

Talent Operations Command Intelligence Bulletin

No. 3, Marine Talent Operations in the Pacific Theater

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and to Shane Ivey for endless editing and layout tasks*

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SUPERHERO ROLEPLAYING IN A WORLD ON FIRE, 1936-1946

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Introduction

When I first heard of “the Flying Man” in 1936, I thought someone was having a joke on the old major. Even after I watched the newsreels of the Nazi “Airman” and the British Talents visited, something didn’t sit right with me. Then, in 1941, an American sailor walked through a hail of fifty-caliber bullets like they were peashooters, right in front of me.

That changed me for good.

I’m Major Maskovik, as most of you reading this already know, and I run Hell’s Motel at Paris Island. Shortly after my firsthand experience with American Talents, I was assigned a daunting task by our Commander-in-Chief—train Marine Talents for the war in the Pacific.

After all, what is a Talent? After spending some time in reflection, I came to realize a Talent is the ultimate Marine. A man whose self-belief transcends the physical limitations imposed on the rest of us—a man who can not only attempt but accomplish the impossible.

My course was set; I designed my training program to bring the impossible to my new recruits, to see what they could really do.

You’ll of course recall the bog at Paris Island, the forced marches to the heights, the heat, the bugs, the vermin, and the water and mud everywhere. You’ve earned the pitchfork patch that you wear. You’ll recall the live-fire exercises and the way the other Marines, the normal ones, looked at you when you used your Talents—the way you look at an attack dog, thinking maybe it will rip your throat out when its master says the word. . . .

Well, I’ve got news for you. Hell’s Motel was a breeze. It was not a test, or even a task. It was a game, a bunch of boys playing in the mud. But it was the best I could do.

The Pacific and the Japs are real.

Everything before this was merely a dress rehearsal. In the jungle, there are no second chances or ‘re-dos.’ In the jungle, Talents die right along with the regulars. You become just another body for the mortuary crews to tag and bury, special powers and all.

But, if you do your duty, you might come home again.

So watch your back, keep your head down, and look out for your brother Marines. Do everything in your power to bring the enemy to his knees. End his reign as ruler of the South Pacific. Destroy the Japanese Empire. Break its supply lines, morale, and manpower.

My hopes and pride are with you, and my only regret is that I cannot go with you.

Semper Fi.



Major Hilary Maskovik

Drill Instructor, United States Marine Corps Special Instruction School, Paris Island, South Carolina

The Marine Special Instruction School

The Talent Operations Command—America's central agency in the assignment of Talents to the armed forces—was established in March 1942 by order of our Commander in Chief. Its purpose is to examine American Talents and transfer them to the branches of service best served by their particular paranormal abilities. The U.S. Marines have received a growing number of these amazing individuals.

Formed in December 1942 by command of Lieutenant General Thomas Holcomb, Commandant of the U.S. Marine Corps, the Marine Special Instruction School trains Marine Talents for action in all theaters of combat. Special focus is given to jungle and amphibious warfare, the specialty of the Marine Corps.

Based at Paris Island, South Carolina, the program has already sent more than 50 highly trained Talents to Marine positions around the world, and nearly 300 more are currently training at "Hell's Motel"—the Paris Island Marine Special Instruction School. By the end of 1945, the Marines expect to field nearly 2,000 Talents.

These SIS trainees are the go-getters needed to break defensive lines, locate and destroy enemy outposts, and scout ahead of the main Marine force. Their extensive training and unique abilities place them in a Marine Corps classification all their own. Like their counterparts in the American Army—the Talent Operations Groups—they go in first.

With the confirmation of the first Japanese Talent in late 1942, few doubt that more are coming or are already here. The Marine Talents are the only line of defense between regular American soldiers and Japanese Talents.

These specially trained Marines are assigned to regional commands as an ad-hoc force, prepared to do what is necessary to stop the Japanese Talents and disrupt regular enemy offensives.

The Talented Marine elite represent our best hope of halting the advancing wave of the Imperial Japanese Army.

The "Devil's Own"

Those skilled enough to graduate the Paris Island Marine Special Instruction School are rewarded with the "Pitchfork Patch"—the red and the black. Worn on the left shoulder by the elite among the elite, this patch marks the truly exceptional Marine.

These Marines are known by many names, but they call themselves the "Devil's Boys" or the "Devil's Own."

There is an unspoken bond between the Devil's Own, a need to defend their brother Marines and, above all, to complete the mission placed before them. To the elite, there is no such thing as retreat, defeat, or surrender.

That is the first unspoken rule of the Devil's Own. The Talent phenomenon shows us nothing in this world is more powerful than the belief of the human mind. Where there is will, and a Marine still breathing, no mission is a failure—only in progress.

The second unspoken rule of the Devil's Own is this: Never leave a man behind. When a boy with the Pitchfork Patch is around, no living Marine will be abandoned to the enemy, no matter his condition. They will give their lives to let their fellow Marines fight another day.

SIS Organization and Command

SIS teams are composed of up to 10 Marine Talents, commanded by an officer and an executive officer or noncommissioned officer. They are trained to be highly autonomous and independently organized, able to operate miles behind enemy lines and prepared to take the initiative at a moment's notice.

Each man in an SIS team is prepared to carry out the directives of a mission on his own, and, if necessary, to give his life to complete it. It should be no surprise that two Marine Talents have already been nominated for the Congressional Medal of Honor.

SIS teams usually report to battalion command. A few individuals of use in logistics, message-carrying, and communications may be attached to headquarters, but most are placed where they are needed most—at the front line fighting alongside their brother Marines.

Directives

The men of the SIS have four directives that dictate every action they take in the field:

1. *Locate, report, disrupt, and destroy enemy Talents.*
2. *Locate, report, disrupt, and destroy enemy troops by all physical and psychological means.*
3. *Protect U.S. Marine and Allied forces engaged in combat against the Japanese.*
4. *Hold the line at all costs.*

Replacements in the Field

Few Talent replacements are available in the South Pacific, thanks to the vastness of region and the logistics of moving small groups—no matter how important—four thousand miles through enemy territory.

There is another source of Marine Talents, however. Field manifestations of Talents in regular Marines have become a common sight at the front. SIS commanders should, when possible, groom these individuals for service in SIS squads.

Though they don't bear the patch, and have not lived through Hell's Motel, their wits, ability, and self-belief have carried them far enough to become Talents. Such assets should not be overlooked.

Many battalion and company commanders will gladly reassign such Talents to SIS squads, in the hopes of speeding the war and making the best with what is available. A single Talent among regulars can do little.

Failing that, a letter to HQ will often get the wheels turning. SIS commanders should be relentless and eager, but not rude, in their pursuit of replacements in the field.



Resupply

Resupply, like replacements, is difficult to come by. Recently Allied efforts to speed resupply through the use of Talent “teleporters”—people who can instantaneously transport themselves hundreds or even thousands of miles—have proven very effective.

A single daily instantaneous transport of only six tons of material between Hawaii and Australia improves the speed of resupply to our brother Marines by nearly 5 percent. It is hoped that such transports will become commonplace in the future.

Your Abilities

The amazing abilities that have appeared in humanity over the last six years represent an exponential leap in the power of the human mind. Although no one truly knows why Talent abilities exist or how they change the physical world, one thing is certain: The abilities of Talents are literally the power of mind over matter.

All Talents seem to be subject to the following “laws”:

1. *Talents can detect the use of Talent abilities on sight.*
2. *Talent abilities often manifest in times of stress, danger, or emotional turmoil.*
3. *Men are the most prevalent beneficiaries of Talent abilities, but women and children have manifested them as well.*
4. *Talent abilities are not physical, but paranormal in nature—they circumvent or rewrite physical laws. No one truly understands how.*
5. *Despite Axis propaganda, Talent abilities are not hereditary in nature, nor are they limited by race—people of all ethnic backgrounds have manifested them.*
6. *Talent abilities depend on the willpower, drive, and morale of the individual.*
7. *So far, despite various rumors, no Talent has been discovered who can read or control a subject’s thoughts (commonly known as “telepathy” or “empathy”).*

Using Your Talents in the South Pacific

Marine Talents in the Pacific are offered a significant advantage over their counterparts in the European Theater. While Europe, under the heel of the Nazi *Übermenschen*, is a mire where it’s difficult for any Allied Talent to escape detection, the native populace of most South Pacific island chains are so removed from civilization they have not heard of such abilities at all.

To the primitive cultures of the South Pacific, Talent powers are equated with divinity or “magic,” and they have a stunted understanding of the rules that govern Talent activity. There have been two cases reported where a Marine Talent, separated from his squad, convinced the local native population not only to assist him but to join the fight against the Japanese.

Japanese Perception of Talents

Few facts are known for certain about the Japanese High Command’s plans for their Talent population. What is known is that they possess few Talents, and those are usually deployed in the field poorly, at best.

Regular Japanese troops seem to view Talents with an

almost religious fear, which tends to alienate the Jap Talent from his countrymen, making them less than effective in coordinated combat. They can still be dangerous, but they tend to fight alone. As such they stand little chance against organized resistance.

Most information known about existing Japanese Talents indicates that they often link their powers with the concept of *Shinto* ancestor worship, or consider them a divine connection with the Emperor, whom they revere as a god.

What is known for certain is that the Japanese are both conscious and quite interested in Allied Talents. Rumors are still unconfirmed that captured Allied Talents have been turned over to the Japanese secret police, but on several occasions surprise attacks have been launched on positions due specifically to the number of Allied Talents known to frequent them.

New Developments in Talent Abilities

In the past seven years the world has witnessed an incredible progression in the power of the human mind; the first appearance of paranormal activity in 1936 opened a watershed of unprecedented psychic activity.

This process is not over. In the past two years, new and amazing Talent abilities have appeared. Many researchers now agree that this ability has been with mankind for some time—perhaps forever. Some scientists speculate that perhaps, one day, *everyone* will be a Talent.

Several significant trends have emerged in the past few months:

Hyperbrains: Both Russia and the United States have discovered “hyperbrains”—Talents with the ability to calculate huge sums and explore scientific and mathematical problems on a level never before seen. Their impact on the war effort will no doubt be significant.

Tribal “Magic” Talents: In primitive cultures, tribal “magic” which was once nothing more than a figment of the imagination has become a reality. Unlike other Talents, these tribal magicians are capable of *teaching their abilities* to others of their tribe. This process is still not fully understood.

“Mad” Talents: Called “Mad” Talents, individuals who have slipped into insanity have proven the most powerful—and dangerous—of Talent-kind. Their powers immune to the effect of “cancelling” found in most Talents, and they seem limitless in their reservoir of willpower.

No culture seems free of this disease. Canadian and American Mad Talents have been reported, and the most dangerous and famous Mad Talent known, Baba Yaga, has plagued the Russian and German armies for years. Despite concerted efforts to destroy it, Baba Yaga has managed to survive and thrive, haunting the eastern front—a monstrous fairy tale come to life.

SIS Training

SIS men endure what many consider the most brutal military training the world has ever known.

Trapped in the bogs and heights of the Paris Island military complex, they suffer through eight weeks of bugs, mud, and disease, as well as relentless marches, close-order drills, and live-fire exercises. Some consider assignment to the Pacific theater a significant improvement over Hell's Motel.

The Team

Colonel Stephen Buck, Course DI, SIS Paris Island: In training, the team is everything. Every man is a component in a machine designed to destroy the enemy.

Like any advanced machine, all good Marine fire teams have redundant components so the machine can continue to operate in case of casualty or death.

During training, nothing is done until the entire team has done it, no task complete until all members of that team have completed it.

Only in this way can we hope to make resilient, highly trained fighting groups capable of independent action behind enemy lines.

The Pit

Captain Peter Link, Combat DI, Paris Island: Few escape the pit without a scar or two. It began as a way to remove the cleanliness from practice fighting. I felt, having endured face-to-face combat myself, that practice boxing and bayonet and knife fighting were too easy.

I wanted to give the boys something to learn from, not something to imitate. So, there's the pit.

Two men go into the mud pit, armed with blunt wood "knives," and are encouraged to attempt to seriously injure each other. Sometimes a prize is offered, such as a weekend furlough, just to up the ante. The use of Talent abilities is not permitted—and trust me, with half a dozen Talents watching it's tough to slip one by.

I once whipped a guy who could bench press a tractor. Left a welt on his chest and took out two of his teeth, but he was still smiling. Now how often does an old Marine get a chance to beat a guy from the funny books and feel like he helped a Marine learn something at the same time?

Field Living

First Lieutenant Daniel Raab, Field DI, SIS Paris Island: We live in the "Bog"—"Hell's Motel," as the boys put it. It's a filthy place. Mud, bugs, and disease. Every week, two or three men have to go in for lice, dysentery, and sometimes even malaria!

This might sound counterproductive, but it prepares the men for much worse—war in the Pacific. A man who has already had the rot, or dysentery, or lice, can get along much better in the field than one who has not. It is a known quantity, something understood. Otherwise it is an unknown burden—a source of worry that consumes precious personal resources best spent on fighting the Japs.

How do I get along in the Bog? I love it. Then again, I'm from Louisiana. Compared to Ulye, Louisiana, the Bog is heaven on earth.

Live Fire

Captain Peter Link, Combat DI, Paris Island: Sometimes a guy who pokes his head up too high takes a round. Luckily those incidents are rare, and we've never lost anyone—yet. But even if we did lose someone, the live-fire exercises would continue.

Live fire is important. A large component of enduring war is getting used to the sounds and feelings of combat. Without enduring the bullets whizzing overhead and the thump of explosions, a man is ill prepared for action in the field.

Fighting is not some antiseptic process. It's not a boxing match. It's messy, dangerous, and hard. Training for combat must emphasize these factors, even if they are an order of magnitude less trying than the real situation.

The "Musts" for the Jungle Marine

A good jungle Marine must:

- *Keep his mouth shut on the trail.*
- *Recognize common jungle sounds.*
- *Keep his eyes off the ground when on the trail and maintain a constant watch toward the head of the column and a selected flank.*
- *Get off the trail at halts, conceal himself, and observe the flanks.*
- *Dig in at protracted halts.*
- *Report any oddities to his commander, no matter how outrageous.*
- *Know the Nambu light machine gun by sound, because it is the lynchpin of the Jap jungle organization and is an infallible guide to flanks and strong points.*
- *Black his face and hands and remove any shine from equipment.*
- *Conserve his own ammunition and pick up abandoned bandoliers when he sees them.*
- *Memorize and invariably use the unit's selected code words for leaders, maneuvers, ammunition, corpsmen, etc.*
- *Be able to select a night position so that the jungle works to his advantage and to the disadvantage of infiltrating Japs.*
- *Appreciate the fact that the Japs do not have cat's eyes; that they are afraid of the dark; that at night a moving Jap is an easy victim for a silent Marine who believes in his bayonet.*
- *Care for his equipment religiously. Weapons deteriorate with unbelievable rapidity in the jungle and must be cleaned at every opportunity.*
- *Use extreme caution in contacting native cultures. Though many are the Japs' enemies, some are hostile to all outsiders.*

Know the Enemy

Despite the scuttlebutt that's shot around camps and towns back home, the Japanese are not inferior to western soldiers. The last thing you should do is enter combat expecting the Japanese to be nearsighted, half-witted jungle dwellers. Their forces have demonstrated, both with the attack of Pearl Harbor and the seizure of thousands of miles of territory in the South Pacific, that they are accomplished and intelligent warriors, capable of great logistical feats.

The average Japanese soldier is physically smaller than the average American, due mostly to a limited diet, but what they lack in brute force they more than make up for in cunning, tactical thinking, and martial skills. Don't count a wounded Japanese soldier out until you're sure he's dead. He will do his best, while alive or dying, to kill you and even the score.

The last 800 years of Japanese culture have been nothing less than a prolonged series of conflicts, which, as with the Germans, has led to a martial culture. Even their religion, Shinto, encourages self-sacrifice, honor, and conflict to pay tribute to fallen ancestors.

The entire Japanese empire pays tribute to Hirohito, the Japanese emperor. Most Japanese consider Hirohito a divine entity and will eagerly give their lives to honor him. Although no one is sure, western intelligence analysts believe that Hirohito is nothing more than a figurehead, and the government is actually run by military personnel. In either case, Japan is a totalitarian state, and all communications and food distribution are controlled by the military. By the time we are able to take the war to the soil of Japan itself, they will have whipped the civilian population into a frenzy of anti-American hatred. And the invasion of Japan itself, at least initially, will of course be left to the Marines.

The Japanese do have weaknesses. They are overly fond of brute-force frontal attacks. When surprise is out of the question, they hope to overwhelm the enemy in numbers. If this is not possible, they often resort to "dirty pool," infiltrating positions at night, sniping at officers, and planting "booby traps." The Japanese will do anything necessary to carry out their mission: the destruction of U.S. forces in the Pacific and the expansion of the empire. They will not think twice about giving their own lives to gain a dozen feet of ground on some jungle isle.

Understand the Japanese empire for what it is: a war machine bent on the capture and subjugation of the entire Pacific and Southeast Asia. We must stop them on every front. We must out-produce, out-fight, and, most importantly, out-believe them. Only when we defeat the Japanese spirit will the war in the Pacific end—and the Japanese spirit is a formidable thing to overcome.

Organization

All actions and movements of Japanese troops within a certain area are directed by a commanding headquarters section. This large command force handles strategic planning and implements orders from central command. It is often located many miles from the lines, hidden in a strong-point well behind the lines, or, if that is not possible, underground. This section handles logis-

tics and issues orders to the platoons under its command.

Headquarters section, platoon command, handles the execution of orders in the field by the other eleven platoon sections. It is responsible for organizing attacks and carrying out orders at the front, as issued by higher command.

Such a formation might be responsible for a few square miles of front, or for the patrol of several dozen square miles of territory. The Japanese have poor communications technology, and are often required to send runners between locations to call for reinforcements, artillery or mortar attack, or an advance. Watch for enemy runners as a sign of impending Japanese movement.

Weaponry

Despite its significant victories, the Japanese empire is inefficient and behind the times. Its economic and production capacity are nowhere near that of the United States, or even some of the smaller European countries. Remember that until the late 1700s, Japan was a nation closed to the west, and only in the last forty years has there been any attempt on the part of the Japanese to catch up with the western powers.

Japanese machined equipment and weaponry are crude replications of western weapons.

Uniforms and Equipment

The standard-issue uniform for Japanese soldiers in the Pacific is a khaki twill in dark brown or an off-olive drab, cut with underarm vents and slash-like breast pockets, with a sword loop sewn to the side. A subdued yellow Japanese star often marks buttons and breast pockets.

Old-fashioned breeches are worn, along with boots or sandals, depending on resupply conditions. Some soldiers have been captured barefoot.

Equipment includes a web-belt, a bread bag worn at the shoulder, two rifle ammunition pouches, one reserve ammunition pouch with weapon oil, and a bayonet holder. The helmet is most often the M1932 steel helmet, fitted with chinstrap and webbing and painted an off-olive color.

An officer can be distinguished from regular infantry by his olive gabardine wool cap, leather sweatband, gold buttons, and fob watch pocket on the utility jacket.

Officers and often regular infantry are equipped with Japanese fighting swords called *katana*, though the quality of these weapons varies greatly from soldier to soldier. No matter the quality, however, the Japanese are quite skilled at using such weapons in a manner not unlike the American Marine's fighting knife or bayonet.



Japanese Small Arms

NAMBU TAISHO 14, JAPANESE PISTOL MODEL 14 (1925), CAL. .315 (8 mm)—STANDARD

The Model 14 is the most common Japanese pistol. It is a poorly made weapon with a high incidence of jams, misfires, and accidental discharges. Though in superficial appearance it is similar to the German Luger, it shares little with that innovative design.

CHARACTERISTICS

Weight, complete.....2 lbs.
Length overall.....9 ins.
Operation.....Recoil Operated
Feed.....8-round magazine
Cooling.....Air
Effective Range.....~40 yards

"BABY" NAMBU, JAPANESE PISTOL TYPE B (1925), CAL. .273 (7 mm)—STANDARD

Created as a cheap replacement for the Model 14 Nambu Taisho, the Type B "Baby" Nambu is a smaller version of the same pistol, fitted with a different cartridge arrangement. It is a poor service weapon with many of the faults of the Type 14.

CHARACTERISTICS

Weight, complete.....1.43 lbs.
Length overall.....6.5 ins.
Operation.....Recoil -Operated
Feed.....8-round magazine
Cooling.....Air
Effective Range.....~40 yards

ARISAKA 38, JAPANESE RIFLE 38, CAL. .25 (6.5 mm)—STANDARD

General Arisaka adopted this rifle in 1905, the 38th year of Emperor Meiji's reign—hence the designation. The mainstay of the Japanese Army, it is a bolt-action long gun with light recoil, but its relatively light round makes it a poor combat arm.

CHARACTERISTICS

Weight, complete.....10 lbs.
Length overall.....50.19 ins.
Operation.....Bolt-Action
Feed.....5-round internal box
Cooling.....Air
Effective Range.....~2,000 yards

JAPANESE RIFLE 99, CAL. .303 (7.7 mm)—STANDARD

This is a shortened, rechambered version of the Arisaka 38 rifle. It is also known as simply the Arisaka, or A99, but is easily distinguishable by its odd, folding monopod. In general, it is a poorly constructed substitute for the longer Arisaka 38.

CHARACTERISTICS

Weight, complete.....9 lbs.
Length overall.....45 ins.
Operation.....Bolt-Action
Feed.....5-round internal box
Cooling.....Air
Effective Range.....~2,000 yards

ARISAKA TYPE 30 BAYONET—STANDARD

Introduced in 1897, the Type 30 Bayonet is a standard sidearm issued to every Japanese soldier, approximately 20 inches long and four pounds in weight. It is constructed for use as both a rifle-mounted and hand-to-hand weapon.

TYPE 98 JAPANESE MILITARY SWORD—STANDARD

The Type 98 Japanese Military Sword is a standardized replication of non-standardized designs—many of which were poorly constructed. Issued with a smaller ceremonial dagger, the Type 98 is a machine-made, poorly realized imitation of the classic Japanese "samurai" sword. Most often found in the hands of Japanese officers, it is becoming more and more prevalent among regular soldiers in the field.



NAMBU 11, JAPANESE LIGHT MACHINE GUN 11, CAL. .256 (6.5 mm)—STANDARD

The Model 11 Nambu is distinctive for two characteristics: its prevalence on the battlefield and the noise it makes firing. The sound, not unlike a piece of canvas being

ripped, is audible for quite a distance.

The Nambu is the mainstay of the Japanese army, and noting its distinctive sound is an effective way to locate enemy strong points, lines, and positions.

CHARACTERISTICS

Weight, complete.....22.5 lbs.
Magazine Capacity.....30 rounds
Cooling.....Air
Effective Range.....~2,000 yards
Rate of Fire.....~450 rpm

JAPANESE LIGHT MACHINE GUN 99, CAL. .303 (7.7 mm)—STANDARD

The Model 99 is distinctive for a rear monopod and the sound of its 7.7 mm rounds.

CHARACTERISTICS

Weight, complete.....20 lbs.
Magazine Capacity.....30 rounds
Cooling.....Air
Effective Range.....~2,000 yards
Rate of Fire.....~800 rpm

JAPANESE MODEL 97 HAND GRENADE (1937)

This grenade is issued to all Japanese front-line troops and is the most common Japanese grenade encountered. It is a pin-operated, hand-thrown weapon. It cannot be fired from rifle attachments or grenade launchers.

Combat Lessons from the Front Line

Whether you are a Talent or not, one thing defines a successful combat soldier in the PTO: adaptability. Hazardous environments, diseases, and terrain threaten the infantryman in ways not commonly known to the American foot soldier. The following hints come from experienced personnel who have traversed the unusual threats of the Pacific war.

Effects of Jungle on Infantry Technique

Col. H. H. Hanley, Infantry Regimental Commander, NEW GUINEA: “Our infantry doctrines still hold. Of course, we do have to cut our cloth a bit differently in the jungle. The steep hills and the dense vegetation and swamps tend to ‘canalize’ our advance. Flank security is much reduced. It is difficult to send units more than a few hundred yards to a flank and maintain contact with them. It is next to impossible to have flank security patrolling abreast of a moving column. If we try to make any headway in such a manner, we must risk exposed flanks or use our most valued asset—Talent scouts.

“The terrain is difficult, but determined troops can maneuver. The base of fire should be advanced along ridges.”

Action Technique

Colonel O. P. Newman, Infantry Regimental Commander, NEW GUINEA: “The outstanding factor in the rapid advance of my regiment was the aggressive action of the advance guard. Upon contacting the enemy, the point would attack to the front and the remainder of that platoon would build up a base of fire. The following platoon moved to the flank at once, always on the uphill side. This flanking action was continued by the commander of the leading company and, if necessary, by the leading battalion commander, who would send the next following company even farther to the flank to hit behind the Jap resistance.”

COMMENT: Regardless of terrain or other conditions, our basic infantry doctrines are sound. Success is attained by modifying technique to fit the special conditions encountered. Experiences in all theaters of operation confirm this.

Skill Saves Lives

Lieutenant General Walter Kroeger, Sixth Army, Report on Operations, NEW GUINEA and NEW BRITAIN: “The assault phase of each landing operation was relatively short. In every case it was followed by a long period devoted almost entirely to patrol activities against scattered and isolated enemy groups. Lack of skill in patrolling accounted for many casualties among our troops.

“Certain units, well schooled in patrolling by previous experience or intensive training given by experienced commanders, or which included Talents, sent out patrols which frequently intercepted and destroyed enemy groups without the loss of a single man.

“Other units with the same opportunities, but lacking experience or proper training, sent out patrols which walked into hostile ambushes or exhausted themselves in long and fruitless expeditions through the jungle.”

The Need for Training

“Operations amply illustrated the need for thorough training

of units and individuals in scouting and patrolling. They also proved, however, that there is no substitute for experience. It is therefore logical that in addition to training, every opportunity should be taken to give our troops actual experience in scouting and patrolling. During the later stages of operations, when activities against the enemy are limited to patrolling, troops that have conducted the initial operation may be replaced insofar as is practicable by troops which have arrived more recently in the theater and have not been in combat.”

Ambush Patrols

“A most popular type of patrol in the jungle warfare of the South Pacific is the ambush patrol sent out with the mission of disrupting Japanese patrol activities. In addition, every effort is made to bring in prisoners for intelligence purposes.”

Colonel “Crump” Garvin, Infantry Regimental Commander, BOUGAINVILLE: “The first requisite of a successful ambush is thorough preparation down to the smallest detail. Be sure that the equipment of each man is as complete as possible and in good condition. Of course, Talents don’t hurt either. . . .”

Preliminary Reconnaissance

“A detailed reconnaissance should be made of the area before an ambush patrol is sent out. When the men are briefed, a rendezvous point known to all patrol members is selected. A member of the previous reconnaissance party who knows the exact location selected for the ambush guides the party to the appointed place.

“Don’t waste time and energy setting an ambush in a location that merely ‘might’ see enemy activity. Look for definite evidence of recent enemy use in a location where there will be undoubted contact with enemy forces. This will prevent your men from becoming restless and ‘trigger-happy,’ since they have something real to occupy their minds.

“Officers leading ambush patrols must possess a high degree of courage and resolution. Men on ambush duty are prone to allow their imaginations to run away with them. They harbor thoughts that the enemy is attempting to surround them and cut them off, and that they are ‘sticking their necks out.’ Leaders must take definite steps to counter such reactions.”

Nipping the Nips

“Two ambush patrols we sent out were placed in excellent ambush locations by an experienced lieutenant who knew the country, Japanese habits, and the trails used by the enemy. After putting the groups in position, he returned to the regiment as ordered.

“The third day, both groups returned reporting the presence of large numbers of Japanese, which had caused them to withdraw from the ambush positions to a hidden bivouac where they remained for two days. Not a shot had been fired at the enemy. The leaders stated that they didn’t fire upon the enemy because they thought there were Japs all around them, and they were afraid that fire would disclose their presence and the Japs might attempt to cut them off.

“These weak leaders were immediately sent out again under an experienced patrol commander to demonstrate that a group of men can remain close to the enemy and pick them off by stealth and patience—if the group has nerve and confidence.”

Sniper Selection and Training

Lieutenant Robert H. Ross, Infantry, BOUGAINVILLE:

"When selecting men to be trained as snipers, special care must be taken to obtain individuals capable of acting on their own. This means steady nerves, physical strength and agility, patience, and judgment. Above all, they must possess good eyesight and be natural marksmen. Not surprisingly, many of these men either are, or later become, Talents.

"In training one group of snipers, I made an extremely difficult 'snap' course with targets neatly camouflaged and concealed. The last phase was stalking. I placed two men 100 yards apart, indicated a direction of advance, and limited them to 30 yards' front. The first one to see his opponent would 'snap shoot' if necessary. However, if he was sure he was not seen, he would take cover and wait for an accurate, well-aimed shot. Then I worked groups of five men against five.

"The competition was keen and sometimes the men were practically face to face before seeing or hearing each other. I believe this is one of the best ways to train snipers, scouts, and even riflemen for jungle conditions. It is both realistic and interesting and develops quick thinking as well as seeing and hearing."

Lessons from Experience

"Our experience in patrol work has taught many things. Some of the more important are:

"Carry three canteens, two on your belt and one in the pack.

"Leave packs concealed in a probable bivouac site in the rear of the area of your intended operations.

"Take a dry pair of heavy wool socks, a jungle sweater, and a pair of gloves. These should be kept in rubberized food containers.

"When carrying 'K' rations, remove the box and carry only the necessary food. The box adds too much weight and waste.

"The medical jungle kit is indispensable. Have one for every two men.

"Paint all rifles olive drab.

"Rifles can be kept perfectly dry at night by placing them on sticks several inches off the ground and covering them with banana leaves.

"Coughs and sneezes can be muffled by placing the cap over the mouth. This should be practiced in everyday training so that it becomes habit."

Choosing the Bivouac Area

"The patrol bivouac area should be carefully selected at least 300 yards from a trail or stream and preferably on high ground. Reconnoiter in all directions at least 400 yards to ensure safety. Allow the men to make themselves as comfortable as possible.

Before leaving the area, minimize all traces of your presence. The stumps and butt ends of saplings and plants which have

been cut for shelters can be smeared with dirt to make them less conspicuous and destroy the 'fresh-cut' appearance."

ALWAYS CAUTIOUSLY SEARCH enemy dead and abandoned vehicles and positions for unit identification.

WHEN DRIVING, the assistant driver's seat is not a bed. Stay awake and help your driver.

GRENADES are more useful than rifles in patrol work.

The Reconnaissance Troop in the Jungle

Colonel Marion Carson, Observer, SOUTHWEST PACIFIC

AREA: "These notes cover the experiences of a divisional reconnaissance troop, consisting of Talents, which had been in action over a period of two months. It was employed solely on recon-

naissance missions and not used for security purposes."

Types of Operations

"The troop was employed in three major types of operations:

(1) "The reconnaissance of small islands and of beach localities on larger islands. Each of these missions constituted a small landing operation. Their object

was to determine whether the enemy was present and if so his strength, composition, and disposition. The normal strength of these patrols was one platoon—but Talent troops often consisted of less than 18 men. On occasion, artillery personnel reconnoitering for battery positions accompanied them.

(2) "Extensive reconnaissance by small patrols (seven to 12 men) to determine the location and extent of enemy battle positions and his routes of withdrawal. Patrols operated dismounted except for water transportation along the coast and up the larger streams. Natives were used extensively as guides, both on trails and cross-country. They also enlisted the aid of other natives in definitely locating enemy groups and reporting their movements.

(3) "As enemy strength increased in certain locations it became necessary to employ strong combat patrols which in turn established trail watching posts. While their primary mission remained surveillance, they were prepared to fight to prevent enemy forces from reaching the coast and escaping by water."

Local Security

"It was highly important that all personnel be thoroughly conversant with local security methods. Small trail-watching patrols would always have at least one soldier and one native guide on the alert. Larger observation patrols in static positions would utilize trail watchers connected to the platoon leader by telephone. During daylight, smaller patrols searched assigned areas. Moving patrols were seldom used at night, security being provided by standing double sentries."



Trail Formation

"In movement, patrols of a platoon or smaller were usually divided into a point, main body, and a rear point. The point always consisted of two men, usually the patrol leader and one enlisted man. Experienced leaders stressed the importance of having the two members of the point move along opposite sides of the trail, practically abreast, and observe the jungle to the front on the far side of the trail rather than on their own side.

"On numerous instances, one member of the point saw a lone enemy soldier about to kill the other member and shot the Jap first.

"The advance of the point was slow and deliberate unless time was important. At each bend of the trail, and at each crest, there was at least a momentary halt for orientation, general observation, and the issuance of any necessary orders. The main body followed the point at about the limit of visibility (usually 10 to 25 yards). It moved in a column of troopers with about five yards between each man. The rear point, also consisting of two men, one being the assistant patrol leader, followed the main body at almost the limit of visibility."

Weapons and Equipment

"Reconnaissance platoons were armed with submachine guns, carbines, and rifles. The shorter weapons (submachine gun and carbine) were preferred by small patrols, as they were easier to carry and aim in the jungle growth.

"Large patrols remaining in one locality for a considerable period frequently employed light machine guns for local security.

"Boats of various types were used constantly, generally LCV or native outrigger canoes. The use of the latter became so general that they received the local designation of LCO, or landing craft, outrigger."

Fire Teams

3d Marine Regiment, Report of Operations, BOUGAINVILLE:

"The basis of all small patrols was generally the four-man fire team (three riflemen and one automatic rifleman) in either a wedge or box formation. For example, a reconnaissance patrol might form a wedge or box of wedges of four men each with the leader of each team in the center.

"In combat, when contact was made by one of these teams with the enemy, the idea was that the automatic rifleman would cover the target with fire, one rifleman would protect the automatic rifleman, and the other two would move in immediately to outflank the target.

"An important feature of the attack maneuver was that the pair of flankers moved on the inside of their formations so that their line of fire would be away from other fire teams in the formation."

COMMENT: The Marines have experimented extensively with this four-man fire team. It is nothing more or less than a small-unit application of the tactical principle of fire and movement. The current Marine squad contains three of these teams.

Organizing Night Security

3d Marine Regiment, Report of Operations, BOUGAINVILLE:

"In the defense, each unit—even the squad—established itself so as to provide all-around security during darkness. This principle was justified by its results in repulsing Japanese attempts to raid our positions.

"On the first night, the necessity of maintaining close security, even in the battalion command post, was proved when the battalion commander and his executive officer had to assist in repulsing, with knives, the attack of a Japanese patrol that had successfully passed through our lines and killed one man before anyone was aware of their presence.

"In organizing the area defense, all automatic weapons were sited on fixed fire lines coordinated with adjacent units. However, it was a standing rule that weapons would never be fired at night except to repulse a major attack. In order to safeguard personnel and to avoid disclosing the position of automatic weapons, only knives and bayonets were used to take care of small infiltrating parties."

All Telephones Manned

"One feature of night defense which proved extremely important and useful was the system of communications set up within the battalion. Each platoon command post and company command post was connected by telephone. All telephones were on an open circuit and connected so that any message passed was heard by all. It was required that every telephone be manned continuously from dark to daylight to obviate the necessity of ringing. Whenever anything occurred during the night, all leaders within the battalion were instantly apprised of the situation."

Hold Your Position

XIV Corps, Lessons Learned at BOUGAINVILLE: "During all our training we emphasized the doctrine that a battle position must be held at all costs.

"This paid off with large dividends during the recent Japanese attacks on our BOUGAINVILLE beachhead. Japanese infiltrators isolated pillboxes but failed to terrify the occupants or cause a withdrawal. These isolated pillboxes, held by determined individuals, provided the principal supporting fire for subsequent counterattacks.

"Failure to reduce these defensive works forced the enemy to dig in on disadvantageous ground, and, further, prevented him from withdrawing or shifting his position during daylight.

"Platoon leaders directed the actions of pillboxes rather than squads. The three to five men in each emplacement worked as a unit under the command of the senior within the box."

Mortars in the Jungle

3d Marine Regiment, Report of Operations, BOUGAINVILLE:

"The jungle presents few obstacles to the use of the 60-mm and 81-mm mortars that cannot be quickly overcome. Mortar-unit leaders from the squad to the platoon must, however, exhibit unusual initiative, ingenuity, and skill, and the mortar crews must be trained to perfection.

"Equipment and demolitions for topping trees or otherwise clearing the field of fire must be available to the mortar squad. Energetic leaders will frequently locate small clearings from which one or more mortars may be fired in less time than would be required to clear a field of fire.

"This is particularly true if consideration is given to using the higher rather than the lower number of propelling charge increments. Frequently, when mortar fire was urgently required, a test for mask clearance was made by firing a shell from which the safety pin had not been removed. If the shell cleared the mask, the concentration was delivered without more ado."

Adjusting Mortar Fire

"In jungle fighting, wire communication is necessary for the 60-mm mortar sections as well as the 81-mm sections. The observer for these weapons must take station in the front lines or even further forward. Telephones are especially valuable for this purpose.

"Mortars could seldom be adjusted by visual observation. As a rule, they were adjusted entirely by sound. On more than one occasion confusion was created by simultaneous firing of artillery and mortars because of the similarity in the sound of the exploding shells. However, this difficulty could be readily overcome because artillery and mortar observers were usually close together and could agree among themselves as to who would shoot when."

Flamethrowers

Report from USAFFE Board, Southwest Pacific Area: "The mopping-up mission along the northeast shore of INSOEMOAR ISLAND, WADKE GROUP, was assigned to an engineer combat battalion. It had the difficult task of driving Japanese groups from well-established positions in caves and connecting tunnels. These caves were in a steep coral slope that rose from the sea to a height of 50 to 75 feet immediately back of the beach.

"Various weapons, including the rifle, Thompson submachine gun, carbine, high explosives, bazooka, high explosive and white phosphorous grenades, and the flamethrower were employed by the engineers in their efforts to reduce the cave combat groups. The flamethrower proved to be the most effective weapon. Its ability to follow the curves of the cave made it peculiarly effective.

"The flamethrower operator or team would advance to within effective range under covering fire from rifles and machine guns. After the flamethrower went into action, the supporting fire was shifted to enemy individuals as they appeared.

"In one instance of indirect fire, the flamethrower was operated from behind defilade and directed by an observer who was on the flank and could not be fired on by the enemy within the cave.

General Conclusions

"The opinion of commanders in the SWPA is that flamethrower operators should be organic members of the infantry rifle squad or platoon. They should be trained in the operation and maintenance of the flamethrower in addition to their basic weapon, the rifle. The training of flamethrower operators should be continuous, as is the training of the rifleman, and infantry training should be conducted with the flamethrower so the flamethrower man will actually use in combat.

"While it is not contemplated that the flamethrower be included as a weapon in each rifle squad or platoon, it should, nevertheless, be immediately available and ready for employment. Thus, the rifleman on occasion becomes a flamethrower man. His effectiveness in combat depends first on his ability as a soldier, and next on this proficiency with the flamethrower."

The Machine Gun in the Jungle

3d Marine Regiment, Report of Operations, BOUGAINVILLE:

"In this operation there was no opportunity for the use of machine guns in distant support or to deliver fire by overhead or indirect fire. It was always necessary to place direct-support machine guns right in the front lines. Breakthrough guns could not be sited to cover the intervals between front-line guns because of

the jungle growth. They were utilized principally in the defense of command posts and supply routes.

"An interesting use of the heavy machine gun in support of a jungle attack was raising the fire of the guns to the tree tops 50 to 100 yards to the front. This was done at the moment the attacking troops passed our line and was maintained until ricocheting bullets endangered our men. This practice resulted in many casualties to the enemy, who customarily took stations in trees to overlook our positions."

Attacking a Bunker

3d Marine Regiment, Report of Operations, BOUGAINVILLE:

"Regardless of any arrangement of bunkers for mutual support, there is always a blind spot in the defense, particularly if the supporting riflemen in pits outside the bunker are eliminated by grenades or small-arms fire. Finding this blind spot is the key to attacking a bunker position.

"When a fire team discovers a bunker, all hands take cover. The leader reconnoiters the position until he locates the blind spot; that is, a point near a fire bay or door which apparently is not subject to the fire of machine guns in the bunker or from adjacent bunkers. The leader then determines the location of enemy riflemen, if any, whose fire may cover this blind spot.

"Upon completion of his reconnaissance, the leader places his automatic weapons to cover the fire ports of the bunker by firing diagonally into them. He places the other members of his team in positions from which they can kill or drive to cover the enemy riflemen covering the selected blind spot. One or two men armed with submachine guns or automatic rifles and grenades or TNT bombs are then placed where they can, at the proper moment, charge up to the blind spot between the lanes of their own supporting fire.

"Fire is opened on signal, and under its protection the submachine gunner and grenadiers move up to the blind spot and approach as close as practical to the fire bay or door, where they throw in several grenades or bombs. Immediately following the explosion, they enter the bunker and complete the destruction of the defenders by gunfire.

"There is, of course, considerable danger to these submachine gunners or grenadiers of being injured by the fire of their own men or by ricochets. Therefore it is essential that this technique be practiced over and over again in training, so that close teamwork will be developed and the covering fire will be lifted away from the men closing in on the bunker. It is obvious that only good marksmen can safely be assigned to fire in such an attack on a bunker position.

"Machine guns are frequently used to furnish diversionary fire against bunker ports and to keep the defenders away from bunker doors.

"When one of these mutually supporting bunkers has been knocked out, adjacent bunkers are often uncovered at several points, making possible a quick reduction of the entire position by repeating the performance."

Mopping Up Bunkers

1st Lieutenant Donald B. Henry, Chemical Warfare Service, USAFFE, ADMIRALTY ISLANDS: "The Japs had been pulling the trick of lying 'doggo' and letting the first assault troops go past their bunker in the belief that they had retreated or had been killed. Immediately after the first wave had passed, the Japs would open fire on their rear. This action, even though performed by few or even wounded Japs, caused our troops some casualties.

"In order to avoid this situation, the 1st Cavalry Division instituted the following procedure. Flamethrowers, Talents, or demolition squads were assigned to follow immediately in the wake of attacking troops. As successive bunkers were reduced, the flamethrowers would advance, shooting fire into each one, and the accompanying demolition squads would then blow them up. The Talent teams then scouted the bunker. This completely eliminated the possibility of live Japs in the rear of our troops—including Talents, whose use of protective powers would alert our Talents to their presence."

TALENT MATTERS: *Talents encounter special advantages as well as dangers in the jungles of the South Pacific. The following is a list of helpful hints presented by Marine Talents for the edification of those entering the PTO for the first time.*

Tribal Magic

Captain Hugo "Imp" Mayer, SIS Squad Leader, SOUTHWEST PACIFIC AREA: "Witch doctors, shrunk heads, and potions are no laughing matter in the Pacific. Natives of Papua New Guinea have demonstrated what can only be called 'Talents' in their application of 'magic' against the Japanese.

"One individual, who clearly was a Talent, demonstrated a 'spell' to me and an amazed group of SIS men. He sprinkled a map with the remains of a Japanese soldier reduced to ash, and the locations of 14 Japanese positions were revealed, each marked by a blood-red 'X.' You could have knocked me over with a feather."

Native Talents

"In many of the island cultures, native Talents are either leaders of entire tribes or wise men left to their own devices in the jungle. They should be accorded respect and offered tokens of appreciation; often something as simple as a boxed ration will do. Many times they 'recognize' American Talents as in some way 'magical' or 'blessed' and will be much more forthcoming than with regulars, whom they often consider beneath them. Until a clear hierarchy is established, don't mingle normal troops with Native Talents—such actions may prove dangerous.

"Given a choice, American Talents should always initiate first contact. Talents are viewed with awe and respect by the native cultures of the South Pacific, and this cultural bias often can lead to a strong relationship between the Allied forces and the native population."

Listen to the Locals

"Stories which once could have been considered the distorted thinking of backward cultures can no longer be so readily dismissed. For instance, the legend of an insubstantial 'Green Monkey' called Polokoï, which tormented the Japanese on SAN-DIA, turned out to be a young native Talent who was waging a one-man war against the Japanese. A gorilla war, you might say! Polokoï proved to be a valuable intelligence asset, directing Ma-

rine fire teams in the jungle against Japanese forces with deadly accuracy. Never dismiss a native legend until you check it out."

Jap Talents

"Clear reports on Japanese Talents are sparse, but I have encountered a few in my time. You can usually spot one from the crazed look on his face and the fearful way the other Japs look at him. Many times these 'Gaki,' as they are called, wear ceremonial robes, bandanas, or paint. One guy I mowed down with a Browning .50 on TULAI was completely naked, glowing red and swinging a rusty sword. Luckily he wasn't bulletproof. Or at least he wasn't .50 calibers worth of bulletproof!

"Often their men are just as scared of them as we are, and more often than not they go it in the field alone. As far as we can tell, there is no organization for Japanese Talents. They wear no consistent uniform markings and enjoy no special command benefits. In fact, they tend to be avoided by their own people."

Jap Manifestations in the Field

"Unsubstantiated reports indicate that, occasionally, otherwise normal Japanese soldiers have *temporarily* manifested Talent abilities in the midst of the so-called 'banzai' charge. Two

Marine Talents over-run on Henderson Field reported that a half-dozen Japs ran untouched through a hail of machine gun fire and momentarily seemed to be clearly visible to them as Talents, only to be killed seconds later by a 60-mm mortar round.

"It remains unclear if this is some sort of backwards manifesta-

tion of the Talent phenomenon, such as the tribal magic found in stone-age cultures, or a supreme cultural belief manifesting in a physical fashion."

Common Nip Talent Traits

"The Jap Talents I've seen and heard about have either been fast—one guy was a blur—or strong, or really damn good with a rifle.

"That's it. No flyers, no jumpers, no flamethrowers. So far, their manifestations seem almost basic compared to the array of Talents seen in America and Europe. I mean, I had a guy in my squad who could make anyone he could see scream—how's that for weird? The Japs, they got nothing like that, just the basics. And, luckily, they don't seem to know what the hell to do with them."

What to Do With Them

"There's nothing to be done. You're not going to capture a Jap Talent as a POW—trust me. These guys are wound up so tight that they'd rather die than give up. Even if you put their powers on the fritz, they'll keep coming and fight you with anything they can put their hand to. So hit them with everything you've got until they're gone. Never accept a flag of truce or surrender from a Jap you know is a Talent. Too many casualties have occurred this way."



USMC Report, SWPC
BLUE CLASSIFICATION
29 March 1943

CC: USNC, Pearl Harbor; TOC, Pearl Harbor; JCS, The Pentagon; Office of the President.

INTELLIGENCE BRIEFING:

On the exceptional abilities of South Pacific tribesmen in relation to the Talent phenomenon.

OBSERVATIONS:

1) It has come to the attention of Marine regional commanders (Gnl Darrenovsky) that native populations in the South Pacific region are manifesting a large number of Talents.

2) These Talents are of a previously unknown type. Their abilities do not seem to conform to the commonly accepted "rules" of Talents. Although they are clearly detectable, their powers defy immediate classification. These "witch doctors" not only manifest many abilities, they can teach their "spells" to others of their kind. Despite many attempts, no westerner has been able to "learn" such a spell.

3) Native belief in gods, spirits, and magic may be central to the phenomenon. In Haiti, for example, voodoo practitioners enter the "loa trance," wherein they are occupied by a spirit or god. In these trances they show remarkable (though not Talent-level) resistance to harm and perform such feats as chewing glass, walking on hot coals, and drinking poison without injury.

CONCLUSIONS:

1) We know this is some hitherto unknown aspect of the Talent phenomenon. These native Talents are clearly visible to others Talents, and their abilities may be "cancelled" normally.

2) Native Talents represent a pool of military materiel to draw from in the South Pacific.

3) Communications with native Talents have been amicable and mutually beneficial.

4) Japanese atrocities in the South Pacific have produced the current population of native Talents.

SUGGESTIONS:

1) Initiate a "congress" of native Talents to coordinate action against the enemy. Encourage the "teaching" of "spells" to as many native regulars as possible. Help native Talents assume control of tribal populations.

2) Dispatch an S2 team composed of ethnologists and Talents to complete an in-depth study of native Talents.

3) Form an ad-hoc force of native Talent irregulars, rewarded for action against the Japanese with weapons, food, and equipment.

4) Whenever possible, convince native Talents to accompany S2 agents back to the United States for careful examination. It is highly recommended by this office that no coercive or violent means be used to accomplish this goal. Such a violation might cause a severe backlash and cause numerous unforeseen problems for the Allied forces in the PTO.

ATTACHMENT:

Personnel Report, "Haga, AKA Polokoi the Monkey-God"

TALENT PERSONNEL REPORT:

Haga, AKA Polokoi the Monkey-God

PERSONAL PROFILE:

Haga is a happy, eager, curious man who loves Americans almost as much as he hates the Japanese. In 1941 hundreds of his people were beaten, shot, or butchered by the Imperial Japanese Army, for no reason other than to strike fear into their hearts. Instead, many of them chose to fight the invaders.

Late that year, Haga began to have dreams that slowly convinced him he was the shell for the Sandia monkey god Polokoi. By 1942 he had taken to living in the jungle all the time, apart from his people. By late 1942, his powers had become evident and he began to terrorize the local Japanese command in his monkey form.

In May 1943, after Sandia was liberated by Marines and native forces, Polokoi, now the leader of his people, agreed to fly to Pearl Harbor command for medical evaluation by American Section Two, the scientific arm of the U.S. government, formed to study the Talent phenomenon.

Showing his commitment and his hatred of the Japanese, Polokoi volunteered his services as a scout and sniper to the American, Australian, and British forces in the South West Pacific area. His knowledge of local tribes and jungle tactics, and especially his Talent powers, make him a vital asset for any combat team.

MEDICAL:

Individual is approximately 22 years old, five feet tall, weighs 112 lbs, and appears to be in exceptional health. Superficial scarring to the arms, legs, and chest seem to be branding wounds from several years before. Ritual tattooing, as seen on many Hawaiian islanders, is evident as well on the subject's legs, feet, and face.

ANOMOLOUS TRAITS:

Several unusual traits were discovered in superficial medical examination of subject:

- 1) Subject has extremely long and pointed bilateral incisor teeth.
- 2) Subject's eyes are of an unusual greenish cast. Even the whites are tinted green.
- 3) Subject is extraordinarily strong for his size and weight.

PSYCHOLOGICAL:

Subject believes himself to be the physical shell for the Sandia "Monkey-God" Polokoi. The subject maintains that his human and Talent forms are two distinct personalities.

TALENT ABILITIES:

Subject can, at will, transform into a small monkey. The monkey is green, invulnerable to conventional attack, and able to pass through objects at will. Also, it is capable of speech. Even when this transformation is not active, subject is clearly "visible" to other Talents. His extraordinary strength is found in both forms, and this may be the cause of the conspicuousness. After prolonged questioning, subject confided that he is unable to render himself insubstantial in the presence of other Talents, a fact we confirmed later in testing.

Polokoi, the Monkey-God

Name: Haga (Polokoi)

Motivation: To destroy the Japanese and free his people.

BODY 3d (+3d)

BRAINS 2d

BASE WILL 6 (+1 Will point)

COORDINATION 4d

COOL 3d

SENSE 4d

COMMAND 2d

TALENT POWERS (TOTAL COST 22 WILL POINTS)

Alternate Form: Polokoi, the Monkey-God 2hd (A,D,R,U; Flaws: Nervous Habit [Prayer] -1/2/4; Expensive -1/2/4; 12 points)

Insubstantiality 2hd (D,R,U; Extras: No Sink +1/2/4; Flaws: Attached to Alternate Form -1/2/4; No Contest -2/4/8; Short Duration -1/2/4; 4 points)

Hyperbody +3d (6 points)

- +1 wound box to torso and each limb, +2 width to punch, kick, and strangle damage, maximum lift (both forms): 1 ton.

SKILLS

Dodge 2 (6d), Endurance 2 (8d), Explosives 2 (4d), Grenade 1 (5d), Pistol 1 (5d), Rifle 2 (6d), Submachine Gun 2 (6d), Survival (Jungle) 3 (5d), Tactics (Jungle) 3 (5d).

Building an SIS Character

So, you think you've got what it takes to serve in the Devil's Own? We'll just see about that. The character sheet is on page 27, maggots!

SIS Skills List

All Marine SIS graduates receive the following skills automatically at character creation, at no Will cost.

SIS Skill	# of Dice
Brawling	1d
Endurance	1d
Grenade	1d
Knife-Fighting	1d
Machine Gun	1d
Map Reading	1d
Navigation (Land/Sea)	1d
Pistol	1d
Rifle	1d
Stealth	1d
Swim	1d
Survival (Jungle)	1d
Tactics (Jungle)	1d

SIS Specialists

SIS specialists gain the SIS skill set above for free, as well as the specialty skills listed for each specialty below, for the Will cost listed next to the specialist type. These are by no means the only skills they can have—they can buy the listed skills, or buy any skills they want, per the normal character creation rules.

If a skill is found in both the SIS skill set and an SIS Specialist set, add them together.

For example, an SIS flamethrower man has Stealth 1 in his SIS skills and Stealth 1 in his Flamethrower suite: This gives him Stealth 2 at the beginning of play.



Corpsman (2 Will Points)

Marine medics, called "corpsmen" (pronounced "coremen"), are known for their reckless daring in the field. Few Marines have anything but praise for these bold individuals. The Japanese often refuse to recognize the necessity and sanctity of the combat medic and are as likely to fire on corpsmen as they are on a regular Marine—to them, there is no such distinction. Nevertheless, the cry "Corpsman up!" rarely goes unanswered.

Corpsman Skill	# of Dice
First Aid	1d
Medicine	1d

Engineer (2 Will Points)

Engineers remove enemy obstacles such as machine gun nests, bunkers, spider-holes, and fortifications.

Their expertise with explosives makes them a significant asset in the field.

Engineer Skill	# of Dice
Explosives	2d
Mortar	1d
Engineering	1d

Flamethrower Man (2 Will Points)

Vital in the removal of entrenched enemy opposition, the flamethrower man is a necessary component of any SIS squad. Unfortunately, his distinctive equipment makes him a particularly juicy target for the enemy.

Flamethrower Man Skill	# of Dice
Flamethrower	2d
Explosives	1d
Stealth	1d

Radioman (1 Will Point)

Due to the difficult terrain, the radioman is vital to the war effort in the Pacific. He is also responsible for wiring field telephones, fixing electronics, and making sure that communications remain secure.

Radioman Skill	# of Dice
Radio Operation	1d
Telephony	1d
Electronics	1d

Sniper (2 Will Points)

Snipers are the deadliest threat in the jungle. Like hunters, they slowly stalk their targets, shooting only when necessity or opportunity arises.

Sniper Skill	# of Dice
Rifle	1d
Running	1d
Stalk	1d
Stealth	1d
Survival (Jungle)	1d

Threats to Specialists

Each specialist class faces particular challenges and threats. For the most part, their training attempts to supply them with a set of skills that make it possible for them to survive such threats. A few of the more common threats facing Marine SIS Specialists are presented below.

Special Threats to the Corpsman

The corpsman faces particular psychological challenges in the field. Some Japanese have little compunction on firing at medical personnel, even those clearly marked with the red cross.

In Europe, such markings usually grant a limited protection (barring accidental killing), but in the Far East and South Pacific such protection depends solely on the individual Japanese soldier on the other end of the rifle.

If a corpsman takes to the field observed by the enemy, roll a single die. If it comes up odds he is fired upon, evens and he is allowed to go about his business unmolested.

As you might imagine, running out into the open under such conditions is nerve wracking. When and if he comes under fire, the corpsman must make a Cool+Mental Stability roll or dive for cover, ruining any Explosives roll attempted that round (no Will is lost). If he succeeds, the corpsman can continue his work, without even flinching as the bullets sail past him.

Special Threats to the Engineer

Much like corpsmen, engineers are often expected to charge out under withering enemy fire to do their duty. If an engineer comes under fire, he must make a Cool+Mental Stability roll or dive for cover, ruining any Explosives roll attempted that round (no Will is lost). If he succeeds, the engineer can continue his work without even flinching as the bullets sail past him.

Engineers often carry large quantities of explosives—a dangerous task while under fire. Whenever an engineer equips himself with explosives, he must pick a single hit location number, 1 through 9, as a target marking where the explosives are on his body. (Note that hit location 10—the head—cannot be chosen for this purpose.) Any hit by firearms, explosives, or flames to this location causes the explosives to detonate, with normal (and usually devastating) effect.

Special Threats to the Flamethrower Man

Enemy troops have a habit of firing at the flamethrower man first, because the weapon makes him slow and easy to hit.

A character who lugs a flamethrower around can expect the following problems:

- All Run, Endurance, and Stealth rolls are automatically at -1d.
- Swimming is impossible with a flamethrower.
- Using a secondary weapon such as a rifle, machine gun, or knife, while wearing a flamethrower automatically inflicts a -1d Coordination penalty. Pistols may be used normally without this penalty.
- On a failed Flamethrower roll where all the dice are odd, the flamethrower's pilot light is extinguished, preventing the weapon from firing. To relight it requires a successful Coordination+Flamethrower roll, taking 5-width rounds.

- Any hit by firearms, explosives, or flames to hit location 9 (only 9) causes the flamethrower's fuel tank to explode. This inflicts 1 Killing point of damage to the torso (in addition to the original attack's damage) and ignites every hit location. Enemy troops often aim for hit location 9.

Special Threats to the Radioman

Radios are fragile things. Any violent activity (shooting, jumping, falling, being blown up) has a strong chance of ruining the radioman's tool of the trade—his radio. Without a radio to communicate with headquarters, an SIS team is effectively on its own.

Any Area explosion or attack that inflicts more than 2 points of damage on the radioman shakes up the radio set. A successful Brains+Radio Operation skill roll restores it to operating order. If the roll fails, some vital component is broken, rendering the radio permanently useless.

If at any time the radio is submerged in water, it is immediately destroyed.

Skill is the key to proper radio use. On a failed Radio Operation roll where all the numbers are odd, the radioman incorrectly triggers the radio, causing a noise that discloses the unit's location. Any miscue of the radio can cause a squawk audible for hundreds of yards, giving the enemy an automatic +2d to Sense+Hearing rolls to detect the radioman's position. The enemy response is up to the GM.

Special Threats to the Sniper

Snipers live dangerous and often very short lives. Some go out into the jungle and are never seen again. Sometimes enemy locations are so thoroughly concealed that the sniper wanders into the middle of it without warning. Other times, the sniper is detected and hunted by a counter-sniper. Sometimes, even when the sniper is successful, once he's given away his position by taking a shot he's hunted by a vast enemy force and is killed.

Snipers usually lay in wait for some time before picking a target, and often follow that target for some time before opening fire, carefully picking their position before risking a shot. Once that shot is taken (or a few shots if necessary), however, it's all about getting away. Even more important than rifle skill, the sniper needs to be well-versed at jungle survival and stealth or all sniper missions become suicide missions.

Unlike many other situations outside of combat, stalking a target—despite the relative calm of the situation—is a dangerous and harrowing experience. Snipers have been discovered due to the poor choice of a white armpatch, or an uncontrolled sneeze. Keeping your cool while hiding in the midst of dozens or even hundreds of enemies is not as easy as it might sound.

Exactly what happens on a sniper patrol? An easy way to handle these sometimes completely random occurrences is to read a little deeper into any roll the sniper makes in the field while hunting enemies. See the Stalk skill on page 20 for details. A failed roll, or course, usually leads to detection of the sniper.

Skill Descriptions

(Brains) Explosives

You are familiar with explosive substances and can use them in the field to destroy the enemy or fortifications. Preparing an explosive for detonation is always a difficult task. If there are time constraints, the danger grows even greater. As an exacting science, the results of an Explosives roll are particular—failing a roll may result in a mistimed detonation or failure to detonate altogether, or even too great of an explosion.

Most tasks employing the Explosives skill have a minimum difficulty of 2; if you have both time and good materials, however, any match is considered a success.

Explosives Situation	Difficulty Modifier
Under fire	+3
Rush to set up	+2
Raw explosive, no primer	+2
Constructing a booby trap	+2
Enemy materials	+1
Leisurely setup*	-5

*Usually an action done in leisure requires no roll, but setting up explosives, due to its inherent risk, is never a mundane task.

Explosives Roll	Result
No match, all dice are odd	Charge detonates during setup
No matches	Charge does not detonate
Roll under difficulty (odds)	Charge detonates late
Roll under difficulty (evens)	Charge detonates early
Roll difficulty or higher	Charge detonates as planned

(Brains) First Aid

First aid is the immediate treatment of wounds not serious enough to require surgery but which still pose a threat to the health of the individual (namely, Shock damage). You can heal Shock damage on a successful roll, even without a first aid kit, but Killing damage cannot be healed even with a First Aid roll.

To use First Aid, first choose which portion of the victim you hope to treat. Select an injured hit location and make your roll using the number of points of Shock damage in that hit location as a difficulty number. Add modifiers from the chart below.

If you manage to beat the total difficulty with a success, you remove the width of the roll in Shock points from that particular hit location. Each treatment requires 5-width rounds to complete. Any interruption in that time cancels the effect, although you may attempt it again. The same hit location may not be healed more than once in this manner.

Treating curable diseases (such as dysentery, the rot, and malaria) or unhygienic conditions (such as lice, tics, and fungal infestations) requires a successful Brains+First Aid roll at a fixed difficulty of 3. This roll cannot be made without a first aid kit.

First Aid Situation	Difficulty Modifier
No equipment or supplies	+2
Under fire	+2
First aid pack only	+1
Patient in shock (i.e., injured and failed a Cool+Mental Stability check)	+1
Full corpsman's pouch	0
Access to field hospital	-1
More than one skilled medic treating patient	-2

Example: *Corpsman Trevor is treating Pvt. Crimmins, who has taken a 6.5 mm round to the shoulder for 2 Killing and 2 Shock. Trevor has a Brains+First Aid of 6d, and the 2 Shock damage makes the base difficulty 2. The GM then modifies the roll—they are under fire, adding 2 to the difficulty, and Trevor only has a first aid pack, adding another 1 to the difficulty, for a total of 5. Trevor rolls a 3x7, beating the difficulty and patching up Crimmins' arm in 3 rounds, healing the 2 points of Shock damage. The 2 Killing remain untreatable by first aid—only surgery will take care of that.*

First Aid Kits and Morphine

The standard-issue first aid kit is a small packet carried by most soldiers. It generally can be used only once—it contains very little besides a simple suture kit, some disinfectant, a morphine ampoule, some anti-malarial Atabrine and some gauze.

Corpsmen wear a “corpsman’s pouch,” a much larger version of the first aid kit. It usually contains:

- 6 gauze bandages.
- 1 book of “triage” tags and a pencil to mark the wounded.
- 4 small bottles of tincture of iodine.
- 1 large bottle of ammonia.
- 5 tourniquets.
- 1 forcep case with scalpel, scissors, clamps, pins.
- 1 bone knife.
- Adhesive plaster and wire for splints.
- 8 treatments of morphine, Atabrine, aspirin, and vitamin C pills.

The corpsman himself should keep track of his supplies. Treat five bloody amputations and go to fix the sixth without checking your bag? Sorry, out of luck!

One of the most useful tools for the corpsman is morphine. It calms the wounded man and can keep him from drawing fire, or even more terrible, hurting himself further. Characters injured seriously enough to fail a Cool+Mental Stability roll are in shock, and this inflicts a +1 difficulty penalty to anyone treating him. A successful application of morphine offsets this penalty: Make a successful Brains+First Aid roll and the patient is calmed for 5-width minutes.

(Brains) Radio Operation

You can use military crystal radio sets. Most man-portable sets have a range of less than 8 miles, while fixed sets sometimes have a range of hundreds of miles.

Each transmission requires a successful Brains+Radio Operation roll beating the required difficulty number. If you make a successful match but fail to beat the difficulty number, the transmission was received but garbled.

Radio Situation	Difficulty Modifier
Enemy is jamming the frequency	+3
Mountainous country	+2
Under fire	+2
Jungle	+1
Transmitting from a high point	-2
More than 50 feet of antenna	-5

(Body) Running

You can ordinarily run up to 10+twice your Body stat in yards per round without having to make a roll. (You can only attempt suppressive fire, not direct fire, while running.)

If you need to cover more ground than that—up to five times as much—roll Body+Running. If you succeed, you cover the necessary ground in 5-width rounds. If you fail, you lose your footing, fall in the mud, run into an unseen obstruction, or otherwise get left in the lurch and probably in the open. Uneven terrain increases the difficulty of the roll at the GM's discretion.

Example: Sgt. Barris has a Body Stat of 3d and a Running skill of 1d. He can normally cover $10+(2 \times 3)=16$ yards in a round. When he wants to cover a greater distance in a single round, he must roll his Body+Running of 4d. So, let's say he wants to cover 48 yards with a Body+Running roll, and he rolls a 3x1. This means it takes him $5-3=2$ rounds to cover the distance (instead of the 3 rounds it would usually take). If he scored an amazing width of 4, he could cover all 48 yards in a single round. Being shot at is quite a motivator!

(Body) Swimming

Anyone with the Swimming skill can stay afloat and pull himself through the water without difficulty. Under normal circumstances you don't even need to roll; as long as you have the Swimming skill, you just swim.

Under more stressful circumstances you must make a successful Body+Swimming roll. Swimming is usually done in set distances—across a river, to the shore, from one side of a pool to another. The GM should set a number of rolls necessary to cross that distance. As a rule of thumb, a short swim (10 yards or less) should require one Body+Swimming roll, 30 yards or less should require 2 rolls, and 50 yards or more should require 3 rolls. Anything higher than 60 yards should require beating a fixed difficulty number on a single roll.

If you fail any of these rolls, you are dunked, inhale a bit of water, or otherwise sink beneath the waves. Another successful Body+Swimming roll is necessary to resurface and keep swimming. Fail this second roll and you begin to drown (see *GODLIKE*, page 25). Any Body+Swimming roll made while drowning allows you to resurface, provided you don't have very far to sink.

(Brains) Tactics [Jungle]

You are familiar with the theory and application of military tactics in a jungle environment. There are three applications for Tactics [Jungle]: setting up a defensible position, setting up an ambush, and breaking an enemy line.

Setting up a defensible position requires a successful Brains+Tactics (Jungle) roll, which ensures that you make the most of your surroundings and resources to create a defensive position. Setting up a position is measured in hours. It can be done in minutes or even rounds, but each reduction in time adds a difficulty of 2 to the roll (so, to create a defense in minutes is difficulty 2, and in rounds is difficulty 4).

Your successful Tactics [Jungle] roll's height becomes the difficulty number for the enemy commander to beat on his Tactics roll to overcome your position. (If he has no Tactics [Jungle], only Tactics, he may substitute it, but this grants you +2 to your roll's height). Failure indicates he cannot discern or detect your defenses, and your troops get a surprise attack, lasting a number of rounds equal to the amount that his roll failed by, as the enemy regroups. During this period the enemy can only offer up suppressive fire (see *GODLIKE*, page 16), dodge, run, or dive for cover.

If the enemy commander beats your difficulty or you fail your roll, he overcomes your defenses and hits you where you least expect it. Your troops are displaced and can only offer up cover fire, dodge, run, or dive for cover for a number of rounds equal to the amount by which he beat your roll.

Setting up an ambush works as above, except that on a failed Tactics [Jungle] roll on the part of the enemy all enemies present must roll Cool+Mental Stability or run for cover for the number of rounds equal to the amount by which the enemy failed the roll. If the enemy beats your Tactics (Jungle) roll, they do not need to make Mental Stability rolls and can act normally.

Breaking an enemy line works just like setting up a defensible position for an enemy attack on your line—you must overcome the enemy commander's Tactics [Jungle] roll's height as a difficulty number.

The following modifiers affect setting up an ambush or defensive line, but not breaking an enemy line. If the enemy has similar forces, such bonuses are lost.

Tactics [Jungle] Situation	Modifier to a Successful Tactics [Jungle] Roll
60 or more men	+4 (takes a minimum of minutes to direct)
Tank*	+3 (takes a minimum of minutes to direct)
Barbed wire and trenches	+2 (takes a minimum of minutes to string)
Machine guns	+2 (takes a minimum of minutes to assemble)
15 or more men	+1 (takes rounds to direct)
Night	-1
Enemy territory	-2
Surrounded	-3
4 or fewer men	-4

*These are concepts taken in the abstract—multiple tanks or machine guns still offer only a +3 or +2 bonus. They are not cumulative.

Example: Sgt. Barris has 7d in Brains+Tactics [Jungle] and wants to create a defensive position in a matter of minutes with a squad. He rolls a 3x7, beating the 2 difficulty. With his 3 width it takes his men 5-3=2 minutes to set up the line.

If Barris had time, some barbed wire, heavy machine guns, and a tank, and made a 3x7 roll, he could gain +2 to his height for the barbed wire, +2 for the heavy machine guns, and +3 for the tank—giving him a 3x10 roll. To break through such a line with a squad and nothing else would require the enemy to beat a difficulty of 10.

But if the enemy commander had 60 men, a tank, and heavy machine guns, that 3x10 would become a 3x3—the tank and machine guns cancel each other out, and the 60 men subtract 4 from the height of the roll.

(Brains) Telephony

You can wire and use military voice, crank, and battery-operated telephone sets. You know how to run and connect wire and conceal it from enemy eyes.

If you are listening on a line that is being tapped or tampered with and make a successful Telephony skill roll of difficulty 3, you notice the tampering. Beat a difficulty of 6 and you can locate which portion of the line is being tampered with.

(Coordination) Stalk

Stalking is the art of stealthily pursuing a target at enough distance to remain undetected in the jungle, but not far enough to lose him. It is useless in open environments. Stalk is only useful to remain outside of observation range of the target; if you wish to get within firing range, use the Stealth skill instead.

A successful Stalk roll lasts width in hours. If you fail, you give your general location away.

After you stalk a target for width in hours, or you fail your Stalk roll, he may make a Sense+Hearing roll to detect you. If it succeeds, he knows he is being watched, but he cannot locate you unless you also failed your Stalk roll.

Type of Roll	Effect
All high numbers (6 or higher)	Sniper locates an enemy position.
All low numbers (5 or lower)	Sniper passes an enemy position without detecting it.
All matching sets	Sniper gains a clear point of view on an important target; no Stealth roll needed to shoot.
Failed, all odds	Sniper wanders into an enemy position and is discovered.
Failed, all evens	Sniper wanders into the midst of an enemy position but is not discovered. Two consecutive Stealth rolls are necessary to make it away from the enemy location safely.
Failed, all consecutive numbers (1,2,3, etc.)	Sniper is being hunted by a counter-sniper. When the sniper takes his first shot, or fails his first Stalk or Stealth roll, the enemy counter-sniper gets a free 4d Coordination+Rifle shot at the sniper.

(Brains) Survival [Jungle]

You are versed in the arts of jungle survival and can last weeks without a conventional food or water source. On a successful roll you can find edible plants and fruits, kill small animals for consumption, or locate fresh water.

With normal supplies and fresh water, you only need to make one successful roll a week. Without them, you must roll each day.

Those in the jungle without the Survival [Jungle] skill are in bad shape. South Pacific jungles are dangerous places. Anyone without the Survival [Jungle] skill must make a Brains roll daily. Consider the chart below to determine just what awful thing happens to on a failed roll.

Failed Roll	Threat	Effect
A random mix of numbers (high, low, etc.)	Close call!	Lose 1 Will point and barely avoid a deadly jungle effect.
All low (5 or lower)	Vermin	-1d to all actions until treated by a corpsman.
All low and mid-range (1 to 7)	Malaria	-1d to all actions until treated by a corpsman. Shock does not heal while suffering from malaria.
All mid-range (3 to 7)	The rot	2 Shock damage to each leg; all movement is cut in half.
High numbers (6 or higher)	Dysentery	All actions -2d; suffer 1 point of Shock to the torso each day on a failed Body+Endurance or Body+Health roll. This continues until successful treatment.
High numbers in sequence (7,8,9)	Snake!	Suffer a 5d attack that does width in Shock and Killing damage. If the 5d roll fails, the snake misses.

A character without the Survival [Jungle] Skill who is engaged in combat in the jungle must make a successful Cool+Mental Stability roll. If it succeeds, he does not need to make another Cool+Mental Stability roll for width in rounds. If he fails, he loses a point of Will and flees blindly into the jungle.

Example: Poor Cpl. Oppenheimer has hooked up with a group of Marines, and they're under fire on Malawi. Oppenheimer has a Cool+Mental Stability pool of 6d, and he rolls a 3x2, granting him the ability to fight for 3 rounds before he needs to make another Cool+Mental Stability roll. After 3 rounds, Oppenheimer fails his next roll, loses a point of Will, and rushes blindly into the forest, sure the enemy is everywhere.

The Laws of the Jungle

The jungles that fill the tiny dots of land that span the South Pacific are lush, verdant places capable of supporting large amounts of human life. However, the natives in these places usually live on the shorelines, and rarely (if ever) venture into the jungled interior without specific reason.

While some hardy cultures live in the depths of the jungles, few take the danger of their surroundings for granted. Despite the lack of large predatory animals, the interior of a large jungle on a volcanic island is a treacherous place. Few who have not been born there or who have spent many years there truly understand the complexities of jungle life.

Disease

Disease is a huge threat in the jungle. All manner of nasty life-threatening illnesses are just waiting for a healthy young body to infect.

Please note, this list is here for those with the Survival [Jungle] skill who might become infected. Their awareness of jungle disease allows them some degree of protection—and they can become infected only under specific conditions. Those without the Survival [Jungle] Skill should consult the chart on the previous page to determine whether they are infected or not, since they have little or no idea what they are doing.

The Rot

This bacterial infection begins as a rash that slowly spreads to cover anywhere with enough warmth and moisture to feed the infection. It is usually confined to the feet and lower legs, though sometimes—in bad cases—it can spread to the chest, neck and face.

At onset, the victim suffers a single point of Shock to each leg (or in a bad case, 1 point of Shock to the torso as well). The legs and all affected extremities itch intensely, making all skilled movement rolls (such as Stealth, Stalk, and Running) suffer a 1d penalty.

Within a short period of time (from one to five days depending on severity) the affected extremities suffer another 1 point of Shock damage and all movement is cut in half. All skilled movement rolls suffer a 2d penalty.

Only treatment by a corpsman with a Brains+First Aid roll at a difficulty of 3 can cure this condition, taking 5-width days.

Malaria

Malaria is a disease carried by mosquitos that infects the blood. It causes fatigue, general malaise, incapacitating fevers, and weight loss.

Atabrine is a drug that effectively blocks the malarial infection. It is in general supply, although troops in isolated locales often must go without.

Each week without access to Atabrine in a mosquito-rich environment requires a successful Body+Health or Body+Endurance roll. If this roll fails, the subject is infected with malaria.

Malaria is a random disease. Some people suffer few ill effects from it, while others are devastated. Sometimes it grows or shrinks in effect over time and sometimes it is as regular as a clock, occurring time and time again.

To make bookkeeping easy, treat malaria as a general 1d penalty to all actions. In addition, Shock damage suffered while

under the effects of malaria does not heal until treated with a successful Brains+First Aid roll.

Note that although the symptoms of malaria can be treated, medical science in the 1940s could not cure it. If it goes dormant, however, the character no longer suffers its penalties.

Dysentery

Dysentery is an incapacitating illness of the digestive system. It sometimes kills those who suffer from it without treatment.

A character suffering from dysentery suffers a general -2d from all actions, and must make a Body+Endurance or Body+Health roll each day. On a failed roll the character suffers 1 point of Shock to the torso. On a success, this damage stops, and the disease slowly fades away.

A corpsman can easily treat this disease with a Brains+First Aid roll.

Jungle Infection

Infection is a deadly constant in the jungle. If you take more than 1 Killing damage to any hit location and it goes untreated by a corpsman with a successful First Aid roll, you must roll Body+Endurance once per day. On the first failed roll, suffer the damage from the original wound again, but only as Shock damage. If you succeed, the wound is unaffected. If any natural healing occurs (as per the “Getting Better” rules in *GODLIKE*, page 14), the wound has successfully healed and infection no longer occurs.

Example: *Pvt. Morris takes a bullet to the leg for two Killing and two Shock. Unfortunately it goes untreated. The next day, he rolls against his Body+Endurance of 5d and fails to get a match. Infection has set in. He wakes up the next morning with an additional 4 Shock damage to the leg. This renders his leg filled with Killing, and a single point of Shock jumps to his torso. Infection is a dangerous business!*

To stop infection, a corpsman must beat or match the amount of Killing damage in the wound (infection and all) as a difficulty number. On a success, the wound is restored to the original state in 5-width hours. This remaining damage must be healed normally.

If the roll fails, the patient must make a Body+Endurance roll once per day. On a successful roll, no damage is incurred, and 1 point of infection-inflicted Shock is healed. On another failure, the victim suffers one more point of Shock damage.

Jungle Jams!

Guns in the jungle must be cleaned religiously or they degenerate rapidly to the point of uselessness. We could go into complicated charts and dice rolls and such, but we’re going to make things easy for the sake of play.

Each day a weapon goes without a careful cleaning (no roll is necessary, as long as the character in question has at least 1d in the proper weapon skill), the weapon gains a single Jam point. At Jam 10, the weapon is a rusted-out piece of junk—you might as well throw it out, because there’s no way to fix it.

Every time you try to use a poorly maintained weapon, you must roll equal or higher than the Jam points or the gun jams, misfires, or otherwise fails to function properly. A successful Coordination+Firearm skill roll (Pistol, Submachine Gun, Rifle, or Machine Gun) is necessary to clear the jam.

Marine Field Kit

1 Belt with brass buckle, khaki USMC pattern.
1 Utility Cap, Army M1941 pattern.
1 “Daisy May” Cap, fatigue.
1 Utility Coat, camouflage, P1941 pattern.
1 M1 Helmet with khaki straps.
1 Waterproof Helmet Liner.
1 Camouflage Helmet Cover, USMC.
1 pair Leggings, Field P1936, USMC.
1 pair Utility Trousers, P1941.
1 T-Shirt, green.
1 T-Shirt, white.
1 pair “Boondocker” Shoes, service, USMC.
1 Utility Coat, green.
1 Field Jacket, M1941 Army pattern.
1 Bayonet, M1905.
1 Cartridge Belt, M1928.
1 Rifle, M1 Garand.
10 Garand Clips.
1 M1 Garand Cleaning Kit.
1 “Ka-Bar” Fighting Knife.
1 Blanket, USMC.
1 Canteen.
1 Canteen Cup.
1 Mess Kit.
1 Knife, Spoon, and Fork.
1 First Aid Pouch, M1910.
1 Haversack, USMC.
1 M1910 Entrenching Tool.
1 Gas Mask.
1 Gas Mask Bag.
1 Camouflage Poncho, USMC.
1 Shelter Half.
5 Tent Pegs.
1 Folding Wooden Tent Pole.
2 Bandoliers (holding 10 clips each).

Marine Slang

Aye-Aye: Yes.

Boot Camp: A Marine or Naval training facility.

Brig: A prison—from a type of ship used to move prisoners.

Buy the Farm: To die. (Marine and Navy life insurance offered to each individual was enough, in pre-WWI days, to purchase a family farm.)

Cover: A cap, hat, or helmet.

Cut and Run: A naval term for rapidly leaving port—running away, retreating.

Devil Dogs: A nickname given to the 4th Marine Brigade at Belleau Wood in WWI. German soldiers called the Marines *Teufelhunden*, or “devil dogs,” and the name stuck.

Duffel: A Marine’s basic gear, as well as the bag it is stored in. From the Flemish town Duffel, a well-known port.

Gung Ho: Enthusiastic, enterprising, ready for anything. From the Mandarin *Gongye Hezhoushe* or “Industrial Cooperative,” literally “all together,” adapted by Marine Raiders early in the war. The unofficial Marine motto.

Gyrene: A derogatory term for a Marine who does not have his sea-legs. A greenie, beginner, or “landlubber.”

Head: The bathroom on a ship (or, failing that, any bathroom).

Jarhead: A Marine in dress uniform, which makes the wearer look like a mason jar.

Leatherneck: Originally a leather neck-piece designed to prevent a throat wound; later a general term for any Marine.

Pogey-Bait: Candy, contraband, or any illegal substance.

Scuttlebutt: Rumors.

Semper Fi: Semper Fidelis, “Always Faithful,” the official U.S. Marine Corps motto.

Shit on a Shingle: Steak and toast.

Squared Away: Clean, orderly, carefully worked out.

Zero Dark Thirty: Any time after midnight.

Zulu Time: Greenwich Mean Time.



American Weapons in the Pacific

Washington considers the vast Pacific the most effective weapon of all, and though manpower and naval might have been thrown at the Japanese advance in the region, not all equipment and weaponry are available to the American men fighting there. Below are some of the more obscure (and often less-than-desired) weapons found in the American arsenal, as well as specialty vehicles. (For damage information and more information on common American weapons and armor see *GODLIKE*, page 272.)

American Pistols

Although the Smith and Wesson .38 revolver is much more common, some servicemen prefer the greater stopping power of the .45 M1917.

Weapon	Ammo	Capacity	Weight (lbs.)	Range (yds.) Close/Max
Smith and Wesson M1917 Revolver	.45 Inch Ball	6	2.25	18/34

American Rifles

The Johnson M1941 is a rare recoil-actuated rifle fed by an internal drum magazine. It is accurate but not entirely reliable. Only 50,000 were produced, most of which were issued to the U.S. Marines and parachute units.

Weapon	Ammo	Capacity	Weight (lbs.)	Range (yds.) Close/Max
Johnson M1941	.30 Inch (7.62 mm)	10	9	400/3,000

American Submachine Guns

100,000 Reising Model 50s submachine guns were produced and issued to Marines in the South Pacific, despite complaints that the weapon tended to jam.

Weapon	Spray Rating	Ammo	Capacity	Weight (lbs.)	Range (yds.) Close/Max
Reising Model 50	3	.45 Inch	20	7	75/600

American Machine Guns

Recoil-actuated like the Johnson M1941 rifle, the M1941 machine gun is far from reliable, but it has been issued in small numbers to Marines and U.S. Army Rangers.

Weapon	Spray Rating	Ammo	Capacity	Weight (lbs.)	Range (yds.) Close/Max
Johnson M1941 MG	0/2/4	.30 Inch (7.62 mm)	20	14.3	100/875

American Tanks

M3 "Stuart" Light Tank

Armor Ranges: 4.3 to 1.5 cm Heavy Armor Rating: 4 to 1
 Guns: 37 mm cannon (width+5 Killing, Area 3, Penetration 4) and five Browning .30s (width+3 Shock & Killing, Spray 0/1/2).
 Maximum Speed: 36 mph # of Crew: 4
 Weight: 14.25 Tons

M24 "Chaffee" Light Tank

Armor Ranges: 3.8 to 1.2 cm Heavy Armor Rating: 4 to 1
 Guns: 75 mm cannon (width+7 Killing, Area 4+Burn, Penetration 7), Browning .50 (width+4 Shock & Killing, Penetration 1, Spray 1/3), and two Browning .30s (width+3 Shock and Killing, Spray 0/1/2).
 Maximum Speed: 35 mph # of Crew: 5
 Weight: 20.25 Tons

M3 "General Grant" Medium Tank

Armor Ranges: 5 to 1 cm Heavy Armor Rating: 5 to 1
 Guns: 75 mm cannon (width+7 Killing, Area 4+Burn, Penetration 7), 37 mm cannon (width+5 Killing, Area 3, Penetration 4), four Browning .30s (width+3 Shock & Killing, Spray 0/1/2).
 Maximum Speed: 26 mph # of Crew: 6
 Weight: 30 Tons

American Amphibious Vehicles

GMC DKUW "Duck" 6x6 Amphibious Truck

No Armor or Guns
 Maximum Speed: 50 mph (6 mph in water)
 # of Crew: 1 Passengers: 1 troop
 Weight: 7.4 tons

LVT4 Tracked Amphibious Carrier

No Armor
 Guns: One Browning .50 (width+4 Shock & Killing, Penetration 1, Spray 1/3) and one Browning .30 (width+3 Shock & Killing, Spray 0/1/2).
 Maximum Speed: 20 mph (7.5 mph in water)
 # of Crew: 2 Passengers: 7 troops
 Weight: 12.12 tons

Studebaker M29C "Weasel" Amphibious Carrier

No Armor or Guns
 Maximum Speed: 36.5 mph (4 mph in water)
 # of Crew: 1 Passengers: 3 troops
 Weight: 2.4 tons

Japanese Armor and Guns

Though the Japanese war machine is somewhat limited in technical complexity, it has managed to field several types of tanks and amphibious vehicles during the war. These vehicles are often licensed versions of existing western vehicles or entirely new vehicles created by the behind-the-times Japanese war ministry.

Nearly none of the vehicles perform as expected in the harsh environments of the South Pacific and China, and few were in the field—much less in service—after 1943. Those relics that can still be put to use are no match for superior American armor such as the M3 “Stuart” and M24 “Chaffee” light tanks. The rapid development and deployment of the American bazooka has also sounded a death knell for Japanese armor—none of which could withstand this new, cheap technology that puts footsoldiers on a level playing field with tanks.

(For damage and more information on common Japanese weapons and armor see *GODLIKE*, page 272.)

Japanese Self-Propelled Guns

The Japanese were slow to develop self-propelled guns, only producing a single model in small quantities: the Type 4 HO-RO.

Type 4 HO-RO

Armor Ranges: 2.5 to 0 cm
Heavy Armor Rating: 2 to 0
Guns: 150 mm howitzer (Slow 5, width+9 Killing, Penetration 9, Area 9+Burn, Close/Max Range 250/6,452 yards).

Maximum Speed: 24 mph

of Crew: 4

Weight: 15 tons



Type 98 Half-Track Prime Mover “Ko-Hi”

No Armor or Guns

Maximum Speed: 30 mph

of Crew: 1

Passengers: 14 troops

Weight: 5.3 tons

Japanese Light Vehicles

The rugged Type 95 Scout Car and the Type 94 truck were used extensively.

Type 95 Scout Car 4x4 (Kurogane Black Medal)

No Armor or Guns

Maximum Speed: 40 mph

of Crew: 1

Passengers: 3 troops

Weight: 1.2 tons

Japanese Amphibious Vehicles

The Type 2 Ka-Mi was a relatively successful light amphibious tank, largely due to the fact that its fifth crew member was always a mechanic.

Type 2 Ka-Mi Amphibious Tank

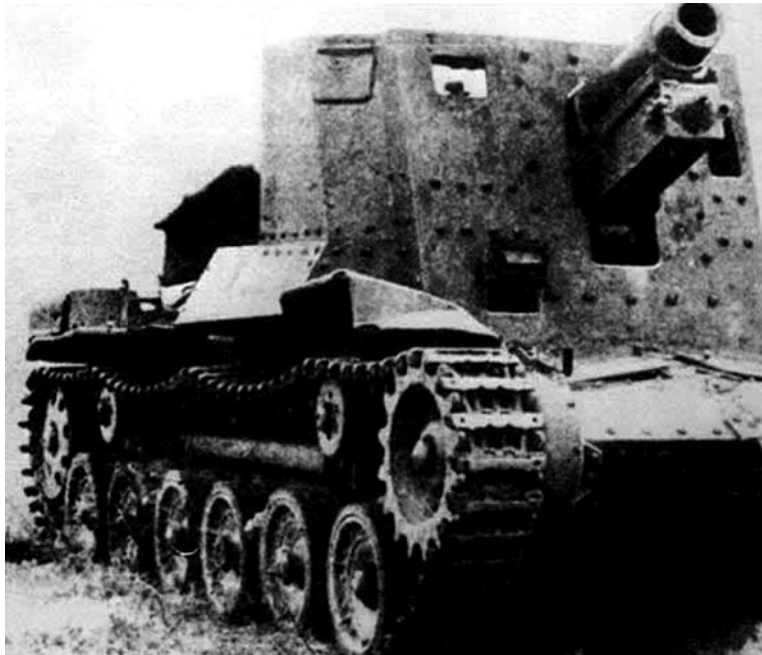
Armor Ranges: 1.5 to .2 cm
Heavy Armor Rating: 1 to 0

Guns: 37 mm cannon (width+5 Killing, Area 3, Penetration 4) and two Model 99 machine guns (width+2 Shock & Killing, Spray 4)

Maximum Speed: 23 mph (6 mph in water)

of Crew: 5

Weight: 10.55 tons



Isuzu Type 94 6-Wheeled Truck

No Armor or Guns

Maximum Speed: 37 mph

of Crew: 1

Passengers: 13 troops

Weight: 5.3 tons

Japanese Motorcycles

The Sankyo R750 was a licensed Harley-Davidson copy poorly suited to rugged terrain.

Sankyo R750 and Sidecar

No Armor or Guns

Maximum Speed: 44 mph

of Crew: 1

Passengers: 1 troop.

Weight: 1,100 lbs.

Japanese Half-Tracks

The Japanese produced few half-tracks, the most common being the Type 98.

Japanese Army Organization

The Japanese Army utilizes a fast and efficient design reminiscent of the German military. Japanese war planners paid careful attention to the development of the German *blitzkrieg* style of war and modified it to suit their own needs. The Japanese Army tends to advance with armor when possible and, failing that, to launch continuous full-frontal assaults to force the enemy to submit due to sheer attrition.

Defensive combat was frowned upon early in the war, and though the Japanese Army has shifted to a defensive stance it has never embraced withdrawal or retreat as a tactic. Instead, it developed a method of defense consisting of carefully constructed gun-pits, tunnels, and cross-firing lines that require a huge expenditure of manpower to penetrate.

The early method was to overwhelm the enemy, and later to bleed the enemy so severely that combat ground to a halt and eventually stopped. Unfortunately for the Japanese, this has proven ineffective. Though huge amounts of men have sometimes been lost by American forces, their superior numbers and weaponry, as well as their resolve to gain revenge on Japan for Pearl Harbor, drove them continuously forward.

By the middle of the war, the concept of a Japanese Army Group was an arbitrary and almost random thing. Depending on location, troop replacement, and availability of equipment, the Army was either adequate or sub-par, and nearly no groups were well provisioned or at full strength. Even worse for the Japanese, General MacArthur's Operation CARTWHEEL bypassed and cut off Japanese Armies, starving them into submission instead of confronting their carefully constructed defenses.

Note that these listings are based on actual reports, not paper listings for so-called "strengthened" divisions—which are largely a myth in the field.

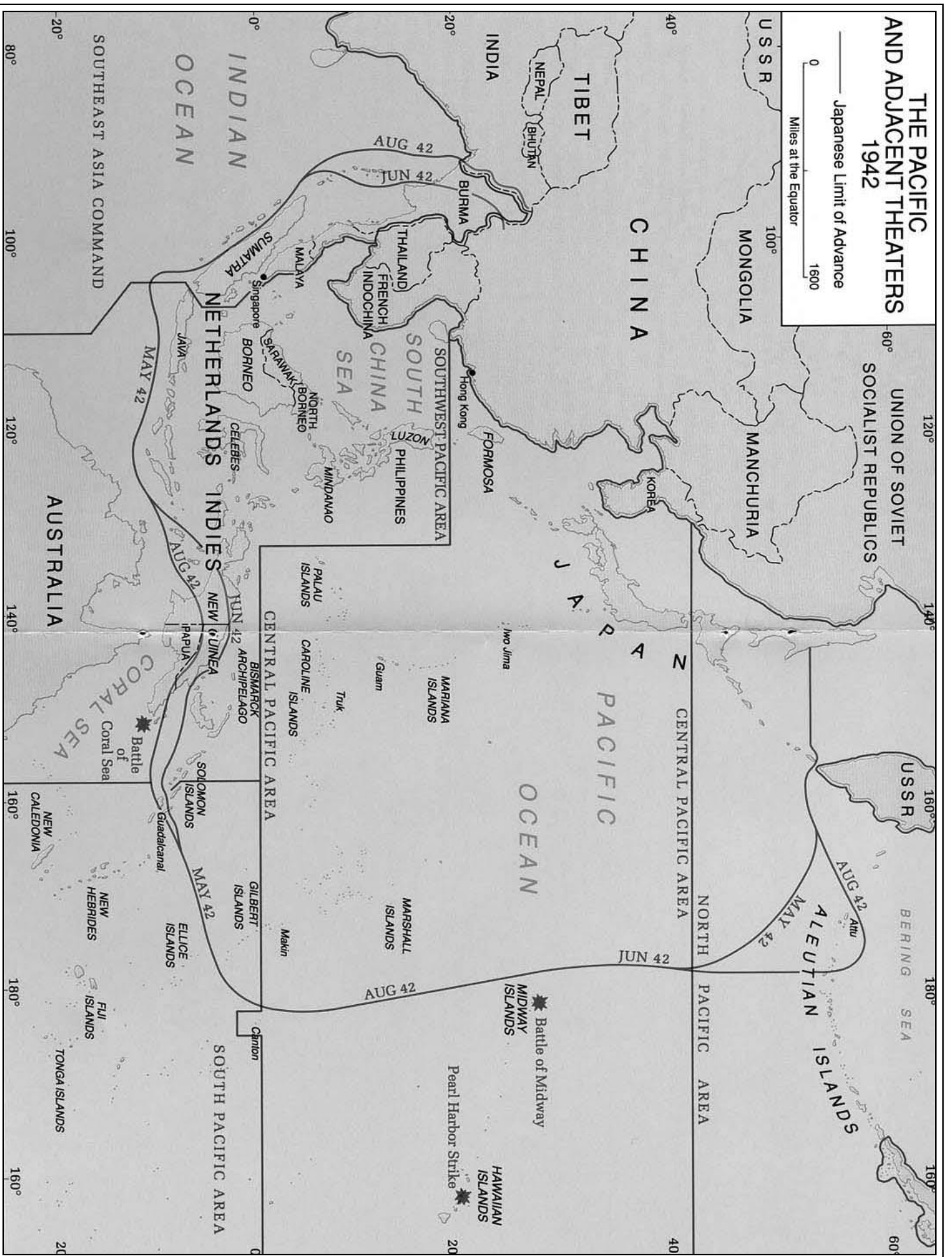
Division Designation	Commander Rank	Sections	Armor	Anti-Tank Guns	Number of Men
Division Headquarters	Lieutenant-General	2	-	-	300
Infantry Division	Major-General	17	20 Light and 48 Medium Tanks	-	9,000+
Armored Division	Major-General	5	1,400 Tracked Vehicles	(18) 47 mm cannons, (16) 20 mm guns	13,000
Cavalry Regiment	Colonel	3	-	(4) 20 mm guns, (2) 37 mm cannons, (6) anti-tank rifles	2,000+
Reconnaissance Regiment	Colonel	4	-	(4) 37 mm cannons	2,000+
Cavalry Brigade Tank Unit	Colonel	2	36 Light Tanks	-	2,000+
Mixed Brigade Tank Unit	Colonel	3	26 Medium Tanks, 65 Light Tanks	-	2,000+
Cavalry Brigade Anti-Tank Unit	Colonel	3	-	(2) 37 mm cannons, (4) 47 mm cannons	1,000+
Tank Regiment	Colonel	5	95 Light Tanks	-	850
Infantry Regiment	Colonel	5	-	(4) 37 mm cannons, (2) anti-tank rifles	130
Infantry Battalion	Major	2	-	(4) 37 mm cannons, (8) anti-tank rifles	80
Battalion Gun Company	Captain	4	-	(14) anti-tank rifles	96
Parachute Battalion	Captain	3	-	(9) anti-tank rifles	700
Independent Anti-Tank Battalion	Captain	4	-	(8) 37 mm cannons, (5) 47 mm cannons	250+
Independent Tank Company	First Lieutenant	2	5 Light or Medium Tanks	-	60+
Independent Armored Car Company	First Lieutenant	2	20 Armored Cars or Tracked Vehicles	-	130
Approximate Total	16 officers	68	1,715	110	~33,596

THE PACIFIC AND ADJACENT THEATERS 1942

Japanese Limit of Advance

0 1600

Miles at the Equator



USMC SIS Personnel Sheet

Name/Alias: _____

Sex: _____ Nation/Ethnicity: _____ Ht: _____ Wt: _____

Age: _____ **Date of Birth:** _____ **Date of Manifestation:** _____

Rank: _____ SIS#: _____

Motivation: _____

Brains ☐

Body ☐

Command

Coordination ☐

Cool ☐

Sense ☐

Base Will 05 10

□ □ □ □ □ **15** □ □ □ □ □ **20** □ □ □ □ □ **25** □ □ □ □ □ **30**

□□□□□**35**□□□□□**40**□□□□□**45**□□□□□**50**

[illegible][illegible]

TALENTS	Dice	Hard	Wiggle	Spent	TALENTS (CONT'D)	Dice	Hard	Wiggle	Spent
_____	_____	• _____	• _____	/ _____	_____	_____	• _____	• _____	/ _____
_____	_____	• _____	• _____	/ _____	_____	_____	• _____	• _____	/ _____
_____	_____	• _____	• _____	/ _____	_____	_____	• _____	• _____	/ _____
_____	_____	• _____	• _____	/ _____	_____	_____	• _____	• _____	/ _____
_____	_____	• _____	• _____	/ _____	_____	_____	• _____	• _____	/ _____

TALENTS (CONT'D)	Dice	Hard	Wiggle	Spent
_____	_____	• _____	• _____	/ _____
_____	_____	• _____	• _____	/ _____
_____	_____	• _____	• _____	/ _____
_____	_____	• _____	• _____	/ _____
_____	_____	• _____	• _____	/ _____

HAND-TO-HAND	Stat / Skill	Dice Pool	Damage
_____	___ / ___	_____	_____
_____	___ / ___	_____	_____
_____	___ / ___	_____	_____
_____	___ / ___	_____	_____
_____	___ / ___	_____	_____

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