to their client states. The vehicle entered service in 1954 and is amphibious without additional preparation. The PT-76 is

lightly armored and undergunned for a modern tank, and is operated by a three man crew. The PT-76 is often used to transport troops.

Acc/Top Speed: 2/8

Toughness: 15/12/12 (4/1/1)

Crew: 3; **Cost:** Military only

Notes: Tracked, Amphibious, Heavy Armor, Stabilizer

Weapons:

- 76mm main gun (40 rounds)

AP (Range 75/150/300; Damage 4d10+2; ROF 1; AP14, reload 1 action)

HE (Range 75/150/300; Damage 3d8; ROF 1; Medium Burst Template, AP9, reload 1 action)

- PK MG in coax (1000 rounds 7.62Rmm)

T-54 Main Battle Tank

The T-54 series tanks first appeared in 1949 as replacements for the T-34 tank of World War II, and large numbers saw service, around the world, including Vietnam and Cambodia. T-54s were rarely seen in the South however, and were only encountered in any numbers during the abortive 1972 Easter Offensive, as well as during the ARVN invasion of Laos. Large numbers of T-54s crossed into the South across the DMZ during the final battles in 1975.

The T-54 combines a high-velocity gun with a highly mobile chassis, a low silhouette, and exceptional long-range endurance. It does suffer from a slow rate of fire however, and the protection afforded by its low silhouette is offset by its poor armor protection, which is thin.

Acc/Top Speed: 3/12

Toughness: 40/30/25 (24/15/10)

Crew: 3; **Cost:** Military only

Notes: Tracked, Heavy Armor, Sloped Armor (+4 Front only)

Weapons:

- 100mm main gun (34 rounds)

AP (Range 100/200/400; Damage 4d10+2; ROF 1; AP35, reload 2 actions)

HE (Range 100/200/400; Damage 3d8; ROF 1; Medium Burst Template, AP20, reload 2 actions)

- PK MG in coax (1000 rounds 7.62Rmm)

The French

French forces in Indochina were supplied with a hodgepodge of weapons. Mostly because the French arms industry was still suffering greatly from the occupation of World War II, and the growing war in its colony required more weapons than the rebuilt French military could supply. The United States was hostile to the French policy in Indochina, and aid was severely restricted before the political climate changed in 1949. When South Korea was invaded, however, American aid poured in, to the point that by the end of the war most

materiel was supplied by the US. From mid-1950 on, most front-line European and Foreign Legion units were equipped with US or British WWII-vintage weapons and vehicles. Colonial troops serving in Indochina, however, continued to use a gamut of weapons, with some units even having to use pre-War and World War I era weapons.

Besides the weapons listed below, French characters after June 1950 can also choose from among the following US weapons:

- MI9IIA1 Pistol
- M3A1 Greasegun
- M1 Garand
- M1 Carbine
- Thompson SMG
- BAR
- MI9I9A4 Machinegun
- M2HB Machinegun
- Bazooka
- Recoilless Rifle (57 and 75mm)

Another concern for French forces is the bewildering array of weapons available, and the number of different calibers and sizes of ammunition required. Logistics were a nightmare for most forces in the field. Even elite units such as the Foreign Legion paratroopers are armed with a dizzying array of weapons, each with a different caliber.

Infantry Weapons

Pistols

Enfield No. 2: A sturdy revolver of British design.

Submachineguns

MAT-49: Developed at the French state arms factory MAT (Manufacture Nationale d'Armes de Tulle) in the late 1940s, the MAT-49 was widely used by French military and police forces throughout the Indochina campaign. Its success inspired the North Vietnamese to locally produce a copy, chambered for the Soviet 7.62mm TT round.

The MAT-49 is a stamped steel design, with a 20 or 32 round magazine. Army issue MAT-49's can only fire in full auto, but some batches were made for Gendarmerie and Police with dual triggers for both full-auto and single shots.

MP40: Stocks of this excellent German weapon were acquired by the French after the War and sent to Indochina, where they could be found as late as the mid-1960s among units of CIDGs in some hamlets. Unfortunately for the French soldiers, many units received British 9mm rounds, which resulted in jams and accidental misfires. If a 1 is rolled on the Shooting roll the MP40 has



jammed on the ammunition, requiring an action to clear.

Sten: Fulfilling the British Army's need in WWII for a cheap, mass-produced submachinegun, the Sten was produced in record numbers, and many found their way into French hands after the War. An ugly weapon made of stamped metal and steel tubes, it is nevertheless reliable and deadly.

Rifles

No. 4 Lee-Enfield: This sturdy bolt-action rifle was the mainstay of British ground forces in World War II, and large stocks were sent to France after the War. It fires a .303 round from a 10 round internal magazine.

Lebel 1886M93, Berthier M1907/15: These bolt-action rifles were prime examples of how the French government used Indochina as a dumping ground for their old ordnance. Developed before or during the First World War, these rifles of varying calibers were used to equip the colonial troops, and only added to their poor performance when faced with the superior weaponry supplied to the Viet Minh by the Soviets and Chinese.

MAS-36: The French MAS-36 was designed to replace the elderly Berthiers and Lebels and began production in 1932. Being slightly better than the other bolt-action rifles in French service, this weapon could be found in the hands of the European units until the influx of American-made weapons arrived in 1950. Unfortunately, it was still a bolt-action rifle whose time was past in Indochina.

Robust and reliable, the MAS-36 is equipped with a thin spike bayonet stored in a tube under the fore-end. This bayonet can be taken out and readied when needed (requires 1 action).

Machineguns

Bren: Originally developed from a Czech design at the start of WWII, the Bren was manufactured by Enfield Lock and saw action with British and Commonwealth troops across the globe. Wartime stocks were transferred to the French for service in Indochina. This weapon has an integral bipod and carrying handle above the barrel for easy transport. Its curved, top-mounted magazine gives it a distinctive appearance. If the gunner has taken the time to place magazines within easy reach, the gun can be reloaded in 1 round without an assistant gunner. The Bren is equipped with a selector switch that allows the user to chose between single shots and fully automatic fire.

Reibel M1931A Fortress Gun / FM 24/29: Stripped out of the Maginot Line emplacements, this 7.5mm machine gun was used in Indochina by French Colonial Forces for many years after WWII. A number of conversions were made, with some using a side-mounted drum magazine

containing 150 rounds. The FM 24/29 typically is equipped with a top-mounted 20 round magazine much like the Bren with an integral bipod, while the old Fortress guns are fired from makeshift tripods.

Antitank Weapons

Recoilless Rifle: French recoilless rifles are US supplied weapons, and are used extensively as infantry support weapons. Use the statistics given in the US section. The majority were 57mm, although some 75mm weapons were used.

Bazooka: This World War II hold-over is mostly useless against most post-war tanks, but continues in the inventories of many nations well after the war. The launcher is essentially a tube about 60 inches long, with a rocket propelled shaped charge in the back. The bazooka's relatively light weight, combined with its punch against armor and other hard targets such as bunkers, are its main advantages. Disadvantages include a dangerous back blast and limited range, making the bazooka team vulnerable to counterattack.

Grenades and Explosives

Hand Grenades: The vast majority of grenades used by the French forces in Vietnam were American-made M67 "Pineapple" grenades. Use the statistics presented in *Savage Worlds*.



US/ARVN Ranged Weapons

Type	Range	Damage	ROF	Weight	Shots	MinStr	Cost	Notes
Pistols								
M1911A1 (.45)	12/24/48	2d6+1	1	2	7	—	—	
Hush Puppy (.45)	5/10/20	2d6+2	1	2	7	—	—	Silenced/SF
Submachine Guns								
M1 Thompson (.45)	12/24/48	2d6+1	3	13	20/30	—	—	
M3 Grease Gun (.45)	12/24/48	2d6	3	15	30	—	—	
Rifles								
M1 Garand (.30)	24/48/96	2d8	1	10	8	—	—	AP2
M1 Carbine (.30)	15/35/75	2d6-1	1/3	6	20/30	—	—	AP1
M40 (7.62)	48/96/192	2d8+1	1	15	5	—	—	AP2, Snapfire penalty
M21 (7.62)	48/96/192	2d8+1	1	9	20	—	—	AP2, Snapfire penalty
Assault Rifles								
M14 (7.62)	24/48/96	2d8+1	1/3	9	20	—	—	AP2, Snapfire penalty
M16 (5.56)	24/48/96	2d8	3	8	20	—	—	AP2
MGs								
M60 (7.62)	30/60/120	2d8+1	3	23	100	d8	—	AP2; Crew Served (2)
Stoner (5.56)	30/60/120	2d8-1	3	12	50/100/150	—	—	AP2, SF Only
Support								
M72 LAW	24/48/96	4d8+2	1	5	—	—	—	Medium, Single shot, misfire on 1 or 2, AP30
M79 (point)	25/50/75	3d6	1	7	—	—	—	Medium, 10" min range, one action to reload
M79 (area)	50/100/150	3d6	1	7	—	—	—	Medium, 10" min range, one action to reload
Recoilless Rifles								
57mm (HE)	25/50/100	4d8+1	1	45	1	d10	Mil.	Medium Burst Template, 1 action to reload
57mm (AP)	25/50/100	4d8+1	1	45	1	d10	Mil.	AP 10, 1 action to reload
75mm (HE)	30/60/120	3d10	1	114	1	—	Mil.	Medium Burst Template, 1 action to reload
75mm (AP)	30/60/120	3d10	1	114	1	—	Mil.	AP 25, 1 action to reload
60mm Mortar	75/150/300	3d8	1	46	1	—	Mil.	Use Medium Burst Template, min range 25
81mm Mortar	150/300/600	4d8+2	1	115	1	—	Mil.	Use Medium Burst Template, min range 100
Grenades								
M26	5/10/20*	3d6	1	—	—	—	—	Medium, *Thrown

French/Communist Vietnamese Ranged Weapons

Type	Range	Damage	ROF	Weight	Shots	MinStr	Cost	Notes
Pistols								
Browning HP (9mm)	12/24/48	2d6	1	2	13	—	200	
Enfield No.2 MkI (.38)	12/24/48	2d6	1	2	6	—	175	Revolver
Tokarev (7.62mm)	10/20/40	2d6	1	1	8	—	175	
Marakov (9mm)	12/24/48	2d6	1	2	8	—	200	
Submachine Guns								
MAT-49 (9mm)	12/24/48	2d6	3	10	20/32	—	275	
Sten Gun (9mm)	12/24/48	2d6	3	9	32	—	300	
PPSh-41 (7.62)	20/40/60	2d6+1	3	12	71/35	—	300	AP1
Rifles								
Berthier/Lebel (8)	24/48/96	2d8	1	9	3/8	—	225	AP2
MAS-36 (7.5)	24/48/96	2d8-1	1	9	5	—	250	AP2
SVD (7.62)	48/96/192	2d8+1	1	10	10	—	400	AP2, Snapfire penalty
Assault Rifles								
AK47 (7.62R)	24/48/96	2d8+1	3	10	30	—	450	AP2
MGs								
Reibel/FM24/29 (7.5)	25/50/100	2d8-1	2	20	150/20	d6	600	AP2 Crew-served (2)
Bren Gun	30/60/120	2d8	3	22	20	d8	600	AP2
PK (7.62R)	30/60/120	2d8	3	19	100/200/250	d6	650	AP2
RPK (7.62R)	30/60/120	2d8+1	3	11	40/75	—	600	AP2
DShK (12.7)	50/100/200	2d12	3	78	50	—	900	Crew-served (3), AP3, tripod mounted, May not move
Support								
Bazooka	24/48/96	3d10	1	12	1	d6	Mil.	Med Burst Template, AP9
RPG 2	15/30/60	3d8	1	1	—	—	Mil.	Small Burst Template, AP 9
RPG 7	24/48/96	4d8+2	1	1	—	—	Mil.	Med Burst Template, AP 18

Personal Armor

Type	Armor value	Weight	Notes
Steel Pot	+4	5	See notes for heat modifier, 50% chance to protect head
Flak Vest	+2/+4	12	See notes for heat modifier, covers torso
Aircrew vest	+3/+6	18	See notes for heat modifier, covers torso