



Bats

A skirmish scenario for *Weird Wars: The 'Nam*™

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This Scenario Requires **Savage Worlds**™ to play.



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The Setup

The local villagers have complained to your firebase that strange creatures have been carrying off their livestock. Sure this is just more thievery by the Viet Cong, Sergeant Dave Ross' grunts are sent to sweep the area.

The patrol is in the village of Na Thet when they hear an odd rustling in the jungle. The locals flee, and Ross' men learn just why we call these the "Weird" Wars.

The map below details the village and its surroundings. Set this up on your playing table, then hand one of the briefings on the next two pages to to each player. One player takes the US patrol, the other plays the forces of darkness.

Don't read each other's briefings! There are a few surprises.

The Map

The playing area should be at least 4' square. Your game table doesn't have to match this map exactly, of course, just make sure there's some room between each side's deployment areas.

The two patches of forest are thick scrub, while the individual trees are just that—tall palms standing on their own.

The stream and the field are both difficult ground. Movement through them is halved.

The hill is not very steep and has no effect on movement. It can block line of sight, however, depending on how you construct it on your table.

The rocks near the homes are about chest high, and provide excellent cover.



US Player

Your mission is to destroy whatever has been taking the villager's pigs and sew a few seeds of good will with the locals.

You've got a battery of 81mm mortars just a few hundred yards away to help out if things get hairy (see below). Be careful of calling them in too close though—those shells can kill your own men just as easy as the enemy's!

Setup

Sergeant Ross and his troops start anywhere within 10" of the spot marked with the star symbol.

The soldiers set up first. The odd rustling sound seems to be coming from all directions.

Troops

The US player has Sergeant Ross and two teams of five soldiers. In each team, four soldiers are riflemen. One soldier in the first team has an M60, and one soldier in the second has an M79.

Grunts (2 teams of 5)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8, Shooting d8, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Rock n' Roll

Edges: Clip the Grass (M60 gunner only; see FAQ)

Gear: Bayonet (Str+1); Frag grenades (Range: 5/10/20; Damage: 3d6; Medium Burst Template)

8 x M16 (Range: 24/48/96; Damage: 2d8; RoF: 3; AP 2)

1 x M60 (Range: 30/60/120; Damage: 2d8+1; RoF: 3; AP 2; Snapfire Penalty); Colt .45 (Range: 12/24/48; Damage: 2d6+1; RoF: 1; AP 1)

1 M79 Grenade Launcher (Range: 24/48/96; Damage: 3d6; RoF: 1; Medium Burst Template; 1 action to reload); Colt .45 (Range: 12/24/48; Damage: 2d6+1; RoF: 1; AP 1)

Points: 1935



Sergeant Ross

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: None

Edges: Combat Reflexes, Command, Rock n' Roll

Gear: M16 (Range: 24/48/96; Damage: 2d8; RoF: 3; AP 2), Bayonet (Str+1); Frag grenades (Range: 5/10/20; Damage: 3d6; Medium Burst Template)

Points: 590

Artillery

Sergeant Ross has a battery of 81mm mortars supporting his patrol. As an action, he can call for artillery support.

Place 1d6 Medium Burst Templates anywhere the Sergeant can see, and roll his Smarts -2 for each. On a success, the shell lands where desired. On a failure, it deviates 2d10" in a random direction.

The arty causes 3d6 damage to everything beneath the template.

See the FAQ on page 5 for how we calculated the value of the artillery.

Points: 155

Forces of Darkness Player

A nest of “devil bats” have infested the jungle around the village of Na Thet. These vicious creatures have been feeding on the local pigs, but the supplies are running thin. They’re starving, and a few of them have noticed a fresh feast entering their domain.

Don’t worry about the devil bat’s flight ability in this scenario other than to let them ignore terrain. They can fly over it, ascending and descending at will as needed.

Setup

The bats may start within 5” of any of the monster symbols on the map.

Troops

The devil bats are organized into three squads of 4 creatures each.

Devil Bats (3 flights of 4 each)

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d12+1, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d12

Pace: 4; **Parry:** 7; **Toughness:** 6

Special Abilities

- **Flight:** Pace 16”

- **Claws:** Str+1.

- **Death From Above:** A flying devil bat that hits with a raise causes damage as usual. In addition, the thing grasps its prey in its claws, swoops into the air, then lets go before it can be hurt by the victim’s flailing. The drop is typically from about 20 yards, so the damage is 2d6+10. Characters on Hold or who have not yet taken their action may attempt to hold on by making an opposed Strength roll. If successful, the prey continues to struggle. With a raise, the victim forces the creature close enough to a landing spot to jump free without taking damage.

- **Weakness:** Devil bats see by sonar. They must subtract 4 from their attack rolls if their prey stands stock still (assuming they detected it before the victim’s “froze”). Standing still when a devil bat is sweeping down on you requires a Guts check at -2.

Points: 2400



Tips and FAQ

What is the new Edge, Clipping the Grass?

Glad you asked, here you go! There are some great other new Edges coming in Weird Wars: Tour of Darkness as well, such as Remember Camerone! and Thumper God.

Clipping the Grass

Requirements: Seasoned, Rock and Roll!, Shooting d8+

This edge allows a heavy machine-gunner to provide true grazing fire—just a few inches off the ground. The weapon must be a heavy MG, such as an M60, and must be braced on a bipod, window, or some other solid surface.

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

What's a good tactic for the American?

Use suppressive fire and Clipping the Grass with the M60 as well as an early rain of thumper rounds and 81mm artillery to slow the bats down. Once they get into melee, your troops are in trouble and will have to rely on their bayonets! Your area effect weapons extend vertically, so don't worry about the bats' ability to fly.

The more bats you can take out before they close, the better off you'll be. Use your riflemen to pick off Shaken bats quickly, taking them out of the fight for good.

Once the bats close, have your M60 and thumper gunners drop their heavy weapons and whip out those pistols.

The bats have a huge minus if your troopers don't move. This is a good example of how to translate something that's primarily intended for heroes in roleplaying situations to a skirmish battle. In this case, you should rule that any figure that doesn't move OR fire—in other words he takes NO action—is stock still and therefore -4 to be hit.

A nice trick is to let the squad most in contact with the bats go on hold, not moving at all to inflict the penalty while the other squad takes single shots against the creatures. The "innocent bystander" rules might cause you to hit a few of your men, so reduce your odds by firing single shots instead of full-auto (which hits on a 1 or 2 instead of just a 1).

What's a good tactic for the bats?

Get into close combat as soon as possible. Your bats' Death From Above attack will kill these unarmored warriors very quickly.

It's also a good idea to gang up on the good guys to get the gang-up bonus. That gives you a bonus to hit, which will give you raises to pick up the Americans and drop them.

The Sarge is certainly going to be your biggest problem. He's going to take out quite a few bats, being a hero and all. If you gang up on him, you're likely to keep him Shaken and out of the fight. If his squad tries to help him with their M16s, they're likely to hit him when they roll 1s.

How did you value the artillery?

This is a great example of how to figure things that aren't in the Troop Builder. We valued the artillery just like any other ranged weapon. Its damage is 18, which rounds to 20, and it uses a Medium Burst Effect Template, so that's another 10 points.

We decide it basically has the same range as a tank gun, or 100/200/400, so that's 100 points. Its rate of fire is 1d6, so that's an average of 3. That's another 15 points.

We figure all artillery has a 10 point special ability as well. It's called in by a forward observer of some sort, and thus isn't truly affected by range. Calling it in on target is a Smarts roll at -2. If it misses, it deviates 2d10".

That's 100 for its range, 20 for its damage, 10 for its burst effect, 15 for its Rate of Fire, and 10 because it's artillery.

That's 155 points!