

# BLOOD OF THE INNOCENT

A SAVAGE WORLDS MISSION IN THE  
JUNGLES OF EVIL



COMPATIBLE WITH  
TOUR OF DARKNESS

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### DECLASSIFIED

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

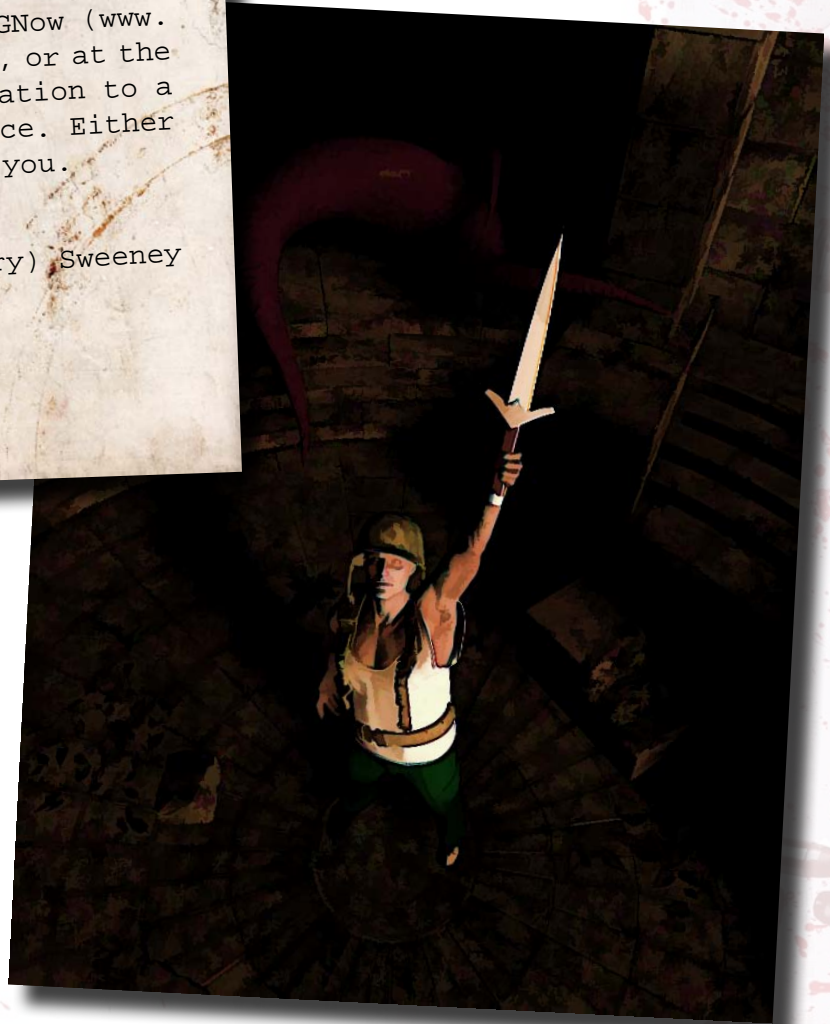
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Yours truly,

Joseph (the Poor and Hungry) Sweeney

*J. Sweeney*

Grandmaster StoryWeaver



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# INTRODUCTION

Vietnam 1968: As the Tet Offensive pushes forward and casualties mount, dark secrets are at play. Amongst the bloodshed, an ancient evil struggles to be reborn deep in the jungles. They say that in war innocence is the first to die... but it's certainly not the last.

Blood of the Innocent is a Savage Worlds adventure of grim horror set in the chaos of the Vietnam War. As a ready-to-go adventure for an existing modern military campaign, or as a single-shot game, Blood of the Innocent drags your heroes kicking and screaming through the most dangerous and horrifying of war stories. Be warned... Blood of the Innocent is not for the weak of heart.

## TWO WAYS TO PLAY... A HUNDRED WAYS TO DIE

Blood of the Innocent was created as a single-shot Savage Worlds adventure for the MacquarieCon 2007 gaming convention. By design, the adventure was deadly. We expected a high casualty rate among extras and player-characters alike. In fact, it was so deadly that players had the option of taking over extras (who were all fully written up as wildcards should the case arise) if their main character died. That's not to say Blood of the Innocent is a suicide mission... many groups managed to survive and some even succeeded in all mission objectives. But it's certainly no walk in the park.

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

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

Throughout this text, we will highlight situations

or give alternative statistics for enemies that are appropriate for either version. Feel free to be as deadly as you wish!

## GAME MASTER BACKGROUND

As you've no doubt guessed, Blood of the Innocent is not a simple or easy adventure. There are several forces at work and all come to a bloody climax at the end of the adventure.

The basic story line is that records of an ancient Champa god called Bah Tun have been unearthed by a rouge Vietnamese General called Nyg Phu (which translates to a pun for 'Vampire'). The General plans to raise the god to aid him in his person quest for power. Though his worship of Bah Tun, the General has been given the ability to raise the dead as blood zombies.

At the same time, a top-secret CIA group, known internally as 'Spooks' is rooting out and eliminating supernatural foes the world over. This secret organization has placed an operative into the squad to ensure that the team is manipulated into investigating whatever evil lurks in the hills of Northern Vietnam should the need arise.

A small hill-tribe village – who's occupants are distant descendants of the original Champa people – has been in conflict with the evil General and his Vietcong troops. The village leader, a veteran French Legionnaire turned priest, has developed an unorthodox ceremony to protect against Bah Tun blending Catholic communion with cannibalism.

As the heroes begin to uncover the history and dark truths of Bah Tun, they will hurtle towards a showdown between good and evil. Along the way their moral fiber will be tested as much as their combat skill.



## BULLET SPEED SUMMARY

- ★ Upon discovering the journal of an eighteenth-century French archeologist, Renegade Vietcong General, Nyg Phu, has assembled a loyal band of men and uncovered an ancient Champa ritual that will summon Bah Tun, the powerful God of Blood and Death.
- ★ General Nyg Phu has spent months studying the Bah Tun cult and has the power to raise the dead as blood zombies, which are virtually unstoppable killers. Only mutilation or destruction of the zombies' hearts can cease their murderous rampages.
- ★ Father DeGrut, a lost French Legionnaire turned priest has made his home with the descendants of the Champa people and established a small village based mostly on Catholicism, but with disturbing influences taken from Champa folklore. The villagers are fanatically opposed to what they call "The Great Beast" which, from a Catholic perspective is Satan and from a Champa perspective is Bah Tun.
- ★ Despite being insane, Father DeGrut is a good judge of character and has realized the supernatural danger posed by Nyg Phu. After General Nyg Phu's troops attacked, and plundered the village and committed horrific atrocities, the local Champa villagers have been ambushing the Vietcong on a sporadic basis. Tensions are high.
- ★ Father DeGrut has intuitively created a gruesome (though not deadly) blood ritual that provides an effective blessing against Bah Tun zombies and Bah Tun itself.
- ★ After the initial failed attack by US forces, General Nyg Phu is moving ahead with his plans to summon Bah Tun. Since the summoning ritual requires "The Blood of the Innocent" (a virgin sacrifice), his troops have kidnapped a young girl from the village.
- ★ The 'Spooks' division of the CIA (the group that is tasked with tackling supernatural threats to national security) has placed Joe Banks into the mission to ensure that the squad is forced to investigate the suspected supernatural activity of the Vietcong. Banks will do everything in his power to move the squad towards Nyg Phu's likely destination – an Ancient Champa temple located on a nearby peak.

- ★ Upon encountering the Champa village, the squad will be invited to take part in Father DeGrut's mass. Part of this mass involves ritualized cannibalism and the mingling of blood. This may spark a conflict between the squad and the villagers. If the squad can stomach the mass (and ignore their moral outrage) they will receive a blessing that will protect them against Bah Tun during the final battle.
- ★ Nyg Phu has set up defences around the mountain-top Champa temple and is beginning a ritual to summon Bah Tun. It will come to completion near the end of the day, most likely as the squad discovers him and presses forth with an attack.

## RECENT HISTORY - 1968

- ★ 12th Jan: After an extensive search, General Nyg Phu locates a Bha Tun (the God of Blood and Death) temple that escaped total destruction after the Champa civil war. He gathers together his fellow believers in the Vietcong and sets up camp to excavate the site.
- ★ 31st Jan: The Tet Offensive begins.
- ★ 23rd Feb: Nyg Phu uncovers the 'black chamber' which houses Bin Ngu's original manuscripts of the rituals used to raise Bha Tun, along with a variety of powerful artifacts.
- ★ 5th March: Nyg Phu's troops encounter the





nearby Champa village and overrun it, plunder its stores and accost the villagers, including the women and children. However, the Vietcong are repelled by Father DeGrut's tactics after he returns from a hunting party with a dozen men. DeGrut immediately declares the Vietcong as "Working for the Great Beast" and under his direction, the villagers quickly erect defenses against the Nyg Phu's men. General Nyg Phu orders his men to avoid the village, knowing that there are children ("innocents") there that may very well prove essential for the ritual to summon Bha Tun.

- ★ 31st March: During a routine fly-over, the Champa dig site is noticed by US forces. Believing the area to be a Vietcong camp, the order is given to send in troops.
- ★ 1st April: Two squads are sent in to clear out Nyg Phu's camp. Upon arrival, a fierce battle takes place. To the horror of the attacking US soldiers, Nyg Phu raises the fallen combatants – US and Vietcong alike – as zombies to aid his defense. Not knowing how to kill the zombies and with many of their number driven insane, the US soldiers slowly, but surely, fall.
- ★ Realizing that more US troops are likely to be on the way, Nyg Phu decides that it is time to attempt the ritual to open the Door to the Realm of the Dead and summon Bha Tun. He raises the last of the US fallen soldiers as zombies to carry whatever he can take from the dig site and heads to the Champa Village where he orders his troops to attack and capture an "innocent child."
- ★ Despite inferior firepower, the villagers' defenses hold for the most part, in no small part due to the blessings they receive against the zombies from Father DeGrut's rather disturbing blood ceremony.
- ★ Unfortunately, Nyg Phu's men do manage to grab a ten-year old girl and head off into the night.
- ★ 2nd April: Nyg Phu climbs to the ancient Champa Temple on the hill and establishes a defensive perimeter before beginning the summoning ritual. At the same time, the heroes' squad touches down near the dig site.

## THE SQUAD

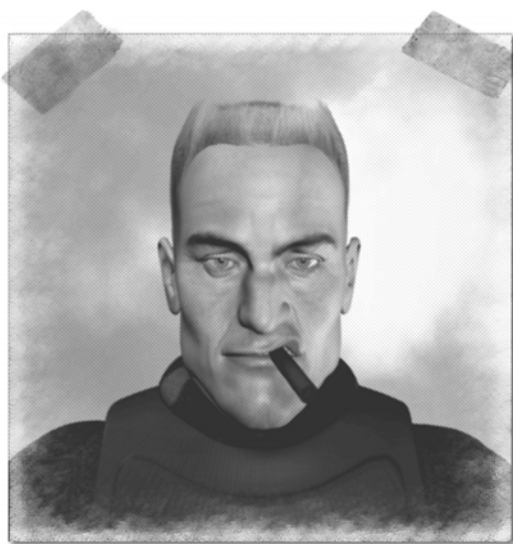
We have taken some liberties with the make-up of this squad. In real operations, the standard structure of this group would include a backup radio operator and medic.

However, it was not uncommon for commanding officers to restructure their men for specific operations. We can assume that, in this case, Corporate James Andrew Johnson has done just that.

"But why only one radio operator?" I hear all you military historians ask? "Surely he'd know that two was the minimum for a mission!" Well, yes, he would. And in fact, he does. However, Corporal Johnson is also a member of the CIA's top-secret 'Spooks' division and wants the team to have limited access to radio so his operative Joe Banks can direct the team should the need arise.

If the players challenge him as to why there is no backup radio in the group, he'll claim that the other four radio operators in the base were on the initial mission and that they are "Likely to be lying on the ground bleeding for their country, rather than questioning their superior officer."

That should shut up those history buffs.





# SQUAD BRIEFING

Briefing: Sunday, 12 March 1958, Time 09:30  
Corporal James Andrew Johnson.  
Camp Starlight, Vietnam Combat Zone III

Good morning men. As you are all aware, the enemy is pushing us hard down in the South. While we've not seen much direct action here, it's sure to follow. The one thing about war is that you can bet it'll sniff out your blood sooner or later. And Johnsons' Law states that excrement always happens soon than later.

Brass has told us to secure the North-Western hills of Combat Zone Three. They don't want the Vietcong establishing supply lines down through to the South. The past week, we've been running fly-overs and for the most part it's been a breeze - just a few hill-tribes' villages and more jungle than you can poke a machete at. However, two days ago air recon spotted what appears to be a small Vietcong camp in the Old Champa area, just North of the Jin Long river. Yesterday morning, two squads were dropped in to take it out and ideally capture a few enemies for interrogation - we gotta' keep those Intelligence boys happy.

Well, looks like we all underestimated the enemy. Our boys located the base, radioed in that there was no more than twenty lightly armed men and prepared to engage. That was the last we've heard of them.

This morning's dawn fly-over the area indicates that the camp is damaged and possibly vacant. We've spotted a few of our boys on the ground - either dead or, God-willing, just wounded. We had overwhelming force and numbers, so we've not got the foggiest what went fubah. That's your job.

You'll be dropped about three-miles from the camp, just behind the ridgeline here. We are dropping you a good distance from the base since we don't know if the enemy has surface-to-air hardware. I've also cancelled all further air activity in this area until it's been secured or it's clear no threat is prevalent. If you need air-support, you'd better be bloody sure it'll be able to make it through in one piece.

From the drop zone, you will make your way to the camp and scout the area. Your first priority is to evaluate the threat and radio in your report. Second priority is to find and tend to our wounded - we don't want any man left behind.

If you get a chance to engage or disrupt the enemy, you are authorized to take whatever action you deem necessary, but just remember, this is an information gathering and rescue mission first and foremost. Don't take risks you don't have to. I don't like writing letters home to mothers, wives or girlfriends unless they are my own.

Any questions? No? Good. You dust off in 15 minutes. Dismissed.





## JOE BANKS' BRIEFING

# TOP SECRET

ONLY MISSION BRIEFING

12 March 1958, Time 09:45

1 James Andrew Johnson.

Carlight, Vietnam Combat Zone III

Present. 1 James Andrew Johnson

Field Operative Private Joe Banks

Right son. I know you've been boning up on all the local voodoo, and it looks like now may be time to put it into use. So here's the skinny. According to HQ, we may have ourselves a situation. They think there is a chance - just a chance mind you - that the Vietcong are looking for some ancient relics in the area and may just have found something its better they didn't. Apparently the local hills people used to mess with some god of Blood and Death and there are a couple of old temples in this area dedicated to this rather nasty little bastard. Here's a copy of a letter from the archives. Notice the location mentioned in the letter? Yup. That's right. You are going to be in the thick of it. We are not sure exactly what's going down, which is why you are going on this mission. If you detect some weirdness going on, it's up to you to get the squad to look into it. Best way is to take the radio off line and keep moving the group to find a better radio reception point... you know... standard operation procedure for search and destroy missions. Also, maintain radio silence on this matter. We don't want any Vietcong getting the dump on you action. If you have the chance, destroy any artifacts you locate and take out any supernatural forces that you can.

If you need to call in airpower - and I'd expect that only as a last resort - you'd better keep the nature of the target pretty dang clean for any ears that may be listening. If you really do need to report in, the code word for contact with supernatural forces for this mission is "Blackbird." Good luck son. I hope that you'll not run into anything out there, but to be honest, I got a bad feeling about all this. Tread carefully and keep your wits about you. Dismissed.



# JIN LONG RIVER AREA

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Jin Long R.

Enemy Camp

No Fly Zone

Cham Village #23

Cham Village #22

AB 183

AB 185

Hawknest

Co 1298

Starlight

AB 184

0 5 10  
MILES

BLAOD OF THE INNOCENT



# *A History of Evil - By Franchisor Renault (penned in French)*

20th March, 1898

Dear Edward,

**TOP SECRET**

I am dying. Poisoned I suspect. Before I go into the arms of our Savior, should I be deemed worthy, I must pass my final burden onto an upright man I can trust. You once asked why I stay in this blighted land when I clearly hate it so. It is because of the very nature of it. At its heart, it is Evil.

Evil is eternal. Evil waits. To understand the Evil of this land, one must delve back into its history.

In 1875 at my archeological dig near the Champa valley, just north of the Jin Long river, I encountered the most significant find of my life. Yet, outside of this, my dying journal, I have kept this find a secret, for reasons that I shall soon reveal my friend.

In that thick jungle I found a temple housing texts detailing the fall of the once proud Champa people.

During the height of their civilization, the Champa were masters of land as far as the sun touched the horizon. They had several large cities set around majestic temples to their pantheon of gods.

In the late 13th century, Che Bong Nga, known as the Red King of the Champa Kingdom, ruled his increasingly troubled land. A series of wars had weakened their hold on valuable trade routes and the state-sponsored piracy which brought much wealth was being less patriotic and more villainous by the day. However, it was not war, nor economic woes that were his undoing. It was his Che Bin Ngu, his eighth-born son.

Seeking to keep his last-born son occupied, the Red King placed Bin Ngu in charge of a small pirate fleet plying the waters off Vietnam. With luck, the ambitious son would whip the disparate pirate fleets back into line.

Naturally Bin Ngu resented this appointment. Over the years, Bin Ngu's hatred for his father and brothers grew. He craved his father's throne with a lust verging on insanity. He took out his frustrations on the pirate fleet's victims, quickly earning the respect and even fear of his peers. Within three years of his post, Bin Ngu had once again firmly entrenched Champa superiority over the seas. Even so... Bin Ngu wanted more.

The turning point came when Bin Ngu fleet ambushed a longboat carrying a small group of holy men. Normally religious folks were



**TOP SECRET**

left to their own, but this day Bin Ngu was feeling particularly in itable. He ordered all the captives to be gutted and thrown into the water for fish bait. As his crew set about this most unholy of tasks, the eldest Holy Man pointed a boney finger at Bin Ngu can cursed him in the name of Bha Tun, the God of Death and Blood. Rather than fearing the curse, Bin Ngu took it as a blessing and from that day forth took on the God's name.

Over the next decade, Bin Ngu's power grew. Increasingly, he was worshipped as the incarnation of Bha Tun. Small temples sprang up.

Awakened from the carnage and blood being shed in its name, Bha Tun crept into Bin Ngu's mind, whispering to him the ritual that would rip open a gateway to the Realm of the Dead and suggesting that performing the rights would lead to his ascension to the throne.

The result was a war between the armies of the Champa and the might of Bin Ngu's pirates backed by the God of Death itself. The bloodshed was immeasurable, but eventually the forces of reason and sanity won. Bhu Tun itself was defeated and cast back to the Realm of the Dead. Bin Ngu's fleets were sunk and he was captured and put to death by his father's own hand.

You may scoff and think this all the myths of a primitive and barbaric people. I can only implore you to believe me that it is not fantasy. Inside that first unholy temple I witnessed relics of untold evil and power. Forces that would turn the dead in their graves and turn your blood into dust. I can assure you... Bah Tun is as real as Satan. Perhaps he is Satan.

This is the key to the mystery so many scholars have been grappling with - why the Champa Empire collapsed so quickly. After the war, the Champa Kingdon simply ceased to exist, leaving only remnants of a once mighty culture scattered among the hills.

Despite the ages, the worship of Bah Tun has remained. All these long years I have worked against this evil, lest it rise again. You must continue my work... track down Bah Tun's temples and servants where you can. Destroy the relics of the pirates and their leader.

Until now, I have razed every Bah Tun temple I have found, bar that original source of this most dark knowledge. With my death, this original temple must too be destroyed. This mission I entrust to you, and may God protect you as he has me.

Go in peace my friend.

Yours most sincerely,

Franchisor Renault



## SCENE ONE

# WALKING WOUNDED



The squad will have no trouble reaching the Vietcong Camp by midday. For the most part, the camp is empty, with General Nyg Phu having packed up his dig site and left the area the previous morning's battle. Knowing that the US is on it's way has forced Nyg Phu's hand and he is now intent on completing the Bah Tun summoning ritual.

Even from a distance, it is clear that a terrible battle has taken place here, with mutilated bodies littering the ground. What is unusual is that most of the bodies left at the site are Vietcong, or US soldiers who's torsos (and therefore hearts) have been hacked apart.

In this scene, our heroes should discover that at least some of their compatriots have been taken by the Vietcong. They are also likely to uncover the Blood God relics in the command centre and may set off the attack by a hoard of undead.

The fact that this base is a more of an archeological dig site than a military outpost should be clear by the fact that there are large piles of rubble forming defensive positions. However, the real nature of the dig site is only revealed once the heroes enter the 'command building.'

When running this scene, keep the tension high. Keep dropping in hints that something is watching or about to pounce... or worse. Play up the fact that there may be booby traps. The players are expecting something to happen and the longer it doesn't and the more tense you can make them feel, the better!

## THE TACTICAL SITUATION

The camp is more or less deserted. After using the undead to defeat the attacking US forces the previous day, General Nyg Phu realized that he would not

have long before more forces would appear. He ordered an immediate evacuation of the camp and raised some of the slain US soldiers as zombies to carry as many artifacts from the dig site as possible. Fortunately, in his haste, he left behind a couple of artifacts and also a captured US soldier who is caged in the river. Unfortunately, his men set several booby-traps for our unsuspecting heroes.

If you are playing the War Is Hell version, there are several wounded Vietcong in well entrenched positions around the camp. However, they will be easy targets once a firefight starts. It's the zombie attack that will cause the most havoc!

## EVENT 1-1: THE CAVALRY ARRIVES

Touch-down was by the book. Those chopper jockeys know their stuff. It's a pity about the heat and mosquitoes though.

After making your way over the ridge line and down towards the river, you can eyeball the enemy camp. Normally, it's not too easy to spot a Vietcong camp from the ground, due to the dense jungle. However, this area is a dead-spot among the trees. In fact, it looks as if the camp has been set up on previously cleared ground, although light groundcover and weeds suggest the area had been left vacant for at least a few years.

A small defensive ditch has been dug around the area, with the south backing onto the river. Large piles of rubble, mostly



dirt and stone blocks have also been placed in defensive positions. The area appears to have two dug-in machinegun nests to the north-east and north-west. Six camp tents are located along the east parameter. A small wooden building - probably a command centre - sits along the western parameter.

Everywhere there are signs of a vicious firefight. About a dozen bodies of US servicemen lay around the base, broken, twisted and hacked apart. An equal number of Vietcong lie in a similar state, most with serious injuries caused by heavy-weapons or grenades.

Nothing but flies feasting on the corpses moves in the camp.

If the heroes inspect the bodies carefully, using either a Healing or Notice check, they will see that most of the US servicemen on the ground have severe trauma to their chests, while the fallen Vietcong have a wider array of fatal wounds.

There are only 13 US servicemen's bodies in the camp - far short of the 40 men sent on the

initial mission. This is because General Nyg Phu chose to raise US servicemen as zombies over his fallen comrades. Since a body's heart must be intact for it to be raised as a Blood Zombie, only those slain servicemen without chest wounds were taken.

## **EVENT 1-2: A FINE LINE BETWEEN LIFE AND DEATH**

Several tripwires connected to grenades have been set up by General Nyg Phu's fleeing troops. As the heroes approach the camp from the jungle, Notice checks will be needed to avoid setting off traps. However, to avoid killing off main characters in such a callous manner this early in the game, limit the exposure of the troops to these tripwires to extras only.

Here's how it can play out in War is Hell version. Unless a player specifically states that the troops are checking for traps, have the players roll Spirit (luck) checks for each extra that is advancing into the camp from the jungle. On a roll of 1, the extra has trodden on a wire (no more than two traps will be found in this way.) The unlucky extra now gets a chance to make a Notice check. If successful, the extra will freeze and call for help. Disarming the trip wire is a very dangerous proposition - requiring a successful Repair check. A failed Repair outcome will result in the booby trap





exploding. Of course, if they fail their initial Notice check, then the poor extra sets off the trap anyway. Ka-boom!

If any player does mention that the troops are looking for traps as they advance, allow the extra who get a 1 on their spirit rolls to make a Notice check before they step on the wire, thus hopefully avoiding all the above unpleasantness.

In the Life is Good version, simply assume all troops are always attempting to look for traps. Alternatively, simply remove the threat of traps (boring!)

Resolve the trap's damage by using the rules as if the grenade was in the very same square as the victim. Naturally, compatriots in nearby squares can also be affected.

## **EVENT 1-3: PARTING SHOTS (WAR IS HELL VERSION)**

Rather than taking his wounded with him, Nyg Phu has ordered them to await the enemy and attack by surprise. One Vietcong with a gunshot wound to his legs is manning the machine gun, while three others with shrapnel wounds are partly buried in the fox hole with rifles. Two more injured riflemen are resting in the tents, unseen from the outside.

The machine gunner will fire upon anyone he sees, as soon as he sees them. He has a 45' arc of fire and no real ability to move outside of that range due to his injuries.

The three buried riflemen will wait for soldiers to get close. Unless they are noticed, treat them as being on hold for the first combat round. They will attempt to aim for the most senior officer, if they can determine who that is. Once the initial combat round is over, the Vietcong in the tents will join the attack.

### ★ Upon successful Notice / scouting:

You notice a couple - perhaps three - forms hidden under a layer of dirt in a foxhole. You are not sure if they are alive... but you can swear you saw them move. You also notice a movement from inside the south-west machinegun nest. Maybe just a bird?

## **EVENT 1-4: POW**

Once the area is secured, allow the team to make Notice check. Success reveals the prisoner trapped in the bamboo cage in the river.

You notice that there is movement down near the river. A bamboo cage is more or less completely submerged in the rapidly running river... and a face occasional appears at the surface, bobbing the current.

### ★ Upon releasing the prisoner:

The soldier is barely conscious. His dog tag states his name as "Jim Lepe," a radio operator from your base. A quick check-up by your medic reveals that he is suffering from concussion, five broken ribs, a fractured thigh and multiple lacerations. He's also suffering exposure and his wounds are infested with leeches and water insects.

### ★ On a successful Healing check,:

The prisoner will become lucid enough to answer questions. However, he is clearly in shock and has been driven insane by his ordeal. Sample dialog:

Oh Christ help me. The dead! So many dead!

The base seemed so easy. I radioed in and the Sarge moved us forward... the next thing I know, Charlie was everywhere and they just wouldn't lie down. Oh God! They wouldn't stop coming! They just kept on coming!!!

They got me. They knocked me down and piled bodies on me. I couldn't move. Then they dug me out and tortured me. Ohh... I'm sooo sorry. I told them. I told them you'd be coming... they know. THEY KNOW YOU ARE HERE! We have to get out. We have to get out now!

They took our boys with them.



Walking wounded. Made them carry stuff, like animals. They were dead men walking. Oh Holy Mother of God... dead men walking!

It will take two men to support the injured soldier should the team (rightly so) decide to take him with them. Of course, this will add to their fatigue.

## EVENT 1-5: THE COMMAND BUILDING

The command building is where the heroes will get their main clues as the nature of the terror that awaits them. The building was constructed to not only protect the dig site and its artifacts, but also to hide Nyg Phu's dark secrets.

A booby trap has been set up on the door leading to the actual dig area, but the main door is safe.

### ★ Exterior:

The walls and roof of the command building are made of rough-cut bamboo laced with rope and covered by mud and reeds from the river. A sickly smell of rotting vegetation wafts from it. There are no windows, only a single lashed bamboo door.

### ★ Interior – main room:

The room is dark and the walls seep and sweat with the stench of garbage. However, the stinking mud-packing must be doing something, since it is noticeably cooler inside than out.

A large, crude log table sits in the middle of the room, along with two chairs. Scattered about the room are sacks of rice and hanging on the wall are several skinned animals – monkeys by the looks of them. A journal and a

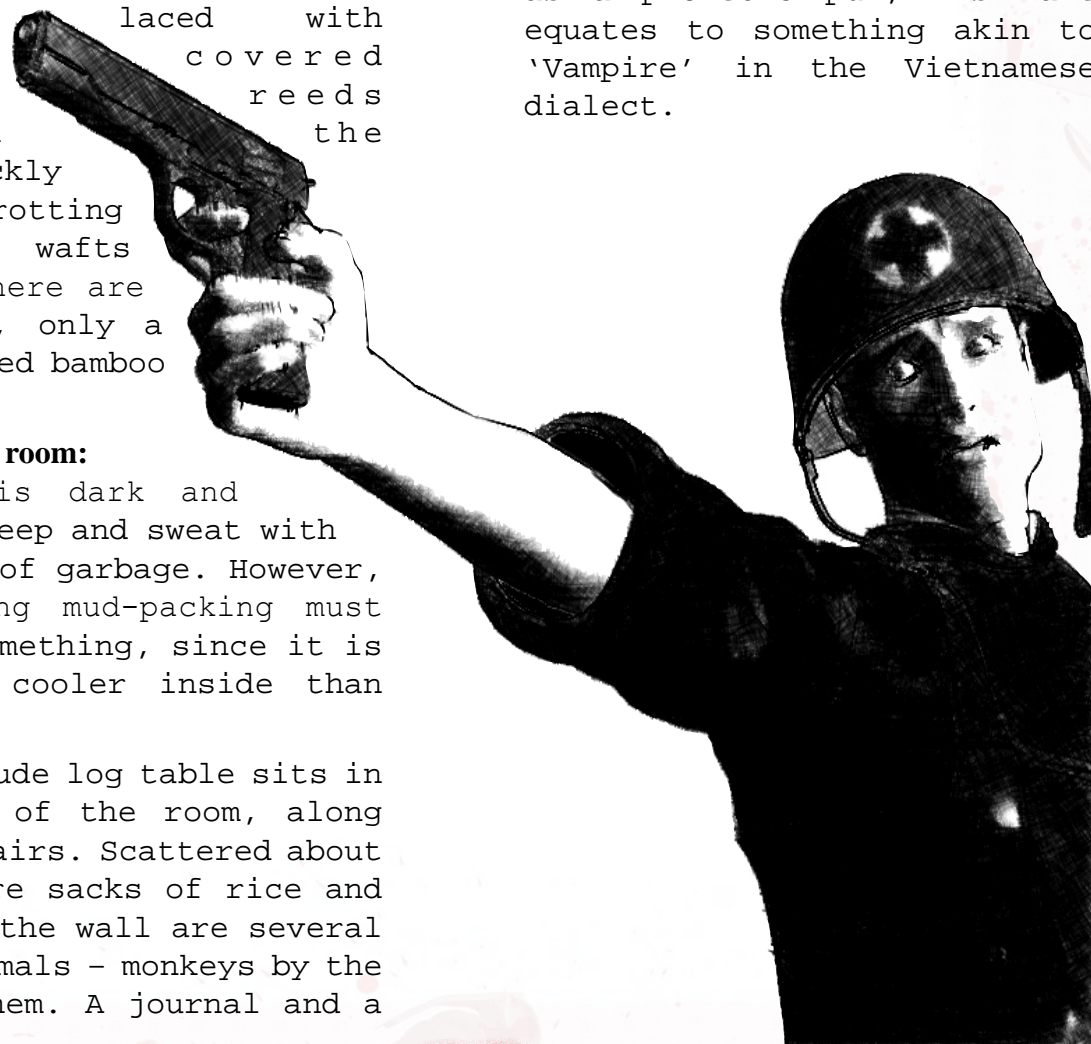
torn map lay scattered on the table.

On the northern wall is a heavy-looking door. Unlike the rest of the building, the door appears to be made from the same type of stone as in the piles of rubble outside.

The map on the table can easily be reconstructed and reveals details on the local area as filled in by Nyg Phu. Give the players Map 3: Local Area Details.

The journal is written in Vietnamese and belongs to General Nyg Phu. Reading through it will reveal his intentions. However, this description should only be given to the player who reads the journal – namely our trusty radio operator, Joe Banks.

The journal belongs to a Vietcong General called Nyg Phu. However, you'd be surprised if that's his real name because, as a phonetic pun, his name equates to something akin to 'Vampire' in the Vietnamese dialect.







The general has identified this area as an archeological site and has been working to uncover the worship of some sort of an ancient Champa god called Bah Tun, or the God of Blood and Death.

An entry also talks about fulfilling a ritual and needing the blood of innocents.

Other than that, the journal appears to be the ravings of a rather unbalanced - and possibly psychotic - man who believes he is the incarnation of the ancient Champa Prince, Bin Ngu.

★ **Interior – dig site:**

Before anyone opens the door, allow them to make a Notice check to detect the trip-wire grenade trap. Opening the door without first disarming the trap (successful Repair check) will set it off. Treat as a grenade located directly **BEHIND** the stone door, which gives the poor victim a plus 10 to their armor rating when calculating the damage. However, the

blast will also shatter the “Black Idol” (see Artifacts section) and this will in turn raise the dead outside, resulting in the Blood Zombie attack (see Event 6).

Upon opening the door, a cold wind blows clean through your soul. The floor ahead is roughly 10 feet below you with a bamboo ladder the only access. The lower clay walls are covered with what appears to be bamboo spikes, many of which are splattered with blood. A naked corpse of a local tribesman is skewered on the northern wall, arms outstretched. Strange symbols have been drawn in blood beneath him.

At the far end of the room, on the western wall, is a small stone altar, also covered in blood. On it stands a black statue of some sort of winged creature that could best be described as a daemon from your worst nightmare.

The statue is the Black Idol (see Artifacts). Any character viewing the Black Idol will feel a great dread and must make a Guts check. For those prone to flashbacks or visions, now is the time to have them.

Life is Good version: If the Black Idol is destroyed, the bodies that have not had their heart destroyed will immediately rise as Blood Zombies and begin attacking (see Event 1-6).

War is Hell version: If the Black Idol is destroyed OR an attempt is made to remove it from the Vietcong camp, the Blood Zombies will attack (see Event 1-6).





## EVENT 1-6: ZOMBIE ATTACK

This is where our heroes begin to get a taste of the true horror that lies ahead. As the Black Idol is smashed (or, in the War is Hell version, simply removed from the camp), many of the bodies scattered around the camp will rise up and begin a frenzied attack on the squad.

The crisp iron-like smell of blood suddenly fills your nostrils and you hear scrabbling and grinding sounds all around, as if bones are snapping into action. All around, the bodies of the fallen combatants are rising to their feet, their wounds open and bloody. They begin to rush towards you, their murderous intention very clear. Time for Guts checks!

War is Hell version: a total of 15 zombies will attack the squad. If the bodies of the wounded Vietnamese from Event 2 have been left near their weapons, they will begin using them. The rest of the bodies had their weapons and supplies taken by the evacuating Vietcong troops and so will use their claws.

Life is Good version: a total of 9 zombies will attack the squad. None will use weapons, relying solely upon their claws.

As much as possible, the zombies will attempt to surround and overwhelm individual soldiers in order gain to attack bonuses (+1 for each addition zombie attacking an individual, as per the rules for Ganging Up.) The zombie's initial positions are marked on Battlemat 1: Vietcong Camp.

## EVENT 1-7: AFTER THE ATTACK

After the attack, it's likely that the squad will want to call in support. This is where the radio operator Joe Bank's secret mission comes into play. Give Joe's player (only!) the following information if he is asked to make the call.

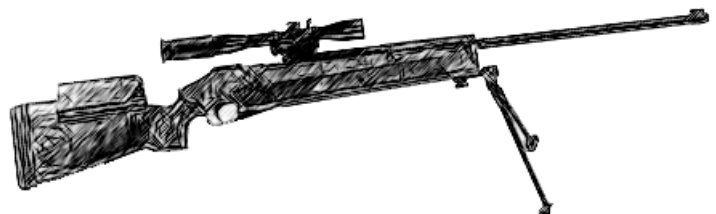
Your mission objective indicates that you should investigate this danger more fully,

## TACTICAL MAP: SCENE 1



especially the hinted ritual mentioned in Nyg Phu's journal. If you wish you can conveniently declare a "black spot" for communications and suggest that the squad moves to higher ground, perhaps the peak of the mountain range near where General Nyg Phu is most likely to be headed.

The squad may also wish to follow the tracks left by the fleeing Vietcong. They did not make much of an effort to cover their tracks, so following their trail to the Champa Village is not difficult.





## SCENE TWO

# UNHAPPY TRAILS

As the squad makes it's way towards the Champa village and mountain peak, they will encounter a deadly trap laid by the villagers for the Vietcong and also an ambush by Vietcong scouts. Each of the following events is purely optional and even if you are playing the War is Hell version, you should consider leaving them out if the previous zombie attack resulted in heavy casualties.

### EVENT 2-1: THE LOG TRAP

The Champa villagers have set several traps in order to kill the Vietcong. However, these traps are also just as deadly for the US soldiers!

As the squad moves forward along the trail left by the Vietcong, have the lead scout make a Notice check. If successful, they will see a carefully laid rope trip line. The line is connected to a massive bamboo-spiked log suspended in a tree.

If the trap is activated, the log will swing downwards, passing through a 4 x 1 inch path along the trail. Of course, people in the trap's path may make a Notice check to see the log coming and if successful an Agility check to leap out of the way. The suckers who are hit by the log will suffer 2d12+2 damage.

### EVENT 2-2: VIETCONG AMBUSH

Nyg Phu has sent a handful of men back into the jungle to ambush any new US forces. He considers these men dispensable and is using them as a way to signal the arrival of fresh US troops. For this encounter, use Battlemat 2: Vietcong Ambush.

Ahead, your scouts see an overgrown ruin of a small stone building, now nothing more than foundation rubble. Carvings on the ruins suggest that this was once an old Champa building of some sort, dating back perhaps five hundred years.

### TACTICAL MAP: SCENE 2



See the *Battlemat Tiles & Tokens Pack* for printable maps and alternative ideas for this encounter.

#### ★ On a successful Notice check.

You can see 4 well dug-in Vietcong sheltered by the stone foundations.

As soon as the squad is within distance of the Vietcong, three snipers will attempt headshots on the closest high-ranking targets, while the forth will set off a flair to let Nyg Phu know that the enemy has arrived.

If the Vietcong were not Noticed, then they start the combat in held mode, otherwise they draw a card for initiative. They all have hard cover due to their secure location within the stone foundations. Of course, a well-placed grenade will take care of that!







## SCENE THREE

# VILLAGE OF 'T

If you think things have been going wrong so far, think again. The Champa hill-tribe village is one dangerous and creepy place.

For a start, the entire village is on edge after the previous day's Vietcong attack. Many of the villagers are certifiable, twitching and skittish. However, the tribe's de facto leader and lost legionnaire, Father DeGrut, has managed to mould the villagers into a single state of mind – that of fanatical religious fever, in the belief that the “Great Beast” is upon the world and his agents are amok in the land.

Initially, the villagers will be very suspicious of the US squad, but if the squad takes no action against them, they will become accommodating enough. If the US let the villagers know they are working against the Vietcong, then the villagers will become actively supportive.

However, the real danger that the village presents is the risk that the squad will act against the horrors found within and thus turn what could be a source of aid into an angry hornet's nest of blade wielding maniacs.

As a GM, play up the barbarity of the villagers' actions: the fact that they have (still twitching) Vietcong crucified upside down around the entrance to the village, a pit of convulsing bodies of US and Vietcong, and a blood-thirsty and blasphemous religious mass and so forth. The players need to feel fear and revulsion, yet a tinge of pity, for the tribe.

## THE TACTICAL SITUATION

Should a fight break out – most likely during the mass – the squad will find themselves at a tactical disadvantage. To put it bluntly, any fight with the villagers can turn into a blood bath.

The bulk of the village is covered by the four snipers in the gate watch-towers. All four men in the two towers have modern rifles taken from ambushed

Vietcong. They are crack shots from their days of hunting local wildlife. If they bulls-eye a parrot at 200 yards, going for a heart-shot on an American is not out of the question for these guys.

The congregation within the church is not well armed. In the War is Hell version, most of the men (roughly half of the congregation of 30) carry hunting knives, while the women are unarmed. In the Life is Good version, the men have left their knives in the long houses. However, despite being mostly unarmed, the members of the congregation will swamp any enemy they can, punching and basing to subdue their foe. If possible, members of the congregation will attempt to grapple and hold the player characters... they can torture them later for information about the coming of the Great Beast.

Do not forget Father DeGrut. Although old, he is a seasoned war veteran and in top physical shape. He'll use his sacrificial bayonet and his leadership edge most effectively in combat.

The long houses are full of people and as soon as bullets start flying, they will rush out in a frenzied state at the rate of 2-3 per combat round per house in the War is Hell version, or 1 per combat round in the Life is Good version. All of the villagers carry some form of implement that can be used as a weapon: knives, hoes, hand scythes, axes, machetes, rakes, etc. Of course, several of the men on watch around the village perimeter carry spears and bows. All villagers will fight without thought of consequence. They are boosted by a rabid religious fervor and outrage that what they see as “Agents the Great Beast” in their own village.

The church is the only building that can withstand grenade blasts. In fact, if grenades are thrown into the church, ricocheting shrapnel will turn the entire area into a kill zone: treat the entire floor area of the church as being covered by grenades if they are tossed into the church.



# THE DAMNED

The long houses are raised about 2f off the ground. Rolling a couple of grenades under the long houses will result in pretty much everyone inside getting killed. This is a good way to stop the villagers streaming out of the houses.

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

geted as if under soft cover.

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

Should the squad flee, the villagers will not peruse them. Instead, they will tend to their wounded and seek to reinforce any defensive positions that have been damaged.

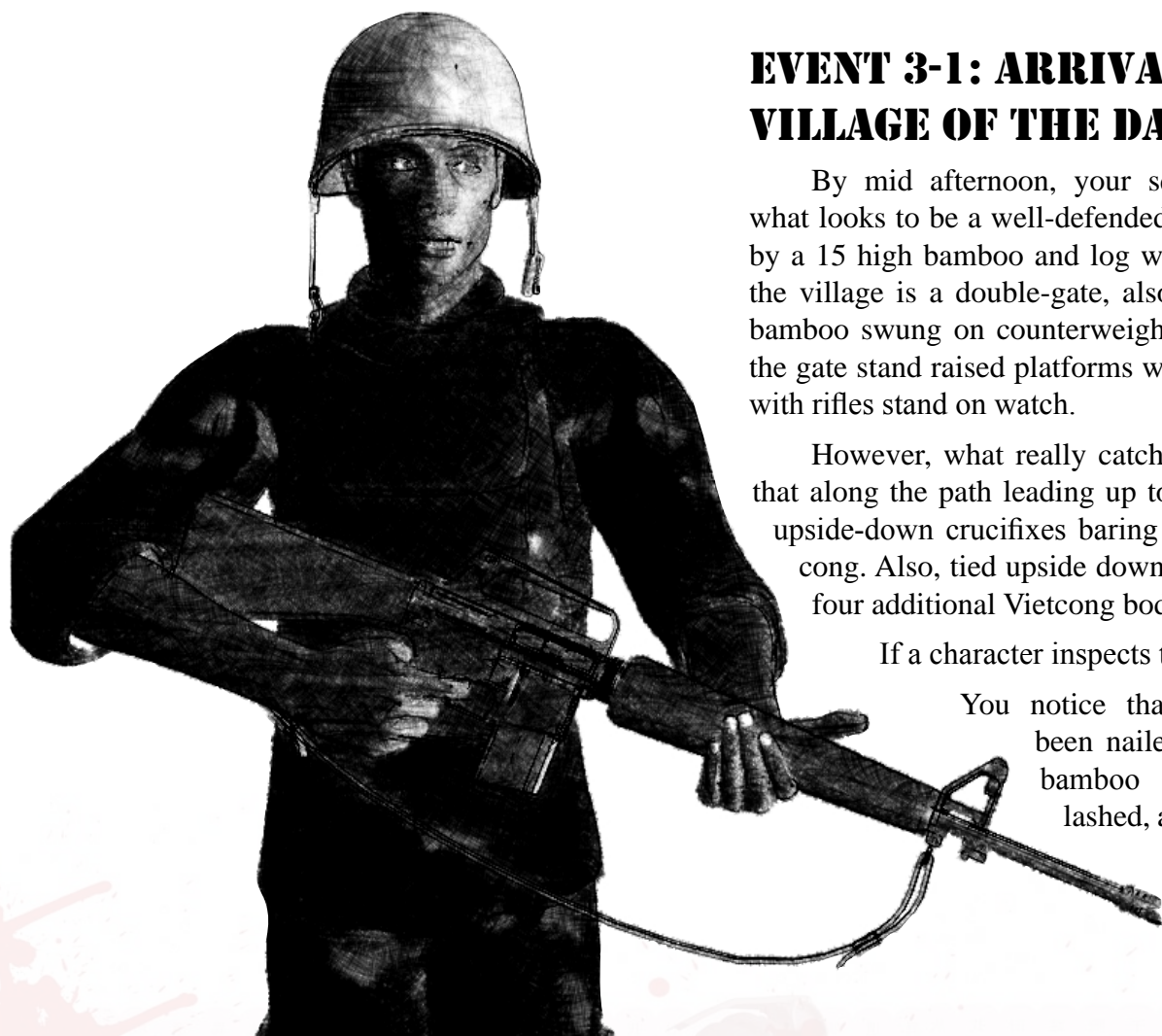
## EVENT 3-1: ARRIVAL AT THE VILLAGE OF THE DAMNED

By mid afternoon, your squad comes across what looks to be a well-defended village surrounded by a 15 high bamboo and log wall. The entrance to the village is a double-gate, also made of logs and bamboo swung on counterweights. On each side of the gate stand raised platforms where several natives with rifles stand on watch.

However, what really catches your attention is that along the path leading up to the village are six upside-down crucifixes baring the bodies of Vietcong. Also, tied upside down along the walls are four additional Vietcong bodies.

If a character inspects the crucified bodies:

You notice that the bodies have been nailed repeatedly to the bamboo stakes and firmly lashed, as if they were being





held immobile. Suddenly you notice that the bodies' eyes are open... and watching you! These corpses are watching you! Make a Guts check.

★ **As the squad approaches the village:**

Several tribesmen challenge your advance, most holding machetes and spears but a few holding Chinese-made automatic weapons. They attempt to talk with you in their native Champa language, then switch to Vietnamese.

In their broken Vietnamese, they tell you to await their leader, Father DeGrut.

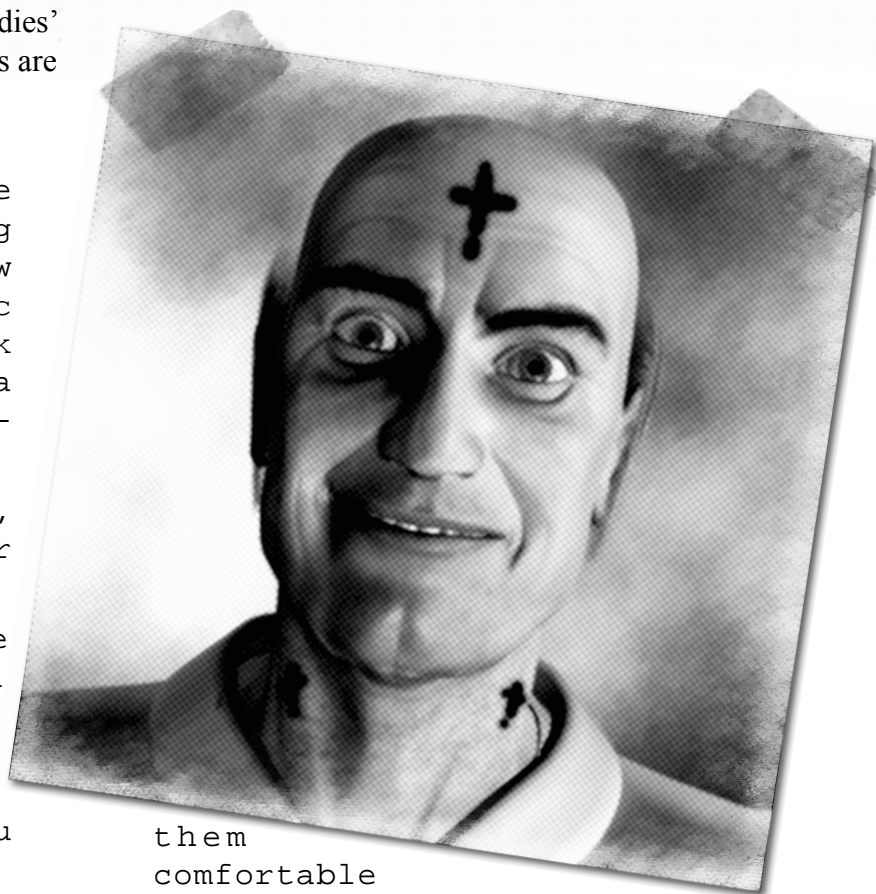
After a few minutes, the gate opens and a very old Caucasian man in tattered priest's robes emerges. He looks over your squad and says: "Are you with the Great Beast? What are you doing here?"

Father DeGrut is certifiable. He long ago lost his mind when he investigated the Champa temples of the area and uncovered texts relating to the worship of Bah Tun. However, he is a good judge of character and will quickly realize that the squad are potential allies.

Yes... I see. You are Knights Templar, fighting the Agents of the Great Beast like us. I see that now. Come. Come inside. We can offer refreshment at the very least and soon I am to begin mass. You must stay for the Lord's blessing.

He will describe the attack on the village and explain how the Vietcong (he calls them "Agents of the Great Beast") attempted to take the innocent children.

About 3 months ago the Agents of the Great Beast came into our village. We were out hunting when they arrived, and the women did not know they were devils. They broke bread with them, made



them comfortable and waited our return. But at night, at night their true colors came out. They went berserk with lust and hate... they were like wild beasts! When we arrived at the village to see the bestial terror, only their commander - a daemon beyond his minions - was not partaking in some form of debauchery. He simply stood there while our women wailed and he laughed at their lament. With the good lord on our side, we drove the devils out and secured our village from them. Being the cowards they are, they have left us well alone since then.

But the Agents of the Great Beast came again near dusk yesterday. They broke through our gate and murdered several of our men and a woman, but that is nothing. What they wanted was the blood of the innocent... our children.



Our little angels! We fought hard and with God's blessings were able to drive them off. We lost five children. Five innocent faces, but at least they are in God's loving arms now. But in the confusion they managed to get Beth Shen, one of the most lovely of angels.

In the War is Hell version, Father DeGrut will also hint that in order to stop the children from being taken by the Vietcong, the villagers themselves shot the children who were being kidnapped.

If only our aim had been better, there may have been six angels in heaven now and little Beth would be with her brothers and sisters. Oh if only we were more worthy, stronger of will. We must pray. Together. We must pray for strength and the blessing of our Lord.

Father DeGrut – and the kidnapped girl's parents - will also beg for help from the squad. They (correctly) believe that the girl will be used in a sacrifice to summon Bah Tun / Satan and see the squad as an answer to their prayers. Throughout their rambling pleas they will unconsciously allude to 'striking at the heart' of the enemy. In their Cham folk law, Bah Tun was driven back to the Realm of the Dead when the Red King cut it's out its heart and this notion has been blended into their understanding of Satan.

The Lord has clearly sent you here like angels of mercy... not angels of vengeance. We prayed for His divine aid and He sent you. You can save little Beth from eternal evil. You can cut the heart from Satan and ensure the door to the Realm of Blood and Death remains shut. Save the girl and save us all from the Great Beast!

Come... pray with us now and receive the blessings of the Lord God and his son Jesus. With your strength, you can strike

at the heart of Satan and his followers and destroy them!

## EVENT 3-2: THE PIT

As you walk through the gates into the village, you see three raised floor bamboo long houses with simple hessian walls. A swarm of flies hovers over a large pit near the centre of the village. A roughly made stone church with a large cross and wooden carving of Jesus stands at the far side of the village. As you enter the village, curious but scared-looking villagers poke their heads out from the cloth and hessian walls of the long houses and watch you intently.

If a character looks into the pit they will see the bodies of the incapacitated zombies used in the previous day's attack by General Nyg Phu.

The pit emanates the rancid stench of rotting flesh. It is a 15 foot drop onto bamboo spikes. At least a dozen hacked-apart bodies – mostly US soldiers and quite a few Vietcong – have been thrown down into the pit. The body parts claw and wriggle in the most unholy manner. Make a Guts check.

If the heroes ask Father DeGrut about the US soldiers in the pit, he will be agitated and mumble about how events foretold in the Bible are coming to fruit.

Do you believe in the Bible? Do you believe that it is word of God? Do you truly believe? Then how can you not know the truth of it? The dead shall rise again. Those... those were not men... they were the tools of the Great Beast come to reap souls and hearts of the living.



Don't you see? It's the apocalypse. It's here. Now.

## EVENT 3-3: UNHOLY BLESSINGS

Father DeGrut will invite the squad to attend the Sunday mass he was about to give prior to their arrival. Most of the extras will be Christians and given the horrors experienced in the morning, many will feel that a mass would be comforting at this point in time.

Unfortunately, they will be in for a rude shock. DeGrut has taken a literal interpretation of communion and blended it with local Champa myths surrounding Bah Tun. During this scene, it is important to let the players slowly realize that something is seriously wrong with the service. Build the fear by introducing one aspect of the service after the other, building the intensity of the imagery until the heroes either leave the church or possibly take action against the villagers.

If the characters decide to leave the service without interfering in it, the villagers will not stop them. However, if the characters try to stop the service, the villagers will become belligerent and threatening. Violence will follow shortly thereafter (see Event 2-4).

Of course, your players may decide that this is all just fine and dandy and sit right through the service and partake of the communion – which involves the drinking of mingled human blood and the eating of raw human flesh. If the players do this, then they will receive the benefit of the Blood Communion blessing (see Rituals and Spells).

The church is the most solid building in the village. It has a cobble stone floor. (The stones appear to be similar to those from the dig site at the Vietcong camp). The pews are made of solid hardwood logs. At the front of the church is a simple stone-slab altar. The main light sources from within the room come from four fluttering torches and an open arched window behind the

altar.

Father DeGrut begins the service and talks in Vietnamese and broken, heavily accented English of the grief of the village and how only God in Heaven can bring strength and peace. He then switches to Latin.

This information is presented only to players who have Latin language as a skill OR a strong Christian upbringing.

You have been to plenty of masses, many of which were in Latin. While you are not sure of what he is saying, you do get the distinct feeling that something is wrong here. This is not like the mass you know. You can't put your finger on it, but something is just a little off-kilter here.

At this point the blood communion ritual begins. We suggest that you ration out each of these text blocks





slowly and then give the players time to talk about what is happening. Don't give them time to strategize... just enough time to simulate the squad's mutterings as they see this perversion of their religion.

Two men seated near the front of the church rise. One has a large earthenware bowl in his hands, while the other has an old, though brilliantly polished bayonet. The two men move to the back of the church while the rest of the congregation bow their heads and offers prayers of worship to Jesus in Vietnamese.

Working from left to right, row by row, the men bring the bowl to each member of the congregation, who offer their arm to the men. A shallow laceration is



### TACTICAL MAP: SCENE 3

See the *Battlemap Tiles & Tokens Pack* for printable maps and alternative ideas for this encounter.





made to each person using the bayonet, which is then cleaned with a cloth, while the falling blood is collected into the bowl. Slowly, but surely, the bowl is filled almost to the brim with blood. Other than the rasp of the blade on flesh and the mumbled incantations of father DeGrut, there is not a sound in church.

As the bowl comes to the US soldiers, ask the players if they will participate. If they do not, there will be no noticeable reaction from the villagers. In their minds, this is a blessing and if the foreigners are not participating in it, then it's their misfortune.

Finally, once the two men are again at the front of the church, they offer the bowl and bayonet to Father DeGrut, who places the bowl on the altar then cuts each man's arm and his own, allowing their blood to mingle with the rest of the congregation's.

Taking a silver crucifix from his neck, Father DeGrut stirs the blood while mumbling what

sounds like Latin. His eyes shine and you can make out foaming spittle on his lips as he prays. He then holds the bowl high over his head and says in Latin and then Vietnamese: "Unless you eat the flesh of the Son of Man and drink his blood you have no life in you."

One by one, the congregation walk to Father DeGrut and drink deeply from the bowl, then quietly take their seats once again, their faces smeared in blood, eyes flashing with religious fervor.

Ask the players if they wish to drink the blood at this point. Again, it is not an issue if they do not (unless of course, they attack the villagers.)

Father DeGrut then kneels and from behind the altar, brings out what appears to a skinned human arm on a wooden platter and says through bloodied lips: "He who eats my flesh and drinks my blood abides in me and I in him." Once again, the congregation shuffle to the front and each takes a small bite from the arm while Father DeGrut mutters more blessings in Latin. Its hard to hold onto your stomach here guys. After all, you can't help but ask yourselves, "Just who's arm is that?" You all need to make a Guts check from watching this gruesome ceremony.

Again, ask the players if the heroes will participate in the ceremony. If any character participates in ALL parts of the communion - the blood-letting, the drinking of blood and eating of flesh - they will receive all the benefits of the ritual (see Rituals and Spells) for the upcoming battle with Bah Tun. However they will also need to make an additional Guts check upon completion of the ceremony.





If you are playing the Life is Good version - and characters have been able to sit through the entire mass without going postal - there will be no more horror during the mass.

However, if you are playing the War is Hell version, there is one more surprise in store. The villagers will wish to mingle their 'impure blood' with that of their innocent children in order to render their blood useless to Nyg Phu. This involves holding down each child, cutting into their arms and pouring blood from the communal bowl into the open wound... naturally this is not a quiet affair.

Draw out each of the following descriptions of the events, giving the players enough time to discuss what they will do.

The priest, his face and robes covered in blood, looks over the congregation and says solemnly in Vietnamese, "Now let us protect our children. Let them be made impure with our own blood. Let our sin flow through their veins so that they may be made of no consequence to the Great Beast. As he seeks innocence to corrupt, we shall corrupt in the name of the Lord and be saved!"

Two women lead into the church a young girl, perhaps 10 or 12 years of age. The child's face is a mask of blank emotion and she simply stares into space as the women lead her forward to Father DeGrut.

All around, the villages start to pray, reciting Hail Mary over and over with a growing intensity. The child is lifted onto the altar and gently laid down. The man who previously carried the communal blood bowl steps behind the priest, holding the bowl that still sloshes with the intermingled blood of the villagers. He has a grim look on

his face.

Father DeGrut takes the bayonet and moved towards the girl. She begins to shiver and cry quietly and one of the women moves towards her and whispers calming words. "It'll be ok... it'll be ok. The Great Beast can't get you now..."

The priest grabs the girls arm firmly and slices a deep groove with a long, broad stroke. Blood spurts over the altar, pooling on the floor. The villages are now almost shouting their prayers, downing out the child's cry of pain.

Father DeGrut drops the bayonet and firmly holds the writhing and screaming child down. The man with the bowl steps from behind and pours what is left of the villagers mixed blood into the girl's open wound. The villagers start shouting "Amen, Amen!" It's time to make a Guts check.

The priest lets go of the crying child and the older women grab hold of her, hugging her to her bosom, whispering words of comfort. The younger woman quickly begins to dress the girl's wound.

If the characters have made it this far without either walking out or starting a fight, the mass will end with the villagers slowly leaving the church in a subdued manner. Father DeGrut will be exhausted, but will be happy to answer any questions the characters may have.



## SCENE FOUR

# THE GREAT BEAST

By this point, the squad's numbers may very well be severely reduced, especially if a fight broke out with the villagers. Despite this, the squad will "need to move up to the highest point in order to get radio reception" (at least, so Joe Banks will likely claim). It is also likely that with the maps obtained from the dig site, the squad will know that they are heading to the very location where Nyg Phu is heading.

Play this scene as the climactic battle. The troops know that something big and bad is about to happen. Get stuck into the action nice and fast.

The bad news is, just as the squad arrives (roughly 45 minutes before sunset) the Bah Tun summoning ritual is nearing its completion. Nyg Phu will be making his final prayers and preparing to sacrifice the young girl who is tied on the stone altar in the temple.

The good news is, once they reach the top of the hill and ascertain the tactical situation, they will be able to use the radio – to call for evac or an airstrike. Of course, this depends upon whether Joe Banks wishes to use the radio.

If Joe Banks has been killed or the radio destroyed earlier, don't worry. The Vietcong have a radio of their own and if this can be captured, it can be used (albeit poorly) by another player. If that radio is also destroyed, well it looks like our heroes will have a LONG walk home.

## TACTICAL SITUATION

All of the Vietcong troops are located in defensive positions dug in behind heavy rubble. They have split their forces to cover three entrances to the temple, leaving the northern exit undefended as it is almost completely blocked by a thick bamboo grove and rubble.

While their defensive position gives them hard cover, it means their ability to fight is split between the three defensive positions. During combat, the Vietcong will only move from cover in order to reinforce an entrance that looks like it is about to fall to the US

squad. In this situation, the Vietcong will run through the interior of the temple, keeping out of the line of fire as much as possible.

The rubble acts as a full barrier to grenade explosions. However, if grenades can be thrown behind the rubble, the killing potential is very high.

While the Vietcong have the advantage of hard cover and dug-in positions, the US squad benefits from the light to hard cover from the jungle and greater flexibility in their movement.

As soon as the attack begins, Nyg Phu will begin finalizing the ritual, which will take four combat rounds. This simply involves killing the young girl on the altar. During this final stage, dark red clouds will gather and huge drops of blood rain will splatter down over the area. Everyone (including the Vietcong) must make Guts rolls.

At any point during this time, Nyg Phu can delay completing the ritual by one action round and raise ALL the dead in the area who's hearts have not been destroyed as Blood Zombies.

As Blood Zombies enter the battle, they will rush forward to attack the squad without caring for cover. In the War is Hell version, they will continue to use the same weapons they had in life. In the Life is Good version, they will simply use their claws.

Should Nyg Phu be shot himself, he will collapse and his innocent blood – being a virgin himself – will seep onto the altar and complete the summoning. Of course, the summoning is also completed should Nyg Phu manages to kill the girl.

If (more likely when) Bah Tun is unleashed, it will literally rip through the ceiling of the temple given its gargantuan size. Of course, seeing Bah Tun requires immediate Guts checks (at -4) for everyone.

If Nyg Phu is still alive, Bah Tun will only attack the squad. However, if Nyg Phu has been killed, Bah Tun will strike at the nearest living creatures – be they Vietcong, US troops or even the young girl. However, Bah Tun is not a mindless killing machine. The God will quickly evaluate the most serious threats (in terms





BLINDING THE INNOCENT



of either firepower or damage done to him) and place his efforts on eliminating those threats as quickly as possible.

In the War is Hell version, some of Bah Tun's attacks (see its edges) may require further Guts checks.

If the heroes call in an airstrike, it will take 30 minutes to arrive. While causing massive damage to the area, the airstrike will not kill Bah Tun, but it will cause it three wounds and incapacitate it while it regenerates.

The only way the squad can be rid of Bah Tun is to destroy its heart, either with a called shot or by cutting it out while Bah Tun is incapacitated.

## EVENT 4-1: RUNNING UP THAT HILL (WAR IS HELL VERSION).

In the Life is Good version, the troops will not encounter resistance on this trek up through the mountains. In the War is Hell version, if the Vietcong gunner managed to use his signal flair in scene 2 (see Event 2-2) then an ambush will be waiting.

Use Battlemat 4 and place three Vietcong riflemen behind trees. Squad members may make a Notice check to spot the ambush, otherwise the combat starts with the Vietcong on hold.

### ★ If any member of the squad makes a successful notice check:

You glimpse a glint of metal in the trees ahead. As you squint through the heat and swarming mosquitoes, you can just make out one... no two... make that three



forms kneeling down behind the trees. They look like Vietcong snipers.

## EVENT 4-2: THE FINAL CONFLICT

As the heroes approach the peak, they will see the overgrown Champa temple. They will also see that there are Vietcong defending it from behind well-established cover and foxholes. Display Battlemat 5: Bah Tun Temple.

At the top of the rise, you see the ruins of an ancient temple. The jungle has grown to almost completely cover it, so you can get pretty close while still under the cover of the trees.

You can see three entrances to the stone temple: south, east and west. All entrances are guarded by Vietcong secured behind large rubble barriers. The Vietcong appear to have rifles and heavy weapons. From inside the temple you hear a single voice chanting loudly in a dialect you don't recognize... although the accent of some of the words is similar to that of the villagers. Every so often you do recognize the words, "Bah Tun, Bah Tun." You also hear a young girl sobbing.

### ★ If the squad scouts around the back of the temple:

The back entrance to the temple is heavily overgrown with bamboo. It also looks like large piles of rubble have been packed up against this entrance, making it nearly impossible to breach.

In the Life is Good version, it is possible to breach this area. There is a gap in the rubble large enough for a single man to crawl through. This will effectively allow a single character to enter the temple without being noticed (Nyg Phu is busy with his incantations and will have his back turned to the intruder.) Trying to get a



second person into the temple will allow Nyg Phu a Notice check, and each additional person entering this way will give the mad general a +2 to each successive Notice check.

★ **Once the shooting starts:**

From inside the temple you can hear the chanting reach a feverish pitch and the sobbing turns into screams of terror. All around the wind swirls as if you are caught in the eye of a supernatural storm. Thunder rumbles through the air and dark red clouds form. Suddenly, large drops of blood begin to rain around you, turning the entire area awash in red. Everyone make Guts checks.

★ **If Bah Tun is summoned:**

May the Holy Mother of God save your poor damned souls! A gargantuan being of unspeakable horror bubbles up rapidly from the bloody surroundings. It forms into something akin to a giant dome-headed man sprouting batwings. A ring of tentacles pulse and writhe from around its torso as its giant maw opens and howls in triumph into the dusk. You've seen a pale shadow of this being before... the Black Idol at the dig site. Guts checks at -4 please.

As it grows, Bah Tun thrusts its 20 foot long tentacles upwards, smashing the temple roof into shards of rock that fall and scatter all around you. The Great Beast bellows once more before turning its attention to the puny humans surrounding it.

★ **If Bah Tun is incapacitated:**

The massive form collapses to the ground, blood gushing from its wounds like an unholy river. Slowly the blood flow draws to a

trickle... then you notice... the trickle starts flowing backwards. It starts flowing back into the Great Beast! You see its body begin twitching and hear the thump, thump, thump of its heart as it starts to beat once more.

## ENDING THE ADVENTURE

Survivors of the mission will be picked up by chopper directly from the hill top. They can be happy in the knowledge that they saved the world from an ancient evil... possibly Satan himself.

The troops will be debriefed and made to sign a state security document, then invited to join the CIA's "spooks" division in handling supernatural terrors. Those that join get to have a life of ongoing terror and mayhem... those that refuse simply don't wake up the next day.

Hey... we did warn you. War is hell.

## TACTICAL MAP: SCENE 4



See the *Battlemap Tiles & Tokens Pack* for printable maps and alternative ideas for this encounter.



# THE CAST



## SQUAD MEMBERS

The squad extras should be played with a common sets of attributes for speed of play. The squad extras include 9 riflemen, four heavy-weapons specialists, a sniper and a medic.

### RIFLEMEN (X10)

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

### HEAVY WEAPONS (X4)

There are two heavy machine guns in the squad, operated by two men each.

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

### SNIPER (X1)

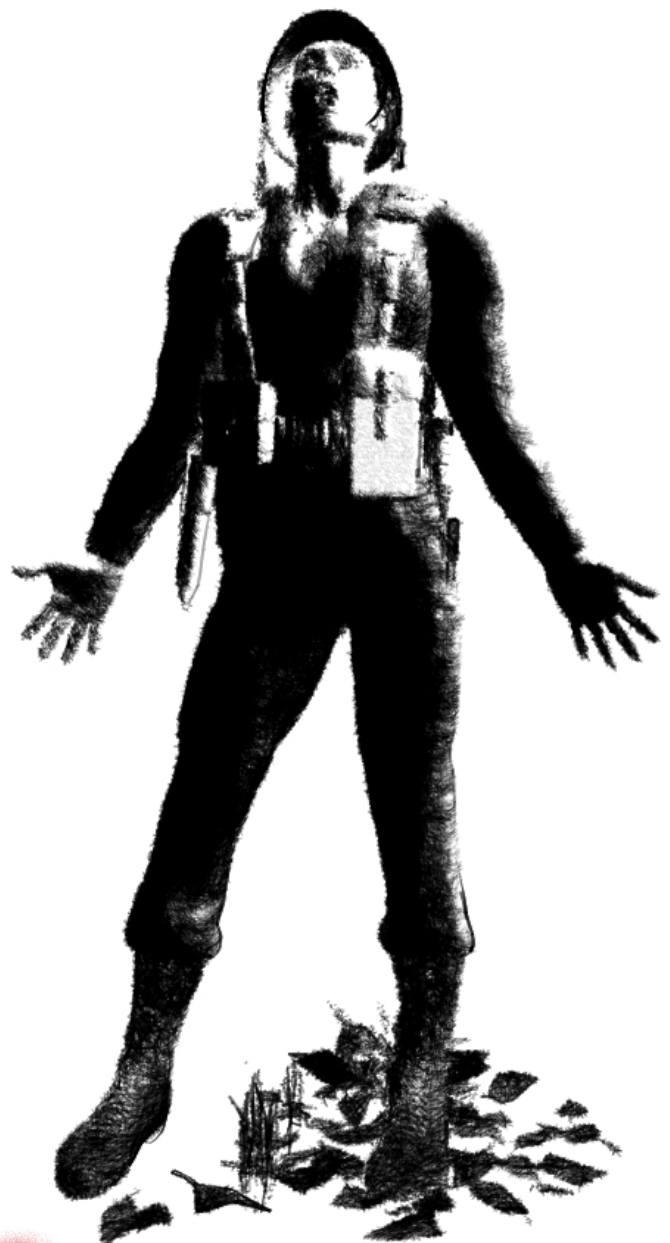
- ★ Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6
- ★ Skills: Fighting d6, Shooting d8, Guts d4
- ★ Pace: 6; Parry 4; Toughness 5
- ★ Weapon: M40 rifle. Range 48/96/192. Damage 2d8+1. Shots 5.

### MEDIC (X1)

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

## SQUAD MEMBERS AS SPARE WILDCARDS

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





NAME	DESCRIPTION	ATTRIBUTES	ESSENTIAL SKILLS
Aidan Ibsen Rifleman	A poor inner-city kid from strict Irish-catholic stock, Aidan is a stoic young man who views the army as his big break in life.	Strength d6 Agility d6 Vigor d6 Spirit d6 Smarts d6	Parry 5 Toughness 5 Move 6 Fighting d6 Shooting d6 Guts d6
Alvin Kelley Rifleman	Ace football-player, school bully and still as mean as ever.	Strength d10 Agility d6 Vigor d6 Spirit d4 Smarts d4	Parry 7 Toughness 5 Move 6 Fighting d10 Shooting d6 Guts d4
Jeffery Clayton Rifleman	Drafted into the army and not happy about it. Rebellious and cynical.	Strength d6 Agility d4 Vigor d8 Spirit d8 Smarts d4	Parry 5 Toughness 6 Move 6 Fighting d6 Shooting d6 Guts d4
Terry Scott Medic	More of a thinker than a fighter. Very much out of his depth in this war, but he is writing down his experiences in the hopes of creating the next Great American Novel.	Strength d4 Agility d6 Vigor d6 Spirit d6 Smarts d8	Parry 4 Toughness 5 Move 6 Fighting d4 Shooting d6 Guts d6
Redford Lynch Rifleman	Known as 'Bluey' to his friends, Redford is a happy-go-lucky eighteen year old volunteer. Travel and war are all part of the adventure of life in his mind	Strength d8 Agility d6 Vigor d4 Spirit d8 Smarts d4	Parry 6 Toughness 4 Move 6 Fighting d8 Shooting d6 Guts d8
Joshua Kenton Rifleman	An all-American farm-boy, Josh is cheerful and always sees the bright side of life. This cheeses off Dillon, Sam and especially Spike.	Strength d4 Agility d4 Vigor d10 Spirit d8 Smarts d4	Parry 4 Toughness 7 Move 6 Fighting d4 Shooting d4 Guts d8
James Dalton Rifleman	A practical joker who does not realize the mortal danger surrounding him.	Strength d6 Agility d6 Vigor d6 Spirit d6 Smarts d6	Parry 5 Toughness 5 Move 6 Fighting d6 Shooting d6 Guts d6
Dillon North Sniper	Hit with the ugly stick when he was born, Dillon has spent most of his life as the butt of jokes and scorn. He's used to it. He just don't care no more. If he can get to kill a few gooks, it may make him feel better. He's not crazy. He's just misunderstood.	Strength d6 Agility d10 Vigor d6 Spirit d4 Smarts d4	Parry 5 Toughness 5 Move 6 Fighting d6 Shooting d10 Guts d4



NAME	DESCRIPTION	ATTRIBUTES	ESSENTIAL SKILLS
Wilbur Mather Rifleman	Takes pride in his skill as a rifleman and his role in serving his country. Unfortunately, he is also something of a coward.	Strength d4 Agility d10 Vigor d6 Spirit d4 Smarts d6	Parry 4 Toughness 5 Move 6 Fighting d4 Shooting d10 Guts d4
Blade Carver Rifleman	Blade is a troubled youth who opted for military service as a way to escape jail over a street-fight stabbing (he swears it was self-defense). He has continued his criminal ways and sells drugs on the side. He hopes to get enough connections in Nam to set up his own drug import business after his tour is up.	Strength d6 Agility d4 Vigor d4 Spirit d8 Smarts d8	Parry 5 Toughness 4 Move 6 Fighting d6 Shooting d4 Guts d8
Sam Farrell Rifleman	Don't mess with Sam when he's been drinking, which is often. He carries a hip-flask of gut-rot wherever he goes. If it looks like things are going down, don't be surprised to see Sam having a swig to get his courage up.	Strength d8 Agility d6 Vigor d6 Spirit d4 Smarts d6	Parry 6 Toughness 5 Move 6 Fighting d8 Shooting d6 Guts d4
Spike Brust Rifleman	Spike wants out. He hates Vietnam. He hates military duty. He hates this whole damn situation.	Strength d8 Agility d8 Vigor d6 Spirit d4 Smarts d4	Parry 6 Toughness 5 Move 6 Fighting d8 Shooting d8 Guts d4
Bruce Cameron Heavy weapons	Bruce joined the army as a mechanic, hoping it would set him on the path to owning his own auto-repair business. Unfortunately, his shooting skills have earned him more attention than his skills with a wrench.	Strength d4 Agility d8 Vigor d6 Spirit d4 Smarts d8	Parry 5 Toughness 5 Move 6 Fighting d6 Shooting d8 Guts d4
Trey Hardy Heavy weapons	Trey is beginning to think that perhaps America should not be involved in Vietnam. He's turning into something of an unpatriotic 'hippy' (some would say, a pinko-sympathizer or, even worse, a socialist).	Strength d6 Agility d6 Vigor d6 Spirit d6 Smarts d6	Parry 5 Toughness 5 Move 6 Fighting d6 Shooting d6 Guts d6



NAME	DESCRIPTION	ATTRIBUTES		ESSENTIAL SKILLS
Emmett Laws Heavy weapons	Born as the youngest son to a wealthy industrialist, Emmett is something of a spoilt rich-kid. Since being drafted, he's also become something of an explosives and heavy-weapons nut. If it goes bang, Emmett wants to try it.	Strength d6 Agility d6 Vigor d6 Spirit d4 Smarts d8	Parry 5 Toughness 5 Move 6	Fighting d6 Shooting d6 Guts d4
Hayden Stoker Heavy weapons	Hayden is usually strung out on hash. He is becoming paranoid and tetchy, and is in debt to Blade for two month's pay. Of course, if something were to happen to Blade in combat...	Strength d6 Agility d6 Vigor d6 Spirit d8 Smarts d4	Parry 5 Toughness 5 Move 6	Fighting d6 Shooting d6 Guts d8

# THE RENEGADE VIETCONG TROOPS

## SCENE 1: WOUNDED VIETCONG RIFLEMEN (X5)

- ★ Attributes: Agility d4, Smarts d6, Spirit d4, Strength d4, Vigor d4
- ★ Skills: Fighting d4, Shooting d6
- ★ Pace: 0; Parry 2; Toughness 3 (already wounded)
- ★ Weapon: MAS-36 rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

## SCENE 1: WOUNDED VIETCONG MACHINEGUNNER

- ★ Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d4
- ★ Skills: Fighting d4, Shooting d6
- ★ Pace: 3; Parry 4; Toughness 3 (already wounded)
- ★ Weapon: MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.
- ★ Weapon: Mat-49 (9mm) submachine gun. Range 12/24/48. Damage 2d6. ROF 3. Shots 10.

## SCENE 2: VIETCONG AMBUSH SQUAD - SNIPERS (X3)

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

## SCENE 2: VIETCONG AMBUSH SQUAD - SUBMACHINE GUNNER (X1)

- ★ Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d6
- ★ Skills: Fighting d6, Shooting d6, Notice d8
- ★ Pace: 6; Parry 5; Toughness 5
- ★ Weapon: Mat-49 (9mm) submachine gun. Range 12/24/48. Damage 2d6. ROF 3. Shots 10.

## SCENE 4: VIETCONG AMBUSH - RIFLEMEN (X3)

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



## **SCENE 4: VIETCONG RIFLEMEN AT TEMPLE (X 6, SPLIT INTO 3 GROUPS OF 2)**

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

## **SCENE 4: VIETCONG HEAVY WEAPONS SPECIALISTS AT TEMPLE (X 3, SPLIT INTO 3 GROUPS)**

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

## **SCENE 4: VIETCONG RADIO TELEPHONE OPERATOR AT TEMPLE**

- ★ Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4
- ★ Skills: Fighting d6, Shooting d6
- ★ Pace: 6; Parry 5; Toughness 4
- ★ Weapon: MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

## **GENERAL NYG PHU (WILDCARD)**

Nyg Phu is a psychotic, paranoid sociopath who is so crazy and cunning that even other Vietcong field commanders will have nothing to do with him. Despite his obvious insanity – or perhaps because of it – he has drawn together a fanatically loyal band of soldiers that literally worship him. Nyg Phu's recent necromancy powers have only bolstered his image among his troops to the point where they will happily walk into the jaws of death if he so commands.

Nyg Phu sees women as universally unclean, a trait which had left him a virgin. In his mind, only men are worthy of any form of respect – and even then only men who serve him. All others are merely sheep to be slaughtered to feed his ever growing hunger for domination.

- ★ Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6
- ★ Skills: Fighting d10, Shooting d8, Knowledge Religion d12, Notice d8, Persuasion d8, Tracking d6, Guts d12
- ★ Pace: 5; Parry 9; Toughness 5
- ★ Weapon: MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.
- ★ Weapon: Bayonet (Str+d4 dam)
- ★ Edges: Alertness, Improved block, Command, Inspire
- ★ Hindrances: Code of honor, Heroic, Elderly

# **VILLAGERS**

## **SCENE 3: ENRAGED CHAM VILLAGER (X 56)**

- ★ Attributes: Agility d8, Smarts d6, Spirit d10, Strength d4, Vigor d4
- ★ Skills: Fighting d6
- ★ Pace: 6; Parry 4; Toughness 4
- ★ Weapon: axe, rakes, clubs, etc. assume all do Str+4 damage (=1d4+4).

## **SCENE 3: VILLAGE SNIPERS (X4)**

- ★ Attributes: Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d4
- ★ Skills: Fighting d4, Shooting d8
- ★ Pace: 6; Parry 4; Toughness 5
- ★ Weapon: MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.

## **FATHER DEGRUT (WILDCARD)**

Father DeGrut may be old, and certainly crazy, but he should not be underestimated. He is a veteran of the French Foreign Legion and has seen more action than any one man should. A decade ago, his troop was decimated in the hills of Vietnam during a battle with 'something that cannot be spoken of.' Severely



wounded, starved and near death, DeGrut was found by Champa villagers and tended back to health. Always a religious man, DeGrut taught the Word of God to his saviors, eventually becoming their de facto leader.

He speaks broken English and Vietnamese, fluent French, Latin and Champa.

While he is certifiable, he is no fool. He will not blindly fight, but will endeavor to make the best of any tactical situation – note his edges that can improve the abilities of the villages in fight. However, he has a passionate hatred of “The Great Beast” and knows in his heart that the renegade Vietcong are attempting to bring him into this world. That is something that simply must not happen and he will do whatever it takes to ensure victory for the forces of good.

- ★ Attributes: Agility d6, Smarts d8, Spirit d12, Strength d4, Vigor d6
- ★ Skills: Fighting d10, Shooting d8, Knowledge Religion d12, Notice d8, Persuasion d8, Tracking d6, Guts d12
- ★ Pace: 5; Parry 9; Toughness 5
- ★ Weapon: MAS-36 (7.5) rifle. Range 24/48/96. Damage 2d8-1. Shots 5.
- ★ Weapon: Blessed bayonet (Str+d4 dam, but Str+d10 against blood zombies)
- ★ Edges: Alertness, Improved block, Command, Inspire
- ★ Hindrances: Code of honor, Heroic, Elderly

## SUMERNATURAL CREATURES

### BAH TUN ZOMBIES

Bah Tun zombies – or Blood Zombies – are not your typical b-grade movie zombie. For a start, a bullet in the head or even decapitation will do little to slow them down. There are only two effective ways to be rid of them: destroying their hearts or dismembering them to such an extent that they are incapable of causing more harm. Even after horrific mutilation, Bah Tun zombie body parts will continue to twitch and writhe, which requires Guts check when viewed.

Like their creator god, they have a craving for



blood and death. While incapable of intelligent strategy, they will attack with whatever weapons are at their disposal, or their claws, fists or even stumps if no weapons are on hand (pun intended)!

When injured, Blood Zombies spout blood as normal humans... except the blood just keeps on coming. In combat, they are a gory, terrifying sight.

In hand-to-hand combat, Blood Zombies tend to mob victims, preferring to use their numbers to give them a significant tactical advantage. As per the Savage World rules for Ganging Up, each additional zombie attacking a single character gives each zombie a +1 bonus... woe be the hero who gets himself surrounded by a zombie hoard!

- ★ Attributes: Agility d4, Smarts d4, Spirit d8, Strength d6, Vigor d6
- ★ Skills: Fighting d8, Shooting d4
- ★ Pace: 4; Parry 4; Toughness 7 (5+2)
- ★ Edges

**Claws:** Str+4 damage

**Fear:** Seeing blood zombies forces Guts checks.

**Undead** (+2 to Toughness, +2 to recover from shaken. Called shots do no extra damage [with the exception of the heart] and bullets and piecing attacks do half damage (except to the heart, which causes double damage).

- ★ Hindrances

**Heart of Darkness:** A successful called shot to



a Blood Zombie's heart will cause double damage. A zombie can only be created from a corpse whose heart is intact.

**Mutilation:** For every raise in an attack against a Blood Zombie with a bladed or explosive weapon, there is a chance it will lose a body part. The zombie must make a Vigor check or lose a limb. Roll a d6 to determine the body part lost: 1 = left arm, 2 = right arm, 3 = left leg, 4 = right leg, 5 = head, 6 = no effect, treat as if the zombie succeeded its Vigor check. The lost body part will continue to twitch and writhe on the ground, requiring the attacking heroes to make a Guts check.

## BAH TUN – THE GOD OF BLOOD AND DEATH (WILDCARD)

Bah Tun is a God-like being from another realm and time, a place we mere humans can only interpret as 'the Realm of Blood and Death.' The ancient Champa battled Bah Tun during the civil war between the Red King and his wayward son. Although no longer worshiped and its truth all but lost in time, Bah Tun's name has been used a childhood boogeyman of the remaining Champa hills-tribes for centuries.

- ★ Attributes: Agility d6, Smarts d10, Spirit d12+2, Strength d12+4, Vigor d12+4
- ★ Skills: Fighting d10 (only d6 against those who have received the Blood Communion blessing)
- ★ Pace: 4; Parry: 4; Toughness: 11 (7 against those who have received the Blood Communion blessing)
- ★ Edges:

**Fear:** Seeing Bah Tun requires a Guts checks at -4.

**Claws:** d12+d8+4 damage

**Tentacles:** Bah Tun may use up to three of its 20 foot-long tentacles in combat (Treat as having a Reach of +3). Each tentacle causes d12+4 damage OR may be used to make a grapple.

**Render:** If two tentacles grapple a single character, on the next combat round Bah Tun may attempt to rip the character in two, which requires Bah Tun to make a Strength check and the victim to make a Vigor check. If the character's Vigor roll is higher, the character remains grappled, but is at least safe for this combat round. If Bah Tun's roll is higher, the character is ripped apart and killed instantly. People

watching a friend killed in this manner must make a Guts check.

**Cast asunder:** Bah Tun may throw a grappled character up to 5 squares. This results in 1d10 damage, ignoring armor.

**Explode worshiper:** Once every combat round, Bah Tun can make anyone who worships him and Blood Zombies literally explode in a gory and deadly spray of blood and shattered bone. Everyone within 1 square of the hapless victim will be hit with flying body fragments and take 1d8 damage, plus make a Guts check at -2. People witnessing the explosion but not directly affected by must make a normal Guts check.

**Nigh impossible to kill:** Bah Tun has five benies that it can use to soak wounds. Should Bah Tun become incapacitated, blood will literally spout out of its wounds, but it will not die. Instead, after five combat rounds, blood will begin to seep back into the wounds and regeneration will start. This will be accompanied by the dull thumping sound of Bah Tun's heart beating. Five additional combat rounds after this, Bah Tun will rise with 3 wounds.

**Immortal:** If Bah Tun is 'killed' by having its heart removed, it will explode in a tsunami of blood. However, its raw being will not be destroyed, but will return to the Realm of Blood and Death where it will wait and rage against those who have so cast it from the World of the Living.

★ Hindrances:

**Weak of heart:** A successful called shot Bah Tun heart will be calculated at Toughness 7, not its regular Toughness of 11.

**Heart-shaped soul:** Removing or destroying Bah Tun's heart will effectively 'kill' it... or at least drive it back to the Realm of the Dead. A successful called shot to its heart that pushes Bah Tun past 3 wounds will do the trick nicely, as will cutting out its heart while it is incapacitated.

**Gargantuan:** being so massive gives all attackers a +4 against Bah Tun, as per the Savage Worlds' rules.







# MILITARY RECORD

Service Number  
Rank Sergeant

Unit Starlight #4  
Name Sarge Johnson

## Attributes

Agility	d8	Parry	5
Smarts	d8	Toughness	5
Strength	d8	Pace	6"
Spirit	d8	Charisma	-2
Vigor	d6	Experience	

## Hinderances

Doubting Thomas  
Ugly  
Cautious

## Skills

Climb	d6	Shooting	d8
Fighting	d6	Stealth	d6
Guts	d8	Survival	d6
Healing	d8	Throw	d6
Intimidate	d4		
Investigation	d6		
Know. (Tactics)	d6		
Notice	d6		
Persuasion	d4		

## Edges

NCO - Sergeant  
Nerves of Steel  
Command  
Hard to Kill

## Gear

Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

## Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
M14 Assault Rifle	24/48/96	1/3	2d8+1	2	9	Shots 20 snapfire penalty
Colt revolver.	12/24/48	1	2d6+1.		2	Shots 6

Johnson (everyone just calls him Sarge) is a crusty, pragmatic veteran of two wars. He joined the US army to fight in World War II. During this time, he saw action in multiple fronts, including D Day. He was also active during the Korean War. Now, with two-weeks to go before his mandatory retirement after 25 years of active service, he is back in the hot seat, babysitting a green West Point lieutenant and a bunch of kids. He has two objectives; to keep his men alive and to keep himself alive for the next few weeks so he can retire back home to Kentucky and be a real Grandpapa to his 17 grandchildren.

While he is an accomplished warrior in his own right, the Sarge has learnt the hard way that strength is not the best way to win a battle. Tact, negotiation, stealth and cunning are far more useful than weapons. If there is any other way forward, he will avoid risking the lives of his men or himself.



WOUNDS

-1



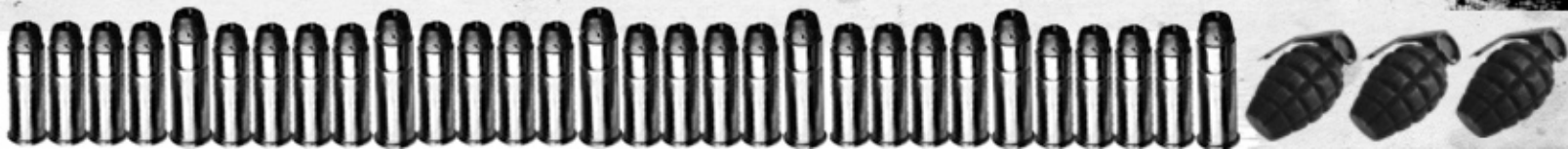
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-3



FATIGUE





# MILITARY RECORD

Service Number                      Unit Starlight #4  
 Rank Second lieutenant Name Charles Emerson Weston V.

## Attributes

Agility	d6	Parry	4
Smarts	d8	Toughness	5
Strength	d6	Pace	6"
Spirit	d4	Charisma	0
Vigor	d6	Experience	

## Hinderances

Loyal  
 Phobia (Rats)  
 Doubting Thomas

## Skills

Shooting	d6	Guts	d4
Fighting	d4	Climbing	d6
Throw	d6		
Intimidation	d6		
Stealth	d4		
Survival	d4		
Persuasion	d8		
Know. (tactics)	d8		

## Edges

Rank (officer)  
 Quick

## Gear

Grenade x 3

Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

## Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
Assault Rifle	24/48/96	1/3	2d8+1	2	9	Shots 20 snapfire penalty
Service Pistol	12/24/48		2d6+1.		2	Shots 7

Weston is the Commanding Officer of the squad and relatively fresh from West Point Academy. He has seen a little action in Vietnam already and performed relatively well. He comes from a long line of military men, dating back to the Civil War. Weston's childhood was filled with tales of bravery, honor and glory from multiple wars.

He has a driving need to prove himself worthy of the family name and his heritage. In his heart, he fears he does not have what it takes and the result is a rather unusual relationship with Sergeant Johnson. He greatly admires the Sarge and secretly craves his experience and ideas, yet wants to be seen as being in charge and capable. Publically taking too many suggestions from the Sarge would look weak... but the Sarge is so much more experienced!



WOUNDS

-1



-2



-3



FATIGUE





# MILITARY RECORD

Service Number                      Unit Starlight #4  
 Rank Private (Sniper)      Name Cincinnatus Smith

## Attributes

Agility    d10              Parry              4  
 Smarts    d4              Toughness      5  
 Strength   d6              Pace              6"  
 Spirit    d6              Charisma       0  
 Vigor     d6              Experience

## Hinderances

Newbie

## Skills

Shooting                      d12    Guts                      d6  
 Fighting                      d4    Notice                      d4  
 Stealth                      d4  
 Throwing                      d6  
 Driving                      d4  
 Know. (Farming)    d4  
 Climbing                      d4  
 Riding                      d6  
 Swimming                      d4

## Edges

Marksman

## Gear

Grenade x 3



Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

## Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
M40 sniper rifle	48.96/192	1	2d8+1	2	15	Shots 5, snapfire penalty

Cincinnatus is a fresh out of boot camp. Born and raised in the bayous of Florida, he was one of the many poor black kids drafted into service. He has received almost no schooling, is very naive about the ways of the world and pretty much confused by the sudden change to his life the army has wrought. He is not even sure where he is, only that Vietnam is not in Europe.

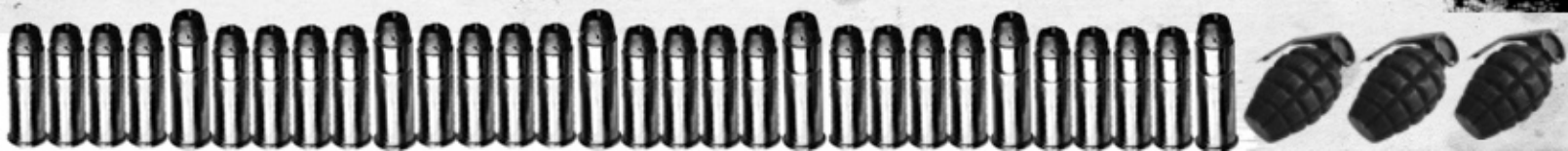
He is an innocent in the ways of women, a subject that is rather embarrassing to him. A few of the men know this and were ribbing him mercilessly until the Sarge told them to quit.

Despite being something of a lug, Cincinnatus is a crack sniper, having been hunting on the bayous most of his life. The Sarge worries a lot about Cincinnatus. The kid is just too green for this kind of company.

WOUNDS



FATIGUE





# MILITARY RECORD

Service Number

Unit Starlight #4

Rank Private

Name Harold Patrick OLeary

## Attributes

Agility d6

Smarts d8

Strength d6

Spirit d8

Vigor d6

Parry 4

Toughness 5

Pace 6"

Charisma 0

Experience

## Hinderances

Heroic

## Skills

Shooting d5

Fighting d4

Throwing d4

Healing d10

Guts d6

Notice d4

Know (Medical) d8

Know (French) d6

Swimming d4

## Gear

Field Med. Kit

## Edges

Luck

Healer



WOUNDS

-1

-2

-3



Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

## Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
M14 Assault Rifle	24/48/96	1/3	2d8+1	2	9	Shots 20 snapfire penalty

O'Leary comes from a well-to-do, strictly Catholic Irish family of doctors and academics. As such, he has very strong belief of right and wrong. To him, the world is black and white.

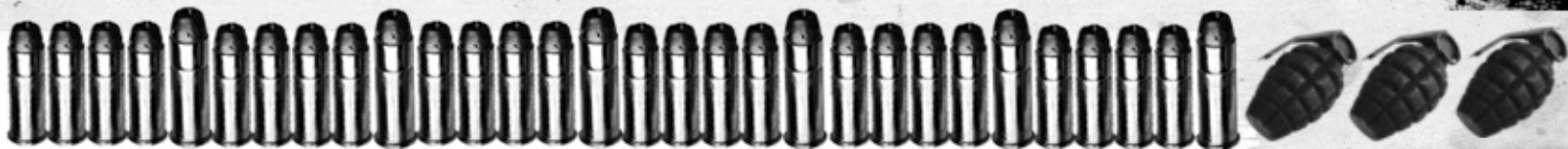
He was in his third year of medical school when he heard of the plight of US personnel being injured in the growing Vietnam conflict. He volunteered the very next day, much to his parents' dismay.

He has been in Vietnam for 9 months now and has good affinity with the local people. Although highly patriotic – a true believer in the values of righteousness and democracy – he is not a blind nationalist. He will always 'do the right thing' and will heroically protect the innocent. He is heroic to the point of being blasé as to his own life, a trait which has already earned him two medals and one (minor) bullet wound.

FATIGUE

1

2





# MILITARY RECORD

Service Number

Unit Starlight #4

Rank Private

Name Joe Banks

## Attributes

Agility d6

Smarts d8

Strength d6

Spirit d8

Vigor d6

Parry 4

Toughness 5

Pace 6"

Charisma 0

Experience

## Hinderances

Curious

Secret (CIA)

## Skills

Shooting d6

Fighting d4

Throwing d4

Know.e (Occult) d8

Know (Vietnamese) d8

Guts d8

Stealth d6

Notice d6

Repair d6

## Gear

Radio Telephone

Grenades x 3

## Edges

Scholar (Occult)

Scholar (Vietnamese)

MacGyver



Currency:

Total Wt Carried

Weight Limit

Encumbrance Penalty

## Cleared for use on following weapons

Weapon	range	ROF	damage	AP	WT	notes
M14 Assault Rifle	24/48/96	1/3	2d8+1	2	9	Shots 20 snapfire penalty

Banks may appear to be a private. He is in fact an officer of the top-secret CIA "Spooks" division. His goal is to root out and disrupt the growing supernatural forces within Vietnam. Although not highly experienced in the field – he's never actually seen a ghost or anything to say "boo" – he has been well educated in the occult. In fact, his grandfather (Jeremiah CJ Banks) was a high-ranking operative and veteran of supernatural conflicts during The Great War and WW2. Until recently Joe only knew his grandfather was a military man working in the area of intelligence. As a boy, Joe would spend much time with this grandfather, often browsing through his extensive library of "unusual books collected from around the world." When Joe joined the army, his grandfather worked behind the scenes to ensure he would follow in the family tradition, shaping his areas of study and career path. About nine months ago Joe was approached by Corporate James Johnson who inducted him into the secret war the CIA is waging against the supernatural. At this point, Joe realized the role his grandfather has played and feels both honored and a tad miffed by the manipulation. Joe has been given an additional briefing by Corporate Johnson prior to the mission and has also been able to read the letter "A History of Evil" by Franchisor Renault as background information.

WOUNDS

-1

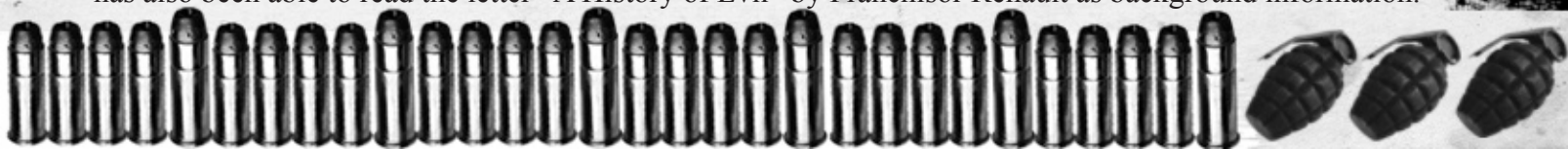
-2

-3

FATIGUE

1

2





# WEIRD STUFF

## ARTIFACTS

### THE BLACK IDOL

This powerful artifact was fashioned by Bin Ngu himself from a fragment of Bah Tun's soul. It emanates evil and dread. Even a dullard can sense its malevolence. It's appearance is disturbing and just seeing the relic requires a Guts check. It is fashioned as a daemon-like creature sprouting batwings, massive arms and claws, and a ring of thick tentacles around its torso. The base is engraved in the ancient Champa language and first details the nature of the Bah Tun, the God of Blood and Death, and then describes how to attune one's self to Bah Tun's dread purpose.

The Black Idol can grant necromancy unto those who pledge alliance to Bah Tun. This requires an attunement ritual, which includes slicing up a human sacrifice and meditating over the victim as they bleed to death. The ritual takes roughly three hours and requires a Guts check at -4. Details of this ceremony can be found in General Phu's journal.

Those granted necromancy by Bah Tun may, at will, reanimate the recently dead (less than 30min) as Blood Zombies, provided the bodies' hearts are still intact.

If the Black Idol is smashed, all the dead within a 500 foot radius will rise as Blood Zombies and immediately attack every living person they encounter until they can be destroyed.

## RITUALS AND SPELLS

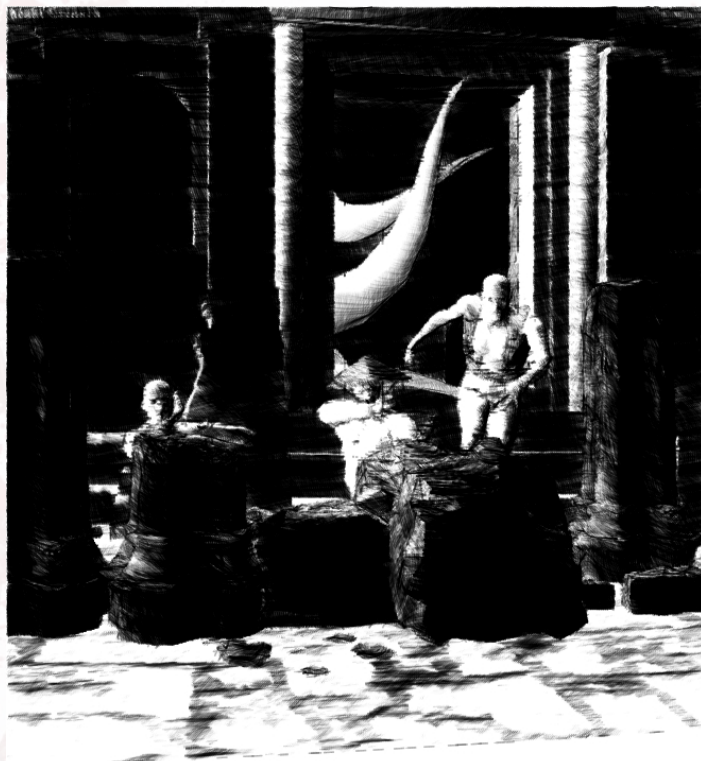
### BLOOD COMMUNION

This ritual is based in part on the Christian act of communion where bread, representing the body of Christ, and wine, representing the blood of Christ, is consumed. However, in Father DeGruts unbalanced state of mind, it has been crossed with ancient Champa Bah Tun rituals.

The ritual itself involves three phases. First is the communal mingling of blood. At least 20 people must be cut and bleed no less than quarter a cup of blood into a specially prepared stone bowl. The collected blood must be stirred three times with a holy symbol. Second, all present must drink from the bowl while the priest speaks incantations of blessings. Third, the







## BAH TUN SUMMONING

The ritual to summon Bah Tun, the ancient Champa God of Blood and Death, requires the immediate loss of 4 sanity points (you'd have to be crazy to even consider bring this horror into our world).

The ritual requires detailed knowledge of specific incantations in the ancient Champa dialect. The incantations must be made over a genuine ancient Champa altar in a consecrated Champa temple and takes roughly ten hours to complete.

During the last minute or so of the incantations, dark red clouds will appear and swirl in supernatural winds. Giant heavy drop so blood rain will fall within a 1000 yard radius of the ritual, causing everyone in the area to make Guts checks.

To finalize the ritual a virgin sacrifice must be made and the blood spilt onto the altar. As soon as the first drop of the dying innocent's blood hits the altar, Bah Tun itself will appear in all its horrific majesty.

While the summoning ritual does not bind Bah Tun in any way, the god will look favorably on its servant for bringing it into the World of the Living and will likely reward them with power and dominion over their enemies. However, Bah Tun will not do the summoner's bidding. It will do exactly what it wants to do, namely consuming blood and souls.

raw flesh from a recently killed human must be eaten while the priest continues the incantations. One small bite is sufficient. The flesh must be swallowed.

Once these three actions are completed, all who took part in the full ritual receive the following benefits for the next 24 hours.

- ★ Resurrection Immunity: The blessed characters cannot be raised as a Blood Zombie.
- ★ Protection from Blood Zombies: The blessed characters receive a +2 to hit Blood Zombies with both melee and ranged weapons. Furthermore, Blood Zombies find it very difficult to sense the blessed characters and suffer a -2 on all checks that affect the blessed character (Notice rolls, Fighting and Shooting, etc).
- ★ Protection from Bah Tun: The blessed characters may attack Bah Tun as if its Toughness is only 7 (rather than its normal toughness of 11) and all damage done to the God is raised by 2 points. Bah Tun's fighting dice against blessed characters also drops from a d12 to a d6.

Participating in the ritual requires Guts checks during the bleeding, drinking of blood and eating of flesh.

*Please visit [www.storyweaver.com](http://www.storyweaver.com) and register to gain access to cool extras and gaming content.*



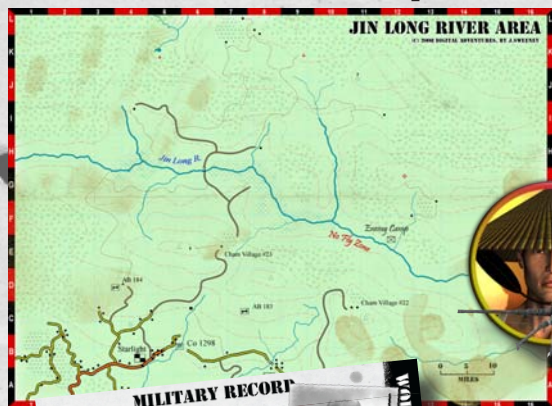
# BLOOD OF THE INNOCENT

**A SAVAGE WORLDS  
MISSION IN THE  
JUNGLES OF EVIL**



**INCLUDES EVERYTHING FOR PLAY**

Detailed setting with  
printable maps



**MILITARY RECORD**

Service Number: 12345678  
Rank: Sergeant  
Unit: 1st Battalion, 5th Infantry Division  
Name: Serge Johnson

Attributes	Skills	Endurance
Agility 65	Shooting 65	Endurance 65
Strength 65	Health 65	Stamina 65
Speed 65	Survival 65	Stress 65
Stamina 65	Threat 65	Stress 65
Stress 65	Threat 65	Stress 65

Current: 65  
Total Wt Carried: 65  
Weight Limit: 65  
Reconstitution Penalty: 65

Cleared for use on following weapons:  
M16 Assault Rifle 12/34/45  
M16 Assault Rifle 12/34/45  
M16 Assault Rifle 12/34/45

Character to die for.

Vietnam 1968: As the Tet Offensive pushes forward and casualties mount, dark secrets are at play. Amongst the bloodshed, an ancient evil struggles to be reborn deep in the jungles. They say that in war innocence is the first to die... but it's certainly not the last.

Blood of the Innocent is a Savage Worlds adventure of grim horror set in the chaos of the Vietnam War. As a ready-to-go adventure for an existing modern military campaign, or as a single-shot game, Blood of the Innocent drags your heroes kicking and screaming through the most dangerous and horrifying of war stories. Be warned... Blood of the Innocent is not for the weak of heart.

Dozens of game tokens.



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39 stunning printable  
battlemap tiles!

