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WEIRDOWARS

WEIRD WAR II





ISLAND OF DREAMS

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THE MISSION

“When this war is over, the Japanese language will be spoken only in hell.”

— Admiral Bill Halsey

INTRODUCTION

During the brutal Pacific Island campaign, two battalions of Marines are charged with wresting a small, mist-shrouded tropical island from the Japanese. Unfortunately, more than enemy troops lurk in the dark jungle. The Japanese occupiers have unknowingly released an ancient demon from its prison. The Corpse Taker, as it is known, is an entity of dreams and shadows that creates its physical body from pieces of the dead. Shortly after the Marines land, the Corpse Taker envelopes the island in a dense fog that cuts off both the Americans and Japanese from the outside world. The heroes' company soon becomes separated from the rest of its battalion, and they find themselves trapped on the island with enemies on all sides. Unless the Marines can find new allies in the least likely of places and find a way to slay the demon, they will perish—their souls consumed by the Corpse Taker.

OPERATION CARTWHEEL AND PLATOK ISLAND

Operation Cartwheel was devised by Allied planners to isolate and neutralize the Japanese base at Rabaul, New Britain, one of the largest and most strategically important bases in the Pacific. Rather than attack it directly, Cartwheel would surround Rabaul with a ring of Allied air bases and harbors, rendering it useless to the Japanese. As part of this operation, the 2nd and 3rd Battalions of the 1st Marine Regiment are charged with taking Platok Island.

Platok Island is a small tropical island northeast of Papua New Guinea, near New Britain. Slightly crescent shaped and opening southward, it is approximately 50 miles long east to west, and 15 miles wide north to south. The Langu Mountains form a ridge that runs through the length of the island. Platok Bay is on the southwest corner of the island and opens westward. The Aussies call it “Bloody Bay” because of its red-tinted waters, a feature caused by the red clay mud washed into it from one of the island's largest rivers. A Japanese airstrip surrounded by a mangrove swamp lies on the northwest corner of the island.

AMERICAN MARINES

This adventure was designed with American Marines in mind. Read *Semper Fi! Do or Die!* to your players to get their creative juices flowing, then use Character Creation to help them create their characters. Additional information about creating American Marines can be found in *Weird War Two* in **Chapter One: Characters**.

RANK AND FILE

The players characters are members of 2nd Battalion 1st Marines Regiment (2/1 Marines), also known as “The Professionals.” Specifically, they are in the 2nd Rifle Squad, 2nd Rifle Platoon, Foxtrot Company. For more information on how the 2/1 Marines are organized, see the organizational chart on page 33.

SEMPER FI! DO OR DIE!

A few years back the Japs had the nerve to attack American soil. You and your brothers-in-arms are going to show them why you don't bait sleeping bears, or in this case, eagles.

You joined the Marine Corps because you heard they were the toughest, meanest, most elite fighting force in the great US of A. And you were right. Boot might have been hell, but it taught you discipline, spirit, brotherhood, and—oh yeah—how to kill. They slotted you for infantry and sent you to combat school because basic just ain't good enough for the Marine Corps. If it ain't good enough for the Corps, it ain't good enough for you!

You shipped out and hitched up with 2nd Battalion, 1st Marines, a.k.a. The Professionals. They put you in the 2nd Rifle Squad, 2nd Rifle Platoon, Foxtrot Company.

In August of '42, you and about 60,000 other troops—Americans, Aussies, and Brits—landed on Guadalcanal. You took most of the island pretty fast, but the Japs didn't let it go lightly. They sent in waves of reinforcements and, before the end, you saw more than your fair share of blood and carnage.

Since then you've had a little R&R and your battalion has been reinforced. You're an “old salt” now and the green Marines they've slapped onto your unit are gung-ho for a battle of their own. They have no idea what they're askin' for.

You've been to Hell and back. But when they ask you, you know you'll go again. This time, the little piece of Hell is an island called Platok, and it's part of something called Operation Cartwheel. None of that matters to you though. You do what they tell you. And when they tell you to make a beachhead on Hell, you do it. You do it, because you're an American! You do it because you're a Marine! Semper Fi! Do or Die!

This adventure was designed with Seasoned characters in mind. It can be easily scaled up or down if your players wish to play preexisting characters or new characters of a higher or lower level of experience.

While some of the chapters in this adventure are designed for company-sized units or larger, most of the action centers on a single rifle squad. It is possible to attach non-infantry characters to the squad. In fact, it is recommended in a couple of cases. However, most of the characters are expected to be traditional US Marine infantrymen, especially at the very beginning of the adventure.

It's recommended that the heroes include the following:

Platoon Leader: In order to give the players a chance to participate in the decisions that will rule their fate, we recommend one player create an officer to play the Platoon Leader (a Second Lieutenant).

Squad Leader: For similar reasons, we recommend one player create an NCO (a Sergeant) to head up one of the rifle squads.

Navy Corpsman: A Navy Corpsman should be assigned to the heroes' rifle squad. Though an Extra could serve this purpose, it makes sense for this character to be a player character, if only for the bennies. Create a Navy Corpsman Wild Card by using the rules for the Navy Basic Training in *Weird War Two* and the Medic MOS package from the Army and Marines in *Weird War Two*. Navy Corpsmen Extras can be found in this book on page 24.

One or more Marine Privates: The rest of the players should run Marine Privates in this same rifle squad. Remember, each Marine rifle squad typically has three M1918 Browning Automatic Rifles (BARs). Surely, one of the players will want to run a Marine wielding this beast.

Flesh out the rifle squad with Extras: Use the US Marine Corps Infantry Extra listed on page 24 to flesh out the rest of the Squad. A fully equipped Marine Corps rifle squad typically had 13 members including its Squad Leader. These 13 are further divided into three Fire Teams of four men each.

Although the adventure begins with a typical Marine rifle squad, in the event that a character dies, it might be interesting to allow the player to introduce a different sort of hero. Several Navy crewmen are also marooned on the island when their amtracs are hit, and one of these Sailors might make an interesting character. A native scout and guide, perhaps one who speaks English because he was educated by missionaries, might also make an interesting hero. The latter chapters of this adventure even offer a unique opportunity to play a Japanese character.

Now that we have explained the sort of heroes involved in this adventure, feel free to modify the party to suit your players' tastes. This campaign can be easily adapted to many different types of characters. Alternate parties could be composed of Australian or American Army troops. Heroes could also be the crew of an Allied bomber that gets shot down and has to crash onto the island, or the crew of a PT Boat that sinks nearby, marooning the sailors on the island.

Likewise, although this adventure was written with a rifle platoon in mind, it can easily be adapted for a machinegun platoon or mortar section. (Though, admittedly, the omnipresent fog would make playing a mortar section frustrating at times).



ORDER OF BATTLE

As the adventure runs, the 2nd Rifle Squad and the 2nd Platoon will take casualties. In fact, because the 2/1 Marines and the 3/1 Marines are cut off from the outside world, the battalions as a whole will not be reinforced. At times, the companies may reorganize by combining understrength platoons to bring the new units back up to a functional strength.

Furthermore, at the beginning of **Part 2: Destination Isolation**, Foxtrot Company loses contact with the rest of the 2/1 Marines. Though it is written that they reconnect with other parts of the battalion in Chapter 4: The Longest Night, they may occasionally stumble onto small units of Marines from the 3rd Battalion. These small groups can be absorbed by Foxtrot Company, providing a way to keep Foxtrot Company's numbers from dwindling too far while allowing the War Master the opportunity to introduce new characters as original ones are lost to the horrors of the Weird Wars.

While most of the encounters involve the characters' rifle squad, others focus on their whole platoon. One encounter is even designed as a Mass Battle, and several others could be redesigned as such if the War Master desires. For ease of use, the intended unit size is given at the top of each encounter. The rest of the company or battalion might be present or nearby, but the action focuses on the specified unit size. If the players seem to prefer smaller or larger encounters, feel free to adjust them accordingly.

THE JAPANESE

The island of Platok is occupied by the 3rd Battalion, 54th Infantry Regiment, 17th Division of the Imperial Japanese Army. What that means to the Marines is there are roughly 1,000 Japanese soldiers trying their best to put them in an early grave.

The Japanese fight to the last man with every weapon at their disposal. During the day, they hunker down in cunningly designed bunker complexes that allow them to cover large kill zones with machinegun and artillery fire. They shoot everything that moves and have no compassion for enemy wounded or those trying to rescue them. At night, they send infiltrators to sneak through the U.S. lines. These infiltrators often target command tents and foxholes containing heavy weapons. The Japanese fight with a ruthlessness and commitment that baffles the Americans. They are skilled, seasoned, and they don't surrender.

THE ISLANDERS

The islanders are of Polynesian decent, with medium brown skin, straight dark hair, dark almond-shaped eyes, and broad facial features. Tattoos and intentional scarring are common forms of body art and are symbolic of events in each person's history.

They speak an obscure language of the Polynesian family. Realistically, it is unlikely any of the Americans speak this language. Communication will be addressed more specifically later in the adventure. If one of the players wants to create a character with a language appropriate to the adventure, he could take Knowledge (Tok Pisin). Tok Pisin is the pidgin language of New Guinea. It is plausible some of the islanders of both tribes speak Tok Pisin, even though it is not their native tongue.

Although the islanders were once part of the same people, they split many generations ago into two tribes: the Ngo Platok and the Ngo Plangmar.

NGO PLATOK

The Ngo Platok are the original tribe of the island, having lived there unchanged for thousands of years. Their lives are simple, and consist of cultivating small gardens, keeping pigs, and fishing the bay and sea. They are a peace loving people (though they fight the Ngo Plangmar when they need to) who have somehow avoided being converted to Christianity or Islam. They believe all things have spirits, not just humans. They pay their respects to the spirits of the animals, the rocks, the trees, the sea, the mountains, and the sky. The most important spirit, however, is Hun Ango Platok, the spirit of the island and the protector of the Ngo Platok village.

NGO PLANGMAR

Many generations ago, the Ngo Plangmar split from the Ngo Platok, lured away by the Corpse Taker. They are savage and warlike, and believe they gain some of the spiritual power of the living things they eat. While some power is to be had from the spirits of pigs and fish, humans—especially powerful humans—provide the most.

THE CORPSE TAKER

The Corpse Taker is an ancient spirit of evil, a demon of dream and shadow, summoned long ago by an ancient race that preceded the current inhabitants of the island. When the ancestors of the Ngo Platok arrived on the island, they imprisoned the demon with the aid of Hun Ango Platok.

Unfortunately, even imprisoned, the Corpse Taker was able to influence the outside world, subtly influencing the dreams of some of the islanders. They worshipped this dark vision, practiced cannibalism, and became the Ngo Plangmar.

The demon was not freed, however, until the Japanese broke the seal of its prison. Once free, it began collecting bodies to build its first vessel and souls to build its strength. By the time the Marines land on Platok, the Corpse Taker is strong enough to summon the Fog of Nightmares.

THE FOG OF NIGHTMARES

The Corpse Taker summons a fog that forms as the first wave of American Marines assault the island. This supernatural fog cloaks the island throughout the adventure, confounding both the Americans and the Japanese.

The fog isolates Platok Island. It prevents all radio transmissions and scrambles radar returns. The fog also causes compasses to point in random directions, sometimes spinning their needles like pinwheels. This means neither American nor Japanese ships or planes can provide supplies or reinforcements. There is no way to communicate with or travel to or from the island.

Because it so severely limits visibility and confounds compasses, navigating in the fog is nearly impossible. This is a tool the WM can use to isolate the Marines and lead them into trouble. Regardless of what their maps say should be in a given area, the difficulties of navigating in the fog allows them to wind up somewhere that keeps the story exciting.

If the WM does not need to lead the heroes to a particular site, and one of the heroes took the Knowledge (Navigation) skill as introduced in Weird War Two on page 17, the hero's skill rolls suffer a -4 modifier. One of the heroes must make this roll once a day anytime their squad is travelling alone and away from a road,


coastline, or terrain feature that is easy to follow. They may make an additional roll at a reduced penalty of -2 anytime they come to a landmark indicated on their map. If they fail this roll, they are lost. Depending on where they get lost, you might find it appropriate to run an encounter or chapter of your own design.

The fog also unnerves those within it. It creates strange shadows and alters sound. People often disappear in the fog—sometimes entire units disappear in the fog. Some return, some don't.

Lastly, the dense fog makes long range artillery useless and severely limits the usefulness of mortars.

The density of the fog varies from chapter to chapter, and sometimes from encounter to encounter. It is usually predetermined and listed at the top of each encounter, under the recommended unit size. For any encounters the War Master creates, either arbitrarily select a visibility between 30' (5") and 300' (50") or roll 1d10 and multiply the result by 30' (5").





THE VEIL OF TEARS

"In war, you win or lose, live or die - and the difference is an eyelash."

— General Douglas MacArthur

The American strategy for taking Platok begins with the Marines landing on a beach on the island's northeast corner. The 3/1 Marines land on the eastern half of the beach, while the 2/1 Marines land on the western half. From there, the 3/1 Marines are supposed to circle the eastern tip of the island then work their way from east to west, sweeping the area between the Langu Mountains and the island's southern coast. The 2/1 Marines are supposed to work from east to west as well, sweeping the area between the mountain range and Platok's northern coast.

No strategy survives contact with the enemy, and this is doubly true with the cursed fog cloaking the island.

The fight to land on the island is fierce. The fog makes it impossible for the Americans to get artillery or air support. Because the Japanese already have their artillery zeroed in on the beach, however, they are able to pound it mercilessly. The Marines must clear the beach while dodging artillery and machinegun fire, regroup, then repulse the Japanese counterattack. After surviving this, the heroes' unit is called upon to eliminate an enemy bunker that has been ripping American Marines to shreds with machinegun fire.

CHAPTER 1: THE LANDING

Unit Size: Rifle Squad

Visibility: 60' (10")

Your gut is twisted with a combination of terror and seasickness as your amtrac bobs and pitches in the sea, all to the whistling sound and thunder of Japanese artillery. Finally, the amphibious landing craft hits the beach and begins driving up the sand. Suddenly an explosion rocks the amtrac. Sand stings your skin, your ears ring, and the vehicle lurches to a stop. You look up to see the front of the amtrac a twisted mass of metal. This must be your stop.

The beach is about 180' (30") wide from the water to the brushy sand dunes, and counts as Difficult Ground due to the loose sand. The fog is thick, limiting visibility for both sides. While the Americans can't see the Japanese, the Japanese can't see the Americans either. They are depending on pre-sighted artillery and machineguns to rake the beach.

At the end of each Round, determine the random placement of three Medium Burst Templates. To do this, first choose a point of origin roughly in the center of the heroes' rifle squad. Second, roll d12 and interpret it like a clock facing to determine the direction

from the point of origin. Third, place the template 1d20" away from the point of origin. Repeat the second and third steps two more times, so that each template is placed.

The first template is an HE artillery shell. Any Marines under that template take 4d8 damage. The other two templates are machinegun fire. Treat these as suppressive fire as the Japanese are unable to see their targets through the fog, causing 2d8-1 damage to those who are hit.

Remember that after an HE artillery shell hits the beach, it leaves behind a Small Burst-sized crater. Some of the Marines may get the idea of using these craters as cover.

Give the Marines two rounds to move off the amtrac (which should take up a 3" x 8" space on your battle map). Between the second and third rounds, a second amtrac pulls up onto the beach nearby and takes a direct hit with an artillery shell. Of the amtrac's 24 Marines and six crew, only 12 survive. Of those, four are unwounded, four are Incapacitated and immobile, and four are Walking Wounded. All are Shaken. One of the survivors yells "Help! We've been hit! Help me get my buddies out of here!"

Obviously, it is up to the players to decide what they do. Reward them with a benny each if they get their fellow Marines off the beach.

The dunes and brush at the edge of the beach provide the Marines with light cover, and most of the artillery and machinegun fire is focused on the beach. Once the Marines make it to this spot, they are relatively safe for a short time. Foxtrot Company forms up then, but has already lost a quarter of its troops.

THE ADVANCE

After the Navy Corpsmen have a chance to patch up the wounded, the Company Commander orders all three rifle platoons to form a skirmish line. The company is to sweep south, clearing out the enemy until they reach a dirt road about half a mile inland. From there, Foxtrot Company is to link up with Echo and Golf Companies.

2nd Rifle Platoon is on the left flank (eastern most) of the company and 2nd Rifle Squad is right in the middle of it. The squads are just far enough apart that they must deal with enemy troops on their own. If the heroes' squad has fewer than 10 Marines due to the previous action, reinforce them with Extras split off from one of the other rifle squads until they number at least 10. (Basically, the Platoon Leader is forced to reorganize the Marines from the three squads into two in order to keep the units operational).

THE JAPANESE FRONTLINE

The terrain is pocked with artillery craters and marked with scattered scrub brush. The bodies of American Marines and Japanese infantry litter the ground. The air is acrid with the smoke of gunpowder. As the heroes' squad approaches the first Japanese defensive position, they must deal with two sandbagged foxholes 24' (4") in diameter, 60' (10") apart, and connected by a 6' (1") wide trench. There are six Japanese Infantry dug in here. They are manning two Model 96 machineguns, one in each foxhole.

- **IJA Infantry:** 4 x Arisaka Model 99s with bayonet, 2 x Type 96 MGs, two grenades each.

THE FIRST WAVE COUNTERATTACK

After the heroes take the foxholes, the Japanese try to retake them. The Marines can hear gunfire down the line from them, so they know the whole position is being attacked. During the first wave, they only encounter eight Japanese Infantry.

- **IJA Infantry:** 7 x Arisaka Model 99s with bayonet, One grenade each.
- **IJA Officer:** 1 x Nambu 94 pistol and two grenades.

THE SECOND WAVE COUNTERATTACK

After the first attack there is a lull in the action. Let the players decide whether to wait for another counterattack or to continue moving forward. Whatever the decision, a second wave of infantry

soon attacks. This time the heroes must handle 12 Japanese Infantry who attack their sector.

- **IJA Infantry:** 11 x Arisaka Model 99s with bayonet, one grenade each.
- **IJA Officer:** 1 x Nambu 94 Pistol, Arisaka Model 99 with bayonet.

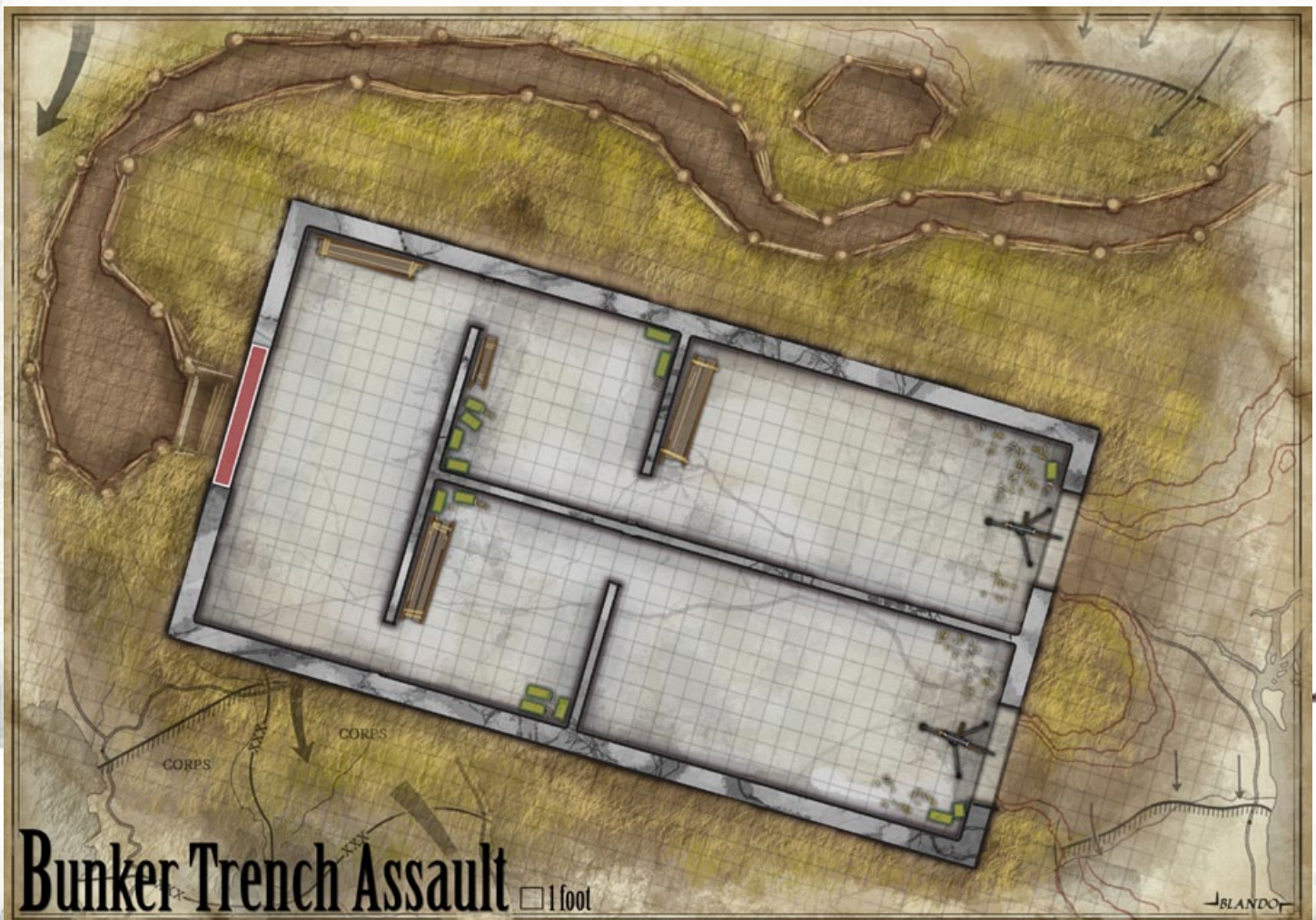
NO REST FOR THE WEARY

After the second counterattack, the Marines make it to the road without further opposition. They get only a short chance to rest, however, before they are called to action again as a runner from HQ.

A bunker is situated on a hill overlooking the road to the west (right) of the heroes. The gunners in it have pinned down 1st Platoon as it moved up the center of the sweeping action. The heroes are ordered to move into the area south of the road and work their way west in an attempt to flank the bunker and clear out its defenders.

THE TRENCH

A trench cuts its way between some hills and passes behind the bunker. The flank of this trench is protected by a machinegun in a foxhole dug into a neighboring hill. If the heroes assault the flank directly, they will have to deal with fire from both the infantry in the trench and the machinegun foxhole. If the heroes circle and approach by stealth, they may be able to take out the foxhole and its machinegun with a well placed grenade.



- **IJA Infantry:** 19 x Arisaka Model 99s with bayonet, 1 x Type 96 MGs, one grenade each.
- **IJA Officer:** 1 x Nambu 94 Pistol, Arisaka Model 99 with bayonet.

Once they control the trench, the Marines can assault the bunker. The trench zigzags up to the bunker's only entrance at the building's rear, which is guarded by five Japanese Infantry.

- **IJA Infantry:** 4 x Arisaka Model 99s with bayonet, one grenade each.
- **IJA Officer:** 1 x Nambu 94 pistol and two grenades.

THE BUNKER

The bunker's outside walls are made of foot thick, steel reinforced concrete, giving the defenders an Armor Value of 10, with the gun slits causing all shots directed at those inside to be at -6. The bunker itself is cunningly designed with five rooms, each protected from the others with walls of six inches of reinforced concrete. The doors from one room to the next are narrow and short, making it easy for defenders to take cover while shooting at attackers.

The entrance room is flanked by two doorways. Each doorway leads to a small room with ammo. Those rooms, in turn, lead to the two forward facing rooms with the gun slits through which the Japanese shoot their machineguns. The two machinegun rooms are adjoined by another narrow doorway.

A single vent with an angled steel cowl to prevent grenades or other ordinance from entering the bunker sits in the center of the bunker's roof. Immediately below the vent is a steel reinforced concrete "basket" for catching grenades and ordinance should attackers remove the vent's steel cowl. The air passages from the vent to the bunker's rooms are above the basket. They are positioned in such a way as to make it very difficult to get a grenade into the vulnerable parts of the bunker through the vent.

There are six more Japanese Infantry in the bunker itself, three manning each of the bunker's two machinegun ports. Dislodging the bunker's defenders can be dangerous and arduous. If the heroes thought to commandeer a flamethrower for this mission, it proves very useful! The flames can snake through the entrance and doorways to cook much of the bunker from a short distance away, and flamethrowers ignore armor, so the pillbox gives no protection to its defenders from the burning fuel.

- **IJA Infantry:** 4 x Arisaka Model 99s with bayonet, 2 x Type 96 MGs, two grenades each.

AFTERMATH

The 2nd Rifle Squad and the rest of 2nd Platoon now have a chance to lick their wounds, eat their rations, and, most importantly, count heads. Of the 44 marines who left their ships that morning bound for the beach, ten, including 2nd Platoon's Platoon Sergeant (unless one of the players chose to play the Platoon Sergeant) were killed when their amtrac was hit. Add to that any Extras that got killed or incapacitated during the heroes' subsequent advances and the remainder are the survivors of 2nd Rifle Platoon.





DESTINATION ISOLATION

“In the absence of orders, go find something and kill it.”

– Field Marshal Erwin Rommel

The following four chapters take the Marines from their beachhead to the Japanese airfield, the ultimate objective of their original mission. In the process, they learn that they are trapped on the island and that there is more lurking in the jungle mists than the Japanese.

You can expand length of this adventure by using the encounters for the Pacific Theater of Operations or the Mission Generator, both in *Weird War Two*. For a shorter experience, a couple of the chapters in this section can either be skipped entirely or trimmed of an encounter or two without unduly disrupting the overall storyline.

SITUATION BRIEFING

All of the officers and NCOs of Foxtrot Company are summoned by runners to a company briefing convened in a hastily erected command tent in a clearing near the dirt road. Leading the briefing is the Executive Officer (XO), 1st Lieutenant Herald. The company's CO, Captain Marshall, is absent, as well as 3rd Platoon's leader, 2nd Lieutenant Smith. Likewise, only 12 of the company's 17 NCOs are present. (For the sake of participating in this encounter, let the players whose characters haven't been invited to this briefing speak on behalf of one of the other NCOs present. It's unnecessary to actually create stats for these characters, though names might prove useful).

The Executive Officer is in over his head and he knows it. Although he excelled academically at the Naval Academy, he has no combat experience prior to landing on Platok Island. If he has a virtue, it's that he doesn't overestimate his own ability. He is more than willing to listen to his subordinates and earnestly tries to make the right decision. Unfortunately, his lack of self confidence means he tries overly hard to obtain a group consensus and doesn't trust his own judgment enough.

The company's XO, 1st Lieutenant Jim Herald, is pacing nervously. He avoids eye contact until a minute or two after everyone has arrived. Finally he looks up with watery eyes. “As some of you already know, Captain Marshall is dead. He was hit during the last push. Unfortunately, that isn't the half of it.”

“The radios aren't working. It's all static. Something about the mountains and this damnedable weather. Furthermore, the runners we sent to communicate with the rest of the battalion haven't returned yet. They should have. We've sent out a couple patrols too. They haven't come back either, and I won't waste anymore time or men on it.”

“It looks like we're on our own for now.”

“I have this sketch of our Area of Operations. The actual map was on Captain Marshall and...well, I've got this sketch I made back on the ship during the battalion brief. Our battalion is responsible for the northern half of the island. That's the area between the mountain range and the northern coast. As we work our way west, we are going to clear a bunker complex here, clear the northern highway, then take out the enemy emplacement on this mountain spur. For the finale, we link up with 3rd Battalion and assault the airfield and compound here.”

“We are going to assume that the rest of the Professionals are having trouble in this fog too. As they are following the same orders we are, hopefully we will find them at one of these objectives”

“Any questions?”

At this point show your players the sketched map provided on page 34. Let the players ask questions and make suggestions in their roles as officers and NCOs.

The following is a list of the map objectives and how they connect to the next four chapters.

- **A) Clear Bunker Complex:** This is the bunker complex described in **Chapter 2: The Cave of Omens**.
- **B) Clear North Highway and Surrounding Jungle:** In the process of clearing the north highway, the Marines come to a bridge crossing a ravine. Run **Chapter 3: The Red Ravine**.
- **C) Clear Enemy Emplacement:** This is the heavily fortified Japanese position described in **Chapter 4: The Longest Night**.
- **D) Destroy Airstrip and Depot:** This is the airstrip described in **Chapter 5: Making Friends**. Enroute to this airstrip the Marines discover the Ngo Platok village which opens up the chapter.

Foxtrot Company is on its own. It is unable to locate or communicate with the other companies of the 2/1 Marines or any part of the 3/1 Marines. As the adventure progresses, they will locate other Marine units, but for the immediate future, they must fend for themselves.

HOW ABOUT WE ALL GO BACK?

If the Marines insist on going back to the beach the Lieutenant agrees in the hopes of reconnecting with the rest of the battalion. They find an eerily quiet scene of devastation. The fog rolls off the ocean, and the waves lap at the beach, rolling bodies and smashed equipment in the surf. There is no sign of the support forces that usually land during the second wave, although a small number of

crates containing ammo, rations, and first aid supplies litter the beach. Shattered landing craft and amtracs are strewn across the beach.

Some heroes may decide to check the many bodies that lay scattered about the beach. If a hero succeeds a Notice (-2) roll, he realizes many of the bodies are missing parts. While this is not unusual on a battlefield, a closer examination and a Healing (-2) check reveals that the parts look as if they were ripped off the bodies and not shot or blown away as expected. Extra weapons and ammo can be scavenged from the dead (enough to bring the Ammo level of the unit to Very High).

Foxtrot Company is marooned. Not only are all the amtracs either missing or disabled, but if the company were to work its way to the Japanese harbor, they would find most of the ships have fled and those that remain have been sunk.

CHAPTER 2: THE CAVE OF OMENS

Unit Size: Rifle Squad

Visibility: 270' (45")

Objective A: Clear Bunker Complex.

A Japanese unit is holed up in a series of natural caverns. Flushing out the Japanese requires the rifle squad to work room by room through intense close quarters combat. Eventually, the Marines come to a large ceremonial chamber filled with ominous carvings where they discover the seal of an ancient crypt has been broken.

HIT THE DECK!

The company stumbles upon a group of three machinegun bunkers in the side of the mountain range. The bunkers overlook a small valley with a stream running down the center. They are also very well camouflaged. Unless they make a Notice roll at -4, the Americans are unaware of the Japanese until after they open fire, forcing them to take cover in the stream bed. The Japanese gunners target anyone who pokes their head up, making it very difficult for the Americans to get a bead on them.

As the heroes take cover, a successful Notice roll reveals several bodies caught on a log lying further down the stream. On closer inspection, the heroes see the bodies are those of dead US Marines. The bodies have been mutilated beyond reason. One Marine's abdomen has been cut open, his entrails pulled out like spaghetti. Another has been partially skinned, while another has had his genitals cut off and stuffed into his mouth.

Any Marine who fought in the Battle of Guadalcanal has seen this sort of mutilation before, but it's the sort of thing one just doesn't get used to. Everyone who lays eyes on these horrors must make a Spirit roll or be nauseated. A nauseated character gains one level of Fatigue for 2d4 hours.

The heroes' squad is given a small satchel charge (3/6/12, 4d6, 2lbs, Heavy Weapon, Large Burst Template) and are ordered to knock out one of the bunkers at whatever cost. The fog is thin here, which gives the machineguns a better field of fire, but it also allows the characters to plan out their approach.



The area in front of the bunkers is clear of trees, but there are three thick patches of underbrush and boulders. The heroes must move from cover to cover while the Japanese try to mow them down with their machine guns. The area of cover closest to the bunkers allows the squad to approach the westernmost bunker from the side, out of the field of fire of all three bunkers' loopholes. Furthermore, it is only 65 feet (12") from the western-most bunker. The Japanese see the Marines coming, however, and they will defend the external entrance fiercely, even moving the machine gun if they must.

Clearing the first bunker also grants the squad an entrance into the bunker complex and the network of supporting caves. They are ordered to clear the other bunkers and the caves, and to return with any intelligence they find. Once all three bunkers are taken out, the rest of the company will hold the entrances.

THE BUNKERS

There are three bunkers, each with four rooms that divide it into quarters. One room has a loophole and a Japanese machinegunner. Another room holds ammo. A third room controls the external entrance. The last room controls the entrance into the network of caves beyond the bunker. Each bunker is guarded by six Japanese infantrymen.

- **IJA Infantry:** 5 x Arisaka Model 99s with bayonet, 1 x Type 96 MG, one grenade each.

THE NETWORK OF CAVES

The natural part of the cave system has been expanded by the Japanese prior to the American landing. The tunnels are pitch black and close, forcing the unit to use flashlights and move in single file. They connect the bunkers to each other and to the chasm.

THE CHASM

The Marines come to a 20 foot wide, 40 foot deep chasm spanned by a wooden bridge with no rail. The bridge is 4 feet wide. On the opposite side of the chasm there appears to be a large natural cavern lit with oil lamps, which is the Japanese infirmary.

THE INFIRMARY

A large natural cavern opens up across the chasm from the bunker network. The cavern only has three walls, the fourth side is open to the chasm. It is filled with stalactites and stalagmites which meet to form natural columns. A narrow, wooden stair leads down to the chasm floor.

This cavern has been turned into an infirmary. There are five cots here, each with a wounded Japanese soldier. There is a bloodstained table that looks like it was used for surgery, as well as a couple crates of medical supplies, some stretchers, and a desk.

A Japanese Army doctor is here tending the wounded. He will not fight, and in fact, his pistol is on his desk, placed in plain view. He surprises the heroes by speaking English. He will consent to the patients being moved, though he insists on staying with them.

DOCTOR HAMADA (WC)

Dr. Hamada takes his Hippocratic Oath seriously, and believes the patient comes first. Though a member of the Imperial Army, he does not consider himself a soldier, and privately questions the wisdom of the war. He attended Harvard Medical School and had many American friends before the war.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Healing d10, Knowledge (English) d6, Notice d6, Persuasion d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Pacifist (Minor)

Edges: Healer

Equipment: Field Aid Kit, Nambu 94 pistol.

THE CHASM FLOOR

The chasm floor is like a long hallway, 20' (3'') wide by 150' (25'') long. There are stairs leading up to the infirmary at one end, several cave openings on both sides, and a recently boarded up doorway at the opposite end. The walls are dark stone and the floor is a combination of stone, mud, and sand. Light filters down from above and in from the openings along the sides, creating long menacing shadows.

THE BARRACKS

This cave is actually three large interconnected caverns, forming barracks A, B, and C. Barracks A and B have openings to the chasm floor. Barracks C has doorways connecting it to both Barracks A and B. The walls and ceilings of these caverns are naturally formed, but

the floor is carved flat and covered with sand. There are bed rolls and personal belongings spread about the floors.

Twelve Japanese infantrymen wait here under the leadership of Heiso (Sergeant) Takata. They have heard fighting and voices above and are committed to a punishing fight. They are waiting in Barracks C and are positioned in its doorways, with their guns trained on the chasm floor entrances to Barracks A and B. Three troops are covering each doorway and six are being held in reserve. The moment one of the Marines pokes his head in a doorway, two soldiers fire while a third throws a hand grenade.

When Takata's force has been cut in half, he and the remaining soldiers yell "Banzai!" and charge with bayonets.

- **IJA Infantry:** 12 x Arisaka Model 99s with bayonet, Sergeant with Nambu 14, one grenade each.

STORAGE ROOM

This cave has several crates of ammo, rations and other supplies.

THE PLANNING ROOM

This planning room doubled as Chu-i (First Lieutenant) Honjito's quarters. The doorway is covered by a curtain. The room is simply furnished with a table, a desk, a small chest, and a cot. The table has been turned on its side, and there are flames coming from a metal bucket in the corner. Honjito is burning all of his maps and any items that might have provided the Marines with intelligence on the Japanese defenses.

The chest which contains Honjito's personal effects and diary has been booby trapped with a grenade. If the Marine opening the chest suspects a booby trap, he may make a Notice (-2) roll to discover it. If he succeeds, he may then make either a Knowledge (Demolitions) or a Lockpicking roll to disarm it. If he fails, or opens the chest without first looking for traps, he and anyone else in a Medium Burst Template takes 2d6-1 damage as the grenade explodes.

Honjito's diary is at the bottom of the chest so it is likely to remain undamaged even if the grenade goes off. The diary is written in Japanese. If none of the heroes read Japanese, Dr. Hamada can translate it for them. The following entry is dated five days prior to the American landing.

Today we discovered an ancient crypt or temple. There are columns carved with demons, and there is a kind of crypt against the back wall. Tai-i Ezisu was very anxious to open it. It was sealed with a stone disc, 30 centimeters in diameter.

I ordered a soldier to break this stone. The man died on the spot. Doctor Hamada said he died of a heart attack, but he seemed too young, barely old enough to have fathered children. I remember his face vividly. It was white and drawn as if he witnessed a great terror only he could see. As the soldier lay dead on the floor, a cold mist poured forth and flowed out the doorway.

The niche contained the bones of several different people and a curious native stone that looked almost like jade, but was veined with red. Tai-I Ezisu wanted to claim the stone in the name of the Emperor, but the soldiers seemed to think their compatriot's death was an ill omen. In the interest of morale, Ezisu ordered the stone destroyed and the temple boarded up.

Honjito takes cover behind the upturned table and hurls grenades at the heroes. If he runs out of grenades, he empties his pistol's clip

at the characters. If he runs out of ammo (and hasn't been gunned down yet), he draws his katana and charges the Marines with a Wild Attack and a yell of "Banzai!"

CHU-I HONJITO (WC)

Chu-i Honjito is fanatically committed to the Emperor. He subscribes to the warrior mythos and believes his actions reflect not only on himself, but also his family, his ancestors, and his emperor.

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

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d8, Shooting d8.

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

Hindrances: Fanatic (The Emperor)

Edges: Command, Dodge, Rank (Officer)

Equipment: Steel helmet (+2), 5 Model 96 grenades, Nambu Model 14 pistol, Katana.

THE TEMPLE

The temple may have once been a large natural cavern, but all of the stalactites and stalagmites have been removed, and the natural columns of limestone have been carved with images of skull-headed demons. There is a stone dais across the cavern from the entrance. A stone double door now hangs ajar, revealing a vertical niche about four feet wide and seven feet tall. A successful Notice roll reveals that the door was once sealed with a stone disc about two feet in diameter, but this stone disc is now cracked in half. The niche is filled with human bones and the shards of a large green stone.

CHAPTER 3: THE RED RAVINE

Unit Size: Platoon

Visibility: 60' (10")

Objective B: Clear North Highway and Surrounding Jungle.

2nd Platoon becomes lost while clearing the jungle bordering the north highway. Eventually they discover and skirmish with a Japanese unit in a ravine thick with jungle. While they are fighting, several American Marines start turning on their own men. The Corpse Taker is lingering in the shadows, trying to increase the body count by using Waking Dream to make some of the Extras turn against their comrades.

GET LOST

As the company moves west on the north highway, Lt. Herald orders 2nd Platoon to form a skirmish line on the company's left flank. Herald doesn't want a Japanese unit to flank the company and attack from the rear. In the thick fog it is very difficult to maintain their position. What's more, the Corpse Taker is stalking the Platoon and using Waking Dream to subtly alter their course. Eventually they realize they are lost. They are no longer near the road nor covering the company's flank. Read the following to the players.



The mist creeps up your spine like a dead lover's ghost. The shadows in the jungle menace you while woodland creatures disturb the underbrush—at least you hope it's the woodland creatures you hear disturbing the underbrush. You've lost sight of the highway and the rest of the company you were supposed to be flanking. You've lost your way. You don't think you are anywhere near the highway anymore. You look at your compass and it spins slowly like the second hand of a clock. You look at the sky and see nothing but grey, there is no sun to guide you. What wouldn't you give to know which way is north?

Finally you see a gully running with red, muddy water. You breathe a sigh of relief, thinking you'll be able to follow the stream back to the road...

THE RAVINE RUNS RED

While trying to regain their bearings and rejoin their company, the Marines of 2nd Platoon encounter a Japanese infantry platoon of 25 troops led by 2 officers moving toward them. There is a shallow gully twisting its way through the middle of the battlefield. The gully varies in depth from six to eight feet, but is filled with one to two feet of murky red water, making it difficult to see the bottom. The gully bottom is Difficult Ground. Japanese and Americans alike can find cover in the ditch's twisting embankments, as well as the trees, boulders, and jungle brush scattered through the combat zone.

THE SECOND WAVE

After three more rounds, a second wave of 13 Japanese infantry, drawn by the gunfire, arrives to reinforce the original platoon.

- **IJA Infantry:** 11 x Arisaka Model 99s with bayonet, 1 x Type 96 MG, one grenade each.
- **IJA Officers:** 1 x Nambu 94 Pistol and Katana.

DOWN STREAM

The heroes can now find their way back to the road by following the stream. A glance at the map shows that all the rivers and streams on this part of the island flow toward the northern coast, and thus back to the road they were following. The players will probably figure this out on their own, if not, allow the players to make a Knowledge (Navigation) or Common Knowledge roll with no penalties. This fact occurs to any character with a success.

CHAPTER 4: THE LONGEST NIGHT

Unit Size: Rifle Squad

Visibility: 180' (30")

Objective C: Clear Enemy Emplacement.

Foxtrot Company is reunited with what is left of the Headquarters Company while the battered Echo Company is besieging a Japanese bunker complex. Foxtrot Company is ordered to take over the frontline so Echo Company can pull back and reorganize. After the heroes' unit occupies the line, the fog thickens to a pea soup consistency, under cover of which the Japanese try to infiltrate the American positions. After fighting off the Japanese, the Marines must fight their own worst nightmares made flesh.

REUNITING THE 2/1 MARINES

As Foxtrot Company moves through the jungle near the mountains, they start to hear the sounds of battle: the rattle of rifles and machineguns, occasionally punctuated by the explosions of mortar shells.

By following the sound of fighting, Foxtrot Company comes to a position occupied by the remnants of the 2/1 Headquarters Company and Echo Company. The Americans are ragged, with sunken eyes, unshaven faces, and uniforms coated in mud. A battalion aid station contains many wounded, while a large pit off to the side contains the dead.

The leaders of Headquarters and Foxtrot Company meet and debrief. Headquarters Company and Echo Company have sustained serious losses, with only 150 of the over 300 Marines still alive. The original Battalion CO is dead and the former XO, Major Kulaski, is now in command. They have been unable to communicate with the fleet or any of the other units on the island, as all the radios produce only static. The fog and the failure of their compasses have made navigation a challenge. Golf Company and the Weapons Company of the 2/1 Marines remain missing, lost somewhere in the misty jungle. Major Kulaski shows the leaders of Foxtrot a rough map of the area, describes the current situation, and tells them that the heroes' unit will conduct a relief in place after dusk to allow Echo to move off the line and consolidate and reorganize.



- **IJA Infantry:** 23 x Arisaka Model 99s with bayonet, 2 x Type 96 MG, one grenade each.
- **IJA Officers:** 2 x Kokura 100s.

A SHADOW IN THE MISTS

Having been recently released by the Japanese, the Corpse Taker is not yet up to full strength. Because it needs to consume the souls and body parts of the fallen, the creature is trying to encourage as much carnage as possible. Three rounds into the battle it arrives, using Stealth and staying on the edge of the fighting. Each round it uses Waking Dream in an attempt to turn a combatant against his allies. The Corpse Taker doesn't care who wins or loses, and since it is trying to make the battle last as long as possible, the creature will pick a target from whichever side appears to be winning. Affected troops believe their allies are the enemy and will try their best to kill them.

The Corpse Taker has no interest in taking part in the battle directly. If spotted, it will flee. If it can shake pursuers and return to cause more havoc, the creature will. However, it won't risk conflict to do so. If it remains undiscovered, it stays while the battle is raging but leaves once the carnage is over, returning later to scavenge body parts for its mortal form.

- **The Corpse Taker(WC):** Initial form (see page 25).

Depending on when they arrive, this operational pause gives the characters some time to mingle with some of the troops in the rear area. Use this as a chance to find old friends—living or dead—among the other units, replenish ammo, be seen by the battalion surgeon, grab some chow, or just get a quick nap. The War Master can also take this opportunity to pass on any scuttlebutt from their fellow troops concerning the weirdness that has been occurring outside Foxtrot's limited scope of operations. Feel free to make up wild yarns from these headquarters REMFs they encounter.

DUSK TILL MIDNIGHT

Visibility: 30' (5")

Currently, Echo Company is attacking into a valley. There are networks of machinegun bunkers on both sides of the valley turning the entrance into a killing field. Echo Company, supported by Headquarters Company, has dug in on the crest of some foothills just outside the valley's entrance. They are exhausted and depleted, because each night the Japanese have sent out squads to infiltrate and wreak havoc on the American line.

As dusk darkens the omnipresent fog, Foxtrot replaces Echo on the frontline. The Marines are assaulted by the thick stench of death, excrement, and the acrid odor of guns and bombs. The heroes witness several Marines from Echo Company loot the bodies of dead Japanese soldiers, collecting souvenirs such as jewelry, little Japanese flags the size of handkerchiefs, and gold teeth as they move off the hill tops. One of the dead must have been an officer, because one of the Marines is proudly showing off a small Japanese pistol.

The Marines of Foxtrot Company find a series of hastily dug two-man foxholes scattered across the crest of the foothills overlooking the valley's entrance. Each is separated from the next by 20-30'. Echo Company must have been unable to remove many of the dead Marines, and don't seem to have tried very hard to remove or bury the Japanese. The area is thick with swarms of bloated black flies, which crawl across the dead and living alike.

As dusk becomes night, and gray becomes black, the fog thickens to the consistency of pea soup, severely limiting visibility. Though the whole of Foxtrot Company is on the front line, the fog, the dark, and the foxholes have the effect of isolating the heroes. The occasional staccato of machineguns lessens as the Japanese and Americans conserve ammo. Silence descends like a thick blanket over the battlefield.

Periodically ask the players for the Notice rolls for their soldiers. Those who succeed occasionally hear soft sounds like breathing, whispering and movement. The Corpse Taker has summoned Frightlings to menace both the Americans and the Japanese. The Frightlings are invisible and stalking the soldiers.

As the Frightlings wait for the tension to reach its peak, however, several Japanese try to infiltrate the front lines. First, the heroes hear a shout and scuffle in one of the foxholes nearby. Because of the fog and darkness, they cannot see what is going on. It is clear some of their fellow Marines are fighting for their lives. After a moment or two the scuffle is disrupted by the report of gunfire. A success on a Notice roll reveals the gunshot came from an M1 Garand. A while later, three Japanese infiltrators attack a random foxhole occupied by the characters' rifle squad.

- **IJA Infantry:** 3 x Arisaka Model 99s with bayonet.

During the next hour, require another Notice roll using the same rules as above. Occasionally they also hear the sounds of fighting up and down the lines. After the end of that hour, six more Japanese try to infiltrate the heroes' section of the frontline. Three infantry attack one foxhole, two infantry and one officer attack a second. Determine the foxholes randomly.

- **IJA Infantry:** 5 x Arisaka Model 99s with bayonet.
- **IJA Officer:** 1 x Nambu Model 14 pistol and a Katana x 1.

THE DARKEST HOUR

During the next several hours the Marines continue to hear noises, though no more Japanese try to infiltrate the area defended by the heroes. Finally, the Frightlings attack. They choose their targets seemingly at random (though any character that shows more fear than the others will certainly be targeted). They remain invisible until they succeed at the opposed Spirit roll needed to take on a Nightmare Form. Then they show themselves and alternate between attempts to Intimidate their targets to feed off fear, and physical attacks.

During the fight, the heroes may notice that gunfire can be heard not only up and down the line, but out in the valley and bordering ridges as well.

- **Frightlings:** 1 for every 2 Marines.

THE MORNING AFTER

Visibility: High, does not affect small unit combat.

After the heroes dispatch the Frightlings that attacked them, they realize the fighting was not just contained to their part of the battlefield. As the sounds of fighting die down along the American lines, they continue to ring forth from the enemy positions. Gunfire, explosions and screams of terror can be heard throughout the night.

The sounds peter out as the rising sun turns the fog blood red. With sunrise the fog lifts a little and visibility improves. Silence reigns in the recently contested valley. Major Kulaski orders a push into the valley to determine enemy strength. Patrols find the Japanese slaughtered to a man. The scene is ghastly, with some Japanese eviscerated as if by razor sharp claws. Others have apparently been shot by their comrades, while some appear to have committed suicide in a variety of ways, from grenades to seppuku. This horrific scene, coupled with the characters' encounters with the Frightlings, should be enough to cause a Fear/Nausea check.

CHAPTER 5: MAKING FRIENDS

As the Marines move on to the final objective of the offensive, they encounter a peaceful village of islanders. The Americans need supplies, and the local villagers have the food and fresh water they require. The village needs the Americans' aid as well. Previously, the Japanese raided the village and took an idol from a shrine in the center of the village. The village headman insists there is a great evil present on the island and that this idol is the village's only defense. He will not help the Americans unless they retrieve the idol.

THE NGO PLATOK VILLAGE

Unit Size: Rifle Squad

Visibility: 300' (50")

Objective D: Destroy Airstrip and Depot

The Americans are pushing on to their last objective. Unfortunately, they are running out of rations and are getting very hungry. Luckily, a patrol has discovered a friendly village of islanders.

The heroes' Platoon Leader has been chosen to represent the Battalion and to negotiate for food and supplies. Of course, the heroes' rifle squad has been chosen to go with him to act as a kind of honor guard. While the rest of the Marines wait outside the village, the heroes pass through the gates.

The Ngo Platok village is situated at the top of a hill and surrounded by a wooden palisade. The area outside the wall contains the village's gardens. Inside the wall are scattered huts thatched with straw amongst tall shade trees. The natives appear healthy, and wear little clothing, mostly grass skirts and loin cloths, their brown skin decorated with tattoos and scarification. They warily watch the Americans move towards the center of the village.

The Headman awaits the Americans in a large clearing at the village's center. He sits on a large wooden throne-like chair and is flanked by stout looking warriors. A pretty woman named Hunda Ago Phan sits at the headman's feet. To the characters' surprise, she speaks English (or Tok Pisin if one of the player characters also speaks it). She learned the language from some missionaries who have since left the island. Hunda introduces herself, offers to translate for the Americans, and introduces King Hunda Dgo Bok. (Hunda Ago Phan is not yet engaged or married and could provide a love interest if desired).

Though the Headman is wary of the Americans, he is sympathetic to their cause. After introductions, he explains that shortly after the Japanese landed on the island, they raided the village. They took food, men and women for labor, and other items. The Headman is not concerned over the food, though he warily avoids explaining why. (They hid most of their food prior to the raid as a precaution against just such an occurrence). The men and women were released after they helped build the Japanese airstrip and harbor. Most of the items the Japanese took were works of craft and art that may have sentimental value to the people, but little practical value. What concerns King Hunda most is they took an idol to Hun Ango Platok, the spirit of the island and the protector of the Ngo Platok village. This was no ordinary wood carving, he explains, but a totem of powerful magic.

King Hunda says the mist is part of an ancient evil, one that inhabited the island long before the arrival of the Ngo Platok. It was defeated ages ago, dispelling the mist. Somehow, the fog has returned, and he fears the evil has returned as well. There are dark things in the mist--people have been lost and the dead are restless. King Hunda says the stolen idol will protect his people if it can be returned.

He freely gives the Americans some food to ease their hunger but says he will not be able to offer more unless they help him protect his village. He makes it clear that retrieving the idol is a condition of continued aid.

THE GUIDE

Unit Size: Battalion (Note, the Battalion at this stage numbers about 300. Golf and the Weapons Companies are still missing and the casualties have been severe.)

Assuming the heroes agree to help the village by retrieving the idol (they have little choice or they will likely starve, since the villagers

have hidden their food supplies), King Hunda informs them that it is in a warehouse in a compound near the Japanese airstrip. He offers a guide to lead the 2/1 Marines to the airstrip and point out the building. He describes the idol as being about two feet tall and made of wood carved in the likeness of a man with wings and a head with four faces. The Americans will know they have the right idol if there is a fist-sized green and red stone in its belly.

A native guide, Vin Tinga Ob, is assigned the task of leading the heroes to the Japanese air field. The trek from the Ngo Platok village to the airstrip is nearly 50 miles through dense jungle and takes several days. Vin could use the road that encircles the island to make better time, but he chooses the jungle route to avoid contact with the Japanese and the Ngo Plangmar.

VIN TINGA OB (WC)

Vin is of average size but has very well developed muscles. He moves with confidence and grace. His forehead has a circular pattern of decorative scars and he wears a white paste on his cheeks.

Vin is King Hunda's son-in-law and Hunda Ago Phan's brother in law. He is married to another of King Hunda's daughters. Vin is a well-respected hunter who knows the island better than the back of his hand. The mist does not prevent him from going where he wants. He speaks either English or Tok Pisin, which he also learned from the missionaries.

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

Skills: Fighting d8, Knowledge (English or Tok Pisin) d4, Shooting d8, Stealth d8+2, Survival d10+2, Throwing d6, Tracking d8+2

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: All Thumbs, Illiterate.

Edges: Block, Woodsman

Equipment: Medium Shield, Bone knife (3/6/12, Str+d4), Bow (12/24/48, 2d6, RoF 1).

In spite of Vin's efforts, the battalion encounters a Ngo Plangmar hunting party en route to the airstrip. There are about 40 Ngo Plangmar warriors armed and dressed for war. The Ngo Plangmar halt about 200 feet away from Vin and the Americans. Then Vin and the Ngo Plangmar exchange words. Spear shaking and verbal aggression follow. The Americans can't understand the words but the intent is obvious. After a few exchanges, the Ngo Plangmar melt back into the jungle mists. When asked about the Ngo Plangmar, Vin says that they are ancient enemies and are very dangerous. If asked further, he says that King Hunda can tell them more when they get back to his village.

• **Ngo Plangmar Warriors:** 40 x bows and spears.

THE JAPANESE AIRSTRIP AND COMPOUND

The Japanese airstrip was built on a drained and filled portion of a mangrove swamp. The swamp is very large, and it borders two sides of the airstrip. There are no functional planes on the airstrip. It is patrolled by small Japanese units, but the fog and the Japanese numbers make it impractical to guard effectively.

Above the airstrip, on a small plateau, lies a Japanese compound containing a control tower, barracks and warehouses. A power plant consisting of a complex of noisy generators provides electricity to the area, and a sandbagged fuel dump holds fuel for the power



plant. A road zigzags its way up the incline from the airstrip to the compound.

The compound's most powerful defense is the plateau itself. The 50 foot high walls of the plateau are not particularly steep, but they do require a Climb roll. Besides climbing the plateau, the only approach is the road. It is 24' (4") wide. The compound is also surrounded by a fence of barbed wire with a 30' (5") cleared zone on either side. There are 30' high wooden guard towers spaced every 120' (20") just inside the inner kill zone.

Each guard tower is equipped with one search light, one Model 11 machinegun and one hand-cranked siren. The searchlight illuminates an area equal to a large burst template. Each tower is manned by three infantry.

- **IJA Infantry:** 2 x Arisaka Model 99s, 1 x Type 11 MG, two grenades each.

THE ASSAULT

Major Kulaski had been hoping to join up with the 3/1 Marines at the airfield, but they are nowhere to be found. He has decided not to wait for them because he does not want to give up the initiative. He plans the assault for that night and intends to soften up the defenses near the gate with mortars and bazookas, followed by an attack on the gate with Echo Company. Meanwhile Foxtrot Company will climb the northern plateau wall and try to break through the wire there. Most of Foxtrot, that is.

INFILTRATION

Unit Size: Rifle Squad

Visibility: 90' (15")

The 2nd Rifle Squad of 2nd Platoon, Foxtrot Company, has a different mission. The heroes and their squadmates have been given the task of infiltrating the compound from the western side while the rest of the battalion is making all the noise.

How exactly they infiltrate the compound is up to them. If they ask, they can appropriate a bazooka or mortar for this mission and use it to take out one or two guard towers. Alternatively, they could try to cut through the fence and sneak by the guard towers.

The heroes must now work their way through the compound to the warehouse containing the idol. Vin leads them to the warehouse, but his route leads past the fuel dump and the power plant. Vin knows that both the fuel dump and the power plant will be guarded, but he felt it was a safer route than the alternative which would have required them to thread their way between barracks.

If they try, the heroes have a fair chance at sneaking past the ten guards at the fuel dump. They are alert because of the fight taking place at the compounds northern fence and gate, but they don't have much reason to suspect anyone has infiltrated this far (unless the heroes used a bazooka to knock out that guard tower).

- **IJA Infantry:** 10 x Arisaka Model 99s with bayonet.

Next they have to sneak past or fight through the guards at the power plant. The Corpse Taker is hiding in the shadows, though, and it intends there to be a fight. The Corpse Taker wants the idol for itself, can sense that it is nearby, and tries to prevent the heroes from getting there. If the Japanese fail to Notice the heroes sneaking by, the Corpse Taker uses its Waking Dream power on the Japanese guards to make them think they heard or saw something in the direction of the Marines.

Make this fight interesting by scattering crates, empty barrels and barrels filled with fuel through the combat zone. The Corpse Taker further complicates matters by hiding in the shadows and animating the fallen soldiers. Each round it uses its Zombie power to animate one dead Marine or Japanese infantryman which then attacks the living Marines. It is attempting to avoid a direct confrontation with the Americans, so it will not stay for the whole fight. The creature is hoping to delay the heroes so it can get the idol first, and will break off when it thinks it has bought enough time to get to the warehouse.

- **IJA Infantry:** 15 x Arisaka Model 99s with bayonet, Sergeant with Nambu Model 14 and knife.
- **Zombies:** 1 per round with the Fresh special ability (see *Weird Wars Two*), as generated by the Corpse Taker.
- **The Corpse Taker, First Advance (WC):** See page 26.

As this fight is winding up and at about the same time the Corpse Taker slips away to get to the warehouse, the heroes hear a series of explosions behind them. The 3/1 Marines have shown up and they are assaulting the western face of the compound. The heroes watch as a platoon of Japanese soldiers bolt toward the western line of the compound, completely oblivious to them.

If the characters choose a strategy that does not require you to play out a Mass Battle, the War Master should arrange one or two encounters as they move through the compound. Encounters should depend on whether the Japanese have been alerted, any distractions used by the heroes to draw off forces, the Marines' level of stealth, and time of day. At the very least, they should have to evade a small Japanese guard patrol.

To complicate matters, the Corpse Taker wants the idol for itself and arrives just as the heroes do. If the heroes get into a fight with the Japanese, they attract the Corpse Taker. It arrives during the third round of combat and hides in the shadows. From there it animates one dead soldier every round to attack the Marines.

THE WAREHOUSE

If the heroes make it to the warehouse containing the idol, they are greeted by the sounds of smashing wood and snarls of rage. Unfortunately, the Corpse Taker arrived ahead of the raiding party. It can sense the general location of the idol and knows it is nearby, but it can't read the Japanese writing, and is in a rage, destroying the crates in an effort to find the idol. It does not worry about damaging the idol itself, because it is the stone in its belly it really wants.

This time, the Corpse Taker will fight until its current vessel is destroyed, since it must possess the idol to help secure its immortality. This is the intermediate form of the Corpse Taker, and with effort (and perhaps a flamethrower) the heroes can defeat it by destroying its current vessel. This doesn't slay the Corpse Taker permanently, but forces it to rebuild its body and gives the heroes plenty of time to get the idol back to the village.

Once the Corpse Taker is destroyed, Vin finds the crate after a few minutes of searching. When he was working for the Japanese, he made a point of marking the crate by carving a symbol into it.

- **The Corpse Taker, First Advance (WC):** See page 26.

GLORY HOUNDS

If your players want all the glory, or they just want to give the Savage Worlds Mass Battle rules a workout, use the following information.

At this point in the adventure, Major Kulaski has the skill Knowledge (Battle) d10, Spirit d8 and the edge Cry Havoc! There are approximately 300 troops under his command (ten tokens). He gets a +1 because he has light artillery support, but takes a -2 for the Japanese fortifications.

The Japanese are lead by a Chusa (Lt. Colonel) with Knowledge (Battle) d8 and a Spirit d8. There are approximately 240 Japanese infantry and officers in the compound (eight tokens). The Japanese have a +4 bonus to morale: +2 because of their fortifications, and +2 because of their fanaticism. In effect, they do not believe they can ever retreat or surrender.

After three rounds of battle, the 3/1 Marines join the fight with approximately 200 more men.

At this point, you'll need to recalculate the tokens. First, determine the current losses for each side. Each token accounts for approximately 30 soldiers, so count the current number of tokens left on each side and multiply it by 30. Add 200 to the American total.

Second, divide the total number of larger force (probably still the Americans) by ten to determine the new value of the tokens. Give that side 10 tokens. Then give the smaller army a proportionate number of tokens (round up).

Now continue the battle.

RETURNING THE IDOL

Visibility: Very high within one mile radius of the idol.

The idol is much like King Hunda described. It is about two feet tall, stained and lacquered, and carved to resemble a stylized man with wings and a four-faced head. Specifically, the "forward" face is like a bird; the "right" face is masculine; the "left" face is feminine; and the "backward" face is like a skull. The idol's belly has been hollowed out. Somehow, a stone larger than the hollow's opening is contained inside. The stone is a pale green with deep blood-red veins, and seems slightly warm to the touch. The idol weighs about ten pounds.

Once the idol is in the Marines' possession, the War Master should determine how difficult it will be to exfiltrate the Japanese base. The noise of a battle inside the warehouse may draw more patrols, or, if the characters are battered, a kindly War Master may let them slip away unnoticed. Once outside enemy lines, the trip back to the village should be uneventful.

King Hunda Dgo Bok is very pleased and grateful. His shaman, Hap Udek, places the idol in a small shrine near the cleared area where King Hunda first greeted the Americans. Hap Udek chants while decorating the shrine with flowers, then offers the idol incense and fruit. A successful Notice roll reveals the fog thins out a little around the shrine at the conclusion of the ceremony. Specifically, the area within one mile of the idol now has a visibility of 600 feet (100").

As promised, King Hunda furnishes the Americans with more food and says he can and will continue to feed the Americans until his stores run out. He allows the Marines free entry inside the village walls and offers any other aid within his means.

If asked about the monster they encountered in the warehouse, King Hunda will say it is the ancient evil of which he spoke. He calls it the Corpse Taker and says his ancestors imprisoned it long ago with the aid of the island's spirit, Hun Ango Platok. Unfortunately, he does not know how they accomplished this feat. He does know the Corpse Taker cannot be destroyed by mortal means and that it will rise again shortly, if it hasn't already.

If asked about the other tribe, he says they are the Ngo Plangmar and that they were once all part of the same tribe. He says they were like brothers who became enemies. He does not describe the Ngo Plangmar's cannibalistic nature, because he thinks it brings shame to all the people of the island. Furthermore, he fears the Americans will not trust the Ngo Platok if they know the truth about the Ngo Plangmar. He says only that they are very dangerous. If pressed, he says the Ngo Plangmar are treacherous and value war above all else.



END GAME

"We're surrounded. That simplifies the problem."

— Lewis B. "Chesty" Puller, USMC

During End Game, the heroes discover there are cannibals on the island, and that the cannibals worship the Corpse Taker. The Americans must form a temporary truce with the Japanese forces in order to face this shared threat. In the end, they fight an epic battle. The Corpse Taker, its army of undead, and a force of cannibals try to destroy the Americans and their allies.

CHAPTER 6: IT'S WHAT'S FOR DINNER

Unit Size: Rifle Squad

Visibility: 120' (20")

The Marines learn of a second village of natives on the island. The heroes' rifle squad approaches the village in friendship but are soon captured and put on the menu by these cannibals. In the process of escaping, they also free the commander of the Japanese forces.

THE HOOK

The remaining commissioned officers from both the 2/1 Marines and the 3/1 Marines hold another briefing. The players get to listen in vicariously through their platoon leader.

Captain MacBeen is the ranking surviving officer of the 3/1 Marines and has been functioning as the CO for what is left of the battalion. He is a red faced, red haired man full of bluster and fire, yet his normally flushed face pales as he recounts the horrors the 3/1 has witnessed. His story ends with, "...but even that didn't shake me like what we saw at the harbor. I won't talk about what we saw there. It's enough to say that it wasn't the Japs we fought. What we fought musta got the Japs first."

"Get a hold of yourself Captain!" Major Kulaski slams his fist on the table. "We've all seen incredible things, but we've got men to think about, and an island to get off of. We've got to focus on what we CAN do. You said there weren't any Japanese at the harbor, were there any ships?"

"No, sir."

"And all the amtracs at the beach head have been destroyed." Kulaski says. "Furthermore, our only food right now is given to us by these villagers. Their stores are going to run out eventually."

Captain MacBeen chimes in, "I did find a Japanese map of this island at hill 232. They have another village marked in the southern Mangrove swamp."

"Yeah, we ran into some islanders on the way to the Japanese airfield," Kulaski responds. "But those folks and these didn't seem to be on friendly terms. Still, I don't see that we have much choice. They might have food they can share, and if they're living in the Mangroves, they might have some boats we can trade for."

"Lieutenant (insert player's platoon leader here), you and your boys have taken on some tough challenges already, and you know that the penalty for competence is more hard work. I want your platoon to take this road around to this river that feeds into Bloody Bay. Follow it upstream into the Mangrove swamp and use this map to find the village. You are to make peaceful contact, and if at all possible, negotiate for food and watercraft. I'll give you some replacements for the guys you lost in that last fight."

"Good luck Marine."

Replenish the rifle squad with Marine Extras so that they total ten men. Major Kulaski can't get them quite back to full strength.

AIN'T THAT LIKE A DAME?

As the Marines wade through the mangrove swamp, an earthy brackish smell permeates the air. The water depth varies wildly from knee- to neck-deep. Thick knobby roots of the trees look almost like legs with the skirts of their trunks pulled up, and the drifting fog makes it seem as if they are wading alongside the heroes. Mosquitoes torment with their bites, while lizards cling to the trees, staring with lidless eyes as fish dart through the water.

Just as they curse their luck for drawing this assignment, the heroes see an attractive native woman on the edge of the fog. She is tall, nubile and athletic, with hair braided down to the small of her back. She is topless, wearing a long grass skirt and a necklace of white beads and is standing on an area of turf just above the water. She beckons the heroes to follow her, then moves on. If the heroes follow, they find the going much easier as she uses a network of turf paths that wind their way through the swamp, yet never lets the heroes approach her. She stays just on the edge of sight, disappearing in the fog or behind a tree, only to reappear a minute or two later to lead them in a new direction.

JUST IN TIME FOR DINNER

Eventually, the heroes come to a native village built on a combination of turf islands and stilted platforms. Unbeknownst to them, this is the Ngo Plangmar village. Their homes are built of bamboo and hide and roofed in thatch. These natives look much like the natives of Ngo Platok. They smile as the Americans approach

and lead them to a larger island in the center of the village. In the middle of a clearing, a big fire pit has been outfitted with a large spit for the roasting of meat.

At the other end of the village stands a large bamboo cage that holds several disheveled Japanese soldiers, some standing and glumly watching the Americans, some lying down.

The woman kneels before an impressive figure, likely the King, and he places what might be called a crown on her head, made of what looks like a large serpent skull with rubies for eyes. The Plangmar King, the Serpent Queen and the Bone Shaman greet the Americans and appear very friendly. The King is an enormous man with a necklace of shark teeth. He proudly wears a katana at his waist. The Bone Shaman is tall but rail thin. His face is painted with white to resemble a skull. They are flanked by many warriors.

Communicating with the Ngo Plangmar is challenging. None of its people have ever been off the island, and none have had prolonged exposure to Europeans or Americans. Through pantomime, the Ngo Plangmar invite the Marines to join them for supper. There is already some meat roasting on the spit, and it smells delicious to the Americans, who've only had C-rations for quite some time. The villagers offer them a beverage that is roughly analogous to rice beer.

Each player character should make a Notice (-4) roll (+2 if they have Knowledge(Medicine) or Healing). On a success they realize the roasting meat looks an awful like a pair of human thighs. Next, each Marine that drank the native beer must make a Vigor (-2) roll or fall unconscious, because the beer has been poisoned with knockout curare, a powerful sedative herb (see below).

When Marines who drink the beer begin to pass out, it quickly becomes apparent something is very wrong, which may lead to a fight between those who resist the drug's effects and the natives. At about the time the fight begins, two American Marines who were asleep in the cages with the Japanese start to shout "Help! Marines!" and "Get 'em!" In spite of the chaos, the sound of Americans yelling in English requires no Notice roll.

The Ngo Plangmar warriors first try to hit the Americans with poisoned throwing darts. Next they use their clubs in an effort to subdue the Americans without killing them. The Bone Shaman stays outside the melee but uses the power *stun* and throws daggers coated in Knockout Curare at any American Marine causing his warriors particular trouble. The Plangmar King and the Serpent Queen vanish into the crowd and do not participate in the fight.

- **Ngo Plangmar Warriors:** 24 x clubs and darts coated in knockout curare.

Throwing Darts: 3/6/12, damage as toxin, RoF 1. Darts do not do any significant physical damage. They are, however, a useful vehicle for many potent toxins. A successful attack made with a dart delivers the toxin. Darts do not penetrate armor of any kind. If a target is armored, the attacker must succeed at a Called Shot against an unarmored part of the body.

Knockout Curare (-2): This is a special non-lethal preparation of the toxin curare (which is normally lethal). It causes immediate Incapacitation similar to that caused by Fatigue. Once Incapacitated, the character makes a Vigor roll each hour, removing one level of Fatigue for a success and each raise.

THE BONE SHAMAN (WC)

The Bone Shaman is the spiritual leader of the Ngo Plangmar, which mostly means he helps them season their supper. He is wily

and very dangerous. Though he prefers others to fight for him, he has amassed some very dark mojo.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d4, Spellcasting d10, Stealth d8, Survival d6, Throwing d6

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs, Illiterate, Habit (Minor, Cannibalism)

Edges: Arcane Background (Magic), Level Headed, New Powers, Power Points

Equipment: Five bone daggers (3/6/12, Str+1d4), 3 doses of knockout curare

Powers: *Armor, bolt, fear, stun, zombie.* 20 PP

Special Abilities:

- **One with the Swamp:** The Bone Shaman can call various swamp creatures to his aid. The creature appears within a range of Smarts, and has a duration of 3 (1/round). The Bone Shaman uses his



Spellcasting skill to activate this ability. On a raise, the creature gets the Hardy ability. He can summon the following creatures for the listed Power Points: constrictor snakes (3PP); crocodiles (4PP); swarms (5PP); swamp elementals (5PP). Use the stats from *Savage Worlds* for the various summoned allies, except for the swamp elemental who appears on page 28.

THE BEST LAID PLANS

It is possible the heroes will either all make their Vigor saves or will smell the trap and evade it. This is okay as long as the WM successfully imparts the fact that there are American and Japanese prisoners and they will all be eaten. Hopefully, their heroic nature will compel the heroes to rescue the prisoners. If not, they are reamed afterwards during their debriefing with Major Kulaski. He says “What does ‘Never Leave a Man Behind’ mean to you? What does ‘Semper Fi, Always Faithful,’ mean to you? You don’t deserve to wear those uniforms. Go back there and don’t come back without those prisoners. All of them—the Japanese too. I’ll be damned if I’m gonna let any man eat another on my watch. Now get out of my sight!”

HOW TO SERVE MAN

If all the heroes are captured, they awake to find themselves in cages constructed of bamboo and rope. There are six Japanese soldiers and four American Marines (two of which are walking wounded) imprisoned here as well. The Americans introduce Taisa (Colonel) Hakiro Mutsama and explain that Taisa Hakiro has been treating their wounded and sharing the Japanese rations. Taisa Hakiro speaks English.

TAISA HAKIRO MUTSAMA (WC)

Taisa (Colonel) Hakiro comes from a proud family that can trace its lineage back to many great samurai. He is honored to serve his Emperor, even if his battalion has been all but abandoned on this island. He would have fought to the death if he could have, but was knocked unconscious when he and his command staff were ambushed by the Ngo Plangmar. He feels great dishonor while in captivity and is despondent until they escape. He insists on reclaiming his family sword from the Plangmar King, if at all possible. He is the highest ranking Japanese officer on the island.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d10, Persuasion d8, Healing d6, Knowledge (Battle) d10, Knowledge (English) d6, Shooting d8, Throwing d6.

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Code of Honor, Bad Eyes

Edges: Charismatic, Command, Art of War, Level Headed, Rank (Officer)

Equipment: None.

After some or most of the Americans regain consciousness, The Plangmar King and the Serpent Queen approach the cage. The Bone Shaman chuckles ominously in the background. The King looks over the Marines then picks the most powerful looking Wild Card. He grins and points at the hero while speaking to his Queen. The King taunts the soldier by pantomiming as if he were taking a huge bite out of something. Then he laughs as he walks away. The player should be left with the unsettling feeling his character is on the menu for the next day.

The heroes watch as the natives discuss their new cache of weapons. In the process of arguing over one of the rifles, one of the natives shoots another. The King steps in, and has all the weapons moved to his hut.

The rest of the evening is uneventful. The headman is first to eat of the roast leg of man. His meal is accompanied by some sort of ritual. Following this, all the warriors share the meat. After their dinner of long pig, four warriors stand guard outside the cage while the rest of the village goes to bed. The four warriors taunt the Marines for a little while then grow bored, assuming there is no way for the prisoners to escape. Eventually, bloated on Japanese food, they doze off around midnight.

The heroes are free to come up with a method of escape. If they don’t come up with something fairly quickly, one of the Extras mentions the savages missed his cigarette lighter when he was searched. Hopefully it will occur to one of the players it can be used to burn through the ropes holding the cage together.

Once they’ve escaped the bars, the Marines must deal with the guards. The guards are equipped with Arisaka 99s, but suffer the penalty from the All Thumbs Hindrance. They may even just attempt to use it as a spear with the bayonet attached to the muzzle.

• **Ngo Plangmar Warriors:** 4 x Arisaka Model 99s with bayonet.

Once free, the heroes may opt to retrieve their weapons from the King’s hut, a course of action supported by Taisa Hakiro, who wants his spectacles, katana and pistol. The Plangmar King has two guards dozing outside his hut. He sleeps with three non-combatants, women who will raise an alarm if they see the heroes. The Serpent Queen sleeps elsewhere.

• **Ngo Plangmar Warriors:** 2 x Arisaka Model 99s with bayonet.

THE PLANGMAR KING (WC)

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

Skills: Fighting d10, Intimidation d8, Shooting d6, Stealth d6, Survival d6, Throwing d6

Charisma: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: All Thumbs, Illiterate, Habit (Minor, Cannibalism)

Edges: Command, Frenzy, Hold the Line

Equipment: Katana (Str+d6+2)

BACK INTO THE SWAMP

Once free, the heroes and their new allies will most likely flee into the swamp surrounding the village. Unfortunately, the Bone Shaman will not let his prey go that easily, and he organizes a band of hunters to track them down. The Marines know they are being hunted because the trackers often call out bizarre noises in an effort to intimidate and perhaps drive their quarry. The heroes may try to evade the hunters, but the size of their group, the mud, and the hunters’ skill make this very unlikely. The run through the swamp is mostly just a prelude for the inevitable fight to come.

The battlefield is mostly Difficult Ground (mud and water knee- to hip-deep) with small islands of firm ground. Scattered throughout the battlefield are thick mangrove trees.

The warriors try to surround their quarry. They attack with bows during the first couple rounds of combat, then close the distance and fight with spears. The Bone Shaman uses his One with the Swamp ability to summon an insect swarm and a swamp elemental during the

first couple rounds of combat. Then he targets some of the tougher characters with his bolt power.

The Bone Shaman will try to flee the battle if it goes against them (when they lose half their warriors or are wounded). The Ngo Plangmar warriors will have little heart to finish the fight once their leaders have abandoned them.

- **Ngo Plangmar Warriors:** 24 x bows and spears.
- **The Bone Shaman (WC):** With 3 doses of traditional Curare (Vigor roll (-2) or immediate Exhaustion; death in 2d10+10 minutes).

THE TRUCE

If the Americans escaped with Taisa Hakiro, he will be amenable to a temporary alliance with the American forces. He acknowledges there is something unnatural at work on the island. The Japanese have experienced the same problems with the fog as the Americans and are every bit as trapped.

What is more, he knows where another idol lies...

CHAPTER 7: THREE IDOLS

The heroes return to the Ngo Platok village (where the rest of the Battalion is waiting) with the Japanese Commander and the other escapees. Taisa Hakiro meets with Major Kulaski and King Hunda. The three agree to a temporary alliance between the Marines, the Japanese, and the Ngo Platok. Taisa Hakiro sends runners with a couple native guides to the remaining Japanese defensive positions. They bear written orders to move all Japanese troops to the Ngo Platok Village.

There is no need for the heroes to participate in hammering out the details of the alliance, but one of them should overhear the following tale.

When Taiso Hakiro sees the idol to Hun Ango Platok, he says, "I have seen this idol before. Or, rather, one very much like it. It had skulls for faces, no bird or man or woman. And it had wings like a bat instead of a bird. But, it too had a green stone in its belly.

"We were lost in the fog, somewhere in the mountains in the center of the island, when we came upon a vast field with pools of bubbling red mud. I believe these pools are called 'mud pots' in your language. The place reeked of rotten eggs. In this place we found a small pass. The entrance was little more than a crack in the mountain wall. We entered and saw that skulls had been nailed to the walls of the pass. We thought it very strange and dark, but we were arrogant. What harm could come to us?

"The pass led to a small barren valley that was surrounded by mountains. There was a large open cave there, with a very wide mouth so that it was more like an amphitheater. On the far wall was a kind of altar, carved out like a shallow basin. In the middle of the basin was this idol. At first we thought it was lacquered because it was covered in a dark brown substance, but when we touched it, we found it still sticky.

"Tai-i Ezisu, Tai-i is like a Captain in your army, was an archeology professor before the war. He could not fully read the strange writings on the walls, but he believed it said long ago the people of this island used three 'Stones of Creation' to summon a great god of war called the 'Corpse Taker.' With the power of the stones, this Corpse Taker could shed his body like a snake sheds its skin, making it immortal.

The writing spoke of a people who were the 'chosen' of the Corpse Taker, that it would vanquish their enemies and give them dominion over the earth. It said they must honor it with sacrifices of flesh and blood.

"Shortly after he finished reading that, we were ambushed by cannibals who came in with a mist that cloaked them from our eyes and ears. Many of my soldiers were slain, but just as many were struck with poisoned darts. I was hit with a dart and fell asleep, or they would not have taken me alive. When I woke, I learned the mystery of the dark substance coating the idol. I watched as Captain Ezisu and many other soldiers were butchered for this demon god, this Corpse Taker. The idol, it sucked up the blood. It was thirsty.

"Then, those of us left alive were tethered like dogs and taken to their village. For five days I watched them eat my officers and men. A very dishonorable way to die."

HIKING IN THE MOUNTAINS

Unit Size: Platoon

Visibility: 150' (25")

Allow your players a chance to connect the dots. If they have trouble, King Hunda, Major Kulaski and Taiso Hakiro conclude the stones in the bellies of the two idols are two of the three stones of creation. The third stone was destroyed shortly after the Corpse Taker was freed from his prison. (See Chapter 2: Cave of Omens). The leaders believe if they could cut off the Corpse Taker from the power of all three stones, he would either be killed or be trapped in his current vessel, making him mortal.

One stone is already destroyed, and King Hunda insists that the stone in his possession, placed in an idol dedicated to Hun Ango Platok, is denied to the Corpse Taker. In fact, the King will steadfastly refuse to destroy his stone even if the Americans insist. The last stone of creation providing the Corpse Taker with his link to immortality is contained in the idol worshipped by the cannibals and hidden in the secret shrine in the mountains. The heroes are ordered to destroy it. Taiso Hakiro insists that a squad of Japanese infantry accompany the Americans.

Vin is assigned to accompany the raiding party. He knows where the mud pots are and is confident he can find the secret pass. He guides the 2nd Platoon on a jungle-choked 15 mile hike to the mountains near the center of the island. The going is hot and difficult, causing Fatigue rolls due to the heat. Their guide often chooses trails so small they hardly deserve the name, avoiding well worn paths in an effort to avoid the Ngo Plangmar. Unfortunately, he does not succeed.

A hunting party of Ngo Plangmar ambushes the platoon in an area of thick jungle, giving the cannibals the equivalent of light cover. Due to the natives' skill in the jungle, the Marines make a Notice roll at -2 to detect the ambush before they spring their attack. During the first round, the cannibals use their bows. In the second, they rush in and attack with their spears. If the Ngo Plangmar lose half their number, they try to retreat.

- **Ngo Plangmar Warriors:** 30 x bows and spears.

THE MUD POTS

Visibility: 60' (10")

There are five Ngo Plangmar Warriors on guard here. Unfortunately for them, a thick fog masks the Americans' approach. Four warriors

will try to hold off the infiltrators while the fifth makes a dash for the pass in an effort to warn the Bone Shaman.

The area is scattered with mud pots which constitute difficult ground. The heat and moisture combine with the unnatural fog to severely limit visibility.

- **Ngo Plangmar Warriors:** 5 x bows and spears.

THE BARREN VALE AND THE SHRINE

Visibility: 90' (15'')

Outside of the shrine, a large group of Ngo Plangmar warriors worship the Corpse Taker. Depending on the outcome of the previous encounter, they may or may not be aware of the platoon's approach. If not warned, the Serpent Queen and her Ngo Plangmar congregation are preparing to sacrifice a female Ngo Platok villager to the idol of the Corpse Taker.

The Americans have the initiative here, but not much time to think. The cannibals' strategy will depend on the Marines' actions. Most of

the warriors are likely to grab their spears, close the distance, and wild attack, while a couple stay back and use their bows. The Queen will stay back and cast spells. First she will cast armor, then she will cast the various attack spells at her disposal.

- **Ngo Plangmar Warriors:** 40 x bows and spears.

THE SERPENT QUEEN (WC)

The Serpent Queen is as crafty as she is cruel. She was never one to let her femininity keep her away from a good fight.

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

Skills: Fighting d8, Intimidation d6, Spellcasting d8, Stealth d8, Survival d6, Throwing d6

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: All Thumbs, Illiterate, Habit (Minor, Cannibalism)

Edges: Arcane Background (Magic), Combat Reflexes, Florentine, New Powers, Power Points

Equipment: Axe (Str+d6) and Dagger (Str+d4).

Powers: *Armor, blast, fear.* 15 PP

THE BLOOD IDOL

It's not as important to destroy the idol as it is the stone within it. Any explosive or particularly violent impact is sufficient. The moment the stone is destroyed, the Marines hear laughing. Then they hear, "You think you have destroyed me. You are insects I will squash under foot. I will consume your bodies and souls, and then follow your prayers to your people, your family, and all who love you. Prepare yourselves for the storm of my wrath!"

CHAPTER 8: CANNIBALS AND CORPSES

Unit Size: Battalion

Visibility: 600' (100'') within one mile radius of the idol.

Through the heroes' efforts, the Corpse Taker is now bound to its body and is mortal. It must obtain the last Stone of Creation, which is currently inside the Ngo Platok's idol, and bathe it in blood. Doing so will break the stone's connection to Hun Ango Platok and reconnect it to the Corpse Taker, thus regaining his immortality. His body is rotting and his time is running out. He plans to attack the villagers who have been aiding the Americans.

THE MOON BATHED IN BLOOD

Each of the heroes dreams the following when they sleep following their return to the village:

You watch paralyzed by horror as Marines, Japanese, and islanders fight each other, kill each other, and then consume each other. Their corpses then rise up and continue the madness. You are surrounded by a sea of murder and cannibalism illuminated by a huge full moon.

Through this sea wades the Corpse Taker. He is a giant now, the amalgamation of hundreds, perhaps thousands, of dead. The hands of the dead reach out, grasping for a life they will never know again. The mouths of the bodies scream silently, reacting to a horror they can never escape.



The Corpse Taker grabs you like a rag doll, and holds you above the moon. The moon doesn't seem huge anymore, but more like a small orb of white light. Next, he rips out your throat. You pray for death, but it doesn't come. Instead, you watch, growing weaker, as your blood pours forth from you like water from an upturned canteen. Your blood bathes the moon, turning its white light red.

When the moon is drenched and you are limp from blood loss, the Corpse Taker casts you aside. You fall and fall and fall and crash down onto hard baked barren earth. The landing does not kill you, though you wish it would have. Instead, because you lack the very strength to move, you watch as blood falls from the sky. It is your blood and it rains on the bodies of the people you love: the Marines, your friends, your families. They all lie broken before you, being rained on by your blood.

The dream's message is simple. The Corpse Taker plans to attack the village during the next full moon with an army of cannibals and zombies. He intends to take the idol and bathe the stone inside it in blood, thus ensuring his immortality. Then with the strength of all the souls he consumes in the battle, he will leave the island and bring horror and carnage to the rest of the world.

If the players have trouble interpreting the dream, King Hunda calls the Japanese and American commanders to him. He tells them his shaman has seen in a vision that the Corpse Taker will attack on the full moon which will occur in three night's time.

CORPS OF CORPSES

The heroes and their Japanese allies have several days to plan and implement their defenses.

As for playing things out, you and your players have several options. You can run a mass battle using one of the NPC commanders or one of the heroes for the Knowledge (Battle) rolls. Major Kulaski has the skill Knowledge (Battle) d10, Spirit d8 and the edge Cry Havoc! Making this decision could have some interesting role playing ramifications if, for example, it is decided Taisa Hakiro is best qualified to lead the combined forces. Alternatively, you can focus the action on the heroes by just playing out a couple of rifle squad or platoon-sized fights followed up by The Final Encounter. In this case, the larger battle becomes a backdrop for the player characters' heroics. Or you can do both. See *Weird Wars Two* for a method that allows you and your players to run the mass battle and the player characters' fights simultaneously.

THE AMERICANS, THE JAPANESE, AND THE NGO PLATOK

There are approximately 350 US Marines, 150 Japanese troops and 200 Ngo Platok Warriors. The Americans and their allies have seven tokens at the beginning of the fight.

+1 Battle Modifier for Light Artillery: The Americans have the benefit of Light Artillery in the form of American and Japanese mortars. Even though the Corpse Taker would like to roll in a fog as thick as pea soup, the idol dedicated to Hun Ango Platok keeps the visibility relatively clear. The Americans and Japanese have plenty of time to "register" their mortars on the "killing field" just outside the Ngo Platok palisade.

+2 to Morale for Fortification: The Americans and their allies have the benefit of a Fortification for purposes of the morale rolls.

+2 to Morale: They cannot retreat. The Ngo Platok village is backed against the sea. Furthermore, all the troops and warriors understand that if the Corpse Taker takes the idol, they will die a horrific death.

THE CANNIBALS AND THE ZOMBIES

The Corpse Taker uses his Knowledge (Battle) for the mass battle rolls. There are approximately 300 cannibals and 1,400 zombies, giving the Corpse Taker 10 tokens at the beginning of the battle.

-1 or -2 Battle Modifier for Terrain: The palisade surrounding the Ngo Platok village already counts for one point of terrain. If the Americans and their allies use their time to add trenches, foxholes or other modifications to the defenses, they can improve the terrain modifier to -2.

+2 to Morale: Over 75% of the Corpse Taker's army is undead.

THE FINAL ENCOUNTER

Unit Size: Rifle Squad

Assuming the battle goes in the Americans and their allies favor, the Corpse Taker itself attacks, breaks through the lines, and carves a path directly to the idol. The heroes are ordered to fall back to protect the idol and destroy the Corpse Taker. If the Corpse Taker is winning the battle, the heroes might have to race back to the shrine and destroy the magic stone inside the idol before it falls into the Corpse Taker's hands. Either way, the following encounter takes place among the huts of the village.

- **Zombies:** 15.

- **The Corpse Taker, Second Advance (WC):** See page 26.

THE FOG LIFTS

As the Corpse Taker falls, the fog begins to thin. Any zombies left on the field of battle fall like puppets with their strings cut. The cannibals are now grossly outnumbered, but fight to the death rather than surrender. Within 10 minutes, the fog has dispersed entirely.

Over the course of the rest of the night and the next day, the American Marines are able to reestablish communication with the Navy ships offshore. Reinforcements for the Marines arrive along with logistics support, ammo, and food.

Taisa Hakiro Mutsama disarms his men, kneels before Major Kulaski and his staff and gives the following speech: "You have been an honorable opponent and ally. It is with great sadness our alliance must end, but as our people are still at war, there is no other way. I must disobey the Emperor, for I will not raise my sword against you now that we have fought the darkness side by side. I hereby order those units under my command to surrender. Men, you may lay down their arms without shame. You have honored your ancestors and the Emperor himself. I have, however, dishonored the Emperor with my insubordination. There is no other way."

Hakiro repeats the speech in Japanese. He then readies his katana, bows his head, and plunges the sword into his gut while one of his lieutenants beheads him. The lieutenant collects Hakiro's sword and offers it and his own to Major Kulaski.

A handful of the Japanese commit suicide in spite of Hakiro's speech, but for the most part they surrender to the Americans peacefully. For them, the war is over. For the Marines, however...

EXTRA, EXTRA, EXTRA

“Wars may be fought by weapons, but they are won by men.”

— General George S. Patton, Jr.

ALLIES

MAJOR BRIAN KULASKI (WC)

Major Kulaski is a brave and intelligent leader. He has been with the battalion since Guadalcanal and has earned every promotion he's received. Unfortunately, he doesn't play politics well. If he fails to make General it will be because he told one of his superiors what he really thought.

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

Skills: Fighting d6, Knowledge (Battle) d10, Persuasion d8, Shooting d6, Throwing d6

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

Hindrances: Heroic, Loyal

Edges: Command, Cry Havoc!, Fervor, Level Headed, Rank (Officer)

Equipment: Steel helmet (+2), M1911A1 pistol.

US MARINE CORPS INFANTRY

Because their missions are so tough—attacking straight into the teeth of some of the most heavily fortified and bitterly defended real estate on Earth—and expectations of their performance so high, US Marines have an “esprit de corps” that sets them apart from the other services.

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

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

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

Edges & Hindrances: None

Equipment: Steel helmet (+2), 2 Mk II grenades (5/10/20, 3d6). Fire Team: 1x BAR (30/60/120, 2d8, RoF 3, shots 20, AP 2, Auto, Snapfire Penalty), 3x M1 Garand (24/48/96, 2d8, RoF 1, shots 8, AP 2, Semi-Auto) with a bayonet (Str+d6, Parry +1, Reach 1, 2 hands). Some troops may carry a flamethrower.



US MARINE CORPS OFFICERS

The US Marines need leaders able to take their men into the toughest combat situations. Many are graduates of the Naval Academy at Annapolis, but more come from the ROTC programs on college campuses or enlisted troops who have been to officer candidate school.

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

Skills: Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6

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

Hindrances: Loyal

Edges: Command, Rank (Officer)

Equipment: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, often an M1911A1 pistol (12/24/48, 2d6+1, RoF 1, shots 7, AP 1, Semi-Auto), unless they are on the front lines, in which case they carry an M1 carbine.

US NAVY CORPSMAN

Because the US Marines don't have their own combat medics, Navy Corpsmen are assigned to the front lines. Often called “Docs” by US Marines, a term of respect and affection, Navy Corpsmen are well trained, brave, and selfless. Navy Corpsmen are willing to run out onto the field of battle beneath a storm of artillery and machinegun fire to treat and rescue wounded Marines.

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

Skills: Boating d6, Knowledge (Medicine) d6, Healing d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges & Hindrances: None

Equipment: Steel helmet, M1911A1 pistol (12/24/48, 2d6+1, RoF 1, shots 7, AP 1, Semi-Auto), Field Aid Kit, Stretcher.

AXIS

JA INFANTRY

Japanese soldiers are very disciplined and generally well trained. By and large, Japanese troops do not surrender and fight to the death or commit suicide by hand grenade when trapped.

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

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

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

Hindrances: Fanatic (The Emperor)

Edges: None

Equipment: Steel helmet (+2), 2 Model 96 grenades (5/10/20, 2d6+1), Arisaka Model 99 (20/40/80, 2d8-1, RoF 1, shots 5, AP 2), with bayonet (Str+d6, Parry +1, Reach 1, 2 hands), or Type 96 MG (24/48/96, 2d6+1, RoF 3, shots 30, AP 1, Auto, Snapfire).

IJA OFFICER

Japanese Army officers are often dedicated patriots. They tend to operate best when under tight control or as part of a well developed plan.

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

Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Shooting d6

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

Hindrances: Fanatic (The Emperor)

Edges: Command, Rank (Officer)

Equipment: Officers are equipped as infantry or armor crews. Staff officers usually only carry a sidearm, a Nambu 94 pistol (12/24/48, 2d6-1, RoF 1, shots 6), unless they are on the front lines. Many Japanese leaders also carry a Katana sword (Str+d6+2).



ISLANDERS

NGO PLATOK WARRIOR

The Ngo Platok are a simple and peaceful people by nature, but they have learned to be warriors by necessity. Living on the same island as the Ngo Plangmar has forced them to defend themselves.

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

Skills: Fighting d6, Knowledge (Farming) d6, Shooting d6, Survival d6, Throwing d6

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

Hindrances: All Thumbs, Illiterate

Edges: None

Equipment: Medium Shield, Bone knife (3/6/12, Str+d4), Obsidian bladed clubs (Str+d8), Bow (12/24/48, 2d6, RoF 1)



NGO PLANGMAR WARRIOR

The Ngo Plangmar are a warlike people. Their shaman and chief practiced cannibalism prior to the release of the Corpse Taker but only on rare occasions when a particularly powerful foe had been killed. Now they all practice cannibalism as the norm.

The eating of humans has irrevocably scarred the psyches of the Plangmar. Even before they discover the Plangmar are cannibals, the Marines might feel uneasy because something is odd about the way the Plangmar interact with them.

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

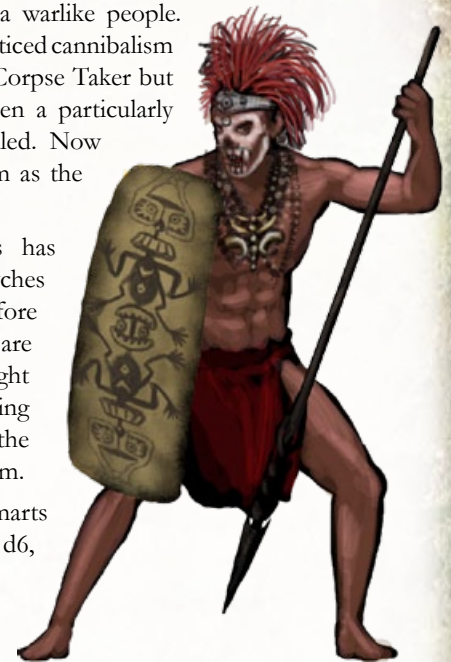
Skills: Fighting d6, Shooting d6, Stealth d6, Survival d6, Throwing d6

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs, Illiterate, , Habit (Minor, Cannibalism)

Edges: None

Equipment: Bow (12/24/48, 2d6, RoF 1), Spear (3/6/12, Str+d6, Parry +1, Reach 1, 2 Hands)



BESTIARY

THE CORPSE TAKER (WC)

The Corpse Taker is an immaterial demon who uses a vessel made of dead flesh to walk the earth. As it takes more souls and more body parts, it becomes larger and more powerful.

The Corpse Taker's vessel is made from the rotting parts of dead people assembled in a haphazard fashion. Its skull-like head is attached to an extra arm, three functional arms end in hands with claws made of sharpened bones, and it walks on yet another arm and two legs even though one of the legs is attached backward. Its body is constructed of an amalgamation of body parts including the torsos of two people, a head, and a functionless leg.

The Corpse Taker grows in size and power throughout the adventure. This is how he appears during Chapter 3: The Red Ravine.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Climbing d8, Fighting d10, Intimidation d10, Knowledge (Battle) d6, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Bite and Claws:** Str+d4.
- **Fear (-2):** The Corpse Taker provokes a Spirit (-2) roll when seen.
- **Fearless:** The Corpse Taker is immune to fear and Intimidation.
- **Fog:** Similar to the power obscure, the Corpse Taker can create an area of thick fog that causes complete obscurement equal

to a Large Burst Template. It can cast and maintain this power indefinitely and uses a range of Smarts x 2.

- **Sense Living:** The Corpse Taker can sense the presence of living creatures. Anyone attempting to sneak or ambush within a Range of Smarts x 2 is detected on a Notice roll at +2.
- **Size +1:** The Corpse Taker is slightly larger than a human.
- **Stench:** The rotting corpses that make up the Corpse Takers body are so foul they cause nausea. Any character within a Medium Burst Template centered on the Corpse Taker must succeed at a Vigor roll or suffer one level of Fatigue for the rest of the encounter.
- **Undead:** +2 to Toughness; +2 to recover from Shaken; called shots do no extra damage; immune to disease/poison; does not suffer Wound modifiers.
- **Vessel:** The Corpse Taker is not bound to its body. If the body is “killed”, the Corpse Taker is temporarily disrupted. It must search

for other body parts and construct a new form, taking 24 hours to complete. Until the new body is finished, it cannot interact with the world.

- **Waking Dream:** Waking Dream functions much like the puppet power. The Corpse Taker can cause the target to fall into a dreamlike state in which the Corpse Taker controls what the target sees. The Corpse Taker manipulates this dream in such a way as to control the target. The Corpse Taker often uses this power to make the target see allies as enemies, causing the target to attack those he would otherwise protect. The Corpse Taker can cast and maintain this power indefinitely as long as the target is in a Range of Smarts x 2. He may target a new character once per turn (thus amassing multiple puppets and turning a battlefield into a confused mess). The use of this power requires opposed rolls as normal according to the Puppet Power. The Corpse Taker uses his Spirit as his arcane skill.
- **Zombie:** This special ability works like the power of the same name with the following exceptions: no cost, creates one Zombie per round, with a range of Smarts x 2, and the duration is indefinite (as long as the Corpse Taker is alive, the zombies remain animated).

THE CORPSE TAKER (FIRST ADVANCE) (WC)

The Corpse Taker is now larger and has more functional limbs. Many of the body parts have withered and dried, reducing its odor.

This version of the Corpse Taker is encountered in **Chapter 6: It's What's For Dinner.**

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d12, Vigor d12

Skills: Climbing d8, Fighting d10, Intimidation d10, Knowledge (Battle) d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 12

Special Abilities:

- **Bite and Claws:** Str+d4.
- **Fear (-2):** See above.
- **Fearless:** See above.
- **Fog:** See above.
- **Improved Frenzy:** The Corpse Taker can make two Fighting attacks each action at no penalty.
- **Sense Living:** See above.
- **Size +2:** The Corpse Taker is about 8' tall and weighs over 600 lbs.
- **Undead:** See above.
- **Vessel:** See above.
- **Waking Dream:** See above.
- **Weakness (Fire):** Many of the rotting corpses that make up his body have dried out. Fire attacks, whether magical or mundane, do +4 damage. Furthermore, there is a chance the Corpse Taker will catch fire. If the Corpse Taker is hit by fire, it catches fire on a 5 or 6 on a d6, and takes 1d10+4 damage every round thereafter. It will continue to fight until this vessel is consumed by the flames.
- **Zombie:** See above.

THE CORPSE TAKER (SECOND ADVANCE) (WC)

The Corpse Taker is now very large and has many functional limbs. Its body is made up of the parts of countless dead soldiers, and it moves like an inchworm.



This version of the Corpse Taker is encountered in **Chapter 9: Cannibals and Corpses**.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d12+2, Vigor d12

Skills: Climbing d8, Fighting d10, Intimidation d10, Knowledge (Battle) d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 14

Special Abilities:

- **Bite and Claws:** Str+d4.
- **Fear (-4):** See above.
- **Fearless:** See above.
- **Fog:** See above.
- **Improved Frenzy:** The Corpse Taker can make two Fighting attacks each action at no penalty.
- **Large:** Attackers add +2 to their attack rolls when attacking the Corpse Taker due to its large size.
- **Level Headed:** The Corpse Taker acts on the best of two cards.
- **Sense Living:** See above.
- **Size +4:** The Corpse Taker is about 20' long and over 12' high when it rears up. It weighs over a ton.
- **Undead:** See above.
- **Vessel:** See above.
- **Waking Dream:** See above.
- **Weakness (Bound to Vessel):** Because no longer controls any of the Stones of Creation, the Corpse Taker is bound to its current vessel. If it is killed in this form, it is destroyed utterly.
- **Weakness (Fire):** Many of the rotting corpses that make up his body have dried out. Fire attacks, whether magical or mundane, do +4 damage. Furthermore, there is a chance the Corpse Taker will catch fire. If the Corpse Taker is hit by fire, it catches fire on a 5 or 6 on a d6, and takes 1d10+4 damage every round thereafter. It will continue to fight until this vessel is consumed by the flames.
- **Zombie:** See above.

FRIGHTLINGS

Frightlings are demons, and in their natural form look like gaunt humanoids with pale grey, almost white, skin. They have pearlescent eyes, curled pointed noses, and sharp pointed teeth. Their hands end in long sharp claws.

Frightlings are seldom seen in their natural form. When they attack, they take on the form of their victim's worst nightmare. This could be an evil-looking clown, a dead relative that was cruel to him or her as a child, or a monster from a horror movie.

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

Skills: Fighting d6, Intimidate d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Special Abilities

- **Armor +2:** These demons have a rubbery hide that helps protect them from damage.
- **Bite or Claw:** Str+d4
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease.

- **Fear (-4 or -2):** Anyone seeing a Frightling in its Nightmare Form must make a Spirit roll. The person from whom this Nightmare was ripped takes a -4 to this roll. Others witnessing the Frightling in this form make the roll at -2. The image is still quite fearsome.
- **Fearless:** Frightlings are immune to fear and Intimidation.
- **Fear Feeder:** If a victim fails his or her Spirit roll, or if the Frightling succeeds at an Intimidate roll opposed by the target's Spirit, then the Frightling feeds off the fear. The Frightling's size increases by +1 (which grants a +1 bonus to Toughness) and its Strength increases by one die type. A Frightling can only feed off the fear of one target per round regardless of how many people fail their Spirit rolls.
- **Invisible Stalker:** Just like the power invisibility, Frightlings can turn invisible. They can cast and maintain this power indefinitely, but only on themselves. Furthermore, because their power is fear based, they must reveal themselves before they attack. They often use this ability to stalk their prey, occasionally making sounds or moving objects in an effort to put their victims in a state of apprehension before they reveal themselves and attack directly.
- **Nightmare Form:** If a Nightmare succeeds at an opposed Spirit roll, it can assume the form of one victim's worst nightmare. This provokes the Spirit roll versus fear above.



- **Weakness (Facing One's Fear):** If the Frightling's target gets a raise when rolling Spirit versus fear or when resisting a Frightling's Intimidation attempt, the Frightling is actually reduced in size by one level. He takes a -1 to Size, thus the Frightling's toughness is reduced by -1, and his Strength is reduced by one die type.



SWAMP ELEMENTAL

Swamp elementals manifest as human sized and shaped masses of swamp water, mud, and rotting vegetation.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Stealth d8

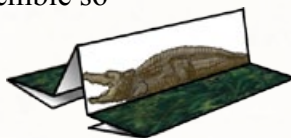
Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Muddy exterior.
- **Aura of Vermin:** Leeches, insects and other vermin common to swamps swarm around the swamp elemental. During the swamp elemental's action each round, center a medium burst template on it. All characters (except for the swamp elemental) under this template take 2d4 damage from multiple bites and stings. Attacking these vermin directly has no effect, but they dissipate when the swamp elemental is destroyed.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Entangling Vegetation:** Swamp elementals can use the entangle power using their Spirit as their arcane skill. On a success, a swamp elemental affects one target. On a raise, it affects all targets under a Medium Burst Template. They can cast the power indefinitely.
- **Vine Whip:** Str+d4, Reach 1.

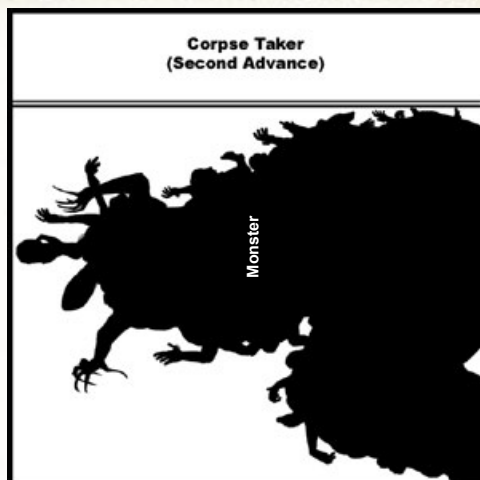
FIGURE FLATS

Print off this page on cardstock or regular paper, and cut out the following models to use in the adventure. For “tri-folds,” just fold on the inner lines and glue in the tab to make a three-sided paper model, with the blue or tan silhouette representing the back side. For “bi-folds” (side-view figures, such as the Crocodile), fold and assemble so the cross-section looks like an inverted “T.”

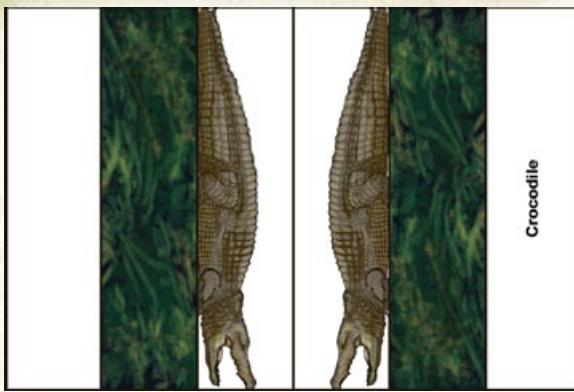


			Japanese Army Doctor Dr. Hamada
			Japanese Officer Heiso (Sgt) Takata
			Japanese Officer Chui (1st Lt) Honjito
			Japanese Prisoner Taisa (Col) Hakira Mutsama
			Japanese Officer Taisa (Col) Hakira Mutsama
			US Marine Major Brian Kulaski

			Ngo Platok Scout Vin Tinga Ob
			Ngo Platok Villager Hunda Ago Pham
			Ngo Plangmar Bone Shaman
			Ngo Plangmar King
			Ngo Plangma Villager
			Ngo Plangmar Serpent Queen



Corpse Taker (Initial Form)	Corpse Taker (First Advance)

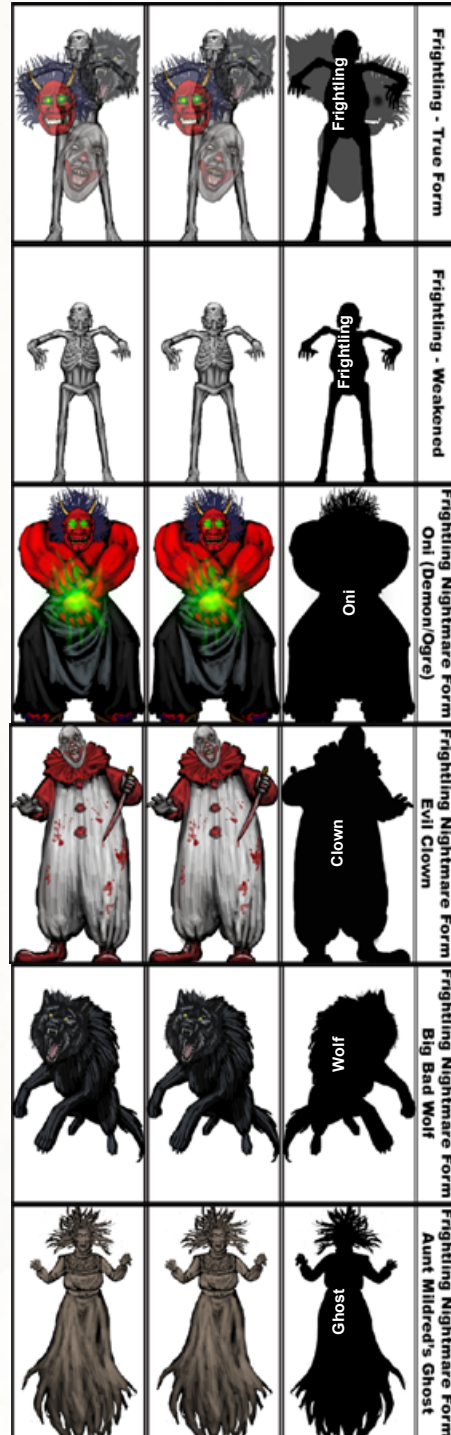
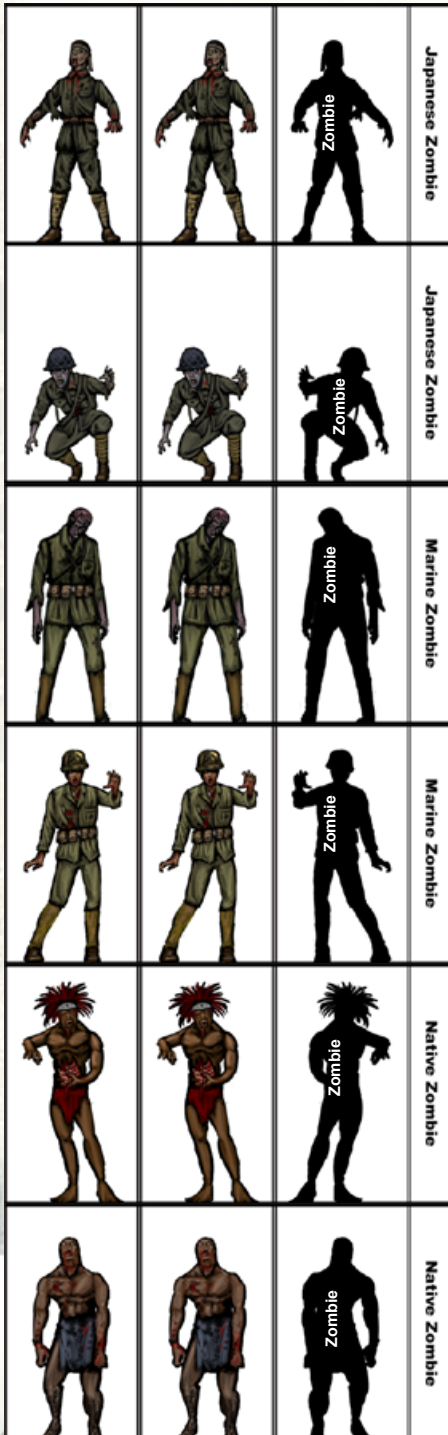


























Crocodile



























Constrictor Snake

Snake

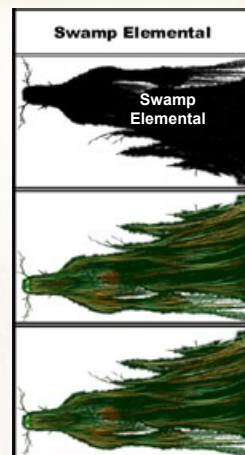
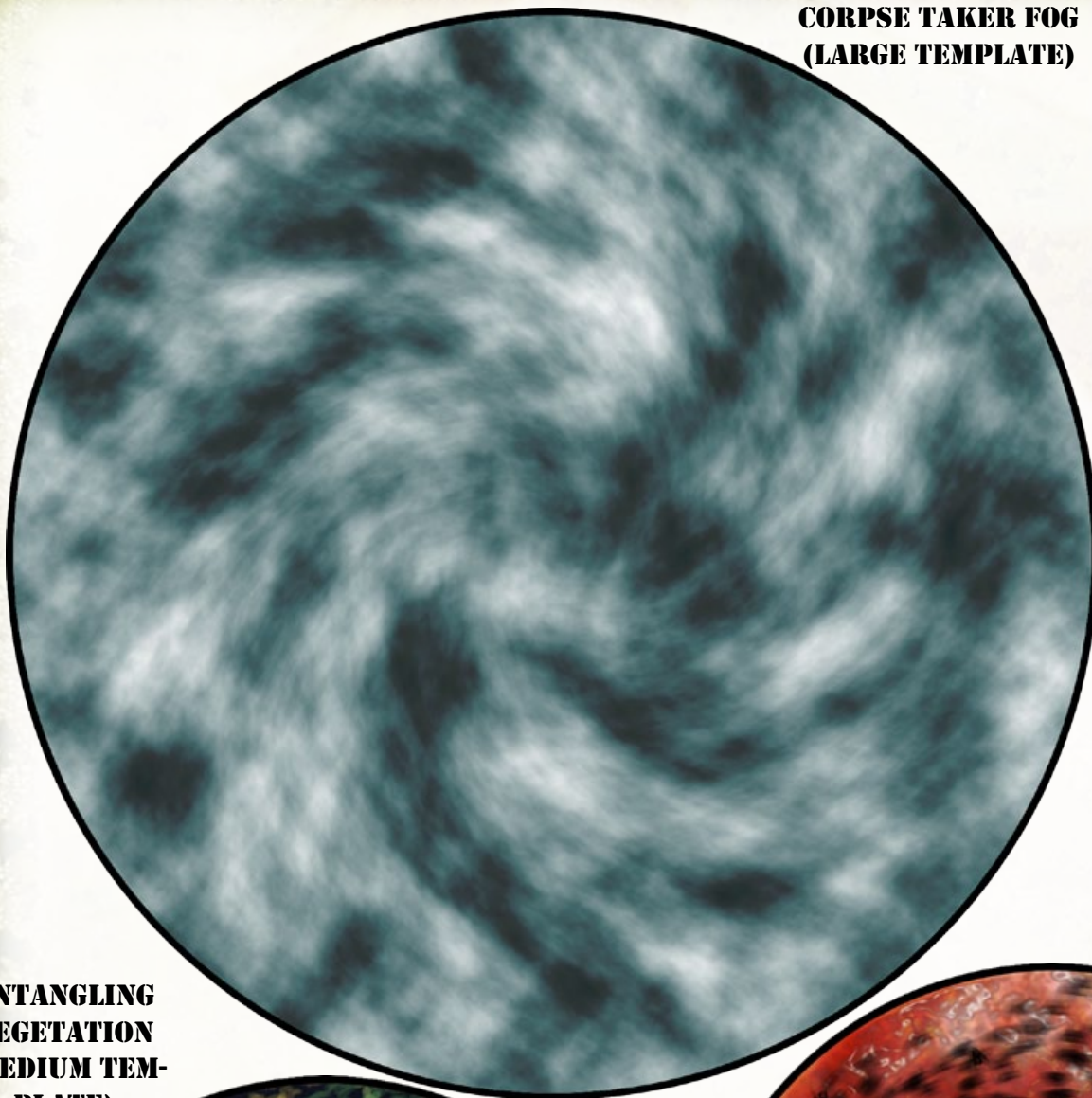


			Japanese Infantry Artisa 99 Rifle
			Japanese Infantry Artisa 99 Rifle
			Japanese Infantry Artisa 99 Rifle
			Japanese Infantry Artisa 99 Rifle
			Japanese Infantry Nambu 11 MG
			Japanese Infantry Nambu 96 MG
			Japanese Officer Nambu 94 Pistol
			Japanese Officer Kokura 100 SMG

			US Marine Private M1 Garand
			US Marine Private M1 Garand
			US Marine Private M1 Garand
			US Marine Private Browning Automatic Rifle
			US Marine Private Browning Automatic Rifle
			US Marine Private Bazooka
			US Marine Private Flamethrower
			US Marine Sergeant M1 Carbine

			Ngo Platok Warrior Obsidian-Bladed Club
			Ngo Platok Warrior Obsidian-Bladed Club
			Ngo Platok Warrior Bow
			Ngo Platok Warrior Bow
			US Marine Prisoner
			US Marine Prisoner
			Japanese Prisoner
			Japanese Prisoner

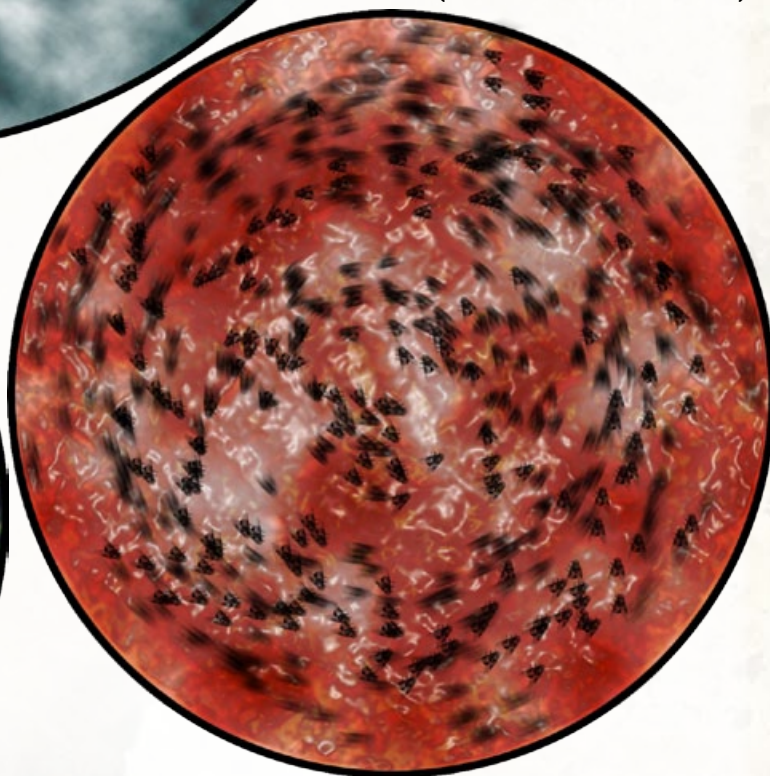
**CORPSE TAKER FOG
(LARGE TEMPLATE)**



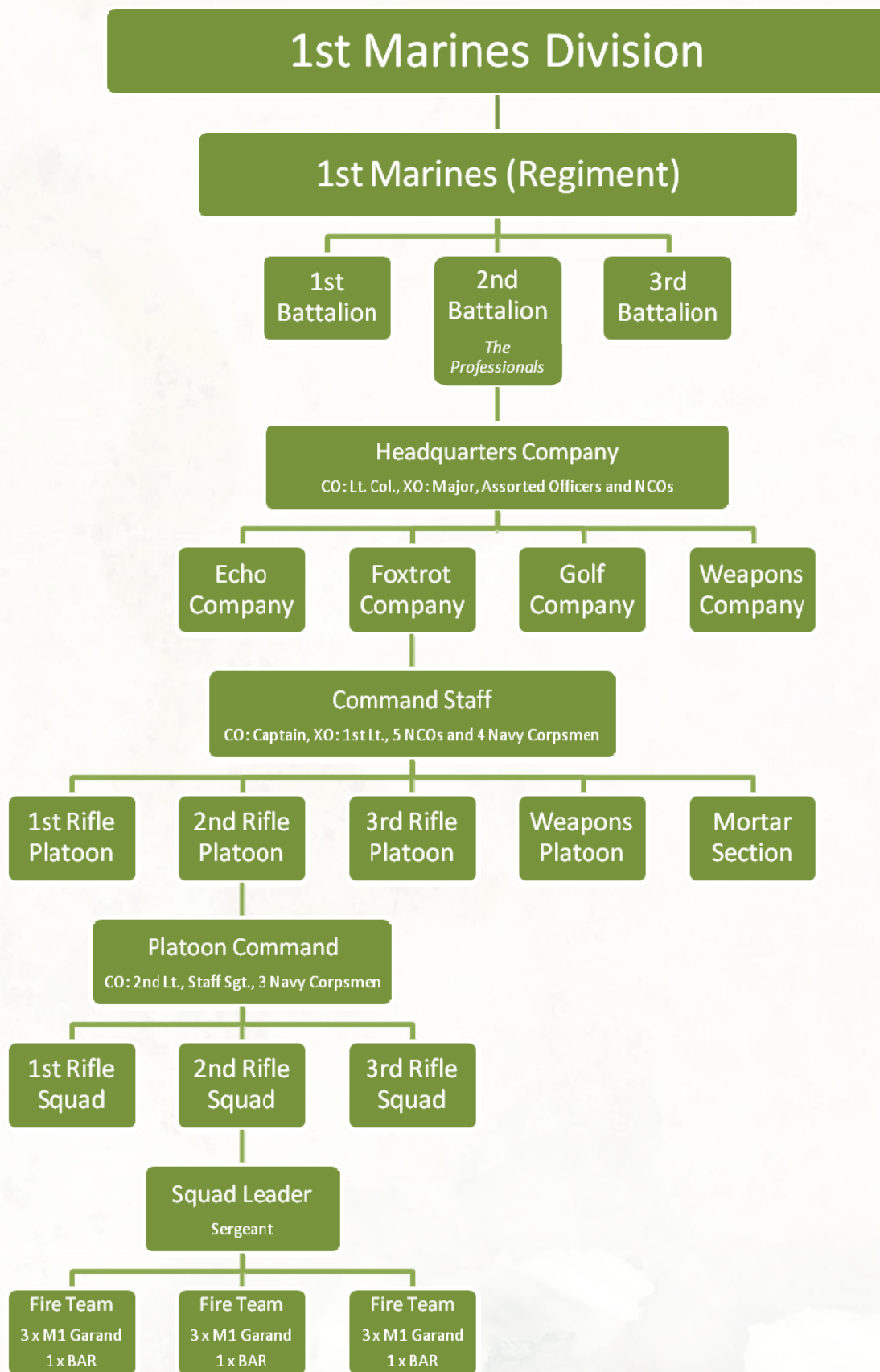
**ENTANGLING
VEGETATION
(MEDIUM TEM-
PLATE)**



**VERMIN AURA
(MEDIUM TEMPLATE)**



FIRST MARINES



SKETCH HANDOUT

Platok Island

