



Land of the Rising Dead





WEIRD WAR TWO: LAND OF THE RISING DEADTM

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AUTHOR'S DEDICATION: THIS BOOK IS DEDICATED TO ALL THOSE WHO SERVED IN THE PACIFIC THEATER OF OPERATIONS IN WORLD WAR TWO, AND ESPECIALLY MY FATHER, JOHN MONTESA, BECAUSE HE SAW IT ALL AND MADE IT THROUGH.

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Prologue: Semper Fidelis

There's something I need to tell you now, my wife. Something I've kept silent about for 60 years because the government told me not to talk about it with anyone, not even you. Well, I'm not much longer for this world, and the machine on the frame of this hospital bed beeps away the seconds I have left. It's time I told you, and I'm sorry I kept it from you for so long. Sorry I put you through all those nights when I woke up screaming, and you held me and told me everything was all right.

You knew I was with the Marines on Guadalcanal in '42, and that we fought the Japanese. I spared you most of the details not because I thought it would shock you, but because I didn't want to remember. I think you imagined it was horrible enough, but there on Guadalcanal, I saw something I've never forgotten. They told me it was combat fatigue, post-traumatic stress, shell shock, whatever you want to call it. They said I was crazy.

I kept silent but I have to tell you now. I know what I saw, and I'm not going to die without setting the record straight, at least with you.

October 23rd, 1942. I was with Easy Company, 1st Battalion, 7th Marines under the legendary Lt. Colonel Lewis "Chesty"

Puller. We dug in on the perimeter to the south of Henderson airfield and held it for three weeks against Japanese attacks. Then it was quiet for about a week but we knew it wasn't over. The Japs pulled back to regroup and build up enough strength on the island for an offensive to retake Henderson field and thus, the island. As the sun set that evening and the rains began, we heard that the defense line near the Matanikau River to the north was being reinforced. 2nd Battalion pulled up stakes and moved out, leaving us to hold the line.

I waited with every sense on full alert as the night crept up on me in my foxhole, the crump of artillery and crackle of small arms fire echoing in the darkness. 2nd battalion was getting hit, and hit hard from the sound of it. My foxhole buddy, Nelson, a lean kid from Idaho, fidgeted nervously, aching for a smoke.

* * *

"Damn, " he muttered. "I hate this waiting."

"When it starts you'll wish it was over," I told him.

"Yeah, but then it gets over, you see? Geez, I need a smoke."

Prologue



"They're comin' again. Get ready!"

"You light up and Gunny Turner'll have you on latrine duty for a week, if a Jap sniper doesn't pick you off first."

"You think they'll come?" Nelson whispered, snapping me out of my concentration.

"I think they aren't going to let us leave the dance without filling out our card." There was a rustle on my left and the clink of gear. Nelson and I flipped the safeties off our rifles and aimed into the dark.

Nelson hissed out the challenge, "Kitchen!"

The password came back through the blackness, "Sink!" and Gunnery Sergeant Turner slid into the hole with us.

"The Japs have pulled back and they're coming around this way. You boys got enough ammo?" he asked. We nodded. "Good. Here's a few more clips," he said handing us a bandolier. "You stay in this hole and hang tough." Gunny Turner climbed out of the hole and gave Nelson a reassuring clap on the helmet. "Semper Fi, Always Faithful, Marines. We're all in

this together." He disappeared into the dark to check the other holes that formed our company line.

I checked my rifle for the umpteenth time, peering through the sights into the darkness of the jungle. The wind rustled through the trees and brush and I found myself watching a swaying leaf intently trying to determine if it was an enemy soldier. Minutes or maybe hours passed.

The clouds broke. Huge, round raindrops splattered off the trees like liquid shrapnel. Lightning split the sky. The jungle lit up momentarily and there they were. Japs! Dozens of them, not 30 yards away and closing fast! Someone in a nearby foxhole shrieked, "Open fire!" and the line erupted with muzzle flashes.

The Japs gave a ferocious "Banzai!" and charged us. I blasted out two clips before they were on top of us and I was fighting for my life in the slippery mud. We stopped the first attack cold but as the Japs pulled back, they hit us with mortar fire. There was no telling the thunder from the explosions as we suffered through the





barrage. A salvo of mortar shells marched its way towards our foxhole and I knew the next round would fall right on top of us. I sank into the hole screaming, "Nelson! Incoming!" The blast of the mortar round shoved me further into the mud and knocked me silly. Dazed I pulled myself up and saw that Nelson was dead, his body horribly shredded by the explosion. Staring at the mess that had been my friend a moment before, I heard the Japs beginning another attack. I could see that my foxhole was now exposed and I crawled out and back towards Gunny Sgt. Turner's hole.

I scrambled to my feet, not knowing how I avoided being shot and ran headlong for Gunny Turner's position. He was blazing away with his Tommy gun as I crashed into the hole, only to be showered with his blood and brains a moment later. In a rage I seized his Tommy gun and opened up on our attackers. When the magazine went dry there was no time to reload. A Jap soldier flew into the hole with me and I shot him point blank with my pistol. In the steaming jungle around me, my fellow Marines were all in similar death struggles. Lightning flashes lit up scenes of pure hell, and the booming thunder was accompanied by the bark of machinegun fire as men grappled through the churning mud, straining to kill each other. More enemy soldiers were pouring out of the jungle on us.

I scrambled back out of the hole and another Jap jumped on top of me. As his hands locked around my throat, a flash of lightning lighted his face and I could see that he was as terrified as I was. The only choice either of us had was to fight or to die. With the butt of my pistol I clubbed the Jap soldier off of me. I was beyond fear and anger at that point. There was only a terrible blood rage that welled up in me as I smashed my pistol into his head again and again until I was only thumping the muddy ground beneath.

I heard a scream behind me and turned in time to see another Jap swinging his rifle down on me. The blow knocked me to the ground and the last thing I saw before I passed out was his bayonet sinking into my side.

I don't know what time it was when I came to. The rain was still falling but not as heavily. Around me bodies lay twisted in death, both Japanese and American. I crawled from hole to hole to see if there were any survivors but all I found were the torn remains of friends and enemies. There was no other sound except the rain and the sound of the jungle at night. The Jap who stabbed me was gone, but the pain of the wound burned.

I found "Doc" dead a few feet away and I scrounged a morphine syringe from the dead medic's pack and stuck it in my leg. Then I dragged myself behind a tree where our radio man lay pinned to the trunk with a Japanese bayonet, like a butterfly in some hideous collection. I was weak and losing a lot of blood.



"Did you see something move? I thought I saw something move."



Prologue



Pulling the handset from underneath the radio man's body, I cranked it up and called HQ.

"Easy 3 to Baker 1, over," I croaked.

"Go ahead Easy 3," crackled the radio.

"Japs hit us. We stopped 'em. Easy Company's gone," I was getting delirious from the pain. "Everyone's dead."

"Baker 3," I recognized the voice of Col. Puller. "We're sending Charlie company up to reinforce you. The Japs are setting up for another push. Can you hold a few more minutes?"

I would probably be dead in a few minutes. But I was a Marine. There was only one answer I could give.

"I can hold, sir."

"We're coming for you son, just hang on. Semper Fi. Baker 1 out."

I rolled away from the radio and found a .30 cal machinegun hanging at a drunken angle on the side of the hole. Peck, the gunner, a truck driver from Louisiana, was lying there with a large

hole in his chest. Four dead Japs lay sprawled in a heap in front of his still-warm gun.

I felt myself drifting into a strange sort of awareness. I seemed to be able to distinguish every sound, and every movement of the jungle. All my fellow Marines, all my friends were dead except me, but it seemed as if I could still hear them speaking to me. "Hold on," they whispered. "Semper Fi."

I righted the machinegun and adjusted the belt of cartridges. My field of fire was clear, but the ground in front of me was strewn with the dead. Then the rain stopped. The clouds opened up for just a moment and the moonlight shone down upon the jungle. It was strangely quiet, and I felt something was out there... waiting.

The silence was broken by the freight train roar of incoming artillery rounds whistling over my head, followed by the CRUMP FLASH of explosions. With an animal roar the Japanese burst from the treeline in front of me. I began firing.

A Japanese squad went down in a heap as my fire lashed into them, but others kept coming. I could mow them down as long as my ammo lasted. With each burst more enemy fell but there were so many that they would soon overwhelm me. I wasn't fighting for myself anymore, but for my fallen brother Marines. I could hear Gunny's voice, "Semper Fi."

The raindrops sizzled as they struck the hot barrel of the .30 cal. Bullets whizzed past me or smacked into the mud around me, but I stayed at my gun. I heard Peck's urging, "Semper Fi." The first wave of Japanese attackers fell back to the treeline, but I could hear them shouting to each other, readying another attack. Then I saw two figures step out of the trees, followed by three more. They seemed much taller than the average Japanese soldier, and I



What the hell is that thing?





thought they had lights or something mounted on their helmets. I started firing again, putting bursts into them at 100 yards. They made no attempt to take cover; they just kept coming.

I still wasn't worried yet. I thought I was just missing them, so I took careful aim, let off another burst and I saw the lead...whatever it was...lose an arm and a leg. But *he kept on coming*, dragging his mangled body through the mud! The five "soldiers" were too close to miss now, and I didn't. I shot the first one and the one right behind him to pieces, putting dozens of rounds into them before they finally went down!

Another burst and the last few rounds of my ammo belt were gone. Exhausted and dizzy from the morphine I lay back in the mud, waiting for my death. All around me, I heard my comrades' voices, "Semper Fi. Semper Fi"

With an angry roar, the Japanese "soldiers" lurched forward. As they closed I could see them better, and I wish now that I hadn't. They were eight or nine feet tall, and had death white skin that stretched over their bones like paper. They were wrapped in muddy rags splotted with blood that looked like the remnants of a uniform several sizes too small. They came on, slowly and patiently almost. Then I saw that they didn't have lights on their helmets. The glow I saw was from their eyes glowing bright red in the darkness. Their horrid faces seemed twisted with pain and hatred as they reached out with their withered, taloned hands to tear my heart out.

The terror in my throat erupted in a scream that was drowned out by a clap of thunder and a flash of lightning. I think I maybe was insane at that point because the next thing I knew, Peck leapt to his feet and staggered forward towards the Jap "soldiers." Other Marines were rising up now as well. I laughed. Had they all been playing dead, lying doggo in order to suck the Japs into a trap?

Then I saw that Peck really did have a hole in his chest, a hole big enough to put my arm through! My mind reeled. Then I saw other Marines rising up to attack the Japanese! Some were missing limbs, all were rent with terrible wounds. All had been lying stone dead only minutes before!

The Japanese "soldiers" let loose with a ferocious roar as the Marines set upon them. I could hardly look upon the sight, so terrible it was, as the combatants tore each other apart. One of the Japanese

"soldiers" went down near me, clawing for me as Nelson tore the Jap's throat with his hands. I saw that Nelson's legs were gone. In fact everything below his waist was gone! As the Jap thing finally stilled, Nelson looked straight at me, his eyes burning with an unearthly glow. "Semper Fi," he said to me and smiled as the lightning lit his features up like some kind of demon. The pain and shock overwhelmed me at last and I fell unconscious, hoping for the release of death.

I came to a few days later in a field hospital. I learned that I had been found by Charlie company when they reached our position. When I enquired about Nelson and Gunny Turner, they told me they were all dead. Every man in Easy company was dead except me. There was a Purple Heart pinned on my pillow by Chesty Puller himself, and I was told they were putting me in for the Congressional Medal of Honor for holding off an entire Japanese battalion. Yes that's the medal that's in that box in our attic that I never let anyone see.

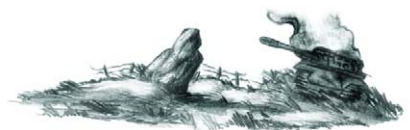
A dour looking Naval intelligence officer debriefed me later, after strangely shoos everyone else out of the ward. I told him what I had seen, about the twisted, giant, Japanese soldiers, the bodies of my dead friends getting up and attacking the things. He put it down to my wounds and the morphine, while nodding his head and writing it all down. When he left he told me the action I fought in was classified and I was not to talk about it with anyone, and if anyone asked, I held off the attack on my own. When I asked him why, he said something about secret Japanese chemical weapons. I was puzzled but I figured what the hell, who knew what the Japs were using on us?

It was only later on in the war when I found myself in similar tight spots, that the voices of my dead friends spoke to me. I saw them too, now and again, as they appeared in the confusion and madness of battle. They were with me, because I had not forsaken them that night on Guadalcanal.

They are waiting for me now, as my life slips away at last, and the beeping of the machine above my head grows faint. Their voices grow louder, and I see them now, Gunny Turner and Nelson.

"Semper Fi," they say to me. "Semper Fidelis."

Always Faithful.
And I join them.





Chapter One: Welcome Aboard!

Attention on deck! At ease! Welcome to the PTO; the Pacific Theater of Operations! Sun, sand, surf, bullets and banzai charges. That's right, you're here to take the fight from the beaches of Tarawa and Kwajalein, to the jungles of New Guinea, the streets of Manila, and all the way to Tokyo, if the brass says that's where we're headed.

Some of you will take your battle stations on a tin-can destroyer like this one. Others with more guts than sense may serve on a submarine. We've got allies here too; the British, Australians, and New Zealanders. You guys in the back with the cocky attitudes, I can see you probably want to be carrier pilots. Oh, excuse me, Naval Aviators. Good luck! And you fellas with the big shoulders, you look like Marines to me. Yes sir, I'll stick to the briefing.

Your enemy is nothing like anything we've faced before. The Japanese soldier is smart and tough, and more motivated than you are soldier; pay attention to me when I'm talking to you! Forget all that stuff about the Japanese having bad eyes and being unable to shoot straight. Believe that and they'll have you in a jungle ambush, put a torpedo into your hull, or flame your tail before you know it. No, the

soldiers of the Empire of Japan play for keeps. They are skilled and determined. They fight hard and to the last man, and they just don't surrender. They'll kill themselves before allowing themselves to suffer the dishonor of being taken prisoner. Yes, that story is true.

And if the Japs don't kill you the jungle will! These aren't the green fields of France out here. These are triple canopy forests full of snakes, centipedes, spiders, and wasps as big as your finger. A cut on your arm can be infected within hours and rotting off in days. Have you taken your malaria pills? Well you'd better start. I haven't even mentioned the jungle natives. I hear some of 'em have a taste for human flesh.

You sailors will have to contend with the sun turning the inside of your ship into an oven, typhoons that can wash a man overboard in a heartbeat, and the ever present danger of being trapped below decks if the ship goes down. If you're lucky enough to make it into the water, then all you have to do is watch out for the sharks.

So you pay attention to your instructors, cover your buddy's back, and watch out for your own. Now, let's get started!



Making Characters

Some character types are common in the Pacific Theater, like sailors and Marines. Others are unique like coast watchers. Most of the character types in the PTO are variations on the character classes in *Weird War Blood on the Rhine*, and rules for creating these characters are given below. These aren't new classes, just slightly modified versions of old ones. They use the same progression tables as the classes they are based on. Only the Sailor class is an entirely new class for player characters. It's available both in the Pacific and Europe.

The armies and air forces of the Allied nations also had as much of a role to play in the Pacific as the navies did. Army and Air Force characters are created exactly as in the *Blood on the Rhine* book. All character classes and prestige classes from *Blood on the Rhine* are available to characters adventuring in the Pacific.

After each class or character type description, you will find a few starting packages for that character class to help you get into the fight as soon as possible!

New Class

Given the importance of navies in the island-hopping campaigns of the Pacific, it's only fitting that seamen should have their own character class.

Sailor

Sailors are at home on the sea (or under it, in the case of submariners) and all things nautical are their domain. Sailors are all enlisted men. While they receive some basic training with personal weapons they are not infantry. Their basic training is shorter and their advanced training generally longer than their counterparts in the other service branches.

Although sailors are not subject to the grinding misery of life on the front lines, navy life has its own privations. Long cruises at sea, forever on the look out for enemy ships, submarines, or aircraft, the cramped closeness of shipboard life, all create enough stress.

When combat is joined, naval action is just as merciless and horrific as ground combat. Sailors have nowhere to run, and must stay at their stations through the fight. If the ship is hit, they may be trapped beneath decks in a rapidly flooding hold. Fires in enclosed spaces are

Rank Table

U.S. Navy Enlisted Ranks

Seaman Apprentice
Seaman
Seaman 1st Class
Petty Officer 3rd Class
Petty Officer 2nd Class
Petty Officer 1st Class
Chief Petty Officer
Senior Chief Petty Officer
Master Chief Petty Officer

U.S. Marines

Private
Private First Class
Lance Corporal
Corporal
Sergeant
Staff Sergeant
Gunnery Sergeant
Master Sergeant
Sergeant Major

Japanese Navy

Nit-to Suihei
It-to Suihei
Joto Suihei

Nit-to Heiso
It-to Heiso
Joto Heiso

Heiso-cho

Japanese Army

Nit-tohei
It-tohei
Jotohei

Gocho
Heiso
Gunso

So-cho

Officer Ranks

Ensign
Lieutenant, Junior Grade
Lieutenant
Lieutenant Commander
Commander
Captain
Rear Admiral
Vice Admiral
Admiral
Fleet Admiral

2nd. Lieutenant
1st Lieutenant
Captain
Major
Lt. Colonel
Colonel
Brigadier General
Major General
Lt. General
Commandant

Sho-i
Chu-i
Tai-i
Shosa
Chusa
Taisa
Shosho

Chusho
Taisho

Sho-i
Chu-i
Tai-i
Shosa
Chusa
Taisa
Shosho

Chusho
Taisho





Welcome Aboard!

always a terrifying threat. If their ship sinks and they survive, they can only hope to be rescued before the sea claims them.

Characteristics: Sailors serve mostly on ships, and their skill specializations reflect a rather different set of priorities. Sailors basically serve as some kind of technician, whether they are working on a ship's engines, in the signals room, or crewing the guns.

Some sailors serve on land but mostly in administrative and maintenance positions. But we're not here to make up clerks are we? Our specializations focus on those sailors serving on ships likely to be sailing into harm's way. Sailors in the construction battalions are often on the front lines with the ground pounders (see the Seabee character type below).

Background: Like Army and Army Air Corps grunts, sailors may be draftees or volunteers. They come from all walks of life, from the lifer whose family has been Navy for years to the hayseed from Kansas who's never seen any body of water larger than the pond he fished in as a kid.

Game Rule Info

Abilities: Intelligence is the most important attribute for sailors as most of their technical skills are based on intelligence.

Alignment: Any

Hit Die: d8

Class Skills

The sailor's class skills (and the key abilities for each skill) are: Artillery (Int), Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Driving (Dex), Firefighting (Int), First Aid (Wis), Hide (Dex), Jump (Str), Listen (Wis), Mechanic (Int), Navigation (Int), Search (Int), Sonar (Int), Spot (Wis), Swim (Str), Torpedo (Int), Use Rope (Dex) and Wireless Telegraphy (Int).

Skill points at 1st Level: (6 + Int modifier) x 4

Skill points each additional Level: 6+ Int modifier.

Class Features

All of the following are the class features of the sailor:

Weapon and Armor Proficiencies: All sailors are proficient with simple weapons, firearms, and light armor.

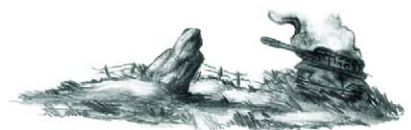
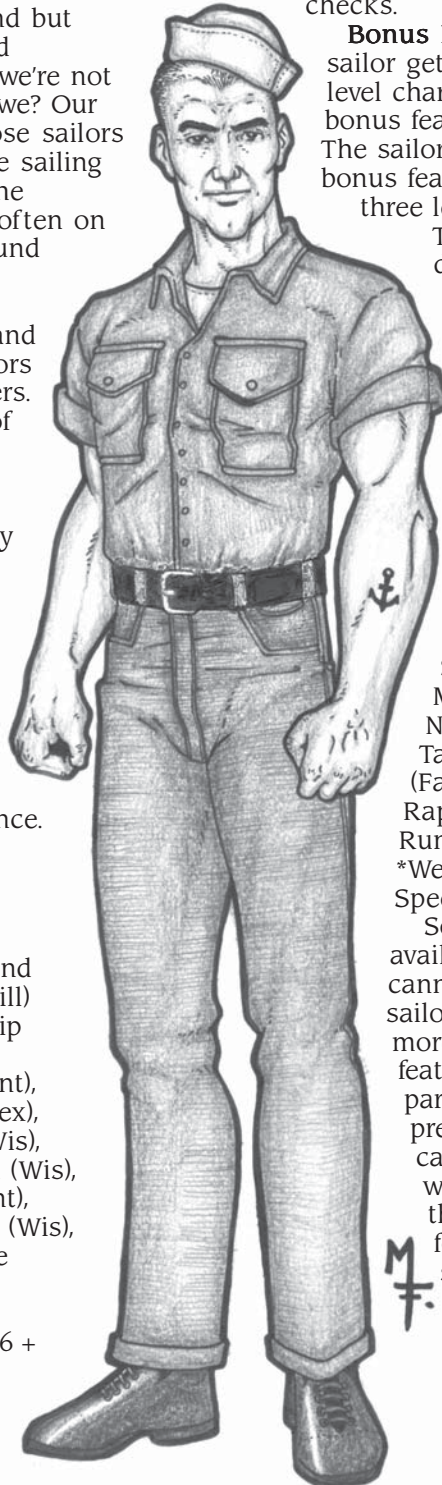
Sea Legs: All sailors have basic knowledge of shipboard life, language, and customs. Sea Legs also gives sailors a +2 on any Boat & Ship Piloting skill checks.

Bonus Feats: At 1st Level, the sailor gets the feat that any 1st level character gets and the bonus feat granted to humans. The sailor gains an additional bonus feat at 2nd level and every three levels thereafter.

These feats must be drawn from the following list:

Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Dodge (Mobility, Spring Attack), Forward Observer, Improved Critical, Improved Initiative, Improved Unarmed Strike, Incoming!, *Machinist's Mate Specialty (Marine Engines, Marine Systems, Aircraft Mechanic, Electrician), Naval Gunnery, Naval Tactician, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Sailing, *Weapon Focus, *Weapon Specialization.

Some of the feats available to a sailor character cannot be acquired until the sailor has gained one or more requisite feats; the feats are listed parenthetically after the prerequisite feat. A sailor can select feats marked with an asterisk more than once, but it must be for a different specialization each time. A sailor must still meet all prerequisites for a feat, including ability score and attack bonus minimums.



Chapter One

Sailor Specialization Table

Specialization	Required Skills	Required Feats
Electrician's Mate	Mechanic	Machinist's Mate - Electrician
Engineman	Mechanic	Machinist's Mate - Marine Engines
Damage Control	Mechanic	Machinist's Mate - Marine Systems
Gunner's Mate	Artillery	Naval Gunnery
Helmsman	Boat & Ship Piloting	None
Machinist's Mate	Mechanic	Machinist's Mate - Marine Systems
Naval Aviation	Mechanic	Machinist's Mate - Aircraft Mechanic
Signals	Wireless Telegraphy	Machinist's Mate - Electrician
Sonar Operator	Sonar	None
Torpedo man	Torpedo	None

Multiclass Restrictions: Sailors can only multiclass as officers (if offered a commission).

Rank: The use of the word "rank" for Navy enlisted personnel is incorrect. The term is "rating." Sailors start with the rating of Seaman Recruit. The Rank feat may be taken during character creation. If this is done, the sailor begins with the rate of Petty Officer 2nd Class. Once the character begins play, the Rank feat may not be taken (although certain prestige classes may grant the feat as part of the class description). Further increases in rank must be earned through adventuring.

Sea Dog: At 5th level, sailors develop an innate sense of the sea. This gives them a +2 on skill checks involving

navigation, naval tactics, and boat and ship piloting (in addition to the +2 provided by the Sea Legs feat). They are also able to better keep their feet in heavy weather at sea.

Specialization

All 1st level sailors must begin with a specialization. Each specialization requires the sailor to start play with certain skills and/or feats. The available specialties and required skills/feats are listed in the Sailor Specialization Requirements table.

Starting Equipment

Sailors do not generally carry a lot of equipment into battle, seeing as how they basically fight where they live (on their

The Sailor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Bonus Feat, Sea Legs
2	+1	+0	+3	+0	Bonus Feat
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Bonus Feat, Sea Dog
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	Bonus Feat
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	
11	+7/+2	+3	+7	+3	Bonus Feat
12	+8/+3	+4	+8	+4	
13	+9/+4	+4	+8	+4	
14	+9/+4	+4	+9	+4	Bonus Feat
15	+10/+5	+5	+10	+5	
16	+11/+6/+1	+5	+10	+5	
17	+12/+7/+2	+5	+11	+5	Bonus Feat
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+12	+6	
20	+15/+10/+5	+6	+12	+6	Bonus Feat



Welcome Aboard!

ship). Sailors in a shore party generally carry an M1903 Springfield or M1 Garand rifle, and a .45 automatic.

Common Items: Helmet, flak jacket (worn by crewmen on deck during battle; those inside the ship generally do not wear them), spare uniform, pea coat, sea bag.

Sailors are equipped with whatever tools they need for their jobs. Electricians, Engineman, Damage Control, and Machinist's Mate ratings all have personal tool kits, as well as specific tool-kits for their work available at their stations. Helmsmen, Gunners, Torpedo men, Signals, and Naval Aviation ratings obviously have their equipment at their stations. Seabees are equipped the same as grunt combat engineers.

Sailor Starting Packages

Here are a few starting packages to help you get your naval career started quickly.

Gunner's Mate (Sailor)

You reported to the induction center with several of your friends from your graduating class. When you found out you were going into the Navy, you were excited at the prospect of being stationed in some exotic port city. Instead you got the gray steel bulkheads of a cruiser on combat patrol in the Coral Sea. When the Japanese torpedo plane squadrons line up on your ship, the only sight you get to see is your gun sight.

Battle Station: 40mm Bofors gun

Skill Selection: Choose a number of skills equal to 6 plus your Intelligence modifier.

Skill	Ranks	Ability
Artillery	4	Int
Climb	4	Str
Concentration	4	Con
Firefighting	4	Int
First Aid	4	Wis
Jump	4	Str
Mechanic	4	Int
Spot	4	Wis
Swim	4	Str
Use Rope	4	Dex

Feats: Firearms Proficiency, Naval Gunnery, Sea Legs, Simple Weapons Proficiency, Weapon Focus: 40mm Bofors gun

Gear: Helmet, flak jacket, life preserver, sea bag, spare uniform

Machinist's Mate (Sailor)

You were always good at taking things apart and putting them back together. In your last year of high school, you worked at the local gas station, fixing broken down cars. Trucks were fun to work on and the bigger the better! When you got drafted into the Navy, they put you to work on the biggest engines you ever saw, and you couldn't have been happier.

Battle Station: Engine room

Skill Selection: Choose a number of skills equal to 6 plus your Intelligence modifier.

Skill	Ranks	Ability
Concentration	4	Con
Craft	4	Int
Climb	4	Str
Driving	4	Dex
Firefighting	4	Int
First Aid	4	Wis
Jump	4	Str
Mechanic	4	Int
Swim	4	Str
Use Rope	4	Dex

Feats: Firearms Proficiency, Machinist's Mate Specialty (Marine Engines), Machinist's Mate Specialty (Marine Systems), Sea Legs, Simple Weapons Proficiency

Gear: Tool kit, sea bag, spare uniform

Helmsman (Sailor)

After helping on your father's fishing boat off Cape Cod for so many summers, it was only natural for you to train as a helmsman when you entered the navy. For you, the sea is your element, and while you are confident that you know its ways, you also respect its awesome power. You can certainly respect the power of the warship you steer!

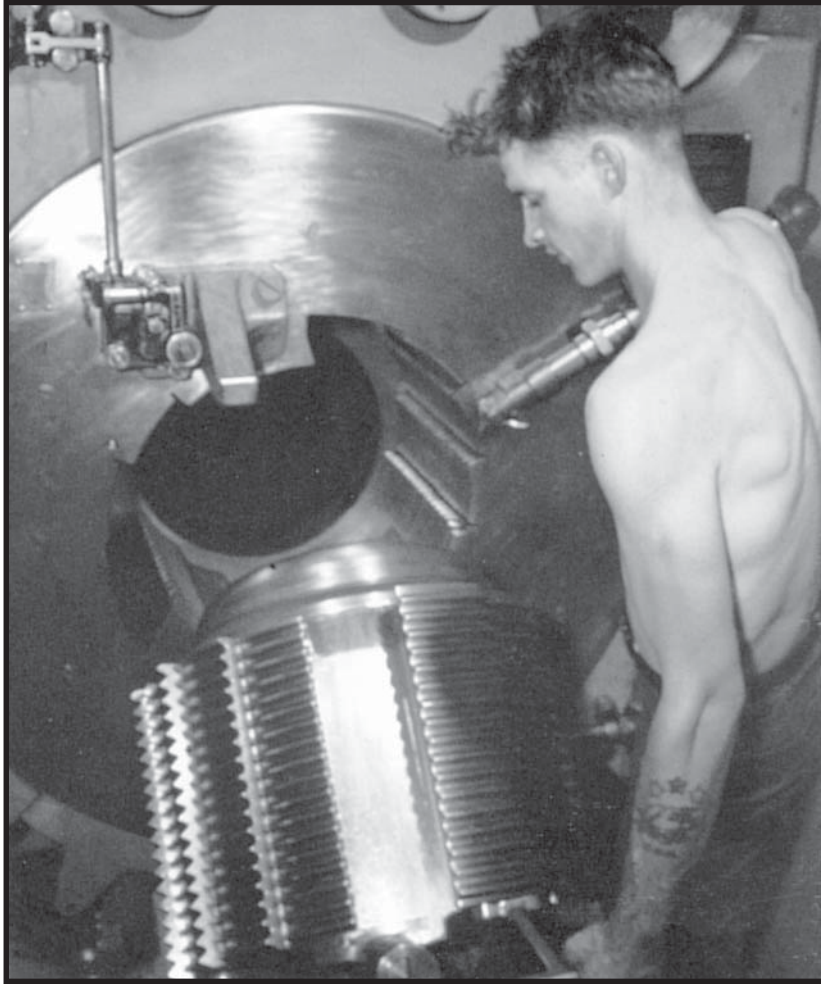
Battle Station: Bridge

Skill Selection: Choose a number of skills equal to 6 plus your Intelligence modifier.

Skill	Ranks	Ability
Boat & Ship Piloting	4	Dex
Climb	4	Str
Concentration	4	Con
Firefighting	4	Int
First Aid	4	Wis
Jump	4	Str
Mechanic	4	Int
Spot	4	Wis
Swim	4	Str
Use Rope	4	Dex



Chapter One



A gunner's mate opens the breech of a 16-inch gun.

Feats: Firearms Proficiency, Improved Initiative, Incoming!, Sea Legs, Simple Weapons Proficiency,

Gear: Sea bag, spare uniform (Surface crew members also have a helmet, flak jacket, and life preserver)

Sonar Operator (Sailor)

When you went for your physical exam after you were drafted, they gave you a hearing test—and another, and another. You thought something was wrong until they asked you if you wanted to be a sonar operator. You had no idea what that was but it sounded interesting, and it turned out to be pretty interesting indeed.

You love the thrill of the hunt, maybe even more than the Captain does. Those enemy ships and U-boats had better watch out when you're on duty in the sonar shack!

Battle Station: Sonar room

Skill Selection: Choose a number of skills equal to 6 plus your Intelligence modifier.

Skill	Ranks	Ability
Concentration	4	Con
Firefighting	4	Int
First Aid	4	Wis
Jump	4	Str
Listen	4	Wis
Mechanic	4	Int
Sonar	4	Int
Spot	4	Wis
Swim	4	Str
Use Rope	4	Dex

Feats: Firearms Proficiency, Improved Initiative, Incoming!, Sea Legs, Simple Weapons Proficiency

Gear: Sea bag, spare uniform.

Torpedo Man (Sailor)

Your idea of battleships always involved really big guns. Well, the battleships do have big guns, but guns aren't really what kill ships any more, torpedoes do the real work—and bombs, but your not one of those gloryhound flyboys that like to get their names in the paper.

Although they are not as glamorous as the guns of the big battlewagons, torpedoes get the job done. Your "fish" can outrun most ships, and one good hit can put even the biggest ships on the bottom. If only the detonators weren't so darn finicky! But you know a few ways to deal with that little problem.

Battle Station: Torpedo tubes or torpedo room (submarine)

Skill Selection: Choose a number of skills equal to 6 plus your Intelligence modifier.

Skill	Ranks	Ability
Climb	4	Str
Concentration	4	Con
Firefighting	4	Int
First Aid	4	Wis
Jump	4	Str
Mechanic	4	Int
Spot	4	Wis
Swim	4	Str
Torpedo	4	Int
Use Rope	4	Dex

Feats: Firearms Proficiency, Improved Initiative, Machinist's Mate Specialty (Marine Systems), Sea Legs, Simple Weapons Proficiency

Gear: Sea bag, spare uniform (Surface ship crew members also have a helmet, flak jacket, and life preserver)





Welcome Aboard!

New Character Types

The following new character types are available to characters in the Pacific. These aren't new classes, they are simply tweaks to existing ones to get them ready to be shipped off to the South Pacific. A character that starts in one of these classes can advance in the selected class, but can't switch over to the same class in a different service. A US Marine for instance, can't suddenly become an Army grunt.

U.S. Marine (Grunt)

The United States Marines—America's finest. The first in and the last out. The U.S. Marines have a long and proud history and a reputation for being the toughest of all the U.S. armed services. They are not draftees; they are all volunteers. The men who join the Marines do it for the challenge, the mystique, or just for the snappy dress uniform (which is said to have a great effect on the ladies).

The U.S. Marines have a well-deserved reputation, earned by the sacrifices of their comrades at places like Tripoli and Belleau Wood, where they earned their nickname "Devil Dogs." In the Pacific, they are the premier amphibious assault force, attacking straight into the teeth of some of the most heavily fortified and bitterly defended real estate in the world—bar none.

Because their missions are so tough, and expectations of their performance so high, the U.S. Marines hold themselves to high standards. One of their core values is, "Every man a rifleman," which means that the Corps expects every Marine, whether he is a pilot, a tank driver, an artilleryman, or a cook to be an effective marksman, and Marine training reflects this belief.

Marines also believe they have a certain something that sets them apart from the other services. That something is Esprit de Corps. Marines are indoctrinated in the history of the Corps, its battles and its heroes. Stress is placed on honor and integrity, and the importance of teamwork. The motto "Gung Ho", which was picked up in China during the Boxer Rebellion, means "All together."

As a result Marines have a very strong sense of honor and responsibility to their fellow Marines. Marines advance where others turn back, never retreat, and never

surrender. Call it courage, bravery (some might say insanity) or just plain guts; the Marines call it Esprit de Corps.

If you have what it takes, to be a Marine, see your recruiter today!

I see the recruiting sergeant managed to convince you to join the Corps. Great.

NOW GET OFF THIS BUS! MOVE! MOVE! MOVE! FALL IN ON THE YELLOW FOOTPRINTS! STAND UP STRAIGHT! EYES FRONT! NO TALKING!

Welcome to Parris Island. Here we will see if you have what it takes to become a Marine. But until you ladies leave my island, you are not Marines! You are not even men! You are maggots! It just might be possible to whip you into shape, but it looks like I don't have much to work with.

My job is to weed out all those who do not pack the gear to serve in my beloved Corps! You don't look like much now, but if you survive recruit training, you may have the opportunity to die gloriously for the Marine Corps.

Until then, we have a lot of work to do. Now, MOVE OUT!!

Characteristics: U.S. Marines are nearly the same as Army or Air Force Grunts. The U.S. Marine Corps as a whole trains for amphibious assault operations, but otherwise individual Marines have the same specializations as Grunts.

Background: All U.S. Marines are volunteers. They are instilled with the history and tradition of the Marine Corps and given a sense of pride. Some say this makes them arrogant, but given that the Marines are used for the toughest of military operations; beach landings under enemy fire; they need every ounce of courage they can get.

Game Rule Info

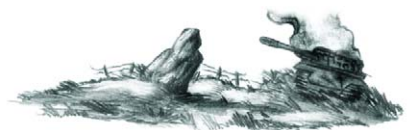
Abilities: U.S. Marines have slightly higher standards than the average Army Grunt. Like Grunts, Dexterity is the most important attribute for Marines, as well as Constitution. However, Marines must have a minimum Constitution of 11, and a minimum strength of 10.

Alignment: Any

Hit Die: d10

Class Skills

The U.S. Marine's class skills (and the key abilities for each skill) are Artillery (Int), Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Driving (Dex), First Aid (Wis), Hide (Dex), Jump (Str), Leadership (Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Search (Int), Spot (Wis), and Swim (Str).



Chapter One



Skill points at 1st Level: (4 + Int modifier) x 4

Skill points each additional Level: 4+ Int modifier.

Class Features

All of the following are the class features of the U.S. Marine:

Weapon and Armor Proficiencies: All Marines are proficient with simple weapons, firearms, and light armor.

Rifleman: U.S. Marine Corps training stresses rifle marksmanship. All Marines have the Weapon Focus (Rifle) feat.

Esprit de Corps: The U.S. Marine Corps stresses honor, integrity, courage, and above all loyalty, as defining characteristics of U.S. Marines. Marines learn the history of the Corps in training and are given a sense of pride that drives them forward where others may cower. Call it courage, élan, or just plain guts, esprit de corps allows Marines to succeed where others may fail.

Esprit de Corps gives all U.S. Marines a +4 moral bonus to Will checks taken while under fire. In addition Marines about to enter hand-to-hand combat may make a Will check (DC15). If passed they receive a +2 to hit bonus (on both hand to hand and ranged attacks) until the end of the combat.

Bonus Feats: At 1st Level, the Marine gets the feat that any 1st level character gets and the bonus feat granted to humans. The Marine gains an additional bonus feat at 2nd level and every two levels thereafter.

These feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Dodge (Mobility, Spring Attack), Eye for Terrain, Flamethrower Proficiency, Forward Observer, Gunnery Proficiency, Improved Critical, Improved

Initiative, Improved Unarmed Strike, Incoming!, Jungle Fighter, Mechanized Infantry, Mortar Proficiency, Parachute Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Rocket Launcher Proficiency, Sea Legs, Tactician, Tracked Vehicle Proficiency, Two-Weapon Fighting (Improved Two-Weapon Fighting), *Weapon Focus, *Weapon Specialization.

Some of the feats available to a U.S. Marine cannot be acquired until the Marine has gained one or more requisite feats; the feats are listed

parenthetically after the prerequisite feat. A Marine can select feats marked with an asterisk more than once, but it must be for a different weapon each time.

A Marine must still meet all prerequisites for a feat, including ability score and attack bonus minimums.

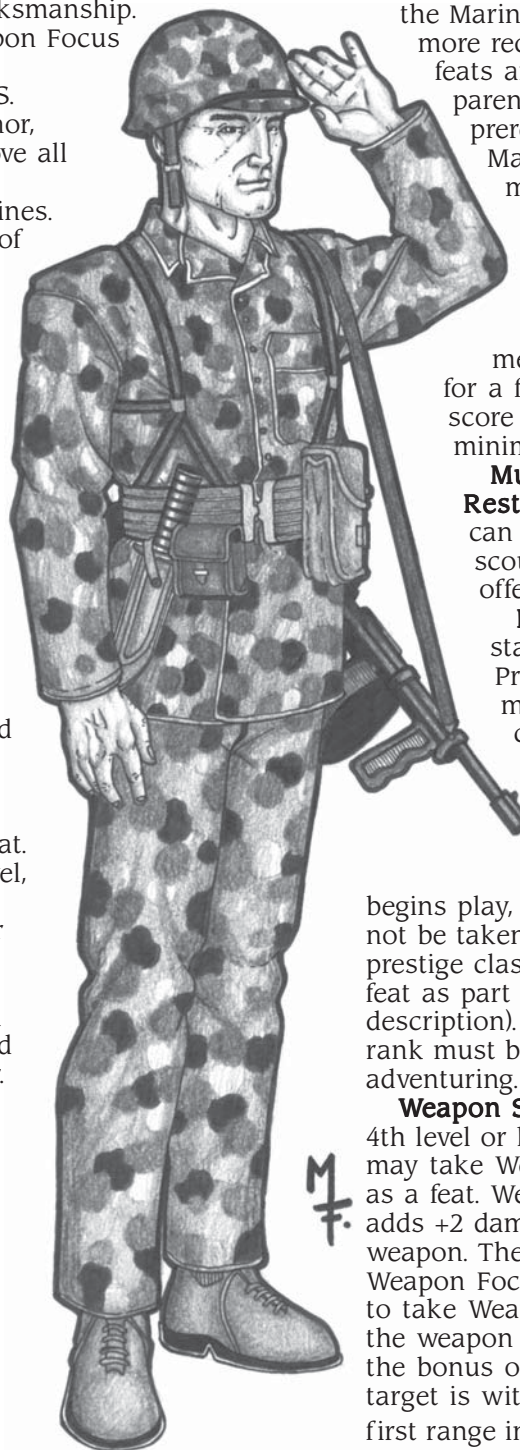
Multiclass

Restrictions: U.S. Marines can only multiclass as scouts and officers (if offered a commission).

Rank: U.S. Marines start with the rank of Private. The Rank feat may be taken during character creation. If this is done, the Marine begins with the rank of Sergeant. Once the character

begins play, the Rank feat may not be taken (although certain prestige classes may grant the feat as part of the class description). Further increases in rank must be earned through adventuring.

Weapon Specialization: At 4th level or higher, a U.S. Marine may take Weapon Specialization as a feat. Weapon Specialization adds +2 damage with a chosen weapon. The Marine must have a Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the bonus only applies if the target is within the weapon's first range increment.



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Welcome Aboard!

Specialization

All 1st level U.S. Marines must begin with a specialization. Each specialization requires the Marine to start play with certain skills and/or feats.

Marines use the same specialization table as Army grunts, except that the Air Crew specialization is not available to them.

Starting Equipment

U.S. Marines are armed as most other American fighting men, and use the table on page 25 of the *Weird Wars: Weird War II* book. Marines in the early war period (before late 1942) use the M1903 Springfield rifle instead of the M1 Garand.

Common Items: Helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs socks, bedroll, rain poncho, flotation device (used during beach assaults).

Airborne: K-Bar knife, 4 frag grenades.

Artillerist: One character per party with this specialty is issued a radiotelephone.

Infantryman: K-Bar knife, 4 frag grenades.

Mechanic: Vehicle toolkit.

Tanker: If the War Master allows, tankers may be issued a tank. Only one tank is issued per crew. If there are insufficient tanker characters to fill out the entire vehicle crew, any empty slots are filled by NPCs. A hero must have a rank of sergeant or higher to command a tank.

U.S. Marine Starting Packages

Here are a few packages to help you get started.

Assault Marine (Grunt, Infantry, U.S. Marine)

You're the tip of the sword and you know it. The first to go in and the last to come out. You and your Marine brothers are the ones that hit the beaches, clear the bunkers, and stop the Japanese dead in their tracks. If there's a battle on, you're in the thick of it. You volunteered to be a Marine, and proud of it! As far as you're concerned, everyone else—the Army pukes, Navy squids, and Air Force wingnuts—are there to support you.

Weapons: M1 rifle (2d8, PV -5, crit 19-20/x2, 90 ft., ammo 8S, 9.5 lb., Piercing), 4 Mk2 frag grenades (6d6, PV 0, burst 4, 15 ft., 2 lb., Piercing/Fire), bayonet (1d6+1/x2, 1lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Climb	4	Str
Concentration	4	Con
Driving	4	Dex
First Aid	4	Wis
Hide	4	Dex
Jump	4	Str
Listen	4	Wis
Search	4	Int
Spot	4	Wis
Swim	4	Str

Feats: Combat Reflexes, Esprit de Corps, Firearms Proficiency, Flamethrower Proficiency, Simple Weapons Proficiency, Weapon Focus (Rifle)

Gear: Helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs socks, bedroll, rain poncho, flotation device

China Marine (Grunt, Infantry, U.S. Marine)

You've been in the Marines since Christ was a corporal, and you have seen action in several Central American banana republics before they shipped you off to China. The Far East was both exotic and enticing, and before you knew it, you'd reenlisted for another tour, and another one. You're a lifer now, and so you don't worry much about getting busted back to private every now and again. They'll promote you again when they start needing experienced noncoms, which should be soon. You've seen what the Japanese were like in China, and you know they're a tough enemy.

Weapons: M1903 rifle (2d8, PV -5, crit 19-20/x2, 120 ft., ammo 5S, 8 lb., Piercing), 4 Mk2 frag grenades (6d6, PV 0, burst 4, 15 ft., 2 lb., Piercing/Fire), bayonet (1d6+1/x2, 1lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Climb	4	Str
Driving	4	Dex
First Aid	4	Wis
Hide	4	Dex
Jump	4	Str
Listen	4	Wis
Search	4	Int
Spot	4	Wis
Swim	4	Str
Language (Chinese)	2	Int



Chapter One



US Marines blast their way up the foot of Mt. Suribachi.

Feats: Automatic Weapons Proficiency, Esprit de Corps, Firearms Proficiency, Improved Unarmed Strike, Simple Weapons Proficiency, Weapon Focus (Rifle)

Gear: Helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs socks, bedroll, rain poncho, flotation device.

U.S. Marine Officer (Officer)

Characteristics: U.S. Marine officers are known for their lead from the front style. They are generally aggressive and motivated, and help keep the Marines under their command in the fight and moving forward.

Background: Many U.S. Marine officers are graduates of the Naval Academy at Annapolis, but instead of becoming ship drivers, they elected to serve in the Marine Corps.

This choice is not exactly frowned upon but is generally not thought to have career enhancing potential (by Navy officers anyway). But the men who become Marine Corps officers are more interested in being a part of what the U.S. Marines are and do rather than simply punching their tickets on the way to a cushy desk job with the Department of Defense.

Game Rule Info

U.S. Marine officers are created nearly the same as regular officers in the Weird War II rulebook, with the following modifications noted below.

Abilities: The Marine Corp has slightly higher standards than the Army has for its officers. Charisma is the most important attribute for U.S. Marine officers, who need it to effectively lead and inspire their men. Dexterity also provides help with initiative rolls. However, U.S. Marine officers must have a minimum Constitution of 11, and a minimum strength of 10.

Alignment: Any

Hit Die: d8

Class Skills

The U.S. Marine officer's class skills, and the key ability for each skill are Artillery (Int), Climb (Str), Concentration (Con), Demolitions (Int), Diplomacy (Cha), Driving (Dex), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Leadership (Cha), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill points at 1st Level: (4 + Int modifier) x 4.

Skill points each additional Level: 4 + Int modifier.

Class Features

All of the following are the class features of the U.S. Marine officer:

Weapon and Armor Proficiencies: All U.S. Marine officers are proficient with simple weapons, firearms, and light armor.

Rifleman: Marine Corps training stresses rifle marksmanship. All Marines have the Weapon Focus (Rifle) feat.

Esprit de Corps: The Marine Corps stresses honor, integrity, courage, and above all loyalty, as defining characteristics of Marines. Marines learn the history of the Corps in training and are given a sense of pride that drives them forward where others may cower. Call it courage, élan, or just plain guts, esprit de corps allows Marines to succeed where others may fail.





Welcome Aboard!

Esprit de Corps gives all Marines a +4 moral bonus to Will checks taken while under fire. In addition Marines about to enter hand-to-hand combat may make Will check (DC15). If passed they receive a +2 to hit bonus (on both hand to hand and ranged attacks) until the end of the combat.

Bonus Feats: At 2nd Level, the U.S. Marine officer gets a bonus feat. The U.S. Marine officer gains an additional bonus feat at 2nd level and every three levels thereafter.

These feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Command Voice (Command), Dodge (Mobility, Spring Attack), Eye for Terrain, Flamethrower Proficiency, Forward Observer, Gunnery Proficiency, Improved Critical, Improved Initiative, Improved Unarmed Strike, Incoming!, Jungle Fighter, Mechanized Infantry, Mortar Proficiency, Natural Born Leader, Parachute Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Rocket Launcher Proficiency, Sea Legs, Tactician, Tracked Vehicle Proficiency, Two-Weapon Fighting (Improved Two-Weapon Fighting), *Weapon Focus, *Weapon Specialization.

Some of the feats available to a U.S. Marine officer cannot be acquired until the Marine officer has gained one or more requisite feats; the feats are listed parenthetically after the prerequisite feat. A Marine officer can select feats marked with an asterisk more than once, but it must be for a different weapon each time it is selected. A Marine officer must still meet all of the prerequisites for a feat, including ability score and attack bonus minimums.

Multiclass Restrictions: U.S. Marine officers can multiclass as any military class except medic to reflect experience gained in the field.

Rank: All U.S. Marine officers gain the Rank feat at 1st level. First level officers begin with a rank of 2nd Lieutenant. All further increases in rank must be earned during play.

Weapon Specialization: At 4th level or higher, a U.S. Marine officer may take Weapon Specialization as a feat. Weapon Specialization adds +2 damage with a chosen weapon. The Marine must have a Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the bonus only applies if the target is within the weapon's first range increment.

Specialization

U.S. Marine officers must select a service branch and specialization from the list provided for the Grunt class (see the *Weird Wars* rulebook).

Starting Equipment

Helmet, M1911, 20 rounds of ammo, binoculars, map case, mess kit, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho, flotation device. Marine officers may also take an M1 Carbine or Thompson submachine gun and 8 full magazines, if desired.

Marine Officer (Officer, U.S. Marine, Infantry)

Your fellow classmates at the academy laughed at you when you told them you were going into the Marine Corp. They said you were joining just for the snazzy uniform, but you knew better. You knew that the Marines were proud of their traditions and their honor, and this is what appealed to you (although, you had to admit, they did have nice uniforms!) Being a Marine officer means a lot of hard work and dedication, but you're ready to meet the challenge and lead men into combat.

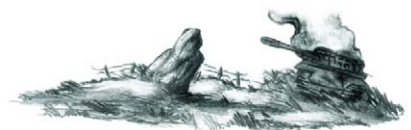
Weapons: M1 carbine (2d8, PV -5, crit19-20/x2, 30 ft., ammo 15/30D, 5.5 lb., Piercing), M1911A1 (2d6+2, PV-10, crit 19-20/x2, 30ft, ammo 7D, 2.5lbs. Piercing), 2 Mk2 frag grenades (6d6, PV 0, burst 4, 15 ft., 2 lb., Piercing/Fire), bayonet (1d6+1/x2, 1lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Climb	4	Str
Concentration	4	Con
Diplomacy	4	Cha
Driving	4	Dex
First Aid	4	Wis
Intimidate	4	Cha
Leadership	4	Cha
Search	4	Int
Spot	4	Wis
Swim	4	Str

Feats: Esprit de Corps, Eye for Terrain, Firearms Proficiency, Rank: 2nd Lieutenant, Simple Weapons Proficiency, Tactician, Weapon Focus (Rifle)

Gear: Helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs socks, bedroll, rain poncho, flotation device



Chapter One



Code talkers decode an important message.

Navajo Code Talker - U.S. Marine (Grunt)

During World War 2, many Native Americans served in the armed forces. One of the most distinguished and well-known groups were the Navajo who volunteered for duty with the U.S. Marines as "code talkers".

The code talkers were attached to company officers as signalmen, and communicated with their counterparts in other companies using a coded form of the Navajo language. As the Navajo language has no written form, and is largely unknown outside of the Navajo community, it's use as a code was highly effective. The Japanese were completely unable to break it throughout the war, and the code itself remained classified well into the 1960's.

Characteristics: Navajo code talkers are basically Marines who serve as signal and radio men. They use a coded version of the Navajo language to communicate with other code talkers in other units.

Background: Native Americans of the Navajo tribe are proud to serve in such important roles. The code talkers who serve in a given unit are usually friends, often from the same reservations in the American Southwest. They were often recruited and trained together, forming a strong bond between them.

Game Rule Info

Navajo code talkers are created the same way as regular U.S. Marines, with the following modifications.

Class Skills

In addition to the Grunt's normal class skills, Decipher Script and Wireless Telegraphy are class skills for Navajo code talkers. Code talkers must start with the Speak Language (Navajo) skill at +4.

Specialization

Being a code talker is a specialization in and of itself. Should a code talker ever go back to serving in a regular unit, his specialization automatically becomes Infantryman.

Navajo Code Talker (Grunt, U.S. Marine Corps)

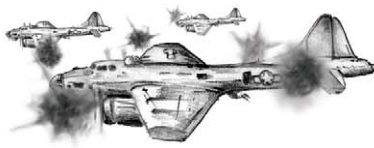
Back home in Arizona, they asked you why you wanted to go fight for the Americans. You answered that you were more American than they were. To prove it, you joined the Marines. After a few months of training, some Navy intelligence officer interviewed you, asking you if you could speak your Navajo. Your uncle had taught you the language while you were growing up, and now it seems you have become part of a very special unit of Marines. You all speak to each other in an ancient language that has no written form, and you love it because it drives the Japanese eavesdropping on your radio messages nuts!

Weapons: M1 rifle (2d8, PV -5, crit19-20/x2, 90 ft., ammo 8S, 9.5 lb., Piercing), 2 Mk2 frag grenades (6d6, PV 0, burst 4, 15 ft., 2 lb., Piercing/Fire), bayonet (1d6+1/x2, 1lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier. Speak Language: Navajo must be one of the skills chosen and you must take 4 ranks in the skill.

Skill	Ranks	Ability
Artillery	4	Int
Concentration	4	Con
Decipher Script	4	Int
First Aid	4	Wis
Hide	4	Dex
Jump	4	Str
Listen	4	Wis
Speak Language: Navajo	4	Int
Spot	4	Wis
Swim	4	Str
Wireless Telegraphy	4	Int





Welcome Aboard!

Feats: Esprit de Corps, Firearms Proficiency, Forward Observer, Incoming!, Simple Weapons Proficiency, Weapon Focus (Rifle)

Gear: Helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs socks, bedroll, rain poncho, flotation device

Naval Officer (Officer)

Like their land-based counterparts, naval officers make strategy and command decisions, and look after their sailors. The actual captain of a ship at sea is a law unto himself, and bears a great deal of responsibility. Officers of flag rank (admirals) are found commanding fleets and task forces. If not in command of a ship or naval battle group, naval officers command a section or division of the crew.

Characteristics: Naval officers enhance the effectiveness of the crews under their command.

Background: Characters who were officers before the war were nearly all graduates of the U.S. Naval Academy at Annapolis, Maryland, or their own country's naval academy. For most of the "old school" officers, command of a battlewagon was their ultimate goal. The "90-Day Wonders" cranked out by university Naval ROTC and the Naval Officer's Candidate School are more willing to adapt new strategy, tactics, and doctrine of naval warfare based around aircraft carriers. In both cases, the hard lessons of combat weed out the incompetent and inefficient.

Game Rule Info

Abilities: Charisma is the most important attribute for naval officers, who need it to effectively lead and inspire their men. Dexterity also helps to provide help with initiative rolls, and Intelligence for many of a naval officer's skills.

Alignment: Any.

Hit Die: d8

Class Skills

The naval officer's class skills (and the key abilities for each skill) are: Artillery (Int), Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Diplomacy (Cha), Driving (Dex), Firefighting (Int), First Aid (Wis), Hide (Dex), Jump (Str), Leadership (Cha), Listen (Wis), Navigation (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Sonar (Int), Spot (Wis), Swim (Str), Torpedo (Int), Use Rope (Dex), and Wireless Telegraphy.

Skill points at 1st Level: (4 + Int modifier) x 4

Skill points each additional Level: 4 + Int modifier.

Class Features

All of the following are the class features of the naval officer:

Weapon and Armor Proficiencies: All naval officers are proficient with simple weapons, firearms, and light armor.

Sea Legs: All naval officers have basic knowledge of shipboard life, language, and customs. Sea Legs also gives naval officers a +2 on any Boat & Ship Piloting skill checks.

Bonus Feats: At 1st Level, the naval officer gets the feat that any 1st level character gets and the bonus feat granted to humans. The naval officer gains an additional bonus feat at 2nd level and every three levels thereafter.

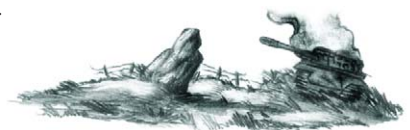
These feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Command Voice (Command), Dodge (Mobility, Spring Attack), Eye for Terrain, Forward Observer, Improved Critical, Improved Initiative, Improved Unarmed Strike, Incoming!, Natural Born Leader, Naval Gunnery, Naval Tactician, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Sailing, Two-Weapon Fighting (Improved Two-Weapon Fighting), *Weapon Focus, *Weapon Specialization.

Some of the feats available to a naval officer cannot be acquired until the he has gained one or more requisite feats; the feats are listed parenthetically after the prerequisite feat. A naval officer can select feats marked with an asterisk more than once, but it must be for a different weapon each time. Naval officers must still meet all prerequisites for a feat, including ability score and attack bonus minimums.

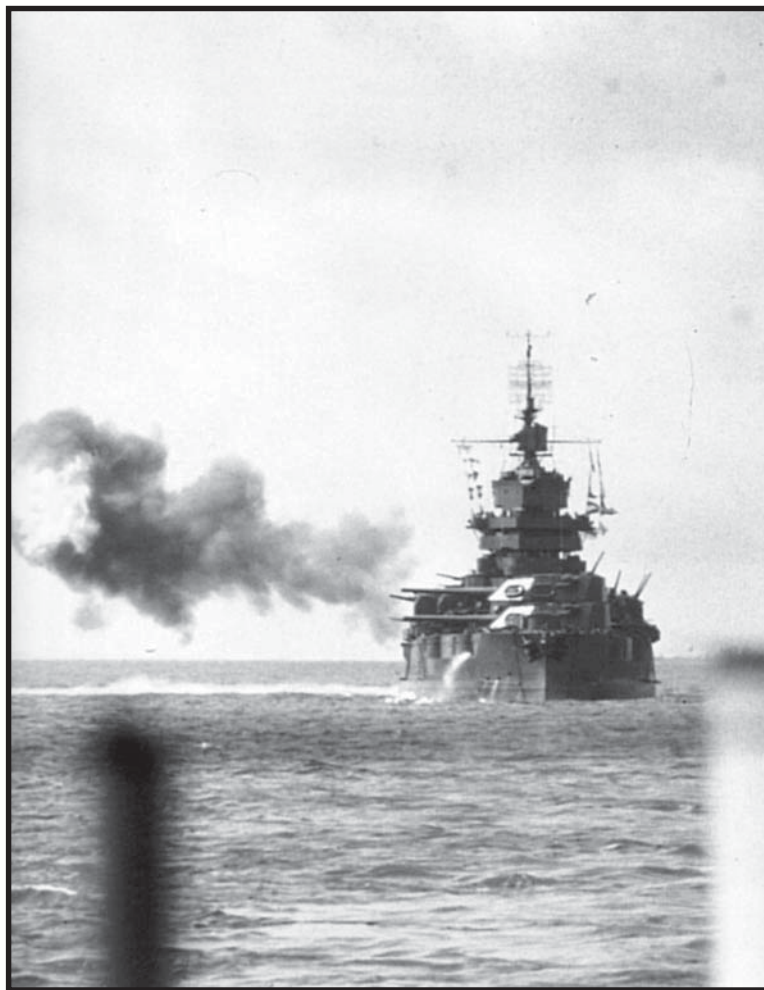
Command: At 9th level, naval officers have access to the Command Warship or Command Submarine feats. The character must select one or the other, and meet all the prerequisites for either feat. This feat is subject to restrictions by the War Master.

Multiclass Restrictions: Naval officers can multiclass as any military class except medic to reflect experience gained in the field.

Rank: Naval officers gain the Rank feat at 1st level. First level naval officers begin with the rank of Ensign. All further increases in rank must be earned.



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Your officer may someday command a battlewagon like the USS New Mexico.

Technical Specialization: On achieving 4th level or higher, the naval officer may take Technical Specialization as a feat. Technical Specialization adds +2 to all die rolls involving skills or feats that are basic to that naval officer's selected Specialization.

Specialization

All 1st level naval officers must begin with a specialization. Naval officers choose from the same Specialization lists as Sailors. The available specialties and required skills/feats are listed in the Sailor Specialization Requirements table (see page 14).

Starting Equipment

Naval officers are equipped as sailors. Bridge officers may have a pair of binoculars. Officers in command of a shore part are normally equipped with a M1911 pistol and 2 full magazines or an M1917 revolver and 12 rounds of .45 ammunition.

Naval Officer Starting Packages

Here are a pair of naval officer packages.

Academy Grad Bridge Officer (Officer, Naval Officer)

Your family has been Navy for decades. Your father served on one of the ships that sailed with Teddy Roosevelt's Great White Fleet. Your grandfather sailed with Admiral Farragut into Mobile Bay during the American Civil War. Your family breathes the traditions of the U.S. Navy. Now it's your turn. You're assigned to the bridge of one of the Navy's warships, and you're determined to command a ship of your own some day.

Weapons: M1911A1 (2d6+2, PV-10, crit 19-20/x2, 30ft, ammo 7D, 2.5lbs., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Boat & Ship Piloting	4	Dex
Concentration	4	Con
Diplomacy	4	Cha
Driving	4	Dex
First Aid	4	Wis
Intimidate	4	Cha
Leadership	4	Cha
Search	4	Int
Spot	4	Wis
Swim	4	Str

Feats: Firearms Proficiency, Naval Tactician, Rank: Ensign, Sailing, Sea Legs, Simple Weapons Proficiency

Gear: Helmet, flak jacket, life preserver, binoculars, sea bag, spare uniform

Mustang PT Boat Commander (Officer, Naval Officer)

When the war got started you were assigned as a torpedo man on a PT boat. Your squadron was shot to pieces during the battle of the Java Sea, and when the skipper and the XO on your boat were killed along with the senior NCOs, you took charge, fighting your boat and the survivors among the crew to safety. For your efforts, they commissioned you as an ensign, and you're not sure if that was such a great thing. Now you have all the responsibility of an officer, and it's a heavy weight to bear. If only you hadn't been so good at it. But if you weren't, you'd already be dead.





Welcome Aboard!

Weapons: M1911A1 (2d6+2, PV-10, crit 19-20/x2, 30ft, ammo 7D, 2.5lbs., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Boat & Ship Piloting	4	Dex
Concentration	4	Con
Diplomacy	4	Cha
Driving	4	Dex
First Aid	4	Wis
Intimidate	4	Cha
Leadership	4	Cha
Search	4	Int
Spot	4	Wis
Swim	4	Str
Torpedo	4	Int

Feats: Firearms Proficiency, Improved Initiative, Natural Born Leader, Rank: Ensign, Sea Legs, Simple Weapons Proficiency

Gear: Helmet, flak jacket, life preserver, binoculars, sea bag, spare uniform.

Naval Aviator (Pilot)

Naval aviators are pilots flying fighters and strike aircraft from aircraft carriers. The ability to land a plane on a heaving, pitching, oil slick carrier deck, separates them from their Army Air Corps brethren (and they're mighty darn proud of that too!).

Characteristics: Naval aviators are highly trained pilots. Where it might be enough for an Army pilot simply to land his crate in any old field, naval aviators have to first find their way back to their carriers and *then* land on them. They may be low on fuel, shot up, and wounded, but being able to put their plane down on the flight deck is what makes them so special—and requires a certain amount of cockiness.

As only fighters, dive-bombers, and torpedo bombers may fly from carriers, naval aviators generally do not fly multi-engine aircraft (though there is nothing stopping them from learning that feat, of course).

Background: Like most pilots, naval aviators are selected from among the best personnel who come through the induction centers. Those who make it through OCS, don't wash out of flight training, and earn their wings, go on to the Navy's fighter pilot school. There they learn all the basics of air combat, with the addition skills of carrier takeoff and landing practice.

Game Rule Info

Naval aviators are created the same way as pilots with the following modifications:

Class Skills

Navigation is a class skill for naval aviators.

Class Features

Carrier Landing: Naval aviators have the Carrier Landing feat as a bonus feat at 1st-Level.

Bonus Feats: Naval aviators may select Sea Legs as a bonus feat. Marine Corps pilots have the Rifleman and Esprit de Corps abilities that all U.S. Marines have at first level. Marine Corps pilots may choose the Carrier Landing feat as a bonus feat.

Starting Equipment

Naval aviators are equipped as pilots, with the addition of an inflatable life jacket.

Naval Aviator Starting Packages

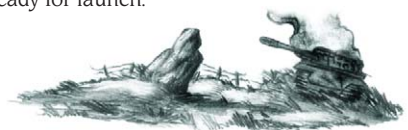
Below are a pair of starting packages to start off your budding career as a naval aviator.

Carrier Pilot (Pilot, Naval Aviator)

You always had a reckless streak as a kid. When you were a teenager, you drag raced the family car on Saturday nights. That initial burst of speed always got



Dauntlesses and Devastators ready for launch.



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An aerial view of the bombing of Iwo Jima.

your heart pumping. The faster you could go the better. Then you found airplanes; that was some real speed!

In the Navy, they went one better and taught you how to launch your airplane off a carrier that looks the size of a postage stamp from the air. Being a carrier pilot isn't easy, and you'd almost rather have to face a squadron of Zero's single-handed than try to make an emergency landing. You still wouldn't trade it for anything!

Weapons: M1911A1 (2d6+2, PV-10, crit 19-20/x2, 30ft, ammo 7D, 2.5lbs., Piercing), Survival Knife (1d6+1/x2, 1lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Bombardier	4	Int
Bluff	4	Cha
Driving	4	Dex
First Aid	4	Wis
Intimidate	4	Cha
Navigation	4	Int
Piloting	4	Dex
Search	4	Int
Spot	4	Wis
Swim	4	Str

Feats: Automatic Weapons Proficiency, Carrier Landing, Firearms Proficiency, Rank: Ensign, Simple Weapons Proficiency, Single Engine Aircraft Proficiency

Gear: Flight suit, flight jacket, parachute, Mae West life preserver, canteen, inflatable raft, flare gun, first aid kit, K-rations.

Marine Corps Pilot (Pilot)

You started off in the infantry. Then one day on maneuvers, you saw some planes flying overhead and figured those pilots had it a lot better than you down in the mud. When the war started, you got yourself selected for OCS, passed all the tests and managed to earn your wings in flight school.

Even though you now fly to battle rather than walk, you learned that Marine pilots get all the dirty jobs nobody else wants—just like your buddies on the ground. So now you fly your crate off a dusty coral airstrip

against the Japanese Zeros and you couldn't be happier.

Weapons: M1911A1 (2d6+2, PV-10, crit 19-20/x2, 30ft, ammo 7D, 2.5lbs., Piercing), Survival Knife (1d6+1/x2, 1lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Bombardier	4	Int
Bluff	4	Cha
Driving	4	Dex
First Aid	4	Wis
Intimidate	4	Cha
Piloting	4	Dex
Search	4	Int
Spot	4	Wis
Swim	4	Str
Navigation	2	Int

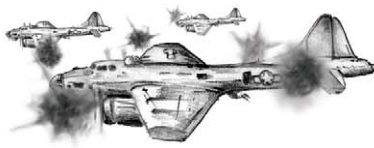
Feats: Automatic Weapons Proficiency, Esprit de Corps, Firearms Proficiency, Rank: 2nd Lieutenant, Simple Weapons Proficiency, Single Engine Aircraft Proficiency, Weapon Focus (Rifle)

Gear: Flight suit, flight jacket, parachute, Mae West life preserver, canteen, inflatable raft, flare gun, first aid kit, K-rations.

Navy Corpsman (Medic)

Navy Corpsmen are medics (the terms mean the same thing) in the Navy and are usually attached to Marine units (the Marines do not have their own staff of medics). Their duties are identical to their counterparts in the other branches of service.





Welcome Aboard!

Characteristics: Navy corpsmen use their specialized training to provide battlefield first-aid, and help stabilize the wounded and get them back to a field hospital or hospital ship. Navy corpsmen are either attending to casualties onboard ships in battle, or on the battlefield with the Marines.

Background: Just like their Army counterparts, Navy corpsmen were often conscientious objectors doing their patriotic duty or people who were healthcare professionals before the war. Since Navy corpsmen serve on combat ships and in the front lines, there are no women corpsmen.

Game Rule Info

Corpsmen are created using the rules for the Medic class, with the following modifications:

Class Features

Bonus Feats: Navy corpsmen may choose Sea Legs and as a bonus feat.

Starting Equipment

Navy corpsmen are equipped the same as medics. Corpsmen in the Pacific often do not wear the red cross armband or symbol on their helmets, as the Japanese routinely shot at medics. They also often carried a .45 for self-defense; such was the terribly brutal nature of combat in the Pacific.

Navy Corpsman Starting Package

When you reported at the induction center, you told the chief who processed you that you were there to serve your country but didn't think you could ever kill anyone. Soon after, you found yourself training as a medic, a corpsman as the Navy calls you.

You practice combat maneuvers right alongside the Marines and you hit the beach just like they do. You never thought you could kill anyone, but the way the Japanese shoot at you, it's got you so mad you've started carrying a pistol, "Just in case." So far you haven't had to use it, but you find its weight on your belt reassuring. Some of the atrocities you've seen have you seriously considering using it, however.

Weapons: M1911A1 (2d6+2, PV-10, crit 19-20/x2, 30ft, ammo 7D, 2.5lbs., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Climb	4	Str
Combat medicine	4	Wis
Driving	4	Dex
Hide	4	Dex
Jump	4	Str
Listen	4	Wis
Move Silently	4	Dex
Search	4	Int
Spot	4	Wis
Swim	4	Str

Feats: Battleground Healing, Incoming!, Iron Will, Light Armor Proficiency

Gear: Helmet, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, rain poncho, flotation device.

Navy Seabee (Grunt)

The U.S. Navy's construction battalions (CB or Seabees) were the equivalent of the Army's combat engineers. They were well known for their skill at quickly carving airstrips out of the jungle, often while under fire

Characteristics: Seabees are basically grunt combat engineers, but due to their specialty, have more access to skills. Dexterity is important for Seabees, but so is Intelligence when it comes to figuring out the best way to build something (or to blow it up!)

Background: Many Seabees were already seasoned professionals when they were inducted into the Navy, and are generally much older than the typical recruit.

Game Rule Info

Seabees are created using the rules for the Grunt class, with the following modifications.

Class Skills

Boat & Ship Piloting, Craft, Disable Device, Firefighting, Profession are class skills for Seabees

Class Features

Bonus Feats: Seabees have the Sea Legs feat. They may also choose Diving as a bonus feat.

Unflappable: At 5th level, in place of the bonus feat normally available to grunts, Seabees are able to ignore what is going on around them and concentrate solely on the task at hand, whether it be fixing an engine or grading a runway while under fire. A Seabee is immune to the effects of suppression and gains a +4



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morale bonus to all Will saves while working under fire. This does not apply when and if Seabees are actually fighting.

Multiclass Restrictions: Seabees can only multiclass as Sailors or Officers (if offered a commission).

Rank: Seabees use the same ratings as Sailors.

Specialization

Seabees may choose from the following specializations: Combat Engineer, Mechanic, Earth Mover (same as Tank Crewman)

Starting Equipment

Seabees are equipped as grunt combat engineers.

Navy Seabee Starting Package

During the Depression, you managed to get work helping to build the great dams of the Tennessee Valley. You liked the work and kept at it, learning your trade in construction. When the war started, you heard the military needed people with skills like yours. You figured the Navy got around a lot and you'd always wanted to see the world, so you joined up. You and your fellows can carve an airstrip out of the jungle in a week, throw up a dock in three days, and build anything anywhere. Everybody else gets all the glory, but without your hard work, they couldn't even do their jobs.

Sometimes your skills are needed *now*; you can't wait until an area is secured to get to work. That means you often work with a weapon on your back or just within arm's reach. You've come under fire more than once while toiling away on some building project and you've fought off a few Japanese attacks alongside your fellow engineers.

Navy Seabee (Grunt, Engineer)

Weapons: M1 carbine (2d8, PV -5, crit19 -20/x2, 30 ft., ammo 15/30D, 5.5 lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Concentration	4	Con
Craft	4	Int
Demolitions	4	Int
Driving	4	Dex
First Aid	4	Wis
Hide	4	Dex
Jump	4	Str
Search	4	Int
Spot	4	Wis
Swim	4	Str

Feats: Firearms Proficiency, Sea Legs, Simple Weapons Proficiency, Tracked Vehicle Proficiency, Wheeled Vehicle Proficiency

Gear: Helmet, mess kit, tool kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs socks, bedroll, rain poncho.



Seabees build a new airstrip on New Georgia.





Welcome Aboard!

Coast Watcher (Scout)

Developed by the Australian Navy after WWI, the coast watchers were created by the Allied Intelligence Bureau and given the mission of keeping an eye on Japanese shipping and aircraft movements throughout the Solomon Islands, New Guinea, and the Bismarck Sea. They also helped out downed pilots. An Australian coast watcher even helped to rescue Lt. (j.g.) John F. Kennedy and the crew of the sunken PT-109 in 1943.

They operated in remote areas of New Guinea and the Southwest Pacific. Supplied with special radio sets, which could only be transported by a team of porters, the coast watchers stayed behind in Japanese held areas and provided valuable intelligence to the Allies. With a network of hidden radio stations, the coast watchers stayed constantly on the move, depending on the goodwill of local guides and assistants.

Characteristics: Coast watchers operate independently, far from any immediate back up or safe havens. They need to be both stealthy and smart to stay ahead of the Japanese. Thus Dexterity and Intelligence are important for coast watchers. They also need to have a good Charisma in order to get along with their native guides and porters.

Background: The coast watchers were mainly civilians: missionaries, planters, and government officials who were inducted into the Australian Army and Navy to give them some protection under the Geneva Convention. Given that their operations were a great hindrance to the Japanese, they are more likely to be summarily executed if captured, regardless of any international treaties.

Game Rule Info

Coast watchers characters are created using the same rules as scouts, with the following modifications.

Class Skills

The coast watcher's class skills, and the key ability for each skill are Climb (Str), Decipher Script (Int), Driving (Dex), First Aid (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Navigation (Int), Observation and Assessment (Int), Search (Int), Speak Language (Int), Spot (Int), Swim (Str) and Wireless Telegraphy (Int). The languages they may know include Papuan, Javanese, one of many local tribal languages, and Japanese.

Class Features

Jungle Fighter: This feat replaces Sneak Attack at 1st-Level, and does not require Incoming! As a prerequisite in this case.

Endurance: This feat replaces Track at 1st-Level.

Rank: Coast watchers are commissioned as 2nd Lieutenants at 1st-Level. This is actually more a formality than a declaration of a skill set; most coast watchers aren't very concerned about the ranks bestowed upon them.

Starting Equipment

Coast watchers are equipped the same as British soldiers.

Australian Coast Watcher (Scout)

Life was pretty good before the war. You had a pineapple plantation in New Guinea that kept you busy but happy. Your plantation made you an important member of the business community and you enjoyed the status, but you also liked seeing the local people prospering from your plantation. Then the Japanese came and took it all away. After escaping back to Australia, they needed people who knew New Guinea and the Solomons well to go back into occupied territory and keep an eye on the Japanese. They didn't need to ask you twice.

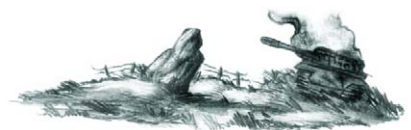
Weapons: No. 4 Lee-Enfield rifle (2d8, PV -5, crit 19-20/x2, 120 ft., ammo 10S, 9lbs., Piercing), Bayonet (1d6+1/x2, 1 lb., Piercing), 3 No.23 Mk II grenades (6d6, PV 0, burst 4, 15 ft., 2 lb., Piercing/Fire)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Decipher Script	4	Int
First Aid	4	Wis
Hide	4	Dex
Listen	4	Wis
Move Silently	4	Dex
Observation	4	Int
& Assessment		
Speak Language: Papuan	4	Int
Spot	4	Wis
Swim	4	Str
Wireless Telegraphy	4	Int

Feats: Endurance, Firearms Proficiency, Jungle Fighter, Rank: 2nd Lieutenant, Simple Weapons Proficiency

Gear: Helmet, mess kit, canteen, gas mask, entrenching tool, 4 pairs socks, rain poncho.



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A Seabee detail at work on Bougainville.

PTO Resistance Fighter (Resistance Fighter)

The Japanese Empire made many of its initial gains in Asia under the pretext of the "Greater East Asia Co-Prosperity Sphere" by which the Japanese would free other Asian nations from European colonization. At first, many of these countries welcomed the Japanese as liberators (or at least did not resist when the French, British, and Dutch pulled out and the Japanese moved in). However, they soon found life under Japanese rule to be as bad, if not worse, than under the Europeans. The Japanese used hundreds of thousands of subject peoples as little more than slave labor, and generally treated them quite poorly.

Resistance movements against the Japanese in Asia were on a much smaller scale than in Europe, and most were funded, supported, and directed by the Allies. Only in the Philippines does a large-scale resistance movement exist. Former American and Filipino officers lead many of the Filipino resistance groups. Their commands are not unified. There is also the communist Hukbalahap movement, which, while hostile to the Japanese, is not always on friendly terms with everyone else either.

Characteristics: Resistance fighters in the Pacific are less involved in spying and more involved in straight out guerilla warfare than their European counterparts. They conduct raids on supply convoys, ambush Japanese patrols, and generally disrupt Japanese operations. The guerilla groups hit-and-run, melting back into the jungles that shelter them.

Background: Hatred of the Japanese runs deep among the resistance fighters in the PTO. Nearly all of them have seen their family and friends murdered, or

imprisoned and enslaved by the Japanese. Some are little more than bandits, but most are fighting from a genuine desire to free their land from the Japanese invaders.

Game Rule Info

Resistance fighters in the Pacific theater are created the same as those in Europe, with the following modifications:

Class Skills

Wilderness Lore is a class skill for Resistance fighters in the Pacific.

Class Features

Sneak Attack: This works the same way as the rogue's sneak attack described in the *Player's Handbook*. This replaces the German Uniform feature given to European resistance fighters.

Jungle Fighter: This feat replaces the Contacts feat available to European resistance fighters, and does not require Incoming! as a prerequisite in this case.

Starting Equipment

Resistance fighters are equipped with a machete, a large knife and a random firearm. Roll 1d8: 1- shotgun, 2- civilian rifle, 3- M1903 rifle, 4- M1911A1 pistol, 5- M1917 revolver, 6- Arisaka rifle, 7- Nambu Type 13 pistol, 8- M-1 Thompson. This weapon comes with 3d20 rounds of ammo.

PTO Resistance Fighter

Starting Package

Former Filipino Guardsman (PTO Resistance Fighter)

When the Japanese invaded, you fought with the Philippine Guard at MacArthur's side. When Manila fell, you were cut off from your family, trapped on the Bataan Peninsula and fighting for your life. Things definitely were not looking good. Your unit was overrun and you escaped into the jungle with a few other survivors. Together you formed a guerilla band to fight the Japanese. Now, whether MacArthur returns or not, you're going to keep fighting until you can find your family again.

Weapons: M1903 rifle (2d8, PV -5, crit 19-20/x2, 120 ft., ammo 5S, 8 lb., Piercing), 2 Model 96 frag grenades (6d6, PV 0, burst 4,15 ft., 1.75 lb., Piercing/Fire), Machete (1d6+1/x2, 1lb., Slashing)





Welcome Aboard!

Skill Selection: Choose a number of skills equal to 6 plus your Intelligence modifier.

Skill	Ranks	Ability
Demolitions	4	Int
First Aid	4	Wis
Gather Information	4	Cha
Hide	4	Dex
Intimidate	4	Cha
Move Silently	4	Dex
Search	4	Int
Spot	4	Wis
Swim	4	Str
Wilderness Lore	4	Int



An Australian POW under guard.

Feats: Cell, Firearms Proficiency, Forged Papers, Jungle Fighter, Safehouse, Simple Weapons Proficiency, Sneak Attack, Troop Information

Gear: Canteen

Other Starting Packages

The following starting packages can be applied to the standard classes without modification.

ANZAC Trooper (Grunt, Infantry)

Japan always seemed to be a very long way from Australia. Then they took the Philippines, and before you knew it, they were in New Guinea right next-door, and even bombing Sydney Harbor! Now it looks like they are planning to invade Australia itself! So now you're out squatting in the jungles of New Guinea, trying to hold the line against the Japanese as best you can.

As miserable as fighting in the jungles is, you often wonder if you would have been better off serving North Africa.

Weapons: No. 4 Lee-Enfield rifle (2d8, PV -5, crit 19 -20/x2, 120 ft., ammo 10S, 9lbs., Piercing), Bayonet (1d6+1/x2, 1 lb., Piercing), 3 No.23 Mk II grenades (6d6, PV 0, burst 4,15 ft., 2 lb., Piercing/Fire)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Climb	4	Str
Driving	4	Dex
First Aid	4	Wis
Hide	4	Dex
Jump	4	Str
Listen	4	Wis
Move Silently	4	Dex
Search	4	Int
Spot	4	Wis
Swim	4	Str

Feats: Automatic Weapons Proficiency, Firearms Proficiency, Incoming!, Point Blank Shot, Simple Weapons Proficiency, Weapon Focus (Rifle)

Gear: Helmet, mess kit, canteen, gas mask, entrenching tool, 4 pairs socks, rain poncho

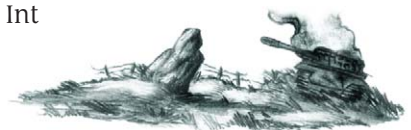
American Volunteer Group "Flying Tiger" (Pilot)

When you were a kid, a barnstormer coming through your town gave you your first airplane ride. Since then you were hooked on flying. You became a pilot and the U.S. military gave you a plane to fly. But even though there was a war brewing, there wasn't much you could do, and promotions were few and far between. Then you heard about an old barnstormer named Chennault, and his offer to pilots to join his squadron fighting for the Chinese in Burma. You had to resign your commission, but for \$500 for every Japanese plane you shoot down, you figure you'll be able to retire in six months!

Weapons: M1911A1 (2d6+2, PV-10, crit 19-20/x2, 30 ft, ammo 7D, 2.5lbs., Piercing), Survival Knife (1d6+1/x2, 1lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Bombardier	4	Int
Bluff	4	Cha
Driving	4	Dex
First Aid	4	Wis
Intimidate	4	Cha
Piloting	4	Dex
Search	4	Int
Spot	4	Wis
Swim	4	Str
Language: Chinese	2	Int
Navigation	2	Int



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Feats: Automatic Weapons Proficiency, Firearms Proficiency, Rank: 2nd Lieutenant, Simple Weapons Proficiency, Single Engine Aircraft Proficiency

Gear: Flight suit, flight jacket, parachute, canteen, flare gun, first aid kit, K-rations.

U.S. Army Grunt (Grunt, Infantry)

The Marines get all the glory, the pilots get all the girls, and who knows what the Navy gets. All you know is that your unit gets the short end of the stick all the time. Your unit may not have a fancy motto or a long history, but you and your buddies still get the job done. Leave it up to the Army to clean up everyone else's mess!

You've seen action all over the Pacific and you know it's only a matter of time before MacArthur tries to make good on his promise on returning to the Philippines. When he does, you know that you'll probably end up in the thick of the fighting for the islands. All things considered, though, it could be worse—you could have been one of those poor bastards who was left behind when MacArthur bugged out back in '42 and suffered through the Bataan Death March. You hope you get there while some of those guys are still alive.

Weapons: M1 rifle (2d8, PV -5, crit 19-20/x2, 90 ft., ammo 8S, 9.5 lb., Piercing), 4 Mk2 frag grenades (6d6, PV 0, burst 4, 15 ft., 2 lb., Piercing/Fire), bayonet (1d6+1/x2, 1lb., Piercing)

Skill Selection: Choose a number of skills equal to 4 plus your Intelligence modifier.

Skill	Ranks	Ability
Climb	4	Str
Driving	4	Dex
First Aid	4	Wis
Hide	4	Dex
Jump	4	Str
Listen	4	Wis
Move Silently	4	Dex
Search	4	Int
Spot	4	Wis
Swim	4	Str

Feats: Automatic Weapons Proficiency, Firearms Proficiency, Incoming!, Point Blank Shot, Simple Weapons Proficiency, Weapon Focus (Rifle)

Gear: Helmet, mess kit, canteen, gas mask, entrenching tool, 4 pairs socks, rain poncho.

New Skills

Characters in the Pacific Theater have access to some new skills to help keep them from being sent to Davy Jones' locker before their time. Though these skills are particular to PTO characters, characters in other theaters of the war can use them. Each skill listing also shows what classes can use it as a class skill.

Boat & Ship Piloting (Dex)

Provides basic skill in handling boats and ships, in both normal circumstances and in combat. This may involve the character actually at the wheel or tiller, or in the case of a large warship, giving commands to a helmsman (or being the helmsman!).

Check: This skill allows your character to independently operate motorized watercraft of up to 100 feet in length, or larger ships under the supervision of a ship's captain or bridge officer. You can maneuver a boat or ship through difficult waters (channels, inlets, ports, shoals, shallow waters). You can also keep a boat or ship on course in bad weather and/or heavy seas. You are familiar with docking procedures as well. You can maintain your vessel in formation with other vessels. You also know how to maneuver your vessel in combat. The DC for these checks is determined by the WM.

This skill may also be used to dodge obstacles (like rocks, buoys, or mines) or avoid incoming torpedoes (provided they have been spotted first). The captain or skipper of the target ship or boat makes an opposed roll vs. the firing ship's to-hit roll for the incoming torpedo. Multiple incoming torpedoes may be dodged but each additional avoidance attempt after the first incurs a -2 modifier to the die roll.

Special: When Boat & Ship Piloting is used to dodge obstacles, the ship or boat strikes the obstacle if failed.

Boat & Ship Piloting is a class skill for naval officers, Navy Captains, Navy Frogmen, sailors, and Seabees.

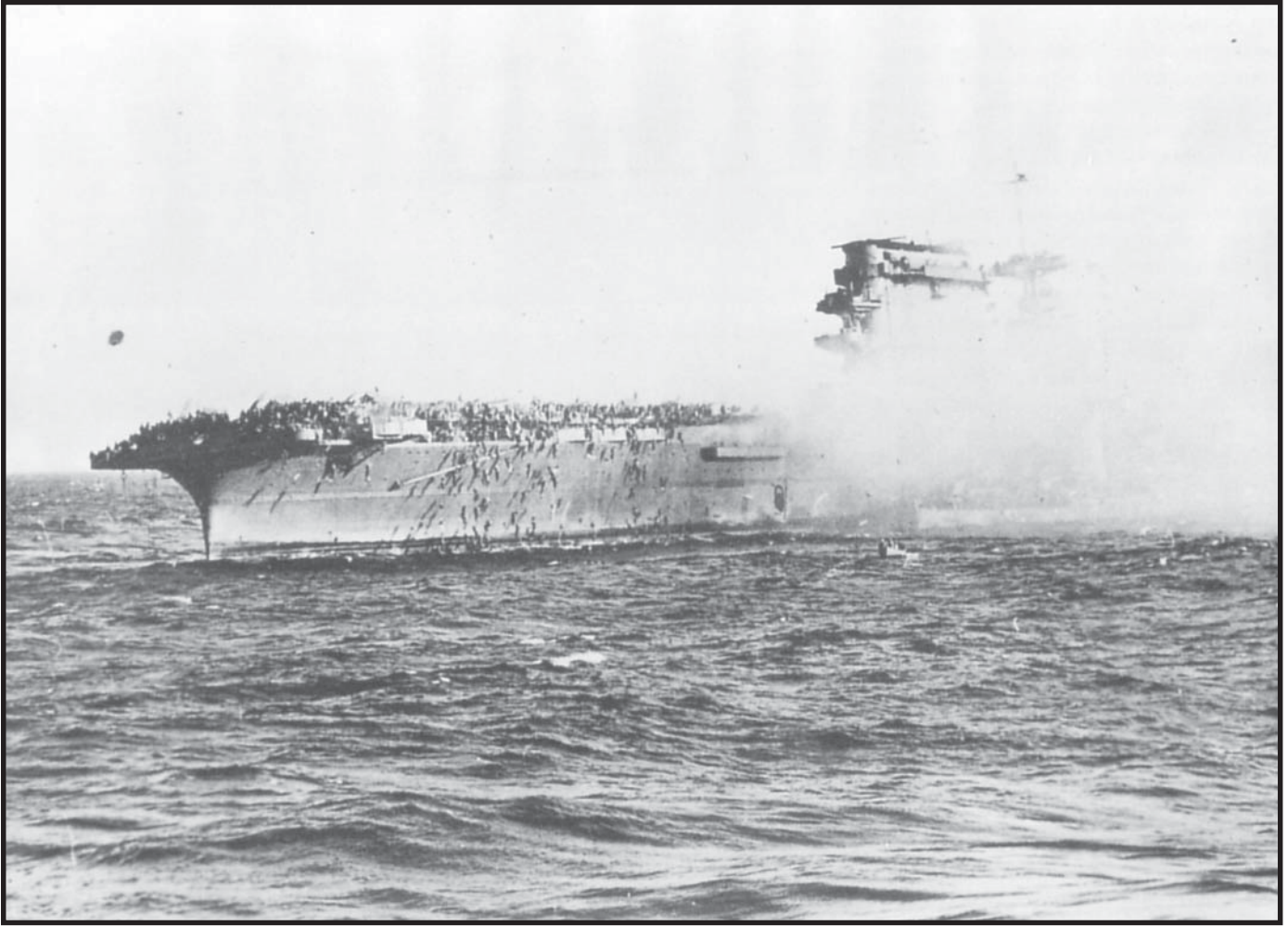
Firefighting (Int)

Use this skill to fight fires, specifically on board ships. This includes training on how to fight fires in the dark, in enclosed spaces, how to isolate a fire to keep it from spreading, how to put the fire out once isolated, use of specialized shipboard firefighting equipment, and how





Welcome Aboard!



All of the aviation gasoline and ordnance stored onboard carriers made fires on these vessels particularly deadly.

to handle fires of highly inflammable liquids such as airplane fuel, heavy oil, and other chemicals.

Check: You can locate the source of a fire, know how to isolate it, and attempt to put it out. When attempting to extinguish a fire, the DC is 10 plus the number of dice of damage the fire causes (since fires grow by one die each round, the DC also increases by one each round). If you have inadequate firefighting equipment (only a blanket or a bucket of water, for example), the starting DC is 15. If the check is successful, the fire is reduced by a number of dice equal to the difference between the DC and the final result of the firefighting skill die roll. If failed, the fire continues to burn and grow.

Retry: You may try to control and extinguish a fire on the following rounds without penalty. It is possible of course, for a fire to get so out of control (DC 30+) that attempting to put it out is nearly futile.

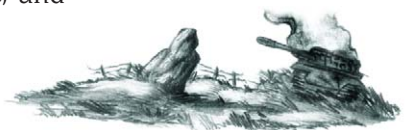
Firefighting is a class skill for naval officers, Navy Captains, Navy Frogmen, sailors, and Seabees.

Observation and Assessment (Int)

(This skill is identical in effect to the Observation and Assessment skill in *Weird Wars: Afrika Korpse*)

This skill is used by coast watchers, resistance fighters, scouts, and other personnel engaged in reconnaissance activity. Your hero possesses the skill to count and identify every vehicle passing through a given area. You can knowledgeably analyze the implications of troop movement to estimate the strength, composition, and purpose of armed forces building up behind enemy lines.

Check: A successful skill check gives the hero a sense of the overall enemy activity in the observed area. He can identify enemy vehicles, ordnance, and



Chapter One



unit insignia, and make an educated guess based on their activity and numbers on how their actions fit into their overall strategy for the region.

Characters must make a DC 10 Observation and Assessment roll, modified by any enemy attempt to camouflage their activities. Failure results in gathering inaccurate information and drawing incorrect conclusions from it. The minimum time to effectively use this skill is three hours, though heroes may make rolls after one or two hours' observation with a -10 or -5 penalty respectively. For instance, a coast watcher observing a convoy of Japanese warships passing by could accurately estimate its strength, identify the fleet, which admiral's flag is being flown, and the type and condition of its ships. On a successful check they could determine its heading and likely destination.

Heroes on road watch might observe a line of covered supply trucks moving toward the front. If they make a DC 10 Observation and Assessment roll, they can accurately count the trucks, identify the unit to which they belong, and guess how much freight they carry. Since the trucks are covered, the characters must make a DC 15 roll to gain enough information to guess the nature of the cargo. Characters must still use their Hide and Move Quietly skills to covertly position themselves to observe enemy forces and avoid detection.

Retry: Checks made to evaluate enemy forces cannot be retried. Once heroes record inaccurate information, their interpretations based on that data always contain some degree of error. Characters cannot precisely recount units moving beyond a stationary observation point once they have passed out of sight (at least not without some form of magical aid).

Observation and Assessment is a class skill for coast watchers, Marine Raiders, and scouts.

Sonar (Int; Trained Only)

Your hero is trained in the use of sonar equipment to detect ships and submarines at sea. Good sonar operators can determine the speed and bearing of a contact, determine the contact's type, know when a contact has launched weapons (torpedoes and depth charges), and identify and separate other background "noise."

Check: A successful use of this skill provides the character with the range, bearing, and heading of a contact. The DC

for this check depends on the actual range (see Naval Combat on page 73) and is modified for the size of the contact. Failure indicates that the sonar operator has a contact but cannot yet determine any precise information about it.

Contact Size	Modifier
Small (100' or less):	-2
Medium (101'-400'):	+0
Large (401'+):	+2

To discern other information about a contact (type, speed) or its actions (launching weapons, turning, sinking) the DC is 15. Failure indicates no information is gathered.

Sonar contacts can be lost. Each turn, the sonar operator must make Sonar check to maintain the contact. The DC is again based on the range to the contact and its size, but since the sonar operator already has the contact plotted, he gets a +2 to his skill roll. However, if the contact's engines are at All Stop (not running), the DC is modified by +5.

Retry: If a character fails to establish or maintain a contact he may try again in the next round at no penalty.

Sonar is a class skill for naval officers and sailors.

Torpedo (Int)

Your character knows how to load and fire torpedoes from surface ships and submarines. You can also calculate firing solutions for a torpedo shot or salvo. You know the basic maintenance procedures for torpedoes and torpedo tubes as well.

Check: Add your rank in the Torpedo skill to your Int modifier when you make a to-hit roll with a torpedo. For each torpedo in a salvo after the first, add an additional +1 to the roll.

Wireless Telegraphy (Int; Trained Only)

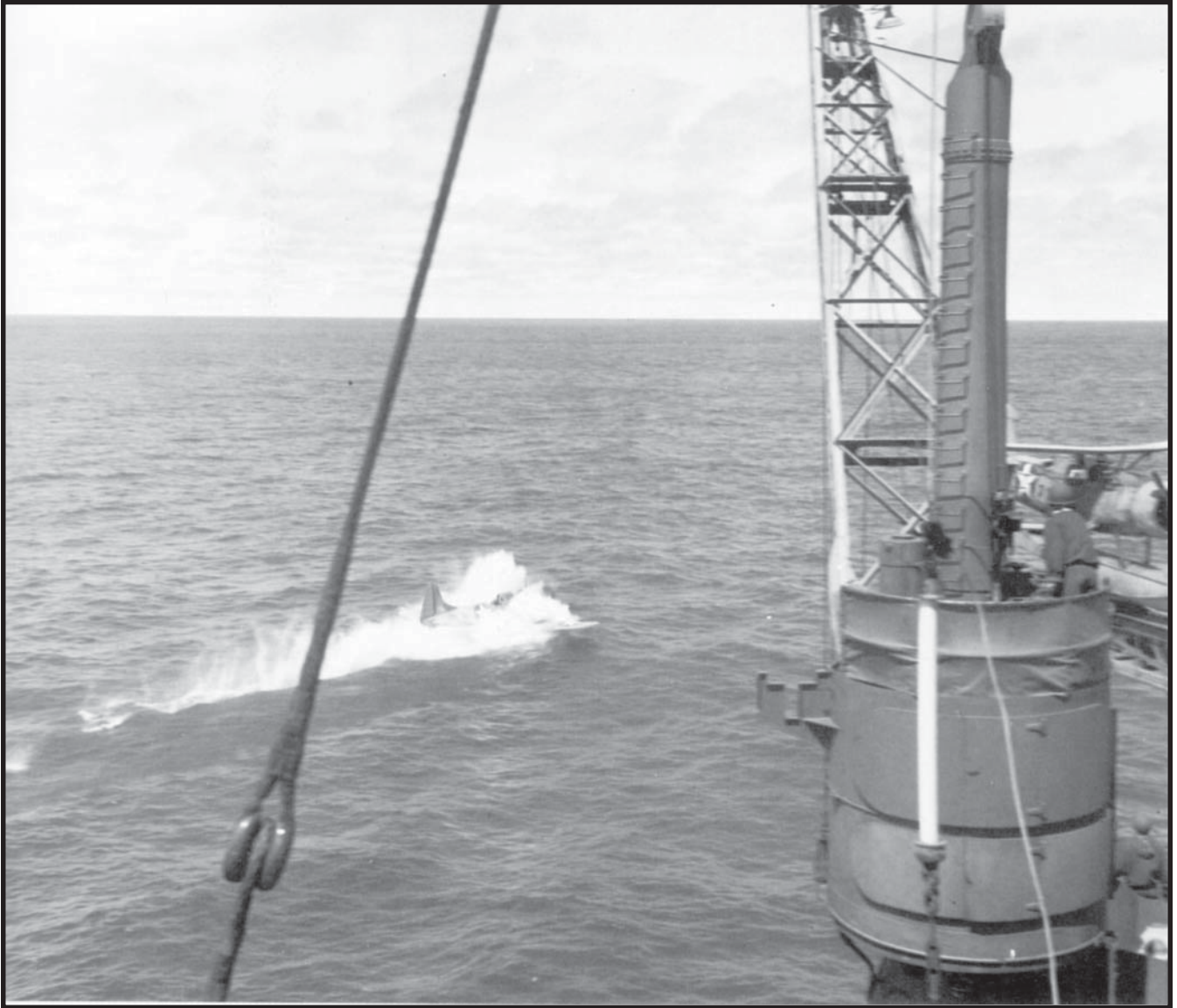
(This skill is identical in effect to the Wireless Telegraphy skill in *Weird Wars: Afrika Korpse*)

Your hero is trained in all aspects of sending communications over radio waves. A skilled signaler knows Morse Code, can pick out a specific message from a cacophony of chatter on a radio frequency, and understands the general technical and operational practices associated with wireless telegraphy (required length of the aerial, best terrain to transmit or receive, "skipped" distance between transmission and reception points).





Welcome Aboard!



A carrier pilot is unable to "stick" the landing and is forced to ditch in the ocean.

Check: A hero uses this skill when he transmits or receives a radio communication. The base DC for a check is 10, but this number can be increased at the WM 's discretion for a number of reasons (see below).

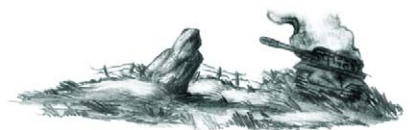
When sending, a successful check means the message was sent quickly, clearly, and accurately, and that those at the other end have a good chance of understanding it.

A failed attempt garbles the communication—the character failed to take into account atmospheric conditions, sent the message too sloppily to be understood clearly, or spent too much time transmitting it (this can be very dangerous to the sender for reasons outlined below).

A successful check when receiving indicates the radio equipment was positioned to catch the incoming transmission clearly. Difficulties depend on atmospheric conditions (storms, sunspots, and even spiritual phenomenon), the positioning of equipment, and the skill of the signaler at the other end.

Characters can also use this skill when operating high-frequency direction-finding equipment (affectionately known as "Huff-Duff ") to home in on a radio transmitter's signal to locate the wireless set and its operator.

Wireless telegraphy is a particularly important class skill for coast watchers, naval officers, Navajo code talkers, and scouts.



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New Feats

The following new feats are available to characters in the PTO. Some of them of course can be used in other theaters of operations.

Carrier Landing (General)

Aircraft carriers are the biggest ships in the Navy, but to a pilot attempting to land on one they are awfully small. Carrier landings require skill and nerve in equal measure.

Prerequisite: Piloting.

Benefit: Pilots with this feat may attempt to land properly equipped aircraft (those with tail hooks) on aircraft carriers. The DC for a carrier landing is 15. There is a -1 modifier for every 10 points of damage on the plane, up to a maximum of -5. If the check is passed, the aircraft snags an arresting wire and lands safely. If the check is failed by only 1 or 2, the pilot is waved off by the LSO (Landing Signals Officer) for another try. If the check is failed by 3 or more, used the Pranged Kite chart on page 17 of *Dead From Above*. A roll of 21+ on the Pranged Kite table indicates either a crash on the carrier deck or into the sea at the War Master's discretion.

Normal: Attempting to make a carrier landing without this feat incurs a -4 penalty to the die roll.

Command Submarine

Submarines require a different set of instincts to command than surface vessels. A submarine commander must have an excellent grasp of navigation, spatial orientation, and the capabilities of both his boat and the enemy's.

Prerequisite: Navigation 8+, Boat & Ship Piloting 8+; Command voice, Naval Gunnery, Naval Tactician, Rank (Navy Commander)

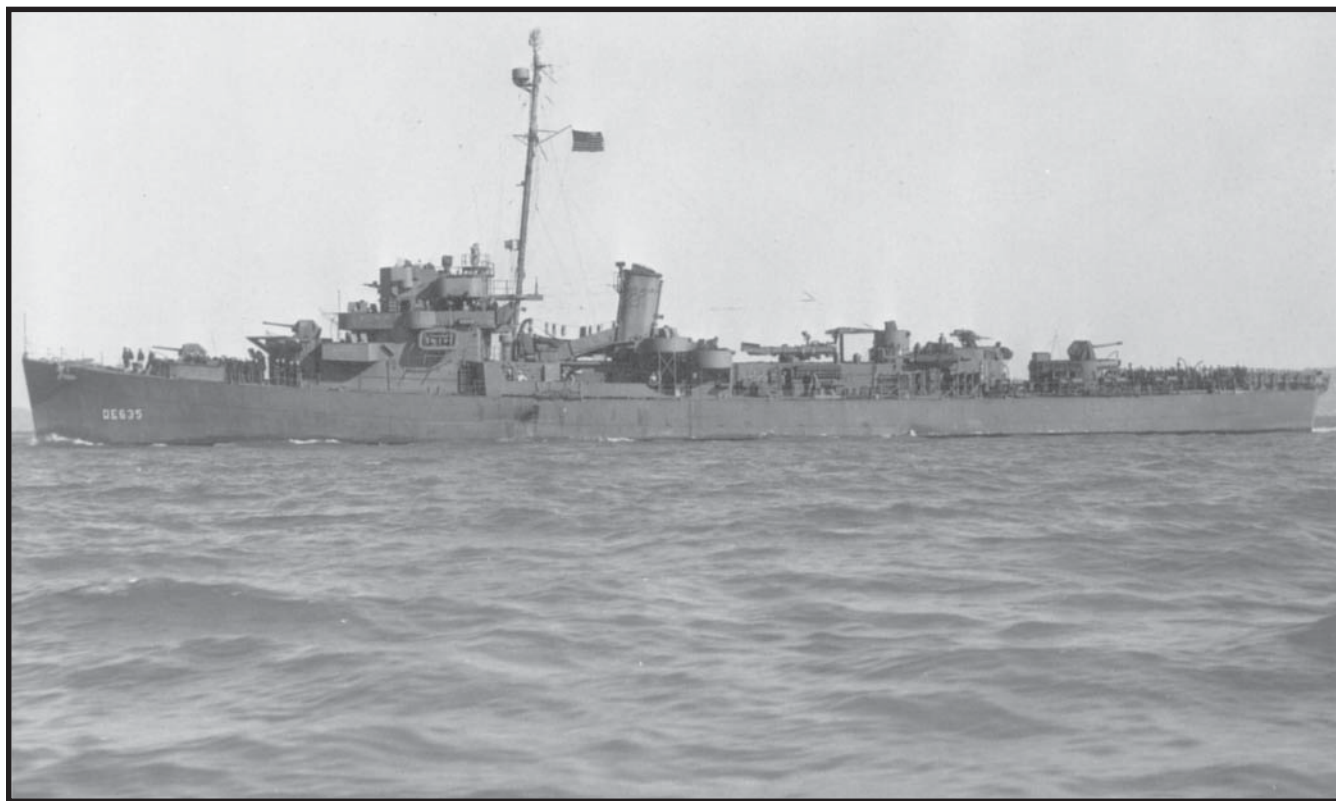
Benefit: This feat allows your character to command submarines.

Normal: Characters without this feat cannot command submarines.

Command Warship

Controlling a large warship is not the same as paddling a rowboat. It takes intelligence, sound judgment, and a sense for the sea to be able to successfully command these big ships. You must also be able to manage a large crew.

Prerequisite: Navigation 8+, Boat & Ship Piloting 8+; Command Voice, Naval Gunnery, Naval Tactician, Rank (Navy Commander)



The USS England. This destroyer once destroyed 6 Japanese subs over a period of two weeks.



Welcome Aboard!

Benefit: This feat allows your character to command warships of destroyer class or larger.

Normal: Characters without this feat cannot command warships.

Diving (Specialty)

The Diving feat is primarily concerned with deep sea diving for salvage and rescue operations. Although the suit is tethered to the surface and air is pumped down, it is not altogether safe; the air hose can become blocked or be cut, or the pressure and oxygen mixture can cause problems. This feat also allows the use of the new "self-contained underwater breathing apparatus" (SCUBA).

Prerequisite: Swim

Benefit: A character with the Diving feat knows how to operate underwater using a diving suit. Navy Frogmen and Marine Raiders use this feat to operate SCUBA gear.

Normal: Characters without this feat suffer a -4 die roll modifier to skill checks made while using diving equipment.

Jungle Fighter

Combat in the jungle is a totally different experience from fighting in more temperate and less hostile climates. Soldiers in the jungles of the South Pacific and Southeast Asia, travel light, move stealthily, and are armed for close-up fighting. Under the half-light of triple canopy forest and in thick undergrowth, enemies can appear almost on top of you—and sometimes behind you! The jungle is no place for weakness, only those with the strength, nerve, and skill to survive.

Prerequisite: Incoming!

Benefit: A character with the Jungle Fighter feat develops heightened senses. The character gets a +1 bonus to Hide, Listen, and Spot skill checks while in the jungle. He also develops a sixth sense for ambushes and gets a +1 to initiative checks while in the jungle.

Note: This feat is available as a bonus feat for the following character classes and prestige classes serving in the PTO: Grunt, Medic, Officer, Scout; Commando, Sniper

Machinist's Mate (Specialty)

Mechanics on ships are called machinist's mates and specialize in various types of equipment. They are essential to keeping the ship operational. Machinist's mates should choose a type of machinery to specialize in.

Marine Engines: Includes all types of ship or boat engines.

Marine Systems: Includes boilers, hydraulics systems, refrigeration systems, steam pumps, and other shipboard systems other than the engines.

Aircraft Mechanic: Includes all types of aircraft engines and systems.

Electrician: Includes all shipboard electrical systems.

Prerequisite: Mechanic

Benefit: Allows characters with this feat to work on equipment within their specialty without penalty.

Naval Gunnery

Your hero has been trained as part of a naval gun crew serving a turret-mounted naval gun. One man cannot effectively operate most large caliber naval guns. Even 5" guns, generally the smallest naval guns, require several crew members to operate. The biggest 16" and 18" naval guns require several dozen crew members.

This feat also allows the use of smaller caliber guns (20mm to 40mm) generally used as anti-aircraft guns.

Prerequisite: Artillery

Benefit: You may use these weapons without incurring a non-proficiency penalty.

Normal: A character attempting to use naval guns without this feat incurs a -4 non-proficiency penalty.

Naval Tactician

Your character has a natural grasp of naval tactics.

Prerequisite: None

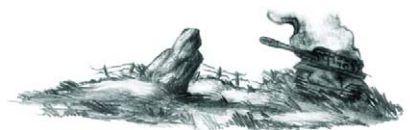
Benefit: At the beginning of any naval combat encounter in which your hero is in charge, he can make an opposed Leadership roll against the leader of the opposing force. If he wins, all ships or boats under your hero's command, which are in radio contact or within visual signaling range, gain a +2 bonus to their initiative rolls. In situations where more than one character has this feat, only the highest-ranking character gets to roll against the enemy leader.

Sailing

Your character knows how to handle wind-powered boats (a less common ability in the days of motorized watercraft).

Prerequisite: Boat & Ship Piloting

Benefit: A character with this feat can use his Boat & Ship Piloting skill with wind-powered craft without incurring a non-proficiency penalty.





Marines use a capture Japanese howitzer against its former owners.

He also knows how to get the best speed out of wind-powered boats. Once per hour, a character with this feat can make a roll against a DC of 10 (15 if the wind is less than 5 knots). On a successful roll, the ship or boat is able to travel at its best speed. On a failure, the ship or boat is only able to make 1/2 its best speed.

When tacking (sailing against the wind) the DC is 15 and best speed is only 1/4 of best speed. Failure allows only 1/8 speed. A critical failure means the ship or boat luffs (moves backwards).

A wind-powered craft may be intentionally luffed on a DC of 10.

Sailing craft are not commonly used by the military but are sometimes employed for special operations or when the only transportation available.

Normal: A character without this feat suffers a -4 non-proficiency penalty when trying to control wind-powered craft.

Sea Legs

Your hero is familiar with shipboard life, language, and customs.

Prerequisite: None

Benefit: Your hero knows his way around ships (especially the ship he's stationed on), knows port from starboard, and the way of doing things onboard a navy vessel.

This feat also gives your character a +2 on Boat & Ship Piloting checks.

Weird Feats

In *Weird Wars*, characters battle strange creatures, wield arcane spells and deal with weirdness as an external threat. But in the world of *Weird Wars*, the weirdness sometimes comes from within. Weird feats grant unnatural benefits to heroes, usually with some sort of disadvantages along with them. Players and War Masters should discuss using weird feats before introducing them into their campaigns. Weird feats can be used to help a player develop his character further, or allow the War Master to base adventures on the circumstances through which the weird feat is acquired, discovered, and harnessed.

These feats all have the prerequisite of a "weird circumstance" through which the character gains the special abilities. The character could be struck by lightning, stung by a jellyfish, cursed by a mysterious native mystic, knocked unconscious from a near miss, or have survived stepping on a land mine.

Descriptions below provide some appropriate examples. War Masters can also create their own weird feats to better suit their campaign's atmosphere and theme. After the character uses the feat in a few intervening adventures, he might face a greater challenge tied to his new abilities. Others in his unit could begin viewing him with suspicion if he uses the feat too often or openly. If the feat's adverse effects increase with time, they might begin to impair his normal operation—the character could seek some way to rid himself of this weird feat "curse." Others in high places, including the enemy, might hear of his supernatural powers.

Characters with weird feats eventually come to the OSI's attention and often find themselves seconded to that organization to put their special talents to use at a more covert and dangerous level.

Although special talents are normally treated well by the OSI, in the end, they are simply just another tool to use against the Axis war machine, and like a tool, expendable. War Masters can give enemy personnel weird feats, but must justify their existence.

Aqualungs (Weird)

You have the ability to breathe underwater. You found out by accident, and it certainly wasn't something that you could do when you were younger. At first you could hold your breath for several





Welcome Aboard!

minutes, but now you can basically stay under water as long as you like, which is certainly distressing to anyone who witnesses it. You can also dive almost as deep as a submarine. You're not about to tell anyone about it, but the strange ripples in the skin of your neck are starting to make you worry.

Prerequisite: Weird circumstance.

Benefit: When this weird feat first manifests, you must make a Con check (DC 15) to hold your breath. If successful you can stay underwater for 20 minutes, or 10 minutes if the check is failed. After successfully using this feat (passing the Con check five times), you develop the ability to actually breathe water and no longer need to hold your breath. Your body can adapt automatically to the pressure changes and thus avoid the bends.

Disadvantage: As you use this feat, you begin to develop a set of gills on the sides of your neck. They begin to show after five successful uses of the feat, and develop with every successful use thereafter, finally becoming a full-fledged set of gills after 10 successful uses of the feat.

Naturally, anyone who sees this rather obvious mutation is not going to react very well to it at all. You suffer a -2 to your Charisma and all related skill rolls. You will also probably attract the attention of curious doctors (not all of whom may have the best intentions), including the OSI, and perhaps some rather unsavory enemy agents.

Chameleon Skin (Weird)

One day while on maneuvers, you noticed that after you packed up for the day, your hand was green. You thought it was camouflage paint (and so did your buddies) but it didn't come off no matter how hard you washed; it was your skin! The next morning it had faded away to its normal color.

Once again, while out in the bush, you found yourself sitting in a camouflaged foxhole, staring at your hands and arms which had not only turned the color of the earth, but were mottled with the patterns of the leaves as well! This time, the color didn't completely fade after you left the jungle.

Prerequisite: Weird circumstance.

Benefits: When you concentrate on staying hidden, your skin changes its surface coloration to match the background colors and patterns, just like a chameleon. To affect the change you

must make a Concentration skill check (DC 12). If you succeed, your skin changes color. Of course, if you are clothed the effect is no different than if you were wearing camouflage face paint. To get the full effect you must be *naked* (or nearly naked). If you strip down to your birthday suit and perhaps a pair of boots and an equipment belt, you can become nearly invisible against the terrain, gaining a +4 to Hide skill checks if you stay still. If you are moving, the benefit is only +2 to Hide skill checks.

Disadvantages: Each time you change the color of your skin, your skin retains some of the tint it took on. Gradually, as you use this feat, your skin not only darkens, it also thickens and causes your joints to swell (not unlike arthritis). The War Master determines when and how this affects you.

New Skills

Skill	Key Ability	Notes
Boat & Ship Piloting	Dex	
Firefighting	Int	
Observation & Assessment	Int	
Sonar	Int	Trained Only
Torpedo	Int	
Wireless Telegraphy	Int	Trained Only

New Feats

Feat	Prerequisite
Carrier Landing	Piloting
Command Submarine	Navigation 8+, Boat & Ship Piloting 8+; Command voice, Naval Gunnery, Naval Tactician, Rank (Navy Commander)
Command Warship	Navigation 8+, Boat & Ship Piloting 8+; Command voice, Naval Gunnery, Naval Tactician, Rank (Navy Commander)
Diving	Swim
Jungle Fighter	Incoming!
Machinist's Mate Specialty	Mechanic
Naval Gunnery	Artillery
Naval Tactician	None
Sailing	Ship & Boat Piloting
Sea Legs	None

Weird Feats

Weird Feats	Prerequisite
Aqualungs	Weird circumstance
Chameleon Skin	Weird circumstance
Night Vision	Weird circumstance



Chapter One



Special: War Masters can vary the length of time before a character's skin starts to permanently discolor. The discoloration is inevitable, however, and should come after no more than a few uses.

The discoloration appears as blotches at first but grows to eventually cover the character's whole body with repeated use of the feat. War masters may assign a -1 to -3 modifier to Charisma and all related skill checks, depending on the severity of the hero's discoloration. The final color is a sort of dark green. This feat also causes the character some pain, not unlike arthritis. After a few uses, the character suffers a -1 on tasks requiring Dexterity or concentration, due to the constant dull pain of the character's oddly swollen joints.

Night Vision (Weird)

One day the sun seemed awfully bright, but that's summer in the tropics you thought. That night you noticed the moonlight seemed to be bright too, and then you realized it was a new moon, and where everyone else was in pitch darkness, you could see things as if the moon were full! As time passed, staying out in the sun got more irritating for your eyes, and your vision at night seemed to get better. What the hell is happening to you?

Prerequisite: Weird circumstance.

Benefit: You can see in the dark, even total darkness, as if it were a full moon overhead. Gradually, your vision at night equals what it would normally be during the daytime.

Disadvantage: As this power manifests, your characters eyes become more and more sensitive to sunlight. At first it is only mildly irritating. Later, you need to wear dark sunglasses when outside on a sunny day. Finally, even sunglasses aren't enough and sunlight is so bright it blinds you. Your eyes also glow yellow or red at night, which is unsettling to most people. You suffer a -2 to Charisma and all related skill checks because of it. If you try to do anything requiring your eyesight during the day, you suffer a -1 to -4 penalty to skill checks depending on how far your night vision has developed.

Special: The rate at which a character with this feat becomes affected is up to the War Master. The most general effect is psychological, as the character becomes more and more sensitive to sunlight, to the point where he can only keep his eyes open normally at night.

Prestige Classes

All of the prestige classes from *Weird War: Blood on the Rhine* are available to characters in the Pacific Theater. There are also a few new prestige classes unique to the PTO.

Marine Raider

Marine Raider battalions were created on the initiative of the President's son James Roosevelt, OSS chief Bill Donovan, and Marine General Holland "Howlin' Mad" Smith. A total of four Marine Raider battalions are serving in the Pacific theater.

They specialize in amphibious and guerilla warfare, and this is reflected in their long and arduous training. Raider training emphasizes weapons, hand-to-hand combat, demolitions, and physical conditioning. Small rubber boats are their primary assault craft, and they train extensively with them.

Many of the Raider battalions' cadres are veterans of jungle fighting in Nicaragua, or have served for long periods of time in China. Some have even fought with Mao Tse-tung's guerillas against the Japanese. The ethics of the Raiders are unique, with officers and men being of equal standing. Their motto is "Gung ho!" which is Chinese for "All together!"

The Raiders have already participated in a number of secret missions at the behest of the OSI—unknown to most of the Raiders participating in them!

Hit Die: d12

Requirements

Base Attack bonus: 5+

Strength: 12+

Dexterity: 12+

Constitution: 14+

Intelligence: 12+

Wisdom: 13+

Move Silently: 8 ranks

Hide: 8 ranks

Other: Only U.S. Marines can become Marine Raiders.

Class Skills

The Marine Raider's class skills (and the key ability for each skill are) Animal Empathy (Cha), Artillery (Int), Boat & Ship Piloting (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Disable Device (Int), Driving (Dex), Escape Artist (Dex), Handle Animal (Cha), First Aid, (Wis) Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Leadership





Welcome Aboard!

(Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Navigation (Int), Observation and Assessment (Int), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis)

Skill points each additional Level: 6 + Int modifier

Class Features

All of the following are class features of the Marine Raider.

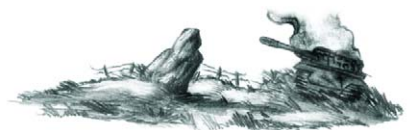
Bonus Feats: At 2nd level, the Marine Raider gets a bonus feat. The Marine Raider gains an additional bonus feat at 4th level and every two levels thereafter. These feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Dodge (Mobility, Spring Attack), Eye for Terrain, Flamethrower Proficiency, Forward Observer, Gunnery Proficiency, Improved Bull Rush, Improved Critical, Improved

Initiative, Improved Unarmed Strike, Incoming!, *Martial Weapon Proficiency, Mechanized Infantry, Mobility, Mortar Proficiency, Natural Born Leader, Parachute Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave), Quick Draw, Rocket Launcher Proficiency, Run, Sea Legs, Tactician, Toughness, Tracked Vehicle Proficiency, Two-Weapon Fighting (Improved Two-Weapon Fighting), *Weapon Focus, *Weapon Specialization.

Some of the feats available to a Marine Raider cannot be acquired until the Raider has gained one or more requisite feats; the feats are listed parenthetically after the prerequisite feat. A Marine Raider can select feats marked with an asterisk more than once, but it must be for a different weapon each time. He must still meet all prerequisites for a feat, including ability score and attack bonus minimums.



Marine raiders working for the OSI drop behind enemy lines.



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Endurance: The Marine raider automatically gains the Endurance feat at 1st level.

Improved Unarmed Strike: The Marine Raider's advanced training in unarmed combat grants him the Improved Unarmed Strike Feat at 1st level.

Sneak Attack: This ability works just as described for rogues in the *Player's Handbook*.

Navy Captain

Being in command of a warship is a great and heavy responsibility. The captain is responsible for every member of the crew and every action his ship takes, and duty and honor are paramount. The captain must have excellent leadership and technical skills, confidence, and courage. A warship is not a private yacht, and the U.S. Navy does not like to trust its warships to buffoons.

The captain is the Law on his ship, but he's got superiors breathing down his neck too. The captain and his ship are still part of a larger organization: a division, a task force or fleet. His performance is constantly under scrutiny and failure can result in loss of command or even court martial.

Becoming a Navy captain requires the character to serve in different command and staff positions, in order to learn all there is to know about commanding a warship at sea. A character who is being groomed for command should also serve for a time as the executive officer.

There are two "tracks" for a navy captain, one leads to command of a surface ship and the other to command of a submarine. Characters aiming to become captains must serve on those types of ships as executive officers for at least one combat tour before they can be considered for their own command. That is, an officer serving on subs would become a submarine captain, not a destroyer captain (although after some time serving as captain, they may transfer or be reassigned to command a different type of vessel).

Hit Die: d8

Requirements:

Base Attack Bonus: 9+

Intelligence: 13+

Wisdom: 13+

Charisma: 14+

Boat & Ship Piloting: 10 ranks

Leadership: 10 ranks

Other: Command Warship or Command Submarine, Rank-Navy Commander

Class Skills

The naval officer's class skills (and the key abilities for each skill) are: Artillery (Int), Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Driving (Dex), Firefighting (Int), First Aid (Wis), Hide (Dex), Innuendo (Wis), Jump (Str), Knowledge (Military Law) (Int), Leadership (Cha), Listen (Wis), Navigation (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Torpedo (Int), and Use Rope (Dex).

Skill points each additional Level: 6 + Int modifier.

Class Features

All of the following are the class features of the navy captain:

Weapon & Armor Proficiencies: All navy captains are proficient with simple weapons, firearms, and light armor.

Rank: When the character takes this class, he is promoted to navy captain.

Inspirational Presence: The captain of the ship exudes confidence and professionalism. When necessary, he can keep his crew's morale together and keep them at their stations, inspiring them to even greater efforts, in the direst situations. Once, during a battle, a navy captain may double his Leadership value for one application of the skill. This roll should be accompanied by an appropriate inspirational speech or some sort of heroic example (ordering everyone to abandon ship and staying behind when the ship is sinking, for example).



BB-56, the USS Washington steams toward the Pacific.





Welcome Aboard!

Navy Frogman

The primary duty of U.S. Navy Frogmen is underwater demolitions. Whether the targets are beach obstacles, mines, or enemy ships, Navy Frogmen can defuse, remove, or blow them sky high. Frogmen are often the first to land on enemy beaches, sometimes even weeks before the main landings.

They make maps, do hydrographic surveys, and prepare any obstacles they find for demolition so that the beach is as clear as possible for the main landing force. They may also find themselves planting explosives on ships at anchor in enemy harbors, which is extremely dangerous.

It is an extremely dangerous job requiring a high level of intelligence, endurance, and competence. Their training is as rigorous as that of any other commando, and in some cases even tougher, given the demands of the dangerous environment they must work in.

Frogmen are often chosen from the ranks of Seabees and Marine raiders who are in top physical condition and recognized as excellent sailors or Marines by their commanding officers.

Hit Die: d12

Requirements

Base Attack bonus: 5+

Strength: 12+

Dexterity: 12+

Constitution: 14+

Intelligence: 13+

Wisdom: 13+

Move Silently: 8 ranks

Swim: 6 ranks

Hide: 8 ranks

Other: Only Sailors or Marines can become Navy Frogmen

Class Skills

The Navy Frogman's class skills (and the key ability for each skill are) Artillery (Int), Boat & Ship Piloting (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Disable Device (Int), Driving (Dex), Escape Artist (Dex), Hide (Dex), Firefighting (Int), First Aid (Wis), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Leadership (Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Navigation (Int), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis)

Skill points each additional Level: 6 + Int modifier



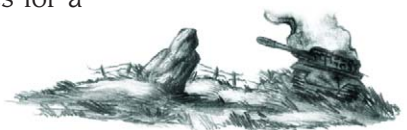
Frogmen must clear the beaches of obstacles before the landing craft go in.

Class Features

All of the following are class features of the Navy Frogman.

Bonus Feats: At 2nd level, the Navy Frogman gets a bonus feat. The Frogman gains an additional bonus feat at 4th level and every two levels thereafter. These feats must be drawn from the following list: Ambidexterity, Automatic Weapons Proficiency, Combat Reflexes, Diving, Dodge (Mobility, Spring Attack), Eye for Terrain, Flamethrower Proficiency, Forward Observer, Gunnery Proficiency, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Unarmed Strike, Incoming!, Iron Will, *Martial Weapon Proficiency, Mobility, Mortar Proficiency, Natural Born Leader, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave), Quick Draw, Run, Sailing, Sea Legs, Tactician, Toughness, Tracked Vehicle Proficiency, Two-Weapon Fighting (Improved Two-Weapon Fighting), *Weapon Focus, *Weapon Specialization.

Some of the feats available to a Navy Frogman cannot be acquired until the Frogman has gained one or more requisite feats; the feats are listed parenthetically after the prerequisite feat. A Navy Frogman can select feats marked with an asterisk more than once, but it must be for a different weapon each time it is selected. He must still meet all prerequisites for a



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feat, including ability score and attack bonus minimums.

Endurance: The Navy Frogman's tough training automatically grants him the Endurance feat at 1st level.

Improved Unarmed Strike: The Navy Frogman's advanced training in unarmed combat grants him the Improved Unarmed Strike Feat at 1st level.

Sneak Attack: This ability works just as described for rogues in the *Player's Handbook*.

OSI Shaman

With the rise in supernatural activity around the world, it should have been no surprise that the shamans among the American Indians would be able to perform miraculous feats of magic and spiritual power.

Characteristics: Shamans operate only with special OSI teams whenever possible, and try to keep a low profile no matter what they are doing. Although they receive basic training like any other soldier, their primary focus is on their magic. The use of their powers in the sight of non-OSI personnel is strictly forbidden—even in cases of extreme emergency.

Background: Although many Native Americans served in the U.S. armed forces, few with shamanic powers are found in uniform, and those that are, are almost exclusively members of the OSI.

The OSI must recruit from the reservations, and actually finding a capable shaman is difficult enough. Many are too old to make good soldiers. Those young and fit enough are often not especially skilled in the use of the shamanic arts. Were it not for the efforts of a handful of older shamans Stateside who have volunteered as teachers, there would be no shamans in the OSI at all.

Requirements

Nationality: Native American

Base Attack Bonus: 6+

Int: 12+

Wis: 14+

Knowledge (religion: specific tribe): 8 ranks

Alignment: Any good, any neutral (except neutral evil)

Game Rule Info

Abilities: Wisdom is the most important ability for an OSI Shaman. It is important both for their ability to perform magic, as well as for them to serve as tribal elders. To cast a spell, the shaman must have a Wisdom score of 10+ the spell's level. The DC of a saving throw against a shaman's spell is equal to 10 + the spell's level + the shaman's Wisdom modifier.

Hit Die: d8

Class Skills

The OSI Shaman's class skills (and the key ability for each skill) are: Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), First Aid (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (tribal religion) (Int), Scry (Int, exclusive skill), Spellcraft (Int), Spot (Wis), Swim (Str), Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the OSI Shaman.

Weapon and Armor Proficiency: All OSI Shamans are proficient with simple weapons, firearms and light armor

OSI Shaman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Rank, Spell Abilities, Totem
2	+1	+3	+0	+2	
3	+1	+3	+1	+3	
4	+2	+4	+1	+4	
5	+2	+4	+1	+4	
6	+3	+5	+2	+5	
7	+3	+5	+2	+5	
8	+4	+6	+2	+6	Call Totem
9	+4	+6	+3	+6	
10	+5	+7	+3	+7	





Welcome Aboard!

Rank: OSI Shaman is an OSI class. The OSI is part of the military; so all OSI characters have a rank. Due to discrimination in the U.S. military at the time, Native Americans serving as shaman with the OSI are not allowed to be commissioned officers, but are given the rank of Platoon or Gunnery Sgt., if they do not already hold this rank.

Totem: Before the upsurge in dark energy in the world, the power of the totems was dormant. Now, with evil spirits loosed upon the world, the totems have reemerged to help in the fight against them.

A Native American shaman gets his power from his totems, which allows him to channel magical energy. When a character becomes a shaman, he must choose a totem from the list below. The totem influences the shaman's magic, alignment, and outlook on life. Once chosen, the totem can never be changed; the shaman and his totem are bound for life.

The list below gives the alignment, domain, and benefits of each totem.

Badger: AL CG; Domain Earth; This totem gives the shaman a +1 bonus to Will saves at 1st level, and an additional +1 bonus every three levels thereafter. Badger also bestows the feats Blind Fighting and Toughness on the shaman.

Bear: AL NG; Domain Protection; upon becoming a shaman, Bear increases the character's Strength to 13 if his Strength attribute is 12 or less. If the character's Strength is already 13 or higher, Bear gives the character a onetime Strength bonus of +1. Bear also bestows the Power Attack feat on the shaman.

Buffalo: AL NG; Domain Strength; Buffalo gives the character a +1 bonus to Fortitude saves upon becoming a shaman, and an additional +1 bonus every three levels thereafter. Buffalo also bestows the feats Run and Toughness upon the character.

Coyote: AL CN; Domain Trickery; Coyote bestows the feats Alertness, Combat Casting, Quicken Spell, and Skill Focus upon the character when he becomes a shaman.

Dog: AL LG; Domain Luck; Dog gives the shaman a +1 bonus to Will saves at 1st level, and an additional +1 bonus every three levels thereafter. Dog also bestows the feats Alertness and Track upon the character. If the character already has Track, Dog gives the character a onetime bonus of 3 ranks to the Wilderness Lore skill.

Eagle: AL LG; Domain Air; upon becoming a shaman Eagle bestows a one time Wisdom bonus of +1 on the character. Eagle also gives the character the feats Alertness, Eagle Eyed, and Empower Spell.

Horse: AL CG; Domain Travel; Horse gives the character the feats Endurance, Quicken Spell, Run, and Skill Focus when he becomes a shaman.

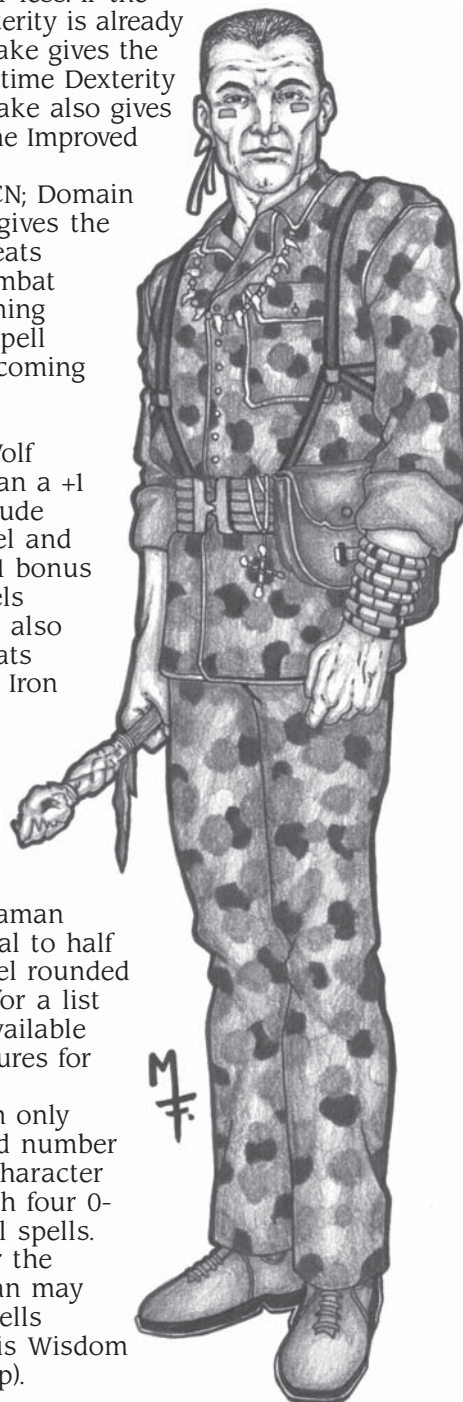
Snake: AL CN; Domain Magic; upon becoming a shaman, Snake increases the character's Dexterity to 13 if his Dexterity attribute is 12 or less. If the character's Dexterity is already 13 or higher, Snake gives the character a onetime Dexterity bonus of +1. Snake also gives the character the Improved Initiative feat.

Weasel: AL CN; Domain Chaos; Weasel gives the character the feats Blind-Fight, Combat Reflexes, Lightning Reflexes, and Spell Focus upon becoming a shaman.

Wolf: AL CG; Domain War; Wolf gives the shaman a +1 bonus to Fortitude saves at 1st level and an additional +1 bonus every three levels thereafter. Wolf also bestows the feats Empower Spell, Iron Will and Skill Focus on the shaman.

Spells: OSI Shamans can cast spells. The maximum level spell a shaman can cast is equal to half his shaman level rounded up. See below for a list of the spells available and the procedures for casting them.

Each shaman only knows a limited number of spells. The character begins play with four 0-level or 1st-level spells. Each level after the first, the shaman may choose new spells equal to half his Wisdom bonus (round up).



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Casting: Shamans follow the same procedure for casting spells as chaplains (*Blood on the Rhine*), but use their Knowledge (tribal religion) skill instead of Prayer.

Domain: A shaman's totem gives him access to a domain spell from 1st level on up. A shaman has access to two domain spells each day and prepares one or the other each day (see *PHB* pg. 162). Note that totem powers replace granted domain powers.

Call Totem: At 8th level, the shaman gains the ability to summon his totem for aid. Summoning a totem requires 1 round. The totem appears as an animal of the largest size for its species (at maximum advancement). Apply the Celestial Creature Template to the animal to create the totem animal. The totem stays with the shaman for 1d4 hours or until the end of the next combat encounter, whichever comes first.

Starting Equipment

OSI Shaman: M1911, 20 rounds of ammunition, helmet, bayonet, talismans and fetishes, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs socks, bedroll, rain poncho.

OSI Shaman Spell List

0-Level: Create Water, Cure Minor Wounds, Guidance, Purify Food and Drink, Resistance, Virtue

1st-Level: Bless, Cure Light Wounds, Divine Favor, Doom, Endure Elements, Entropic Shield, Magic Stone, Obscuring Mist, Remove Fear, Sanctuary, Summon Nature's Ally I

2nd-Level: Aid, Animal Messenger, Augury, Consecrate, Cure Moderate Wounds, Delay Poison, Endurance, Hold Person, Make Whole, Resist Elements, Speak With Animals, Summon Nature's Ally II

3rd-Level: Bestow Curse, Create Food and Water, Cure Serious Wounds, Daylight, Dispel Magic, Invisibility Purge, Magic Circle against Evil, Prayer, Protection from Elements, Remove Curse, Remove Disease, Speak with Dead, Speak with Plants, Summon Nature's Ally III

4th-Level: Cure Critical Wounds, Death Ward, Dismissal, Divination, Divine Power, Freedom of Movement, Neutralize Poison, Repel Vermin, Sending, Spell Immunity, Summon Nature's Ally IV, Tongues

5th-Level: Atonement, Break Enchantment, Commune, Dispel Evil, Ethereal Jaunt, Flame Strike, Hallow, Healing Circle, Righteous Might, Scrying, Spell Resistance, Summon Nature's Ally V, True Seeing, Wall of Stone

Hell in the Pacific

The Pacific Theater of World War Two is vast, stretching from the Aleutian Islands near the Arctic circle, to the shores of Australia, from the West Coast of the United States, through the Central Pacific to Japan, and beyond to the South China Seas and the Indian Ocean. The war at sea is fought above, on, and below the surface of the ocean. The land war grinds on in China, Southeast Asia, the Philippines, and on hundreds of islands and atolls.

The Japanese Empire

The military forces of the Japanese Empire are some of the most difficult enemies the U.S. has ever faced. Japanese soldiers, sailors, and airmen follow the old code of Bushido espoused by the military government, which makes surrender an even worse fate than death. Throughout the Pacific war, Allied forces are often obliged to destroy Japanese defenders to the last man.

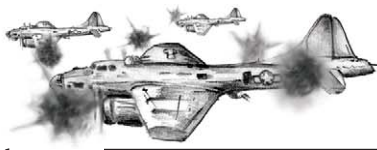
Japanese society at the time is influenced and controlled almost completely by the military—the Imperial Japanese Army and Navy. This influence extends through all levels of society, even to schoolchildren who are taught that serving in the military is a high honor, and to die for the Emperor is an even higher honor.

Japanese society places great stress on the demands of the group over the individual. Maintaining group harmony by not doing anything different is important. Suppressing one's individual desires and emotions is seen as virtuous, as is persevering in the face of any adversity. Success is not as important as how hard one tries.

Saving Face

Another concept crucial in understanding the Japanese enemy is that of face. It is better to die than to have one's name shamed. In the Japanese military, and indeed Japanese society at the time, surrender is felt to be the greatest loss of face possible, so much so that Japanese soldiers who do surrender often want their families to believe they are dead (and those who did surrender might even have their names excised from the village rolls, for example). In any case surrender was punishable by death. Any way you looked at it, the lot of a Japanese private was a miserable one; there were only two ways home, victory





Welcome Aboard!

or death. The Japanese high-command called their troops *issen-gorin*, which was the cost of mailing the draft notice post card, and valued draft animals more than the lives of their troops.

The callous attitude of the high command towards the troops, the unbending devotion to the Emperor demanded by their officers, and the inability to surrender was of course reflected upon their enemies, for whom the Japanese had little or no respect, and much hatred. Thus, in their eyes, Allied prisoners were beneath their contempt for not fighting to the very end and deserved whatever punishment they got. In most cases, Allied POWs were used as slave labor and given only minimal food and medical care as long as they retained some usefulness to the Japanese war effort.

The Japanese seek perfection at most things they engage in and warfare is no exception. This quest for perfection, combined with an oppressive social climate that stamps out creativity and individuality, has created an atmosphere of fatalism among high government and military officials. The plans put forth by the higher-ups must be perfect, and are therefore unchangeable. To retract a plan is an admission of imperfection and a loss of face.

Gaijin

Japan, with a long cultural history and a high level of aesthetic refinement sees itself as superior to other Asian countries. The Japanese realize they lag behind in technological development compared to the West, but are determined to catch up. In their interactions with other Asians, Japanese military personnel often treat them indifferently or arrogantly at best, and savagely at worst. Japanese propaganda gives even less respect to Westerners, who to the Japanese mind are totally alien and barbarian. American propaganda similarly demonizes the Japanese.

What does this all mean for the Allied soldier, sailor, airman, or marine?

It means that the Japanese are some tough hombres who go into battle convinced they are already dead, do not surrender, and will keep fighting until they die. It means a long and bitter struggle that will leave many dead and maimed before it ends. It means that to defeat them, Allied personnel have to look deep within themselves to find reserves of strength they never knew they had.

Japanese Behavior

Some, including the Japanese themselves, say that the behavior of Japan during the war was a kind of group insanity. The Japanese people had been led astray and brainwashed by the military leaders of their country. When discussing Nazi Germany, it is easy to brand the Nazis as evil, but with Japan, it's not so simple.

Japan's long history of isolation and hostility to foreign influence was harnessed and twisted by military leaders hungry for power and expansion into territories outside Japan. The totalitarian military regime completely isolated the people of Japan from outside news and viewpoints as much as they could, and brutally repressed dissent from within.

Many Japanese soldiers committed acts of brutality that certainly qualify as evil, but the average Japanese soldier is not evil per se. The thing is, Japanese soldiers are so pressured to conform to the group that they find it almost impossible not to go along with the rest of their comrades when things get out of control. Thus if everyone is doing something bad, the average Japanese private is likely to go right along with it, even if he knows it is wrong.

Ingrained xenophobia among Japanese troops (and civilians) and incessant racist and nationalistic propaganda increases this tendency, and prevents many from seeing non-Japanese as human beings. As a nation, Imperial Japan is lawful neutral towards its own citizens, but tolerates absolutely no dissent; those who speak out against the government are paid a visit by the Japanese version of the *Gestapo*, the feared *Kempeitai* secret police. In its policies and conduct in foreign countries, the Imperial Japanese Government is Lawful Evil.

The Japanese government didn't have any official policy of cruelty or genocide towards their subject peoples or captured prisoners like Nazi Germany. They were simply indifferent to their suffering. Many felt such concerns over Western concepts of human rights did not apply to them.

There were many individual incidents of kindness and humanity displayed by Japanese troops, but most often, these individuals had to keep their compassion secret for fear of extreme punishment from their superiors.



Chapter One



The Imperial Japanese Army

The IJA plays a large part in Japanese politics, with General Tojo holding the post of Prime Minister until late in the war.

The character of the IJA is strongly shaped by rural conservatism, and most of the officers come from lower middle-class backgrounds. The typical soldier is a peasant who has little experience outside his village, much less on some far-flung battlefield. The army is a bastion of racist nationalism.

IJA training is harsh and brutal, designed to totally subjugate the recruit to the Army and in most cases it is very effective. Japanese soldiers' lives are spent in battle with little thought. If they die for the Emperor it is enough.

At the start of the war, the Japanese Army already has a reputation for skill and tenacity earned in China. The rolling up of Allied forces in the CBI (China-Burma-India Theater) and the Philippines and New Guinea only serves to bolster that reputation.

The Imperial Japanese Navy

The Imperial Japanese Navy (IJN) at the start of the war is arguably the finest naval force in the world. Certainly, the IJN has the best-trained carrier based air force. The inspiration for the Japanese carrier force was a series of

demonstrations arranged by an American General named Billy Mitchell. He was an outspoken proponent of air power and was the first to demonstrate that aircraft could sink capital ships. He was eventually court-martialed for upsetting too many apple carts, but the events at Pearl Harbor proved him right and he was reinstated.

Because of the London Naval Treaty of 1930, the Japanese navy was limited to an unbalanced ratio of ships compared to the U.S. To make up what they lacked in quantity, the Japanese navy strived for quality. Japanese ships are well designed; fast and heavily armed, with well-trained crews.

Many Japanese naval officers come from the upper strata of Japanese society and tend to be more sophisticated and well educated than their army counterparts. Indeed, Admiral Yamamoto went to Harvard! Japanese officers' outlook is generally broader than their Army counterparts, and European thinking heavily influences their doctrine and training.

Even so, Japanese naval doctrine is plagued with the same kind of conservative thinking as the army. As long as things go according to plan, the navy can deal with things but when the enemy does something unexpected, it is difficult for the navy to adapt its operational thinking quickly.



Japanese troops enter Hong Kong.





Welcome Aboard!

War at Sea

Much of the heroes' lives will be spent at sea, so it pays to take a look at life onboard ship and the nature of naval combat.

Shipboard Life

At sea, everybody stands watches according to their military specialty. The watch schedule is four hours on and eight off (or sometimes four on four off).

While on watch there is not much to do except "watch" whatever machinery one is assigned to. Everyone has to keep an eye on things and take readings on various pieces of equipment, which are noted in the log. Everything that happens on the watch is recorded in the log and this is then signed off on by the "captain of the watch."

In temperate or Arctic zones the engine-room is a comfortable place, but in the tropics it is pure hell, with temperatures up to 120 degrees. Crew members have to take a lot of salt tablets and drink water continuously. Standing under an air intake outlet is the preferred place.

During maneuvers, or combat, the engine-room is constantly getting orders from the bridge to change speeds. This means that the fire-rooms and engine-rooms have to work together in making steam and using it. Teamwork between the two is necessary so that the steam pressure remains constant.

There is a lot of time on watch to spend just talking to fellow crewmen. A lot of time is spent counting the days to R & R. Aboard ship, a sailor's entire world revolves around his watch station, his specialty, and the berthing compartment where his tiered bunk and locker is—smaller than even a high school locker.

Each section of the ship has an officer in charge. The Captain—"The Old Man"—is God first of all. Then there is his executive officer known as the "Exec" or "XO." Below him are the various division officers. There can be many divisions depending upon the size of the ship. An aircraft carrier has a multitude compared to a destroyer. On a destroyer for example, there may be the deck division, engineering division, auxiliary division, signal and radio, quartermaster, gunnery and torpedo, and the commissary. There is an officer in charge of each. These officers may not necessarily know any of the technology involved for each

discipline, but they are in charge. The people who really run the divisions are the leading petty officers, normally chief petty officers and first class petty officers.

Normally, no one is allowed on the bridge except officers and crewmen whose duties take place up there. God is up there in the person of the "Old Man," the Captain. If the Roman Catholic Church is doctrinaire, the United States Navy wrote the book. When an enlisted man goes up on the bridge, unless it is his duty station, he knows he is an enlisted man; nowhere else is the class distinction in the Navy more clear.

In other divisions of a ship, this distinction may be more or less clear, but many officers carry a .45 during general quarters (ostensibly to make sure everyone remains at their battle stations).

General Quarters

It can come at any time, while you're eating, sacked out in your bunk, or while you're on the head; a klaxon blares throughout the ship, followed by the voice of the master-at-arms repeating, "General quarters, general quarters. All hands, man your battle stations!" Everyone must drop whatever they are doing and head for their stations.

Watertight integrity is important, so all hatches are dogged. Gun crews man their weapons, damage control parties take up their positions, the engine room and the boiler room make ready. The smoking lamp is out (meaning "no smoking"). All hands make ready for whatever is to come.

And then everybody waits. Sometimes the order comes to secure from general quarters, and then everyone goes back to the normal watch routine. But if something does happen, there is no foxhole to jump into. Everyone must wait at their battle station and accept whatever is thrown at them.

Battle

If and when battle is joined, seconds and minutes seem like years. If enemy ships are engaged, the roar and concussion of the main batteries firing can break the eardrums of anyone nearby without proper ear protection. Incoming shells may splash nearby, drenching the decks. Inbound torpedoes promise terrifying destruction if they hit. Attacking enemy aircraft lob bombs and torpedoes amid a hail of flak thrown up by the ship's AA batteries.





The HMAS Australia, believed to be the first ship struck by a kamikaze.

If the ship is hit the damage control parties spring into action. Damage control teams consist of crewmen with various specialties such as ship fitters, carpenters, electricians, mechanics, and corpsmen. The number of damage control parties varies from ship to ship. All damage control party members wear flak jackets and a life belt. Available are various types of equipment including hand tools, welding equipment and cutting torches, auxiliary power units, submersible pumps, and emergency medical supplies.

These teams respond to any damage and try to control it and affect emergency repairs (hence the name, damage control party). They are also a firefighting force, manning the pumps and hoses.

Given the kinds of weapons necessary to damage and sink an armored warship, the effects of such weapons on personnel are horrific. Anyone in an area struck by a direct hit is likely to be instantly blown to pieces, or shredded by flying shrapnel. If the initial blast is survived, there may be fires to deal with or burst steam pipes. Survivors may be trapped in the dark between decks while the ship floods, and there may be only minutes to spare before a stricken ship heads for the bottom.

During a ship-to-ship engagement, the main thing is atmosphere: the War Master should try to play up the sense of powerlessness of the PCs, as essentially, they must stay at their stations and do their jobs the best they can, while hoping and trusting that everybody else is doing their best as well.

Island Hopping

Now let's take a look at the life of the average grunt once he makes it ashore (hopefully, in one piece).

Life on the Front Lines

For soldiers and Marines fighting for the islands of the South Pacific, life can be very hard indeed. Combatants here fight the jungle as much as they do the enemy. The going is slow, hindered by mountainous terrain, heavy underbrush, and thick forests. Enemy ambushes can erupt only a few feet away, and when the fighting is joined it is often hand-to-hand.

The equatorial latitudes are hot and humid with frequent rain. This ensures that everyone is wet and miserable most of the time, and producing skin infections known as "jungle rot." Soldiers also battle a myriad of diseases, the most common of which is malaria, but there is also typhus, dysentery, and cholera.

Without resupply or adequate shelter, troops often find their clothing rotting on their bodies, their weapons rusting or clogged with mud. Allied troops live on C-rations, dehydrated vegetables, and captured rice. Even so, supplies are often short. Japanese troops, generally poorly supplied to begin with, often got by on roots and coconuts. Poisonous snakes, giant ants, leeches, spiders, huge wasps, and malaria-carrying mosquitoes only add to the misery.

The island hopping campaign is an infantryman's war; the heavy jungle is not good for tanks, and armor is used more in a supporting role in the Pacific than it is in Europe. The Army and Marines make great use of flamethrower tanks.

By the time U.S. forces are getting ready to land on a Japanese-held island, most of the Japanese defenders know that they are dead. Indeed the Japanese high command may have already written them off! The small size of the islands leaves little or no room for maneuver, and thus the battles become purely attritional clashes, which in most cases, spell certain doom for the defending Japanese troops. These head-to-head slugging matches prove to be some of the most ferocious combat experienced by soldiers in any theater of World War Two.

Japanese defenders hang on to their positions to the very end, and often times, as on small islands like Tarawa and Iwo Jima, the defense lines are so closely interlocked that daily progress can be





Welcome Aboard!

measured in feet and inches. Japan territory itself was not invaded until 1945, and then only on the islands of Iwo Jima and Okinawa. If the Japanese fought hard for islands they had simply invaded and took charge of, they fought even harder for territory that was "home ground". The bloody and brutal battle for Iwo Jima, and the ferocious fighting for Okinawa certainly influenced President Truman's decision to use the atomic bomb to end the war and avoid even more bloodshed on both sides.

Pillboxes need to be cleared with flamethrowers and satchel charges. Tunnels and spider holes allow Japanese soldiers to hide as U.S. troops pass and then to attack from behind. At night, these holes also help infiltrators get in among the U.S. lines. Soldiers live on a constant knife-edge of fear and weariness on the front lines.

The level of hatred each side has for the other leads soldiers to acts of brutality and cold-bloodedness only really matched by the enmity between the Germans and the Russians. Japanese soldiers routinely shot at medics and killed prisoners. Some U.S. soldiers also killed many Japanese prisoners if they thought they could get away with it.

Check Six!

The air war in the Pacific was fought by both land-based and carrier-based aircraft. Like their brethren in Europe, pilots and aircrews had a rather less grueling life than their earthbound comrades. Even so, the relatively easy life of pilots was made up for by what they had to endure in combat.

At the beginning of the war, Allied pilots were flying obsolete and outclassed aircraft against a superbly trained enemy. For the first two years of the war, the air battles over the Pacific were fiercely contested. It was not until the Battle of Midway and the introduction of new American aircraft designs that the air war began to shift in the Allies' favor.

Bailing Out

As many engagements were fought over the ocean, pilots who bailed out or ditched often found themselves drifting in the life rafts for days, hoping to be picked up by a friendly ship. During the big carrier battles, many pilots lost their bearings during combat and were forced down not by enemy action, but from running out of gas while trying to find their way back to their carriers.

Air operations over the Asian mainland carried other risks. Like pilots in the ETO, Allied pilots often had "escape maps" sewn into their jackets in case they had to bail out. That the Japanese would be looking to capture downed pilots was a given, but Allied pilots also found themselves occasionally landing in the hands of hostile Chinese Communist forces or local warlords and strongmen as well.

Personalities

Just like the European Theater, the PTO has its own pantheon of famous and infamous names.

American

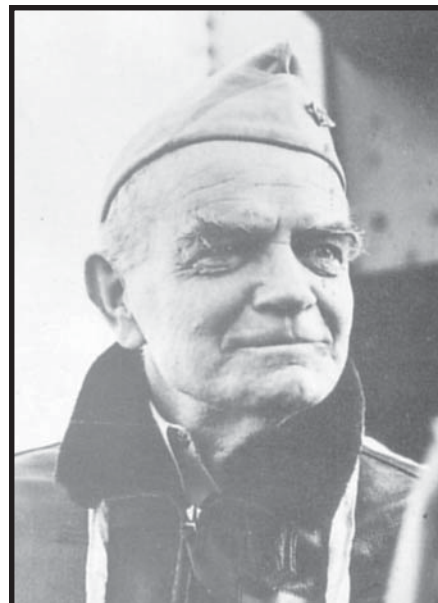
Some well-known US commanders.

Admiral Chester W. Nimitz

After Pearl Harbor, Admiral Nimitz was given command of the Pacific fleet, and the Central Pacific Theater. He was soft spoken and had a reputation for leading by example. Nimitz gave his best officers operational commands and endeavored to keep them in action where they were needed most.

Admiral William "Bull" Halsey

Admiral Halsey was a "sailor's admiral". He was a risk taker and an inspiring leader. At the time of Pearl Harbor, he was the most experienced carrier commander in the fleet. He later went on to a major command within the U.S. Pacific Fleet.



Admiral William Halsey



Chapter One



General Douglas MacArthur

MacArthur was one of the most iconic figures of World War Two. After graduating 1st in his class at West Point he served in France during World War One (alongside Patton) and went on to command the U.S. Army in the Philippines before Pearl harbor. After the start of World War Two, he was given command of the entire South Pacific Theater. Forceful, flamboyant, charismatic, egotistic, and with a flair for the dramatic, MacArthur became one of the most famous American generals of the war.



General Douglas MacArthur, seen here with his trademark corn cob pipe.

General Joseph "Vinegar Joe" Stillwell

General Stillwell was the liaison between Chiang Kai-Shek and the U.S. government. While dealing with the Chinese generalissimo (who he didn't really like) he also found himself in command of a mixed bag of Allied forces fighting in Burma. When the Japanese routed these forces, Stillwell led his staff on an epic 140-mile march out of Burma into India.

General Holland "Howlin' Mad" Smith

Holland Smith was a tough, no-nonsense Marine Corps general who helped write the book on amphibious landings. He eventually came to be in charge of all Marine amphibious operations against Japan.



General Holland "Howlin' Mad" Smith

General Claire Chennault

Claire Chennault was the commander of the American Volunteer Group, better known as the Flying Tigers, an American-funded fighter squadron sent to China to help the Nationalists against the Japanese before Japanese and the U.S. formally went to war.

Chennault was credited with developing tactics to help the outclassed American planes fight their superior Japanese opponents.

British

Like the Americans, the British suffered early setbacks in their war against Japan—the loss of Hong Kong, Singapore, and the sinking of the *Prince of Wales* and *Repulse*—but rallied and came back to contribute to the Allied effort.

General Sir Archibald Wavell

General Wavell was the commander of British forces in India in 1941. After losing Singapore, he planned an offensive into Burma, which stalled at Arakan. After serving as the commander of British forces in North Africa, he was given a political appointment in 1943 and played no further part in military planning.

Vice Admiral Lord Louis Mountbatten

Admiral Mountbatten was appointed as the head of the Southeast Asia Command in 1943. He worked with General William Slim and directed the liberation of Burma and Singapore.





Welcome Aboard!

Japanese

Note: Japanese names given here are listed family name first, followed by the surname. In Japanese, the Emperor is never called by his name (Hirohito). To the common Japanese soldier, the Emperor is known as only as "Tenno" or "Tenno-heika."

Emperor Hirohito

During World War Two, the Japanese Emperor was the supreme figure for whom the Japanese Army and navy sacrificed themselves. In the Emperor's name, the Japanese went to war, despite the Emperor's relative disinterest in military affairs. The Emperor mostly kept silent during government meetings, while the military leaders of the country jostled him for approval of their plans. After the bombings of Hiroshima and Nagasaki, the Emperor at last exercised what power he had over the military rulers of Japan and ordered their surrender.

General Tojo Hideki

General Tojo was the Japanese War Minister until he succeeded Prime Minister Konoe just a couple of months before the war. His main goal was to establish Japan as supreme in her sphere of influence. He resigned from his post in 1944, when he realized the war was no longer going in Japan's favor. He was tried and executed for war crimes after the war.



Admiral Yamamoto

Admiral Yamamoto Isoroku

Probably the best known and perhaps most highly skilled and respected of the Japanese officer corps, Admiral Yamamoto was the architect of the attack on Pearl Harbor. He understood the strength of his American adversaries far better than his contemporaries, having studied and traveled in the U.S. He was killed on April 18, 1943, when American fighters intercepted his plane.

Admiral Nagumo Chuichi

Admiral Nagumo was in direct command of the Japanese fleets at Pearl Harbor and Midway. After the defeat at Midway, he was removed to a rear area command.

General Yamashita Tomoyuki

General Yamashita was the commander of Japanese forces in the Philippines. Yamashita was one of the most able Japanese generals the Americans faced. Having studied for a time in Germany, he recognized the need for Japan's armed force to modernize before taking on the U.S. He was hanged for war crimes in 1946.

Chinese

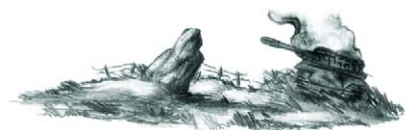
China had two well-known leaders.

Generalissimo Chiang Kai-shek

Chiang Kai-shek was the leader of the Chinese Nationalist forces (the Kuo Min-tang or KMT) supported by the U.S. He was haughty and aloof (Gen. Stillwell disliked him intensely), and was really not much better than many of the warlords squabbling for control of parts of China before and during the war. He managed to lead the Nationalists against the Japanese (and often against the Communists) with generous helpings of American supplies, equipment, and advice, secured in Washington largely by his wife, who was adored by many American politicians.

Mao Tse-tung

Mao Tse-tung led the Communist forces in China. Before the war, Mao's and Chiang's forces were the biggest contenders for power in China. Once the Japanese arrived, Mao and Chiang did not so much put their differences aside to fight the Japanese, as they simply were unable to get at each other. Unsupported by any Allied nation, the Communists under Mao basically fought a guerilla war against the Japanese in the northern parts of China.





Chapter 2: Equipment, Vehicles, & Ships

"Never turn with a Zero!"
- *Claire Chennault*

The reason for the sneak attack on Pearl Harbor was a simple one. Japan simply didn't have the industrial capacity to fight a prolonged war against the United States. Unless the Japanese could strike a decisive blow in the opening moments of the war, they had little hope of eventual victory. Like the Germans in the European Theater, American manpower and factories could simply wear them down through sheer numbers.

Japan went to war against the Western Allies because the US and Britain had cut off supplies of strategic resources like oil and steel in response to Japan's actions in China. Japan's only hopes of replacing the resources its war machine needed was to grab up resource rich areas on the Asian mainland and in the Southwest Pacific and add them to their "Greater Asian Co-Prosperity Sphere."

At the war's outset, it looked as if this strategy might actually work: the American Pacific Fleet lay crippled at Pearl Harbor, Japanese forces were overrunning much of England's Far East Empire, and US-held islands were falling like dominoes. A wealth of strategic resources fell into Japanese hands.

There was only one problem: the Japanese Merchant Marine. The Imperial Japanese Army and Navy had captured all the resources they needed to wage war—rubber, oil, iron—but there were insufficient cargo ships to move all of these items back to the Japanese home islands.

This situation only got worse. Long before the American surface fleet could even begin to think about taking direct action against the Japanese, the submariners of the US submarine fleet struck back. The American subs went on patrols deep inside enemy waters and took a heavy toll against Japanese merchant ships. Unlike in the Atlantic, where the Allies developed progressively more sophisticated antisubmarine tactics and equipment, the IJN never posed a significant threat to Allied submarines. Japanese merchant losses climbed as the war progressed.

The net result of these losses was that many of the Japanese island garrisons were often short of critical supplies like medicine, food, and ammunition. With the exception of Guadalcanal, once a battle for an island began, the garrison was forced to make do with what had been stockpiled beforehand and could not count on any sort of resupply or reinforcements.



Infantry Weapons

There's some new equipment available in the PTO. Let's take a look at it.

Allied Infantry Weapons

Allied forces in the PTO are equipped much the same as those in the ETO. All Allied forces use the same infantry weapons listed in *Blood on the Rhine*.

Japanese Infantry Weapons

Japanese infantry weapons, like most Japanese equipment, are designed to be light and easily transportable. Japanese weapons are also often designed to serve multiple roles, although usually they are far more effective in their primary role than in their secondary role.

Japanese weapons and ordnance were named according to the year they were adopted. Equipment that went into service before 1926 took a model number based on the year of the current Emperor's reign. After 1926, Japanese equipment was numbered according to the very first Japanese emperor's reign. The words "Model" or "Type" are used interchangeably. For example, "Model 98" corresponded to the Japanese year 2598 (1938). Type 1 is 2601 (1941).

Katana

The famed Japanese katana was known quite simply as "the samurai sword" to most Allied troops. Those swords carried by high-ranking Japanese officers were often valuable heirlooms created by skilled craftsmen. Lower ranked officers or NCOs might carry a well-made sword but it was more likely they had a mass-produced, low-quality blade. Samurai swords are prized as trophies as winning one in battle generally requires dispatching the Japanese soldier carrying it.

Pistols

The IJA had one basic model of pistol.

Nambu Model 14 8mm pistol

This 8mm pistol is standard issue for most Japanese officers.

Rifles

The IJA had two rifles that saw common service.

Arisaka Model 38 6.5mm Rifle

The Model 38 is a bolt-action rifle with a five-round magazine. This rifle has less recoil and muzzle flash than western rifles and is more suited to the smaller physique of Japanese soldiers.



A Model 11 machinegun in action.





Arisaka Model 99 7.7mm Rifle

The Model 99 is basically a re-chambered version of the Model 38. The Model 99 had a flimsy wire monopod and a set of antiaircraft sights, which were more optimistic than practical.

Machineguns

The IJA had an assortment of portable machineguns.

Model 92 7.7mm Heavy Machinegun

This gun is essentially a copy of the British drum-fed Lewis machinegun.

Model 96 6.5mm Light Machinegun

The Model 96 light machinegun is standard equipment for Japanese infantry platoons. The magazine is top mounted in the fashion of the British Bren gun. The weapon can mount a bayonet.

Model 99 7.7mm Light Machinegun

The Model 99 is a version of the Model 96 rechambered for the 7.7mm cartridge. It can mount a bayonet.

Model 11 7.7mm Heavy Machine Gun

The Model 11 machinegun is a gas-operated, strip-fed, tripod-mounted machinegun. A modified version of this gun was also widely used as an aircraft weapon.

Grenades

The IJA had a number of small, reliable hand grenades. Wounded Japanese soldiers often booby-trapped themselves by laying on an armed grenade.

Model 96 Hand Grenade

The most widely used grenade by Japanese troops. This grenade has a 4 -5 second fuse which must be screwed down to arm and cannot be fired from grenade dischargers.

Model 99 Hand Grenade

This grenade had a smaller cylindrical body and the fuse does not require any preparation like the Model 96. It is often used for booby traps.

Anti-Aircraft/Antitank Weapons

Once the Allies established air superiority in the Pacific, these weapons saw a lot of use.

Model 93 13mm Heavy Machinegun

This gun was developed as an antiaircraft gun but was used extensively for ground/antipersonnel purposes. It is often double-mounted.

Model 96 Type 2 25mm AA/AT Cannon

This gun is usually dual- or triple-mounted (two or three guns on one mount).

Model 1 47mm AT Gun

This gun has rubber tires unlike most Japanese field guns. Its low profile and wide trails make it very stable.

Support Weapons

The rugged terrain of many islands made light, easily-portable fire support an important asset.

Model 89 50mm "Knee Mortar"

This lightweight mortar was often carried strapped to the leg of the man carrying it. The translation of the nomenclature led many allied soldiers who captured one to believe it could be fired braced on one's leg, which led to many shattered femurs.

Model 97 81mm Mortar

This mortar is essentially a copy of the U.S. 81mm mortar.

Artillery

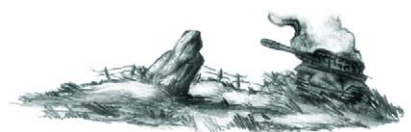
The IJA employed artillery to engage incoming landing craft.

150mm mortar

This heavy mortar is fired with a lanyard, rather than by simply dropping the shell down the tube.

Model 92 70mm Howitzer

This small, short-barreled gun is used to support infantry units. It is easily transportable by pack animal or even human.



Chapter Two



Model 41 75mm Mountain Gun

This gun was originally designed by Krupp in 1908 and modified by the Japanese to reduce its weight.

Model 38 75mm Field Gun

This gun is usually part of divisional artillery battalions.

Model 91 105mm Howitzer

The Model 91 was a standard howitzer although lightweight for its caliber and range.

Ground Vehicles

Tanks and armored vehicles do not play as large a role in the Pacific theater of the war as they do in the European theater. There are no large tank battles and armored formations.

In mainland China and Indochina, the Japanese Army had no need to develop the kind of heavy tanks used in Europe since their enemies rarely had any effective antitank weapons (or any tanks of their own for that matter). The thick jungles and mountainous terrain also hindered their use. On the islands of the Pacific where there was little room to maneuver to begin with, the Japanese tended to simply dig their tanks in, effectively becoming pillboxes.

Allied Vehicles

American forces do not employ as many varieties of armored vehicles as they do in the ETO. Most of the advanced U.S. armor designs were sent to Europe. In the PTO, the M4 Sherman is more than a match for any Japanese tank.

All U.S. vehicles in *Weird War: Blood on the Rhine* are available in the Pacific except:

M4A3(76)W "Easy Eight"
M4A3E2(76) "Jumbo"
M18 Hellcat
M24 Chaffee
M26 Pershing
M36 Jackson

M4 Shermans and M5 Stuarts equipped with flamethrowers were particularly effective when used in tank/infantry teams engaged in rooting out well dug in Japanese defenders. These tanks may replace their main gun armament with a flamethrower (see **Allied Vehicle Weapons**, *Blood on the Rhine* pg. 85)

Japanese Vehicles

The IJA had fewer vehicles than most modern armies. Most weapons and campaign strategies were based on the army's hard-marching and long-suffering infantrymen.

Tanks

Japanese tanks are lightweight and generally have poor antitank capability. Designs are restricted by the need to transport tanks on ships, and a general scarcity of materials.

The Japanese have no large tank formations (like armored divisions) until close to the end of the war, and most tanks are simply attached to infantry units for fire support.

Model 94 Tankette

These small armored vehicles are normally attached to infantry divisions for fire support and are often used as command vehicles.

Armor Class: 11 **Damage Points:** 30
Size: Large **Cruising Speed:** 26mph **Range:** 100 miles **Weapons:** 6.5mm machinegun (turret) **Ammo:** 50 bursts **Crew:** 2 **Armor - Turret** 9/5/4 **Upper Hull** 24/10/4 **Lower Hull** 24/12/4, **Deck** 4, **Suspension** 25

Model 95 "SO-KI" Tankette

The SO-KI's design is similar to the Model 94, but it has a set of retractable steel wheels that allow it to run on railway tracks. Most are used in China but a few appear in Burma.

Armor Class: 12 **Damage Points:** 40
Size: Large **Cruising Speed:** 28mph **Range:** 100 miles **Weapons:** 7.7mm machinegun (turret) **Ammo:** Machineguns (50 bursts) **Crew:** 2 **Armor - Turret** 11/10/10, **Upper Hull** 24, 14, 10 **Lower Hull** 24/14/14, **Deck** 5, **Suspension** 25

Model 97 "TE-KE" Tankette

The Model 97 TE-KE was the successor to the Model 94, and featured better-sloped armor, an air-cooled engine, and a 37mm cannon. The cannon gave it some light antitank capability but it was no match for Allied armor.

Armor Class: 12 **Damage Points:** 45
Size: Large **Cruising Speed:** 28mph **Range:** 100 miles **Weapons:** 37mm cannon (turret) OR 7.7mm machinegun (turret) **Ammo:** 37mm (15 bursts), Machineguns (50 bursts) **Crew:** 2 **Armor - Turret** 11/10/10, **Upper Hull** 46/11/11, **Lower Hull** 46/11/11, **Deck** 5, **Suspension** 30





Equipment

Model 89 "CHI-RO" Medium Tank

The CHI-Ro was the first mass-produced Japanese tank design. It is slow and heavy and is unable to keep up with the motorized units to which it is attached.

Armor Class: 12 **Damage Points:** 60
Size: Huge **Cruising Speed:** 15mph **Range:** 100 miles **Weapons:** 57mm gun (turret), 6.5mm machinegun (turret), 6.5mm machinegun (hull) **Ammo:** 37mm (15 bursts), Machineguns (50 bursts) **Crew:** 4
Armor - Turret 20/11/8, **Upper Hull** 27/11/6, **Lower Hull** 27/11/6, **Deck** 8, **Suspension** 30

Model 95 "HA-GO" Light Tank

The HA-Go was a popular and widely used tank in the Imperial Japanese Kwangtung Army in China. It was very reliable and was kept in use even after it had become obsolete.

Armor Class: 11 **Damage Points:** 60
Size: Large **Cruising Speed:** 30mph **Range:** 110 miles **Weapons:** 37mm cannon (turret), 7.7mm machinegun (turret), 7.7mm machinegun (hull) **Ammo:** 37mm (15 bursts), Machineguns (50 bursts) **Crew:** 3
Armor - Turret 12/12/12, **Upper Hull** 24/12/10, **Lower Hull** 24/12/12, **Deck** 8, **Suspension** 30

Model 2 "KA-MI" Amphibious Tank

This tank, based loosely on the Model 95, was developed by the IJN and used by their landing forces. It had two detachable steel pontoons which gave it a boat-like appearance. Twin propellers and rudders control it in the water. Although it could float and move about in the water, the pontoon system was used for crossing rivers or small bodies of water, or for beach landings. It is not seaworthy by any means.

Armor Class: 11
Damage Points: 50 **Size:** Large **Cruising Speed:** 23mph (land)/ 6mph (afloat) **Range:** 124 miles

(land)/ 93 miles (afloat) **Weapons:** 37mm cannon (turret), 7.7mm machinegun (turret), 7.7mm machinegun (hull) **Ammo:** 37mm (15 bursts), Machineguns (50 bursts) **Crew:** 5
Armor - Turret 12/12/12, **Upper Hull** 24/14/8, **Lower Hull** 24/14/8, **Deck** 8, **Suspension** 30

Model 97 "CHI-HA" Medium Tank

The Model 97 CHI-HA was Japan's answer to modern European tank designs of the mid-1930's. Although designed for infantry support, it could be up-gunned and was equipped with the Model 1 AT gun in 1939. It was used mainly in China, and not encountered by the U.S. until 1944. Some models were equipped with a 57mm gun.

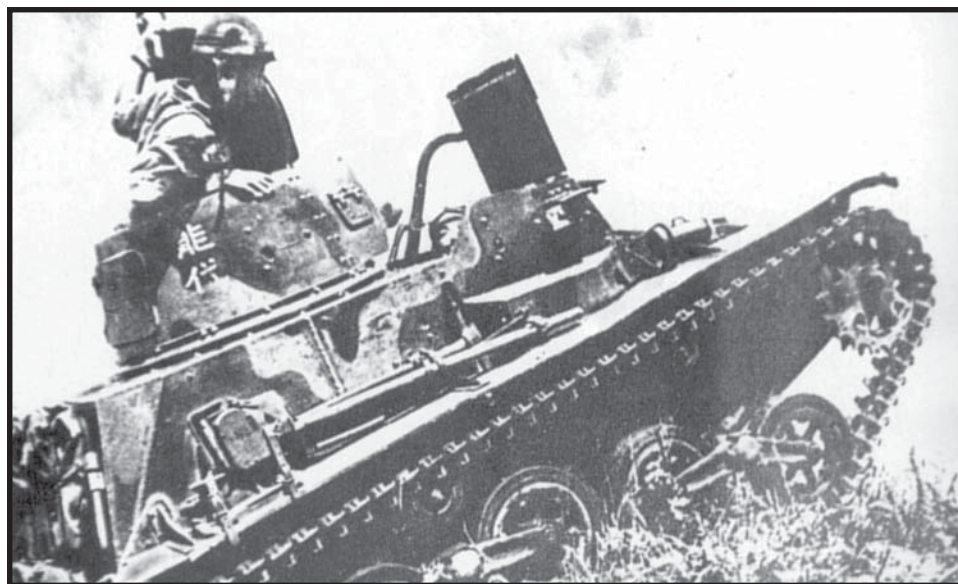
Armor Class: 12 **Damage Points:** 60
Size: Huge **Cruising Speed:** 25mph **Range:** 150 miles **Weapons:** 57mm gun (turret), 7.7mm machinegun (turret rear), 7.7mm machinegun (hull) **Ammo:** 57mm (20 shots), Machineguns (50 bursts) **Crew:** 4 **Armor - Turret** 36/28/28, **Upper Hull** 46/37/20, **Lower Hull** 46/37/20, **Deck** 10, **Suspension** 30

Self-Propelled Guns

Self-propelled guns are rare in the IJA, but they do see some use.

Model 1 Gun Tank "HO-NI"

The HO-NI was used in both China and the Philippines as a self-propelled artillery piece. It could also be used as an assault gun.



A Type 92 tankette.



Chapter Two



Armor Class: 12 **Damage Points:** 60
Size: Huge **Cruising Speed:** 30mph **Range:** 160 miles **Weapons:** 75mm gun **Ammo:** Loaded from ammo carrier **Crew:** 4 **Armor** - Upper Hull 51/51/0, Lower Hull 25/20/0, Deck 10, Suspension 30

Model 4 "HO-RO" Self Propelled Howitzer

Only a few of these 150mm howitzer equipped self propelled guns saw combat in the Philippines.

Armor Class: 12 **Damage Points:** 50
Size: Huge **Cruising Speed:** 25mph **Range:** 150 miles **Weapons:** 150mm Howitzer **Ammo:** Loaded from ammo carrier **Crew:** 4 **Armor** - Upper Hull 14/14/0, Lower Hull 46/37/20, Deck 10, Suspension 30

Transport Vehicles

The few Japanese motorized units had a few transports to choose from. Most soldiers had to make do with boot leather or sometimes even sandals.

Model 95 "Black Medal"

The "Black Medal" was the Japanese equivalent of the jeep.

Armor Class: 12 **Damage Points:** 40
Size: Large **Cruising Speed:** 65mph **Range:** 150 miles **Weapons:** None **Crew:** 1 **Armor** - Upper Hull 2/2/2, Lower Hull 2/2/2, Deck 2, Suspension 20

Model 94 Truck

The Model 94 truck built by Isuzu was developed from British and Czech designs. Different versions used both gasoline and diesel engines.

Armor Class: 12 **Damage Points:** 40
Size: Huge **Cruising Speed:** 60mph **Range:** 300 miles **Weapons:** None **Crew:** 1 **Armor** - Upper Hull 2/2/2, Lower Hull 2/2/2, Deck 2, Suspension 20

Allied Amphibious Vehicles

Assaulting a defended beach is one of the most hazardous types of military operations. The U.S. Marine Corps recognized a need for purpose-built amphibious assault vehicles that could land troops and then move off the beach to provide some supporting fire like a light tank. These vehicles were known as amtracs (amphibious tractors). The first was the LVT-1, developed in the mid-'30's, and the design evolved throughout the war. At Tarawa, the Marine amtracs were the only vehicles able to negotiate the high coral reefs and get their troops ashore.

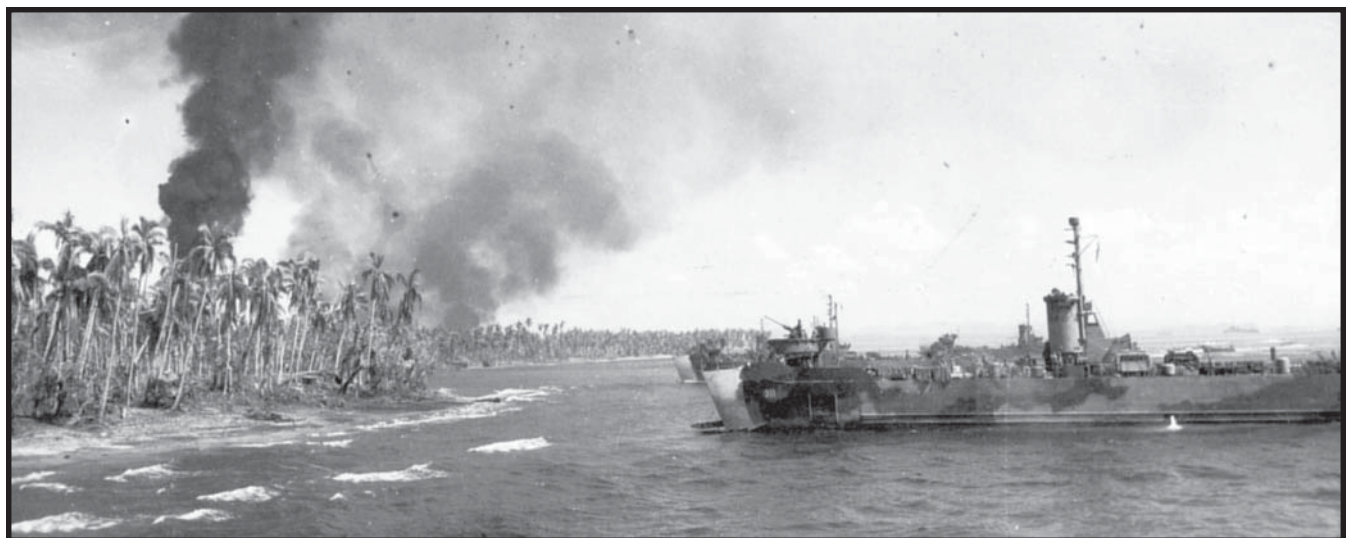
LVT(A)1

The LVT(A)1 had an enclosed hull and an M5 Stuart turret with a 37mm gun.

Armor Class: 12 **Damage Points:** 50
Size: Huge **Cruising Speed:** 60 (land)/ 15 (afloat) **Range:** 100 miles **Weapons:** 37mm gun **Ammo:** 37mm HE 100, AP 25 **Crew:** 3 **Passengers:** 24 **Armor** - Turret 45/30/30 Upper Hull 40/40/10, Lower Hull 20/20/10, Suspension 30

LVT2

The LVT2 was an open-topped landing vehicle



A landing craft off the coast of Leyte.





Equipment

Armor Class: 12, **Damage Points:** 50, **Size:** Huge, **Cruising Speed:** 60 (land)/ 15 (afloat), **Range:** 100 miles, **Weapons:** 1 .50 cal machinegun, 3 .30 cal machineguns, **Ammo:** .50 cal (25 bursts), .30 cal (35 bursts), **Crew:** 3, **Passengers:** 24, **Armor - Upper Hull** 25/25/10, **Lower Hull** 20/20/10, **Suspension** 30

LVT4

The LVT4 was similar to the LVT2, but had a rear landing ramp.

Armor Class: 12 **Damage Points:** 50 **Size:** Huge **Cruising Speed:** 60 (land)/ 15 (afloat) **Range:** 100 miles **Weapons:** 2 .50 cal machinegun, 2 .30 cal machineguns **Ammo:** .50 cal (25 bursts), .30 cal (35 bursts) **Crew:** 3 **Passengers:** 30 **Armor - Upper Hull** 25/25/10, **Lower Hull** 20/20/10, **Suspension** 30

LVT(A)4

The LVT4 was similar to the LVT(A)1 but replaced the 37mm gun with a 75mm howitzer. It was used as a light tank once it came ashore.

Armor Class: 12, **Damage Points:** 50, **Size:** Huge, **Cruising Speed:** 60 (land)/ 15 (afloat), **Range:** 100 miles, **Weapons:** 75mm howitzer, .50 cal machinegun, **Ammo:** 75mm howitzer (100 rounds), .50 cal (25 bursts), **Crew:** 6, **Armor - Turret** 45/30/30 **Upper Hull** 45/45/10, **Lower Hull** 50/40/10, **Suspension** 30

Aircraft

The war in the Pacific both starts and finishes with air power, beginning with the Japanese air attack at Pearl Harbor and ending with the dropping of the atomic bombs on Hiroshima and Nagasaki by American B-29s.

At the start of the war, Japanese aviation has a clear advantage over their enemies. Japanese carrier pilots at this time are the finest in the world, and in the famous Mitsubishi A6M2 Zero, they have a fighter that dominates the skies over the Pacific.

But as losses mount, the Japanese are unable to keep up with the Allies, specifically the Americans, in development of new aircraft and training and replacement of pilots. After Midway, U.S. planes and pilots steadily improve while the Japanese are still flying early war designs with hastily trained pilots. Japanese aircraft designs stress maneuverability, and in order to achieve this, often sacrifice armor for weight. In the early stages of the war, this design

Allied Aircraft

The following aircraft from Dead From Above are available in the PTO:

U.K.

Hurricane IIB
Spitfire VB

U.S.

C-47 Skytrain
P-38L Lightning
P-47 Thunderbolt
P-51B, D Mustang (the B variant mounted 4 .50 cal machineguns, and did not have a bubble canopy like the later D variant.)
B-17F Flying Fortress (the F model has two .50 cal machineguns in the nose on simple swivel mounts, rather than the G model's chin turret)
B-24 Liberator

philosophy is successful against slower and less maneuverable Allied designs. Later, when faster, and better armed and armored U.S. aircraft appear, the Japanese are forced to rely on older designs due to damage to their aircraft production industry.

Besides the aircraft listed here, the U.S. also used the P-38 to great effect (a squadron of P-38s flamed Admiral Yamamoto's plane), as well as the P-51 and the P-47. The RAF and RAAF also used Spitfires and Hurricanes.

U.S. Army Air Force

The US forces in the Pacific began the war with obsolete designs that were no match for their more nimble—but less durable—Japanese counterparts.

Bell P-39 Aircobra

The Aircobra is a unique design that mounts the engine behind the pilot. A long gear shaft drives the prop. Nearly half of the P-39s produced go to the Soviet Union, but the rest serve in the Pacific where they distinguish themselves in the ground support role.

Armor Class: 14 (-2 size, +6 speed), **Damage Points:** 45, **Size:** Huge, **Maneuverability:** +3, **Engines:** 1, **Range:** 1,475 miles, **Weapons:** 1 x 37mm cannon (30 shots) 2 x .50 cal machineguns (15 bursts), 2 x .30 cal machineguns (20 bursts) **Bombs:** 1 x 500lb. bomb, **Crew:** 1 (pilot), **Armor—Wing:** 4, **Fuselage:** 4, **Cockpit:** 5, **Engine:** 5



Chapter Two



Curtiss P-40 Warhawk

The P-40 was the workhorse of the Army Air Force in the early years of the war. It served in North Africa, but saw the most use in the Pacific Theater, gaining fame with Clair Chennault's Flying Tigers in China.

It can't keep up with the Japanese Zero in a dogfight, but the Flying Tigers, using innovative tactics and the P-40's strengths, racked up an impressive record against the Japanese.

Armor Class: 14 (-2 size, +6 speed), **Damage Points:** 50, **Size:** Huge, **Maneuverability:** +3, **Engines:** 1, **Range:** 1,080 miles, **Weapons:** 6 x .50 cal machineguns (25 bursts), **Bombs:** 1 x 500 lb. bomb, **Crew:** 1 (pilot), **Armor—Wing:** 4, **Fuselage:** 5, **Cockpit:** 5, **Engine:** 6

B-25 Mitchell

The B-25 gained fame as the plane flown by Jimmy Doolittle and his raiders from the deck of the carrier Hornet, on their daring raid on Tokyo. The B-25 was a medium bomber that was tough, fast, and well armed. It was used extensively throughout the Pacific not only for its intended use as a medium altitude bomber, but also for low, treetop level attacks on Japanese airfields and shipping.

Armor Class: 12 (-4 size, +6 speed), **Damage Points:** 110, **Size:** Gargantuan, **Maneuverability:** -2, **Engines:** 2, **Range:** 1,200 miles, **Weapons:** 1 x .50 cal machinegun (nose, 25 bursts), 2 x .50 cal machine guns (dorsal turret, 25 bursts) 2 x .50 cal machineguns (ventral turret, 25 bursts), 2 x .50 cal machineguns (tail, 25 bursts) **Bombs:** 10 x 500 lb. bombs, **Crew:**

7 (pilot, co-pilot, bombardier, 3 gunners), **Armor—Wing:** 6, **Fuselage:** 8, **Cockpit:** 6, **Engine:** 10

Boeing B-29 Superfortress

The B-29 was the largest, fastest, highest-flying, longest-ranged, and most heavily armed bomber flown by any country during the war. By the time it went into production, the war in Europe was nearing its end. The B-29's long range thus made it perfect for use in the Pacific, and most B-29s were sent to Pacific based bombing groups. It is the first bomber to have a pressurized cabin, remote-controlled gun turrets, and a host of other technological firsts.

The B-29 "Enola Gay" dropped the first atomic bomb on Hiroshima on August 6th, 1945. A second atomic bomb is dropped by "Bockscar" on Nagasaki two days later. A week later, Japan surrenders and World War 2 ends.

Armor Class: 11 (-8 size, +8 speed, +1 armor), **Damage Points:** 250, **Size:** Colossal, **Maneuverability:** -4, **Engines:** 4, **Range:** 4,200 miles, **Weapons:** 2 x .50 cal machineguns (top forward turret, 30 bursts), 2 x .50 cal machineguns (top aft turret, 30 bursts) 2 x .50 cal machineguns (bottom forward turret, 30 bursts), 2 x .50 cal machineguns (bottom rear turret, 30 bursts) **Note:** Control of these turrets can be transferred to a single gunner, or shared between front, right, left, or top gunners. 2 x .50 cal machineguns (tail, 30 bursts), 1 x 20mm cannon (tail, 25 shots) **Bombs:** 40 x 500 lb. bombs, **Crew:** 9 (pilot, co-pilot, bombardier, navigator, 5 gunners), **Armor—Wing:** 10, **Fuselage:** 10, **Cockpit:** 10, **Engine:** 10



The "Enola Gay," the B-29 that dropped the atomic bomb on Hiroshima.





U.S. Navy & Marine Corps

The different requirements of naval aviation meant that the Navy and Marines used different aircraft than the Army flyboys.

Brewster F2A3 Buffalo

Already obsolete by the start of the war, the Buffalo was flung into combat against vastly superior Japanese fighters. It was slow and not very maneuverable, and was not favored by pilots. They gave it rather colorful nicknames like "Suicide Barrel" and "Peanut Special." The Buffalo was also in service with the RAF (who called it the "Beer Barrel") and RAAF to free up Spitfires and Hurricanes for use in Europe.

Armor Class: 13 (-2 size, +5 speed),
Damage Points: 50, **Size:** Huge,
Maneuverability: +1, **Engines:** 1, **Range:** 965 miles, **Weapons:** 4 x .50 cal machineguns (15 bursts) **Bombs:** 2 x 100 lb. bomb, **Crew:** 1 (pilot), **Armor—Wing:** 4, **Fuselage:** 4, **Cockpit:** 4, **Engine:** 6

Grumman F4F Wildcat

The Wildcat was the primary U.S. Navy carrier fighter at the start of the war. It was outclassed by the Zero, but the Navy relied on it in the Battle of the Coral Sea and at the Battle of Midway, where it contributed to the American victory. The Hellcat replaced it in 1943.

Armor Class: 14 (-2 size, +6 speed),
Damage Points: 50, **Size:** Huge,
Maneuverability: +3, **Engines:** 1, **Range:** 1162 miles, **Weapons:** 4 x .50 cal machineguns (15 bursts), **Bombs:** 2 x 250 lb. bombs, **Crew:** 1 (pilot), **Armor—Wing:** 4, **Fuselage:** 4, **Cockpit:** 5, **Engine:** 7

Grumman F6F Hellcat

The Hellcat was designed as a counter to the Japanese Zero, and it was used extensively in the last two years of the war, replacing the Wildcat. It had a high rate of climb, good dive speed, was well armored, yet very maneuverable. In the hands of American pilots, they accounted for the majority of Japanese aircraft losses during the war.

Armor Class: 16 (-2 size, +8 speed),
Damage Points: 50, **Size:** Huge,
Maneuverability: +4, **Engines:** 1, **Range:** 1,090 miles, **Weapons:** 6 x .50 cal machineguns (25 bursts), **Bombs:** 4 x 250 lb. bombs, **Crew:** 1 (pilot), **Armor—Wing:** 4, **Fuselage:** 5, **Cockpit:** 8, **Engine:** 8

Vought F4U Corsair

The Corsair had the largest engine of any single seat fighter of the war. Its distinctive gull-wing was designed to help provide ground clearance for the massive propeller. It was fast, tough, and maneuverable. Deemed unsuitable by the Navy for carrier landings, it was used extensively by the Marines. The Corsair is known as "Whistling Death" by the Japanese for the sound it makes when diving in to attack.

Armor Class: 16 (-2 size, +8 speed),
Damage Points: 55, **Size:** Huge,
Maneuverability: +4, **Engines:** 1, **Range:** 1,000 miles, **Weapons:** 6 x .50 cal machineguns (30 bursts), **Bombs:** 2 x 1,000 lb. bombs, **Rockets:** 8 x 5" rockets, **Crew:** 1 (pilot), **Armor—Wing:** 5, **Fuselage:** 6, **Cockpit:** 8, **Engine:** 10

Douglas SBD-3 Dauntless

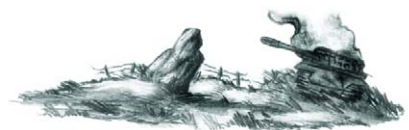
The Dauntless is the standard ship-based dive-bomber at the start of the war. At the Battle of Midway, Dauntlesses are responsible for the victory that turns the tide of war, sinking 3 Japanese carriers. The Dauntless was later replaced by the Helldiver, which turned out to be an inferior aircraft!

Armor Class: 13 (-2 size, +5 speed),
Damage Points: 50, **Size:** Huge,
Maneuverability: +2, **Engines:** 1, **Range:** 1,000 miles, **Weapons:** 2 x .50 cal machineguns (nose, 15 bursts) 2 x .30 cal machineguns (rear turret, 30 bursts), **Bombs:** 1 x 1,000 lb. or 1 x 500lb. bomb, **Crew:** 2 (pilot, gunner), **Armor—Wing:** 4, **Fuselage:** 4, **Cockpit:** 5, **Engine:** 7

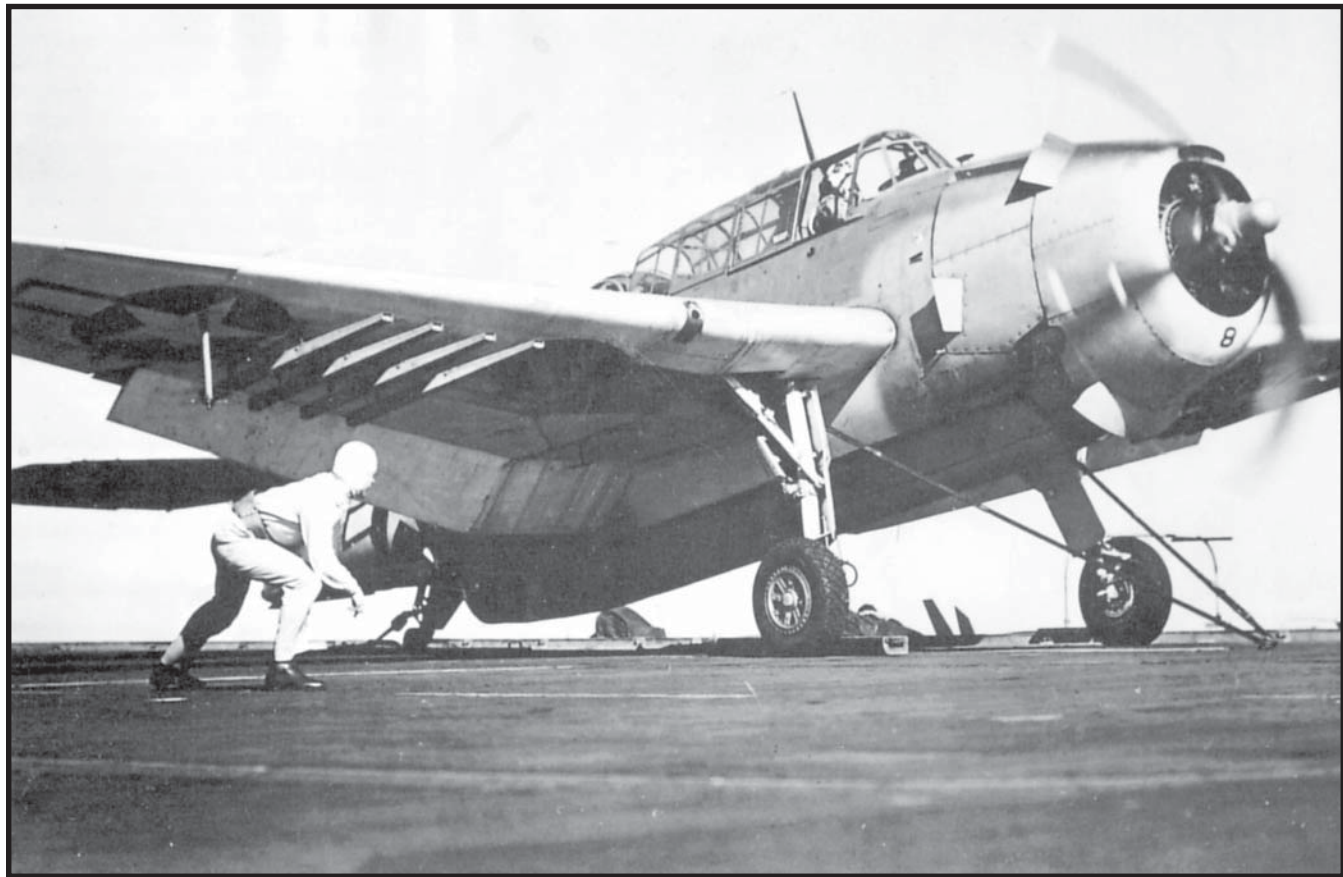
Douglas TBD-1 Devastator

The Devastator was the U.S. Navy's main torpedo aircraft before the war. When first designed it included many new technological firsts, including having hydraulic folding wings. When the Devastator was used at the Battle of Midway, it proved to be woefully obsolete. It was slow and proved to be easy pickings for Japanese fighters. Out of 41 Devastators launched during the battle, only 4 managed to return to their ships.

Armor Class: 10 (-2 size, +2 speed),
Damage Points: 50, **Size:** Huge,
Maneuverability: +1, **Engines:** 1, **Range:** 435 miles, **Weapons:** 1 x .30 cal machinegun (forward, 30 bursts), 1 x .50 cal machinegun (rear, 25 bursts), **Bombs:** 4 x 250 lb. bombs OR 1 x Mk VIII torpedo, **Crew:** 3 (pilot, gunner, torpedo officer), **Armor—Wing:** 5, **Fuselage:** 5, **Cockpit:** 5, **Engine:** 5



Chapter Two



An Avenger ready for takeoff.

Grumman TBM Avenger

The Avenger was designed to replace the obsolete Devastator. It can carry either bombs or a torpedo in its enclosed weapons bay. Of six that flew at Midway, only one survived. Despite the less than auspicious start, the Avenger became the mainstay Navy torpedo aircraft until the end of the war.

Armor Class: 13 (-2 size, +5 speed),
Damage Points: 55, **Size:** Huge,
Maneuverability: +2, **Engines:** 1, **Range:** 2,530 miles, **Weapons:** 2 x .50 cal machineguns (forward, 25 bursts), 1 x .50 machinegun (rear turret, 25 bursts), 1 x .30 cal machinegun (ventral, 30 bursts),
Bombs: 8 x 250 lb. bombs OR 1 x Mk VIII torpedo, **Crew:** 3 (pilot, gunner, torpedo officer), **Armor**—Wing: 6, Fuselage: 6, Cockpit: 8, Engine: 8

PBY-5A Catalina

The Catalina was the Navy's mainstay patrol aircraft. It is amphibious; able to take off and land on water or an airstrip. The Catalina is also used for search and rescue missions to save downed pilots. It was instrumental in the U.S. victory at Midway.

Armor Class: 9 (-4 size, +3 speed),
Damage Points: 80, **Size:** Gargantuan,
Maneuverability: +3, **Engines:** 2, **Range:** 2,545 miles, **Weapons:** 1 x .30 cal machinegun (nose, 25 bursts), 2 x .30 cal machineguns (left & right blisters, 25 bursts), **Bombs:** 8 x 500 lb. bombs or depth charges, **Crew:** 5 (pilot, co-pilot, 3 gunners), **Armor**—Wing: 5, Fuselage: 5, Cockpit: 5, Engine: 8

British Aircraft

The British had a few aircraft that were used primarily in the PTO.

Bristol Beaufighter

The Beaufighter was used extensively by the RAF and other Allied air forces in the CBI Theater. It was heavily armed, fast, and an excellent ground attack aircraft. The Beaufighter can also double as a torpedo bomber when necessary.

Armor Class: 12 (-3 size, +6 speed),
Damage Points: 55, **Size:** Gargantuan,
Maneuverability: +2, **Engines:** 2, **Range:** 1,400 miles, **Weapons:** 4 x 20mm cannons (forward, 25 bursts), 6 x .30 cal machineguns (wings, forward, 25 bursts), 1 x .30 cal machinegun (dorsal, 30 bursts), 1





x Mk VIII torpedo, **Crew:** 3 (pilot, co-pilot, gunner), **Armor** -Wing: 6, Fuselage: 6, Cockpit: 6, Engine: 8

Japanese Aircraft

The Japanese were unable to keep pace in fighter development as the war progressed.

Imperial Japanese Army

IJA fighters were robust designs.

Nakajima Ki-27 "Nate"

The Nate was the first Japanese Army Air Force monoplane fighter. It had fixed landing gear, but a fantastic rate of climb compared to other fighters of its day. It was used in China in the late 30's but by the time of Pearl Harbor, it was replaced by the Oscar.

Armor Class: 13 (-2 size, +5 speed), **Damage Points:** 30, **Size:** Huge, **Maneuverability:** +3, **Engines:** 1, **Range:** 500 miles, **Weapons:** 2 x 7.7mm machineguns (20 bursts), **Crew:** 1 (pilot), **Armor**—Wing: 2, Fuselage: 2, Cockpit: 0, Engine: 3

Nakajima Ki-43 Hayabusa "Oscar"

The Oscar was the primary Japanese Army fighter. Wherever the Japanese Army fought, Oscars appeared overhead. Like the Zero, the Oscar was superior to any Allied aircraft it faced at the beginning of the war. But it also suffered the Zero's weaknesses; lack of armor and self-sealing fuel tanks.

Armor Class: 14 (-2 size, +6 speed), **Damage Points:** 35, **Size:** Huge, **Maneuverability:** +6, **Engines:** 1, **Range:** 800 miles, **Weapons:** 2 x 7.7mm machineguns (30 bursts), **Crew:** 1 (pilot), **Armor**—Wing: 2, Fuselage: 2, Cockpit: 1, Engine: 4

Ki-61 Hien "Tony"

The Tony was the only Japanese fighter that had an in-line engine. This engine was built under license from Germany and was nearly the same as the engine in the Me-109. After working out some problems with the engine and the armament, the Japanese used the Tony in New Guinea and the Philippines.

Armor Class: 15 (-2 size, +7 speed), **Damage Points:** 45, **Size:** Huge, **Maneuverability:** +4, **Engines:** 1, **Range:** 994 miles, **Weapons:** 2 x 12.7mm machineguns (25 bursts), 2 x 20mm cannons (30 shots), **Bombs:** 1 x 500 lb. bomb, **Crew:** 1 (pilot), **Armor**—Wing: 3, Fuselage: 4, Cockpit: 4, Engine: 5

Kawasaki Ki-45 Toryu "Nick"

The Toryu was a twin-engine escort fighter patterned after similar European designs. Its performance as a fighter was disappointing and it was used in the ground attack role.

Armor Class: 14 (-2 size, +6 speed), **Damage Points:** 55, **Size:** Huge, **Maneuverability:** +3, **Engines:** 2, **Range:** 1,400 miles, **Weapons:** 2 x 7.7mm machineguns (nose, 20 bursts), 1 x 20mm cannon (nose, 15 shots), 1 x 7.7 machinegun (rear swivel mount, 30 bursts), **Bombs:** 4 x 250 lb. bombs, **Crew:** 2 (pilot, gunner), **Armor**—Wing: 5, Fuselage: 6, Cockpit: 4, Engine: 6

Mitsubishi Ki-21 Type 97 "Sally"

The Sally was a medium bomber used by the IJA. It was already obsolete at the start of the war, but it was the backbone of the bomber corps throughout the conflict. Near the end of the war, they were used in kamikaze attacks.

Armor Class: 13 (-2 size, +5 speed), **Damage Points:** 80, **Size:** Gargantuan, **Maneuverability:** -2, **Engines:** 2, **Range:** 1,350 miles, **Weapons:** 4 x 7.7mm machineguns (nose, 20 bursts), 1 x 12.7mm machinegun (dorsal turret, 25 bursts), 1 x 7.7 machinegun (rear remote controlled turret, 25 bursts), **Bombs:** 8 x 250 lb. bombs, **Crew:** 5 (pilot, co-pilot, bombardier, 2 gunners), **Armor**—Wing: 5, Fuselage: 6, Cockpit: 4, Engine: 8

Imperial Japanese Navy

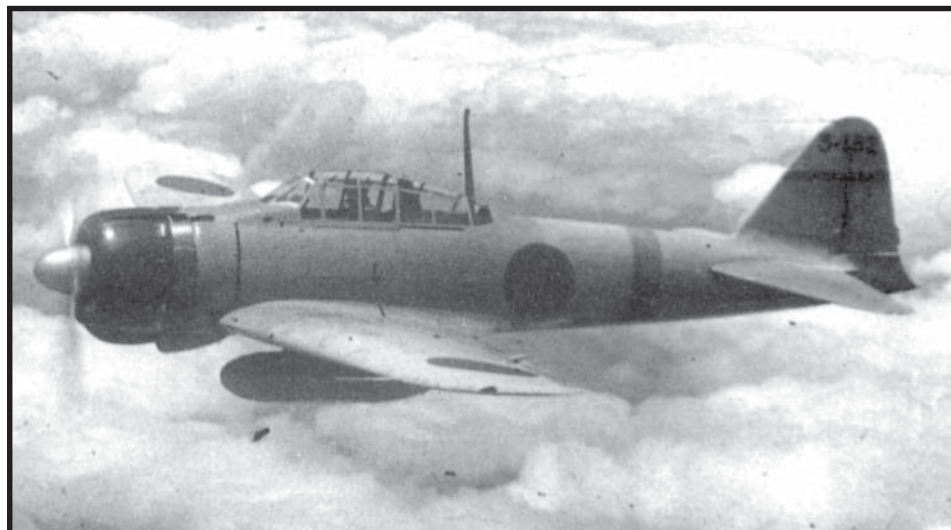
The Imperial Japanese Navy fielded some of the finest fighters in the world at the outbreak of the war. The IJN's naval airpower never recovered from its disastrous defeat at the "Marianas Turkey Shoot."

Mitsubishi A6M2 Reisen (Zero) "Zeke"

At the start of the war, the Zero was the best fighter in the sky. Light, fast and maneuverable, it could out-turn any other plane in the sky. Allied pilots that went up against the Zero found their planes outclassed. The Zero was used by the Imperial Navy throughout the war, even after new American fighter designs surpass it. Its main drawbacks were the lack of cockpit armor and self-sealing fuel tanks.



Chapter Two



A Zero in flight.

Armor Class: 15 (-2 size, +7 speed), **Damage Points:** 35, **Size:** Huge, **Maneuverability:** +6, **Engines:** 1, **Range:** 1162 miles, **Weapons:** 2 x 7.7mm machineguns (25 bursts), 2 x 20mm cannons (30 shots), **Bombs:** 1 x 250 lb. bomb, **Crew:** 1 (pilot), **Armor—Wing:** 2, **Fuselage:** 2, **Cockpit:** 1, **Engine:** 3

Mitsubishi J2M3 Raiden "Jack"

The Mitsubishi Raiden was a land-based Navy fighter. It was the first Japanese plane to have an engine on par with late war American fighters. It was designed to intercept B-29s and had a high rate of climb. Although not very maneuverable, it had good cockpit and engine armor.

Armor Class: 16 (-2 size, +8 speed), **Damage Points:** 45, **Size:** Huge, **Maneuverability:** +3, **Engines:** 1, **Range:** 1,025 miles, **Weapons:** 4 x 20mm cannons (30 shots), **Bombs:** 1 x 250 lb. bomb, **Crew:** 1 (pilot), **Armor—Wing:** 4, **Fuselage:** 4, **Cockpit:** 6, **Engine:** 8

Aichi D3A1 "Val"

The Val was a carrier-based dive-bomber. It was the first Japanese plane to drop bombs on American ships at Pearl Harbor. The Val appeared in every major carrier battle in the early years of the war.

Armor Class: 12 (-2 size, +4 speed), **Damage Points:** 40, **Size:** Huge, **Maneuverability:** +2, **Engines:** 1, **Range:** 1,131 miles, **Weapons:** 3 x 7.7mm machineguns (2 fixed forward, 1 swivel mounted rear), **Bombs:** 1 x 500 lb. bomb, **Crew:** 2 (pilot, gunner), **Armor—Wing:** 2, **Fuselage:** 2, **Cockpit:** 2, **Engine:** 4

Nakajima B5N2 Kate

The Kate was a carrier-based torpedo-bomber. Considered obsolete by the Japanese at the start of the war, the Kate still outperformed similar allied designs until 1942.

Armor Class: 12 (-2 size, +4 speed), **Damage Points:** 50, **Size:** Huge, **Maneuverability:** +1, **Engines:** 1, **Range:** 609 miles, **Weapons:** 2 x 7.7mm machineguns (rear firing), **Torpedo:** 1 x Year 91 torpedo, **Bombs:** 3 x 250lb. bomb, **Crew:** 3 (pilot, bombardier, gunner), **Armor—Wing:** 3,

Fuselage: 3, **Cockpit:** 3, **Engine:** 6

Mitsubishi G4M1 "Betty"

The Betty was a land-based, long-range medium bomber that could also carry a torpedo. It had a very long range, but this was facilitated by sacrificing armor for huge fuel tanks in the wings (which were not self-sealing). Betties tended to go up in flames quickly when hit and were disliked by their crews, who called them the "one shot lighter" (wing fuel leak critical hits destroy the plane).

Armor Class: 10 (-4 size, +5 speed), **Damage Points:** 100, **Size:** Gargantuan, **Maneuverability:** -2, **Engines:** 2, **Range:** 3,130 miles, **Weapons:** 1 x 7.7mm machinegun (nose, 30 bursts), 1 x 7.7mm machinegun (dorsal mount, 30 bursts), 1 x 7.7mm machine gun (ventral mount, 30 bursts), 1 x 20mm cannon (tail, 20 shots), 1 x 7.7 machinegun (rear swivel mount, 30 bursts), **Bombs:** 8 x 250lb. bombs, **Torpedo:** 1 x Year 91 torpedo, **Crew:** 7 (pilot, co-pilot bombardier, navigator, 3 gunners), **Armor—Wing:** 3, **Fuselage:** 5, **Cockpit:** 4, **Engine:** 5

Kawanishi H8K "Emily"

The Emily is a high winged, four-engine seaplane that is used for reconnaissance, transport, and bombing missions. It was stable, had a long range, and good armor. Allied pilots considered the Emily to be the most difficult Japanese aircraft to shoot down.

Armor Class: 9 (-4 size, +3 speed), **Damage Points:** 150, **Size:** Gargantuan, **Maneuverability:** -3, **Engines:** 4, **Range:** 3,130 miles, **Weapons:** 1 x 20mm cannon (nose, 20 shots), 1 x 20mm cannon (dorsal





Equipment

mount, 20 shots), 1 x 20mm cannon (tail, 20 shots) 1 x 20mm cannon (port and starboard blisters, 20 shots each), 1 x 7.7 machinegun (ventral mount, 30 bursts), 1 x 7.7mm machinegun (port and starboard blisters, 20 shots each), **Torpedoes:** 2 x Year 91 torpedoes OR **Bombs:** 8 x 500 lb. bombs OR 16 x 150 lb. bombs, **Crew:** 9 (pilot, co-pilot bombardier, navigator, 5 gunners), **Armor—Wing:** 6, Fuselage: 8, Cockpit: 7, Engine: 10

Japanese Suicide Aircraft

As the Japanese became more desperate during the war, they created the *tokkotai* (special attack corps) and the infamous *kamikaze* suicide squadrons. Generally these were standard aircraft types, often stripped of armament and loaded with explosives. They required little from the pilots other than the ability to get them off the ground and the nerve to fly through a literal wall of flak from American ships to dive into their targets. When possible, non-kamikaze fighters provided what cover they could for the suicide planes.

Kamikaze pilots were accorded great honor by the Japanese military. Those selected to give their lives for the Emperor in this way were given a special ceremony before their missions, and many of the pilots wrote death poems, or simply a final letter to their families.

Between October of '44 and August of '45, 2,940 kamikaze aircraft were launched, with the peak of the attacks coming during the campaign for Okinawa. Most did not strike their targets, but those that did caused frightful damage. Destroyers hit by a kamikaze often sank, and larger ships could easily be taken out of action.

Any Japanese aircraft can be used as a kamikaze attack plane. A kamikaze aircraft that strikes its target does 3,500 points of damage (for a fighter) and 5,000 points of damage (if a bomber). Pilots of kamikaze aircraft do not suffer morale checks when they are on their final missions.

Model 11 Ohka (Cherry Blossom) Allied Nickname: Baka (Fool)

The Japanese also had a purpose-built suicide plane, called the Ohka (*Cherry Blossom*) This is a rocket-powered aircraft launched from a modified Betty bomber. They were built from wood, had a short duration rocket motor in the tail, and carried a 2,600 lb. explosive charge.

Armor Class: 17 (-1 size, +8 speed), **Damage Points:** 25, **Size:** Large, **Maneuverability:** +1, **Engines:** 1, **Range:** 80 miles, **Weapons:** 2,600 lb. warhead (Damage: 12,000), **Crew:** 1, **Armor—Wing:** 1, Fuselage: 1, Cockpit: 1, Engine: 1

Ships and Boats

The American and Japanese navies that clashed during the war in the Pacific were the largest and most powerful the world had ever seen. The prewar naval strategies of both nations stressed the importance of the battleship, and sought a general engagement of the enemy battle line as the way to defeat their opposition. But by the beginning of the war, the development of the aircraft carrier had already made the idea of the general fleet engagement obsolete—although few actually realized it.

Those who did changed naval warfare. The Japanese admiral Isoroku Yamamoto was one of these forward thinking strategists, as were American admirals like William Halsey. Nearly all of the pivotal large-scale naval engagements of the Pacific war were carrier battles.

Battleships and heavy cruisers faded in importance but still had their moments of glory during the Solomons campaign and at the Battle of Surigao Straits.

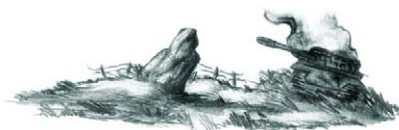
Combat Ships

The following are the main types of combat ships found in both the U.S. and Japanese navies. A sample ship of each type of each nation is listed, along with its speed and armament.

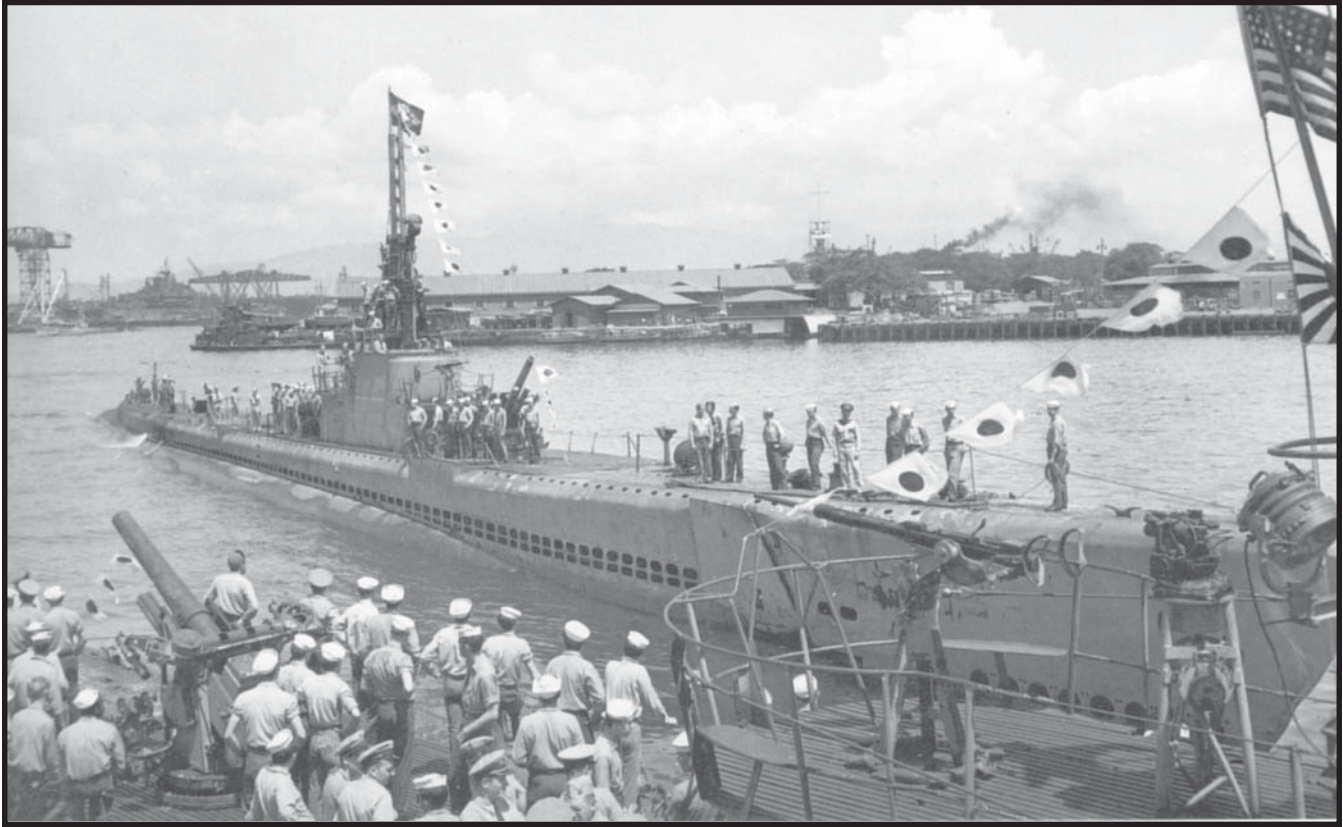
Destroyer (DD) - Small, fast, and heavily armed escort ships designed to protect the main battle fleet. Originally designed to destroy torpedo boats (small ships armed with torpedoes, not to be confused with Patrol Torpedo boats—PT boats), they also were used for anti-submarine and antiaircraft work. Generally they operate in groups. Japanese destroyer crews were highly trained and their ships fast and very well armed.

U.S. Navy—DD534 McCord: Length: 376 feet, **Top Speed:** 37 knots, **AC:** 12 (-8 size, +4 speed, +6 armor), **Damage Points:** 15,000, **Armament:** 5 x 5" guns, 10 x 40mm, 7 x 20mm, 10 x Mk VIII torpedoes, depth charges, **Armor—Deck** 15, **Hull** 25, **Superstructure** 25, **Turret** 25

I.J.N.—Ayanami: Length: 378 feet, **Top Speed:** 38 knots, **AC:** 12 (-8 size, +4 speed, +6 armor), **Damage Points:** 15,000, **Armament:** 6 x 5" guns, 22 x 20mm, 10 x 12.7mm, 9 x Year 93 "Long Lance"



Chapter Two



The USS Tinosa returns home from a successful cruise.

torpedoes (2 reloads), depth charges,
Armor—Deck 15, Belt 25, Superstructure 25, Turret 25

Cruiser (CA)—Cruisers are ships designed for both offensive and defensive operations. Capable of independent operations, heavy cruisers were also often part of the fleet battle line.

Cruisers carried a mix of armament depending on their size. Japanese heavy cruisers were fast and especially dangerous.

U.S. Navy—CA38 San Francisco: Length: 588 feet, **Top Speed:** 33 knots, **AC:** 13 (-8 size, +3 speed, +8 armor), **Damage Points:** 36,000, **Armament:** 9 x 8" guns, 8 x 5" guns, 8 x .50 cal machineguns, **Armor**—Deck 75, Hull 130, Superstructure 25, Turret 130

I.J.N.—Myoko: Length: 661 feet, **Top Speed:** 34 knots, **AC:** 13 (-8 size, +3 speed, +8 armor), **Damage Points:** 45,000 **Armament:** 10 x 8" guns, 8 x 5" guns, 52 x 20mm, 8 x Year 93 "Long Lance" torpedoes (plus reload), **Armor**—Deck 30, Hull 100, Superstructure 25, Turret 25

Battleship (BB) - Battleships are designed for ship-to-ship or fleet combat with guns. They are armed with the largest guns and are heavily armored. Although their role was being eclipsed by

the aircraft carrier during the war, battleships fought in several major engagements.

U.S. Navy—BB57 South Dakota: Length: 680 feet, **Top Speed:** 28 knots, **Armor Class:** 15 (-8 size, +3 speed, +10 armor) **Damage Points:** 73,000, **Armament:** 9 x 16" guns, 16 x 5" guns, 68 x 40mm, **Armor**—Deck 150, Hull 300, Superstructure 25, Turret 450

I.J.N.—Kirishima: Length: 728 feet, **Top Speed:** 30 knots, **Armor Class:** 15 (-8 size, +3 speed, +10 armor), **Damage Points:** 75,000, **Armament:** 8 x 14" guns, 16 x 6" guns, 118 x 20mm, **Armor**—Deck 100, Hull 125, Superstructure 25, Turret 175

Aircraft Carrier (CV) - Aircraft carriers are large ships with a flight deck for launching and retrieving aircraft at sea. In the Pacific War, carriers became the primary ship around which fleet operations became centered.

Some Japanese and American carriers at the beginning of the war were converted heavy cruisers. American carriers were few at the start of the war, but by its end there were literally hundreds of U.S. aircraft carriers of varying sizes in use. The carriers below are fleet carriers, the largest ships of their class.





U.S. Navy—CV6 Enterprise: Length: 809 feet, **Speed:** 33 knots, **Armor Class:** 13 (-8 size, +3 speed, +8 armor), **Damage Points:** 67,000, **Armament:** 8 x 5" guns, **Armor—Deck 15, Belt 50, Superstructure 25, Turret 25**

I.J.N.—Akagi: Length: 855 feet, **Speed:** 31 knots, **Armor Class:** 13 (-8 size, +3 speed, +8 armor), **Damage Points:** 85,000, **Armament:** 10 x 8" guns, 12 x 5" guns, 28 x 20mm, **Armor—Deck 15, Belt 50, Superstructure 25, Turret 25**

Submarines

Submarines are used in general engagements (Japanese doctrine), but are most effective when employed against enemy transport shipping (U.S. doctrine). This doctrinal difference allowed the U.S. submarine force to accomplish against Japan what Doenitz' U-boats failed to accomplish against England; nearly complete destruction of her merchant shipping capacity.

Submarine (SN) American subs tend to operate individually from forward bases, and progressed technically throughout the course of the war. Japanese subs were also innovative and included a wide variety of special purpose built designs.

U.S. Navy—SS383 Pampanito: Length: 311', **Top Speed:** 21 knots surfaced/11 knots submerged, **AC:** 8 surfaced (-8 size, +2 speed, +4 armor), 7 submerged (-8 size, +1 speed, +4 armor), **Damage Points:** 8400, **Armament:** Mk XV torpedoes; 6 torpedo tubes forward, 4 torpedo tubes aft, 40mm deck gun, 20mm deck gun, .50 cal Maxson mount, **Armor—Deck 15, Hull 25, Superstructure 25, Turret NA**

I.J.N.—I-47: Length: 358' **Top Speed:** 23 knots surfaced/ 8 knots submerged **AC:** 8 surfaced (-8 size, +2 speed, +4 armor), 7 submerged (-8 size, +1 speed, +4 armor) **Damage Points:** 9200, **Armament:** Year 93 "Long Lance" torpedoes; 8 torpedo tubes forward; 5" deck gun; 13mm machine gun, **Armor—Deck 15, Hull 25, Superstructure 25, Turret NA**

I.J.N. Midget Submarine The IJN deployed midget submarines from ships near their targets. Midget subs were used during the attack on Pearl Harbor, and at Guadalcanal. Midget subs also entered Sydney harbor in Australia to attack ships there. Most midget subs had 2-man crews, which in the main were considered quite expendable.

Length: 78' **Top Speed:** 20 knots **AC:** 8 (-6 size, +2 speed, +2 armor), **Damage Points:** 200 **Armament:** 2 x Year 91 torpedoes, 2 torpedo tubes forward

PT Boats

Most ships, even small tankers, freighters, or tugs, are not usually under the direct control of PCs. However, one type of vessel can be a perfect adventure platform for a party of characters—the PT boat.

The PT boat is a small, wooden craft that carries enough firepower to sink a battleship, is faster than anything on the water, and can sneak right up to shore to perform reconnaissance or drop off troops.

The Patrol Torpedo Boat went into service in 1940. They are made in New Jersey by the Elco Navy Division of the Electric Boat Company. Constructed of plywood, PT boats are 77 to 80 feet long and displace about 55 tons. They are powered by three Packard Marine engines that develop close to 1,500 horsepower each and they can accelerate from 8 to 40 knots in about eleven seconds, with a top speed of about 48 knots. For power, the boats carry 3,000 gallons of high-octane aviation fuel. As they are built for speed, not safety or endurance, they often break down and require a lot of maintenance.

Primarily, PT boats are designed as fast attack craft against Japanese shipping. Operating from full-scale naval bases, or from hidden coves along the coastline of some small island, they can also perform raids, reconnaissance, insertion of troops, and transport light vehicles. Because they are fast, the missions daring, and operate with a great deal of independence, they attract a lot of sailors with a daredevil bent.

PT boats are festooned with armament. The typical PT boat carries most of the following:

- 40 mm Bofors cannon, aft.
- Twin 50 cal. machine guns port and starboard
- 20 mm Oerlikon cannon forward
- 37 mm cannon forward
- 4 MK XIII torpedoes on racks
- 12 Depth Charges
- 81 mm Mortar
- 5" Rockets
- Smoke Generator

Patrol Torpedo Boat

Armor Class: 11 (-8 size, +5 speed, +4 armor) **Damage Points:** 300 **Size:** Colossal **Cruising Speed:** 12 knots/35yds (Top Speed: 48 knots/141yds) **Range:** 400 miles **Crew:** 18 **Weapons:** 40mm Bofors (aft), 37mm cannon (fwd), 20mm cannon (fwd),



Chapter Two



4 Mk XIII Torpedoes (2 port, 2 starboard), Twin .50cal machineguns (port, starboard), Depth Charge Rack (aft), 81mm Mortar (aft), 16 5" Rockets (amidships), Smoke Generator (aft) **Ammo:** 40mm Bofors (HE75/AP50), 37mm Cannon (HE100/AP75), .50cal machineguns (50 bursts each), 12 Depth Charges, 81mm Mortar (25 rounds), **Armor**—Deck 8, Hull 10, Superstructure 8, Turret 12

Special:

Maneuverable: A PT boat at speed and maneuvering in combat is a difficult target for vehicle and ship mounted weapons. PT boats add a +4 to their AC vs. vehicle and ship mounted weapons when they are moving at cruising speed or higher in combat (this assumes the skipper is jinking and turning the PT boat as well).

Patrol Boats

Many kinds of smaller ships, boats and yachts serve as patrol boats. Patrol boats can be purpose-built coast guard or river patrol boats, or simply a small captured freighter with a gun mounted on it. Below are the stats for a generic Japanese patrol boat.

Length: 150 feet, **Top Speed:** 22 knots, **AC:** 7 (-8 size, +2 speed, +3 armor), **Damage Points:** 1200, **Armament:** 2 x Model 96 Type 2 25mm gun mounts (triple mounted), **Armor**—Deck 8, Hull 10, Superstructure 8, Turret 12

Landing Craft

Nations with amphibious forces need landing craft to get troops and vehicles ashore. The Second World War saw the development of landing craft for beach assaults, especially by the U.S. At the start of the war, U.S. landing craft were not quite ready for the rigors of combat in the Pacific. Lessons learned at places like Tarawa, where U.S. Marine landing craft ran aground on the low reefs on the approach to the island, led to the development of better and more specialized craft.

The landings at Normandy on June 6th were made possible largely in part by the experience and knowledge gained from extensive use of landing craft in the Pacific.

Allied

LCP (Landing Craft, Personnel)

The LCP is manufactured by the Higgins Company of New Orleans and thus nicknamed the "Higgins boat" It is

essentially a converted motorboat and used early in the war. Some versions may be armed with a .30 cal machinegun.

Armor Class: 8 **Damage Points:** 150
Size: Gargantuan **Cruising Speed:** 5 knots
Crew: 4, **Armor**—Deck 6, Hull 10, Superstructure NA, Turret NA

LCVP (Landing Craft, Vehicle Personnel)

The LCVP is the main Allied landing craft used from 1942 onwards. The Higgins Company built 23,538. The LCVP can carry both troops or a light vehicle (such as a jeep) and a platoon of troops. LCVP built after June of 1943 had a .30 cal machinegun.

Armor Class: 7 **Damage Points:** 280
Size: Gargantuan **Cruising Speed:** 5 knots
Crew: 8, **Armor**—Deck 10, Hull 25, Superstructure NA, Turret NA

LCT (Landing Craft, Tank)

The LCT is designed to carry up to 9 Sherman tanks or 350 tons of cargo. It is armed with a 20mm AA cannon.

Armor Class: 5 **Damage Points:** 500
Size: Colossal **Cruising Speed:** 4 knots
Crew: 20, **Armor**—Deck 10, Hull 65, Superstructure NA, Turret NA

Japanese

Daihatsu

The Daihatsu is a Japanese landing craft based on the design of Japanese fishing boats. It is used extensively by the IJA and IJN. Some are used as river gunboats, especially in China. It can carry a platoon of troops.

Armor Class: 7 **Damage Points:** 125
Size: Colossal **Cruising Speed:** 4 knots
Crew: 5, **Armor**—Deck 5, Hull 8, Superstructure NA, Turret NA

Transport Ships

Some may argue that transport ships are the reason there are navies in the first place. In both WWI and WW2, the transport ships of all nations involved were prime targets. Transport ships carry every kind of cargo conceivable, from raw materials, to food, to equipment, and troops. The stats below represent a typical transport ship, and can also be used for other specialized noncombat ships, such as hospital ships and tankers.

Length: 400 feet, **Top Speed:** 12 knots, **AC:** 5 (-8 size, +1 speed, +2 armor), **Damage Points:** 13,000, **Armament:** 5" gun (stern), 2 x 37mm cannon (bow), **Armor**—Deck 10, Hull 25, Superstructure 25, Turret NA





Naval Weapons

Naval weapons are designed to damage and destroy warships. Naval guns and torpedoes pack more explosive power than any other conventional weapons in use in World War Two, and the damage they do is tremendous. Those unfortunate enough to be at the point of impact of a shell from a naval gun or torpedo are obliterated, and even the biggest and most heavily armored ships can be pounded into rapidly sinking junk by a single salvo or a well-placed torpedo.

Naval Guns

The guns mounted on warships are among the largest weapons developed by man. They can hurl huge shells several miles at other ships or shore targets. The damage caused by shells from these guns is so great that rolling damage would take so many dice as to be pointless, thus average damage for each weapon is listed given a solid hit.

The damage done by a naval gun shell is halved every 10 yards from the explosion (so if you were sitting 60 yards away from where the Yamato was dropping her 18" calling cards, the damage you would take is 187.5; still more than enough to ruin your day!) Characters with total cover from the blast, such as those in a bunker or in a foxhole or trench below ground level, take 1/4 damage. See the Naval Gun Table on page 76 for details.

Torpedoes

Torpedoes can be dropped from aircraft, launched from surface ships, or fired from submarines. They carry enough explosive to snap the keel of even the largest battleships.

At the start of the war, American torpedoes were much inferior to those used by the Japanese. They had much shorter range, were slower, and worst of all, had faulty detonators. U.S. torpedoes used the Mk. 6 magnetic detonator to set off the explosive charge when the torpedo passed underneath the keel of the target ship. Designers failed to take into account the variations of the earth's magnetic field. The Mk. 6 detonators which worked in waters off the Atlantic seaboard, failed in the Pacific. When set for use with the contact detonator, it was found that this mechanism also often failed. Nearly two thirds of the torpedoes fired with the Mk. 6 detonator failed to explode; yet this was all the U.S. Navy had

for use until late 1943 when the problems were finally fixed. Bureaucratic red tape and a refusal to believe reports from the Pacific theater led to the delays.

The Japanese on the other hand, had an excellent weapon in their 24" "Long Lance" torpedo, which, when fired by their well-trained crews, was an extremely deadly weapon.

U.S. Mk XIII Surface & Air Launched Torpedo

Range: 3 1/2 miles **Range Increment:** 600 yards **Speed:** 33 knots **Weight:** 2,216lbs **Damage:** 6,000 **Note:** Before 1944, U.S. torpedoes have detonator problems. If the magnetic detonator is enabled, upon a successful "hit" roll 1d6. On a 1-4 the torpedo fails to explode. If the contact detonator is enabled, roll 1d6. On a 1-3, the torpedo fails to explode.

U.S. Mk XV Surface & Sub Launched Torpedo

Range: 5 1/2 miles **Range Increment:** 1000 yards **Speed:** 33 knots **Weight:** 3,841lbs **Damage:** 8,000 **Note:** Before 1944, U.S. torpedoes have detonator problems. If the magnetic detonator is enabled, upon a successful "hit" roll 1d6. On a 1-4 the torpedo fails to explode. If the contact detonator is enabled, roll 1d6. On a 1-3, the torpedo fails to explode.

Japanese Year 93 "Long Lance" Torpedo

Range: 20 miles **Range Increment:** 3,500 yards **Speed:** 48 knots **Weight:** 5,952 lbs. **Damage:** 12,000

Japanese Year 91 Air Launched Torpedo

Range: 1 1/4 miles **Range Increment:** 250 yards **Speed:** 41 knots **Weight:** 1,872lbs **Damage:** 5000

Depth Charges

Depth charges are simple antisubmarine weapons, essentially a can filled with explosives and equipped with a pressure sensitive detonator that sets off the charge at a predetermined depth. They are usually launched off projectors mounted on the sides or the stern of a ship. Depth charges can also be dropped from aircraft. Each charge packs the equivalent explosive power of a 500 lb. bomb.

Damage: 2000





Chapter 3:

Naval Combat

"We have just had another close miss. Hope you are not shooting at us."

"Sorry but you'll have to excuse the next two salvos. They're already on the way."

- *Radio exchange between two U.S. commanders at the Battle of Empress Augusta Bay*

At some point in your Weird War Pacific campaign, characters may find themselves involved in naval combat. Most likely, they are part of the crew of the ship and not directly in command. Some characters, officers or ranking enlisted men, may be in charge of a weapons station: a gun, torpedo mount, or depth charge projector. Lower ranking enlisted men are usually crewmen in these positions.

When the characters are not directly in charge of the ship or boat they are on, it isn't necessary to focus on more than what the characters are doing, and leave the larger events of the battle and movement of the ship up to the War Master. These rules are somewhat abstract and do not require the exact positions of the ships be plotted on a map, but War Masters may find a quick sketch helpful in visualizing things for the players.

When the characters are in charge, combat flows much the same as it does at the character level; combatant vessels must first spot each other, then they close the distance and attack.

Combat Sequence

1. Determine encounter range.
2. Combatants try to detect each other.
3. Maneuver for position.
4. Combatants roll for initiative.
5. Combatants act in initiative order.
6. After all combatants have had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Determine Encounter Range

Naval engagements often take place at very long ranges, sometimes several miles. They can also take place at nearly point blank range. The War Master should decide exactly at what range the combatants initially contact each other. This can depend on factors like the weather, the time of day, and the presence of intervening terrain. Ships equipped with radar (most late-war U.S. ships) are more likely to make contact at a longer range

Chapter Three



Encounter Range

Range	Distance	Search DC
Close	Up to 3,000 yards	10
Medium	3,001-12,000 yards	12
Long	12,001-18,000 yards	14
Extreme	18,001-24,000 yards	16

Condition	DC Mod
Small target (PT boat, surfaced submarine, etc.)	+1
Poor Visibility: (rain, fog, clouds, smoke)	+2
Night	+4
Japanese lookouts	-3
U.S. Radar	-2

Combatants Try to Detect Each Other

Lookouts on combatant vessels or aircraft attempt to detect each other. Japanese lookouts were carefully selected and trained, especially for night spotting. Often they proved to be better than the early radar sets the U.S. Navy used on their ships! Make Search skill checks based on the encounter range, with the modifiers summarized in the Encounter Range Table

If one combatant fails to detect the other, that combatant suffers a -4 to his Leadership roll in the next step, Maneuver for Position. If both combatants fail to spot each other, they close the range to the next closer increment and check to spot each other again.

Submerged Vessels

In the case of submerged submarines vs. surface vessels, the check represents the sub using sonar or periscope sighting and the surface ships using sonar. The sonar operator on the surface vessel makes an opposed roll using his Sonar skill against the sub captain's Boat & Ship Piloting skill.

If a sub uses sonar to detect surface ships, the sub's sonar operator uses his Sonar skill to make the detection check. If the sub uses its periscope to detect surface ships, the sub's captain uses his Search skill to make the detection check. The DC of both types of checks use the Search DC table above.

Identification

Detecting a target is one thing. Positively identifying is another. For simplicity's sake, the above detection roll

can also represent identification of the target ship type as well as whether it is a friendly or enemy vessel. If the War Master wishes to make things more challenging, he may require the characters to make a second Search roll (same modifiers) to identify the target and gain more information about it.

Maneuver for Position

The commanders of the fleets or ships engaging now make opposed Leadership rolls using their Naval Tactician feat. Commanders of aerial attack squadrons or individual pilots attacking ships use their Tactician feat if they have it.

The winner of the roll gains a number of benefits. First of all, the winner gains a +2 bonus to initiative as described under the Naval Tactician Feat on page 37. In addition, for every 5 full points by which the winner beats the loser, he may choose to change the encounter range or "cross the T" on one of the opponent's ships.

Change Range

The winner of the roll can change the distance at which fire is exchanged this round. Each time this option is taken, the winner may increase or decrease the engagement range one increment on the Encounter Range Table. If the range is increased beyond Extreme, the winner has successfully broken off the engagement for the time being. It's up to the WM and the actions of the players whether one fleet is able to catch the other and re-engage.

If the battle is between a surface fleet and aircraft, only the aircraft may choose this option. Given the huge difference in speed, there is no way a ship can run away from an aircraft. Note that antiaircraft guns of less than 5" in caliber can only engage aircraft in Close Range. AA guns of 5" caliber or more can engage aircraft out to Medium Range. See Antiaircraft Fire on page 78 for more details.

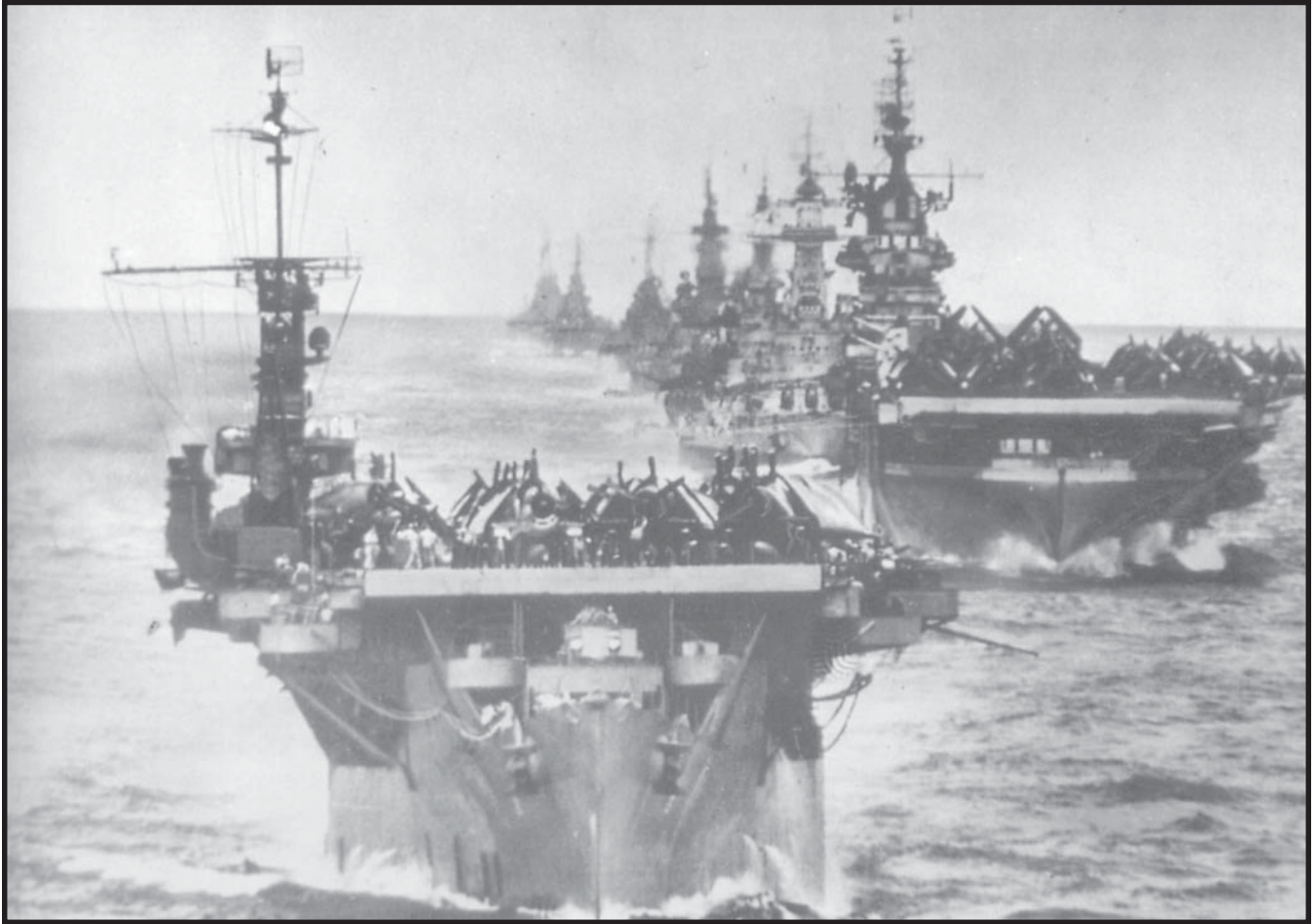
Cross the "T"

"Crossing the T" refers to maneuvering so that your ship crosses the bow of the enemy ship with your ship's broadside facing it—a diagram of the ships' positions would look like a "T." Each time this option is chosen, the winner of the die roll may choose one of the enemy ships. This ship has been caught out of position in some way that prevents it from bringing all of its guns to bear. It may only fire half of its guns during the current combat round.





Naval Combat



The USS Independence with a flight deck filled with aircraft leads the battle line.

Divide Command

During this step, the commander of a force may decide to divide his command. For example, the commander of a force consisting of a battleship, a couple of cruisers, and a squadron of destroyers might decide to detach the destroyers and send them in closer to make torpedo attacks while he keeps the capital ships at long range.

Once a group has been detached from the main fleet, the WM should keep track of its range to the enemy separately. On subsequent rounds, the commander may only change the range of one of the groups under him with each Change Range action he has available that round.

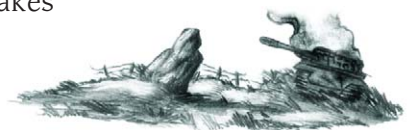
Combatants Roll for Initiative

In the case of ships, the captain rolls for initiative using Intelligence instead of Dexterity. Pilots of aircraft attacking ships also use Intelligence for the initiative check.

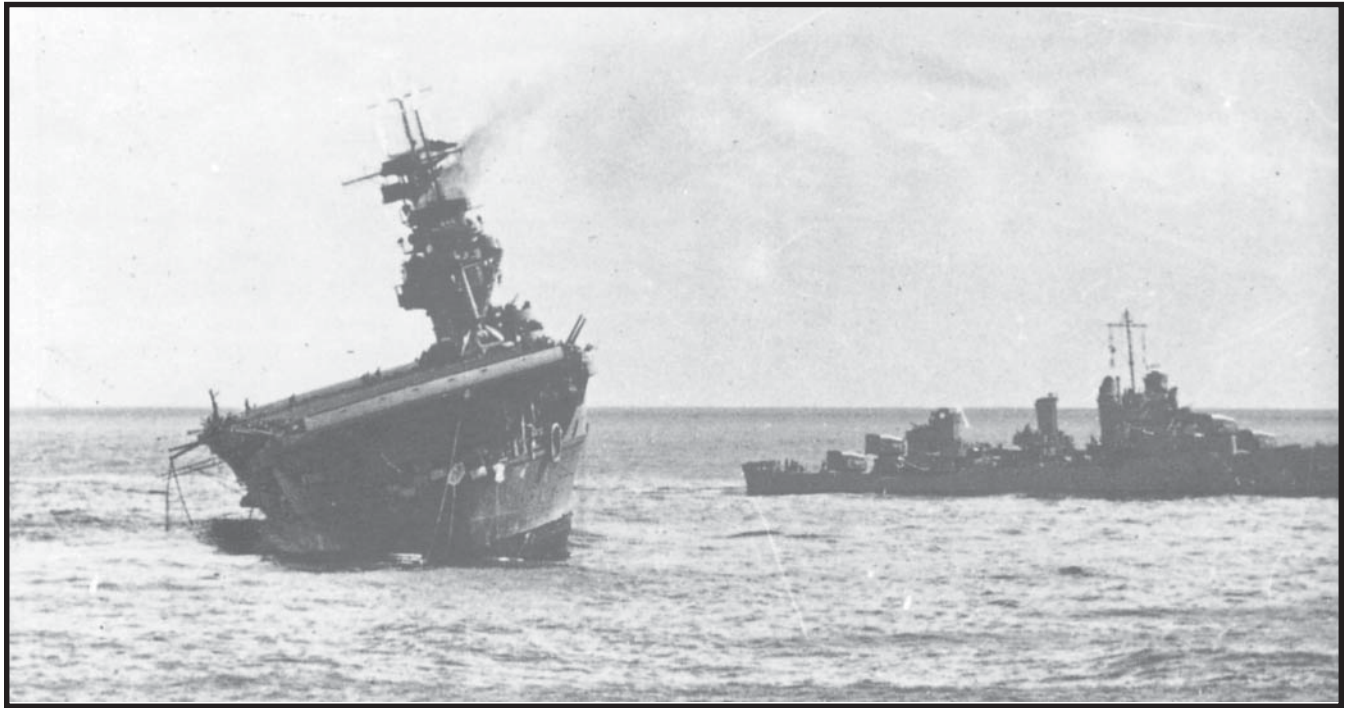
Combatants Act in Initiative Order

Of course this does not mean that during battle, one ship fires and moves while all the others wait their turn; a battle in real time is a chaotic, complex dance of maneuvering ships, diving aircraft, thunderous salvos of gunfire, and torpedoes streaking towards their targets.

Big warships are more ponderous than small boats, aircraft, or people. When big ships engage each other in combat, a combat round is about 6 minutes long. In this span of time, the characters themselves have the opportunity to do what they are doing—manning a gun, launching a torpedo, rushing to a damaged bulkhead, etc. The rest of the crew of the ship are doing what they do as well, but the War Master only needs to describe the actions of the rest of the crew in general terms (there is no need to roll attacks for every individual gun position on a ship! Firing a gun takes



Chapter Three



The Yorktown is sinking. Despite efforts to save it, the carrier is eventually sent to the bottom by a friendly destroyer.

only the push of the trigger; shoring up a bulkhead takes a lot longer. The War Master can treat all of the actions of the characters on a ship like individual vignettes, allowing characters to do things within each 6-minute period.

Aircraft attacking ships can make two attack runs if they are strafing or dive-bombing, and one attack run if they are launching torpedoes.

Attacks

Let's see how you send the other guy to the bottom.

Guns

If the weapon being fired is a smaller caliber gun (on warships, anything up to 40mm is "small") then the character crewman actually firing the weapon makes to-hit rolls. For larger, crew-served weapons such as torpedoes and turret-mounted naval guns, the officer in charge makes the to hit rolls for the weapon.

Tank cannons, artillery pieces, and shore batteries (land based naval guns) may be fired at warships. Firing personal weapons at a ship is pointless, except to shoot at specific targets such as searchlights or crewmen on deck, in which case the WM should assign an appropriate DC to hit.

Antiaircraft weapons (.50cal, 12.7mm, 13mm, 20mm, and 40mm) are generally of little or no use against warships, except

perhaps, against personnel on deck. They can suppress or attack the crew of other, non-turreted weapons (like other AA guns). For game purposes, treat AA gun mounts of up to 40mm as having an AC of 12, and an Armor Value of 20, with 30 Damage Points.

Larger naval guns are usually encased in armored turrets. The gigantic gun mounts of the battlewagons like the Yamato and the Missouri weighed thousands of tons. Only hits from similar large naval guns or aircraft bombs are powerful enough to damage or destroy them.

When used against other ships, the character in command of the gun should make the to-hit roll using his Artillery skill and Naval Gunnery Proficiency. The average damage for each naval gun caliber is listed in the stats for the gun. The amount of damage done by a naval gun or torpedo hitting a ship is calculated as follows.

If the to-hit roll is exactly the number needed, the average damage is halved (a glancing shot). If the to-hit roll is above the number needed to hit, the damage is the average amount for that weapon. Critical hits do 2 times as much damage as average, and allow a roll on the Critical Hit Tables. Once a hit is scored, roll hit location and then subtract the ship's Armor rating at that location from the damage caused.





Naval Combat

Ship to Shore Gunfire

Naturally, naval guns may be used to bombard targets onshore. The rules for calling in naval gunfire are the same as for regular artillery.

Torpedoes

For torpedoes, the character who is calculating the shot uses his Torpedo skill plus Intelligence modifier. Torpedoes are either hit or miss. One torpedo hit is usually enough to send a submarine or destroyer to the bottom, or cripple or damage it severely at the very least. Larger ships may survive one or two torpedo hits and still keep fighting, but three or more hits are enough to cripple or sink even the largest warships. If a critical hit is rolled with a torpedo, apply 2 times the average damage and roll on the Torpedo Critical hit table. Torpedo critical hits usually means the target ship is headed for the bottom; the hull is fatally breached, or the keel cracked.

Depth Charges

Depth charges are only used against submarines. Getting a hit with a depth charge depends more on the position of the ship launching them than the person who fires the discharger. In a sub hunt, both captains are using their knowledge of naval tactics to the full. To determine if a depth charge or spread of depth charges finds its mark, make an opposed Leadership roll between the submarine captain and the depth-charging ship captain, with the winner achieving hits or dodging.

Depth charges don't need to actually strike the target sub to inflict damage; the shock from a nearby explosion is enough to start seams, pop rivets, and crush the hull. If a hit is indicated for depth charges, roll 1d10 and multiply the result by 10 to determine how many yards away the charge explodes from the target submarine. If the depth charging ship captain rolls 15 or more higher than the submarine captain, one of the depth charges detonates in contact with the hull of the submarine. Roll on the Depth Charge Critical Hit table to determine the effects.

Naval Guns

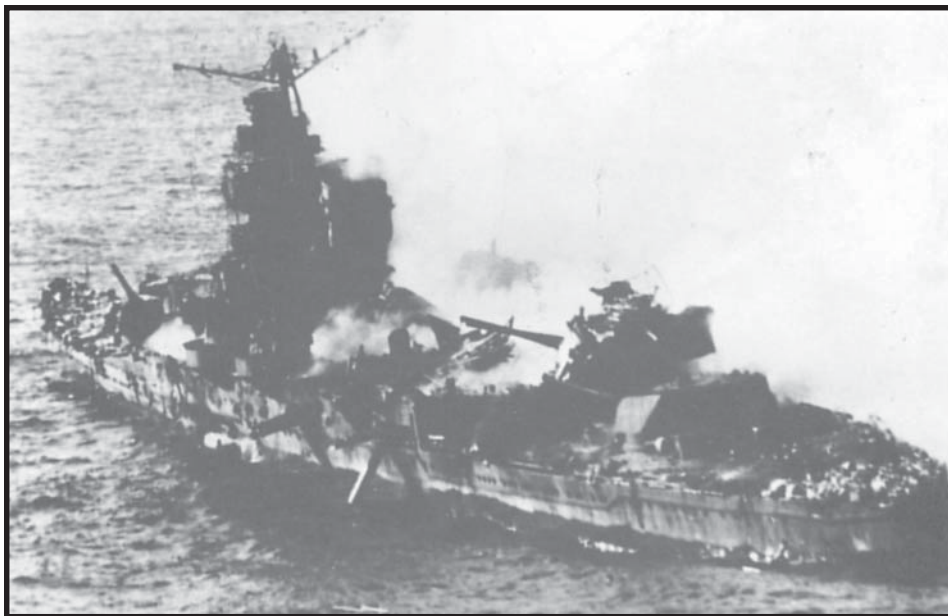
Gun	AA	Range Increment	Critical	Damage
5"	Yes	.8 miles (1400 yards)	20	200
6"	Yes	1.2 miles (2100 yards)	20	500
8"	No	1.8 Miles (3200 yards)	19-20	1750
14"	No	1.9 Miles (3300 yards)	18-20	3600
16"	No	2.1 Miles (3700 yards)	17-20	10,000
18"*	No	2.6 miles (4600 yards)	18-20	12,000

*Mounted only on Japanese battleships Yamato and Musasho.

Torpedoes and Depth Charges

Charge	Range Increment	Critical	Damage
MKXIII	600	20	6,000
MkXV	1000	19-20	8,000
Year '91	250	18-20	5,000
Year '93	3500	17-20	12,000
Depth Charge	NA	17-20	2000

Given that a depth charge that explodes in contact with the hull usually means a submerged sub is doomed (along with everyone aboard), if the characters are on board the submarine, it is better from a role-playing standpoint for the War Master to have the characters rushing from place to place trying to shore up damage than simply turning off the lights and sending them all to a watery grave (which is about all that happens when a submarine is fatally damaged). You may have to fudge a little, but it's better than killing off the entire party.



The Musashi following the Battle of Midway.



Chapter Three



Antiaircraft Fire

While you can let players roll to hit for AA weapons they are crewing, you don't want to have to roll for each of a ship's weapons when the heroes are the ones in the aircraft. Instead, what you should do is figure out a ship's AA rating. Each machinegun on a ship of .50 caliber (12.7mm) or less adds +1 to its rating. Each weapon between .50 cal and 3" (76.2mm) adds +5 to the rating. AA-capable weapons larger than 3" in caliber add +10. Once you have a total for a ship consult the AA Rating Table below to determine the intensity of the flak the ship is throwing up. If an aircraft is attacking multiple ships sailing in formation, add the AA ratings of all the ships together to determine the flak intensity.

AA Rating

AA Rating	Flak Intensity
50 or less	None
50-200	Light
201-500	Moderate
500+	Heavy

Each round an aircraft spends within range of a ship's AA guns, roll 1d20 and consult the Flak Table. If the roll is equal to or greater than the number listed for the flak intensity, the aircraft has taken a hit and suffers the listed damage.

Flak

Intensity	Rating	Damage
Light	20	3d8
Moderate	19	3d10
Heavy	17	3d12

Ship and Boat Hit Locations

The location of a hit on a ship or boat is rolled on the following table.

d10 Roll	Location
1-2	Deck
3-4	Turret/Weapon Mount
5-7	Hull
8-10	Superstructure

Deck

Deck hits plunge through the deck and into the inside of the ship, doing critical damage. Deck hits which penetrate armor roll on the Hull Critical Damage Table.

Turret/Weapon Mount

Turret and Weapon Mount hits generally damage the weapon and affect the crew, but may set off ammunition explosions doing additional damage. Hits on these

locations by large caliber naval guns often affect more than one gun or weapon mount. Roll 1d6 to see how many mounts are affected by a naval gun critical hit. The effects of each hit are rolled separately for each mount.

Hull

Hull hits are the most common hits on ships. Hits that hole the ship below the waterline are especially dangerous because they can cause serious flooding and slow the ship's movement.

Superstructure

Superstructure includes all above deck structures other than gun turrets and weapon mounts, including the bridge, radar masts, etc.

Turret/Weapon Mount Critical Damage

Roll	Result
01-40	No additional damage.
41-70	Gun/weapon knocked out: The gun or weapon mounted at that station may no longer be fired.
71-85	Crew member(s) hurt: One or more crew members manning the weapon take full damage from the attack.
86-95	Turret/mount jammed: The turret or mount traverse mechanism is damaged and cannot be rotated or moved from its current position.
96-100	Ammunition explosion: Some of the ammunition at the position explodes doing full damage to the ship and crew manning the weapon. If the position is a torpedo mount, the torpedo may or may not detonate at the War Master's discretion (as a torpedo explosion will likely destroy the ship).

Hull Critical Damage

Roll	Result
01-30	No additional effect.
31-70	Crew hurt: The number of crew or passengers injured by the round depends a lot on the size of the ship or boat and the round, which struck it. A 5" round striking a small boat (if not immediately blowing it to pieces) may injure fewer people than if the same round were to strike a destroyer, for example. It is up to the War Master to decide how many crew the round affects.





Naval Combat

71-80 **Fire:** The ship is on fire. At the beginning of the next round, the fire causes 2d8 damage to the ship or boat and all crew members who remain in the immediate area of the fire. The fire damage increases by 1d8 each round until the ship or boat is destroyed or the fire is brought under control and extinguished.

81-90 **Holed below waterline:** The hit creates a hole below the ship's waterline. The ship begins taking on water and flooding. Its speed in all categories is immediately halved. If this happens again, the ship is reduced to 1/4 in all categories. A third hole below the waterline immobilizes the ship and it is dead in the water. A ship damaged in this way continues to take on water until it sinks (determined by the War Master) or the hole is plugged or the compartments near it are sealed and the flooding controlled. The ship's speed is still affected until the flooded areas are pumped out and the damage repaired.

91-100 **Magazine Explosion:** This is the worst kind of critical hit on a ship. The internal ammunition magazines are hit and explode. All crew and passengers take 20d10 damage and must make a Fortitude save or be stunned. After a magazine explosion, a ship is usually on fire, taking on water, and sinking. Damage control efforts after a magazine explosion (such that can be made) usually only delay the inevitable sinking.

Superstructure Critical Damage

Roll	Result
01-30	No additional effect
31-80	Crew hurt: The number of crew or passengers injured by the round depends a lot on the size of the ship or boat and the round that struck it. A 5" round striking a small boat (if not immediately blowing it to pieces) may injure fewer people than if the same round were to strike a destroyer, for example. It is up to the War

Master to decide how many crew the round affects.

81-90 **Fire:** The ship is on fire. At the beginning of the next round, the fire causes 2d8 damage to the ship or boat and all crew members who remain in the immediate area of the fire. The fire damage increases by 1d8 each round until the ship or boat is destroyed or the fire is brought under control and extinguished.

91-100 **Secondary damage:** The exploding round causes secondary damage to some other part of the ship. Treat the initial explosion of the round as a crew hurt result, then roll again on the hit location table and apply another critical hit to the ship.

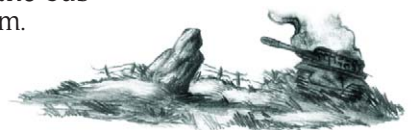
Torpedo Critical Hits

When a torpedo to-hit roll indicates a critical hit, multiply the average damage by 2, apply it to the target, and roll on the table below.

Roll	Result
0-20	The ship's screws and rudder are damaged. Speed is cut to 1/4 and the ship can no longer turn or is stuck turning in one direction. A second hit on the screws and rudder immobilizes the ship.
21-80	Ship is holed below the waterline. Effects are the same as the result for Hull Critical hits.
81-100	The ship's keel is broken and the hull split open. The ship is rapidly taking on water and is doomed. The crew has 1d10 minutes to abandon ship.

Depth Charge Critical Hits

Roll	Result
0-40	Hull plates are sprung, rivets pop, pipes burst, and the sub begins to rapidly take on water. The sub floods and sinks if the damage is not repaired with 2d10 x 2 minutes. In such situations, most sub captains try to surface and abandon ship.
41-60	As above but the engine stops, and the electrical system fails. Repairs must be made in the dark or under emergency lighting (skill checks have a +2 DC).
61-100	The hull is breached and the sub is headed for the bottom.





PACIFIC

THEATER OF OPERATIONS

1" = 1000 Miles

Chapter 4:

History

"Only the dead have seen the end of war."

- Plato

"Atten-shun! Officer on deck!"

"At ease people, sit down please. Thank you sergeant, I'll take over from here. Well, I see everyone has been working hard to get ready for the battles that lie ahead. While we still have some time I'd like to give a little background on how this all got started.

"The Pacific War is unprecedented in the history of warfare. It is the first to be waged on such a scale and probably the last. Huge fleets wheel across thousands of miles of ocean, armies are dispatched to far distant shores, and above them all, aircraft battle for control of the skies."

Pre-War Period

The roots of the war are to be found in Japan's colonial ambitions in Asia. This, combined with both American and Japanese misconceptions of each others capabilities led to one of the most destructive conflicts the world has ever seen.

The rivalry between the U.S. and Japan in the Pacific had been going on for nearly 50 years by the time of the Pearl Harbor attack. The U.S. government may

not have always understood this, although Japanese civilian and military leaders used it as the focal point for their expansionism and aggression.

To understand it all we have to go back a few years. Things got started in the late 19th century with the Sino-Japanese War in 1894. Economic rivalry over control of Korea erupted into armed conflict. Within six months, the Japanese kicked the Chinese out of Korea, invaded Manchuria, and smashed the colony of Formosa (Taiwan).

A few years later, Japanese imperialism was on the march again. In 1905, the Russians made a few incursions into Manchuria and Korea, which the Japanese considered to be in their sphere of economic interest. The Japanese hit some Russian naval installations in the area and this quickly escalated into full-scale war. The Russians were sent packing, their army suffering badly at the hands of the Japanese at Port Arthur, and their Baltic and Pacific fleets were destroyed at the Battle of Tsushima. The U.S. helped negotiate the peace settlement, which gained the Japanese more footholds in Manchuria and control of Korea. The war had also shown the world that Japan could take on and defeat a major European power.



The Rape of Nanking

The death toll at Nanking is commonly set at somewhere around 300,000. Revisionists and apologists have given 30,000 as the figure for the massacre. Some even deny any massacre at all. Whether it was 30,000 or 300,000 killed, there is no question that the Imperial Japanese Army visited a great atrocity upon the people of Nanking. The inclusion of the incident in this book is not meant to be an attempt to set the record straight. It is included because, like the Holocaust, it is something that should not be forgotten, and hopefully never repeated.

Japan firmed up their control of Korea by formally annexing it in 1910. Japanese rule in Korea was harsh and oppressive. Koreans were forced to take Japanese names and learn the Japanese language. Although the Japanese built up Korea's infrastructure and industry, their brutal treatment of the Koreans foreshadowed the cruelties they would inflict upon subject peoples later in World War II.

Believe it or not, Japan was on the side of the Allies against Germany during World War I. Gaining membership as one of the "Big Five" powers at the Paris Peace

Conference, where the Treaty of Versailles was signed in 1919, seems to have been a pragmatic move on the part of the Japanese. They were able to help make decisions about the reapportioning of the German colonies in the Pacific. They left the table with control over all of the Pacific Islands north of the equator formerly owned by Germany: the Marshalls, the Marianas, and the Carolines. Take notes people, you will see these islands again.

The U.S. was alarmed at Japan's growing influence in the Pacific and East Asia, and was looking to protect its own territories in the Philippines and Guam. The "Five Power Treaty" signed at the Washington Disarmament Conference in 1921 limited the Japanese fleet to not larger than three-fifths the size of the U.S. and British navies. This unbalanced ratio was forced on the Japanese, and as you can imagine, they didn't take it so well. This was followed by the Japanese Exclusion Act of 1924, which barred further immigration to the U.S. from Japan. The Japanese viewed this as an extreme insult and vowed not to forgive it.

In 1931, Japan invaded Manchuria. Extremists in the Japanese army in Kwangtung, who saw expansionism as a way out of the Great Depression,



Japanese troops wade ashore at Luzon.





fabricated an incident at Shenyang (Mukden). Within hours, a full-scale military operation was underway. Manchuria was overrun and set up as a Japanese puppet state. When the League of Nations criticized Japan, Japan withdrew. After its success in Manchuria, the militarists increased their influence over the Japanese government throughout the 1930's.

By 1937, these militarists were firmly in control of the Japanese government after assassinating their political rivals. The Japanese appetite for new territory had still not yet been satisfied, and another border incident was created which led to a full-scale invasion of northern China. Beijing fell, and after a long struggle, Shanghai and Nanking. At Nanking, the victorious Japanese ran amok for a month, raping, murdering, and torturing thousands of innocent victims. These atrocities led to the support for the Chinese by the U.S. government.

Tensions continued to build in the last years of the 1930s. U.S. war plans were focused on dealing with the Japanese, yet the American military was at the same time woefully unprepared to deal with the threat the Japanese military represented. American military forces were small and much of their equipment, and especially doctrines, were obsolete. The Japanese, on the other hand, had trained their Navy into perhaps the best seagoing force in the world at the time. Certainly, their carrier air wings were unequalled and would go on to display their prowess at Pearl Harbor.

The Japanese kept an eye on Europe, watching Germany's moves with great interest, and looking for a way to use the situation to their advantage. When Germany defeated France in 1940, Japan sought an agreement with Hitler. On September 27, 1940, the Japanese Foreign Minister signed the Tripartite Pact with Nazi Germany and Mussolini's Fascist Italy.

Events were moving towards war at the end of 1940, although most Americans still did not realize the trouble brewing beyond their western horizon. In September of 1940, Vichy France was coerced into giving Japan northern Indochina (Vietnam). In retaliation, the U.S. embargoed exports of steel, scrap iron, and aviation fuel to Japan. Japan then occupied southern Indochina in July of 1941. The tit-for-tat continued and the U.S., Britain, and the Netherlands froze all Japanese assets and cut off their oil supplies. The Japanese could either bow

to U.S. demands or seize the resource rich Dutch East Indies, British Malaya and Burma, and even the Philippines. Prince Konoe, Japan's Prime Minister, resigned in October and General Hideki Tojo stepped in. The storm clouds of war had gathered and were about to break.

Pearl Harbor

December 7th, 1941. "A date that will live in infamy," as President Roosevelt said. On a clear Sunday morning, four groups of Japanese fighters, dive bombers, and torpedo planes launched from Japanese carriers north of Oahu. Over 180 planes roared across the island heading for their target, the American fleet at anchor at the Pearl Harbor Navy base.

Despite several indications that the Japanese were preparing to attack, U.S. forces remained blissfully at ease. The prides of the U.S. fleet were moored stem to stern on battleship row like sitting ducks. The Air Corps fighters at Ford Island had been parked close together to make them easier to guard against saboteurs, but easy targets for air attack. A Japanese midget sub was sunk off Oahu about half an hour before the strike

The Flying Tigers

The famous "Flying Tigers", properly known as the American Volunteer Group (AVG), was a fighter group consisting of American pilots and planes flying for the Chinese Nationalist government under Chiang Kai-shek, from bases in Burma.

Claire Chennault, an Army Air Corps pilot before the war, sold the idea to President Roosevelt, and the unit was created on April 15th, 1941. Pilots were recruited from all branches of the U.S. military. These pilots had to resign their commissions to join, but were told they would be fully reinstated if open hostilities broke out between the U.S. and Japan. The pay seemed too good to be true; \$600 a month for pilots, plus a \$500 bonus for every Japanese plane shot down. They went to China with 100 pilots and 200 aircrew, and trained for several months. Chennault showed his pilots how to use the P-40's advantages—high dive-speed and better armor—and trained them in tactics that would even the odds against the better Japanese planes and their highly trained pilots.

When the war started, the Flying Tigers flew in defense of Kunming, Rangoon, and other Chinese cities. In the air battles over Rangoon, the Flying Tigers were credited with 200 kills, for only 16 losses of their own. They also covered the vital supply line on the Burma Road. Eventually, the AVG became part of the 14th Air Force.





The Bataan Death March

When the U.S. forces under Wainwright surrendered, 76,000 American and Filipino soldiers fell into Japanese hands. The Japanese disdain and total lack of respect for POWs manifested itself on the 55 mile march up the Bataan peninsula to a prison camp. The suffering of these POWs became known as the Bataan Death March. Along the way, the wounded, starving, diseased, and exhausted prisoners were beaten and abused by their captors. When someone fell out of line, he was shot or bayoneted where he lay. 20,000 U.S. and Filipino POWs died on the march.

force arrived, and a radar warning of a large formation of aircraft approaching was ignored.

In Washington, the Japanese ambassador watched the minutes tick away as his staff slowly decoded, translated, and typed up Japan's ultimatum to the U.S. By the time the message was delivered, the attack was nearly over.

In the end, the U.S. Navy's battleship fleet had been crippled. The Arizona was lost along with over 1,400 sailors. The battleships Oklahoma, California, and West Virginia also went down. For the U.S. it was a disaster, for the Japanese a stunning success. The only small comfort for the U.S. Navy was that its three carriers had been at sea on maneuvers and not in port when the Japanese struck.

Japan Moves into Southeast Asia

In conjunction with the attack on Pearl Harbor, the Japanese launched a general offensive across Asia, with landings in Thailand and British Malaya. Hong Kong quickly fell.

In the Philippines, as the Japanese carriers were launching their aircraft towards Hawaii, Japanese troops were approaching Manila Bay. Japanese troops landed on the 10th. General Douglas MacArthur's U.S. and Filipino forces resisted bravely, but they too, were caught off guard, and unprepared for the Japanese onslaught.

The Japanese patted themselves on the back, but they would have done well to listen to the words of their own Admiral Yamamoto who planned the attack, when he said after Pearl Harbor, "I fear we have awakened a sleeping giant, and filled him with a terrible resolve."

1942: Holding the Line

1942 saw more reverses for the Allies, but the tide was began to change after the battles of the Coral Sea and Midway.

Rising Sun

The Japanese were hoping that a successful strike on Pearl Harbor would not only knock the U.S. Navy out of the Pacific, but that it would also shock the U.S. into a negotiated settlement that would allow Japan to solidify her territorial gains under the pretext of the "Greater East-Asia Co-Prosperity Sphere"—a sort of pan-Asian federation led by Japan. Before the Japanese began their Pacific campaign, Admiral Yamamoto solemnly told the Japanese General Staff, "For the first six months we will be able to run wild. After that I cannot guarantee success."

Indeed, for the first six months they did. American forces in the Philippines were forced back and finally holed up in the fortress of Corregidor at the tip of the Bataan Peninsula on Manila Bay. As the situation worsened, MacArthur was evacuated to Australia by PT boat in February of 1942, leaving General Wainwright in charge. Finally, out of ammunition and food, starved and sick, American forces in the Philippines surrendered to the Japanese on April 8th. The Philippines had fallen.

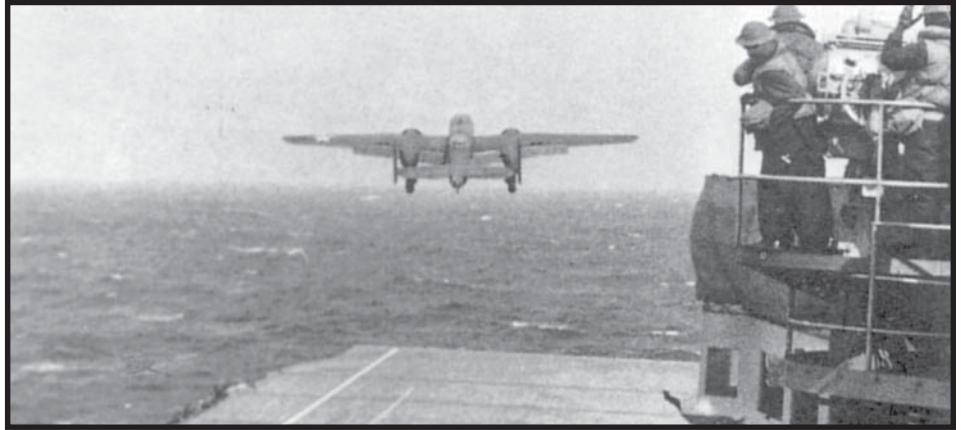
Just a few weeks earlier, the British bastion at Singapore also fell. This, coupled with Japanese landings in Indonesia, New Guinea, Sumatra, and Java, only added to the Japanese victories. British forces quit Burma altogether, pulling back to India. At the Battle of the Java Sea, an ad hoc fleet of American, Australian, British, and Dutch ships took on the Japanese fleet but was nearly completely destroyed.

The Japanese high command was pleased. Their plans were exceeding all expectations, despite the fact that their resources were being stretched to the limit even at this early stage of the war. Even so, the Allies were in retreat everywhere, and warnings from officers like Yamamoto that the high command was infected with "victory disease" were dismissed. Japan was proving to the world that her superior culture and fighting spirit could easily defeat the soft western democracies.





Japan was dealt a setback at the Battle of the Coral Sea. A Japanese invasion fleet was headed for the Southern coast of New Guinea. An American carrier group intercepted the Japanese fleet and was able to turn it back, at the cost of the aircraft carrier Lexington. The battle was the first battle fought solely with carrier-based aircraft; the opposing fleets never sighted each other.



One of Doolittle's raiders takes off.

Midway

The tide finally turned at Midway, a small speck of an island 1,300 miles northwest of Oahu. Midway was a strategic location in terms of control over the Central Pacific. The U.S. harassment of the Japanese in the Solomons and the stalemate battle at Coral Sea, plus the Doolittle Raid, led Yamamoto and the Japanese General Staff to approve the plan for the taking of Midway Island. It would give the Japanese a base from which to launch attacks on Hawaii, and hopefully, draw the U.S. fleet out into a major surface engagement where it could be destroyed.

Japan was at the height of its power, and had a massive fleet assembled for the Midway operation—24 subs, 4 heavy and 3 light aircraft carriers, a 5,000 man landing force, 11 battleships, plus heavy cruisers—in all they outnumbered the U.S. 3 to 1. This fleet was under the command of Admiral Chuichi Nagumo, who commanded the Pearl Harbor attack.

Against this, the U.S. sailed forth with only three carriers, the Enterprise, Yorktown, and Hornet, no battleships, and only a few heavy cruisers, destroyers and subs. Their real advantage was that they had cracked the Japanese codes and knew of their plans and approaches. Admiral Spruance used this knowledge to set a trap for the Japanese fleet.

The Japanese approached Midway in three groups, and the American fleet attacked them separately. As at Coral Sea, the carrier air wings did most of the fighting. The American torpedo aircraft suffered heavily, but in the end, U.S. Navy dive-bombers caught Nagumo's carriers with their planes on deck and refueling. U.S. bombs sent 4 Japanese carriers to the bottom, forcing the Japanese to retreat.

Years of hard fighting lay ahead, but the Japanese advance had finally been stopped.

Guadalcanal

The naval battle of Midway was where the Japanese Navy was turned back, but Guadalcanal was where the U.S. first began its ground offensive against the Japanese Empire. Guadalcanal is in the Solomon chain near New Guinea, and was a base for Japanese operations there. American war strategy at the time was based on the "Germany first" idea that Germany should be dealt with first by the Allies, and that Japan should be held at bay until it could be given the Allies' full

Thirty Seconds Over Tokyo: The Doolittle Raid

Another event that helped the U.S. back onto her feet was the daring bomber raid on Tokyo, led by Lt. Col. James Doolittle. Doolittle led his squadron of B-25s and their specially trained crews off the deck of the carrier Hornet on April 13. Launched 650 miles from Japan, the bombers didn't have enough fuel for a return trip and couldn't land on the carrier anyway. After dropping their payloads, the bombers were to land in China and hope for the best.

Doolittle's raiders swept in on Tokyo at treetop level and released their bombs. Some were hit by anti-aircraft fire, but 15 of 16 planes reached China. Of the seventy-one crew members who made it to China, some escaped and others were captured by the Japanese.

The damage caused by the bombs was minimal, but the effect on the Japanese was all that could have been desired. The Japanese army and navy were horrified. The commanders felt personally shamed that they had allowed such an attack to happen, taking it as a personal defeat.



Chapter Four



Kamikaze: Divine Wind

As the Japanese situation became more desperate, they sought more desperate measures. Even with the writing on the wall, the Japanese vowed to fight to the death, even if it meant national extinction. Japanese military leaders looked to the past for their salvation, and thought they had found an answer. When the Mongols invaded Japan in the 13th century, a typhoon destroyed the invasion fleet. The storm was known as the kamikaze—divine wind. Young, barely trained Japanese pilots would become Japan's new kamikaze, flying their aircraft on suicide attacks against U.S. ships. Most kamikaze were shot down, but those that made it through the U.S. fighter cover, and the literal wall of flak thrown up by American ships, caused fearful damage, especially during the Okinawa campaign.

The Japanese even designed a purpose built kamikaze aircraft, the rocket powered *Ohka* (cherry blossom), which the U.S. sailors and airmen nicknamed the “baka bomb” (*baka* meaning stupid, in Japanese), which rather pointedly shows how the two sides differed in their opinions and approach to warfare.

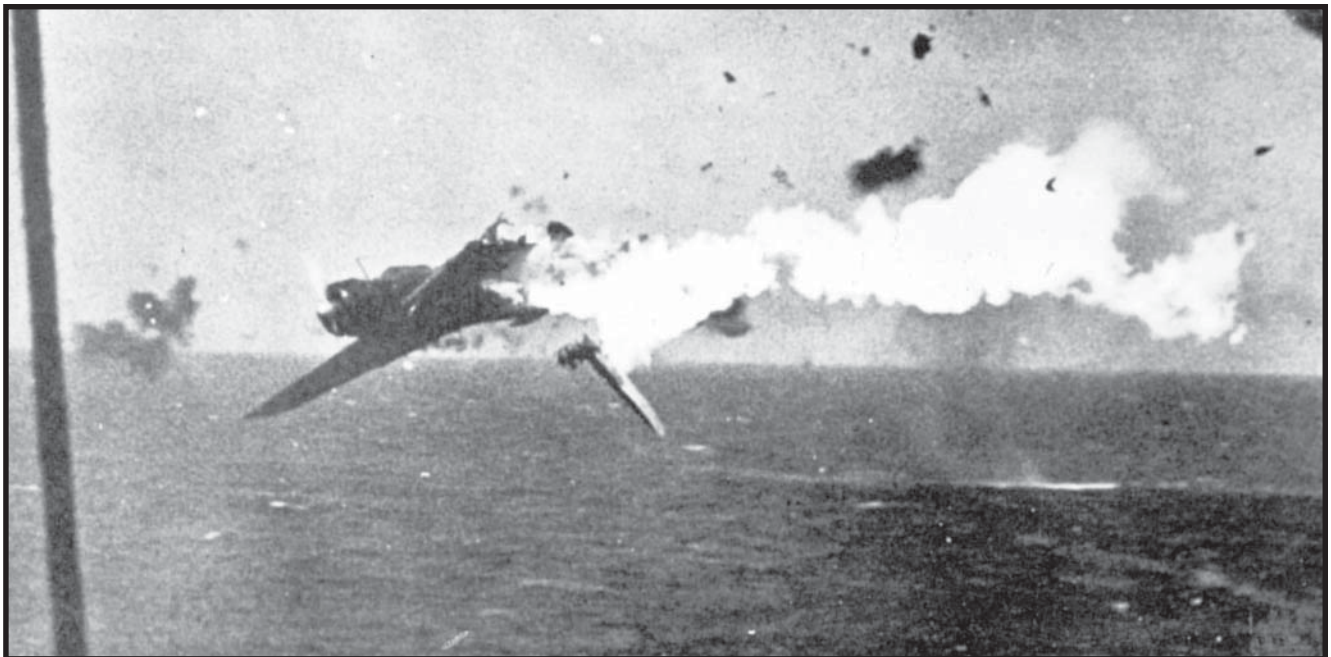
attention. U.S. planners were looking for a way to take the battle to the Japanese regardless. The strategy that developed had MacArthur working his way northwest through the Solomons, New Guinea, and finally the Philippines (to make good on his promise of “I shall return”). Admiral Chester Nimitz would be

taking his forces through the “central highway” route up the Marshall and Carolina islands, to Japan itself.

Guadalcanal was MacArthur's first step in his campaign. The Marines made the initial landings and fought the Japanese to secure their beachheads and the airfields. The Army then followed up and the battle for the islands seesawed back and forth as the Japanese ran supply convoys to Guadalcanal. After a series of hard fought naval and ground battles, the Japanese finally withdrew from Guadalcanal in early 1943.

1943: Taking it to the Enemy

At the end of 1942, the British forces in the CBI (China-Burma-India theater of operations) moved back into Burma. 1943 saw the Japanese positions begin to erode all over the Pacific theater. Japanese bastions in the Pacific were cut off by the Allies in their “Island Hopping” campaign, whereby some strongpoints like Rabaul were skipped over in the allied advance, and left to wither from lack of supplies. The Allies recaptured New Guinea, and several islands in the Solomons were taken. In mainland China, Chiang-Kai Shek's Nationalist army launched its own offensive.



A “Kate” makes a kamikaze attack.





At Tarawa, the U.S. Marines were faced by a relative handful of Japanese defenders who nevertheless fought to nearly the last man, foreshadowing the brutal battles that lay ahead. The beach landings at Tarawa were a disaster. Many Marines never made it ashore as their landing craft got hung up on the reefs surrounding the island. U.S. Marine beach landing doctrine changed considerably as a result and new landing craft were designed.

The Japanese also suffered the loss of Admiral Yamamoto to an American ambush. U.S. intelligence officers reading decrypted Japanese transmissions got wind of Admiral Yamamoto's travel itinerary to Bougainville in the Solomon Islands. A squadron of P-38s was dispatched from Henderson field on Guadalcanal, intercepted Yamamoto's plane, and shot it down, killing all aboard. With the loss of perhaps their best naval commander, Japanese hopes began to fade.

1944: Beginning of the End

The Allied offensive gathered steam going into 1944. U.S. forces kept up the pressure from the east, landing on Kwajalein and Eniwetok. On Saipan, Japanese civilians including families with children, influenced by the fanatic propaganda of the government and their own xenophobia, leapt from a cliff to avoid capture by the Americans.

The U.S. Navy attacked the Japanese naval base at the Truk atoll, inflicting crippling losses. As the U.S. forces positioned themselves to land on Saipan and retake the Philippines, the U.S. Navy engaged the Japanese Navy at the Battle of the Philippine Sea. Japanese losses to their carrier air wings were keenly felt at the "Marianas Turkey Shoot" where U.S. Navy pilots slaughtered inexperienced Japanese pilots. Japanese aircraft and crew losses were in the hundreds, and several ships including aircraft carriers were lost as well.

At Leyte Gulf, the biggest naval battle in history was shaping up. The Japanese assembled their largest fleet since Midway, and sent it off to stop the American fleet supporting the landing at Leyte in the Philippines. Four days of fierce surface engagements followed. In the end, the Japanese Navy was effectively knocked out of the war, losing 4 fleet carriers, the super battleship *Musashi* (sister ship of the *Yamato*), two other battleships and nearly

two dozen destroyers and cruisers. The Japanese would fight on, but the Navy was reduced to an auxiliary role through the end of the war.

The Japanese launched two final offensives, *Ha-Go* and *U-Go*, in the CBI Theater in February 1944. The objective was to shatter the British Army in Burma and cut supplies to China. The offensive went well at first, but the Japanese were already low on supplies and could not sustain their operations for a long period of time. The British held, notably at Kohima where 1,500 British and Indian soldiers held off an entire Japanese division of 15,000 men. The failure of the Japanese offensive and the retreat that followed led to further withdrawals. Ultimately this led to the complete withdrawal from Burma by the Japanese in May of 1945.

Japanese industry simply could not keep up with the grinding attrition of mechanized warfare, whereas the U.S. was in full production mode at this point. To further worsen the Japanese situation, B-29s flying from bases in the Marianas began their first bombing raids on Japan.

What If: Downfall

By mid-1945, plans were in the works for an invasion of the Japanese home islands themselves. The plan for the invasion of Japan itself was codenamed *DOWNFALL*, and consisted of two operations: *OLYMPIC*, the assault on Kyushu, scheduled for August of 1945, and *CORONET*, the invasion of the main island of Honshu in March of 1946. The planned invasion would involve even more troops than the D-Day operation in Europe.

Judging by the way the Japanese had so tenaciously fought for Okinawa, planners calculated that there could be over a quarter million American dead and wounded. They also estimated that up to 50% of the American invasion fleet could be put out of action by suicide attacks, for which the Japanese had carefully conserved several thousand airplanes. The Japanese high command decreed that "all able bodied Japanese, regardless of sex, should be called upon to engage in battle." Villagers were being trained to use bamboo spears. Japanese casualties from the planned invasion were estimated to be in the *millions*.

War Masters could perhaps continue their campaigns beyond 1945, assuming that the atomic bombs were not dropped, and Japan did not surrender. Playing out the invasion of Japan would certainly be a challenge, if the players and the War Master have the stomach for taking the characters into the hurricane of death and suffering that thankfully, never happened.





US troops along the Burma Road.

1945: The Final Act

MacArthur's campaign in the Philippines continued with landings on the main island of Luzon in January. Without the IJN to protect the shipping lanes, the IJA forces under General Yamashita were pretty much on their own for what would be the final battle for control of the Philippine Islands.

In February, the U.S. Marines landed on Iwo Jima, the first place U.S. troops had actually set foot on Japanese "home territory." Iwo Jima was little more than a dust blown speck of an island, but it would provide an excellent base from which to launch bombing raids against Japan. The Japanese defenders there knew they were to sacrifice themselves to buy time for the mainland, and their commander intended to make the capture of the island as costly for the Americans as possible. The island was riddled with pillboxes, trenches, and other hardened

fighting positions. Iwo Jima was to see some of the bloodiest fighting in history. At the end of the campaign, the Americans held the island, at a cost of nearly 30,000 casualties, of which almost 8,000 were KIA. Of the 20,000 Japanese defenders, only about 1,000 were captured. All of the rest died fighting or committed suicide.

Soon after the fall of Iwo Jima, Manila was liberated and the U.S. began its fire-bombing raids on Tokyo.

U.S. landings on Okinawa began in April. The inhabitants called the battle for Okinawa the "Typhoon of Steel". At sea, the kamikaze attacks were relentless, and the Japanese battleship Yamato was sunk on her way to immolate herself in battle with the American forces. When it was over, 7,000 soldiers and marines were dead and thousands wounded. The Navy had also suffered heavy losses of nearly 10,000 casualties including 5,000 dead. Seventy thousand Japanese and around 80,000 Okinawans died in the fighting.

Even with this victory, the Americans were not elated. The defenders of Okinawa had been fanatic and the fighting bitter





History

and bloody. If Okinawa was this bad, they wondered, what would landing on the Japanese home islands be like?

By this point, the U.S. submarine campaign against Japanese shipping had almost totally choked off Japan from outside supplies, resulting in starvation and shortages of materiel. Allied bombing raids had flattened nearly all Japanese industry. Japan was a nation on its last legs. Finding the Allied demand for unconditional surrender unacceptable, the Japanese military government was preparing Japan for an act of national suicide, declaring that even women and children should be prepared to fight the invading Americans. No one was to be spared; *anything* was better than surrender.

President Roosevelt died in April and Harry Truman was sworn in as President. Truman then had to make a fateful decision regarding the use of America's secret weapon, the atom bomb. Developed in secret at the cost of millions of dollars, the "Manhattan Project" brought together some of the world's most brilliant physicists to create the weapon that would end the war.

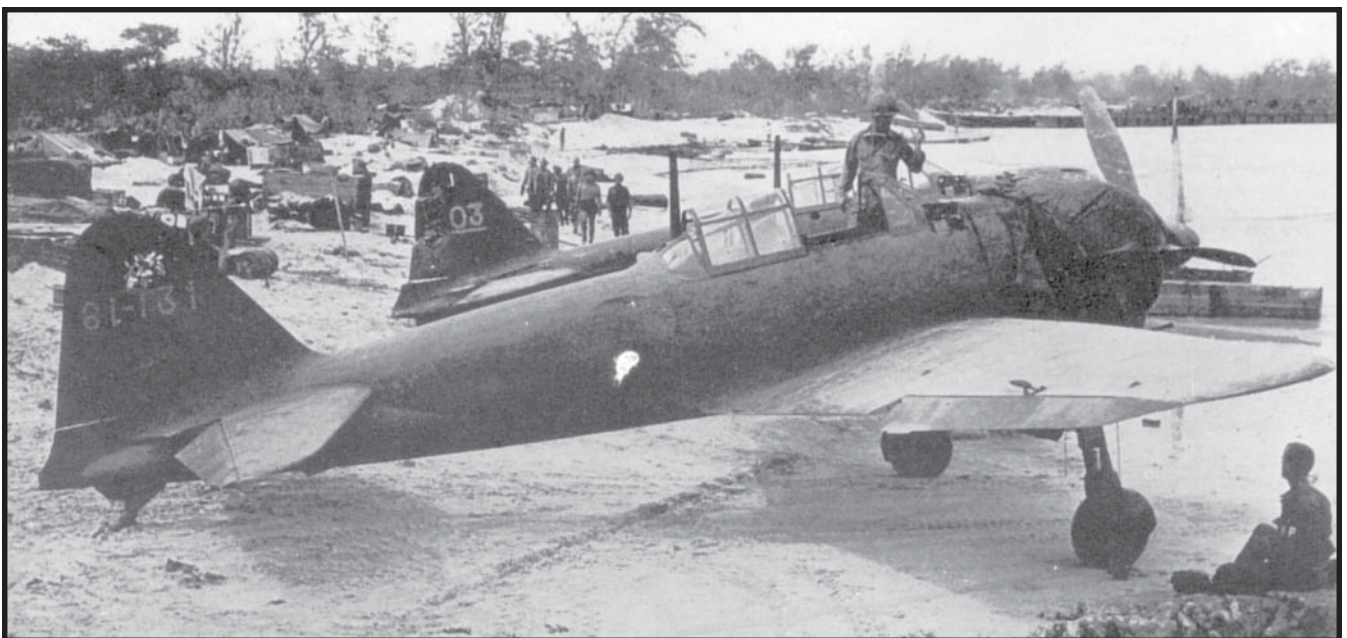
The war in Europe ended in May, and the Manhattan Project was rushed to completion. When weighed against the hundreds of thousands of projected U.S. casualties and the millions of Japanese that might be lost in an invasion of Japan proper, President Truman decided to use the atomic bomb against Japan.

On August 6th, the B-29 Enola Gay and two other B-29s flew unescorted over the city of Hiroshima, Japan. At 8:15 a.m., the bomb bay doors of the Enola Gay opened and a single bomb was dropped from 31,000 feet. Forty-five seconds later it exploded and Hiroshima disappeared in a flash of light. Instantly, 100,000 people died. Thousands more would later die from radiation poisoning and burns. The White House issued a statement warning the Japanese to expect "a rain of ruin" if they did not surrender immediately.

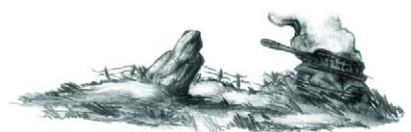
Two days later, Russia declared war on Japan, attacking the Japanese in Manchuria. That same day, another bomb was dropped on Nagasaki. The Japanese military vowed to fight on despite all the horror it would bring down on Japan. The Emperor intervened at last, and after a last minute coup attempt by military hardliners (still determined even then to disobey the order of the Emperor and see their nation destroyed!), orders were dispatched to Japanese military commanders to lay down their arms and surrender.

On September 2nd, 1945, aboard the battleship Missouri at anchor in Tokyo Bay, General MacArthur and the representatives of the Allied powers awaited the arrival of the Japanese delegation. The Japanese officials arrived and MacArthur accepted their formal surrender.

World War Two, the greatest and most terrible conflict in human history, was over.



Captured Japanese Zeros.





Chapter 5:

War Master's

Secrets

"In the Pacific and in the Indian Ocean we remember the multitudes of resentful sleeping warriors, in our ears we hear the whisper of their voices from the bottom of the sea."

— Commander Hashimoto, Imperial Japanese Navy

Warning! This section is for War masters only! If you going to be player rather than the War Master, reading further will subject you to Things Man Was Not Meant To Know, and could result in insanity or death! Actually that's not true, but if you are a player and you read this section you'll just be spoiling the surprise for yourself. If you can live with that (or you actually are the War Master) read on!

Campaigns

Okay, now that you know what the history books say, let's throw in some weirdness and see how you can torment your players. The first choice you need to make as the War Master is what sort of campaign do you want to run. Are the characters members of the Navy, Army, or Marines? Are they aviators or ground pounders? Do the heroes know about the supernatural or is the game going to start off with some semblance of "normalcy?"

Naval Campaigns

The movement and clashes of the battle fleets of the Imperial Japanese Navy and the U.S. Navy characterize the Pacific war. Large fleet actions are beyond the scope of Weird Wars characters at this point, and although it is possible for characters to be in command of large warships, this is not recommended (see sidebar, Aye Aye Captain). The combat system allows for small engagements between single vessels or small groups of vessels. Characters can still have an effect on the larger battle however. For example, if the PCs are Dauntless dive-bomber pilots at Midway, they might be the ones to find and hit the Japanese carrier Akagi.

When the ship the characters are on is part of a fleet involved in a large battle, other ships, aircraft, or submarines may engage the character's ship. This is the battle the characters fight; individual gun duels with enemy ships, incoming squadrons of torpedo planes, playing cat and mouse with submarines, etc. They may not be in direct command of the ship but they may very well be in command of a gun battery or torpedo mount, or be involved in some other operation crucial to keeping the ship fighting; an officer needs to lead his gun



Aye, Aye, Captain Players in Command

In most cases, any ship captains the characters meet are NPCs. With the Navy Captain prestige class, players can be in command of a big warship.

Putting a player in charge of a ship as a captain presents a special set of problems for the players and the War Master. First of all, there can be only one captain on board ship. Second, the captain's place is on the bridge, certainly not gallivanting around with the enlisted ratings or even with the ship's officers. On a ship, the captain has other people do the dirty work for him. The captain normally does not associate socially with anyone who is not an officer or senior enlisted man (and even then there is a strict hierarchy observed). Yet the captain is the one making decisions in battle that affect the fate of everyone on board. The dramatic possibilities this presents are too good to pass up.

In an ongoing campaign, one way to handle things is to have one player be the captain, one player the XO, and the rest senior officers in charge of the various divisions on the ship. Role-playing the interactions of staff strategy sessions take on aspects of court intrigues common to fantasy campaigns. If the adventure is a one-shot, then the War Master can probably think of some excuse for putting the captain together with lower ranking characters. Another way to run a one-shot adventure is to have *all* the characters be the captains of separate ships involved in the same operation.

The War Master should carefully consider the effects of having player character ship captains in his campaign, and how he wants to handle it, before allowing the players to take this prestige class for their characters. Being in such a powerful and responsible position is not for everyone, but it is a challenge that can be very interesting if done properly.

or torpedo crew as the Japanese cruisers come down the Slot off Savo Island at Guadalcanal; a machinist's mate has to keep the engines running and the power on during the heaviest barrage; damage control parties must rush from place to place during battle, rescuing trapped or wounded sailors and shoring up damaged bulkheads. Ultimately, whatever happens to the ship is up to the War Master.

That said, there are still many ways to use large ships in your campaigns. A battleship or aircraft carrier is like a floating city, and even a destroyer is big enough that War Masters can set adventures on them. Large warships are thus like moveable locations.

In between the frantic terror of battle, sailors are involved in the day-to-day running of the ship, training, and standing watch. There is plenty of gambling, of course, or even boxing matches. They may go ashore to secure supplies in an exotic port town, or maybe on a special mission from their captain. In short, there are many things sailors can do on board ship without having to be the captain.

Naval Campaign Seeds

Here are a few ideas for naval-based campaigns.

Clear for Action

The characters are crew members onboard a navy ship engaged in the Island Hopping campaign or other deep-water naval operations. PCs could all be members of a specific division onboard their ship (engine room, gun battery, bridge) or serve in different sections. This kind of campaign can have strong role-playing opportunities as PCs must interact with other crew members in stress situations (battle).

The PCs' ship may be involved some major battles, and the PCs should have opportunities to play an important part in their ship's contribution to the battle.

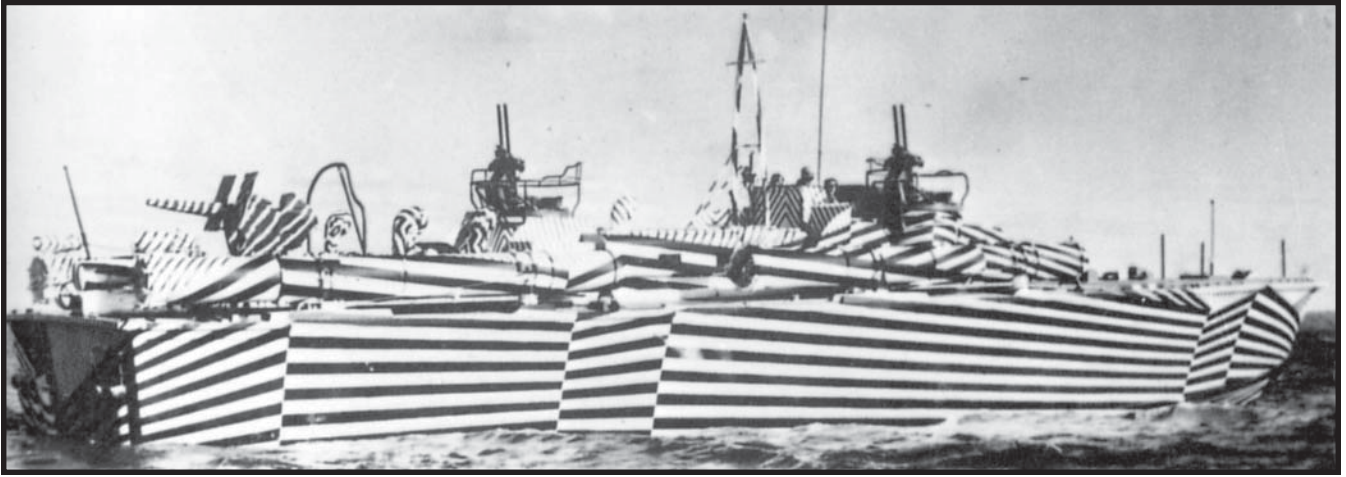
Events may take place onboard ship, or in port (where sailors traditionally can get up to all kinds of trouble). Generally, a PC should not be allowed to be the captain of a large warship or the admiral in command of a task force or fleet, unless both the WM and the player are prepared for, and comfortable with, the role and what it entails.

Run Silent, Run Deep

The characters are submarine crew hunting Japanese ships, or running deep reconnaissance and raids in Japanese territory. Submarines also ran many classified and special missions. U.S. subs in the Pacific often operate alone rather than in groups like the "Wolf Packs" of the Kriegsmarine in the Atlantic.

Like a surface ship based campaign, role-playing opportunities are strong, especially if the PCs are all officers. A PC could be the captain if the WM feels that player is responsible enough with the role.





The purpose of camouflage is to break up the ship's outline against the water.

Knights of the Sea

The characters are crewmen on a PT boat, running special missions in Japanese territory. As PT boats are small, and conduct many kinds of special missions as independent units, they are well-suited for a party of characters who are all crew assigned to the boat. PT boats and squadrons were usually commanded by junior officers, so this gives command opportunity to player characters at a scale that is a bit easier for the WM to handle.

A campaign based around the actions of a PT boat crew can involve plenty of special missions where the PCs may have to disembark from their boat for ground action (picking up downed pilots, inserting teams of Marine Raiders, raids, etc).

Island Hopping Campaigns

The key to a successful campaign based on the exploits of the Allied ground forces is to really play up the alien nature of the environment. Both sides, Allied and Japanese, are thousands of miles from home, fighting on battlefields where nature herself is a combatant. The deep jungles of New Guinea and Southeast Asia are *not* the green fields of Europe. The PCs are truly strangers in a strange land. Vine-covered temples rising out of canopied rain forests, crowded cities filled with people with strange customs (to the PCs), these things all contribute to the exotic flavor WMs should strive for in their campaign. Players who insist on their characters carrying a lot of gear should be reminded

of the brain-frying heat and humidity, and WMs are encouraged to make full use of the rules for heat exhaustion in the *DMG*.

When soldiers dig in for the night, the jungle is hardly quiet. Any number of insects or animals may torment them. Even the constant slapping at mosquitoes can become wearying. Add nature's constant harassment to the danger posed by the Japanese (or perhaps hostile natives) and fatigue becomes yet another hurdle for the PCs.

Native tribes can be used in varying ways. Symbolically, they can represent either the innocence of man (in the case of a peaceful tribe caught between the warring Allies and Japanese) or base savagery (headhunters and cannibals). They can also be used to contrast the technology of modern man with more primitive tools, or perhaps provide some irony if the PCs are reduced to fighting with such simple tools themselves.

Banzai Charges

As the Japanese situation deteriorated throughout the war, and Japanese soldiers became cut off or just plain abandoned, many simply fought and died in place.

But sometimes, a group of Japanese soldiers, perhaps led by an officer, would stage a "banzai charge", basically a headlong rush designed to overwhelm and overrun an enemy. Banzai charges were in the main an act of futility and desperation, brought on by hopeless situations and launched by officers who lacked the initiative to look for other solutions. Since surrender was not an option (not one they could take honorably) and death in battle was "glorious," a banzai charge was the best way for cornered Japanese troops to serve their Emperor (in their eyes).





A flamethrower team watches the aftermath of their attack on a secret Japanese facility.

Occasionally a banzai charge could involve units as large as a battalion. Despite the initial shock of seeing a banzai charge launched on their positions, Allied troops were usually able to throw back, if not totally decimate, these suicidal Japanese attacks, although not always without some losses.

When facing a Banzai charge, Allied troops must make a Will save (DC12) to hold their positions. The WM may assign appropriate modifiers depending on the circumstances (like being charged by an overwhelming number of troops, or perhaps being charged by troops who have already been killed). If failed they must retreat to a fallback position.

Disease

Historically, disease has accounted for more wartime casualties than combat. The WM should decide if he wants disease to be a factor in his campaign, as the effects of disease, although realistic, can really put a crimp on adventuring.

Depending on the conditions, PC should roll Fortitude saves at varying intervals. For example, if PCs are at a relatively well-developed base with good

facilities, they might only need to check if they've caught something once a month. If they are sitting in a muddy foxhole out on the line somewhere, day after day, a daily check may be appropriate. Malaria is common, especially out in the jungle.

Sepsis may occur when a character is wounded, especially when in filthy conditions and proper medical treatment is not immediately available. In the jungle, sepsis can start even from small cuts.

Jungle rot and trench foot are both ailments caused by constant damp conditions. They are basically the same thing only affecting different areas of the body. Jungle Rot causes uncomfortable and often painful chafing of the armpits or crotch, or anywhere pack straps or belts rub wet skin raw. Trenchfoot (or immersion foot) causes the skin on the feet to die and come off in layers, often painfully. Both can be avoided by drying out clothes and boots, and changing to dry socks, whenever possible (which may not be very often in a combat situation). Serious cases can lead to infection or even amputation.

Malaria- Symptoms: fever, chills, headache, muscle aches, tiredness, nausea, vomiting; **Infection:** Contact





(Mosquito); **DC:** 16; **Incubation:** 10 days; **Damage:** 1d4 Con.

Dysentery- Symptoms: diarrhea, dehydration, stomach pain, fever; **Infection:** Ingested (contaminated water); **DC:** 16; **Incubation:** 1 week; **Damage:** 1d6 Str.

Cholera- Symptoms: diarrhea, dehydration, vomiting; **Infection:** Ingested (contaminated water); **DC:** 16; **Incubation:** 5 days; **Damage:** 1d6 Con.

Typhus- Symptoms: fever, headache, skin rash; **Infection:** Contact (rats, lice, fleas); **DC:** 16; **Incubation:** 1 week; **Damage:** 1d4 Str.

Sepsis- Symptoms: inflammation, shock; **Infection:** Injury; **DC:** 16; **Incubation:** 8 hours; **Damage:** 1d4 Con

Jungle Rot/Trench Foot- Symptoms: inflammation, skin rash; **Infection:** Exposure (damp); **Incubation:** 3 days; **DC:** 16 (14 if precautions are taken); **Damage:** 1d2 Str.

Island Hopping Campaign Seeds

Here are a few ways to get your poor heroes into the action as foot-slogging infantry.

Battle Cry

The characters are U.S. Marines or U.S. Army troops involved in the Island Hopping campaign. If the campaign is earlier in the war, they could also be with Stillwell's troops in the CBI Theater. Characters may find themselves fighting in many different places, from sun-baked atolls to the steaming jungles of New Guinea, to the streets of Manila.

Combat scenes should be particularly intense, especially when the PCs are involved in large-scale battles. In the jungle, engagements may erupt at very short ranges and without warning. The Japanese soldiers they face neither give nor ask for any quarter. A banzai charge should be a chaotic, terrifying thing, with the initial waves giving way to fierce hand-to-hand combat.

Live Free or Die

The characters are members of guerilla forces fighting in Japanese-held territory in the Philippines or Indo-China. They could also be coast watchers or be aiding local guerilla forces in some way. Just surviving in the jungle is a challenge, even when not fighting the Japanese. If the PCs are with (or are) natives of that area, there could also be interclan rivalries to deal with.

King Rat

The PCs are POWs trying to survive in a Japanese POW camp. There won't be many opportunities for combat in this kind of campaign, but role-playing opportunities abound as the PCs try to hang on until they either escape, the war ends...or they die. Campaigns or adventures based on the PCs capture can make for an interesting diversion as it is a way to keep the story going even after capture. An escape story is always intriguing, and the PCs could even run into the Weird, perhaps if they were turned over to Unit 731 as test subjects. Captured characters could even end up in the main islands of Japan, where many Allied prisoners were held.

Hell in the Pacific

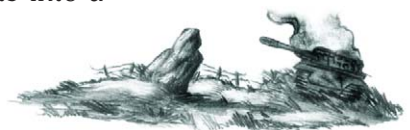
The characters go on dangerous missions for the OSI in enemy territory that deal with some aspect of the Weird. They may find themselves leading a guerilla band or trying to cover up the fact that the supernatural exists. Putting a stop to or hindering the activities of Unit 731 is also a major part of OSI missions. Whatever these characters do, it is dangerous to the point of suicidal, and always unconventional.

Aerial Campaigns

The difficulty with campaigns based around a group of pilots is that they are often based in rear areas (but not always) and generally safe when they are not actually on a mission.

One way to handle this is to design adventures which have the characters' squadron supporting the actions of a larger campaign, such as the Solomons or Philippine campaigns. Pilot characters can also sometimes get mixed up in ground action if their base is close to the front lines. Naturally you want to have some good aerial battles taking place. These battles don't always need to occur at the end of the adventure however. They can sometimes kick off an adventure, especially one in which the characters are shot down.

When pilots are strapped into their planes, they are tough customers. Some of your adventures can deliberately take the characters out of the cockpit, forcing them to deal with things they are not prepared or trained for. Maybe the pilots of the squadron must do a stint with the Marines acting as forward air controllers. That would certainly put the pilots into a different environment!



Chapter 5

Aerial Campaign Seeds

Below are a few suggestions for your flyboy heroes.

Eagles Against the Sun

The characters are pilots in a carrier or land-based Navy or Marine squadron. For carrier-based pilots, a campaign may share many elements with other ship-based campaigns along with their flying duties. For all pilots, patrols are common. PCs can take part in some of the larger air battles as well.

Generally, the maintenance of their aircraft is left to the ground crews, but pilots might find themselves helping out from time to time. If the PCs are the ground crew, they need to keep the planes flying (procuring spare parts) or maybe even find themselves defending their base if they are in a forward area.

Flying Tigers

The characters are Army Air Corps pilots based in the CBI Theater. The Flying Tigers later became the 5th Air Force, but

their pilots were flying against the Japanese even before the U.S. entered the war! PCs who are Flying Tigers can have many adventures trying to secure supplies or equipment, and trying to stay one step ahead of the Japanese. Downed pilots can have many adventures trying to make it home through enemy territory. Late war campaigns in the CBI Theater find these squadrons more properly supported.

The Opposition

Below are the basic statistics for typical Japanese military personnel, followed by generic stats suitable for any sort of rain forest dwelling native.

The levels and abilities of the Japanese troops can be adjusted to match the troops they represent. Green troops are 1st level. Troops that have "seen the elephant" (been in combat) are 2nd to 3rd level. Veterans are 4th to 5th level. Only Elite troops may be over 5th level.

Japanese soldiers of almost every rank are thoroughly indoctrinated and almost all have a fanatical devotion to the Emperor. Even those that aren't so fanatic fake it just to get along. By and large, Japanese troops do not surrender, and fight to the death or commit suicide (often by setting off a hand grenade held against their bellies) when trapped.

When Japanese troops fail a Will save in combat it usually means they simply charge headlong at their opponents. If they are being overrun or otherwise hard pressed, a failed Will save means they kill themselves.

Japanese Army Officer

Japanese Army officers are often dedicated patriots who are more than able to sing the praises of the Emperor and the superior Japanese spirit. Most ranks, from junior to senior officers, are not very tactically flexible, and tend to operate at their best when under tight control or as part of a well developed plan. When forced to make decisions on their own, the result is often a straight-ahead charge.

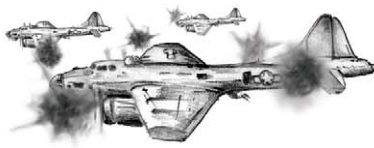
Japanese Army Officer: CR 1: Medium-size

Human; Class: Ofr I; hp 8; Init +1; Spd 10 yds; AC 12 (+1 Dex, +1 Armor); Atk Nambu +2; AL LN; SV Fort +0 Ref +1 Will+3; Str 11, Dex 12, Con 11, Int 12, Wis 12, Cha 12

Skills and Feats: First Aid +4, Leadership +5, Move Silently +4, Intimidate +5, Spot +5; Automatic Weapons Proficiency, Command voice, Firearms Proficiency, Rank: Chu-i, Simple Weapons Proficiency



A Mavis is forced to make an emergency landing.



Special Qualities:

Devotion: Officers are responsible for the veneration of the Emperor in their units. This dedication gives them a +4 bonus to Will saves taken while in combat.

Possessions: Nambu Model 14, 4 magazines, helmet, uniform, 4 Model 96 hand grenades

Japanese Army Officer, Veteran

Near the end of the war, there aren't many veteran officers left. Those that remain, especially those that have achieved high rank, still hold their unshakeable devotion to the Emperor, and are likely to be detached from the suffering of the frontline soldiers. More junior veteran officers, or those with a lot of frontline experience, are more realistic about their prospects, but surrender is still not a preferable option for them. They simply appreciate the value of selling their lives as dearly as possible rather than wasting them in a futile banzai charge (which they may resort to anyway if despair gets the better of them).

Japanese Army Officer, Veteran: CR 4: Medium-size Human; Class: Ofr 4; hp 22; Init +1; Spd 10 yds; AC 12 (+1 Dex, +1 Armor); Atk Nambu +5 Katana +4; AL LN; SV Fort +1 Ref +2 Will+5; Str 11, Dex 13, Con 11, Int 12, Wis 12, Cha 12

Skills and Feats: First Aid +5, Leadership +8, Move Silently +5, Intimidate +8, Spot +8; Automatic Weapons Proficiency, Command voice, Firearms Proficiency, Martial Weapons Proficiency, Point Blank Shot, Rank: Chu-i, Simple Weapons Proficiency

Special Qualities:

Devotion: Officers are responsible for the veneration of the Emperor in their units. This dedication gives them a +4 bonus to Will saves taken while in combat.

Possessions: Nambu Model 14, 4 magazines, katana, helmet, uniform, 2 Model 96 hand grenades

Japanese Soldier

Japanese soldiers are indoctrinated into the cult of the Emperor in their brutal training. They are very disciplined and generally well trained, but lack individual initiative. Most are simpleminded peasants and require the attention of a sergeant or an officer to get them going. In the view of the high command, their only purpose is to give their lives for the Emperor.

Japanese Soldier: CR 1: Medium-size Human; Class: Grt 1; hp 10; Init +1; Spd 10 yds; AC 12 (+1 Dex, +1 Armor); Atk Arisaka Model 38 +3; AL LN; SV Fort +2 Ref +1 Will+0; Str 11, Dex 12, Con 11, Int 10, Wis 11, Cha 10

Skills and Feats: Artillery +2, Heal +2, Hide +3, Move Silently +4, Search +2, Spot +3, Swim +2; Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank: It-tohei, Simple Weapons Proficiency, Weapon Focus: Arisaka Model 38

Special Qualities:

Devotion: The average Japanese soldier is fanatically devoted to the Emperor. This dedication gives a +4 bonus to Will saves taken while in combat.

Possessions: Arisaka Model 38, 60 rounds of 6.5mm ammo, helmet, bayonet, uniform, 4 Model 96 hand grenades

Japanese Soldier, Veteran

Like veteran officers, there aren't too many veterans left in the Japanese Army towards the end of the war. Those that are left tend to either have become disillusioned with the war, fighting for nothing more immediate than personal survival or the survival of their compatriots, or they are still devoted Imperial servants (perhaps even more so).

Japanese Soldier, Veteran: CR 4: Medium-size Human; Class: Grt 4; hp 27; Init +1; Spd 10 yds; AC 12 (+1 Dex, +1 Armor); Atk Arisaka Model 38 +6; AL LN; SV Fort +5 Ref +2 Will +1; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 10

Skills and Feats: Artillery +4, Driving +2, Heal +2, Hide +6, Move Silently +7, Search +3, Spot +5, Swim +3; Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rapid Shot, Rank: Nit-tohei, Simple Weapons Proficiency, Weapon Focus: Arisaka Model 38, Weapon Specialization: Arisaka Model 38, Wheeled Vehicle Proficiency

Special Qualities:

Devotion: Veteran soldiers have seen it all but are still fanatically devoted to the Emperor, if not simply resigned to their fate. This dedication gives a +4 bonus to Will saves taken while in combat.

Possessions: Arisaka Model 38, 60 rounds of 6.5mm ammo, helmet, uniform, 4 Model 96 hand grenades

Japanese Army Sniper

Japanese snipers took a frightful toll on lives and the morale of the Allied armies they targeted. In the dense jungles



Chapter 5



of the Pacific, snipers were often totally unseen. Japanese snipers frequently hid in trees, lashing themselves to the branches to await their enemy. Often, Japanese snipers were left behind by their units to delay the advancing enemy; so sniping assignments were as good as a death sentence for the sniper.

Japanese Sniper: CR 1: Medium-size Human; Class: Sct5/Snp 1; hp 37; Init +3; Spd 10 yds; AC 14 (+3 Dex, +1 Armor); Atk Arisaka Model 99 +10/+5; AL LN; SV Fort +7 Ref +4 Will +2; Str 11, Dex 17, Con 12, Int 12, Wis 13, Cha 10.

Skills & Feats: Climb +6, Concentration +5, First Aid +7, Hide +11, Move Silently +11, Search +7, Spot +7; Dead Eye, Far Shot, Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Track, Weapon Focus: Arisaka Model 99, Weapon Specialty: Arisaka Model 99

Special Qualities:

Devotion: Japanese snipers are fanatically devoted to the Emperor. This dedication gives a +4 bonus to Will saves taken while in combat.

Crack Shot, Pathfinder, Sneak Attack +2d6, Uncanny Dodge

Possessions: Arisaka Model 99, 50 rounds of 7.7mm ammo, helmet, uniform, 2 Model 96 hand grenades

Tank Crewman

The Japanese Army is nowhere near being the mechanized force developed by the Germans and the Allies. Japanese armored units are mostly used in China, but some see limited action in the Pacific. Japanese tank crews are perhaps more technically inclined than their leg infantry counterparts, although there aren't many of them.

Tank Crewman: CR 1: medium-size Human; Class: Grt 1; hp 10; Init +1; Spd 10yds; AC 11 (+1 Dex); Atk Main gun or 7.7mm machinegun +2; AL LN; SV Fort +2 Ref +1 Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 11, Cha 10.

Skills & Feats: Driving +5, First Aid +2, Hide +2, Mechanic +4, Spot +5; Automatic Weapons Proficiency, Firearms Proficiency, Gunnery, Rank: It-tohei, Simple Weapons Proficiency, Wheeled Vehicle Proficiency, Tracked Vehicle Proficiency

Special Qualities:

Devotion: The average Japanese soldier is fanatically devoted to the Emperor. This dedication gives a +4 bonus to Will saves taken while in combat.

Possessions: Nambu Type 14, 2 magazines of ammo, uniform



Japanese tanks advance through Burma.





Tank Crewman, Veteran

Veteran Japanese tank crews are also rare towards the end of the war, especially as supply lines fail and the tanks they ride increasingly break down or are abandoned simply because of lack of fuel. On the Pacific Islands, veteran tank crews often see their mounts turned into little more than pillboxes, and end up fighting as infantry.

Tank Crewman, Veteran: CR 4: Medium-size Human; Class: Grt 4; hp 31; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk Main gun or 7.7mm machinegun +5; AL LN; SV Fort +5 Ref +2 Will +1; Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Skills & Feats: Driving +7, First Aid +4, Hide +3, Mechanic +7, Spot +8; Automatic Weapons Proficiency, Eye for Terrain, Firearms Proficiency, Gunnery, Mechanized Infantry, Rank: Nit-tohei, Simple Weapons Proficiency, Wheeled Vehicle Proficiency, Tracked Vehicle Proficiency

Special Qualities:

Devotion: Veteran soldiers have seen it all but are still fanatically devoted to the Emperor, if not simply resigned to their fate. This dedication gives a +4 bonus to Will saves taken while in combat.

Possessions: Nambu Type 14, 2 magazines of ammo, uniform

Japanese Pilot

Japanese pilots started the war as some of the best-trained pilots in the world. Their carrier pilots were the finest in any navy. As the war went on and losses mounted, the Japanese Army and Navy failed to keep up with the demand for pilots. The Japanese loss at Midway gutted their carrier air wings. By the end of the war, many new pilots were trained simply to get their plane into the air and keep it on course, as this was all that was required of the kamikaze. By 1944 - 45, most of the Japanese pilots encountered in the skies (if and when the Japanese could even get any planes in the air) were hardly a match for their American opponents.

Japanese Pilot: CR 1: Medium-size Human; Class: Plt 1; hp 8; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +3 Aircraft weapons; AL LN; SV Fort +0 Ref +3 Will +1; Str 11, Dex 13, Con 11, Int 12, Wis 12, Cha 12

Skills and Feats: Bluff +2, Driving +2, First Aid +2, Intimidate +1, Piloting +5, Search +4, Spot +4, Swim +2; Aircraft Proficiency: Single Engine Aircraft, Automatic Weapons Proficiency, Carrier Landing (Navy pilots only), Firearms

Proficiency, Gunnery, Rank: Sho-i, Simple Weapons Proficiency

Special Qualities:

Devotion: Japanese pilots revere the Emperor as much as any other Japanese soldier, sometimes even more. This dedication gives them a +4 bonus to Will saves taken while in combat. Japanese kamikaze pilots have a +8 to Will saves taken when they are flying their final, fatal mission.

Skills: Add +2 to the Piloting skill of Japanese pilots before 1943.

Possessions: Nambu Model 14, 2 magazines, flying helmet, uniform, flight suit.

Japanese Pilot, Veteran

Those Japanese pilots that survived the crucible of air combat became some of the highest scoring aces of the war. These veterans were sorely needed as instructors as well as on the front lines. Despite their skill, there were never enough of them to turn the tide of Allied airpower. Although there are not many veteran Japanese pilots, they are deadly opponents who know how to get the most out of their aircraft and are easily a match for the best Allied pilots.

Japanese Pilot, Veteran: CR 4: Medium-size Human; Class: Plt 4; hp 22; Init +2; Spd 10 yds; AC 12 (+2 Dex); Atk +14 Aircraft weapons; AL LN; SV Fort +1 Ref +6 Will +2; Str 11, Dex 14, Con 11, Int 12, Wis 13, Cha 12

Skills and Feats: Bluff +5, Driving +2, First Aid +2, Intimidate +2, Piloting +9, Search +5, Spot +5, Swim +2; Aircraft Proficiency: Single Engine Aircraft, Automatic Weapons Proficiency, Carrier Landing (Navy pilots only), Eagle Eyed, Firearms Proficiency, Gunnery, Rank: Tai-i, Simple Weapons Proficiency, Snap Shot, Weapon Focus: 20mm cannon

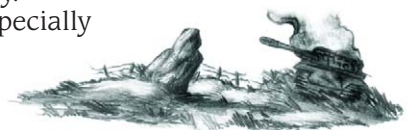
Special Qualities:

Devotion: Japanese pilots revere the Emperor as much as any other Japanese soldier, sometimes even more. This dedication gives them a +4 bonus to Will saves taken while in combat. Veteran Japanese pilots are not likely to end up on kamikaze missions however.

Possessions: Nambu Model 14, 2 magazines, flying helmet, uniform, flight suit.

Japanese Sailor

Japanese sailors were generally well trained and disciplined. Throughout the war, Japanese sailors proved their mettle as they battled the American Navy. Japanese destroyer crews were especially





The Bunker Hill burns after taking a direct hit.

feared as they trained hard for night engagements, at which they excelled. Even as fortune turned against Japan, her sailors fought on to the bitter end. Like most Japanese enlisted personnel, sailors are unquestioningly obedient to their superiors.

Japanese Sailor: CR 1: Medium-size Human; Class: Slr 1; hp 8; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +1; AL LN; SV Fort +0 Ref +2 Will+0; Str 10, Dex 12, Con 11, Int 11, Wis 11, Cha 10

Skills and Feats: Artillery +2, Concentration +1, First Aid +2, Mechanic +3, Search +3, Spot +3, Swim +1, Torpedo +3, Use Rope +2; Firearms Proficiency, Naval Gunnery, Rank: Nit-to Suihei, Sea Legs, Simple Weapons Proficiency

Special Qualities:

Devotion: Although Japanese sailors cannot show their fanaticism for the Emperor with a banzai charge like their Army brethren, they are just as devoted to their duty. This dedication gives them a +4 bonus to Will saves taken while in combat.

Possessions: Uniform, tools necessary for their jobs.

Japanese Sailor, Veteran

The Japanese sailors who crewed the ships that fought against the U.S. Navy in the first two years of the war were highly trained and skilled. The Japanese drilled hard for night engagements and had even selected sailors whose night vision proved to be better at spotting enemy ships than radar! Near the end of the war, veteran crews were as rare as veterans in any other branch of the Japanese military.

Japanese Sailor, Veteran: CR 4: Medium-size Human; Class: Slr 4; hp 22; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +3; AL LN; SV Fort +1 Ref +4 Will+1; Str 10, Dex 12, Con 11, Int 11, Wis 11, Cha 10

Skills and Feats: Artillery +5, Boat & Ship Piloting +4, Concentration +2, First Aid +2, Mechanic +6, Search +6, Spot +5, Swim +1, Torpedo +6, Use Rope +2; Firearms Proficiency, Naval Gunnery, Rank: Nit-to Suihei, Sea Legs, Simple Weapons Proficiency





Special Qualities:

Devotion: Although Japanese sailors cannot show their fanaticism for the Emperor with a banzai charge like their Army brethren, they are just as devoted to their duty. This dedication gives them a +4 bonus to Will saves taken while in combat.

Possessions: Uniform, tools necessary for their jobs.

Japanese Naval Officer

Japanese naval officers were the most professional members of the Japanese military, although their Imperial Army counterparts wielded more control over the policies of the nation itself. Many of the higher-ranking Japanese officers, including Admiral Yamamoto had been educated in foreign countries. Rather than broadening their horizons, the experience seemed to make them even more determined to fight for the Japanese Empire.

Japanese Naval Officer: CR 1: Medium-size Human; Class: NOfr 1; hp 5; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +1; AL LN; SV Fort +0 Ref +1 Will +2; Str 10, Dex 12, Con 11, Int 12, Wis 11, Cha 12

Skills and Feats: Artillery +3, Boat & Ship Piloting +4, Concentration +2, Diplomacy +3, Leadership +3, Navigation +2, Sense Motive +2, Swim +2, Torpedo +3; Firearms Proficiency, Naval Tactician, Rank: Sho-i, Sea Legs, Simple Weapons Proficiency

Special Qualities:

Devotion: The thorough and brutal training and indoctrination of Japanese naval officers make them perfect servants of the Emperor. This dedication gives them a +4 bonus to Will saves taken while in combat.

Possessions: Uniform, tools necessary for their jobs.

Japanese Naval Officer, Veteran

Veteran Japanese naval officers and their dedication to the Emperor were the glue that held the Imperial Japanese Navy together as the tide of war turned against Japan. The increasing desperation of the Japanese Empire and the deterioration of her once proud Navy grated hard on the nerves of veteran officers.

Even with defeat staring them full in the face, Japanese naval officers still hold on to their fantasies of Japanese military glory. In the end, their fanaticism leads the Imperial Japanese Navy to near total destruction.

Japanese Naval Officer, Veteran: CR 4: Medium-size Human; Class: NOfr 4; hp 22; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +4; AL LN; SV Fort +1 Ref +2 Will +4; Str 10, Dex 12, Con 11, Int 12, Wis 11, Cha 12

Skills and Feats: Artillery +6, Boat & Ship Piloting +6, Concentration +2, Diplomacy +3, Leadership +6, Navigation +5, Sense Motive +2, Swim +2, Torpedo +6; Command Voice, Firearms Proficiency, Naval Tactician, Rank: Tai-i, Sea Legs, Simple Weapons Proficiency

Special Qualities:

Devotion: The thorough and brutal training and indoctrination of Japanese naval officers make them perfect servants of the Emperor. This dedication gives them a +4 bonus to Will saves taken while in combat.

Technical Specialization: Technical Specialization adds +2 to all die rolls involving skills or feats that are basic to that naval officer's Specialization.

Possessions: Uniform, tools necessary for their jobs.



General Hyukatake, commander of the Japanese garrison on Guadalcanal.





Weird War in the PTO

The war in the Pacific is bad enough all by itself. It is made even worse by the supernatural horrors unleashed by so much death and suffering. The weird phenomena that have been studied and harnessed by the Nazis and the OSI were present even before 1940 and the U.S. entry into the war in 1941. After the Japanese Rape of Nanking in 1937, agents of the Sons of Solomon followed up on reports of “walking dead” made by a German missionary. Although inconclusive at the time, further sightings and incidents within China were investigated and confirmed.

Supernatural incidents in the Pacific are often isolated, witnessed only by a few poor souls who often do not survive the encounter. Among the special operations personnel fighting with local resistance fighters, there are stories of strange creatures and cults of primitive hill tribes worshipping alien gods at altars deep in the jungle. Stories originating from these sources are often dismissed as merely drunken bar tales, but sometimes there may be enough truth to them to warrant an OSI investigation.

There have been enough incidents for the stories to get around however, even though they are usually lost among the usual blizzard of scuttlebutt that goes hand-in-hand with any military unit.

The battlefields are locus points of this dark energy, and the intensity of the violence and hatred with which the combatants fought is sometimes enough to bring the fallen back to wreak havoc upon former friends and foes alike. In other cases, the sheer scale of death and suffering can allow otherworldly entities to pass into ours. The mass suicides of Japanese civilians on Saipan, and of Japanese soldiers in other places may also create such a rift.

Nanking

The first known instance of supernatural activity occurred during the Rape of Nanking by victorious Japanese forces in 1937. After fierce and bitter fighting, the city fell to the Japanese and their commander allowed the troops to sack the city. In the massacre that followed, around 300,000 Chinese were murdered. Thousands of women and girls were raped. The Japanese soldiers seemed to be totally out of control; Chinese

civilians were used for bayonet practice or to test the blades of officers' swords. Children and babies were callously brutalized and killed.

Foreign expatriates in Nanking at the time documented accounts of inhuman brutality by the Japanese Army. Protests from foreign missions and embassies to the Japanese government were arrogantly ignored. No effort was made on the part of Japanese commanders to halt the atrocities being committed by their troops. At Nanking, the Japanese Army can be said to have gone collectively insane.

In the midst of this hellish orgy of destruction and the anguished screams of a tortured city, a threshold was reached and *something* crossed into this world from a reality beyond our perception.

At a small village near Nanking, troops from Unit 731 used poison gas to execute a number of Chinese prisoners. That evening, the Japanese encampment near the village was attacked by what survivors described as “ghosts”. When the high command got wind of this, Unit 731 was called in to investigate. Officially, the attack was blamed on Communist resistance fighters, and the populations of three surrounding villages were massacred in reprisal.

Unofficially, Unit 731 moved in, questioned, and then executed, the two survivors, and then managed to capture several of the “ghosts” which they found to be supernaturally animated corpses of some of the dead Chinese prisoners.

Colonel Ishii kept a tight lid on the discovery, erasing all traces of it from official IJA records. Research was then conducted on the captured specimens over the next few years, yielding startling and hideous discoveries.

Major Incidents

Several other mass sightings of an otherworldly nature have occurred during the course of the war. It is a credit to the activities of the OSI that anyone who speaks of these incidents is laughed off as a fool. Those who were actually there may know better, but no one believes them—until it happens to them.

The OSI has assigned case numbers and code names to the files on the following incidents. War Masters may adapt these events to suit their campaigns. For example, the sighting below describes “invincible Japanese soldiers”. These could either be “run-of-the-mill” zombies, or Kuromaku created *shironingyo*.





Secrets

Case File 871A:

Code Name "Capstan"

During the Japanese advance down the Malay Peninsula at the beginning of the war, British troops reported incidences of night attacks by "invincible Japanese soldiers who wouldn't go down even when hit by machinegun fire". The reports were attributed to the shock and fatigue of the retreat to Singapore, and eyewitnesses later died in battle.

Case File 004S:

Code Name "Anchor"

On August 24th, 1942, during the Guadalcanal campaign, Japanese torpedo planes from the Shokaku and Zuikaku attacked the carrier Enterprise. Three torpedoes slammed home and a fourth was inbound when a destroyer steamed in between the onrushing torpedo and the stricken Enterprise. The torpedo struck the destroyer and she went down. Witnesses swore the destroyer was the St. Thomas, which had actually been sunk in battle the day before.

Case File 6321:

Code Name "Treetop"

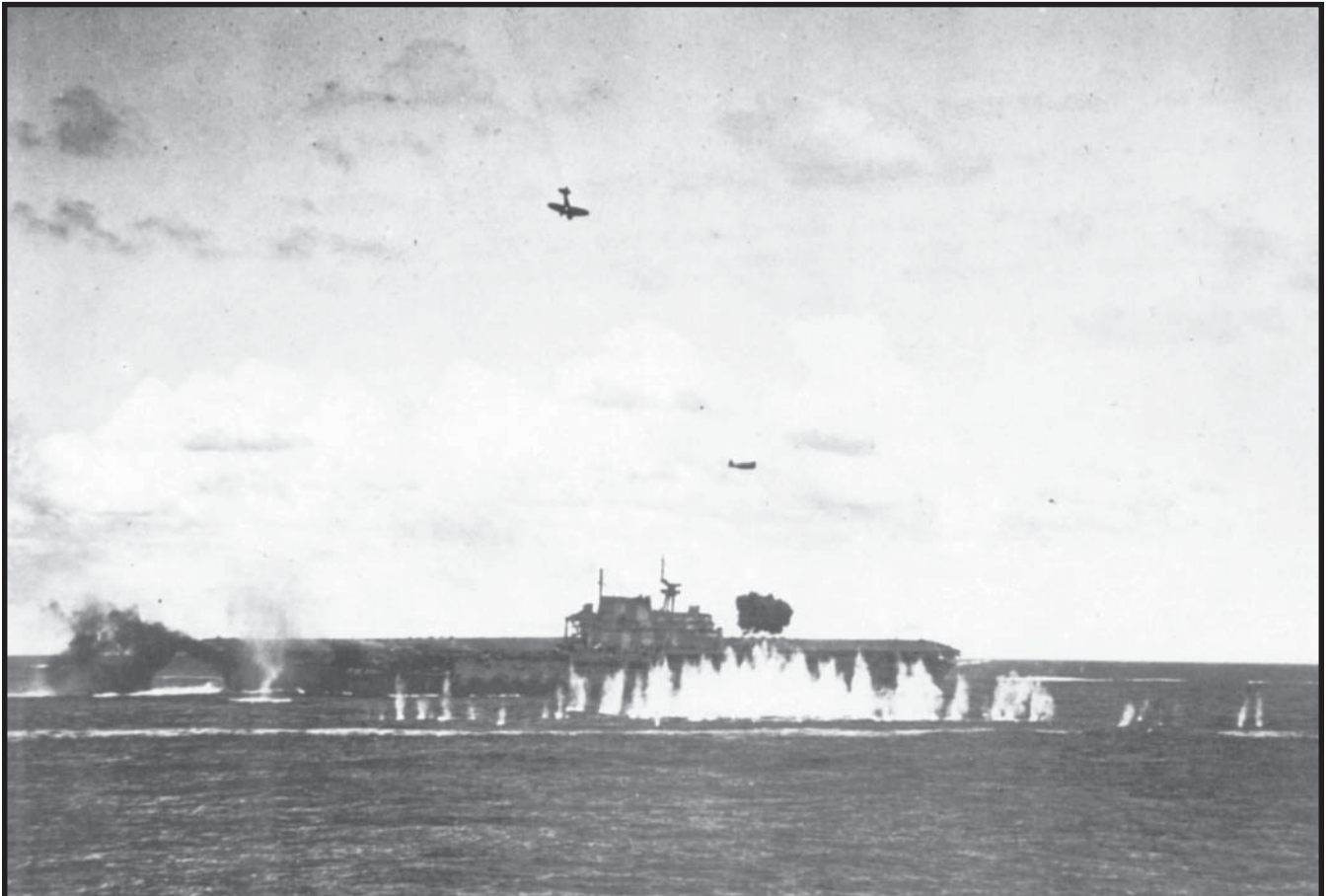
Australian soldiers fighting in New Guinea on the Kokoda Trail often encountered evidence of cannibalism among the natives. Occasionally, Japanese jungle encampments were found destroyed by what seemed to be some kind of very large animal.

Other OSI investigations into such jungle sightings found evidence of creatures known to the natives as the "kilyakai". All further reports were suppressed.

Case File 1775:

Code Name "Tripoli"

One of the most widespread rumors whispered among American troops, particularly the Marines, is of "The Sarge." The Sarge is reportedly a ghostly figure that appeared during the Guadalcanal campaign (or Tarawa, take your pick), and helped the embattled Marines fight off an overwhelming Banzai charge.



The Hornet comes under attack during the Battle of Santa Cruz.





The OSI in the Pacific

Once the OSI was formed and the scale of the Nazi occult program realized, most of their efforts went into combating the threat in Europe.

The OSI kept an eye on supernatural incidents in the Pacific theater as well, right from the beginning of the war. However, to their knowledge, in 1941 the Japanese had no organized program to research and exploit the upsurge in dark energy like the Nazis. The Japanese actually *did* have such a program although not as well organized as the Nazis'. The existence of the Japanese efforts does not become generally known to the OSI until late 1943. Until then, OSI efforts and resources are drained by the need to vigorously confront Hitler's occult program. The OSI deems it only necessary to keep a lid on knowledge of the supernatural in the Pacific. Once the existence of the Japanese occult efforts become known, the OSI ramps up its Pacific operations.

From an office at Pearl Harbor, the OSI reviews reams of after action reports, looking for any signs of supernatural activity. Should they come across anything unusual, it is investigated. If evidence of supernatural activity is uncovered, records may be altered or destroyed, or conveniently "lost." Personnel involved in these incidents are dealt with much in the same way as in Europe - quietly if possible or with harsher measures if necessary. In some cases there have been mass sightings where disposal of all of the interested parties would be "inconvenient". In such cases, records are altered as much as necessary, key personnel are interviewed and transferred (or discredited).

The OSI keeps its Pacific operations even more secret than in those in Europe. Not only do they have security concerns to think about, General MacArthur has an intense dislike for "special operations" units and does everything he can to keep them out of his theater of command. MacArthur feels this way about "normal" commando, or special units operating behind the lines. Were he to get wind of the OSI's activities, there would be hell to pay for sure.



An OSI agent investigates the wreckage of an alleged "ghost plane."





Often, non-OSI personnel get sent to do the “dirty work” of an OSI mission by an OSI officer pulling strings behind the scenes. Personnel on missions such as these are often not expected to come back alive and are dealt with accordingly if they do. A few become OSI officers themselves.

Unit 731

Unit 731 was both a real life unit and the cover for Japanese supernatural research in *Weird Wars*.

Forbidden Research

The following background on Unit 731 is true. Unit 731 was a special medical research unit, formed in 1936 by a Japanese Army doctor named Ishii. Unit 731 operated mostly in China during the war.

Unit 731 conducted research into chemical and biological weapons. Their test subjects were Chinese and Allied prisoners and their experiments are at least as horrific as those conducted by the Nazi's Dr. Mengele. The Japanese doctors in Unit 731 referred to their test subjects as *maruta* or “wooden logs” implying that the people they operated on were little more than resources to be used and discarded. Unit 731 murdered thousands of Chinese, Russian, and other Allied prisoners, including Americans.

Victims were operated on or vivisectioned without anesthetics, or exposed to diseases like bubonic plague, anthrax, or deadly chemicals. Some were placed in pressure chambers to study the effects of high altitudes; others had body parts frozen to study the effects of frostbite. Even babies were not safe from the hellish intentions of Unit 731's doctors.

At the end of the war, Colonel Ishii ordered the Unit 731 headquarters at Harbin, China destroyed and the remaining prisoners killed to cover up their activities. Once the war ended, many of the Japanese doctors and officers involved in Unit 731 escaped trial for the war crimes which they were so clearly guilty of, because the U.S. government decided that the research data gathered by Unit 731 on germ warfare was vital to national security, was to be kept Top Secret, and out of Soviet hands. In exchange for immunity from prosecution, Colonel Ishii and his subordinates provided information to the U.S. government. Although several of the Unit 731 personnel were tried and convicted for war crimes against humanity (some even went mad) Colonel Ishii went free.

The Kuromaku

The real history of Unit 731 is horrific all by itself. Here we take a detour off the historical record, and delve into some *Weird Wars* history.

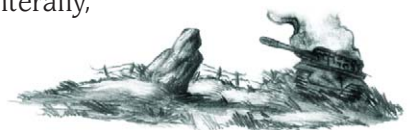
Unknown to the OSI at the start of the war, the Japanese do in fact have a research unit involved in the study of the supernatural and the occult. However, even the Japanese high command do not know they have this unit; it is an illegal operation run by Colonel Ishii and covertly sponsored by the commander of the Japanese Kwangtung Army in China.

A small group within Unit 731, known as the *Kuromaku* (Black Curtain) is working on ways of harnessing the dark energies released by the war. Their primary success has been with chemically reanimating the dead (with a bit of supernatural help) and a chemical compound that imbues test subjects with extraordinary strength and stamina (even if it drives them mad). These hideous creations are known simply as *shironingyo* (white dolls), a simple euphemism that belies their horrible nature.

So far, the Kuromaku has used this formula only on the bodies of dead enemies (or animals in some cases), and has not gone so far as to try to reanimate the bodies of dead Japanese troops. As the war situation worsens for the Japanese, the possibility of using the bodies of their own troops is considered.

Along with the “usual” array of chemical weapons (mustard gas, VX, sarin, Zyklon-B) produced by Unit 731, the Kuromaku has developed powerful, hard to detect chemicals that can cause mass hallucinations, fear, or whip their own troops into a berserk frenzy (as if they weren't fanatic enough already). Generally, these agents are used only in China, but when things start getting desperate in the Pacific, they are less reluctant to use them.

Another area of forbidden research the Kuromaku have delved into is that of connecting human brains to machines. Normally this would be impossible were it not for the existence of occult powers that allow the Kuromaku researchers to keep their test subjects' brains alive for the procedure. The victims have their brains and spinal columns removed while still alive, and placed in special containers filled with preservative chemicals and inscribed with arcane symbols. These “braincases” (known as *hako-iri*, literally,



Chapter 5



"In a box.") are then wired into vehicles. By 1940 they were able to control tanks with some success, and by 1941, they were able to wire brains into midget submarines (though with more limited success). Research continued throughout the war and the Kuromaku, hoping to provide a cheap and fast way to provide replacement pilots to the Japanese air corps, successfully installed a braincase in an aircraft in 1943.

The OSI has also discovered that the Kuromaku may be attempting to install these braincases inside man-shaped metal frames (corpses just come apart too easily after all). Fragmented reports of "metal men" on the battlefields naturally draw the attention of the OSI immediately.

Getting other Japanese officers to go along with these horrendous experiments is another matter. Although most Japanese officers are arrogant and disdainful of

their Allied enemies, the experiments and proposals of the Kuromaku go far beyond the Japanese code of honor. In late 1943, the commanders of Imperial Japanese Army and Navy Air Corps rejected a secret Kuromaku proposal to use the *hako-iri* to make up for pilot losses. The Kuromaku's hideous project offended the air commanders' sense of honor and nearly resulted in exposure of the Kuromaku activities.

The Army Air Corps commander later died in an accident and the Naval Air Corps commander died from a mysterious disease. The Kuromaku did not approach the Imperial military Air Corps again. Even so, when the war is nearing its end and the Japanese are hard pressed on all fronts, the Kuromaku and their braincase-equipped tanks and planes may find some reluctant and begrudging acceptance among individual field commanders (often as kamikaze).

Shinto, the religion that the Japanese government follows, has many taboos concerning death (death is a spiritual pollutant) and many members of the officer corps follow its teachings. Should the illegal and immoral activities of the Kuromaku come to the knowledge of those not involved with them, it could cause a great deal of turmoil within the Japanese high command, even mutiny.

The Kuromaku and the Occult

The Kuromaku have successfully experimented with the harnessing of occult power, based on their own occult knowledge known as Onmyodo, and a breakthrough discovery. After Nanking, the Kuromaku set out all over China looking for anything that could give them more insight into what happened. In a mountain monastery in southern China, they found what they were looking for.



Marines laying a phone wire flee some of the Kuromaku's latest creations.





Dealing with the monks protecting the monastery proved difficult. After the first assault failed, the Kuromaku shelled the compound with poison gas. Inside the monastery, the Kuromaku found what they were after, a set of scrolls known as the Books of Shan. These books were codenamed White Crane by the Kuromaku, and unlocked a great many forbidden secrets. The most potent magic gained from the Books of Shan, were the mystic formulae required to trap, bind, and control the souls of the dead. The books also helped the Kuromaku to train their onmyoji, providing key information their own sources lacked.

There is no sharing of occult information between Nazi Germany and Imperial Japan. While the two countries may be allies, the Nazi's are not about to share their occult secrets with anyone. The OSI is not certain of this, and is very concerned about any potential exchange of information. Should the Nazis start actively sharing their occult knowledge with the Japanese, the OSI will go to any lengths to stop it (which usually means the heroes' heads on the chopping block).

Onmyoji

The Kuromaku has only just over a dozen personnel, known as *onmyoji*, capable of using magic. Their occult program is designed to support their medical experimentation, and biological and chemical weapons research, rather than for use on the battlefield. Onmyoji focus heavily on necromantic magic.

Despite being noncombatants, these Kuromaku mages are quite powerful, as they devote most of their time solely to magical research, and practice upon unfortunate prisoners. But they can and will fight if they have to, should the PCs run into one (and woe to them if they do). They have quite a few nasty tricks up their sleeves. They may be encountered during a Kuromaku field operation, or when they are the target of an OSI mission. Naturally, the OSI puts a high priority on tracking down and eliminating the onmyoji.

Onmyoji are identical to the adept in class and special abilities. The onmyoji is an NPC class only and not open to player characters.

Onmyoji: CR 12: Medium-size Human; Class: Ofr 6/Adt 6; HD 6d8+6d6 (48hp); Init +1 (Dex); Spd 10 yds; AC 11 (+1 Dex); Atk pistol +1/+6 (+1 Dex); AL LE; SV Fort +4 Ref +4 Will+14; Str 11, Dex 12, Con 11, Int 16+3, Wis 18 +4, Cha 15 +2

Skills and Feats: Bluff +11, Concentration +11, Diplomacy +4, Heal +12, Hide +6, Intimidate +11, Leadership +6, Move Silently +6, Knowledge (Arcana) +15, Profession (Doctor) +12, Rank: Shosa, Search +4, Spellcraft +15, Spot +6, Swim +6, Use Magic Device +15; Command Voice, Enlarge Spell, Extend Spell, Firearms Proficiency, Heighten Spell, Simple Weapons Proficiency, Weapon Focus: Nambu Model 14

Special Qualities:

Spells: The onmyoji may cast spells from the Onmyoji spell list. Onmyoji use a combination of spell books, derived from the Books of Shan, and their own native sources, as well as prayer, giving them access to any of the spells on the list for a particular level. Like adepts, they use their Spellcraft skill to cast spells. They suffer 3 points of fatigue damage per level of spell cast.

Possessions: Nambu model 14, 2 spare magazines, uniform.

Onmyoji Spell List

0-Level: Detect Poison, Daze, Flare, Ghost Sound, Disrupt Undead, Mage Hand, Mending, Arcane mark, Detect Magic, Read Magic

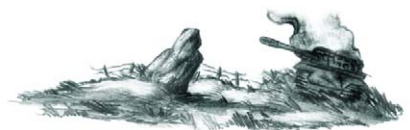
1st-Level: Alarm, Cause Fear, Change Self, Charm Person, Chill Touch, Comprehend Languages, Cure Light Wounds, Detect Undead, Entropic Shield, Erase, Expeditious Retreat, Inflict Light Wounds, Obscuring Mist, Protection from Evil, Sleep, Spider Climb, Unseen Servant, Ventriloquism

2nd-Level: Arcane Lock, Blindness/Deafness, Blur, Cure Moderate Wounds, Darkness, Darkvision, Delay Poison, Detect Thoughts, Ghoul Touch, Hold Person, Hypnotic Pattern, Inflict Moderate Wounds, Invisibility, Protection from Arrows, Scare, Summon Swarm

3rd-Level: Animate Dead, Blink, Contagion, Cure Serious Wounds, Dispel Magic, Displacement, Gentle Repose, Halt Undead, Inflict Serious Wounds, Magic Circle Against Evil, Major Image, Remove Disease, Speak with Dead, Stinking Cloud, Suggestion, Tongues, Vampiric Touch

4th-Level: Bestow Curse, Confusion, Cure Critical Wounds, Divination, Evard's Black Tentacles, Hallucinatory Terrain, Inflict Critical Wounds, Neutralize Poison, Phantasmal Killer, Poison, Raise Dead, Shout

5th-Level: Cloudkill, Control Undead, Create Undead, Dominate Person, Lesser Planar Binding, Magic Jar, Mass Suggestion, Sending





Using the Kuromaku in Your Campaign

While Unit 731 confined its activities mostly to China, War Masters can use the Kuromaku as a more mobile threat to the PCs. A Kuromaku *butai* (unit) can show up in an area to conduct experiments or collect certain specific types of “test subjects.” Whenever the OSI gets wind of a Kuromaku operation, they go all out to track it down and eliminate it (or perhaps capture prisoners or even examples of the Kuromaku’s handiwork). The OSI would very much like to wipe out all of the Kuromaku onmyoji (or perhaps capture one to interrogate before they execute him) and destroy the Books of Shan.

A Kuromaku field team usually consists of a squad or two of veteran soldiers, or occasionally a platoon if there is a large operation going on. The unit is led by a veteran officer and is usually accompanied by a Kuromaku doctor (or in some cases an onmyoji) in charge of conducting whatever experiments they have planned. Kuromaku field operations are always secret and even the commanders of regular units the Kuromaku may be with often don’t know what is going on. Naturally, Kuromaku personnel never allow themselves to be captured alive.

If the activities of the Kuromaku are going to feature in your campaign, you probably shouldn’t have them popping up everywhere the PCs go. The first time the PCs run into the Kuromaku, they shouldn’t even be aware they exist. After their first encounter, the most they should know is that the Japanese were somehow behind it. Naturally, captured Japanese troops (if any even *can* be captured) don’t know anything even if they can be persuaded to talk. In fact, unless the PCs become fully involved in the OSI, they should never know anything about the activities of the Kuromaku, much less Unit 731.

Kuromaku Special Chemical Weapons

Nerve and blood agents like mustard gas, sarin, and VX, are simply designed to kill. Banned by the Geneva Convention, even the Axis powers avoided their use during the war. However, this didn’t stop Unit 731 from using them on certain occasions in China. These deadly chemical weapons were never used against the western Allies however.

While they may not be able to actively use their more common chemical weapons on the Allies, the Kuromaku figure that whatever isn’t specifically banned is fair game, and have developed several new types of chemical weapons with the help of their occult research. Artillery shells or bombs can deliver these chemical agents, but the Kuromaku likes to disperse them on the battlefield using special aerosol sprayers they have developed. In the case of the chemical agent Hebi, the Kuromaku usually puts it in the rations of their own troops (nice guys aren’t they?)

Type 20 Chindoku

Type 20 is a nonpersistent (meaning it dissipates over time) odorless gas that causes disorientation and confusion. When characters come into contact with Type 20, they must make a Fortitude save (the WM should roll for the characters). If the save is failed, the PC afflicted is subject to *confusion* (like the spell). The effects of Type 20 last for about an hour, and when it wears off, those afflicted feel like they have a very bad hangover.

Type 96 Kayusako “Itching Powder”

Type 96 is a more powerful version of Type 20. It causes terrifying hallucinations and madness after prolonged exposure. Characters coming into contact with Type 96 must make a Fortitude save, and if failed, are subject to hallucinations drawn up from their deepest subconscious. Characters may see their arms and legs becoming ropy masses of tentacles, hordes of monsters pouring out of the trees, or their friends turning into demonic nightmares.

Those afflicted must take an immediate Will check. Passing the check means the character is frozen with terror and can do nothing but shriek and whimper for the next 2d6 minutes. If the check is failed, roll 1d10 on the following table.

Itching Powder

d10	Effect
1-3	The character goes berserk, attacking anyone within 15’.
4-8	The character flees in a random direction.
9	The character attempts to injure himself.
10	The character attempts to kill himself.



These effects last for 2d6 minutes or until the affected character is bound or other wise restrained.

Type 98 Hebi "Snake"

Hebi is occasionally used by the Kuromaku on Japanese troops, often without the knowledge of their superiors. Its effects may be temporarily "beneficial" from the twisted point of view of the Kuromaku, but it truly is a horrifying drug.

It is generally added to food, but can be dispersed as a gas from containers that look like smoke grenades. If Hebi is ingested, the character must make a Fortitude save. If failed, the character becomes violently ill before passing out and takes 1d4 damage. If passed, there are no immediate ill effects until that character is faced with combat. Until then, he may feel feverish, and becomes very short tempered.

Hebi causes those affected to go into a mad battle rage once battle begins. Soldiers on Hebi have no other thought than to get to grips with the enemy, and charge headlong at their foes making no use of tactics or cover. Hebi allows soldiers to ignore life-threatening wounds, and makes them immune to fear with no concern for their own personal safety.

Anyone on Hebi ignores Morale checks, and can fight on past 0 Hit Points. Naturally this means that someone on Hebi may be taking incredibly serious wounds. Characters with negative Hit Points may keep fighting until they reach -10 hp and then they immediately fall dead. Should Hebi influenced characters survive a combat with negative hp, they immediately fall unconscious and may be dying.

Once combat is over, any characters on Hebi who survive without going into negative Hit Points come off their chemical madness, and must make a Will check. Failure means the character goes temporarily insane, generally suffering a complete nervous breakdown.

Success on the check avoids the breakdown, but the character is permanently scarred. The Japanese doctors that invented Hebi called it that because once ingested, it alters the chemical structure of the victim's brain, coiling about the brain stem, making the victim susceptible to its effects even without another dose of the drug. The next time the character goes into combat, he must make another Will check to avoid having *the snake* take over and lead him to his death.

Project 44 - The Tetsujin

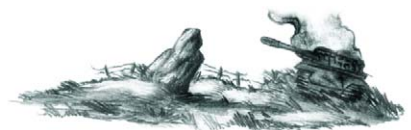
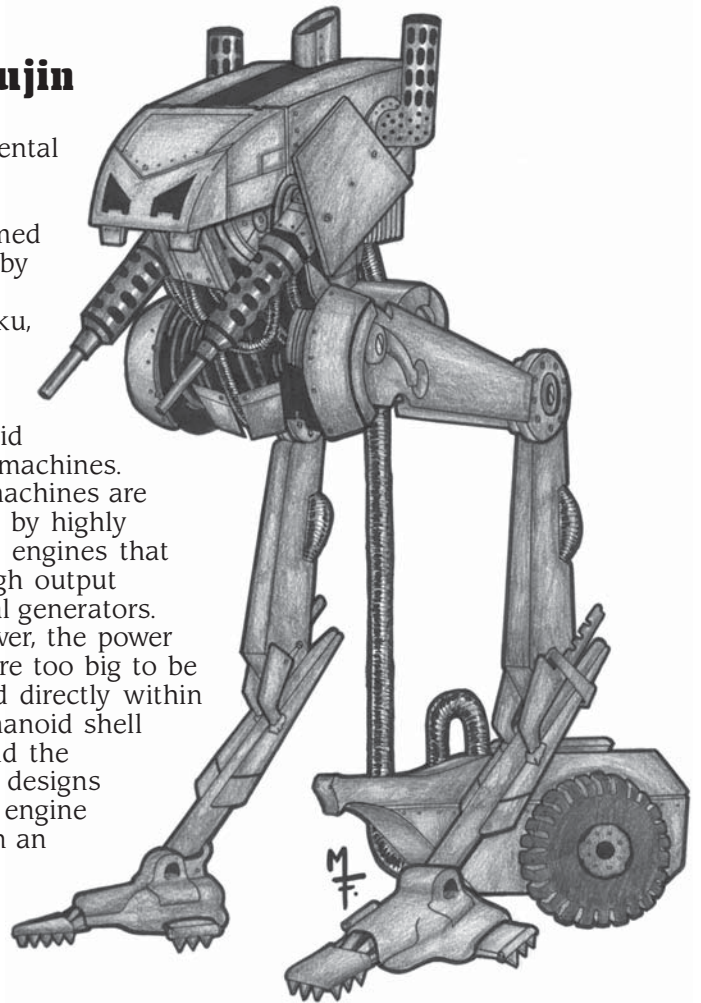
The experimental tetsujin project, codenamed Plan 44 by the Kuromaku, mounts hako-iri within humanoid shaped machines. These machines are powered by highly efficient engines that drive high output electrical generators.

However, the power plants are too big to be mounted directly within the humanoid shell itself and the existing designs pull the engine along on an armored trailer behind the tetsujin.

The drive linkage between the engine and the tetsujin is armored but it is still a weak point in the overall design.

The tetsujin are slow but very heavily armed and armored. They generally carry two 7.7mm machineguns in each "arm" and an autoloading 50mm mortar mounted on the "back". Tetsujin can also discharge an arc of electrical energy from its body at nearby targets, once every 10 rounds. This crackling arc has a maximum range of 30' and can strike up to 5 targets within that range for 5d6 points of damage each.

Armor Class: 12 (+2 Armor, -2 Size)
Damage Points: Body 45 **Engine trailer** 40
Drive Linkage 20 **Size:** Huge; **Cruising Speed:** 5mph; **Range:** 5 miles; **Weapons:** 7.7mm machinegun (left arm), 7.7mm machinegun (right arm), 50mm mortar (back) **Electric discharge;** **Ammo:** Machineguns (20 bursts), Mortar (15 rounds)
Armor—Body 20, **Engine Trailer:** 20, **Drive Linkage** 10





Heart of Darkness

Deep in the jungles of the South Pacific, primitive hill tribes have discovered that the monsters of their legends do in fact exist. Tribal shamans have found a new use for old protection rites. Some see the encroachment of the modern world as a threat and attempt to unleash these entities upon those who would disturb their seclusion.

Japanese and Allied troops occupying jungle outposts have occasionally incurred the wrath of these tribes, and the reports filtering up to the high command are swiftly suppressed. Allied forces have also encountered hill tribes assisted by supernatural forces and the OSI does its part to keep things quiet.

Weirdness emanating from the dark jungles of the South Pacific is not directed by any of the "civilized" powers. In this regard it is purely "wild." Encounters with the supernatural in these environments should be raw and unchecked, with an elemental quality to them; the jungle vines may come alive to trap and strangle; monstrous or even demonic versions of jungle predators stalk their victims; the native tribes conduct ancient rituals beneath the stars in clearings hacked out of the jungle.

Adventures dealing with this type of threat can involve hidden temples or lost valleys (perhaps even filled with dinosaurs!) if you want to go for a pulp action feel. If you prefer a less four-color type of horror, simply dealing with lost tribes of headhunting cannibals (cannibals who can call up forest spirits!) should provide the PCs with plenty of challenges.

Jungle Natives

Use the following statistics to represent any primitive jungle dwelling natives. Not all jungle natives are cannibals and headhunters. Indeed many tribes are perfectly peaceful. Most primitive tribes want to stay far away from, and have nothing to do with, people from more modern societies.

Jungle Native (Primitive): CR 1: Medium-size Human; Class: Warrior 1; HD 1d8 (5hp); Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk half spear or club +1 melee, short bow or blowgun +2 (+1 Dex) ranged; AL any; SV Fort +2 Ref +1 Will+0; Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10

Skills and Feats: Climb +1, Hide +4, Intimidate +2, Jump +1, Move Silently +4, Swim +1, Wilderness Lore +4; Simple Weapons Proficiency

Special Qualities:

Skills: At 1st level, jungle natives have Hide, Move Silently, and Wilderness Lore all at +3 (racial bonus).

Possessions: Equip jungle natives with one hand weapon and one ranged weapon from the following list: half spear, club, short bow, blowgun. The weapons of jungle natives are often tipped with poison which can vary in effect from simply putting victims to sleep to paralyzing them to a swift death.

Jungle Native Shaman

Jungle native shaman are identical to the adept in class and special abilities, but use a different spell list (given on the following page). The jungle native shaman is an NPC class only and not open to player characters.

Jungle Native Shaman (Primitive): CR 1: Medium-size Human; Class: Adept 1; HD 1d6 (4hp); Init +1 (Dex); Spd 10 yds; AC 11 (+1 Dex); Atk half spear or club +0 melee, short bow or blowgun +1 (Dex) ranged; AL any; SV Fort +0 Ref +1 Will+2; Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 11

Skills and Feats: Climb +2, Concentration +2, Hide +3, Move Silently +3, Spellcraft +2, Swim +2, Wilderness Lore +3; Simple Weapons Proficiency

Special Qualities:

Spells: A jungle native shaman may cast spells from the spell list below. The DC for a saving throw against a shaman's spell is 10 + spell level + Wisdom modifier.

Skills: At 1st level, jungle native shaman have Hide, Move Silently, and Wilderness Lore all at +3 (racial bonus).

Jungle Stride: At 2nd level, the shaman may move through natural thorns briars, overgrown areas, and similar terrain at his normal speed without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enhanced or magically manipulated to impede motion still affect the shaman

Trackless Step: At 3rd level, the shaman leaves no trail in natural surroundings and cannot be tracked.

Possessions: Equip jungle native shamans with one hand weapon or one ranged weapon from the following list: half spear, club, short bow, blowgun. The weapons of jungle natives are often tipped with poison which can vary in effect from simply putting victims to sleep to swift death.





Jungle Native Shaman Spell List

0-level: Cure Minor Wounds, Detect Poison, Guidance, Know Direction, Light, Purify Food and Drink, Resistance

1st-Level: Animal Friendship, Calm Animals, Cure Light Wounds, Detect Snares and Pits, Entangle, Invisibility to Animals, Obscuring Mist, Summon Monster I

2nd-Level: Barkskin, Charm Person or Animal, Delay Poison, Resist Elements, Soften Earth and Stone, Speak with Animals, Summon Swarm, Summon Monster II, Tree Shape

3rd-Level: Call Lightning, Contagion, Cure Moderate Wounds, Diminish Plants, Dominate Animal, Neutralize Poison, Plant Growth, Protection from Elements, Remove Disease, Speak with Plants, Spike Growth, Summon Monster III

4th-Level: Control Plants, Cure Serious Wounds, Flame Strike, Giant Vermin, Reincarnate, Repel Vermin, Scrying, Summon Monster IV

5th Level: Animal Growth, Atonement, Commune with Nature, Control Winds, Cure Critical Wounds, Hallow, Insect Plague, Summon Monster V, Tree Stride, Wall of Thorns

Adventure Seeds

Lastly, we have some adventure ideas for War Masters organized by the stages in which the war progressed.

Pre-War Period (before December 7, 1941)

Although the U.S. did not become involved in WW2 until December 7th, 1941, Asia was hardly a quiet place in the years before the war. Japan was fighting in China all the way back in 1931. There were many incidents involving the U.S. and other Western powers and the Japanese all the way up until 1941. Keeping such incidents from blowing up into a premature conflict can make for some challenging role-playing.

Adventures set in this period can be interesting contrasts, as American or British PCs struggle to maintain their little islands of normality as the situation worsens around them. Outside the foreign enclaves in cities like Shanghai, China is a land in chaos as the Nationalist, Communists, warlords, and the Japanese all struggle for control.



An OSI-adept rescues the bag containing his runes from the surf during a contested beach landing.



Chapter 5



Adventure Seed: The PCs are part of their nation's legation in Nanking in 1937. During the sacking of the city by the rampaging Japanese Army, the PCs must venture out into the city to find and rescue a Nationalist Chinese informer who has some important information on the activities of the secret Japanese Unit 731 and their heinous activities.

Adventure seed: The PCs are Marines in Shanghai in the chaotic days before the city falls to the Japanese. A call for help comes from an American missionary far out in the countryside and the PCs must cross through disputed territory (Nationalist, Communist, and Japanese) to help. The PCs may run into some of Unit 731's handiwork as they make their way through the countryside.

Adventure seed: PCs are pilots or crew with the "Flying Tigers" in Burma just after the start of the war. As the Japanese advance, there are reports of a crack Japanese fighter squadron operating in the area. Pilots who have engaged this enemy squadron have reported the enemy Zeros firing bolts of lightning at their planes. These Japanese pilots have won the favor of some Lightning Gods and the PCs must find a way to stop them before they help the Japanese completely break the Chinese army.

Rising Sun: The Early War Period (December 1941-June 1942)

The early war period is perfect for players who want to get their characters involved in the action as early as possible. Campaigns and adventures set in this period are ideal for players who enjoy fighting against overwhelming odds as the seemingly "unstoppable" Japanese war machine eats up territory.

American PCs are likely to find themselves in the Philippines or China. British, Australian and other Commonwealth and European PCs are likely to be in Southeast Asia or the Netherlands Indies (Indonesia).

Adventure seed: The PCs are with the U.S. Army in the Philippines when the Japanese invade. They participate in the desperate fighting and the defense of Corregidor. Before the U.S. surrender, the PCs are sent to capture or kill a German agent spotted helping the Japanese. This is an OSI mission targeted at nipping any German-Japanese supernatural cooperation in the bud.

Adventure seed: The PCs are with the British Army during the retreat down the Malay Peninsula. During the desperate fighting to hold back the advancing Japanese, they encounter some of Unit 731's *shironingyo* chemically enhanced soldiers. If they can hold off the *shironingyo*, and perhaps locate and destroy the *Kuromaku* command element controlling them, they will buy valuable time for their comrades.

Adventure seed: The Doolittle Raid is perhaps one of the most famous incidents of the war, and just begs to be recreated as an adventure for your players. The actual airborne part of the raid involves the carrier launch from the Hornet, the flight to and bombing run over Tokyo, and then the hell-for-leather flight to China and subsequent crash landing. From there the PCs must evade the Japanese, attempt to get in touch with friendly guerillas, and get safely home.

Adventure seed: As the holding action in the seas near Australia unfolds, the PCs' ship is sent into action against the Japanese fleet. After a desperate battle, their ship is sunk. The characters escape to an island inhabited both by the Japanese and some rather angry natives who have "unusual" (supernatural) powers.

Turning the Tide (June 1942 - 1944)

During this period, the Allies, led by the U.S., were taking the offensive in the Pacific. The Japanese are at the peak of their strength and the battles to break through the Japanese Pacific "perimeter" are fierce and bloody. The Island hopping campaign begins in the Solomon and Marshall Islands, and the naval battles for control of the Pacific reach their peak. Adventures set in this period can involve full-scale battles; beach landings, jungle offensives, naval actions.

Adventure Seed: During the peak of the fighting for Guadalcanal, a *Kuromaku* detachment arrives with the reinforcements to conduct some experiments during the Japanese offensive in October. The PCs get hit with some of the powerful hallucinogens the *Kuromaku* is developing and must deal with the effects. If that's not enough, the *Kuromaku* sets some of its "shironingyo" on the PCs holding the Matinikau river line. They might also get sent out to capture the *Kuromaku* commander alive.

Adventure seed: The PCs are with a guerilla group fighting the Japanese in the Philippines, or elsewhere in Asia. Recently,





several Japanese soldiers have been found terribly mutilated and the guerillas suspect the mountain or deep jungle tribes are responsible. What evil is motivating the natives to do this?

Adventure Seed: Kohima—During the last ditch Japanese offensive in Burma, 1,500 British and Indian defenders held off 15,000 Japanese troops in the epic battle of Kohima. But was it really just the 1,500 men who held off the Japanese, or had the OSI brokered a deal of some kind with the shamans of the local mountain tribes?

Adventure Seed: On the island of Saipan, hundreds of Japanese civilians committed suicide by throwing themselves off a cliff rather than face capture. Perhaps the suicides are part of some Unit 731 ritual? Perhaps those suicides come back as walking corpses?

Fight to the Finish (1944 – 1945)

The tables are now turned and Japan is on the ropes. Her Empire crumbling, Japan pulls out all the stops in a last ditch effort to slow the Allied advance. There are a few last, big land and naval campaigns initiated by the Japanese, but these are mostly acts of desperation. Once these efforts run out of steam, the Japanese can only try to hold on to their rapidly shrinking Empire.

Despite the advantages of American firepower, PCs still are faced with a cornered and fanatic opponent. The Japanese soldiers, sailors, and airmen they face are driven by their ancient code of honor, and if anything, fight even more fiercely than before.

Official reluctance to sanction the operations of the Kuromaku lessens, and it is during this period that characters may encounter some of the Kuromaku's more hideous creations.

Adventure Seed: MacArthur has returned to the Philippines. During the fierce fighting for Manila, the PCs are sent to recover a blessed Madonna from a church in the city. Unit 731 is after this artifact as well, as it is reputed to give strength to the army that carries it before them into battle (the Japanese don't want to use it themselves, just deny it to the Americans).

Adventure Seed: During the battle for Okinawa, tens of thousands of Okinawans and Japanese died. Many Japanese soldiers committed mass suicide or threw themselves away in futile banzai

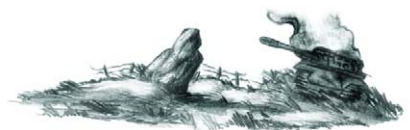
charges. Amongst this unrelenting horror, *something* crosses over into this world. Perhaps its mind-bending influence drives people to kill themselves and bring more of its otherworldly companions to our world. Yet another behind the lines job for the OSI.

Adventure Seed: There's nothing like irony to put the polish on a horror story. The Russians declare war on Japan in the days following the a-bomb attack on Hiroshima. The Russian advance shatters the Kwangtung Army, and the situation in Manchuria is chaotic. The PCs are sent to find and capture, or even rescue, the commander of Unit 731, Colonel Ishii, before the Russians can get their hands on him. The OSI wants to keep Unit 731's secrets hidden, and the U.S. government, although they won't admit it, wants 731's research.

Adventure Seed: Hibakusha—The End; The Enola Gay drops the atomic bomb on Hiroshima. If the instantaneous death scream of 100,000 people is not enough to bring something over into this world then what is? Getting PCs involved in this most momentous of events can be somewhat difficult, but here are two suggestions:

1. B-29 pilots and crew. Needless to say, putting the PCs on the Enola Gay is taking liberties with history. But two *other* B-29s flew with the Enola Gay on that fateful day. What if the PCs were the crew of one of those B-29s? What if there was a *third* escorting B-29, which was scratched from history by the OSI? What horrific events happened on that lost B-29 after the bomb was dropped? This could be a terrifying one-shot adventure as the crew tries to keep their plane in the air and make it home while all sorts of horrors unleashed by the blast crawl through the plane.

2. Quite a few Allied POWs were held in Japan during the war. Some that were held in or near Hiroshima also died in the blast. But did they die in the blast, or from what the blast ushered in? This could also be a one-off adventure, or perhaps the end of an epic campaign (if the WM had the PCs captured and taken to Japan). As if tracking through the horrific aftermath of the Hiroshima explosion were not enough, the PCs would have to battle the horrors that have surged through from the other side and seal the rift before they too, die of radiation poisoning. This would be Pyrrhic victory perhaps, but one fitting the end of the war and the dawning of the Nuclear Age.





Chapter 6:

Bestiary

Given the nautical and tropical environments of the Pacific Theater, it is totally appropriate to use many of the aquatic creatures from the *Monster Manual* in your *Weird Wars* PTO campaign. Giant sea creatures such as the kraken or giant octopi are great for tangling with ships. On a smaller scale, sahuagin, and merfolk can provide a more scaleable challenge for the characters. On land, the jungles provide a location for creatures like lizardmen, yuan-ti, or even dinosaurs.

In the following pages, you will find a few monsters unique to the *Weird Wars* PTO setting. You can use these as the basis for an adventure or simply a horrifying encounter. Each of these new creatures is followed by an adventure seed that suggests ways in which the monster may be worked into an ongoing campaign.

The Jungle

The jungle is your friend. Heavy jungle foliage can hide quite a bit. Use this to your advantage. Play up how hard it is to see things and hit the heroes with a well-hidden ambush or two. Once they are paranoid about what the jungle holds you can use it to ratchet up the tension.

Let the heroes catch quick glimpses of movement in the trees around them and perhaps a quick snatch of color,

something that may or may not be an eyeball peering out of the foliage at them, or a body being suddenly snatched away into the undergrowth. The jungle can be used to build a slowly growing atmosphere of tension like that found in a good horror movie where the protagonists gradually get to see more and more of the monster as the climax nears.

The Ocean

The ocean can also be used to good effect. Raging tropical storms are a good way to isolate groups from outside help or to force them to take action in some way. A dark storm gathering on the horizon can be used to set the mood or as an implied threat to move the heroes along and keep them from dawdling.

The water can also be a source of both natural and supernatural threats. When floating in a rubber raft few things can set a person's hair on end like the sound of swishing water on a calm night or a sudden, unexpected bump against the bottom of the raft. What was that? The wind? A fish? Hopefully not a shark. It certainly couldn't be one of those fish-men those natives were carrying on about. Could it?



Dama Dagenda

Medium Fey

Hit Dice: 1d6 (4 hp)

Initiative: +3 (Dex)

Speed: 35

AC: 13 (+3 Dex)

Attacks: Bite +0

Damage: Bite 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rash Touch

Special Qualities: Low-light vision, Voice Mimicry, Tree Stride

Saves: Fort +0, Ref +5, Will +2

Abilities: Str 10, Dex 17, Con 10, Int 11, Wis 12, Cha 12

Skills: Hide +15, Move Silently +15, Spot +11, Listen +10

Feats: Avoidance: Dama Dagenda have spent their lives staying out of sight and avoiding other creatures, especially humans. They have developed keen senses to help them spot an approaching creature before being spotted themselves, and silently slip away. This feat gives Dama Dagenda +2 to Spot and +2 to Move Silently.

Climate/Terrain: Warm/Forest

Organization: Band (20 - 40)

Challenge Rating: 1

Treasure: None

Alignment: Chaotic Neutral

Advancement: 2-4 HD (Medium)

Dama Dagenda are forest spirits that dwell deep within the jungles of New Guinea. Generally they shun contact with human beings, but they can mimic human voices and speech almost perfectly. The spirits use this uncanny ability to ambush anyone who wanders into their territory. The dama dagenda are not malicious, they just don't care for uninvited visitors.

Dama Dagenda are usually about 5' tall and have dark brown skin. They appear to be wearing mud wattle masks that cover their heads, although no one can ever claim to have seen their actual faces—if they have any.

Combat

Dama Dagenda usually don't attack in a physical manner. Instead, they prefer to merely touch intruders as they pass by the trees in which they hide, infecting the interlopers with terrible, debilitating sores. Often, those touched by a dama dagenda think they were simply brushed by a branch or some leaves. Should they be spotted, dama dagenda immediately flee the scene.

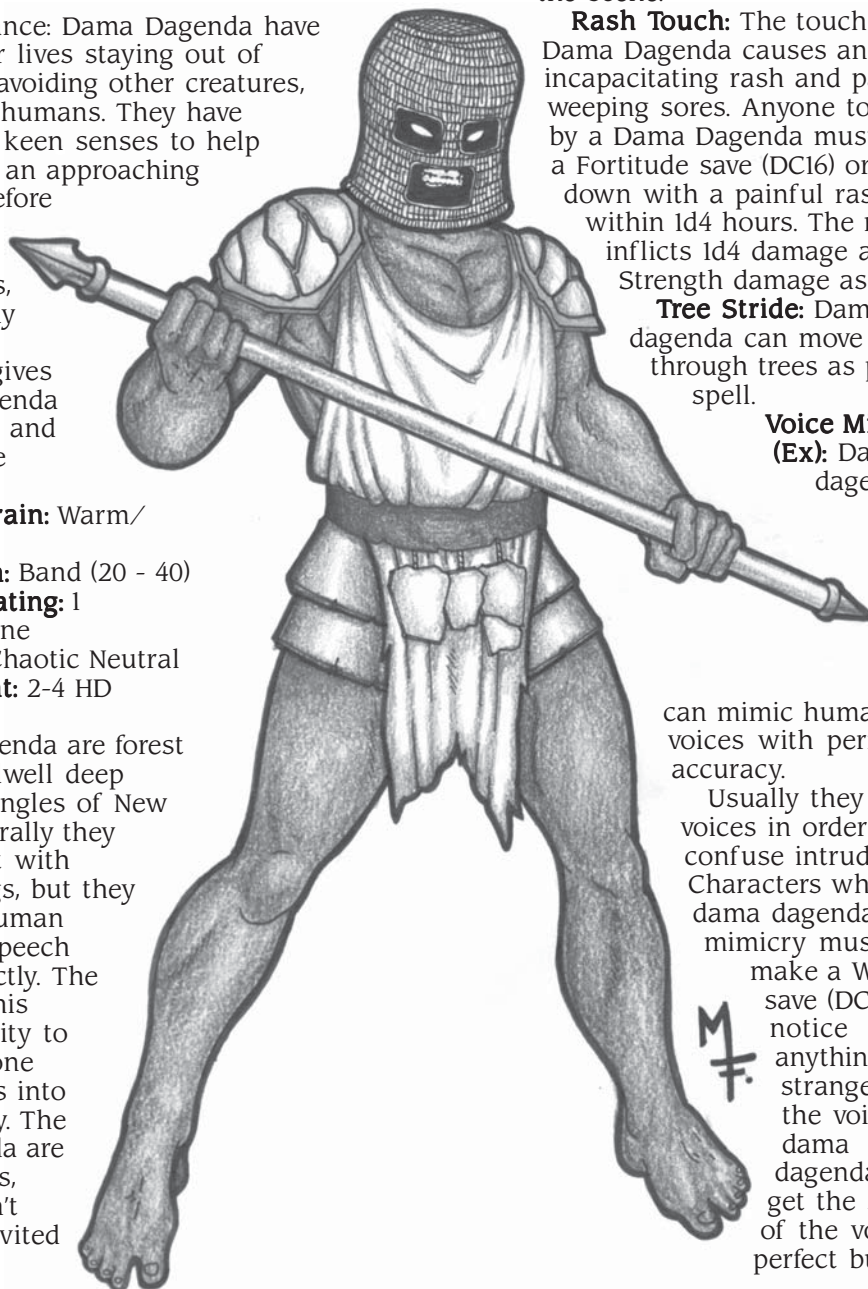
Rash Touch: The touch of a Dama Dagenda causes an incapacitating rash and painful, weeping sores. Anyone touched by a Dama Dagenda must make a Fortitude save (DC16) or come down with a painful rash within 1d4 hours. The rash inflicts 1d4 damage and 1d2 Strength damage as well.

Tree Stride: Dama dagenda can move through trees as per the spell.

Voice Mimicry (Ex): Dama dagenda

can mimic human voices with perfect accuracy.

Usually they mimic voices in order to confuse intruders. Characters who hear dama dagenda voice mimicry must make a Will save (DC 15) to notice anything strange about the voice; the dama dagenda may get the sound of the voice perfect but the



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Bestiary

actual words uttered may be unusual or totally inappropriate to the particular situation.

Skills: Dama dagenda have a +8 racial modifier to Hide.

Adventure Seed

While fighting on the Kokoda Trail in New Guinea, several members of the heroes' unit come down with a strange rash that the medics can't seem to identify.

The character's unit is sitting right in the middle of a dama dagenda tribe's territory. The longer they stay in their position on the trail, the more the dama dagenda harass them and try to make them leave the area. The characters need to try to deal with the elusive dama dagenda, and hold off a Japanese attack on their position at the same time.

Death Slick

Colossal Aberration/Ooze

Hit Dice: 32d10+256 (452hp)

Initiative: 0

Speed: 20 ft.

AC: 2 (-8 size)

Attacks: Slam +28 melee

Damage: Slam 4d6+13

Face/Reach: 40 ft. x 80 ft./15 ft.

Special Attacks: Pseudopod, Improved Grab, Constrict 4d6+13

Special Qualities: Ooze

Saves: Fort +18, Ref +10, Will -5

Abilities: Str 36, Dex 10, Con 27, Int 1, Wis 1, Cha 1

Climate/Terrain: Aquatic

Organization: Solitary

Challenge Rating: 17

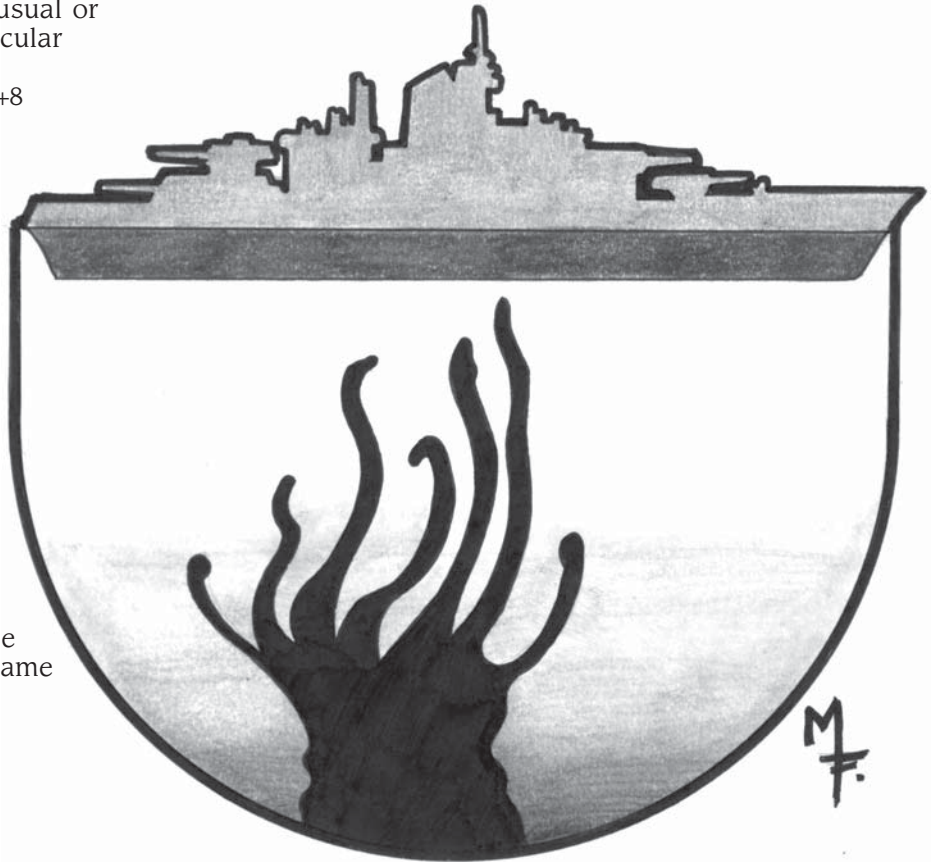
Treasure: None

Alignment: Neutral

Advancement: 33-38 HD (Colossal)

Sometimes, ships sunk in battle do not break up when they go down. Their hulls full of water, they take their crew to their deaths in only minutes or seconds. Once the ship settles on the bottom, the heavy fuel oil often leaks from the ship's tanks. Imbued with the spirits of the restless dead, this leaking fuel oil may produce a death slick.

Death slicks are connected to the area above the wreck that spawned them. Although not directly tied to the wreck they cannot venture more than three or four miles from the spot where the ship went down.



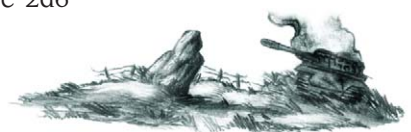
Combat

Death slicks sometimes catch passing ships and then foul the bilge pumps or the screws. When the ship stops or slows, the death slick attacks, extending pseudopods into the ship to grab crew members and drag them to their deaths beneath the waves. The pseudopods are tipped with the tortured faces of the dead crew. Death slicks sometimes creep up on anchored ships at night.

Pseudopods: Death slicks attack by attempting to grapple with pseudopods they can extrude or retract at will. Up to 10 pseudopods can be in use at any one time.

Improved Grab: To use this ability, a death slick must hit with a slam attack. If it gets a hit, it may then constrict its unfortunate victim.

Fire Vulnerability: Death slicks, made up as they are of thick, heavy fuel oil, are susceptible to fire. Should a death slick be set on fire (by igniting a pseudopod or the main body itself), the blaze spreads rapidly. Fire causes 3d10 hit points of damage per round to a death slick, and produces a thick noxious smoke. Anyone inhaling the smoke must make a Fortitude save (DC16) every round they are in contact with the smoke or take 2d6 damage.



Chapter 6



Adventure Seed

The shattered Arizona lies on the bottom of Pearl Harbor, still leaking fuel oil to the surface. In the weeks following the attack and the start of the war, people have been disappearing from the docks around the harbor—a few were even taken from small watercraft.

The mystery creates plenty of hysteria, as many suspect Japanese saboteur teams of kidnapping them or worse. There are any number of rumors, including a really wild one about a sailor being pulled into the harbor by a giant tentacle. The OSI gets wind of this and the characters get sent to investigate. They eventually discover that a death slick originating from the wreck of the Arizona is causing the disappearances, and have to find a way to stop it (which may involve diving into the wreck to shut off the fuel valves) and keep everything quiet.

Hako-iri

**Small Undead/
Construct**

Hit Dice: 1/2d12 (7hp)

Braincase: 30hp

Initiative: +1 (+1 Dex)

Speed: 0 (or by vehicle type)

AC: 6

Attacks: By weapon +2

Damage: By weapon

Face/Reach: NA

Special Attacks: None

Special Qualities: Armored
Brain case, Undead

Saves: Fort +1, Ref +2, Will +3

Abilities: Str -, Dex 12, Con -, Int 12, Wis 11, Cha 10

Skills: Gunnery +11, Driving +11 or Piloting +11, Spot +11

Feats: The Hako-iri is proficient with any vehicle or weapon to which it is attached.

Climate/Terrain: Any

Organization: Platoon / Squadron

Challenge Rating:

Tank 4, Aircraft 4, Tetsujin 3

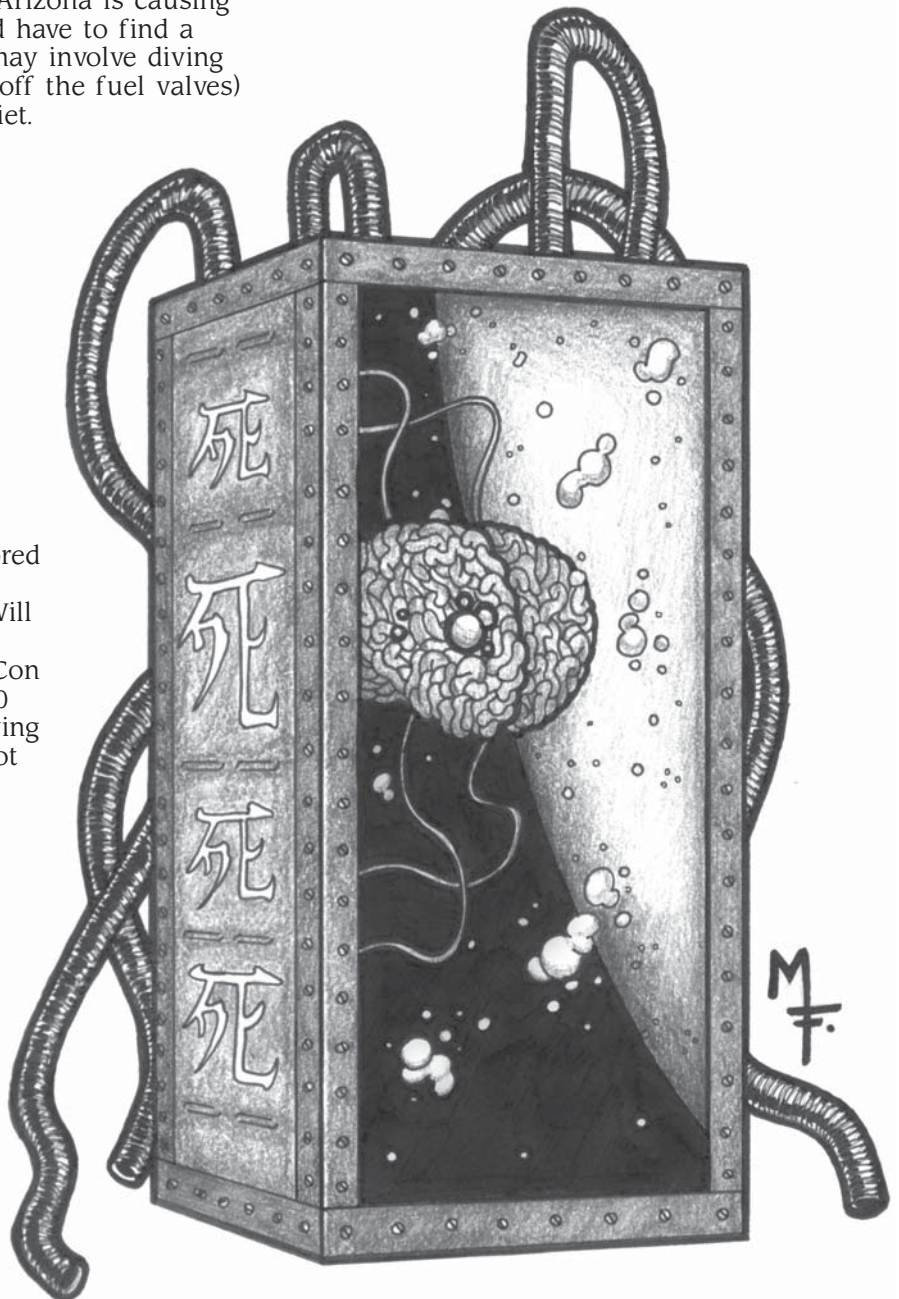
Treasure: None

Alignment: Chaotic Neutral

Advancement: 2-3 HD (Small)

Hako-iri (which literally means "In a box,") is perhaps the most advanced and hideous of the Kuromaku's Special Projects. With their curiosity not limited by anything resembling morality, and aided by occult magic, the Kuromaku have succeeded at removing human brains and spinal columns—the unfortunate victims are vivisected while still fully conscious—and wiring them into special "braincases": an armored box filled with preservative fluids and inscribed with forbidden runes.

These braincases are then installed in specially modified vehicles, mainly tanks, occasionally aircraft, and near the end of the war, experimental humanoid machines called *tetsujin* (iron men). Crewed vehicles such as tanks are





Bestiary

fitted with autoloading cannon and other mechanical equipment that allows the hako-iri to control all of the vehicle's functions.

Combat

The unfortunate brains that become hako-iri are all driven mad by their experience. Most become either suicidal or homicidal (if they could speak they would either only scream incessantly or beg for death), and when unleashed in battle, they either charge straight ahead seeking destruction, or simply begin to lash out at everything around them. It is up to the War Master to decide how any given hako-iri behaves. Whatever they do, they have little instinct for self-preservation.

Should a vehicle controlled by a hako-iri become disabled, or should the hako-iri itself be hit and killed, a special self destruct mechanism, consisting of a thermite charge, is set off, melting the hako-iri and its armored shell into slag. Critical hits that indicate a crew member or pilot hit strike the braincase. Hits that penetrate the braincase do damage directly to the brain within. The OSI would very much like to capture one intact.

Vehicles most commonly fitted with hako-iri are the Model 95 Ha-Go light tank, or the Mitsubishi A6M Zero. The Kuromaku have also had some success in implanting them in mini-sub—released well away from Japanese shipping.

Armored Brain Case: The case housing the hako-iri's brain is armored. It has an Armor rating of 10.

Adventure seed

Near the end of the war, the characters are fighting in the Philippines. During the Leyte operation, the characters run into a Japanese armored unit, one of the few encountered by the Americans in the PTO, that seems unstoppable. The tanks attack with any thought of self-preservation and despite heavy damage, the burning tanks continue to fight on long after the crew should have been roasted alive.

After a fierce initial battle with a platoon of hako-iri operated tanks, the characters are sent behind enemy lines by the OSI to destroy the Kuromaku field unit where the hako-iri are made, and capture one if possible. As a twist, some of the characters' comrades may have been captured and transformed into a hako-iri.

Kilyakai

Tiny Fey

Hit Dice: 1/2d6 (2hp)

Initiative: +4 (Dex)

Speed: 30ft

AC: 16 (+4 Dex, +2 size)

Attacks: bite -3 melee, 2 claws -3 melee, darts +4 ranged

Damage: bite 1 hp, claw 1 hp, darts (see below)

Face/Reach: 2.5 ft. /0

Special Attacks: Spell-like abilities, Poison darts

Special Qualities: Low-light vision, Natural Camouflage

Saves: Fort+0, Ref +6, Will +2

Abilities: Str 5, Dex 18, Con 11, Int 10, Wis 10, Cha 8

Skills: Climb +3, Hide +20, Jump +6, Move Silently +10, Pick Pocket +7

Feats: Dodge

Climate/Terrain: Tropics/Jungle

Organization: Band (4-16), Tribe (20-50)

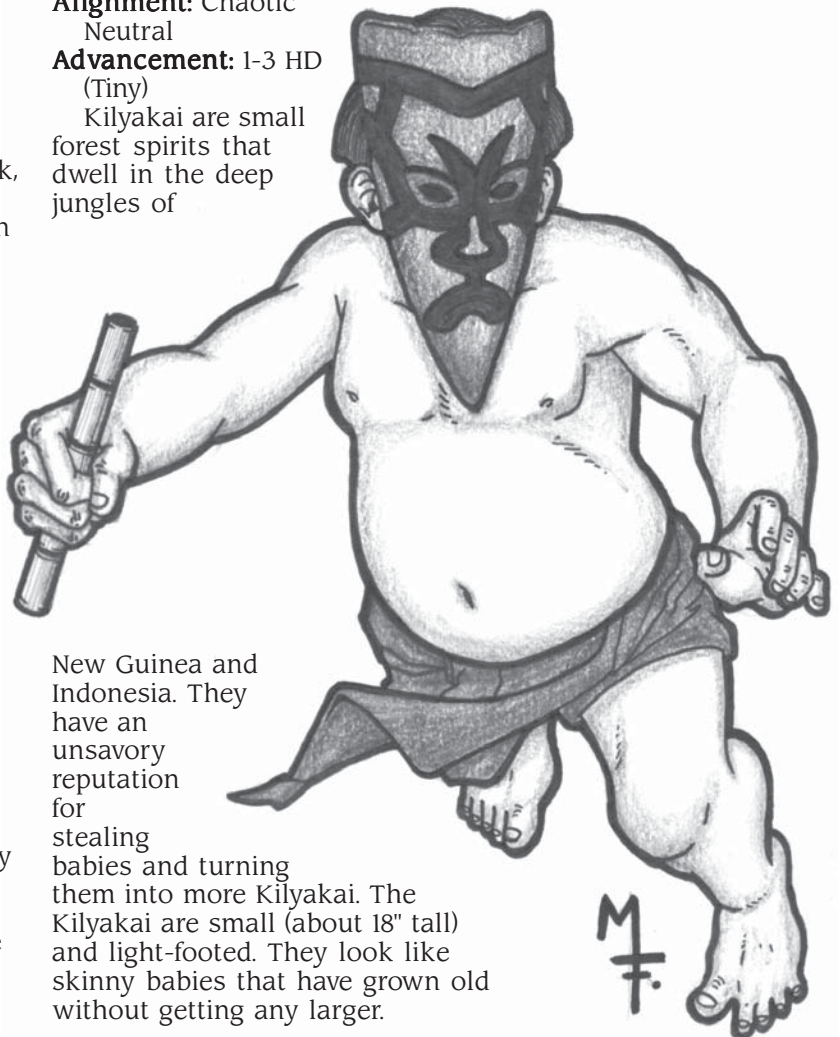
Challenge Rating: 1

Treasure: None

Alignment: Chaotic Neutral

Advancement: 1-3 HD (Tiny)

Kilyakai are small forest spirits that dwell in the deep jungles of



New Guinea and Indonesia. They have an unsavory reputation for stealing babies and turning them into more Kilyakai. The Kilyakai are small (about 18" tall) and light-footed. They look like skinny babies that have grown old without getting any larger.



Combat

Kilyakai prefer to attack from ambush with their tiny blow darts. These darts often feel no more painful than an insect bite, and many who are struck believe that is exactly what it is. Their darts are tipped with a poison that puts their targets to sleep (as per the spell as cast by a 5th-level wizard, save DC 13). In addition, those struck with a Kilyakai dart must check to see if they also contract malaria.

They avoid direct combat and try to escape by using their natural camouflage ability.

Spell-like

Abilities: Once per day, a kilyakai can use *entangle* as cast by a 4th-level druid (Reflex save DC 11).

Natural

Camouflage:

Kilyakai can change the color of their skin to match their surroundings, just like a chameleon.

Skills:

Kilyakai have a +9 racial bonus to Hide, and a +3 bonus to Move Silently.

Adventure Seed

The heroes' coastal base in New Guinea has seen a rash of supply pilfering lately. Initially, the thievery is blamed on a rival service. This may result in brawls and bitter recriminations. Actually, a large band of kilyakai is stealing the supplies and socking them away in their jungle lair. Someone may witness a theft and pursue the kilyakai, only to be captured and carried away. The characters have to go after the missing man, chasing the kilyakai deep into the jungle. The wily kilyakai have laid many traps for the unwary characters and won't easily give up their stolen goods.

Lightning Gods

Large Outsider

Hit Dice: 8d8+24 (60 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft, fly 600 mph (perfect)

AC: 15 (-1 size, +3 Dex, +3 natural)

Attacks: Slam +12/+7 melee

Damage: Slam 2d6+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Air Mastery, Call Lightning, Wind Gust

Special Qualities: Plane shift

Saves: Fort +9, Ref +9, Will +8

Abilities: Str 20, Dex 16, Con 17, Int 14, Wis 15, Cha 13

Skills: Bluff +11, Hide +12, Intimidate +11, Knowledge (any) +11, Move Silently +11, Search +11, Spot +11

Feats: Dodge, Improved Initiative, Power Attack

Climate/Terrain: Air

Organization: Element (1-3)

Challenge Rating: 6

Treasure: None

Alignment: Chaotic Neutral

Advancement: 10-12 HD (Large)

So called "Lightning Gods" are only ever encountered during storms. They may appear naturally, but the occult practitioners of the Kuromaku have discovered arcane rituals to call them into being. Allied aircrew that claim to have encountered them (and survived) reported creatures "riding lightning bolts" into their aircraft.

Lightning gods are 12' tall humanoids with bright red or orange skin and leering, ogre-like faces. The lightning gods are often wreathed in glowing symbols and adorned with wrought iron bracers and rings.





Bestiary

Combat

Lightning gods, whatever they are, are capricious and even if summoned by the Kuromaku, may simply set about angrily attacking everything around them.

When lightning gods attack aircraft, they first ride a lightning bolt into their target. Once on board the aircraft they continue to call lightning bolts onto the plane as well as setting about ripping up the plane itself. They may also use their ability to control winds to buffet the plane around.

Air Mastery (Ex): Airborne creatures suffer a -1 circumstance penalty to both attack and damage rolls against a lightning god.

Call Lightning: Once every 10 rounds, a lightning god may call down a lightning bolt upon a target. The effect is the same as the 3rd-level Druid spell Call Lightning, and is treated as if the spell was cast by a 7th level Druid (Reflex save DC 15).

Wind Gust: Once per encounter, lightning gods can create a powerful gust of wind, either an updraft or downdraft that can throw an aircraft completely out of control. Pilots of fighters or scout planes hit by one of these gusts must make a piloting skill check (DC 25) or spin out of control, hitting the ground in 2d4 rounds. Bomber and transport pilots must roll against a DC of 20 to avoid losing control.

Adventure Seed

American B-29s flying bombing missions to the Japanese mainland have enough trouble dealing with the Japanese interceptor squadron flying out of one of the outlying Japanese islands along the bombers route. Now it seems that squadron is being aided by a couple of lightning gods.

A shrine to the lightning gods has been constructed on the island, and it will take a couple of risky low-level reconnaissance runs to pinpoint it for a later bombing run or commando raid—either way the threat must be neutralized before regular missions against Japan can continue.

Mako

Large Humanoid

Hit Dice: 3d8+6 (20 hp)

Initiative: +1

Speed: Land 20 ft./ Swim 60 ft.

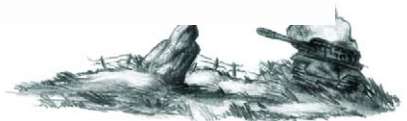
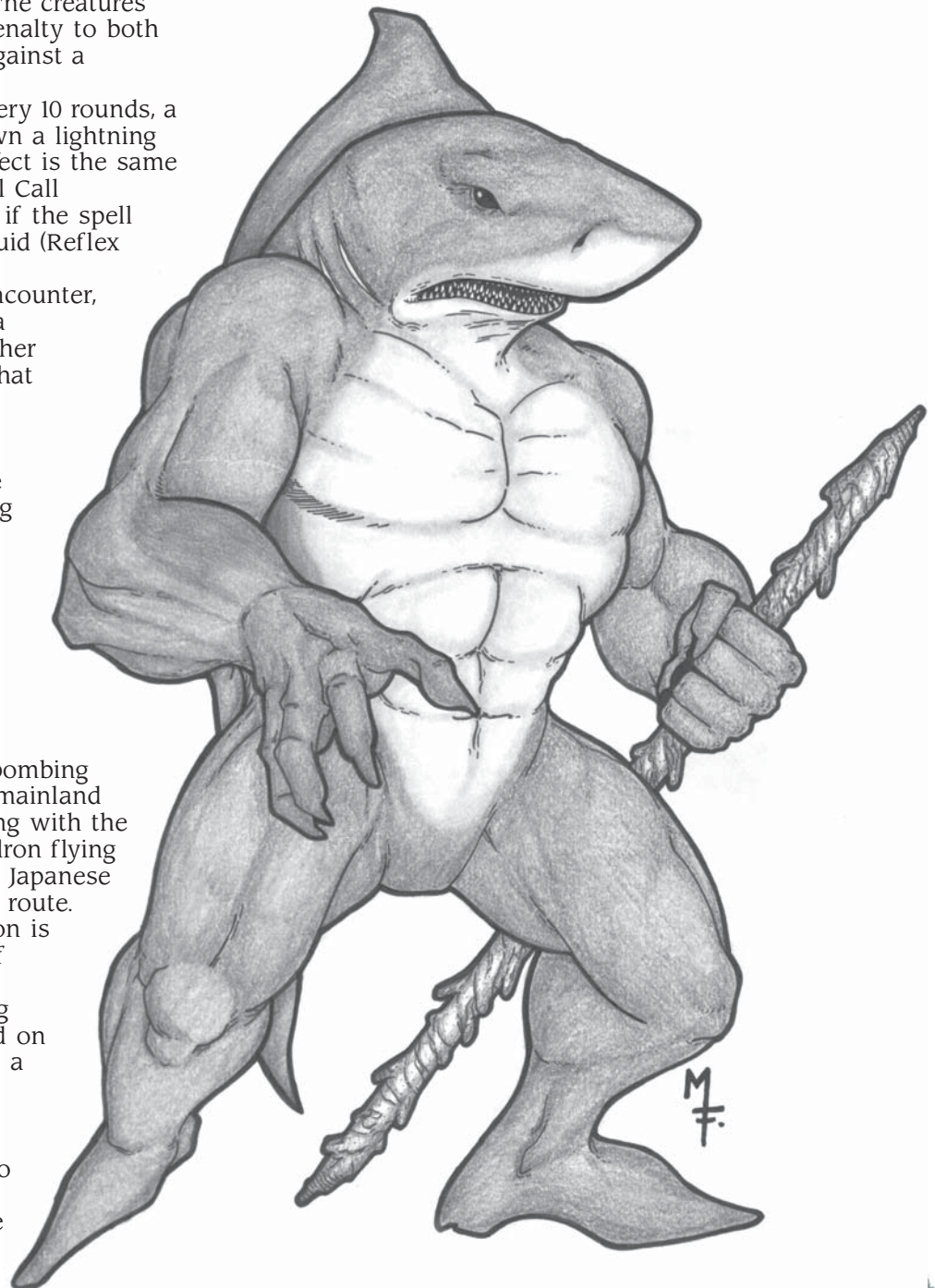
AC: 14 (-1 size, +1 Dex, +4 natural)

Attacks: Bite +4 melee, slam +4 melee, Half-spear +4

Damage: Bite 1d6+2, Slam 1d4+2, Half-spear 1d6+2

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Keen scent



Chapter 6



Saves: Fort +5, Ref +2, Will +1

Abilities: Str 15, Dex 13, Con 15, Int 9, Wis 10, Cha 8

Skills: Climb +4, Spot +4

Feats: Simple Weapon Proficiency, Weapon Focus (Bite)

Climate/Terrain: Warm/ Aquatic

Organization: School (6-11)

Challenge Rating: 2

Treasure: None

Alignment: Neutral Evil

Advancement: 4-8 HD (Large)

Mako are amphibious, shark-like humanoids that occasionally come up out of the ocean to kidnap humans for food. Once only the stuff of South Pacific legends, the Mako have been stirred from the depths by the upsurge in dark energy around the world. Some of these legends hold that there are underwater cities full of Mako (just rumors, of course (wink, wink)), and there are also tales of Mako shamans, although none have yet been encountered.

When in the water, the Mako look and behave much like normal sharks, and often swim with them. When they emerge onto land or haul themselves over the gunwales of ships, the shark men walk on two legs.

Combat

Mako in the water attack by rushing in to bite their targets, just like normal sharks. When out of the water, they bull rush their targets, knock them down, and then try to bite. Although they carry short spears, they prefer to use their natural attack.

Keen Scent (Ex): Like sharks, mako can notice creatures by scent in a 180 foot radius and detect blood in the water at ranges of up to a mile.

Adventure Seed

The characters are sent to set up a forward naval base in the Marshall or Solomon Islands for submarines, PT boats, and other ships. They find an island with a perfect bay and get right to work. The problem is the new base is right next to a large underwater village of mako, who resent the intrusion by the land dwellers.

At first, equipment starts disappearing, then people begin to go missing. The mako move on to undermining the piers, and finally actively try to destroy the base installations, including the all important radio shed. Once communications are cut off, the mako attack the base in full force—intent on killing everyone.

The Sarge

Medium Outsider

Hit Dice: 6d8+30 (Always max: 78 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft.

AC: 13 (+3 Dex)

Attacks: .30 cal machinegun +9, slam +11
melee

Damage: .30 cal machinegun 2d8, slam 1d6+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Frightful Presence

Special Qualities: Darkvision, Regeneration (4)

Saves: Fort +10, Ref +8, Will +5

Abilities: Str 20, Dex 16, Con 20, Int 13, Wis 11, Cha 20

Skills: Artillery +8, Climb +7, Demolitions +8, Driving +10, Hide +10, Jump +7, Move Silently +10, Search +7, Spot +7, Swim +7

Feats: Command Voice, Firearms Proficiency, Flamethrower Proficiency, Gunnery Proficiency, Mortar Proficiency, Rapid Shot

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Lawful Neutral

Some say "the Sarge" was one of the Marines that died in the last stand on Wake Island at the beginning of the war. Some say he is the ghost of a Marine who died in China in the Boxer Rebellion before the war. Others simply say he is the spirit of all Marines who have died since the Corps was founded. Whoever (and whatever) he is, the Sarge is a figure that strikes fear into the enemies the Marines may face.

The Sarge only appears to help Marines in the most desperate of situations; those pinned down on a beachhead under heavy fire; a platoon or squad cut off and surrounded on all sides in the jungle; Marines making a last ditch stand against an overwhelming banzai charge. Appearing seemingly from nowhere out of the smoke and fire of battle, the Sarge cuts a striking figure. After a few gruff orders to the beleaguered Marines, he cuts into the enemy like a scythe. When the battle is over, he is gone.

For the most part, stories about him are little more than scuttlebutt, and no one seems to know anyone who claims to have seen him.

The Sarge is a unique entity and should be used very sparingly by the War Master. The Sarge should not fight battles for characters stuck in difficult situations,





Bestiary

but provide them with an opportunity for action on their part. The Sarge may draw fire, or help confuse the enemy, while the characters act, but it is up to the heroes to do the real work. The Sarge wouldn't have it any other way.

Combat

The Sarge often appears in battle with a .30 cal machinegun, which he can carry as easily as a private can carry a rifle. The Sarge is proficient with almost any weapon however, and may appear with other weapons as necessary.

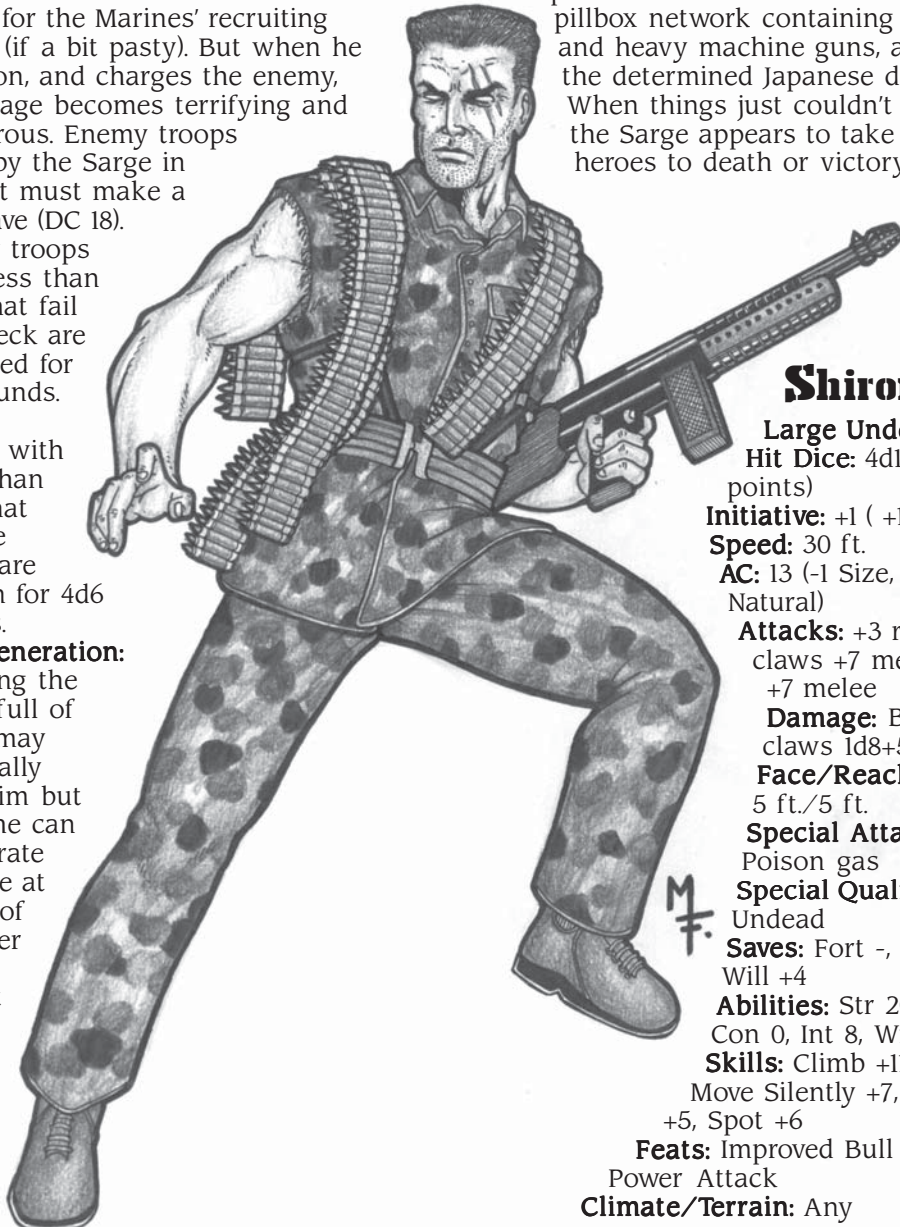
The Sarge first uses his Command Voice to rally any dispirited Marines nearby, and then charge into combat.

Frightful Presence: To U.S. Marines and Allied troops, the Sarge is an inspiring figure who looks like he was the model for the Marines' recruiting poster (if a bit pasty). But when he turns on, and charges the enemy, his visage becomes terrifying and monstrous. Enemy troops faced by the Sarge in combat must make a Will save (DC 18).

Enemy troops with less than 4HD that fail the check are panicked for 4d6 rounds. Enemy troops with more than 4HD that fail the check are shaken for 4d6 rounds.

Regeneration:

Shooting the Sarge full of holes may eventually stop him but since he can regenerate damage at a rate of 4 hp per round, it's not easy!



Blowing bits off him only slows him down, and the Sarge can regenerate lost limbs in 1d6+6 minutes.

Adventure Seed

In mid-'43 scuttlebutt about the Sarge has increased to the point where the OSI starts looking for any truth to the stories. The characters get sent into combat zones where the Sarge has reportedly been seen, meeting with the shell-shocked and battle-maddened survivors. The trail leads them to some Marines who are going ashore at Tarawa, and the heroes are going with them. They hit the beach, or the coral reefs rather, and have to deal with the artillery and machinegun fire blasting the stranded landing craft. After straggling up to the beach, they are pinned and unable to move by a pillbox network containing mortars and heavy machine guns, as well as the determined Japanese defenders. When things just couldn't be worse, the Sarge appears to take the heroes to death or victory.

Shironingyo

Large Undead

Hit Dice: 4d12 (26 hit points)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 13 (-1 Size, +1 Dex, +3 Natural)

Attacks: +3 ranged, 2 claws +7 melee, slam +7 melee

Damage: By weapon, claws 1d8+5, 1d8+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks:

Poison gas

Special Qualities:

Undead

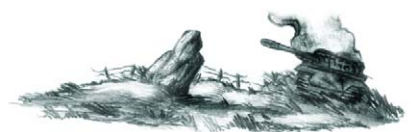
Saves: Fort -, Ref +2, Will +4

Abilities: Str 20, Dex 13, Con 0, Int 8, Wis 10, Cha 1

Skills: Climb +11, Hide +7, Move Silently +7, Search +5, Spot +6

Feats: Improved Bull Rush, Power Attack

Climate/Terrain: Any



Chapter 6

Organization: Squad (5 -10)

Challenge Rating: 4

Treasure: None

Alignment: Neutral Evil

Advancement: 5-7 HD

For quite some time, the Kuromaku had been experimenting with ways to chemically enhance human beings, hoping to create a super-soldier. They hit upon a formula that caused a subject's muscle and bone mass to increase at a fantastic rate. The process however, turned out to be so tortuously painful that the victims were driven insane before their systems gave out and they died. But this was not a failure for the Kuromaku. They found that using certain magic rituals at the moment of death kept the body alive (though the soul was gone). The resulting creature could then be controlled and directed at the enemy.



Shironingyo retain some of the facial characteristics they possessed before being injected with the Kuromaku's serum. In all other respects they are huge, twisted monstrosities. Their skin is dead white and their eyes glow red. The rapid growth of their bodies sometimes causes their bones and musculature to stretch or even break through their skin. Shironingyo are often wrapped in bloodstained bandages where such breaks have occurred. The Kuromaku enjoys the idea of sending former Allied soldiers back against their foes and, aside from a baggy set of clothes, equips them with captured weapons and gear.

Combat

Shironingyo retain some of their basic knowledge of weaponry and combat, reinforced by the Kuromaku after revivification. They often attack from ambush, but once the fighting starts they try to get into hand-to-hand combat with the enemy as quickly as possible.

Poison Gas: 10-foot cone. Fortitude save (DC17). Damage 3d6. Once every 4 rounds, shironingyo can breathe a cloud of poison gas at their enemies.

Adventure Seed

The jungle fighting in the CBI Theater is fierce. British and Indian troops holding the Imphal-Kohima line against the last Japanese offensive of '44 face a desperate enemy driven to use desperate measures. A Kuromaku field team has deployed a full company of shironingyo against the British lines. The monsters attack only at night and usually with heavy supporting artillery barrages. The line must be held, but against the shironingyo, only the most resourceful and fearless characters will prevail.

Upas Tree

Colossal Plant

Hit Dice: 32d10+288 (464hp)

Initiative: +0

Speed: 0

AC: 10 (-8 size, +8 Natural)

Attacks: see below

Damage: see below

Face/Reach: NA

Special Attacks: Spell-like Abilities

Special Qualities: Plant, Poisonous sap

Saves: Fort +9, Ref -, Will +2

Abilities: Str -, Dex -, Con 29, Int 10, Wis 9, Cha 9

Climate/Terrain: Warm/Forest

Organization: Solitary

Challenge Rating: 16



Bestiary

Treasure: None

Alignment: Neutral Evil

Advancement: 32-40 HD (Colossal)

Deep within the jungles of Indonesia and Java lurks the upas tree. Upas trees are huge, evil trees that can grow over 80 feet high. Upas trees are solitary and are able to dominate the plants that grow in the area surrounding them, controlling them and making them do the upas tree's dark bidding. Once, long ago, it was said that upas trees could control stretches of jungle covering hundreds of square miles. Their power has waned since then, but upas trees are still deadly.

Upas trees are carnivorous and capture animals (or people) by putting them to sleep with their odorless pollen (which functions like a Sleep spell). The sleeping victims are then passed along towards the upas tree, which sits at the center of its domain, to be digested within the upas tree's trunk. Sometimes, an upas tree pulls victims up into its branches and "stores" them for later consumption. Bones on the ground, and bits of moldering or rusting equipment are a sign that one is in an upas tree's territory.

Combat

Upas trees cannot actually fight, but with their ability to control plants and insects, they can turn the jungle against unwary characters. Upas trees have a domain with a radius of 400' from the upas tree itself. Characters entering the upas tree's domain are first subject to the upas tree's soporific pollen. If this fails to subdue the characters, the upas tree may seek to command the jungle plants to attack the

characters, either by entangling them or by animating other plants nearby. Should the characters escape this, the upas tree raises a wall of thorns about the characters. If the upas tree itself is found and attacked, the tree calls forth a swarm of biting, stinging insects to attack the characters.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Poisonous Sap: The upas tree exudes a sticky poisonous sap. If a character should get any of this sap on exposed skin, the character must make a Fortitude save (DC20) or suffer 3d6 damage.

Pollen: The upas tree pollen functions like a sleep spell, but there is no total HD limit on the number of creatures affected. The Fortitude save vs. the pollen is DC 13.

Spell-like Abilities (Sp):

Command Plants (as 15th level Druid), Creeping Doom (as 13th level Druid), Wall of Thorns (as 10th level Druid)

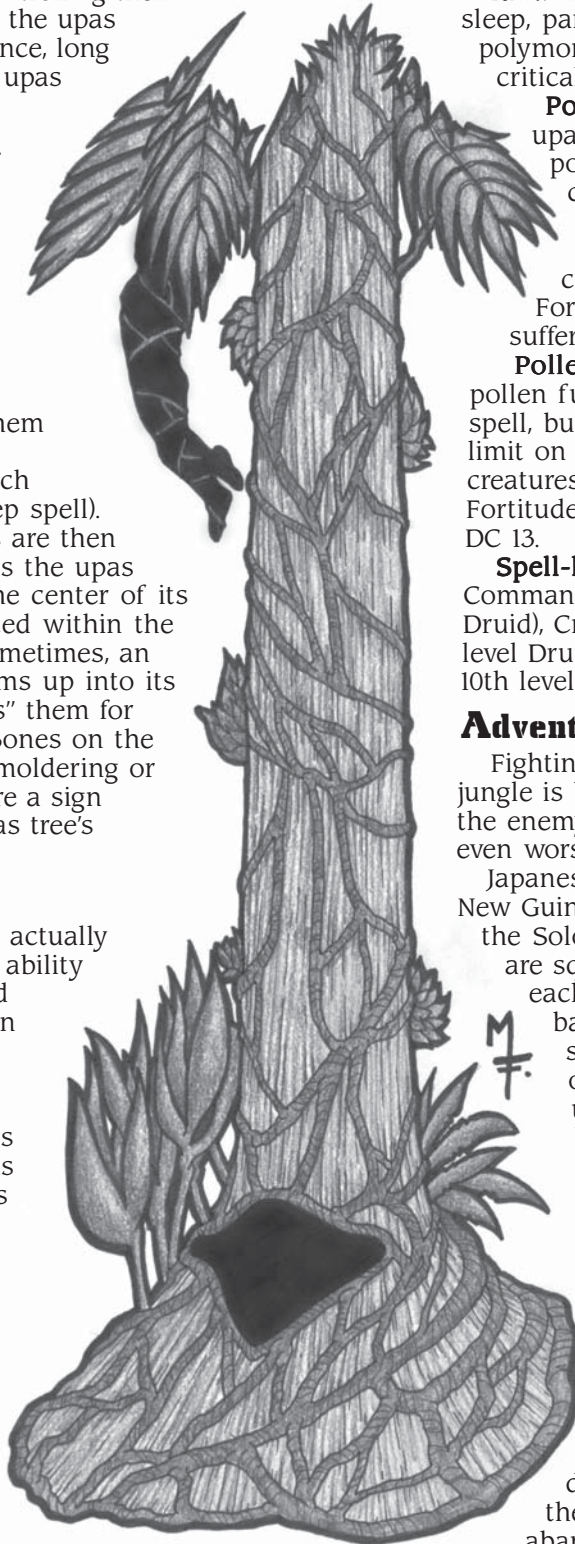
Adventure Seed

Fighting the enemy in the jungle is bad enough. Fighting the enemy *and* the jungle is even worse!

Japanese and Allied forces in New Guinea or elsewhere in the Solomons or Indonesia, are squared off against each other. Their

battlefield objective lies smack in the middle of the territory of an upas tree. Characters begin to disappear mysteriously, and the jungle itself seems to entangle people at the height of battle.

Is the objective worth fighting over? What is responsible for this seeming revolt of nature against man? Can anything be done about it or must the mission be abandoned?





Chapter 7: Here Be Dragons

Eternal Father, strong to save,
Whose arm hath bound the restless
wave,
Who bidd'st the mighty ocean deep
Its own appointed limits keep;
Oh, hear us when we cry to Thee,
For those in peril on the sea!
- The Navy Hymn -

During the campaign for New Guinea, the Japanese used the port town of Lae as a base to support their operations. An airstrip was built there and Lae has anchorage for ships as well. With most of the American effort directed at the Solomon Islands and Guadalcanal in particular in the latter half of 1942, Allied action in New Guinea is aimed primarily at keeping the Japanese off balance.

Allied High Command has determined that an opportunity exists to hit the Japanese at Lae, and perhaps give some relief to the forces fighting in New Guinea. One squadron of PT boats is all that can be spared to do the job, and the only force that can possibly pull it off.

It's a dangerous mission and one that will require the most from those chosen to go. The enemy awaits, and so does something else.

Characters

The Enemy Awaits is an adventure for 4 to 6 characters of 3rd to 5th level. At least half of the characters should be U.S. Navy personnel, one of whom should be a U.S. Navy officer with the rank of Lieutenant or higher. Other character types suitable for this adventure are Marines, regular Army grunts, and scouts. New Guinean resistance fighters are also helpful. The U.S. Navy PCs can naturally be assigned as the crew of PT 107. The player playing the Navy officer is in command of the mission.

Outline

Chapter 1—The PCs, as part of a PT boat crew, must stage a raid on Lae, in New Guinea, where the Japanese have built both a port and an airfield to support their operations. The bay is heavily fortified. High altitude air strikes have been ineffective against the facilities and ships berthed there. Smaller aircraft have been unable to get past the flak and fighter cover, and large warships cannot get close without setting off a larger fleet engagement that high command is not willing to risk.

Chapter 7



An Australian coast watcher has contacted the high command and informed them that he is sheltering a Dutch escapee from the Japanese (a naval engineer), who claims he has firsthand knowledge of the minefield protecting the entrance to the bay. High command decides to take the opportunity to strike and sends a squadron of PT boats to pick up the Dutchman, and with his help, conduct a raid on the Japanese harbor at Lae.

Chapter 2—The first leg of the journey into enemy territory ends with a refueling stop in Goodenough Bay off the southeastern tip of New Guinea. During the refueling, a pair of Japanese Zeroes attacks the PT boat squadron and their refueling ship. The PT boat tender catches fire and explodes, forcing the squadron to continue on with less than their full number of boats. Later, the ghost of PT 107's previous commander visits the crew.

Chapter 3—The coast watcher has set a pickup point on the New Guinea coast to rendezvous with the PT boats and transfer over the Dutchman. When the PCs arrive, they learn that during an ambush only an hour or so before, the Japanese who are now heading towards Salamaua, a nearby Japanese stronghold, recaptured the Dutchman. The PCs have to send off a detachment of men to help the Aussie coast watcher and what's left of his small force to pursue the Japanese and rescue the Dutchman. Time is of the essence, because if the PCs do not conduct the raid before a Japanese reinforcement fleet is due, they won't be able to complete their mission.

The pursuit leads the party into the mountainous jungles of New Guinea. They must deal with the jungle itself, all the while trying to catch up to the Japanese. After several hours of hard going, they finally run straight into some Japanese troops who are running like hell in the opposite direction. A group of New Guinean headhunters are chasing the Japanese and won't make any distinction between them and Allied soldiers!

After dealing with the headhunters, the party must continue with the mission to rescue the Dutchman, who is now being held captive by the headhunters in the valley just beyond the next ridge. It becomes obvious that whatever it is the headhunters are doing, they are getting ready to sacrifice the Dutchman.

The headhunter witch doctor is conjuring up a demonic crocodile, which is looking to snack on the Dutchman. If they do nothing to rescue the Dutchman,

he is killed and the demon crocodile goes after them next. Upon dealing with this threat, the PCs return to their boats.

Chapter 5—They still have their original mission to accomplish, and they make their way back to the rendezvous point and rejoin their squadron. The Dutchman, if alive, shows them how to navigate through the minefield guarding the bay.

In the dead of night, the PT boat squadron slips stealthily along the coast, past the defense batteries, and into the bay. Slowly, they work their way through the minefield. Once through the minefield, they must go to full speed and launch their attack. When they do this, or if they are spotted, the fireworks begin! They cannot launch their torpedoes until they cross the anti-torpedo net that protects the berthed ships and the docks.

After making their attacks, they must run for the open sea. They have to speed through the minefield (which is kind of a roulette game if run at high speed). Once past the minefield they are home free and the mission is accomplished.

Chapter One: "HQ has determined."

It is August 29th, 1942. In New Guinea, the Allies under command of General Douglas MacArthur, struggle through dense jungle and high mountain passes to do battle. At sea, the American and Japanese fleets fight great battles that determine the course of the war. But some battles are fought on a much smaller scale, and are yet no less meaningful to those who fight them.

Getting Ready

In this first scene, the PCs should be given a chance to introduce themselves if this is their first adventure together. If the PCs already know each other, they can get to know the crew of the boat they will be on.

Read the following to the players or paraphrase:

Early in the morning, at the Allied base at Port Moresby, New Guinea, you have gathered for an important mission. You and the other crew members of Motor Torpedo Boat Squadron 80 (RON-80) assemble on the dock in the hot





Here Be Dragons

tropical sun for an important mission. The 14 boats of the squadron bob lazily on the waves as their crewmen restock and refit the boats. Squinting against the bright morning sun, you count down the row of PT boats until you find the one your orders have assigned you to: PT-107.

A runner appears, and your commanding officer and his XO are summoned to HQ.

The docks are swarming with activity at the moment. A fuel lighter is refueling the boats, trucks are off-loading supplies, and a crane is lifting torpedoes onto PT-107 as the crew, stripped to their shorts in the hot sun, help out. You notice that the boats are being fitted with extra fuel tanks. A gruff looking sailor in dirty dungarees motions to you to help out. The torpedo is guided down and loaded into its tube.

The sailor, whom you now notice is a Master Chief, thanks you and tells you to grab your gear.

"Stow your gear below and then fall in on the quarterdeck," he says.

When you go below, you find a very cramped storage locker, with only a couple of bunks. You stow your sea bags and head back topside where the Master Chief is waiting.

"Fall in, fall in," he says, spitting some tobacco chew over the side. "Right. Welcome to Squadron 80, the Sea Dragons. I am Master Chief Page, chief of the boat. Your CO is up at the briefing shack getting an earful right about now, so we'll use this time to get you acquainted with this boat.

"This is a 77 foot Motor Torpedo Boat built by the Electric Boat Company. She's the fastest thing on the waves in any navy, and she's well armed. The torpedoes she carries can break a battleship in two, and she's got a 40mm Bofors, a 20mm, and 37mm cannon for anything else that bothers her. Subs get treated to those depth charges aft.

"Now that all sounds pretty dangerous, and it is. But you gotta remember that she's built out of plywood, and bullets go right

through her. A good solid hit from even a 5" naval gun will turn her into kindling. So speed is her armor.

"We've got a lot to do before we get underway, so go and get acquainted with the equipment at your stations.

For PCs who are not Navy crewmen with assigned positions, Chief Page tells them to familiarize themselves with one of the guns, and then to help finish loading the boat for departure. The WM may role-play any interactions with the NPC crew members as desired.

One of the motormen, Seaman Hodges, a lanky suntanned country-boy, tells the PCs in a conspiratorial whisper, that half the boats and crews in Squadron 80 are new replacements, and that PT 107 is jinxed. They always draw the worst missions, and PT-107 loses exactly half her crew every trip out, including the Skipper. Hodges also says that the ghost of the last Skipper of PT-107 haunts the boat. Chief Page overhears this and tells Hodges to shut up and get back to work. If asked, Chief Page says that's just the nature of PT boat missions and leaves it at that.

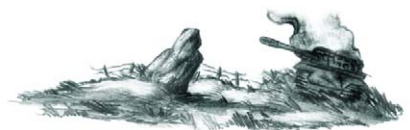
PT-107 is, in fact, haunted, and the characters will have the opportunity to buy in to the boat later in the adventure.

PT-107 Patrol Torpedo Boat

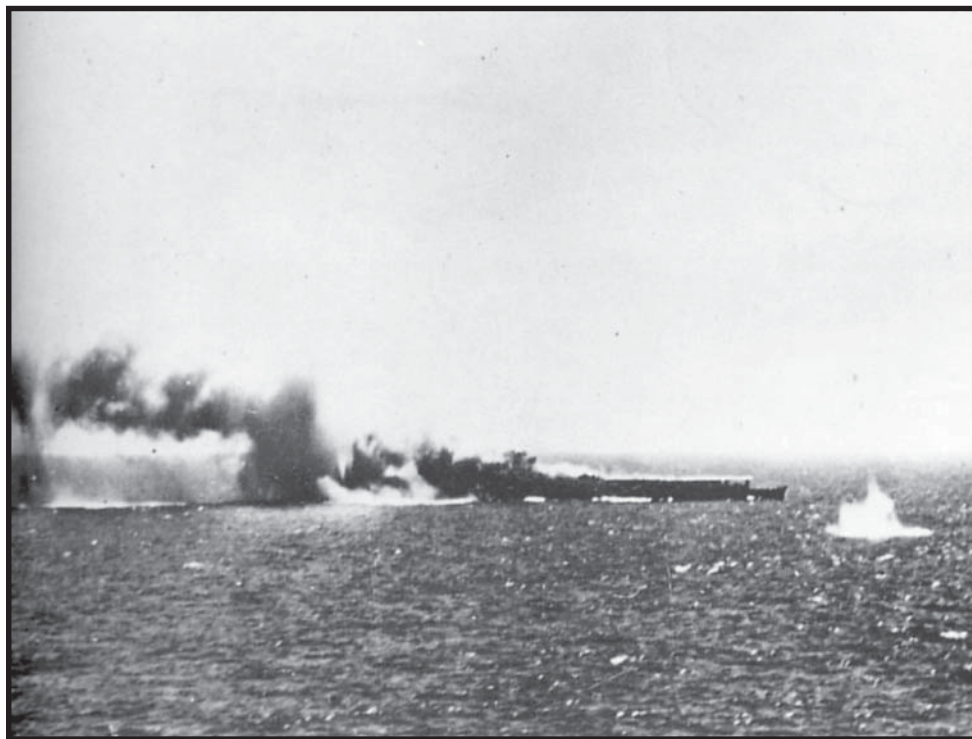
Armor Class: 11 (-8 size, +5 speed, +4 armor) **Damage Points:** 300; **Size:** Colossal; **Cruising Speed:** 12 knots/35 yds (Top Speed: 48 knots/141 yds); **Range:** 400 miles **Crew:** 16 to 18 **Weapons:** 40mm Bofors (aft), 37mm cannon (fwd), 20mm cannon (fwd), 4 x Mk XIII Torpedoes (2 port, 2 starboard), Twin .50 cal machineguns (port, starboard), Depth charge rack (aft), 81mm Mortar (aft), 16 x 5" Rockets (amidships), Smoke Generator (aft); **Ammo:** 40mm Bofors (HE75/AP50), 37mm Cannon (HE100/AP75), .50 cal machineguns (50 bursts each), 12 Depth Charges, 81mm Mortar (25 rounds), **Armor**—Hull: 10/10/10, Deck: 8, Gun Shields: 12

Special:

Maneuverable: A PT boat at speed and maneuvering in combat is a difficult target for vehicle and ship-mounted weapons. PT boats add a +4 to their AC vs. vehicle and ship-mounted weapons when they are moving at cruising speed or higher in combat (this assumes the skipper is jinking and turning the PT boat as well).



Chapter 7



The Shoho was sunk about two months before the mission begins.

Arms Locker: 20 M-1 Garand rifles, 6 M-1 carbines, 4 Thompson SMGs, 5 .45 cal pistols

PT-107 Crew

Player characters can fill any of the crew positions on the boat. Names are given for NPCs in certain crew positions, but PCs can replace any of these save Chief Page and Seaman Hodges. Non-Navy personnel can replace any of the gunners, or simply just go along for the ride.

Feel free to adjust the attributes, skills, and feats of NPCs as necessary. Assume other crew members of the other boats in the squadron to have the same stats as the crew on PT-107, if it becomes necessary for any of them to come into play.

Officers

CO: Player character (Must be a naval officer.)

XO: Player character (Must be a naval officer. If none are available, then Chief Page is the acting XO.)

Enlisted

Chief-of-the-Boat: Senior Chief Petty Officer Thomas Page

Chief Engineer: Engineer (CPO) Gordon Stack

Motormen: Machinist's Mate Lyle Hodges, Electrician's Mate Daniel Pease

Gunners: Gunner's Mate 1st Class (PO1) Lawrence Twomey, Gunner's Mate 2nd Class (PO2) Dale Christian; Gunner's Mates Bob Wheeler, James Carroll, Henry Brown, Terrence Lee, Patrick Snead, Madison Parker

Torpedomen: Torpedoman 2nd Class (PO2) James Lipton, Torpedoman 2nd Class (PO2) Ralph Setzer

Cook: Seaman Carlo Rizzi

Senior Chief Petty Officer Page CR 5:

Medium-size Human; Class: Slr 5; hp 28; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +4; AL LN; SV Fort +1 Ref +4 Will+2; Str 11, Dex 12, Con 11, Int 12, Wis 11, Cha 13

Skills and Feats: Artillery +4, Boat & Ship Piloting

+8, Concentration +2, First Aid +2, Mechanic +6, Navigation +4, Search +6, Spot +5, Swim +2, Torpedo +5, Use Rope +2; Firearms Proficiency, Machinist's Mate Specialty (Marine Engines, Marine Systems) Naval Gunnery, Naval Tactician, Rank: Senior Chief Petty Officer, Sea Dog, Sea Legs, Simple Weapons Proficiency, Small Boat Piloting

NPC Sailors (Non-coms) CR 2: Medium-size Human; Class: Slr 2; hp 9; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +2; AL LN; SV Fort +0 Ref +2 Will+0; Str 10, Dex 12, Con 11, Int 11, Wis 11, Cha 10

Skills and Feats: Artillery +3, Boat & Ship Piloting +5, Concentration +1, First Aid +2, Mechanic +5, Search +4, Spot +3, Swim +1, Use Rope +2; Firearms Proficiency, Rank: PO2, PO1, CPO, Sea Legs, Simple Weapons Proficiency; Christian, Twomey, Lipton, & Setzer replace the Artillery skill with the Torpedo skill at the same level (+3).

Feats by Individual: Stack (Machinist's Mate Specialty: Electrician, Marine Engines, Marine Systems); Christian (Naval Gunnery), Twomey (Naval Gunnery); Lipton (Naval Gunnery), Setzer (Naval Gunnery)

NPC Sailors (Junior Enlisted) CR 1: Medium-size Human; Class: Slr 1; hp 5; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +1; AL LN; SV Fort +0 Ref +2 Will+0; Str 10, Dex 12, Con 11, Int 11, Wis 11, Cha 10





Here Be Dragons

Skills and Feats: Artillery +2, Boat & Ship Piloting +3, Concentration +1, First Aid +2, Mechanic +3, Search +3, Spot +3, Swim +1, Use Rope +2; Firearms Proficiency, Rank: Seaman or Apprentice Seaman, Sea Legs, Simple Weapons Proficiency

Feats by Individual: Hodges (Machinist's Mate Specialty- Marine Engines); Pease (Machinist's Mate Specialty - Electrician); Brown, Carroll, Lee, Parker, Rizzi, Snead, Wheeler (Naval Gunnery)

RON-80 "Sea Dragons"

Order of Battle

Squadron Command (PC commanding):
PT-107

Section 1 (Lt.JG Kline commanding): PT-158, PT-161, PT-170, PT-179

Section 2 (Lt.JG Pearson commanding):
PT-143, PT-148, PT-149, PT-151

Section 3 (CPO Dewey commanding):
PT-186, PT-101, PT-111, PT-118, PT-122

The Mission

The players playing officer characters should be taken to another room to be given their briefing. Everyone else should continue talking with each other, in character, until the officers return.

At the briefing shack, Commander Crowley greets them, offers them coffee and then gets right to business.

Read the following to the players or paraphrase:

"Gentlemen, the Japanese port at Lae is the main entry point for Japanese troops and supplies coming into New Guinea. It is also a transit point for Japanese Navy ships headed for Guadalcanal. So far, air attacks have been ineffective due to heavy fighter cover from the field next to the port, and the difficulty of flying torpedo bombers over the Owen Stanley Mountains. The Japanese Navy is very active in this area and larger warships cannot get close enough to shell Lae without triggering a general engagement. On top of that, all our ships are engaged at Guadalcanal. Nevertheless, HQ has determined that Lae must be hit.

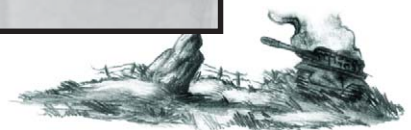
"Australian coast watchers have reported that within the last 18 hours, a fleet of 15 Japanese ships has entered the harbor; 11 transports and oilers, 4 destroyers,

and one cruiser. They have a turnaround time of approximately 4 days giving us a chance to get them while they are still at anchor. A squadron of torpedo boats should be able to slip past the Japanese patrols, into the harbor, and hit the ships berthed there. You will also need to hit the fuel transfer pumps at the end of this pier," he indicates on the photograph. "And if possible, damage or destroy the fuel tanks here."

Crowley unrolls a set of maps and charts.

"As you might guess it won't be easy. This is a long-range mission into enemy territory. As such your boats will be fitted with extra fuel tanks, and you will refuel from a PT boat tender in Goodenough Bay, both on your way to the target and on your way out.

"The harbor itself is protected by a minefield across its mouth, and an anti-torpedo net is positioned one mile beyond that.



Chapter 7



There are several shore batteries in the hills around the harbor, and the airstrip is home to the 211th Sentai fighter squadron—an experienced bunch of fliers.

“Now, our coast watcher friend, code name Zig Zag, can help you out here. Two days ago, he reported that he and his group had found a Dutch engineer who escaped from the Japanese at Lae. This Dutchman apparently was forced to help the Japanese lay the mines guarding the harbor, and he knows a way through them.

“Zig Zag has been told to rendezvous with you 15 miles southeast of Lae on the New Guinean coast to hand off the Dutchman to you. This engineer can help you get through the minefield safely to conduct your attack.

“The rendezvous is scheduled for 0530 hours tomorrow morning, and you will attack after nightfall giving you about a day to get there.

“It’s 0430 now, and you’ll need to get underway within the next two hours, so I’ll leave the rest up to you. All the radio codes and frequencies are in the briefing package. Good luck.”

After the briefing, the PC officers return to their boat and brief the others on the mission. The mission schedule is as follows:

- 8/29
- 0600 - Weigh anchor
- 1830 - Rendezvous with refueling ship at Goodenough Bay.
- 1830-1930 - Refuel boats and then get underway.
- 8/30
- 0530 - Rendezvous w/ Zig-Zag and debrief the naval engineer. Proceed with attack soonest.

Once everything is ready, the engines of the Sea Dragon’s boats start up with a throaty rumble, the lines are cast off and the squadron gets underway. The weather is calm as the boats plow out of their anchorage and it looks as if it is shaping up to be another scorcher of a day. The light of the sun, still low on the eastern horizon is nearly blinding as it reflects off the wavetops.

Chapter Two: Mr. Murphy

The journey around the southeastern peninsula of New Guinea from Port Moresby to Lae is about 700 miles. At 30 knots per hour, it takes about 11 hours to reach Goodenough Bay. From there it is another 10 hours to reach the point where they will rendezvous with Zig-Zag near Lae. At that speed, the PT boats normally have a range of just over 400 miles. With the extra fuel tanks, the squadron can make 500 miles before needing to refuel.

Commander Crowley has arranged for the squadron to rendezvous with a refueling ship in Goodenough Bay. After refueling they can proceed to the rendezvous with Zig Zag, and from there to Lae.

Until the squadron reaches Goodenough Bay, the trip should be uneventful as they are still in Allied controlled waters. The WM may have one or two boats in the squadron develop engine trouble and be forced to abort the mission. The PCs may try to make repairs but the WM should remind them they have a rendezvous to make and a tight schedule to keep. If they decide to take the time to make repairs, they have to make up for lost time by going faster, and thus using more fuel (which the WM can exploit or not at his desire).

Refueling

Goodenough Bay is just beyond Milne Bay at the southeast tip of New Guinea and is occasionally patrolled by the Japanese. A PT boat tender is at the rendezvous point waiting for the Squadron. The sun is dipping low in the sky as they arrive. The PT boat tender is sighted and hailed, and the refueling begins.

During the refueling, after half of the squadron has topped off their tanks, two patrolling Japanese Zeroes wing in to have a look at the squadron. They strafe the PT tender on their first pass and set it on fire.

Obviously, the Zeroes need to be shot down so that they can’t report the sighting of the squadron. These two planes don’t have radios but the PCs don’t know that. At any rate, if they get away they can still make a report. The Zeroes make a total of 4 passes over the PT boat tender and the squadron. If they are not shot down after their fourth pass, they head for home.





Here Be Dragons

A6M Zero

Armor Class: 15 (-2 size, +7 speed),
Damage Points: 35. **Size:** Huge,
Maneuverability: +6, **Engines:** 1, **Range:**
 1162 miles, **Weapons:** 2 x 7.7mm
 machineguns (25 bursts), 2 x 20mm
 cannons (30 shots), **Bombs:** 1 x 250 lb,
 bomb, **Crew:** 1 (pilot), **Armor**—Wing: 2,
 Fuselage: 2, Cockpit: 1, Engine: 3

Japanese Pilots 7 hp, 6hp, Initiative +1,
 Atk Aircraft Weapons +3, Bluff +2, Piloting
 +4, Search +3, Spot +3, Devotion (+4 to Will
 rolls in combat)

The PT boat tender is burning. There isn't really very much the PCs can do to help, but they can assist if they wish. The fire on the PT boat tender is growing out of control and an explosion is imminent. The crew begins to abandon ship and the PCs can have a few tense moments as they go in close to pick up survivors before the ship blows itself sky high and sinks. If the WM wishes to give any rescuers a good singe when the tender explodes, treat the explosion as that of a 500 lb. bomb (which means they better not be too close when it blows!).

The flotilla now has a couple of serious problems:

1. Half of the squadron was unable to refuel and won't be able to complete the mission.
2. They are now carrying wounded and survivors from the PT tender.
3. If either of the Zeroes escaped, they have to expect some kind of Japanese response.

Let the PCs work out any viable solution they wish. A possible course of action could be to transfer fuel from the boats that did not refuel to the tanks of some of the others, load the wounded and survivors onto one of the boats and send it back, and scuttle the boats with the empty tanks.

They can then proceed with their mission.

The rest of the journey to the rendezvous with Zig Zag, the Australian coastwatcher, can be as eventful or uneventful as the WM likes. If the Zeroes that shot up the

flotilla escaped, the PCs should be watchful of patrolling ships. They may sight some patrol ships in the distance and get a good scare.

The rendezvous with Zig Zag is scheduled for 1800 hrs on the 30th, and the PT boats may have to open up their throttles a bit to make up for any lost time.

During the night journey, the boats of Squadron 80 carve through the waves under a dazzling star-lit night sky. The crew of PT-107 is turning watch to allow everyone to get some sleep. As the squadron motors along, whoever is awake is treated to the sight of glittering schools of flying fish skimming along over the surface of the ocean.

In this next scene, the boat is visited by its guardian spirit, the ghost of Lt. Moore, the previous commander of PT-107 who was killed in action.

The WM should give the player playing the officer in charge of the mission a note that says, "Say to the PC at the helm, 'Ahead two thirds and steady as she goes.' " If the PC officer himself is at the helm, the WM should say this.

When the PC at the helm turns to look behind him, he sees a young officer (not the PC officer in charge) standing there. This is the ghost of Lt. Moore. Moore steps back out of the cockpit saying, "If anything can go wrong, it will." When the PC at the helm looks again, no one is there.

Most of the NPC crewmen either think the PC who saw the ghost is flak-happy or they believe it wholeheartedly, especially Hodges. Chief Page confirms that Lt. Moore was the previous Skipper, but doesn't put much stock in the



The Japanese super-battleship Yamato.



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sighting. The PCs may discuss this as they like but there seems to be nothing that can be done at the moment. The rendezvous is coming up soon and they need to get ready.

Until the characters accept an order from the ghost of Lt. Moore while in combat, they cannot buy into PT-107 and activate its powers. See Chapter 8: Haunted Vehicles in *Weird War: Blood on the Rhine* for rules on buying in to haunted vehicles. Once the characters have bought in, PT-107's powers are activated at Level 1. PT-107 begins with the Ghostly Driver ability.

Chapter Three: SNAFU

The Squadron reaches the rendezvous point where they are to meet with Zig Zag just before dawn. When they are still a few miles out, they receive a radio message from Zig Zag. After verifying the code, Zig Zag tells them to hurry up and come on in. He sounds flustered and panicked, and if asked, says that there's trouble and they need to come quick.

The plan calls for one boat to go in to make the pickup, but the PCs can bring in as many as they like, if they suspect an ambush.

Read the following to the characters or paraphrase:

The surf offshore is light and you have no problems landing a rubber boat on the beach. There is no one on the beach to greet you, but as you look around, three figures seem to melt out of the jungle tree line. One is dressed in Australian army fatigues and is wearing a floppy bush hat. The other two are New Guinean natives. All three are armed, and all look like they have been wounded.

The Aussie motions you to come up to the tree line and bring the boat up as well. When you approach the Aussie, you are quickly hustled to a clearing just inside the tree line at the edge of the beach. You notice that there are a few men in a defensive perimeter here and several wounded men on makeshift stretchers in the center of the clearing.

The War Master should try on his best Aussie accent as Captain Portman addresses them.

"Sorry to rush you blokes," the Aussie says. "But there're Japs around here. I'm Captain Donald Portman, Australian Army. Code-name, Zig Zag, but you fellas can call me Donnie."

Cpt. Portman gives them a quick update.

"Well, I'm afraid the Dutchman you came to pick up has been recaptured by the bloody Japs. We moved into the hills just above the beach here a couple hours ago to wait for you. 'Tully here,' he says indicating one of the natives, 'Said he thought we were being followed. We circled back around to check and didn't find anything, but decided to move to a different place to wait.

"We should've bloody well stayed put because we got ambushed not five minutes later. Actually, this bloody jungle is so thick I think we sort of ambushed each other, because we were face to face for a couple of seconds before anyone fired. We had a hell of a blue then, and for a few minutes I could hardly tell my arse from my elbow, it was so crazy. Three dead, four wounded not including myself, and the Dutchman missing.

"I think we got five or six Japs but we didn't stay for a beer and chinwag after, if you know what I mean. By the way, your Dutch bloke's name's Van Heldt and I reckon the Japs have got him again. If he isn't dead already, the Japs are probably headed for Salamaua.

"They've got maybe a two hour head start, but we can still catch up to them. I know it doesn't look good but what do you Yanks say? Situation Normal, All Fouled Up? All's not lost. My boys here know the lay of the land better than anyone. There's only five of us able to walk though, and the bloody Japs have at least platoon out there."





Here Be Dragons

If asked why his code name is Zig Zag, he says:

"Well, you see, me and my boys have to keep moving to stay away from the Japanese. We've got transmitters hidden all over the place, so we move from one to the other, and never stay two nights in the same place. We zigzag around, understand?"

Captain Donald Portman, Royal Australian Army

Medium-size Human; Class: Coastwatcher (Sct 4); hp 26; Init +2; Spd 10 yds; AC 12 (+2 Dex); Atk +6 (+2 Dex); AL LG; SV Fort +5 Ref +3 Will+3; Str 11, Dex 14, Con 12, Int 12, Wis 14, Cha 15

Skills and Feats: Hide +5, First Aid +3, Intuit Direction +4, Move Silently +5, Speak Language (Papuan +3, Japanese +1), Search +3, Spot +3, Swim +3, Wilderness Lore +5; Endurance, Dodge, Firearms Proficiency, Jungle Fighter, Pathfinder, Rank: Captain, Simple Weapons Proficiency, Uncanny Dodge

Possessions: No. 4 Lee Enfield rifle w/60 rounds of ammo, Webley Mk4 pistol w/30 rounds of ammo, machete, backpack, 4 canteens, binoculars

Background: Before the war, Captain Portman owned a pineapple plantation near Lae. He was drafted into the Australian army and trained as a coastwatcher, then sent back to the area near his old plantation in New Guinea (now being used as a Japanese officer's billet). He organized some of his plantation workers and together they have set up a radio network on the southeastern coast of New Guinea. He's an officer, but he doesn't really care much about rank and is very casual.

So far he has managed to stay ahead of the Japanese, and the ambush earlier in the day before he met up with the PCs was the first time his group had taken any serious losses.

New Guinean Scouts (Tully, Sam, Jack, Bob, Rosey)

Medium-size Human; Class: Sct 1; hp 5; Init +1; Spd 10 yds; AC 12 (+1 Dex, +1 Armor); Atk +2 (+1 Dex); AL NG; SV Fort +3 Ref +1 Will+0; Str 11, Dex 12, Con 12, Int 10, Wis 10, Cha 9

Skills and Feats: Hide +3, First Aid +1, Jungle Lore +4, Move Silently +4, Spot +3, Swim +1; Firearms Proficiency, Rank:

Private, Simple Weapons Proficiency, Sneak Attack, Track

Possessions: No. 4 Lee Enfield rifle w/60 rounds of ammo, machete, helmet, backpack, 4 canteens

Background: These men once worked on Captain Portman's plantation. They have taken English nicknames but naturally use their real names when speaking to each other in their own language.

Cpt. Portman has a radio set with which they can use to contact the squadron if there is a need to bring ashore any more supplies, equipment, or personnel. While talking to the squadron offshore, Lt. Kline, in command of the squadron until the shore party returns, passes along a coded message he says was just received.

The decoded message reads:

"Japanese relief fleet sighted, heading Lae. ETA 0400 hrs, 8/31. Expedite mission."

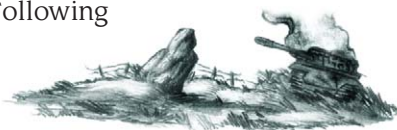
The officer in charge now has to make a decision: go after the Dutchman and rescue him, or try to continue the mission without him. Crossing safely through the minefield protecting the harbor is nearly impossible without the Dutchman's help, and as long as there is a chance that he's alive, rescuing him would be a very good idea. Chief Page voices this opinion if no one else does.

If the PCs decide to try to continue the mission without the Dutchman, continue to Chapter Six. Otherwise, they can make ready to pursue the Japanese in hopes of rescuing Van Heldt. The squadron can hide in a small cove a couple miles from the rendezvous point until the shore party returns.

Chapter Four: Valley of Death

The party sets off into the jungle, led by Cpt. Portman and his guide, Tully. The sunlight barely filters down through the triple canopy jungle overhead, and the air around them is alive with the sounds of insects, animals, and Lord knows what else. The going is hard, up and down hills, over the roots of huge trees, all the while slapping at hordes of mosquitoes and other biting, stinging insects.

After heading back to the ambush site, the group moves off on the trail of the Japanese platoon. Tully seems to be doing a good job all by himself, but any PC scouts are welcome to help out. Following



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the path of a platoon of soldiers is not very hard, but the Japanese are stealthy nonetheless and care must be taken not to lose the trail in the shadowy half-light and heavy undergrowth. There are bits of kit and discarded weapons that can also be occasionally found to help stay on the trail.

Jungle Trek

Along the way they come across one or two dead Japanese soldiers. These soldiers obviously died of gunshot wounds (they were wounded in the fight with Portman and his men earlier), but if anyone looks closely, they see that all of the dead men have had all of their teeth removed. Who would do this and why is a mystery at this point.

It's a hard trek through the jungle, and the group is moving fast. All PCs should make a Fortitude save with a DC of 15 each hour of travel or suffer 1d3 points of subdual damage. With Tully in the lead however, they definitely are gaining on the Japanese platoon. After two hours of travel, they come upon a clearing where it looks like the Japanese stopped to rest for a short while. Here they find a sign of the Dutchman: one of his shoes. There is also a small pile of animal bones arranged in an odd pattern on the ground.

When the New Guinean guides see this, they look concerned and start a heated discussion amongst themselves. Cpt. Portman talks to Tully, and it seems that the bone pile marks the territory of Wakti, a native tribe known to be headhunters.

Run Away, Run Away!

While they are discussing this, the sounds of gunfire can be heard somewhere ahead. From the sound, it's not far off, perhaps a mile or less. The party moves out again. Another difficult hour passes as they close the distance. Finally, as they are crossing a shallow stream at the bottom of a ravine, they catch up to the Japanese.

Read the following or paraphrase:

"You make your way down a hill to a stream that runs across in front of you. Here and there, a sunbeam finds its way down through the canopy overhead, spotlighting the leaves of plants and tangled vines. As the stream would be a good place to set an ambush, you slow down and carefully look around. Everything looks clear and you start across.

"Suddenly, all the noise of the jungle stops. Every squawking bird, every shrieking monkey, every buzzing insect; there is total silence except the wind in the trees and the running stream. Everybody freezes.

"Then, with a crazed shriek, 12 Japanese soldiers come bursting out of the jungle and crash straight into you!"

The ensuing fight should be chaotic, with the Japanese and Allies entangled in a vicious close quarters struggle. The heavy jungle and all the noise allowed the Japanese to get close and the fight begins at a distance of about 10'.

What the PCs don't realize (yet) is that the Japanese aren't specifically attacking them; actually, they are fighting to get past them, for hot on their heels is a party of 20 Wakti headhunters. These savages split off from the main headhunter group that ambushed the Japanese (and grabbed Van Heldt as a trophy) and are simply looking to collect a few more skulls.

The fight with the Japanese should go for 3 or 4 rounds before the headhunters show up. The Japanese aren't interested in fighting the Americans, they just want to get away and try to disengage from the fight. The WM can elect to have the headhunters join in while the Japanese and Allies are still fighting, or after the Japanese have run off or been dispatched. Either way, when the headhunters appear they seemingly melt right out of the jungle, attacking with poison tipped spears, darts, arrows, and clubs. They are masked and decorated with feathers and other trinkets, including necklaces of human teeth.

The Wakti headhunters were not expecting to run into the PCs and so they do not stay and fight to the death. They attack for a couple of rounds and then run off back into the jungle. The fight should end as quickly as it starts, leaving everyone reeling, exhausted, and completely terrified.

Profile: Japanese Soldiers

Japanese Soldiers (x12): CR 1: Medium-size Human; Class: Grt I; HD 1d10 (6hp); Init +1; Spd 10 yds; AC 12 (+1 Dex, +1 Armor); Atk Arisaka Model 38 +3; AL LN; SV Fort +3 Ref +1 Will+0; Str 11, Dex 12, Con 11, Int 10, Wis 11, Cha 10

Skills and Feats: Artillery +2, First Aid +2, Hide +3, Move Silently +4, Search +2, Spot +3, Swim +2; Automatic Weapons





Proficiency, Firearms Proficiency, Point Blank Shot, Rank: It-tohei, Simple Weapons Proficiency, Weapon Focus: Arisaka Model 38

Special Qualities:

Normally, Japanese soldiers on the attack are a fearsome opponent. In this case however, the Wakti ambush cut down half the platoon before they even knew what was happening to them. Terrified by their seemingly invisible opponents, the Japanese broke and fled, believing some sort of jungle spirits were after them.

Possessions: Arisaka Model 38, helmet, bayonet, uniform, 2 Model 96 hand grenades. Note: Every other Japanese soldier dropped his rifle when he fled the Wakti ambush.

Profile: Wakti Headhunters

Wakti Headhunters (Jungle Natives) x20:

CR 1: Medium-size Human; Class: Ftr 1; HD 1d8 (5hp); Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk half spear or club +1, short bow or blowgun +2 (+1 Dex); AL any; SV Fort +2 Ref +1 Will+0; Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10

Skills and Feats: Climb +1, Hide +4, Intimidate +2, Jump +1, Jungle Lore +4, Move Silently +4, Swim +1; Simple Weapons Proficiency

Special Qualities: At 1st level, jungle natives have Hide, Jungle Lore, and Move Silently all at +3.

Possessions: 10 of these headhunters are armed with a short spear and a short bow. The other 10 are armed with a club and a blowgun. The Wakti spears, arrows, and darts are all tipped with poison. This poison is equivalent to Oil of Taggit (see DMG pg. 80)

Moving On

After the fight, the PCs collect themselves and get ready to continue. They find that one of the fallen Japanese soldiers is still alive and is mumbling something. His eyes are wild and he clearly looks terrified. His uniform is saturated with a mixture of blood and sweat. His hands tremble as he reaches out in the direction of the nearest player character. Sweat runs in streams down his face.

Any PCs who can understand Japanese can try to make out what the soldier is saying (speak Language skill DC 15). If none of the PCs can understand the soldier Cpt. Portman translates.

"Valley of death. Valley of death. Valley of death," the Japanese soldier repeats a few more times before he dies.

Chapter Five: The Meanest Mother in the Valley

The party climbs up out of the ravine and onto the ridge. From here they are looking down into a large valley that has been cleared of trees.

Several crude huts on stilts make up a small village next to a pond. In the center of the village there is a carved wooden post, and Van Heldt is lashed tightly to it. About a half dozen Wakti headhunters can be seen milling about, but there don't appear to be any other people around.

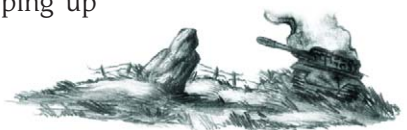
If anyone views the scene with binoculars, they see that Van Heldt is still alive. They also note there are several bodies lying around on the ground, which do not appear to be of the same group as the Wakti.

In fact the Wakti have raided this village and killed everyone in it. They ran into the Japanese while pursuing the survivors of the massacre, ambushed them, and made off with the Dutchman, whom they are now preparing to sacrifice to their crocodile demon, Honoyeta, in tribute. Although there are only a few headhunters visible, there are at least four dozen of them stalking around the village and the surrounding jungle.

The PCs need to make up a hasty plan to rescue Van Heldt. As they discuss what to do, the headhunter witch doctor appears and begins some kind of ritual in front of Van Heldt. He's waving a big knife around and doesn't look like he has the best of intentions toward the engineer. It's time to move!

Getting up to the edge of the tree line near the village requires a Hide check against the headhunters. If failed, they are spotted and the alarm is raised. Moving from place to place within the village also requires Hide checks. Once the alarm is raised or the PCs launch their attack, things start moving very quickly.

In the open, the PCs have a great advantage over the Wakti, who do not have firearms. There are a lot of them, however, and the Wakti swarm out of the jungle trying to get at the PCs. The WM can adjust the number of attacking headhunters as necessary to give the PCs a good challenge. The fight should be wild and chaotic, with the Wakti charging in groups of about 8 to 10, or popping up



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from hiding places to hurl spears or darts, or to attack with their machetes. Use the stats for the Wakti listed above.

Profile: Wakti Witch Doctor

Wakti Witch Doctor (Jungle Native Shaman - Primitive):

CR 14: Medium-size Human; Class: Adt 15; 52hp; Init +2 (Dex); Spd 10 yds; AC 13 (+2 Dex); Atk knife, club +7/+2 melee; AL NE; SV Fort +5 Ref +7 Will +10; Str 11, Dex 14, Con 11, Int 11, Wis 13, Cha 12

Skills and Feats: Climb +4, Concentration +4, First Aid +4, Hide +7, Move Silently +7, Scry +4, Spellcraft +4, Swim +4, Wilderness Lore +7; Combat Casting, Dodge, Empower Spell, Run, Simple Weapons Proficiency

Special Qualities:

Spells: The Wakti witch doctor has the following spells ready: 0-Level: Cure Minor Wounds, Guidance, Light, Resistance; 1st-Level: Cure Light Wounds, Entangle, Obscuring Mist; 2nd-Level: Charm Person, Summon Swarm, Tree Shape; 3rd-Level: Contagion, Plant Growth, Spike Growth; 4th-Level: Flame Strike, Summon Monster IV

Skills: At 1st level, jungle native shaman have Hide, Move Silently, and Wilderness Lore all at +3 (racial bonus).

Jungle Stride: At 2nd level, the shaman may move through natural thorns briars, overgrown areas, and similar terrain at his normal speed without suffering damage or other impairment. However, thorns, briars, and overgrown areas that enhanced or magically manipulated to impede motion still affect the shaman

Trackless Step: At 3rd level, the shaman leaves no trail in natural surroundings and cannot be tracked.

Possessions: The Wakti witch doctor has a large ceremonial bone knife (equivalent to a dagger).

The witch doctor increases the pace of his exhortations, and the PCs would be wise to shoot him before he can plunge his knife into Van Heldt! Anyone who reaches Van Heldt can easily cut his bonds if they have a knife or bayonet.

If the witch doctor is shot or otherwise stopped from finishing his ritual (he is casting his Summon Monster IV spell), a tremendous growl rumbles through the valley and everyone stops fighting for a moment. There is another roar and the huge crocodile demon Honoyeta erupts from the pond, angry that someone has disrupted its lunch. Honoyeta lumbers forward into the village, snatching up a couple of Wakti and wolfing them down before turning its burning gaze on the PCs. The PCs can try to fight the rampaging crocodile demon (who is also not beyond attacking the Wakti witch doctor if the spell was disrupted!) but at this point an "advance to the rear" is probably in order!

Honoyeta (Crocodile Demon)

Huge Magical Beast

Hit Dice: 7d8+28 (59hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 30 ft.

AC: 16 (-2 size, +1 Dex, +7 natural)

Attacks: bite +11 melee; or tail slap +11 melee

Damage: Bite 2d8+12; tail slap 1d12+12

Face/Reach: 10 ft. x20 ft./10 ft.

Special Attacks: Improved Grab, Smite Good, Swallow Whole

Special Qualities: Darkvision, Cold & Fire Resistance (10), Damage Reduction 5/+1, Spell Resistance 14

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 12, Con 19, Int 3, Wis 12, Cha 2

Skills: Hide +0*, Listen +5, Spot +5

Climate/Terrain: Warm marsh and aquatic

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Neutral Evil





Combat

Improved Grab (Ex): To use this ability, Honoyeta must hit a medium-sized or smaller opponent with its bite attack. If it gets a hold, Honoyeta attempts to swallow its victim whole.

Swallow Whole (Ex): If Honoyeta makes a second successful grapple check after a grab, it swallows its prey. Victims swallowed by Honoyeta take 2d8 damage per round from suffocation and Honoyeta's digestive acids.

Skills: Honoyeta gains a +12 racial bonus to Hide checks when submerged beneath the water.

Aftermath

Hopefully, the PCs have rescued Van Heldt in one piece and can head for the hills. Whether they successfully rescue him or not, Honoyeta does not leave the valley (as he is magically connected to the pond) and contents himself with snacking on any surviving Wakti. The PCs are not likely to stop running until they are well clear of the valley. If they stay and manage to defeat Honoyeta, any surviving Wakti run off (though the War Master may elect to have them encounter survivors of the tribe out in the jungle later on). If they do return, they are looking to punish the heroes for killing their god.

Van Heldt, if he's been successfully rescued, is a bit dazed from the whole experience but isn't in bad shape and he can walk on his own (though he may need another pair of shoes—unless someone thought to keep the shoe of his they found earlier on!) Should Van Heldt have been killed, the PCs simply have to make their way back to their boats and try their best to continue the mission without him.

Assuming he's alive, Van Heldt thanks the PCs. When he hears what they came to do, he readily agrees to help. He says that he was forced to help them lay the minefield that protects the bay. He escaped only a few days ago, and Cpt. Portman found him a few miles away from Lae.

The journey back to the rendezvous point should be uneventful, unless the WM feels like tormenting the PCs with a Japanese patrol, some more Wakti headhunters, or a random encounter of some other nature—perhaps a band of Kilyakai can make an appearance and give the PCs some trouble. When they return to Cpt. Portman's hide site, they can radio the squadron to come and pick them up off the beach.

Arnold Van Heldt, Naval Engineer

Medium-size Human; Class: Expert 5; hp 21; Init +1; Spd 10 yds; AC 11 (+1 Dex); Atk +4 (+1 Dex); AL LG; SV Fort +1 Ref +1 Will +6; Str 11, Dex 12, Con 10, Int 15, Wis 15, Cha 12

Skills and Feats: Concentration +8, Craft +6 (Electrician), Demolitions +8, Driving +6, Hide +6, Knowledge (Architecture) +10, Knowledge (Naval Engineering) +10, Mechanic +10, Profession (Naval Architect) +8, Swim +7; Eye for Terrain, Firearms Proficiency, Simple Weapons Proficiency, Skill Focus: Profession (Naval Architect)

Possessions: Tattered clothes

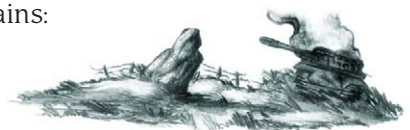
Background: Arnold Van Heldt was captured in Indonesia when the Japanese took Batavia, where he worked for a Dutch shipping company. After a few months in a Japanese prison camp, he was transferred to New Guinea and forced to work for the Japanese, who needed his skills to help them set up the harbor at Lae. While working on the harbor facilities at Lae, he made up his mind to try to escape captivity. He was able to develop some trust with the Japanese, who did not guard him as carefully as they should have, and he slipped away one night after roll call. Captain Portman found him in the jungle, frightened and exhausted, and with the Japanese hot on his trail.

Chapter Six: Full Speed Ahead!

Once back on the boat, the PCs can plan their attack on the Japanese harbor at Lae.

From their current position, it is only about a 40-minute cruise to Lae. Depending on how long it took them to rescue Van Heldt and get back to their boats, they will still have a few hours to wait before sundown. The cove where the squadron holed up while the shore party was away is a good place to hide. It is at the mouth of a small river. The PT boats can tuck themselves into it beneath overhanging tree cover until nightfall. There they can prepare for their attack on the harbor.

Van Heldt, if present, sketches out the harbor defenses (see the map on the next page) including the minefield on the back of one of their charts as he explains:

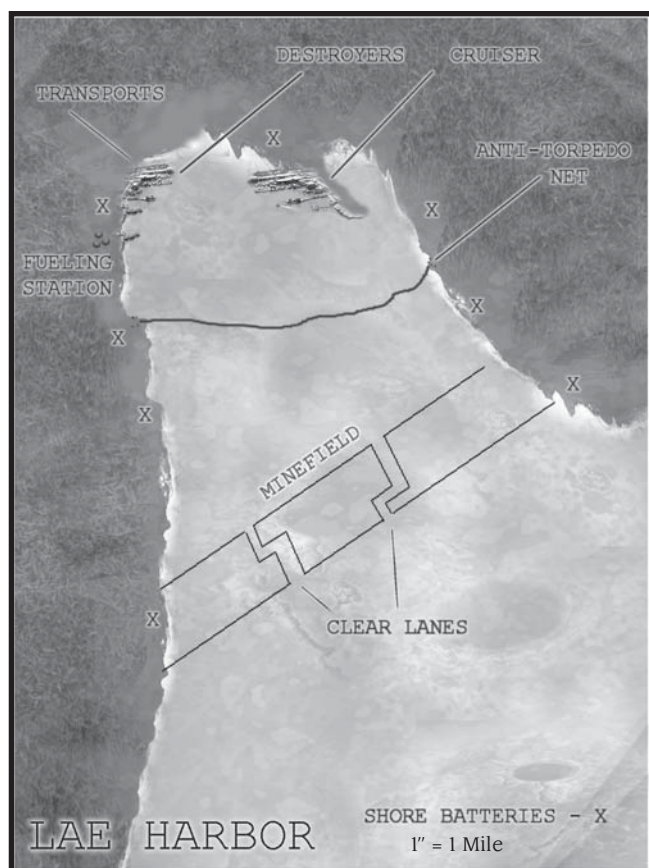


Chapter 7



"The minefield stretches across the entire mouth of the bay, and is up to 1,000 yards deep. There are two lanes that dogleg through it. These boats can probably cross through it safely in a line, end to end, at 5 knots. Once through the minefield you can fan out and increase your speed to attack.

"The Japanese ships are here. You'll have to cross over the anti-torpedo net which is about 700 yards from the ships. The net is suspended from a cable that lies just on the surface of the water. If you hit it at speed you'll skip right over without any problems. It's about 1,500 yards from the minefield to the anti-torpedo net so you'll be able to get up to attack speed I think. You'll probably cover the distance in about a minute at top speed. From the net to where the ships are berthed is only about 700 yards. The moment you go over the net you'll have to launch your torpedoes and reverse course immediately."



It's now up to the PCs to plan the attack; which boats will hit which targets, formations, contingencies, and the rally point after the attack. As the sun sets, the squadron heads out for Lae.

Soon the bay looms ahead. The PCs can see the faint outlines of Japanese ships through their binoculars, and a few lights here and there that point out activity in the harbor. The boats of RON-80 are running black, showing no lights, and on the CO's command make ready for action. The crews leap to their stations, stowing away all loose gear and equipment. The guns are readied and extra ammo boxes opened up. The torpedomen stand by their fish, spinning up the motors and letting the air pressure build in the torpedo tubes.

The flotilla approaches the minefield and slows down. So far the Japanese seem to be unaware of their approach. The situation is tense as the boats enter the minefield, with everyone looking out for the deadly mines.

Going in Blind

If Van Heldt was not rescued or was killed, and the squadron is attempting to enter the harbor without his help, roll 1d6 for each boat. On a 1-4, that boat hits a mine. If PT-107 is determined to have hit a mine, each PC on lookout can make a Spot check (DC 15) to spot the mine before it hits the boat. If the mine is spotted, the PC at the helm must make a Boat & Ship Piloting check (DC 15) to avoid the mine.

Any of the boats that hit a mine are blown to pieces (these mines are powerful enough to sink destroyers). If PT-107 is hit, she is blown out of the water. PCs must make a Reflex save (DC 15) or take 4d10 damage from the explosion. PCs who make the save take 2d10 damage. Everyone is thrown into the ocean, and anyone who is unconscious when they go into the water drowns and dies unless rescued. Players hopefully have a few Bennies to use if things go wrong here!

Naturally, if any of the boats hit a mine, their surprise attack is blown. The Japanese defense batteries go on alert and the ships go to general quarters. All surprise is lost and the harbor becomes a death trap for any surviving PT boats as the Japanese throw everything they have at their attackers. Play out the combat with all of the Japanese ships able to fire on the incoming PT boats (about 8 to 10 guns of each caliber mounted on the Japanese ships should do the trick). The crew of PT107 will have to be extremely lucky to get out of such disaster alive.





Here Be Dragons

If PT-107 has been sunk, surviving PCs can only bob in the water as they watch what's left of their squadron make a courageous but futile attack on the alerted Japanese. In this case, all the remaining boats in the squadron are destroyed, and once the attack is over, the Japanese come out to pick up survivors, who get to spend the rest of the war in a Japanese prison camp.

Threading the Needle

If Van Heldt was rescued and helped the PCs plan their attack, they can get through the minefield safely. The boats slow to 5 knots, the engines barely idling, as they enter the minefield. PT-107 is in the lead and everyone should be looking out for mines. Van Heldt is in the cockpit, guiding whomever is at the helm.

The WM can give everyone a good scare by having them make Spot checks (DC 15) to spot mines bobbing past the boat (sometimes no more than a few yards away). If anyone should roll a critical failure, they see a mine a little too late and before anyone can react, the mine bumps off the hull but does not explode (which should make for a really good scare).

As they proceed, the Japanese ships in the harbor come into view and so far it seems as if they have not noticed the approaching PT boats. Finally, after what seems like an hour, Van Heldt indicates that the squadron is through the minefield. The PT boats fan out into line abreast, aligning themselves on their chosen targets.

Full Speed Ahead!

Once all the boats are ready, the CO can give the signal to attack. With a roar, the engines of the PT boats go to full power and surge forwards. Within seconds they are at top speed and racing towards the still unsuspecting Japanese ships, all weapons loaded and ready to fire.

The range closes rapidly, and as the boats approach, the Japanese seem to finally notice they are under attack. Searchlights light up and begin scanning the harbor, a siren begins to wail, and the crews of the Japanese ships are startled into action. A few machineguns fire blindly into the night, but none are aimed at the PT boats yet.

For the first 30 seconds, the Japanese ships do not fire as their crews scramble to their positions. The boats of the squadron close rapidly. At seven hundred yards from the anti-torpedo net the Japanese ships finally manage to get

some guns trained on the incoming PT boats. The five Japanese warships can fire up to eight 20mm cannon and one 5" gun at each individual PT boat per round. The ten 5" shore batteries may also fire. The squadron has to endure 4 rounds of fire before they reach the anti-torpedo net.

Surprise!

The CO of the squadron can make a Naval Tactician roll (assume the Japanese force has Leadership +8) to see how well he has surprised the Japanese. If he wins, he not only gets the usual benefits of the feat, but the number of ships and guns the Japanese can bring to bear on each PT boat is reduced. In this case only two of the Japanese warships and five of the shore batteries may fire. The warships will only be able to fire up to three of their 20mm cannon and none of their 5" guns.

If the squadron CO won the Naval Tactician roll PCs manning guns stations can also return fire at the offending batteries (AC 10) which lose their attack that round and the next if hit. Assume the Japanese gunners on the ships and the ones manning the shore batteries have an Attack Bonus of +3. However, due to the poor lighting all guns aimed at the PT boats suffer a -2 penalty to hit. The 20mm cannons also suffer an additional -4 penalty to hit due to the range.

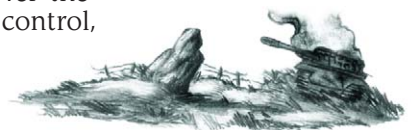
Clear to Launch!

After the fourth round, read the following to the players or paraphrase:

"The harbor is now alive with fire. Tracers and flares light up the night along with the flashes from the guns. The reports from all the guns are deafening. Splashes from near misses spray the decks with foam as the boats of the squadron charge home. Suddenly you feel a sharp bump and you realize the boat has skipped over the anti-torpedo net support cable. You're now clear to launch your torpedoes!"

As they close, the WM may should have one or more of the other boats in the squadron destroyed by enemy fire. The PCs may see the explosions and scattering wreckage, but there is no stopping now.

The War Master may wish to have the character at the helm of the PT boat make a Boat & Ship Piloting check (DC 10) to maintain control when going over the cable. If the PT boat goes out of control,





Will They Go Off?

U.S. Navy crews know their torpedo detonators have problems and often use unauthorized methods to ensure or at least improve the chances of the detonators working properly when the torpedoes reach their target. If the characters are concerned about this, they can monkey with the detonators to try and improve their performance. To do this, a character with the Machinist's Mate (Electrician) can make a Mechanic skill check (DC 15) to try and reset the detonators on the torpedoes. The WM should make the roll for the character and note the result. If the check is passed, the magnetic detonator fails to explode on a 1-2 (instead of 1-4), and the contact detonator fails to explode only on a 1 (instead of 1-3). If the check is failed, the torpedo explodes only on a 6 (for both detonator settings). The PC firing the torpedoes must note which detonator setting the torpedoes are using before firing.

it wallows and comes to a halt (and it is definitely not good to be sitting still in this situation!). Once across the cable, the torpedoes must be fired immediately! Once over the cable, it is only 5 rounds until the PT boats are at point blank range.

Lt. Moore

As PT-107 sets up her attack run, after the 1st round, the ghost of Lt. Moore makes his presence known once again. The character at the helm hears the voice of Lt. Moore ordering him to turn towards the Japanese cruiser. If PT-107 is already attacking the Japanese cruiser, Lt. Moore orders him to turn towards the fuel transfer station. Changing targets means an additional two rounds under fire either way. If the character at the helm accepts the order, the PCs may "buy in" to PT-107 after the mission is over (if they survive).

If the character at the helm ignores the order, the wheel starts pulling in the direction of the alternate target, incurring a -4 modifier on the to hit roll when the torpedoes are fired. If the character lets go of the wheel, PT-107, under the direction of the ghost of Lt. Moore, steers towards the alternate target.

It is up to the skipper to decide when to fire the torpedoes. They cannot be fired closer than 150 yards from their targets, meaning they must be launched no later than the 4th round after the boats cross the anti-torpedo net. Naturally, the

Japanese are still firing at the incoming PT boats each round. There is a benefit to holding back on the torpedoes until the boats are at point-blank range however. For each turn the skipper holds the PT boat steady on the target, there is a cumulative +1 to the to hit roll for each torpedo when fired.

When the torpedoes are fired, read the following to the players or paraphrase:

"The torpedomen send the fish on their way with a hiss of compressed air as the Skipper heels the boat over, sending up a huge rooster-tail of water. As PT107 fires, the other boats do the same. You watch as the torpedoes speed towards their targets."

The to-hit roll for the torpedoes is made by the Skipper of each boat (since they are aimed by aligning on the target) using any modifiers for staying on target. The transports and the fuel transfer station are AC10. The destroyers are AC12, and the cruiser is AC14.

Torpedoes that hit must check for detonation (they have Mk. 6 detonators) unless the PCs have tinkered with the detonators (see "Will they go off?"). Those that hit and detonate break the keels or crack the hulls of their targets. There are tremendous secondary explosions as the stricken Japanese ships begin burning, listing and sinking.

Torpedoes that destroy the fuel transfer station create a secondary explosion and fires, which blow up the huge dock-side fuel tank. The detonation of this fuel tank turns day into night for a few seconds. The shock wave of the explosion buffets the PT boats as they turn for the open sea.

Getting Out of Dodge

There is still plenty of fire being directed at the PT boats as they turn and race for the open sea. Getting out of the harbor is another run through the gauntlet of Japanese fire.

It takes 15 rounds at top speed for the PT boats to reach the minefield. For the first 5 rounds after the torpedoes strike their targets, the Japanese are shaken by their losses and the fire lessens and is for a few moments, ineffective. By the time the PT boats have gone back over the anti-torpedo net, the Japanese shore batteries and any surviving warships will be firing again, and now they're really mad!





Here Be Dragons

The PT boats must now endure 10 rounds of fire before they reach the minefield. For each PT boat, roll 1d6 to see what kind of fire is directed at them

Return Fire

d6 Guns

- 1-2 4 20mm cannon or 1 40mm cannon
- 3-4 2 40mm cannon or 1 5" gun
- 5-6 Two 5" guns

Accurate damage totals can be kept for PT-107. To help speed play, if any other boat in the squadron is hit more than four times by 40mm or once by 5" fire during the attack, they are destroyed (no need to roll damage).

The last obstacle is of course the minefield. There are two ways for the PT boats to handle it. One is to simply pray to St. Peter, gun the engines and go straight through, hoping not to hit a mine. The other is to try and go through one of the clear lanes at speed. (Note: the Japanese ships and shore batteries continue firing of course, but the minefield is dangerous enough. It is up to the WM to actually roll for the guns or not. Simply stating that the Japanese keep firing—maybe roll the dice for effect—and having this fire be near misses or perhaps hit a mine or two, should be enough to keep the pressure on.) The minefield is dangerous enough so negotiating it under these circumstances is simplified in terms of rolls and the amount of time taken.

Upon approaching the minefield, the ghost of Lt. Moore manifests one last time, issuing the character at the helm an order to follow a different course through the minefield. If the character obeys the order and takes Lt. Moore's course the DCs of any Boat & Ship Piloting checks taken while going through the minefield are reduced by 5. Accepting Lt. Moore's order allows the characters to "buy in" to PT-107 once the adventure is over.

Boats controlled by NPCs that attempt to run straight through the minefield must roll 1d6. On a 1-3 they hit a mine and are destroyed, and on a 4 -6 they make it. If the PCs choose this course and the die roll indicates they hit a mine, the helmsman has one chance to avoid it, and must roll a Boat & Ship Piloting skill check (DC 20). If failed they hit the mine and PT-107 gets blown out of the water with the effects described in "Threading the Needle" above. Survivors get plucked out of the water by another boat or are captured, at the WM's discretion.

Boats that attempt to run the dogleg course through the minefield at speed must first roll a Spot check (DC 15) to find the right entry point. If failed, then the boat proceeds through the minefield as if it were simply running straight through as described above. If the Spot check is successful, they have found the lane and then must roll a Boat & Ship Piloting skill check (DC 15) to get through safely. Failure indicates a potential mine strike which can be avoided with another Boat & Ship Piloting check (DC 15).

Once the surviving PT boats get through the minefield they can head for the open sea, as the fires from the shattered Japanese port and the burning ships light the night sky behind them.

Come daybreak, the squadron is well on its way back. If the WM wishes some Japanese patrol planes can come after the PT boats but essentially the mission is complete. After another refueling stop at Goodenough Bay, Squadron 80 heads for home.

Debriefing

Upon their return to Port Moresby, the officers and crews of the Squadron are debriefed. The Naval Intelligence officers doing the debriefing exchange glances of disbelief at the stories of "giant devil crocodiles," but notes are made and these reports eventually find their way across the desk of an OSI officer. It is also up to the PCs whether or not they make any mention of the encounter with Lt. Moore's ghost (although the general consensus among the NPC crew members is to keep quiet about it).

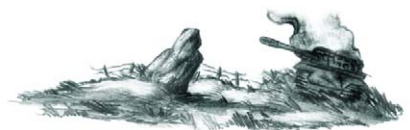
The PCs' report is classified and one day, the PCs may find themselves on another mission that has them coming face to face with the Weird.

But that is for another day. Now it is time to count the cost, and remember fallen comrades. A simple funeral service is arranged on the docks where the battered PT boats of RON-80 are moored.

A bugler plays taps, and the mournful notes play out over the sound of the sea, lapping gently at the hulls of the boats.

Parting Shot

The PCs may wish to stay with Squadron 80 and PT107. They may "buy in" to PT107 if they wish, forming a bond with the haunted boat and its ghostly skipper Lt. Moore. As the Solomons campaign grows, there will be further need for PT107 and the Sea Dragons of RON-80.



HORRORS OF WEIRD WAR TWO



NEXT UP!

**A MONSTROUS MANUAL FOR ALL
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