

Welcome Back to the Jungle

Errata for Tour of Darkness

pg 13, Band of Brothers Edge requires Common Bond which is found on p. 36, of *Savage Worlds*. The example should also read: "...they ignore two points of damage..." instead of three.

p. 15 Awards and Medals: We left out mention of an important medal—the Purple Heart. Soldiers qualify for a purple heart when wounded through enemy combat action. Any character who receives a wound (not just Shaken) is eligible for a Purple Heart, although not every wound was written up for this award (and the Warmaster may rule that single wounds are not enough to qualify for this award). If wounded multiple times in a single patrol or battle, though, only one Purple Heart would be awarded.

Standard Gear and Vehicles

pg. 18, Equipment, "If playing a company level game, fill in three more *platoons* and you're ready to go."

pg 21, Additional gear: An IV fluid bag weighs 2 lbs, a poncho weighs 1 lb, and the weight of personal hygiene items and extra personal goodies is left up to the Warmaster and players. The fluid bags were added in as realism flavor, but each trooper that carries the extra supplies adds a medical point. Not every wound needs fluids, thus the lower point value. A point of medical supplies in the aid bag equates to stymettes of morphine, antibiotics, pressure dressings, fluids, suture, needles, hemostats, etc.

p.21 - For those wondering, the 5 lbs of the LBE listed on the table consists of a pistol belt, a set of suspenders, two magazine pouches (each

capable of holding 3 20-round magazines), a first aid pouch, a buttpack, and other job-specific tools such as compasses, pistol holsters, and other accouterments.

p.21 The first aid pack is a single pressure dressing carried by each infantryman, and is different from a medical bag/pack (see above). They just allow a medic to use his Healing roll at no penalty.

p. 25 M14 SAR: the weapons table lists the M14 with a RoF of "1/3," with the ROF 1 referring to the semiautomatic M14 and ROF 3 referring to the full-auto M14SAR variant.

pp. 25/27: Flares burn ten rounds for an M79-launched flare, 5 rounds for a trip flare (ground mounted). A well placed ground flare can be spotted with a Notice roll at -1.

p.25 & p.34 - the back blast from a Claymore Mine does 2d6, while those caught in the primary blast zone suffer 3d6 (treat as canister shot) (p. 48 *Savage Worlds*)

pg. 27 Tigerstripe fatigues cost varied by location and vendor. Chairborne rangers in Saigon would pay a lot—and it all depended on how gullible the customer looked to the VN merchant selling them. Prices begin at \$100 US and go up or down depending on the bargainer's skill. Special operators have these issued for free. For the enterprising player who thinks he'll make a fortune selling his to REMFs, however, be warned. First sergeants will look dimly on those who keep "misplacing" their tiger stripe uniforms—they are in short supply through regular military channels.

p.21 Standard US Gear Weights

Weapons	Weight (lbs)
M1911A1	2
M1911A1 7 round clip	0.5
M16 8	
M16 20 round magazine	1
M14 10	
M14 20round magazine	1.5
M60 23	
M60 100 round belt	10
M60 tripod	15
M79 6	
M79 grenade	1
Bayonet	1
M72 LAW	5
M26 Grenade	1
60mm mortar (2 man load)	40
60mm mortar round	1
81mm mortar (3 man load)	130
81mm mortar round	1.5
Additional Gear	Weight (lbs)
LBE 5	
Flak jacket	12
Aircrew vest	18
Steel helmet	5
Rucksack (includes frame)	5
M60 barrel bag	5
PRC 25 radio	25
PRC 25 batteries	4
1 quart canteen (full)	3
1 quart canteen (empty)	1
2 quart canteen (full)	5
IV Fluid bag	2
Machete	3
C rations (per meal)	2
M18 Claymore mine	2.5
Medical pack (aid bag)	5
Mine Detector	15
Night vision scope	6
Camera	1.5
Binoculars	3
Crook-neck Flashlight	0.5

Note: The terms flak jacket and a flak vest are uses interchangeably.

p. 31 Sapper Harness: damage 2d10, Medium Burst Template

p. 34 US/ARVN Equipment Tables

The following weights should be corrected:

M1 Thompson: 13 lbs

M3 Greasegun: 11 lbs

CAR-15/XM-177 (5.56):

Range: 20/40/80 Dam 2d8 ROF 3 Weight 5

Shots 20 Min STR – Cost: Military Notes: AP2

p. 35 French/Communist Vietnamese Ranged Weapons

The following entries should be corrected:

DSHK: Damage 2d10

RPG 2: 10 lbs, shots 1

RPG 7: 12 lbs, shots 1

Vehicular Notes

Some of the vehicles have special abilities due to their construction or optional equipment. For most of these abilities, see the *Savage Worlds Main Rulebook*, pages 51-52. Some of the new abilities are listed below.

Open-topped: This vehicle sports an open turret, leaving the crew exposed to incoming fire. Fire can be directed at the crew (anyone except the driver) or passengers (for APCs) with a -2 for medium cover.

Unreliable: Despite an extensive maintenance program (or maybe because of a lack of one), these vehicles just don't hold up in the field very well. Whenever the driver must make a Driving check, a one on the roll indicates that the vehicle has broken down. Repairs require 2d12 minutes and a Repair roll, modified by the level of Unreliable.

American Vehicles

M163 Vulcan

An anti-aircraft version of the M113, the M163 mounts a six-barreled 20mm cannon on its roof. Designed to engage low-flying aircraft and helicopters, the Vulcan found a role in the ground support mode in the thick jungles of Vietnam.

Acc/Top Speed: 4/16 **Toughness:** 14/12/12 (4/2/2)

Crew: 4 **Cost:** Military only

Notes: Tracked, Amphibious, Heavy Armor Weapons:

· 20mm M61 rotary cannon (2100 rounds)

HE (Range 75/150/300; Damage 3d8; ROF 6; AP6)

M42 Duster

The M42 Duster was based on the M48 tank, and retained its hull-layout. Designed for air defense against low-flying aircraft, the Duster. The twin 40mm guns were mounted in an open turret slightly ahead of the hull centerline.

Acc/Top Speed: 45mph **Toughness:**

Crew: 6 **Cost:** Military only

Notes: Tracked, Heavy Armor, Open Topped

Weapons:

·40mm twin-linked cannon (xx rounds) with gunshield (provides gunner and loaders with AV 4 to any fire from the front) (Range 80/160/380; Damage 3d10+2; ROF 6; AP8)

·M1919A4 MG in top pintle mount (3000)

French Vehicles

A wide variety of armored vehicles were shipped to Indochina, and included veteran armored units from the Second Free French Armored Division, led by General LeClerc. The original plan was to use the armor in a classic set piece battle to destroy the Viet Minh. Unfortunately for them, Ho and Giap were too smart for this, and ambushes along the narrow roads that provided the only lifeline for far-flung posts became the order of the day. Not having learned the lessons of the misuse of armor in 1940, the vehicles were deployed piecemeal, scattered among the outposts and along major roads. Since the French forces were primarily road-bound for much of the war, protection of the convoys along the Colonial Routes became a high priority, and used up much of the French armored strength.

M5 Stuart

This US-made light tank was woefully inadequate for armored warfare in Europe, but against other light armor or poorly equipped guerillas, the Stuart could hold its own. Large numbers of them found their way to Indochina, and were used both offensively and defensively, although the influx of heavier Soviet weapons and large landmines made them obsolete toward the end of the war. A low ground pressure and high road speed made this a popular vehicle with its four-man crew. The M5A1 was equipped with a .30 caliber bow machine gun, .30 caliber coaxial machine gun, 37mm main gun and .50 caliber anti-aircraft machine gun.

Acc/Top Speed: 5/14 **Toughness:** 18/15/12 (7/3/3)

Crew: 4 **Cost:** Military only

Notes: Tracked, Heavy Armor

Weapons:

·37mm (Range 50/100/200, Damage 3d8+1, ROF 1, Medium Burst Template, AP 4) (120 HE)

·.30 MG in bow (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

·.30 MG in coax (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

· M2 on top pintle mount (330 rds)

M4 Sherman

The M4 Sherman was the standard tank of American forces in WWI, and was used to equip the Free French units in their drive to liberate France. After the War, many of these tanks were sent to Indochina. The lack of enemy tanks relegated the Sherman to a heavy defensive unit, and their use was limited in the field.

Acc/Top Speed: 5/12 **Toughness:** 21/19/19 (9/4/4)

Crew: 4 **Cost:** Military only

Notes: Heavy Armor, Stabilizer, Tracked, Flammable

Weapons:

· 75L40mm or 76mm gun in turret (80HE, 10 AP) AP (Range 75/150/300; Damage 3d10; ROF 1; AP6, reload 1 action)

HE (Range 75/150/300; Damage 3d10; ROF 1; Medium Burst Template, AP4, reload 1 action)

· M2 in top pintle mount (300 rounds)

· .30 MG in coax (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

M3 Half-track

Designed as an armored infantry transport vehicle, the half-track that was able to deliver infantry closer to the battle since they were less vulnerable to rifle fire. The vehicle would hold supplies and infantry field equipment, leaving the infantry unencumbered by heavy field packs. The half-track was highly mobile and could follow tanks quite easily, unlike trucks which were more at home on the road.

Half-tracks were also used as gun motor carriers or gun carriages, the most common being the gun motor carriage (tank destroyer), the Howitzer motor carriage, the mortar motor carriage and the multiple gun anti-aircraft motor carriage. The M16 quadmount version of the half-track proved very popular in Southeast Asia due to the heavy volume of fire it could lay down against ground targets.

Acc/Top Speed: 5/18 **Toughness:** 15 (2)

Crew: 2-5 (11 passengers) **Cost:** Military only

Notes: Tracked, Open-topped, Heavy Armor

Weapons:

Armament varied, typically a combination of M1919A4s or M2 MGs. Heavier armament, such as recoilless rifles, 37mm antitank guns, 75mm

cannons, or 81mm mortars, could be carried, depending on the mission and unit the vehicle was assigned to.

M8 Greyhound

A six-wheeled, turreted armored car, the "Greyhound" was used primarily for escort, patrol and reconnaissance missions, although the French often employed it as light armor in their Indochina battles. Fast-moving with good off-road performance, its turreted 37mm gun provided. Its light weight enabled it to attain speeds in excess of 55 MPH. The high rate of speed made it difficult for enemy gunners to acquire a target and fire. The firepower of its 37 mm main gun and two machine guns, along with its high reliability and maintainability made it popular with its four man crew.

Acc/Top Speed: 10/22 **Toughness:** 12/8/8 (3/2/2)

Crew: 4 **Cost:** Military only

Notes: Heavy Armor

Weapons:

-37mm (Range 50/100/200, Damage 3d8+1, ROF 1, Medium Burst Template, AP 4) 80 rounds

-M2 (400 rds)

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

M8 GMC

The M8 Gun Motor Carriage was a stop-gap self-propelled howitzer developed by the US in World War II. Quantities of them found their way to Indochina, where their open top design helped the crew deal with the heat of the tropics. This gun could fire high explosive and canister rounds.

Acc/Top Speed: 4/10 **Toughness:** 18/15/15 (6/4/4)

Crew: 7 **Cost:** Military only

Notes: Open-topped, Tracked, Heavy Armor

Weapons:

-105mm howitzer (69 rounds)

HE (Range (Direct Fire) Range: 75/150/300; Damage 3d10; ROF 1; Medium Burst Template, AP4, reload 1 action)

Canister Round (Direct Fire) Range: 36" path; Damage 2d8; ROF 1; See notes *Savage Worlds Main Rulebook* p. 50; reload 1 action)

-M2 MG in top pintle mount (300 rounds)

M24 Chaffee

Designed as a replacement for the M5 Stuart, the Chaffee entered World War II late but was well received among its crews. Although classified a "light tank," in Indochina the Chaffee was considered a main battle tank and fought

with distinction, both with the French forces and into the 1960s with ARVN armor units.

Acc/Top Speed: 5/14 **Toughness:** 21/18/18 (10/3/3)

Crew: 5 **Cost:** Military only

Notes: Tracked, Sloped Armor (+2 to front), Heavy Armor

Weapons:

·75mm (48 rounds)

AP (Range 75/150/300; Damage 3d10; ROF 1; AP6, reload 1 action)

HE (Range 75/150/300; Damage 3d10; ROF 1; Medium Burst Template, AP4, reload 1 action)

·M2 MG in top pintle mount (440 rounds)

·.30 MG in coax (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

Armored Cars (Dingo, Coventry, Humber, Panhard)

The never ending quest to keep the roads clear in Indochina led the French forces to employ a wide variety of armored cars from various nationalities. Unfortunately, lacking cross-country mobility due to the swampy terrain, these vehicles were restricted in their movement and presented easy targets to the Viet Minh. The statistics presented below are for a generic armored car, such as a Dingo, Panhard, or Coventry. Some have the 2 pounder gun in a turret, other just have a .30 caliber machinegun. Even vehicles of the same class would differ, depending on the parts available, how many times they had been repaired, etc.

Acc/Top Speed: 5/15 **Toughness:** 14 (3)

Crew: 4 **Cost:** Military only

Notes: Heavy Armor, Unreliable 1-3

Weapons:

·2 pounder (Range 50/100/200, Damage 3d8+1, ROF 1, Medium Burst Template, AP 4)

·.30 MG in coax (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

Gun Truck

Battling for control of the vital road network, the French (and later American forces) turned to armoring and arming heavy trucks to form part of the convoy security force. Although performance varied and they were restricted to road use due to their weight, large numbers were converted and put into service.

Acc/Top Speed: 4/24 **Toughness:** 16 (3)

Crew: 6-10 **Cost:** Military only

Notes: Heavy Armor, Open-topped

Weapons:

·two to four .30 cal MGs mounted along the bed of the truck (1000 rounds each)

·one to two M2s in bed of truck (550 rounds each)

LVT-4 Alligator

This amphibious troop carrier was originally designed by the US for island assaults in the Pacific, but the French and their Vietnamese allies found them admirably suited for the marshy terrain of the Delta.

Acc/Top Speed: 2/8 (land); 1/3 (water)

Toughness: 18/15/15 (3/2/2)

Crew: 2 (18-30 passengers) **Cost:** Military only

Notes: Open-topped, Amphibious, Heavy Armor

Weapons:

.30 MG in coax (500 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

or

2 x M2 MGs in top pintle mounts (6000 rounds)

M29 Crab

This amphibious utility vehicle was developed by the US and used around the world. The unarmored Weasel was originally designed for troop and supply movements in wetland terrain. Renamed the Crab by French forces, the M29 was fitted with machineguns or recoilless rifles and pressed into front-line combat by the Foreign Legion.

Acc/Top Speed: 2/10 (land); 1/4 (water)

Toughness: 14(3)

Crew: 4 **Cost:** Military only

Notes: Tracked, Amphibious, Light Armor

Weapons:

two .30 MG on pintle mounts (1000 rounds) (Range 30/60/120; Damage 2d8+1; ROF 3; AP2)

or

.57mm Recoilless Rifle (30 rounds) (Range 25/50/100; Damage 4d8+1; ROF 1; AP10)

Hearts of Darkness

pg. 123 The VM Popular Forces and the VC Regional Militia both have a 5 Toughness.

pg. 124 The VM Regular/NVA Soldier should both have a d6 in Shooting

p. 74 Relief sub-table descriptions are as follows:

Ambush: a squad-size element in the boonies has had the tables turned on them, and the hunters are now the hunted.

Basecamp: a semi-permanent encampment is under heavy attack by Communist forces and is in danger of being overrun. The player's force will be attacking to relieve the siege of this vital installation.

Patrol: up to platoon size element on a patrol is under attack and is in desperate need of assistance.

Rescue: a small force is in trouble and in need of assistance. This could be a LRRP unit or other special operations unit with vital information fleeing a vengeful enemy, or the rescue of a downed pilot or aircrew.

p. 74 Mission Generator : Ambush has -2 to rolls on the tables for support and for Attachments. The table for attachments on page 75 lists a bonus of +2 for ambush missions. The modifiers on the tables are correct (-2 for support, +2 for attachments).

SAVAGE TALES

p. 88 Friend or Foe should be played as the first Savage Tale in a US campaign.

p. 89 The Lost Legionnaires: They can indeed hurt the players! That's all part of the Weird Wars..Have the players find the same weapons that have been firing at them during the adventure—rusted bolt-action rifles, maybe a Berthier MG or a MAT. Describe the impossibility of these weapons having been the ones that fired despite the sure knowledge that it was the same type that's been harassing them.

p. 93 Skull Cave is suitable for US campaigns, despite the text

p. 107 Temple of Aran

Map Key:

1= The Cave

2= The Temple

3= The Village

4=The path down the slope

Bestiary

pg. 124 Blights should have a Toughness 13

pg. 127 Jade Golems should have Toughness 7

pg. 127 Lac Viet: Toughness should be 12

pg. 129 Napalm Horrors: Toughness should be 8.

pg. 130 Vampire Leeches: Toughness should be 4

pg. 130 NVA Supers: Toughness should be 7