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• GUIDE TO THE PACIFIC FRONT •

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Sally Armitage

Majestic

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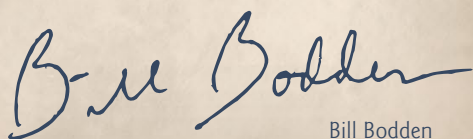
ACHTUNG! Cthulhu™

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Foreword from Bill Bodden

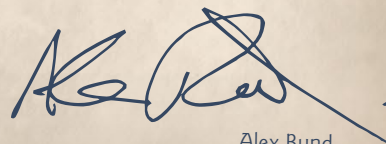
When I was recommended to the folks at Modiphius by friend and co-conspirator Monica Valentinelli, I didn't exactly realise what a vast, twisty rabbit hole I'd been sent down. A year and several books later, my involvement with **Achtung! Cthulhu** continues to be a rewarding relationship: a great deal of work, but a lot of fun as well. While the terrible loss and suffering of millions during the span of World War Two are not to be made light of in any way, I hope that our concepts, and the many stories they generate in the minds of gamemasters and players everywhere as their adventures play out around the tabletop, will help us to remember the true horrors of war. I'd like to thank Chris Birch for the opportunity; editor Lynne Hardy for her patience and encouragement; my co-author Alex Bund for being clever, imaginative, and inspiring; Dana Lombardy and Don Perrin for a bottomless supply of sage advice on tanks and planes, and suggestions on researching them; and for her love and support, my wife Tracy.



Bill Bodden
Spring 2014

Foreword from Alex Bund

I've always had a keen interest in World War Two thanks to a diet of Commando stories and war movies as a child, but the Pacific Theatre was something I was relatively new to. So when Modiphius asked me to work with Bill to develop this new sourcebook I jumped at the chance, especially when we were told we could breathe some new life into some old Lovecraftian foes, specific to the region. I hope our take on the ferocious battles of the Pacific islands and Southern Asia give both players and Keepers a taste of the horrors that lurk in these mysterious lands, and that we have opened up a new theatre for man's eternal battle against the cosmic terror that is the Cthulhu Mythos. Thanks to Chris Birch for getting me involved once again; to Lynne Hardy for her considerable editorial juggling ability with so much material; Bill for his knowledge of the theatre and his creative inspiration during the course of the project; and, of course, to my wife Jo for her unquestioning love and support... Well, apart from her one question—"What is roleplaying anyway?"



Alex Bund
Spring 2014



CHAPTER 1

Welcome to the Pacific

*"Always we will remember the character of the onslaught against us."
- Franklin Delano Roosevelt*

Captain Richard Whitaker banked the Dakota to go round for a second look. Yep, definitely another one of those strange "buildings" that really shouldn't be there, nestled snugly into the crevices of the Himalayas. No, not nestled, so much as spreading organically across the mountainside.

"Chalk it up as another one for the books, Ash," he called to his radio operator. "And Eugene, make sure he sends the right co-ordinates this time! I've got a date tonight and I'm not missing it 'cos he can't get his numbers the right way round."

Ignoring his crewmates' laughter and wolf whistles, he glanced again at the face of the mountain. He'd almost lost count of them

He squinted, hard - he could have
sworn he saw movement down there,
but now there was nothing.

now, those misshapen structures, although each fresh sighting sent a shiver up his spine. Although it wasn't the weirdest thing he'd had to do since the war broke out, mapping these babies was dangerous and time-consuming and, as far as he could tell, fairly pointless when there were supplies in urgent need of delivery to the Chinese forces somewhere far below.

Still, right now he wasn't employed to think, just find these things and let the powers that be know where they were. Stifling his frustration, he turned the bird's nose towards home when something caught his eye. He squinted, hard—he could have sworn he saw movement down there, but now there was nothing. Nothing human could survive this high up for any length of time; but then, he reminded himself, it wasn't just humans you had to worry about these days...

WHAT IS ACHTUNG! CTHULHU?

Achtung! Cthulhu is a World War Two-inspired setting for Lovecraftian roleplaying, where player characters investigate the dark machinations of madmen and monsters whilst battling to defend the world they know from the all-encompassing chaos that war brings.

This book has been created for use with Chaosium's **Call of Cthulhu, Sixth Edition** roleplaying game and Pinnacle Entertainment Group's **Savage Worlds** system. Within these pages you will find the historical detail to ground your game in as much, or as little, reality as you want; guidance on creating new types of player characters; new creatures, artefacts, and tomes; and a selection of new rules for dealing with the hazards of jungle warfare.

The **Achtung! Cthulhu: Guide to the Pacific Front** is split into two main sections: one designed for both the Keeper and investigators (Chapters 1-6), and one primarily designed for the Keeper that gives more information on the various Mythos-related threats likely to be encountered in this theatre of the war (Chapters 7-11).

Cth

If you are playing **Call of Cthulhu**, look for this symbol, which highlights the rules relevant to your game.

Sav

If, on the other hand, you are playing **Savage Worlds**, you need to look for this symbol instead.

All ready for your
approval, Miss Armitage.

- O. Petersen



CHRONOLOGY OF A DISTANT WAR

The timeline provided here is intended to compliment those found in both the *Investigator's* and *Keeper's Guides* for *Achtung! Cthulhu*. It concentrates on events in the Far East and America during the early years of the war (predominantly 1941-42), as well as introducing important events that lead up to the conflict. Due to the vast area over which the Pacific war takes place, it is impossible to mention every event from every battlefield, but details on key actions have been included wherever possible. Some entries have been left deliberately vague so as to provide inspiration for the Keeper, thus enabling them to fit into your own individual campaigns.

1854

MARCH

The Return of the Black Ships—The American Commodore Matthew C. Perry forces the Empire of Japan to open its borders to foreign trade with the signing of the Convention of Kanagawa; although this treaty only applies to the United States, the 1858 Treaty of Amity and Commerce (better known in the West as the Harris Treaty) widens such access to other nations.

1867

FEBRUARY

Emperor Meiji ascends the Japanese Imperial throne, heralding the beginning of the Meiji Restoration and the end of the feudal Tokugawa Shogunate.

1920

The Thule Society mounts an expedition to Sumatra, during which strange blue crystals are discovered (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.98).

1929

OCTOBER

The Wall Street Crash leads to the Great Depression.

1931

Japan's Kwantung Army invades Manchuria in China, renaming it Manchukuo. Kendo is made a compulsory subject in Japanese boys' schools.

1932

The last of the Manchu emperors (Puyi, the Xuantong Emperor) is installed as Manchukuo's puppet leader. The Kwantung Army openly begin agitating for the conquest of the rest of China. The forerunner of the notorious Unit 731 is established by General Shiro Ishii in Manchukuo.

A series of scuffles break out along the USSR-Manchukuo border between Soviet, Mongolian, and Japanese troops of the Kwantung Army. These intensify in nature over the next seven years, culminating in the Battles of Khalkyn Gol in May-September 1939.

Unit 731

Officially known as the Epidemic Prevention and Water Purification Department of the Kwantung Army, Unit 731 carries out horrific experiments on prisoners and the Chinese populace, including biological warfare, mass poisonings, and vivisection without anaesthetic. Based in Pingfang, it does not officially exist until the summer of 1940, but begins life much earlier as the Togo Unit, a secret part of the Army Epidemic Prevention Research Laboratory in 1932. It also operates a "medical school" in Tokyo and is active in the Mukden POW camp, Shenyang, China.

J.B. Rhine

Joseph Banks Rhine (1895-1980). Originally trained as a botanist, Dr. Rhine is highly impressed with a talk given by Sir Arthur Conan Doyle on the subject of communing with the dead. After additional training at Harvard University's Psychology Department, he moves to Duke University, Durham, North Carolina and begins to study parapsychology under scientific, laboratory conditions. He publishes his findings in the book, *New Frontiers of the Mind*, in 1937, as well as establishing the *Journal of Parapsychology* the same year. Although his methods are criticised by rivals and sceptics, his findings are, nonetheless, intriguing.

1933

JANUARY

Franklin Delano Roosevelt (FDR) becomes President of the United States.

1934

Hugh Foss and Oliver Strachey of the British Government Code & Cypher School (GC&CS) break the "Red" Japanese diplomatic machine cipher two years before it is cracked by the US Signals Intelligence Service (SIS) and the US Navy. The issuing of a new Ministry of War booklet begins the Imperial Japanese Army's change from a force noted for its mercy to one infamous for its ruthlessness.

1936

NOVEMBER

Germany and Japan sign the Anti-Comintern Pact.

1937

New Frontiers of the Mind, a book describing the parapsychology research undertaken at Duke University, North Carolina, is published.

A national program of judo training is introduced into boys' schools in Japan. After pushing further into China for the last four years in an attempt to take control of the country's material resources, war finally officially breaks out after the Marco Polo Bridge Incident, near Peking (modern-day Beijing); fighting moves from here to Shanghai, Nanking (site of the infamous massacre in December 1937) and northern China.

New Japanese military code systems are introduced towards the end of the year; they are not broken until the late summer of 1938 by John Tiltman of GC&CS. Amelia Earhart disappears somewhere over the Pacific as she

Ignác Trebitsch-Lincoln

Ignatius Timothy Trebitsch-Lincoln (1879-1943). Born into a Jewish family in Hungary, young Ignatius begins training as an actor before fleeing to London after a series of petty thefts land him in hot water with the local police. Converting to Christianity, he travels to Germany and Canada before briefly becoming a Member of Parliament for Darlington, England. Serving as a German spy during World War One, he remains involved with espionage and covert operations in one form or another for the rest of his life. Having fled to China from Austria, he converts to Buddhism, rising to become abbot of his own monastery in Shanghai, where he works for Japanese and German intelligence until his death. As well as allegedly being a member of various Asian secret societies, he assists Hans Ludendorff in the construction of the golem that bears his name (*Achtung! Cthulhu: the Keeper's guide to the Secret War*, pp.238-239).

attempts to complete her solo round-the-world flight. The National Defence Women's Association begins collecting single stitches from passers-by for "one thousand stitch" belts (*Senninbari*) as gifts for Japanese soldiers; these belts are believed to act as protective amulets for the soldiers, and often include unusual patterns and design elements. Ignác Trebitsch Lincoln starts working for the Japanese producing anti-British propaganda.

OCTOBER

The Japanese Cabinet Planning Board is established; it decrees limit imports in an attempt to save foreign currency, and prioritise the production of goods essential to the armed forces.

1938

MARCH

The National Mobilisation War Law is passed by the Imperial Japanese Diet, giving the government powers to conscript labour and intervene in the economy; industry is forced to concentrate on war needs, to the detriment of the Empire's cotton trade. Rationing of certain goods is introduced, including petrol; many vehicles are converted to run on charcoal instead.

SPRING

The first hotdog stand opens in the Ginza district of Tokyo.

1939

A new Japanese diplomatic machine cipher, known as "Purple", is introduced in early 1939; the British still keep up with Japanese intelligence by intercepting other sources of information until February 1941. Japan is now in control of China's most productive areas. Cosmetics and permanent waves (perms) are banned in Japan as unnecessary consumer luxuries.

JUNE

Japan switches its main operational code to the Japanese Fleet Code (known as JN-25 by the Americans); this new cipher is broken by John Tiltman within weeks. Siam is renamed Thailand (Land of the Free).

AUGUST

The British Far East Combined Bureau, set up in 1935 to handle intelligence gathering in the Far East, moves from Hong Kong to Singapore to continue intercepting Japanese transmissions.

SEPTEMBER

1st: Germany invades Poland (Case White). **3rd:** Britain and France declare war on Germany; Japan declares itself neutral in the war on Europe.

The Kwantung Army loses its campaign against Soviet and Mongolian troops, ending the Soviet-Japanese Border War; present during the final battles at Khalkyn Gol is Georgy Zhukov, who later commands the Russian counter-offensive at Stalingrad; few Japanese commanders listen to the reports from the survivors of the battle and their stories of fighting on a strange, bleak plateau, nor the tales of the terrible savage men that assailed their positions. Price controls are instituted in Japan, and are closely monitored by the economic police.

OCTOBER

Section M moves into the Metropole Hotel, London, and sets up office in the suite next door to Section D. Japan asks Britain to close the Burma Road in order to prevent supplies from reaching Chiang Kai-shek's Nationalist forces; Britain refuses.

DECEMBER

27th: The tiny island of Nauru, a small Australian Protectorate in the South Pacific, is shelled by a German ship flying Japanese colours. The reasons for the shelling, and the deception, remain unclear.

The Taisai Yokusankai is formed, introducing the one party system into Japanese politics.

1940

JUNE

Matches and sugar are rationed in Japan. **12th:** a non-aggression pact is signed between Japan and Thailand.

AUGUST / SEPTEMBER

US codebreakers crack the Japanese Purple cipher; working from their notes, they build replica Purple machines and give one to the British in exchange for information on Enigma. Decoded Japanese intelligence is known in the US as "Magic" (as opposed to "Ultra" for the Enigma decrypts).

SEPTEMBER

As part of their Greater East Asia Co-Prosperity Sphere plan, and under the guise of co-operation with the French authorities, Japanese forces occupy parts of French Indochina, including Hanoi; the arrangement with the incumbent authorities permits the Japanese to station troops in the country and move them through to China. The *Tonarigumi* (neighbourhood mutual aid associations) are formalised by the Japanese government; consisting of ten to fifteen households, each group is charged with distributing rations, fire-fighting, civil defence and ensuring that national objectives are adhered to at a local level. **27th:** the Tripartite Pact is signed by Germany, Italy, and Japan.

OCTOBER

The *Taisai Yokusankai* (Imperial Rule Assistance Association) is formed; it effectively introduces the one party system to Japanese politics and promotes Prime Minister Prince Fumimaro Konoe's *Shintaisei* (New Political Order).

NOVEMBER

Roosevelt is re-elected President of the United States for the third time. Dance halls and jazz performances become illegal in Japan, allegedly to protect Imperial citizens' morality.

1941

JANUARY

The US ambassador in Tokyo reports on plans by the Japanese Imperial Staff to attack US air and naval bases, including Pearl Harbor.

FEBRUARY

The United States reorganises its naval forces into Atlantic, Pacific, and Asiatic Fleets.

MARCH

The eastern approaches to Singapore Harbour are mined and closed to shipping. Takeo Yoshikawa arrives in Hawai'i to gather intelligence on the US fleet at Pearl Harbor.

APRIL

The US Lend-Lease Bill is ratified for China, enabling America to supply defence materials to Chiang-Kai Shek (p.97) in his war against Japan. Rice rationing is introduced in Japan's six major cities (Tokyo, Osaka, Kobe, Sendai, Nagoya, and Yokohama). A national education system is also introduced; the traditional elementary school (*Shogakko*) is replaced by the National School (*Kokumin Gakko*), to instil "the way of the Empire" in all students. **1st:** Japanese Foreign Minister, Yosuke Matsuoka, visits Benito Mussolini and King Victor Emmanuel III in Rome, having already visited Adolf Hitler and Joachim von Ribbentrop in Berlin. **4th:** Hitler and Mussolini meet in Berlin to discuss potential plans for attacking Singapore and the United States of America. **13th:** a five-year Soviet-Japanese Non-aggression Pact is signed in Moscow by Matsuoka and Vyacheslav Molotov. **27th:** British, Dutch, and US delegates meet in Singapore to draw up plans to defend against possible Japanese aggression.

MAY

The Viet Minh is formed to free French Indochina from foreign rule; guerrilla operations against the Japanese, with financial support from the US, the Soviet Union, and China, begin in late 1943.

JULY

Ribbentrop attempts to convince the Japanese to declare war on the Soviet Union; after its previous unsuccessful attempts, Japan refuses. China breaks off its relationships with the Axis powers. Prince Konoe, the Japanese Prime Minister, replaces Matsuoka as Foreign Minister with Vice Admiral Teijiro Toyoda after a series of diplomatic gaffs. **23rd:** Japanese forces begin to occupy the rest of French Indochina with Vichy "consent"; the US, Britain, and France freeze Japanese assets as a result two days later; Japan retaliates by freezing US assets the following day, with the US subsequently imposing an oil embargo; the occupation of southern Indochina is complete by 29th. **26th:** Douglas MacArthur takes command of US forces in the Far East as well as those in the Philippines.

SUMMER

The 1st American Volunteer Group of the Chinese Air Force, better known as the Flying Tigers, comes into being under the command of Claire Lee Chennault.

AUGUST

Roosevelt warns Japan not to invade Thailand. Admiral Kishisaburo Nomura, the Japanese ambassador in Washington, proposes a peace conference between the US and Japan. Churchill meets with Roosevelt at Argentia, Newfoundland, and receives a guarantee of US intervention in Malaya, Singapore, and the Dutch East Indies in the event of a Japanese attack. The Japanese complain that US ships are violating its territorial waters when bringing aid to Vladivostok.

SEPTEMBER

The Japanese Air Defence Bureau is formed to advise on air raid precaution measures.

OCTOBER

Prince Konoe is forced to resign as Prime Minister for being "too soft"; he is replaced by General Hideki Tojo. **22nd:** Tokyo has its first blackout; the first air defence exercises are carried out the following day.

NOVEMBER

America insists that Japan should withdraw from Indochina, China, and the Axis. Saburo Kurusu is sent to Washington as the Imperial government's special envoy; the move is a

Flying High

Created by Chennault to replace Soviet support for China against Japan, and set up with direct authority from President Roosevelt, the Flying Tigers are a mixed unit of USAAF, US Navy, and US Marine pilots, along with some civilian contractors, effectively acting in a mercenary role. Chennault purchases 100 Curtiss P-40 Tomahawks, forming three squadrons. The planes are all painted with a distinctive shark-tooth design on the nose cones.

Using what is described as a "dive and zoom" attack technique to compensate for the lesser manoeuvrability of their planes, the squadrons are charged with protecting the Burma Road and Rangoon then, later (after retreating into China as the Japanese advance into Burma), protecting Chinese troops in so-called "morale missions".

Their first engagement, against Japanese "Lily" bombers attacking Kunming, Yunnan Province, takes place in December, 1941; their last, over Hengyang, Hunan Province, takes place on 4th July, 1942. After this point, thanks to political string pulling by the USAAF, the Flying Tigers are absorbed into its ranks, an action that sees many of its pilots leave in disgust at the USAAF's strong-arm tactics. However, these pilots go on to become civilian transport pilots, ferrying much needed supplies to the Chinese from India.

The Day of Shame

Located on the island of Oahu, Hawai'i, Pearl Harbor is a deep-water base and shipyard for the United States Navy and its Pacific Fleet. At 07.55 on Sunday 7th December, Japanese bombers from six aircraft carriers under the command of Admiral Chuichi Nagamo, arrive at the base and begin to wreak havoc. Lasting approximately 110 minutes, the air raid kills 2,400 Americans, with another 1,200 wounded. In terms of materiel, 340 planes are lost, as well as the loss or damage of eight battleships and numerous cruisers and destroyers. America's aircraft carriers escape the bombardment as they are out on exercise at the time, as do its submarines which are, inexplicably, not attacked. The repair dockyards and oil stores are also unaffected, enabling the base to quickly regain its footing.

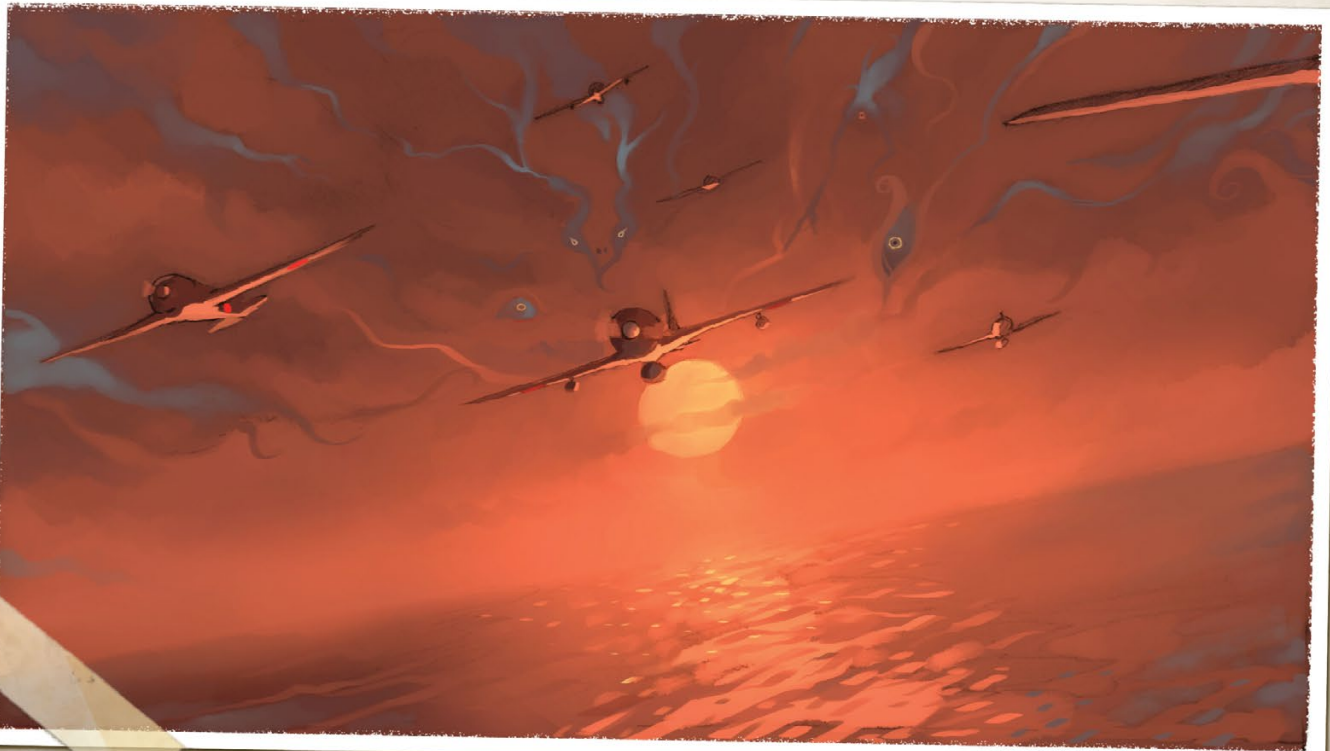
Although Japan's ambassadors in Washington are supposed to deliver the notification of a state of war prior to the attack, they are late, leading to much bitterness and recrimination; Roosevelt refers to the event in his speech to Congress on 8th December as "a date which will live in infamy". Keen for revenge, America officially enters the war.

blind, as the Japanese have already decided that war is inevitable; later in the month, Kurusu and Nomura put forward final "peace" plans which they know both sides will reject. **23rd:** US troops occupy Surinam (Dutch Guiana), with the exiled Dutch government's permission, to protect its highly important bauxite mines.

DECEMBER

Rice rationing is extended to 99% of the Japanese population. The German pirate ship *Kormoran* sinks the Australian cruiser *Sydney* off the Australian coast. FDR appeals directly to Emperor Hirohito to ensure peace. **7th:** The Japanese air attack on Pearl Harbor brings America into the war; Guam, the only island in the Marianas governed by the US, is also bombed, as is Wake island; Japanese destroyers shell Midway Island, disabling the airfield.

8th: the Allies declare war on Japan. Japanese aircraft bomb Singapore, while those stationed in Formosa (now Taiwan) begin bombing the Philippines. The Imperial Japanese Army (IJA) begins its invasion of Thailand and Malaya. American films, once popular with the Japanese cinema going public, are now banned. **11th:** Germany and Italy declare war on the US. **14th:** Japan and Thailand sign an alliance treaty. The rest of December sees the fall of Guam; the surrender of the US garrison on Wake Island; the invasion of Borneo at Sarawak; the fall of Hong Kong; and the



ZEKE, ZERO – IT DOESN'T MATTER WHAT YOU CALL THEM,
THAT HORIKOSHI'S DESIGNED ONE FEARSOME FLYING MACHINE.

– SGT. CARTER

Force 136

While the British military seem incapable of learning from their trouncing at the hands of the Japanese, the Special Operations Executive (SOE; see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.52-54) takes a more pragmatic view. Force 136 is established to provide organisation and support for resistance movements in Japanese-occupied Asia. Commanded by British SOE officers, but with a corps of agents mainly composed of indigenous Asians, Force 136 trains resistance fighters to take the war to the Japanese, and commissions many former European forestry rangers familiar with the jungles of Burma and Malaya to lead these units. Although hampered by the huge distances involved in supplying the resistance forces, and the limited number of aircraft and submarines available to them, Force 136 successfully foments resistance movements in Burma, Malaya, Indochina, and China.

Force 136 also undertakes out field operations behind Japanese lines in Burma, carrying out a variety of intelligence gathering and search and destroy missions. Sometimes spending weeks in the steaming jungles, these forces of up to forty infantrymen, often Gurkhas, maintain contact with their headquarters in India via radio using the most secure codes available, and rely upon airdrops for supplies.

Stalking the jungles of Burma, Force 136 have no doubt had encounters with the Tcho-Tcho tribe so feared by the Burmese people, and investigators may have cause to call upon their experience when active in the jungle.

occupation of Manila by the Japanese. At the end of the month, Admiral Chester Nimitz is made head of the American Asiatic Fleet. China officially joins the Allies, turning their backs on former "friends" Germany.

Eight "stay behind" Special Operations Executive (SOE) units, part of Force 136, are established to work with the Malayan Communist Party's guerrillas in harassment operations against the Japanese.

1942

JANUARY

Rationing begins in the United States. Chiang Kai-shek asks for Lend-Lease help to build a road from India to China in order to supply Kuomintang forces; the road is later known as the Ledo Lifeline and/or the Stillwell Road.

Leaflets urging American and Filipino forces to surrender are dropped in the Bataan Peninsula, Luzon. The Japanese declare war on the Dutch East Indies and invade Burma,

How Many Roads...

One of the most well-known roads of the conflict, the Burma Road runs from Lashio, Burma, to Kunming, Yunnan Province, China. It is built during the Second Sino-Japanese War in 1937 and 1938, and is used by the British to transport goods into China. Closure of the road after the Japanese invasion of Burma forces materiel to be transported in by plane from Assam, India, "over the hump".

In order to improve the flow of supplies, a new road is proposed to run from Ledo, Assam, cutting through Myitkyina, Burma, before connecting to the old Burma Road in China—the somewhat unadventurously named "Ledo Road". Construction by American and Chinese labourers and engineers does not begin until December 1942 under the command of US General Joseph "Vinegar Joe" Stillwell (p.96), connecting to the Burma Road in late 1944. However, as predicted by General Claire Chennault, the tonnage carried never matches that achieved by the air lifts.

THE HUMP

The eastern portion of the Himalayas, separating China and India, is a nightmarish realm of jagged peaks plagued by extreme turbulence and atrocious weather conditions. These, combined with a lack of reliable charts and no radio navigation, make the route a lethal prospect, even for the experienced pilots of the Flying Tigers (p.7) who run supplies across them. Flying converted DC-3 airliners, C-47 Skytrains, and (later) C-46 Commando high-altitude transport aircraft, these pilots ferry thousands of tons of cargo into China, including aviation fuel intended for the famous Doolittle Raiders (p.10).

During these missions, pilots have on several occasions reported sighting structures buried in the snow and ice in the highest mountain passes. Furthermore, in the northwest of China, a great white pyramid has been sighted, capped by a great jewel. However, the remote locations of these structures and the precarious nature of the war effort have prevented detailed exploration of the sites.

the Solomon Islands, and New Guinea. **24th:** the first large-scale naval battle between the US and Japan takes place at Balikpapan, between the Celebes and Borneo; it briefly prevents the invasion of Borneo, but does not stop Japan seizing Balikpapan's oil port. **25th:** Thailand declares war on the US and the UK; the US returns the favour in February.

FEBRUARY

Japanese submarines shell a Californian oil refinery, one of the few direct attacks to take place against the American mainland. Rationing of staple foods is introduced across

Japan, including miso, soya beans, and salt; clothes are also rationed; due to the inequalities of the system, the black market flourishes accordingly and becomes one of the most active anywhere in the world. **15th:** the Fall of Singapore—Lt. Gen. Arthur Percival signs the unconditional surrender at the Old Ford Motor Factory, Bukit Timah. **17th:** US “militarised civilians” (the Seabees; p.111) are landed at Bora Bora, in the South Pacific, to build an airfield. **19th:** the Japanese invade Bali, Dutch East Indies. Japanese bombers flying from aircraft carriers attack Darwin, Northern Australia, destroying the port facilities; it is attacked again just over a month later. Executive Order 9066 is issued by FDR, permitting designated areas to be reclassified as military zones, thus paving the way for Japanese internment within the United States. **27th-1st March:** the Battle of the Java Sea—near Surabaya. The Japanese win a naval encounter against Allied ships, including Dutch, British, and US vessels. The Japanese invasion of Java begins; its troops quickly capture the capital, Batavia, with the whole island falling to them by 7th March; control of the whole of the Dutch East Indies soon follows.

SPRING

The Burma Defence Army (BDA) is created, sponsored by the Japanese; it changes its name to the Burma National Army (BNA) in August 1943 after the country is granted independence by Japan.

MARCH

Australia declares war on Thailand. Japanese aircraft bomb Broome, Western Australia, the destination for most Javan refugees, including the island's Dutch government. MacArthur leaves Luzon for Mindanao by boat, declaring “I shall return!”; he flies to Darwin a few days later to take command of the Allied forces in the Southwest Pacific. The US Joint Chiefs of Staff divide up the Pacific—Admiral Chester Nimitz is put in charge of the Pacific Operation Zone; Gen. MacArthur is given command of the Southwest Pacific

Zone (including Australia, New Zealand, the Philippines, and many of the island groups); Nimitz prefers a “great leaps” strategy for tackling war in the Pacific, whereas MacArthur insists on an island by island approach—America decides to pursue both options. Special Operations Australia (SOA), also known as the Services Reconnaissance Department (SRD), is formed; it becomes part of the Allied Intelligence Bureau (AIB) in June.

A curfew comes into force for Japanese Americans in restricted areas, and the internment of Japanese Americans begins en masse, predominantly affecting those on the West Coast and in Hawai'i; the operation is handled by the War Relocation Authority (WRA). Three types of camps exist: Civilian Assembly Centres (temporary marshalling camps); Relocation Centres (internment camps); and Detention Camps (for those who are actually suspected of nefarious activities); many of the camps are on Native American land in hostile environments that the internees are not well prepared for.

APRIL

The US submarine *Seadragon* evacuates pilots from Corregidor, along with other “specialist” personnel. By the end of the month, the Japanese are firmly in control of central Burma. **10th:** the Bataan Death March begins after the Americans surrender Luzon to the Japanese. The captured US and Filipino POWs are forced to walk from the Bataan Peninsula to San Fernando, in some cases well over sixty miles (over ninety-five kilometres), before being herded onto trains bound for Camp O'Donnell; anyone who falters along the way is executed. **18th:** the American Doolittle Raid on Tokyo causes little actual damage, but is psychologically highly important, proving that the Imperial homelands are not beyond the reach of the war; Japanese civilians are horrified by the “barbarity” of the attack.

MAY

Townsville, Northern Queensland, Australia, is put on invasion alert (but the nature of the threat remains shrouded in secrecy). **4th-8th:** the Battle of the Coral Sea—the first, and quite probably the largest, air-naval battle in history is fought exclusively between aircraft (the ships themselves never come into contact with each other). The battle is pretty much a draw; although the Americans suffer heavier losses (including the *USS Lexington*), the Japanese are prevented from landing at Port Moresby, New Guinea. **20th:** US reinforcements are sent to Midway and the Aleutian Islands to forestall an invasion after Imperial codes are cracked by Commander Joseph Rochefort of Station Hypo, Pearl Harbor; the Japanese aircraft carrier fleet sets sail from Japan heading for Midway on 27th, with the rest of the fleet (under Admiral Isoroku Yamamoto) setting sail a day later. As a result of Rochefort's information, Admiral Raymond Spruance and Admiral Frank Fletcher of the US Navy are on their way to meet them.

Sting in the Tale

Sixteen modified B25s launch from the aircraft carrier *USS Hornet*, under the command of Lt. Col. James H. Doolittle. After dropping their incendiary bombs on Tokyo, the planes turn towards China and relative safety. Doolittle is forced to bail out north of Chuchow, Hunan Province, and links up with Chinese guerrilla fighters, although eight of his flyers are not so lucky and are captured by the Japanese; three are later executed. The raid sees Doolittle promoted from Lt. Col. to Brig. Gen and given the Medal of Honor.

JUNE

A Japanese pocket submarine sinks a merchant ship in Sydney Harbour, Australia. Prof. Richard Deadman returns to the US to help set up the Majestic (MJ) branch of the Office of Strategic Services (OSS).

4th-7th: the Battle of Midway—the American Navy inflicts huge losses on the Imperial Japanese fleet, particularly in terms of experienced pilots; the battle marks the turning point of the war in the Pacific. **22nd:** a Japanese submarine shells the military depot at Fort Stevens, Oregon, but only succeeds in causing minor damage. It is also the only attack on a mainland US military installation during the whole war.

The British Long Range Penetration Groups (LRPG), better known as the Chindits, begin life as the 77th Indian Infantry Brigade.

The Allied Intelligence Bureau (AIB) is formed—a joint US, Australian, Dutch, and British agency intended to co-ordinate espionage and guerrilla warfare operations behind enemy lines; Section C is responsible for the gathering of field intelligence, in part through the actions of coastwatchers (some of whom are on loan to both Section M and Majestic).

JULY

The furthest expansion of the Empire of the Rising Sun is marked by landings in New Guinea, the second largest island in the world (after Greenland); there is heavy fighting on New Guinea from here on in. After this point, Japanese-held territory begins to shrink as the Allies take the fight to them.

AUGUST

US Marines begin landing in the Solomon Islands, including on Guadalcanal. Work begins on the construction of Henderson Airfield on Guadalcanal; it is operational by 17th, although Seabees continue to work on it into late September. The US Marines pilots who fly from the field are jocularly referred to as the “Cactus Air Force”. **25th:** the Battle of the Eastern Solomons—the US Navy forces Japanese transports heading for Guadalcanal to turn back to base.

The Father of All Sharks is pleased with the unwitting tribute.

SEPTEMBER

Japanese Prime Minister Tojo assumes the position of Foreign Minister after the previous incumbent resigns. A small Japanese aircraft, launched from a submarine, drops incendiary bombs on forest near Brookings, Oregon; it proves to be the only air attack on mainland USA during the war.

OCTOBER

Torrential rains call a halt to Marine operations in the Pacific; the storms are unusually severe and affect a vast

Hit & Run

Named after the mythical *Chinthe* lion-like creatures that guard Burmese temples, the British, Burmese, and Ghurka troops of the LRPG are under the command of Orde Wingate (p.96). Each unit consists of a mixed column of around 300 men, headed by a Major. They are initially tasked with disrupting Japanese communications behind enemy lines, but later find themselves building airstrips and assisting in driving forward the construction of the Ledo Road (p.9).

After the Quebec conference of August, 1943, the Chindits are supported in the air by the 1st Air Commando Group, mostly made up of USAAF pilots and aircraft; the unit holds the distinction of being amongst the first to test helicopters (Sikorsky R-4s) in battle in May 1944.

An independent LRPG, the 111th Indian Infantry Brigade (more commonly referred to as the Leopards), is raised without Wingate's knowledge under Brig. Walter “Joe” Lentaigne. There are also rumours of other, more secretive, LRPGs operating in the Burmese jungles.

All Aboard

The Imperial Navy's attempts to reinforce its positions on Guadalcanal under cover of darkness soon acquire the nickname the “Tokyo Night Express”. The convoys, consisting of Japanese fast transports accompanied by warships, are very successful at landing troops and supplies right under the noses of the US Navy, even through the narrow approach to Guadalcanal known as “The Slot” (the New Georgia Sound).

area of ocean, prompting investigation by Majestic as to the cause. **11th-12th:** the Battle of Cape Esperance (Guadalcanal) takes place between US aircraft and the Tokyo Night Express (p.11). Although the Japanese suffer heavy losses, they still manage to land troops and supplies on Guadalcanal. Japanese sailors refuse to be rescued by US ships, preferring instead to be eaten by the resident shark population (the area teams with them); the Father of All Sharks is pleased with the unwitting tribute (see *Achtung! Cthulhu: Terrors of the Secret War* for further details). **26th:** the Battle of Santa Cruz—US aircraft take on a numerically superior Japanese force in a mighty air battle just east of the Solomon Islands; once again, the supporting ships of both navies are never in range of each other. The Japanese technically win the encounter, but their sea-going capabilities are badly damaged in the process.

Young Americans

Although considered to be a sufficient security risk that they are locked away in internment camps, many *Nisei* are, nevertheless, asked to volunteer for duty as the war progresses. A significant number do, keen to prove their loyalty to their country, despite their treatment.

Although they are not permitted to fight in most of the Pacific Theatre, they do act there as interpreters and interrogators, as well as serving on the front lines in other theatres of war. Their success, particularly in units such as Merrill's Marauders (p.12), leads to the *Nisei* being subjected to the draft from January 1944. Those who refuse are imprisoned.

The Peacock's Tale

Although the death of Admiral Yamamoto (US codename "The Peacock") is a major coup for the Americans, they have to pretend that they are unaware of it—any acknowledgement of what they have achieved will tip off the Japanese that their military codes have been broken. The Japanese also do not want to admit the loss of their great military leader, and hide his death for over a month; the formal burial of his ashes takes place in Tokyo in a massive public ceremony at the beginning of June.

NOVEMBER

12th-13th: the Battle of Guadalcanal—beginning in Savo Sound at the southern end of The Slot, the US Navy and its aircraft inflict heavy losses on the Japanese fleet; the Sound, known before the war as the Sealark Channel, is later renamed Iron Bottom Sound due to the number of ships and aeroplanes that sink there during the battle.

1943

Martial arts training is made compulsory at all levels of Japanese education.

JANUARY

The Japanese High Command begin the evacuation of Guadalcanal via the Tokyo Night Express, with the Emperor's blessing; a major American offensive to clear the island begins shortly afterwards. As a result of the Casablanca conference and the "Germany First" initiative, the US proposes to commit 30% of their war effort to maintaining the fight in the Pacific Theatre; most American citizens would rather concentrate on the fight against Japan than that against Germany. The first major land victory by the Allies in the Pacific is achieved as Japanese troops are driven out of Papua New Guinea.

FEBRUARY

The Chindits leave Imphal, India, and head into Burma on Operation Longcloth; officially this operation ends in May, the units having successfully crossed the Chindwin River and cut the railway line between Myitkyina and Mandalay; many of the survivors are sent back to their original regiments with some very strange tales after the operation is complete. The fight for Guadalcanal ends; although losses are approximately equal on both sides in terms of sea and air casualties, Japanese losses on land far outstrip those of the Americans. US troops begin the occupation of the rest of

the Solomon Islands (predominantly those that the Japanese have abandoned). *Nisei* (young, second generation Japanese Americans) held in internment camps are approached to volunteer for service in the American armed forces.

MARCH

The Battle of the Bismarck Sea—a Japanese convoy en route to New Guinea is attacked by US and Australian aircraft and US torpedo boats; the Allies cause heavy losses, forcing the Japanese into relying solely on submarines to land reinforcements on the island.

APRIL

Japanese naval operations are now limited due to heavy losses, but air attacks against American shipping and Allied installations are carried out between 7th-14th (Operation I-Go); unfortunately the plan is counterproductive, and merely succeeds in speeding up American preparations. Operation Vengeance—Admiral Yamamoto is killed when his plane is shot down over Bougainville.

MAY

Something terrifying occurs on the Aleutian Island of Attu, which leaves the Japanese troops mad with fright.

AUGUST

Burma declares independence from Britain, supported by the Japanese; although nominally self-governing, the country remains under Japanese military occupation and the Burmese grow to loathe their Imperial overlords. The US 5307th Composite Unit (Provisional), also known as Unit Galahad or Merrill's Marauders, is established under the command of Brig. Gen. Frank Merrill; they are based on Orde Wingate's Chindits, and perform similar tasks of skirmishing and disrupting lines of communication and supply.

OCTOBER

An American task force begins shelling and bombing Wake Island (the Island of Birds to the Japanese) in what is to

An Embarrassment of Riches

By August of 1943, the Empire of the Rising Sun is in control of 95% of the world's rubber production, 70% of its rice and tin production, and virtually all of its quinine production, posing major problems for the Allies in terms of essential goods and medicines.

become a tried and tested "softening up" procedure in advance of troop landings. The Burma (Death) Railway opens.

NOVEMBER

The final night battle between Japanese and American ships takes place in the Solomon Islands. The first meeting of the Greater Asia Co-Prosperity Sphere, known as the Greater East Asia Conference, takes place in Tokyo. The Japanese government announces evacuation plans for important population groups; the plans are slow to be implemented, in part due to the state of the country's transport infrastructure.

1944

JANUARY

There is a major tax increase in Japan in an attempt to raise funds to pay for the war. B25s bomb Rabaul, New Britain, almost completely removing it as a threat to American operations in the area; subsequent actions surrounding and isolating the island make it strategically useless to the Japanese. The invasion of the Marshall Islands by American forces begins; these islands cannot be skipped and must be taken, a fact which the Japanese are more than well aware of.

FEBRUARY

Gen. Tojo becomes the Chief of the Japanese Army General Staff, in addition to being Prime Minister; this effectively makes him military dictator of Japan. A "special force" moves into Burma under the command of Gen. Wingate, as part of Operation Thursday. Merrill's Marauders also set off into northeast Burma on a mission of their own.

MARCH

Chindits are dropped into central Burma to attack Japanese lines of communication; in return, the Japanese bomb Chowringhee airstrip, one of three strips built by the Chindits to supply troops operating behind enemy lines; the others are known as Broadway and Picadilly. Operation U-Go, the Japanese offensive against India from Burma, begins; its main targets are Imphal and Kohima, northeast India. Orde Wingate is killed in an aircrash; he is replaced as commander of the Chindits by Brig. Lentaigne.

Fact & Fiction

Running from Bangkok, Thailand, to Rangoon, Burma, the Burma Railway stretches for approximately 250 miles (around 400km). Rejected as a means of freight transportation by the British earlier in the century because of the difficulty of the terrain the route would need to take, the railway's construction nevertheless begins in April 1942 but under the aegis of a different Empire: that of the Rising Sun. Japanese forces need the railway to support their campaign in Burma, as bringing in the necessary troops and supplies by the alternative sea route is considered too dangerous, thanks largely to the Allied submarines patrolling the coastal waters.

Built by Allied prisoners of war and Asian *romusha* (forced labourers, including convicts), each sleeper along the railway allegedly marks the grave of a worker who died from disease, malnutrition, or acts of extreme cruelty by their Japanese gaolers. Of the estimated 180,000 Asian labourers and 60,000 Allied POWs forced to build the railway and its supporting infrastructure, some 90,000 labourers and 16,000 Allied POWs die as a direct result of the project. The most famous portion of the railway is Bridge 277, better known as the Bridge on the River Kwai and immortalised in book and film, though both versions are wildly inaccurate. Unlike in the fictional account, the senior British officer among the POWs, Lieutenant-Colonel Philip Toosey, goes to great lengths to sabotage and delay the construction of the bridge, often at great personal cost, suffering terrible punishments at the hands of the Japanese.

QM NOTE

Investigators might be tasked with the destruction of the bridge or other segments of the railway, though its course through some of the more inaccessible regions of Burma may lead to encounters with the Tcho-Tcho people and their hideous gods (pp.86-90). The Japanese are driving the railroad through places man was not meant to find easily, and some that he may regret discovering again.

APRIL

Having cut off Imphal, Japanese troops attack Kohima. Chinese and American troops begin their push towards Myitkyina, Northern Burma.

MAY

Admiral Soemu Toyoda is announced as the new Commander in Chief of Japanese air and naval forces after the death of Admiral Meneichi Koga (Admiral Yamamoto's replacement) in an aircrash on Mindanao in March. Allied



air attacks begin against Java, with aircraft from the British Far East Fleet's aircraft carriers bombing during the day, and US B24s from Southwest Pacific bases continuing the bombardment at night. **29th:** the first tank battle in the Pacific Theatre takes place on Biak Island, New Guinea.

JUNE

President Roosevelt broadcasts the last of his fireside chats. The final siege of Myitkyina begins, while Japanese troops begin to withdraw from Kohima after a bitterly fought cam-

Hundreds of Japanese civilians are found dead at the base of high cliffs at Marpi Point.

paign. **19th:** the Battle of the Philippine Sea—it is known colloquially as the “Great Marianas Turkey Shoot” due to the inexperience of the Japanese pilots involved. The Imphal Road is reopened, forcing the Japanese forces to speed up their withdrawal.

JULY

On Saipan, Japanese troops carry out a *banzai* attack against US forces the day after their commanding officer, Lt. Gen. Yoshitsugu Saito, commits *seppuku* (ritual suicide); they are driven back and massacred, and Saipan is officially declared to be under American control; hundreds of Japanese civilians

are found dead at the base of high cliffs at Marpi Point—they appear to have committed suicide, but some claim not all went willingly to their deaths. Gen. Tojo's government falls; Gen. Kuniaki Koiso becomes Prime Minister and Tojo is also replaced as Chief of Army General Staff by Gen. Yoshijiro Umezu. President Roosevelt meets with Gen. MacArthur and Admiral William Halsey Jr. in Hawai'i to discuss tactic in the Pacific—Halsey wants to “skip” the Philippines; MacArthur most definitely does not.

AUGUST

Myitkyina falls to the Chinese (with help from the Marauders, in their final action before being consolidated into another regiment) allowing the reopening of land communications between India and China.

OCTOBER

Okinawa and other islands in the Ryukyu group are the target of US bombardment. Another target of air attack is Formosa, which is subjected to a five-day assault; the largest aerial battle of the war takes place during the bombing campaign, with the Japanese losing 500 aircraft and 40 ships; the skirmish also sees the USS *Franklin* damaged by a *kamikaze* suicide bomber. Formosa is effectively neutralised by the middle of the month.

A mass offensive begins to drive the Japanese out of Northern Burma. Operation *Sho-Go* (Victory) is launched by the Japanese against the upcoming American invasion of Leyte. Gen. MacArthur sets foot back in the Philippines

with the new President, Sergio Osmena; he then broadcasts an appeal to the Filipino population, calling on them to collaborate with US forces to throw out the invaders. **23rd-26th:** the Battle of Leyte Gulf—almost the entirety of the remaining Japanese fleet attempt to cripple the invasion of the Philippines; the battle (the largest naval clash in history) does not go well for the Imperial Navy, and their power is effectively wiped out by the end of the encounter; the engagement is followed by *kamikaze* attacks on shipping in Leyte Gulf.

NOVEMBER

Japan starts to send balloon bombs across the Pacific to mainland America. The only casualties of the six-month campaign are an adult and five children, who trigger a device trapped in a tree while attempting to retrieve it.

DECEMBER

British troops begin crossing the Chindwin River, heading for central Burma. Elsewhere, the British make fast advances into the coastal Arakan region in the northwest of the country; Mountbatten is so surprised that he calls an emergency meeting in Calcutta to discuss how best to exploit the situation.

1945

JANUARY

In the US, interned Japanese Americans begin to make their way home. American troops enter Burma across the River Shweli, while other forces continue their advances across the country. US troops land on Luzon, the Philippines, after the usual pre-invasion bombardment; the landings see the first use of the boat equivalent of the *kamikaze* pilots. The first convoy on the newly completed Ledo/Burma Road sets off from India; it arrives in Myitkyina but is forced to stop there due to Japanese occupation of the Burma Road beyond; American and Chinese forces liberate the rest of the route by the end of the month, and the convoy arrives in Kunming on 4th February; Chiang Kai-shek renames the road in Gen. Stillwell's honour.

FEBRUARY

The relationship between the French administration and the Japanese occupiers in French Indochina begins to break down; the US begins to support local resistance groups in order to foment further trouble. The Battle for Iwo Jima (Operation Detachment)—the island is attacked as it is classed as part of Metropolitan Japan, therefore its loss is expected to have a profound psychological effect on the Japanese, as well as allowing US long-range fighters to escort bombers on attacks against the core Japanese islands; the United States flag is raised on Mount Suribachi (the cone of the island's volcano) on 23rd, although fighting continues on the island for months; rumours persist that a clandestine operation takes place under the volcano just prior to

the main troop landings; storms off the waters of Iwo Jima damage US ships in late February. US B29 Super Fortress bombers bring about the Tokyo firestorm, destroying a square mile of the city; a further raid in March causes much more damage. US troops take Manila.

MARCH

American air attacks against Japan change from precision bombing to a carpet bombing strategy. A mass suicide attack is launched by Japanese troops on Iwo Jima, against the direct orders of their leader, Gen. Kuribayashi; the General himself disappears, never to be seen again; the island is declared safe for US troops on 18th, even though pockets of resistance remain. Incendiary bombs dropped on Tokyo destroy 20% of the city (10 square miles), although the schools have already been closed and many have fled back to their "country roots" (*Furusato*). The Japanese dismiss the French administrator and Governor General of French Indochina, accompanied by a series of brutal attacks on locals. First use of piloted, rocket-powered flying bombs—*Okha* (cherry blossom)—by the Japanese against US ships attacking the Imperial fleet; American sailors soon name them *Baka* (fool) bombs. British and Chinese forces link up in Northern Burma. Mandalay falls to the British. BDA troops switch allegiance and attack Japanese forces.

APRIL

US troops land on Okinawa, Ryukyu Islands (Operation Iceberg), in the largest amphibious operation of the campaign so far; their losses are so light that the Americans

The Divine Wind

Officially known as the *Tokubetsu Kogekitai* (Special Attack Unit), the more readily recognised name for the suicide bombers of the Imperial Japanese Navy and Air Force—*kamikaze*—translates as "divine wind", in honour of the winds which drove Kublai Khan's Mongol fleets away from Japan in 1274 and 1281 during an attempted invasion. Although just who thought of the idea is disputed, their effectiveness is not, particularly in psychological terms.

The Battle of Leyte Gulf is the first officially acknowledged use of *kamikaze* bombers as a specific assault unit, although Japanese pilots have carried out suicide attacks before (just not in an organised manner). The bombers themselves are escorted by fighters to ensure they reach their targets; new recruits are given two weeks flight training and a ten-day attack course, with the best pilots kept back to fly the escort duty (as they are considered to be too valuable to sacrifice, even for the Emperor).

nickname Easter Day (1st April) "Love Day"; the situation does not last, however, with a massive suicide attack against the US invasion fleet stationed there taking place a few days later. MacArthur is appointed Commander in Chief of all US land forces in the Pacific, with Nimitz as Commander in Chief of the American naval forces. The Soviet Union denounces its five-year non-aggression treaty with Japan; Gen. Koiso's government resigns and is replaced by a new one, headed by Admiral Kantaro Suzuki. The Japanese launch Operation *Ten-Go*, a last-ditch suicide attack against the American fleet at Okinawa; the task force is almost completely destroyed by American aircraft in the Battle of the East China Sea before it can reach its destination. **12th:** President Roosevelt dies after a prolonged illness. Vice-President Truman takes over as the 33rd President of the United States.

But It Isn't Over Yet...

In our world, the events of what the Japanese refer to as the Great East Asia War continue on until August, 1945, when the dropping of the atomic bombs on Hiroshima and Nagasaki, coupled with a new assault by the Soviet Union in Manchukuo, force the Emperor to admit defeat and agree to an unconditional surrender.

However, in the world of the Secret War, events in Europe in April 1944 are set to overtake the course of the conflict and the rest of recorded history as we know it; for further details see the upcoming *Achtung! Cthulhu: Assault on the Mountains of Madness* campaign and *Achtung! Cthulhu: Bye Bye Baby* supplements for further details.



"We learn little from victory, much from defeat."
- Japanese proverb



CHAPTER 2

The Land of the Rising Sun

*"To die for the Emperor is to live forever."
- Japanese Army Slogan*

Effectively closed to the outside world for over two centuries as a result of the Tokugawa Shogunate's *Sakoku* (chained country) policy of the 1630s, Japan, also known as *Dai Nippon Teikoku* (大日本帝國, the Great Empire of Japan/ Great Japanese Empire), is often viewed as a strange and alien land by outsiders, with a strict honour code and obedient, deeply hierarchical society. This chapter looks at the reality of life in Japan in the 1930s and '40s, and the political machinations that enabled the military to take control of the country and ensure its descent into war.

INTO THE MODERN AGE

Japan goes through an enormous degree of change during the Meiji Restoration (p.4), transforming from a feudal society with medieval technology to an advanced, modern, industrial nation in less than forty years. A fortunate coincidence has the Japanese emerging from their self-imposed isolation at a time of great technological achievement elsewhere in the world; every nation is rushing to keep up with the pace of change, and the Empire merely has to step into the stream along with everyone else in order to join the race for superior technology. Indeed, by the 1930s, Japan is a nation that has fully come to grips with the rapidly changing world around it. Western modes of dress are by far the rule rather than the exception in public, though traditional dress, particularly for women, continues to be popular at home and on religious holidays.

*"Mono no aware" -
all things must fade.*

- R.D.

The Rise of the Japanese War Machine

Many of the advances in technology seen in the late 19th and early 20th Centuries involve the development of arms and armaments, and Japan wastes no time in finding the best that can be obtained and developing it to their own specifications. As a result, the Imperial military begins to grow and, inevitably, decides to test its strength.

BITTER / SWEET SUCCESS

The first example of Japan's growing military prowess comes in 1894-1895, with the First Sino-Japanese War. Even though the Empire is expected to triumph over the ill-equipped Chinese army, the speed and efficiency with which the Chinese are defeated amazes even the Japanese. After their victory, and much to Japan's astonishment, three world powers (the Russian Empire, France, and Germany) intervene, denying the Japanese many of the territories they feel are rightfully theirs as spoils of war (and which have been granted to them by the terms of China's surrender). Gallingly, one of those three powers—the Russian Empire—ends up claiming part of the conceded lands for herself. Resentment festers beneath the surface, setting the stage for Japan's next major military endeavour.

This second major test of the modernised Japanese military comes in 1904-1905, when the Russo-Japanese War concludes with Japanese victory. Several hard-won battles (including a brilliantly executed naval victory in the Tsushima Straights, which virtually destroys the Russian Baltic Fleet) gives Japan the revenge the country craves, and allows them to reclaim many of the Chinese territories the Russian Empire had snatched from them after the Sino-Japanese War ten years earlier.

In World War One—over the objections of her ally, Great Britain—Japan joins the Allied side, and immediately claims and occupies a number of German Pacific territories, including the Marshall, Mariana, and Caroline Islands, and a portion of China formerly claimed by the German state as a concession. With the world's attention focussed on the conflict in Europe, Japan makes the most of this fortuitous opportunity and hands China a list of twenty-one demands; full capitulation on China's part would leave the Middle Kingdom as little more than an Imperial colony. In the end, many (but not all) of the demands are agreed to, and Japan becomes the pre-eminent power in Asia. After World War One concludes, Japan is marginalised by the Western powers and racial discrimination towards the Japanese is a major cause of deteriorating relations between the Empire and the outside world. Regardless, there is only one nation to rival Japan for power and prestige in the Pacific: the United States.

Rumours persist that the Black Ocean Society has been infiltrated by the Cthulhu Cult.

TIGHTENING THE PURSE STRINGS

In 1930, Japan is at her peak in terms of national prestige and influence. Having won territorial concessions in China and outright control over Korea (annexed since 1910), the Japanese government hopes to expand their holdings, but destiny (in the form of a global economic depression) intervenes. The United States, one of Japan's chief trade partners, is hit hard, and consequently Japan is hit even harder by the financial downturn; markets are lost, tariffs increase dramatically, and poverty and unemployment within Japan skyrocket.

Britain, the United States, and Japan ratify the London Naval Treaty of 1930, setting their comparable naval strengths by limiting spending and closely defining what each type of ship may (or may not) be in terms of tonnage and armament. The Cabinet and Japanese Prime Minister Osachi Hamaguchi see this as a welcome cost-saving measure at a time of grave financial instability; the military, particularly its naval officers, see it quite differently, and the Navy Chief of Staff resigns in protest.

At this time, the military is viewed with overall disfavour by the average Japanese citizen. In the ongoing monetary crisis that begins in 1929 as a result of the Wall Street Crash, it seems too rich a luxury to spend heavily on maintaining a strong military, and the man-in-the-street resents the government's "generosity" towards the armed forces. As a result, the military's popularity is at an all-time low.

Prime Minister Hamaguchi attempts to calm the heated national debate over government expenditure, but his actions in this matter—and others—rouses the ire of a series of shadowy groups: Japan's secret societies (*himitsu kessha*).

In November, 1930, an assassination attempt is made on Hamaguchi's life by a member of one of such group. While the attack is initially unsuccessful, the Prime Minister dies of his wounds several months later, thus setting a chilling precedent for the future of government in Japan.

CLOAK & DAGGER

Most of Japan's secret societies are formed to support the growth of patriotism, nationalism, and Japanese brotherhood prior to the dawn of the 20th Century. Some are made up entirely of former and current navy or army officers; others are sponsored by socialist or communist parties within Japan; some have a more secretive agenda than others, and hope to control the government from the outside. The Japanese Secret Service (*Kempeitai*) sponsors many of these groups, using their members as a means of spreading propaganda and gathering information. Because of their covert nature, they are difficult for rival intelligence-gathering networks to infiltrate.

The Black/Dark Ocean Society (*Gen'yosha*) is originally founded by former samurai to promote a return to the old feudal order. Later, they change their focus to advance the concept of a national parliament. Finally, they settle on their true goal: under the guise of working to honour the Imperial Family and protect the rights of all Japanese citizens, they press for military expansionism and conquest in Asia. To that end, they organise a series of bordellos in China that act as meeting places for members, as well as providing safe houses for their Japanese operatives.

As sources of useful information for blackmailing unsuspecting patrons, these "Halls of Celestial Delights" achieve unparalleled success. Using the Halls, Black Ocean agents garner sufficient information to prepare detailed topographical maps of Korea in anticipation of Japanese invasion, as well as specifically targeting other secret societies' paymasters in order to learn as much as possible about their rivals' activities (while at the same time draining their coffers). The Black Ocean even opens a *jujutsu* school in Vladivostok to gather intelligence on the Soviets. Rumours persist that the Black Ocean Society has been infiltrated by elements of the Cthulhu Cult (pp.70-74), but this intelligence has yet to be verified.

The Black Dragon Society (*Kokuryukai*), an offshoot of the Black Ocean Society (and formed with that organisation's full blessing), is a right-wing, paramilitary group dedicated to keeping the Soviets north of the Amur (Black Dragon) River, and thus out of China and East Asia.

The Double Leaf Society (*Futabakai*) is founded by a group of army and navy officers who, frustrated at the lack of advancement available to them, seek to purge "corrupt" elements from the armed forces.

The Cherry Blossom Society (*Sakurakai*) is formed by younger officers within the Imperial Japanese Army (IJA), whose goal is to reorganize the Japanese state along totalitarian lines. If necessary, they are prepared to instigate a military coup to achieve these ends.



Other groups with ultranationalist aims include “The League of Blood” (*Ketsumeidan*; the name is given to the group in Japanese press coverage of the trials that follow their largely unsuccessful political assassination campaign in 1932) and The Mountain of Sweat Society (*Kanzan So*).

The *Kempeitai* maintains enough control over these groups to point them in the direction that they wish, yet allows them enough independence to act on their own. This gives the *Kempeitai* a certain degree of plausible deniability should the societies’ actions prove to be something of an embarrassment. The frequent use of assassination against unsympathetic government officials by members of such secret societies becomes one of the central reasons for the rise of the military and their eventual complete control of the Japanese government.

Also a secret society, but with less obvious patriotic overtones, are the *yakuza*. Technically more of a crime syndicate than a true secret society, the *yakuza* are organised criminals who run gambling rings alongside their extortion, blackmail, smuggling, and petty theft activities.

TAKING CONTROL

According to the Japanese constitution, the entire Cabinet needs to be filled before a Prime Minister’s administration can perform the functions of government. In this, the military have (and use with great cunning) another tool at

When Thieves Fall Out

During this period, two factions spring up within the military: the *Kodo-ha*, the young fire-eaters, ready to take on the world if need be; and the *Tosei-ha*, made up largely of more conservative, senior officers and the General Staff. Both factions agree that the military should be running the country; they simply disagree on the pace of that change.

The *Kodo-ha*, between 1931 and 1935, promote (with the aid of several sympathetic secret societies) the assassinations of a number of political leaders with whom they do not agree. The *Tosei-ha* fail to object, primarily because they also find these particular leaders to be problematic. In 1935, when a *Kodo-ha* officer assassinates a high-ranking *Tosei-ha* officer (one who has been moving *Kodo-ha* officers to more out-of-the-way commands to keep them out of trouble), the result is disastrous for the *Kodo-ha*. The *Tosei-ha* consolidate their hold on power within the military. Further rivalry between the army and navy ensues, with the army more interested in territorial gains in central Asia and further moves against China and Russia, while the navy espouses a policy of moving south, island by island, to expand Japan’s sphere of influence across the Pacific.

their disposal to make the changes they desire. After the Russo-Japanese War, only retired officers are allowed to hold the Cabinet seats of War Minister and Navy Minister; and, because they are not active officers, they cannot be ordered what to do or say by anyone who is still a part of the armed forces. The first step of the military's plan to acquire total governmental control is to replace these ministers with serving officers and, after a strong lobbying effort, Imperial permission is granted to do just that: by reverting to the system as it existed prior to the Russo-Japanese War and having currently serving officers taking up Cabinet positions.

Since any ministerial-level vacancy dissolves the Cabinet, all that then had to happen for the military to get its way was for a War or Navy Minister to resign, and the government could effectively be held hostage over the identity of the new appointee. The military pushes for more power as a condition of agreeing to the formation of any new Cabinet, and by 1936 such demands include a one-party system of national government. By 1938, the Cabinet is entirely made up of serving officers and those few civilian ministers who will toe the military's line. The armed forces are now totally in control of Japan, having gone from scapegoats in 1930 to masters of the land in eight short years. Through indoctrination, educational censorship, and the newly invented mass media, the military ensure that their grip on power is unshakeable.

Korea

Korea ceases to exist as an independent nation in May 1910 when it is annexed through treaty by the Japanese. Since then the Japanese have integrated themselves fully into the running of the country, controlling the government, media, and security forces while rigging land ownership laws to ensure Japanese citizens rapidly become majority landowners in the new Empire. The Japanese look down upon the native Koreans and many hundreds of thousands have been forced into virtual slavery working the fields and in the factories of Japan to feed the war effort. Although conditions for these Korean labourers are terrible (and many still die during their time in captivity), they are considerably better than those faced by POWs and other indentured labourers from occupied territories.

As well as taking an ever-growing stake in the country's arable lands, the Japanese have invested heavily in mineral exploration and several private companies operate geological survey teams in the northern hills and mountains. Allied forces who have encountered these survey teams have reported their surprise at the military protection afforded them by the Japanese.

THE MANCHURIAN PROBLEM

As the military flexes its political muscles and gradually takes control of the country, Japan finds itself in the midst of a crisis. In 1931, events in the Japanese holdings in South Manchuria, China, are coming to a head. The Japanese Kwantung Army, charged with protecting Japanese life and property in the area, has been functionally independent from the normal chain of command in Japan's military hierarchy for years because of the distance involved and the technology of the time. From that independence grows arrogance, and impatience. The eyes of the Kwantung Army look longingly at the rest of Manchuria, and its commanders decide that they know what is best for Japan. One night, a mysterious explosion on the Japanese-owned South Manchurian Railway shatters the peace. Conveniently close to a Chinese army barracks, the explosion causes considerable confusion. When a patrol of Chinese soldiers leaves the barracks to investigate, they are fired upon by a group of Japanese soldiers, and the excuse many of the Kwantung Army officers have hoped for finally happens.

With emergency contingency plans approved months earlier by the Army General Staff, the Kwantung Army moves swiftly to put all of Manchuria under their control. Surprisingly, it seems the General Staff did not expect such contingency planning to come into play so quickly after approval; like any large organisation, they merely wanted to have plans in place should the worst happen. For the Kwantung Army officers who presented these contingency plans, approval amounts to a rubber stamp for certain planned actions that they had somehow failed to mention in their briefings.

In 1933, when criticised for their actions in China by the increasingly irrelevant League of Nations, the Japanese leave the organisation. Then, in 1937, after years of manufactured "episodes" such as that in South Manchuria, the Chinese are finally attacked openly by Japanese forces after the Marco Polo Bridge Incident near Peking (p.5). While the Chinese have tanks that are far superior to those of the Empire, they have only a few of them, and these are immediately targeted for destruction by Japanese air assault. There is a further problem in that the Chinese forces are split into two factions: the Kuomintang government's Nationalist Army under Generalissimo Chiang Kai-Shek, and the rebel Communist guerrilla forces. Though ostensibly allied in the Second United Front, there is little co-operation between these two camps, and both seem at times more interested in holding onto their own power base than fighting against their common enemy.

The Nationalist government is renowned as a corrupt institution, and the armed forces reflect this impropriety. Troops are poorly equipped, poorly trained, and many have stronger loyalties to local warlords than to the national government. In some cases, Chinese civilians are more afraid of the predations of the Nationalist Army than those of the Japanese, even though some 20 million Chinese die during the 1930s and 1940s at the hands of the Japanese, and well

over a million Japanese troops are stationed in China during that span. As war drags on and Chinese resistance begins to stiffen, the region becomes a major drain on Japanese manpower and resources.

LAND GRABBING

Prior to the outbreak of war in Europe, Japanese territory consists of the four main islands (plus a number of associated smaller ones), the Korean Peninsula, holdings in the Marshalls, Caroline, and Mariana Islands, and the former Chinese state of Manchuria, rechristened "Manchukuo" by the Japanese after its conquest (p.4). Like many other nations, Japan believes that it needs room to expand and feels betrayed by the world's major powers when its ambitions are thwarted or denigrated. The Japanese are of the opinion that they have no true allies, and are determined to go it alone if need be to become the dominant power in the Pacific.

In 1938, after a series of minor skirmishes, conflict flares up in the border region between Manchukuo and Mongolia, a region under the control of the Soviet Union. The Japanese know that, under Stalin, a series of bloody purges have taken place in the Soviet military, and decide to take advantage of this uncertain situation. The response from Moscow is swift: Soviet forces, supported by armoured units and the air force, launch a counter-attack against the Japanese with devastating results. Japanese tanks prove to be no match for the heavier, far superior Soviet tank battalions, and the Battle of Lake Khasan is over very quickly.

Sensing a new opportunity in 1939, and having failed to learn from their previous bloody encounters, a similar incident to that of 1938 is manufactured by the Kwantung Army, with unsurprisingly similar results (p.4). In 1940, a non-aggression treaty is signed with the USSR, securing Manchuria's northern border.

Japan officially joins the Axis powers in 1940, further bolstering military confidence. The Imperial Army begins to see the wisdom in the Navy's plan of moving south; they change strategy in 1940/41 by occupying French Indochina while the French, now partly under direct German rule, are too busy with their own domestic problems to intervene in support of their colonies.

The world reaction to this invasion both surprises and alarms the Japanese; many Japanese goods are embargoed, and overseas assets are frozen by some nations (p.7). Refined petroleum products, of the type particularly used for military purposes, had already been declared unavailable to the Japanese by the United States prior to 1940. Now, the United States, Japan's primary source of oil and a major trade partner overall, declares a further series of embargoes, including all petroleum products and scrap metal, both desperately needed by Japan to build and operate her machines of war. The Dutch (whose East Indies oil reserves Japan had been eyeing with envy for some time) declare a similar embargo. The Imperial Japanese Army and Navy now see eye to eye on one thing: war with the US is inevitable.

Supply & Demand

Like everywhere else during the Great Depression, times are hard in Japan; relying on the outside world not only for most of their essential raw materials and fuel to drive the nation's industrial machinery, but also for a large percentage of their basic needs, such as food (as only a relatively small percentage of land in Japan can be sown with crops). Japan is in a difficult position from the outset. These challenges only seem to strengthen the resolve of Japan's people to fight on, even without allies. Rationing is the rule for most goods even before the 1940s, and there never seems to be quite enough food to go around. Much of what is available is held in reserve for the use of the military.

AN INFAMOUS DATE

As she prepares for open war against the United States, Japan is unaware that the US military has cracked its secret code, and that it is conscious, in a general sense, of almost everything the Japanese Empire is up to. Certain that a quick, decisive blow will cripple Allied military might in the region (bringing with it the territorial concessions Japan desperately needs from a humbled United States and Great Britain), the Empire begins to put its plans for a major offensive against America and the Allies into motion in the summer of 1941, despite cautions from a number of high-ranking officers. Still, the internal protests are not without effect; Japan continues to seek a diplomatic resolution to the issues with the United States into the Autumn of 1941.

In late November 1941, the main Japanese fleet gets underway on a circuitous course around the north and central Pacific: its destination—Pearl Harbor, on the island of Oahu, Hawai'i. The meandering route is chosen to avoid Allied observation posts in order to keep the fleet's movements as secret as possible. The Imperial Navy arrives at its destination in the early hours of 7th December; by 10AM local time, 80% of the US Pacific Fleet has been destroyed or disabled by combined Japanese air and sea attacks. Fortunately, the aircraft carriers of the United States are elsewhere during the attack and therefore survive to fight another day (p.8).

At roughly the same time, Japanese land assaults commence against the British colonies of Malaya and Singapore, and the US territory of the Philippines. Thailand, considered friendly to Japan, is coerced by a military delegation to open her borders to Japanese troops moving through to Malaya and Singapore. Without naval support (and with it the hope of reinforcements, relief supplies, and equipment) the US forces' position on the Philippines is dire. Aerial bombardment and torpedoing of British ships at Singapore manages to sink both HMS *Prince of Wales* and HMS *Repulse*, delivering a severe blow to Great Britain's Pacific naval presence, and more bad news to the already beleaguered Allies.

The Enemy of My Enemy...

Japanese propaganda makes much of the fact that Japan intends to support ALL Asians in the way that a rising tide lifts all boats. Japan's "Greater East Asia Co-Prosperity Sphere" promises a surge in economic development (with Japan as the centre, naturally) throughout the hemisphere, and many young Asian men enlist in the Japanese forces to fight against their former colonial rulers.

FIGHTING BACK

The Japanese gain solid control over much of continental Asia from 1942, with considerable air and naval defences around major cities and, at the very minimum, patrols through rural or jungle regions. The battles with the United States across the thousands of islands of the Pacific stretch their forces further than planned, but the Japanese are able to adapt to the changing face of the war and keep pressure on the British in Burma and Eastern India.

It is not long, however, before Allied bombers begin to strike terror into the hearts of the Japanese people. On 18th April, 1942, Japanese notions of the invincibility of her home islands are shattered as bombs begin to rain down on Tokyo (p.10). Sixteen specially modified B-25 bombers launch from the deck of the USS *Hornet*; the fires their payloads cause spread rapidly in a city whose dwellings are made predominantly from paper and wood. Although there is only a modest amount of physical damage caused, the attack puts mounting pressure on the Japanese High Command. Despite the shock of the raid, the Japanese are deeply conditioned to believe in their ultimate victory and in the infallible strategies of their leaders.

Allied submarines also begin to make an enormous difference to the war effort. Any merchant ship flying a Japanese flag is attacked without mercy and Japanese troop ships are destroyed before they can land, causing tremendous loss of life and denying vital reinforcements and supplies to enemy outposts.

Another problem for the Japanese is that industrial output never reaches its full potential; for largely unknown reasons, Japan never completely makes the shift to a wartime economy. Despite devoting a large portion of the national budget to the military, Japanese commercial resources are not harnessed in quite the same fashion, leaving the country woefully short of production capability. A huge swathe of the labour force is directly engaged in the business of war on the frontline as soldiers, which cripples Japan's wartime production prospects even further. As POWs are transferred to the home islands to carry out the necessary work, output improves, but it is never enough to keep pace with the tremendous capacity possessed by the Allies, particularly that of the Americans.

TROUBLE IN THE RANKS

Having already suffered tens of thousands of casualties from years of conflict in China, as the war proceeds the Japanese army begins to see the overall quality of her recruits diminish. Not only are the incoming soldiers less physically fit, but they also lack the desired spiritual and moral qualities, something that no amount of training can correct. Incidents of petty theft and general disturbances between soldiers increase sharply, and troop morale begins to suffer.

No strong provision had been made for replacing losses with troops of equal quality; after all, the Japanese High Command had hoped for, and expected, a swift and decisive war ending with American capitulation. As casualties mount, training becomes more and more abbreviated in order to get manpower to the frontlines as quickly as possible. Similarly, as officers are lost in combat, the schedule of promotions is speeded up to replace the holes in the chain of command, leading to officers with little or no leadership ability (or experience).

As the Allies develop better planes, and are able to field significantly more of them than the Japanese, Imperial pilot losses begin to mount, and the overwhelming superiority of the Japanese air forces wanes. Although the "Zero" (p.55) is still one of the best planes in the sky, replacements for those shot down in the almost never-ending air battles of the Pacific are harder to come by, and swarms of Allied planes are able to overwhelm Japanese pilots through sheer weight of numbers.

The modern day maxim of information being disseminated on a "need to know" basis is well-known in Japan during the war, particularly in the higher echelons of government. The state of the war is not publicised, save to trumpet any triumphs or take any opportunity to explain

Allied bombers begin to strike terror into the hearts of the Japanese people.

how savage and barbaric the enemy is. Even officers in the thick of fighting are not given status updates, merely orders. Retreat and surrender are not acceptable options for Japanese soldiers, who are expected to die for the Emperor rather than fail in their mission.

Meanwhile, as freedom fighters and guerrillas throughout occupied Asia come to realise that the Japanese meant none of their words of independence and liberty, many change sides, assisting the Allies in their struggle through the foetid jungles.

IMPERIAL IDEOLOGY & THE MILITARY MIND

As the war progresses, the ultimate Japanese goal of the conflict is forced to change from that of an outright victory against the Allies to a negotiated settlement favourable to

the Empire. Their expectation of a quick end to the conflict results from a misreading of Allied psychology and resolve and, with only a limited supply of oil on hand, the Japanese find themselves in an increasingly difficult position. Backed into a corner, the only options left to them become to attack head-on or surrender to the demands made by the Allies. Surrendering involves an enormous loss of face, as well as the loss of most—if not all—of her overseas territories in China and Korea; this is an unacceptable outcome, particularly to a nation under the thumb of a military dictatorship.

As it becomes clear that the war will not end quickly, the Japanese do everything possible to stockpile raw materials and supplies to keep the nation going for as long as possible. Unfortunately, merchant shipping losses begin to climb dramatically, thanks largely to American submarine activity; Japanese production cannot replace the losses fully, resulting in dwindling shipping capacity and a lack of essential goods and food.

A Poor Workman

Having lost no major engagement since rejoining the world community, Japan had grown confident in their martial ability. This confidence shows itself particularly in the attitudes of the military, which seems to consider war the best answer to almost every question. They become hidebound in regard to their technology, insisting that any failures are obviously the fault of the operator not trying hard enough, rather than acknowledging the basic defects in the weapons themselves.

So it is that the Arisaka Type 38 Rifle, the primary weapon of the infantry, is already largely outdated by the 1930s, yet it remains in service as a core weapon well into the 1940s.

Likewise, their insistence that Japanese tank designs are sufficient to the task at hand (when in fact they are too slow, under-armoured, and have underpowered weaponry, making them inferior to the tanks fielded by any other nation in a head-to-head battle) is pure stubbornness in the face of sound defeats at the hands of Soviet tanks in Mongolia. While such stubbornness is considered a strong trait in the Japanese national character, when paired with this brand

Safety in Conformity

During this time there are many in Japan who object to the developments taking place at home and abroad, and to the Empire's course of action. These individuals become involved with secret societies, intent on working behind the scenes to effect positive change in an attempt to steer their country away from disaster. However, the military is keen to root out such "negative" influences, and have their own secret societies willing to help them do so. It becomes a matter of self-preservation to be seen as working for the good of the nation; Japanese culture stresses obedience to authority, and the brand of patriotism that speaks out against the state is especially unwelcome at this time.



of denial in the face of overwhelming evidence to the contrary, it becomes a dangerous failing. The celebrated “*banzai* charges” take the exemplary bravery of the average Japanese soldier and waste it on headlong rushes against well-defended positions capable of impressively lethal massed firepower.

On the Frontline

The Japanese soldier considers himself superior to his opponent in several ways. First and foremost, the spiritual training of each soldier is extensive, tying together patriotic fervour, belief in the divinity of the Emperor, and the confidence, and competence, to act as the situation dictates, even if it countermands or ignores orders. This same spiritual training is believed to be capable of overcoming any inequalities in equipment and technology. Later, spiritual training is emphasised to make up for the lack of conventional training. The soldier is taught to make the best of what he has to work with in all situations, without complaining or growing bitter or resentful. As supplies dwindle, and with no relief in sight, this particular goal becomes harder and harder for the soldier to achieve.

Japanese soldiers are taught to consider their commanding officer to be a father to them in their home away from home, with their NCO taking on the role of “mother” (to a lesser degree). Unlike most other modern armies, officers eat their meals with the enlisted men, sharing hardship and adversity in a way that builds great trust and strong bonds of loyalty.

Drafted

Japanese men between the ages of 19 and 45 are eligible for conscription into military service. Applicants have to be at least 5ft (1.5m) tall, weigh at least 103lbs (47kg), and not be completely bald. The rejection rate prior to 1937 is quite high; as many as 60% of applicants do not qualify. As the war goes on, these qualifications loosen considerably. Prior to the war years, a voluntary program of military training for two hours each week, with a four- to six-day intensive drill period each year, is available to boys as young as eight. Later, such training becomes compulsory.

The Japanese believe themselves to be superior soldiers, particularly on a spiritual level. They are drilled extensively on close combat tactics, night fighting, and the use of the bayonet. The ancient connection of a *samurai* to his sword is emphasised, substituting the modern soldier's rifle and bayonet for the more archaic weapons of yore. In addition, all Japanese officers, sergeants, and corporals carry the symbolic weapon of the *samurai*, giving them a status and social standing however humble their origin; some of these swords hold more value (and power) than others (pp.49 & 91-92).

Like soldiers everywhere, the Japanese have to be resourceful to keep themselves fed, whether by stealing from locals, catching fish from oceans and rivers, or gathering wild fruits and nuts. Japanese soldiers are trained to expect short rations, and sometimes not even that. It is a harsh reality for the Imperial Japanese soldier that initial supplies have to last almost indefinitely, as resupply ships come infrequently—if at all—particularly as the war drags on.

To the Japanese, capture is considered the ultimate shame for all soldiers, not just their own. With respect to themselves, not only does capture equate to personal failure, but it also prevents them from dying for the Emperor, compounding the failure even further. This philosophy is passed along to civilians, as well. When Allied forces begin to capture islands closer to the Imperial homelands, islands with substantial populations of Japanese citizens in residence, the Empire's propaganda machine begins spewing out volumes of fear-inspiring material, claiming the Allies will torture, mutilate, and rape the Japanese people if they are captured. Whole towns and villages throw themselves from high cliffs rather than be taken prisoner by the approaching Allied forces. Mythos entities are drawn to such mass suicides and use them to their own advantage, harnessing the energy released by the horror and anxiety suffered by the victims for their own unfathomable ends. There are also dark rumours of even worse occurrences, where corrupted individuals attempt to pervert such mass suicides into sacrificial rites to summon up something even more dreadful.

Divine Right

The Emperor's role in all of this is far removed. Hirohito is the symbolic father of the nation, the living embodiment of divinity on earth. The average person living in Japan is not even allowed to look at the Emperor when he passes by in parades or attends official state functions, and bowing very low is required of all citizens when in Hirohito's divine presence. The Emperor is isolated from nearly everyone except his family, personal servants, and guards, and a few cabinet ministers and higher-ranking government officials. These officials occasionally require his stamp of approval or signature on official documents, and from time to time they brief him on the news they want him to hear. Despite being surrounded by great wealth, the Emperor's life is not truly his own.

The Emperor is a powerful figure in Japan, but, just like in the days of the Shogun, the real power rests with the military. All of the decisions they make for the “good of the country” are ratified by a parliament made up largely of those who are sympathetic (or can be bullied or blackmailed) into following along with what the armed forces desire. There is significant debate regarding how much the Emperor actually knows about what is going on in his country; even if he does know, there may be precious little he can do to loosen the military stranglehold on Japan.



CHAPTER 3

The Balance of Power

*"The frog in the well knows not of the great ocean."
- Japanese Proverb*

The events of the war in Asia seem so far away to those suffering on the home fronts of Europe, yet many of the world's great powers have held land in the Far East and the Pacific for well over a century by the time the conflict (as far as the West is concerned) escalates to include this new and distant theatre. Indeed, the colonial mind-set and condescending, *laissez-faire* attitude towards native populations alienates many who would, quite probably, have rushed to the Allies' aid, had they been treated better.

This chapter looks at the state of affairs in the Pacific region during the run up to World War Two, as well as giving a brief overview of how events unfold as time progresses. The European states are almost totally unprepared for war on this new front when the Japanese do begin their advance through Asia, and so the Allies are very much on the back-foot during the early days of the campaign. It is important to remember that investigators, unless they happen to be from, or work in, a particular region, are only likely to have a sketchy understanding (at best) of the political situation on the other side of the globe.

A WORLD GONE MAD

Economically, the world enters a global financial depression late in 1929 that is to last for nearly a decade. Hunger and desperation are the twin children of the Depression, and many have families to support, with no job or other means with which to do so. Add to this several widespread natural disasters (deadly flooding and drought in China, drought in the United States, famine in the Soviet Union, and earthquakes across the globe) and the world situation could only be described as being in a complete shambles.

Politically, the world shifts to the right, in part due to the growing desperation and widespread suffering of the general populace. Militarism of all varieties rises across Europe, and experiences the same rapid growth in Asia. The long global depression of the 1930s crushes many under its unforgiving heel, with poverty, famine, and cruelty increasingly becoming the order of the day. In this atmosphere, many in the world seek to isolate themselves from people of other nationalities, seeing these "others" as hostile and determined to take advantage of a dire situation. Right-wing politicians promise salvation from foreign elements, and a wave of nationalist fervour rapidly gathers momentum. Trade nearly comes to a standstill as tariffs meant to protect local businesses only stifle the global economy, deepening the economic crisis even further.

With factories and businesses closing on a daily basis, it seems to many that the world is collapsing around their ears. Candidates on the campaign trail promise jobs, prosperity, and a return to the good life, if only the public will vote for them. Ironically, all are proven right, and for the worst of reasons: war brings numerous jobs; from munitions factory workers to soldiers to grave diggers, there is work aplenty during wartime, but at a terrible cost.

Religion also surges in popularity during these troubled times as people's material comforts are stripped away by the harsh realities of war. Not only do the world's major faiths grow, but a number of strange, little-known sects begin popping up, recruiting believers and promising miracles in exchange for devotion. In such an environment, opportunists thrive, as charlatans, con-men (and worse) preach the gospel of hope to the many millions struggling to make ends meet.

Secret societies are on the rise as well. Japan's Black Ocean Society publicly seeks to encourage family duty and respect to the Emperor within Japan, while secretly pushing

for greater military control of the nation (p.18). The Thule Society in Germany wants to restore the lost glory of the German people by conquering and ruling the rest of the world as the new "master race" before it is subsumed by other, darker forces (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.79). The Brotherhood of the Beast promotes global fraternity while secretly creating avenues for alien entities to return to the Earth in an orgy of bloodshed, horror, and destruction. Not all secret societies are evil, but those that are also happen to be extremely ambitious and highly focussed. With the chaos and secrecy arising from the political and economic upheavals of the early 20th Century providing excellent cover, secret societies of this sort can operate with virtual impunity throughout the world.

Under the Colonial Thumb

Large portions of Asia are under foreign domination or outright rule during this period; exceptions to this include Japan, Thailand, and the majority of China. Foreign corporations and holding companies bleed regions dry of resources and wealth with the blessings of their parent nations, and those among the native populations agitating to throw out all foreigners find many a sympathetic ear.



Increasing numbers of citizens in colonial territories begin to call for greater freedoms or, better still, outright independence from foreign rule. A powerful upsurge of nationalism takes place as people attempt to build a cultural identity not defined by overlords in a far-off land. Violence ensues as protesters grow angry at the lack of progress and the stifling of personal liberties, while their governors grow anxious of the escalating threat the protests represent to the *status quo*.

Many leaders of independence movements are diligent in seeking to usher in a new age of freedom for their people; some are merely using the uprisings to their own advantage. Whatever the motivation, people in the Asian (and African) colonies are willing to listen to anyone who promises to help free them from the yoke of colonialism. Japanese agents (amongst others) often use this desire for freedom as a lever to get the foot of their nation or organisation in the door (so to speak) of many Asian territories. As a result, Japanese influence in the region continues to grow unabated.

During the invasion of Malaya and, subsequently, Burma, some of the native peoples view the Japanese campaign as liberation rather than occupation and, in some areas, they actively assist the invaders, acting as scouts and guides for troops moving through the perilous jungles. When the promises of independence are quickly forgotten by the Japanese, many of these nationalist groups fight back, joining the Allies and mounting underground wars against the latest Imperial occupiers. Investigators may encounter these pro-Japanese guerrillas in the early stages of the Pacific war, only to meet them again as Allied freedom fighters six months later, committed to the expulsion of their former "benefactors".

OCCIDENT & ORIENT

The following section briefly discusses the major countries and colonial powers besides Japan that hold sway in the Pacific Theatre. It is beyond the scope of this book to cover all of the belligerent nations in great depth, but the overview found herein, coupled with the timeline in Chapter 1, should provide enough gameplay, as well as acting as a springboard for further research.

The Middle Kingdom

China is a tempting target for invasion by any standard, with a labour force vaster than any other nation and a healthy supply of raw materials and arable land. Burdened for more than a decade by an oppressive occupation force and teetering on the brink of a civil war, the country is, however, a nation divided. Unified (nominally, at least) in the late 1920s under Chiang Kai-shek, head of the Kuomintang (KMT, the Chinese Nationalist Party), China moves towards a totalitarian state model in order to rebuild after the loss of its own Emperor (p.4) and the internal conflicts that follow

his departure. The corruption and crushing poverty under which most Chinese people struggle during these times means that the nationalist government is almost as unpopular in China as are the Japanese invaders.

People search for relief from their daily oppression, and one group promises it to them: Josef Stalin and the Soviet Comintern, who provide support in the form of advisors and material aid to Communist Chinese rebels. Chiang's Nationalist Army fights several gruelling wars against Communist forces, eventually driving them to the north and west of China in what has been called "The Long March", after which less than 10% of the Communist forces survive. The Soviets continue to funnel support to the Communists in their exile as they train and rebuild their army.

Meanwhile, parts of China are suffering from the worst drought in many years. Crops fail; people starve; and there is little the government can do to ease the suffering of its people. Ironically, in other parts of China, deadly flooding occurs, washing away untold numbers of homes, businesses, and lives. The Chinese infrastructure, already hit hard by repeated Japanese incursions, is crumbling under the weight of so much calamity and suffering. It is as if the Chinese people are well and truly cursed.

With major territories under direct Japanese control, China's military resources are stretched thin to begin with. When Japan invades China proper, the army is hard-pressed to hold their ground, much less make any significant gains against the invader. The Nationalist troops are driven back time and again along the coast as Japan secures China's port cities for military use, rendering it all but impossible for the Allies to get supplies and equipment to the Chinese by sea. It is not long before the Nationalists are pushed into the extreme west and south of their once huge nation, pursuing a scorched earth policy in their flight to ensure that they leave nothing behind for the hated Japanese. They are even driven from their capital city, Nanking, forcing the government to relocate farther into the interior (p.5).

Both of the major political factions in China—the Nationalists and the Communists—continue to fight against the Japanese, costing that nation thousands of lives and tying up thousands more, as well as tons of equipment and materials, as the Japanese continue to struggle just to maintain order. All in all, the Chinese keep roughly half of the Japanese army very busy indeed during the nearly fifteen years of occupation. The Communist forces wage a hit-and-run, guerrilla-style war in the west, while the Nationalist forces press on with a more conventional approach to warfare in the south. Resistance movements spring up in occupied areas as well, such as Manchuria (Manchukuo).

The Chinese adopt a policy of "outlasting the enemy", relying upon their numerical superiority and Japan's inability to efficiently occupy such a vast territory to ensure eventual victory. Even after penetrating some six hundred miles inland, the Japanese have still only managed to occupy around one-third of the nation, and those areas outside of

their control are mountainous and easily defended. Nevertheless, the Japanese attempt to plunder China's wealth of natural resources, shipping as much as they can back to Japan in the form of useful raw materials and Chinese men and women (who are pressed into service as little more than slaves) to keep the Japanese war machine running.

Not all Chinese oppose the Japanese, and as far back as the invasion of Manchuria, the Japanese are able to raise a considerable collaborationist army which they use to maintain security behind the frontlines, freeing up troops to fight

The Chinese keep roughly half of the Japanese Army very busy indeed during nearly fifteen years of occupation.

rather than garrison. In 1938, this army stands at around 78,000 men, but after 1940 it almost doubles in size as the Japanese advance and capture new territories.

The Setting of the Sun?

British interests in Asia include her colonies in India, Malaya, Burma, and New Guinea, as well as the dominions of Australia and New Zealand. A number of smaller islands and island chains including Fiji, Tonga, the Gilbert and Ellice Islands, and the Solomon Islands, are also of considerable importance to the fading British Empire. These colonies represent not only a source of cheap raw materials and exotic goods, but also act as important sources of Imperial revenue in the form of taxes. Equally as important, these islands are ready markets for the sale of British goods to help keep the Empire's economy rolling. Many British citizens live in the colonies, a fact which greatly concerns the British Colonial, India, and Burma Offices as war with Japan looms large on the horizon.

Despite being the world's pre-eminent naval power, Britain does not have the naval resources to transfer a significant number of warships to the Pacific to help protect her interests there, outside of Australia and New Zealand. The British Empire stretches far and wide and, with the need to escort supply convoys from the United States and the responsibility of guarding the home islands against German invasion, difficult choices need to be made to avoid spreading the Empire's forces too thinly to do any good.

AUSTRALIA

As a Dominion of the British Commonwealth, Australia is a staunch supporter of the Allies, and provides over a million men for armed service during the war. With the fall of New Guinea to Japanese forces, Australia comes under direct attack from Japan beginning in 1942; civilian casualties exceed 50,000 killed and wounded in air raids conducted by the Japanese Navy.

Wet Feet

In places the rivers of Burma form a formidable boundary to troop movement; some also act as important territorial boundaries. The Salween River forms part of the border between Burma and Thailand, as well as part of the Burmese-Chinese border; another river along the China-Burma border is the Shweli. The Chindwin (the largest of the Irrawaddy's tributaries) lies along the border between Burma and India and causes a massive obstacle to troops on both sides. The Irrawaddy River, the country's largest and, in peace times, an important commercial waterway (made famous in song by Oley Speak's "Road to Mandalay", an adaptation of a Rudyard Kipling poem) is crossed many times in the fight for Burma.

Australians fight in three of the four major fronts: North Africa and the Mediterranean, Western Europe, and the Pacific. Australia's natural resources and strategic location make it ideal as a supply base for the Allies in the Pacific. Its dry environment makes it less than perfect for growing crops to feed Allied troops, but rapid industrialisation helps turn raw materials into manufactured goods more efficiently than shipping the finished goods from the US or Britain. The shortage of labour at home due to the enlistment needs of the armed forces leads many Australian women to join the workforce, as well as female branches of the armed forces. Japanese air and sea raids (including a raid on Sydney Harbour by a group of midget submarines) leave the island continent and its inhabitants anxious and alert.

BURMA

In the 1930s, Burma is woefully underdeveloped. Consisting of central lowlands surrounded by steep, thickly forested highlands, only a small percentage of the country is easy to traverse by land. It is a source of many raw materials, including coal, timber, tin, and copper, but has neither the infrastructure nor sufficient investment of capital to exploit these resources effectively. Like Malaya, Burma is a major source of rubber, a resource vital to modern warfare, and one of the few resources the United States is not self-sufficient in.

The British consider the country a military backwater and a low priority for the Japanese, but they are once again proven wrong about their enemy when troops attack in the extreme south of the country in January 1942. British forces fall into a pattern of continual retreats in the face of a seemingly unstoppable enemy and, in some instances, fall back in total disorder, losing much of their equipment and vehicles on the road. Such is the disarray that at the critical Sittang Bridge crossing on the Bilin River, the British are forced to destroy the bridge with most of a division on the wrong side due to the speed of the Japanese advance.

Razing bridges and operating a scorched earth policy fails to have any real impact on the Japanese assault and, by the beginning of March, the Japanese are ready to begin their attack on Rangoon. The British, Indian, and Australian forces holding the city, already under strength thanks to the loss of the division at Sittang Bridge, are ordered to hold Rangoon at all costs, but by March 7th the situation is hopeless and the city is evacuated, though not before its facilities are rendered useless. The port is demolished and the main oil terminal is set ablaze, filling the sky with choking black smoke as the British retreat from the ruins. In a rare stroke of luck, and despite being surrounded as they retreat, the Allied forces are able to breakthrough and much of the Burma Army escapes into the jungle.

The retreat back to India is a harrowing and terrible journey, with the ragged remnants of the Burma Army sharing the roads and trails with starving, terrified refugees and the sick and wounded. Under constant threat from Japanese fighters and bombers, much of the retreat is forced to take place at night. Once again, the Japanese had outmanoeuvred the British and, in only a five month campaign, forced them on a 1,000 mile retreat through hostile jungles. The British suffer over 10,000 casualties during these five months, of which almost 4,000 die, many due to disease and starvation. With a shared border with India, Burma's strategic importance suddenly becomes all too clear to everyone involved (p.13).

HONG KONG

As a British colony, Hong Kong Island is largely spared attack during the Japanese invasion of China in 1937, though tensions remain high as the Japanese consolidate their hold over Canton and the surrounding Chinese mainland. However, Japanese forces assault the colony on the morning of 8th December, 1941, and though the British, Canadian, and Indian garrison manages to resist for eighteen days despite being outnumbered four to one, they are forced to surrender on 26th December. The Japanese fight with barbarity, murdering casualties in British field hospitals and earning the battle the nickname "Black Christmas" among the survivors, virtually all of whom spend the rest of the war as POWs.

INDIA

The loss of Burma and Malaya are severe blows to the British in the Far East, but they are fortunate to still control the "jewel in the crown". A British colony for more than a century, India has always had much to offer the British Empire, but particularly so during the war years. With its key position between Africa and Asia, forces based here can (and do) support actions in three of the conflict's major theatres.

Richly endowed with all manner of resources, India's massive industrial capacity and her natural resources (including major oil reserves) are key to supporting the Allied war effort in every theatre, and her factories produce massive quantities of weapons and ammunition. There are comprehensive transport and supply lines in place throughout the

country, thus ensuring the Allies' ability to reinforce and defend against further Japanese advances from Burma. India's greatest resource is, though, that of manpower. Over two and a half million Indians fight for the British during the height of the war (the largest all-volunteer army in history), and do so with distinction. India is also the primary base of operations for the support of China, particularly with the closure of the Burma Road by the Japanese in 1942 (p.9).

India's support of the British is not without complications and difficulties, for many see the war as a Western affair and one that the country should not be involved in, particularly after the British Viceroy, Lord Linlithgow, declares India's entry into the conflict without consulting the Indian National Congress (INC). In 1942, the Congress, led by Mohandas K. Gandhi (among many others), refuses to fight for the British (or anyone else) until India has been granted independence. Calling this the "Quit India Movement", the INC point out that two of the main belligerents—Britain and Germany—represent two major causes they bitterly oppose: imperialism and racism. The British government immediately arrests the entire Congress Working Committee, including the already legendary Gandhi, and suppresses the violent reaction of the INC's supporters. Key leaders among the INC members are held in custody until 1945, though Gandhi is released in 1944 due to ill health. In all, around 60,000 are imprisoned for daring to defy India's colonial masters.

One influential Congress leader, Subhas Chandra Bose, goes as far as establishing links with the Japanese to form the Indian National Army (INA). With the assistance of former INC members who have broken with the Congress, the INA recruits disaffected Indians, many of whom are captured prisoners, to fight against the British. Operating out of captured Singapore as a puppet of the Japanese military, the INA's forces are active in Burma but they are not as well received by local people as their propaganda would have everyone believe. While still a substantial force of over 40,000 troops at its height, it represents a very small fraction of the Indian soldiers participating in the British war effort. Interestingly, the INA are highly supportive of the movement for women's rights in India, even going so far as to recruit an entire regiment of female soldiers, many of whom even serve on the front lines in combat roles.

Off the Southern tip of India, Ceylon (now Sri Lanka) is a key strategic asset for the British long before the outbreak of the war in the Pacific and, after the fall of Malaya and Burma, it becomes even more critical to the war. The Royal Naval base and deepwater harbour at Trincomalee provides Allied ships with a safe harbour from which to strike against the Japanese, particularly against their submarine fleet. After the fall of Singapore, the port becomes the official home of the Royal Navy's Eastern Fleet, as well as providing a safe port for the remnants of the Dutch Navy in Asia. Despite the fall of the Netherlands in 1940, the Dutch still operate a fleet of seventeen submarines, originally based out of the Dutch East Indies. Working closely with the British and

Americans, these submarines are responsible for so many Japanese sinkings that they become known as the "Fourth Ally".

The RAF also has a major aerodrome at Trincomalee (RAF China Bay) equipped with Hurricanes and Spitfires, alongside a squadron of Catalina flying boats that patrol the seas looking for Japanese submarines. As the United States' presence in the region increases, B29 bombers use China Bay to strike against Malaya and then the Japanese home islands.

Despite a long string of defeats and humiliations, the British regroup their forces in India and Ceylon and take steps to learn from their mistakes in facing the Japanese. As the war at sea turns in the favour of the Allies, the British slowly regroup and prepare for the long and bloody campaign to liberate Burma and Malaya.

MALAYA

In late 1941, while the Japanese carriers that launch the devastating Pearl Harbor attack sail into position, another convoy snakes through the South China Sea heading for two separate objectives: Thailand (p.33) and British Malaya, a major source for rubber and almost sixty percent of the world's tin supplies, not to mention the strategically invaluable port of Singapore (p.30). British reconnaissance spots the convoy but is unable to maintain a fix on it due to bad weather conditions. As Britain is not officially at war with Japan at the time, Air Chief Marshall Sir Robert Brooke-Popham can do no more than put his forces in Malaya on full alert, unsure of Japanese intentions. The convoy is later spotted again by an RAF Catalina flying boat, but Japanese fighter aircraft are able to down the plane before the alarm can be raised, making its crew the first casualties of the Pacific War.

In the midst of their invasion of Thailand, and despite resistance from Indian troops, the Japanese are able to make their amphibious landing at Kota Bharu, in northeastern Malaya, with little difficulty. While the RAF does attempt to strike at the Japanese, they are outmatched by Japanese aircraft flying out of Singora, Thailand—losing 60 of their 110 aircraft in the first day of the battle. The British and Indian soldiers are continually forced into retreat, repeatedly allowing themselves to be outflanked by the Japanese and refusing to believe that their enemy can move through the supposedly "impassable" Malayan jungle.

The British, still confident in the ability of the Royal Navy, dispatches Force Z (containing the battleship HMS *Prince of Wales* and the battlecruiser HMS *Repulse*) from Singapore to defend the peninsula before air attacks can begin in earnest but, to the horror of the Allies, the Japanese demonstrate the power of air superiority when bombers and torpedo bombers launch an attack against the task force, sinking the two capital ships and rendering Malaya defenceless.

NEW GUINEA

As the largest land mass directly north of Australia, New Guinea is of such strategic importance that it makes an inviting target for the Japanese. It is also large enough to

accommodate major land, sea, and air military bases. The island is largely made up of rather rugged, thickly forested, mountainous terrain, making all but the coastal areas and a few rolling foothills largely inaccessible, particularly to land vehicles. At this time, the eastern half of the main island is a British territory administered by Australia, while the western half is part of the Dutch East Indies.

NEW ZEALAND

Despite contributing a substantial allotment of troops to the war effort (over 150,000 by July 1942) New Zealand is far enough away from the frontlines to not be directly threatened, but suffers from the same shortages and rationing as other Allied nations. Unlike Dominions such as Australia and Canada, New Zealand does not insist on their soldiers only being part of units with a strong national identity; many New Zealanders (Kiwis) serve in the RAF, the Royal Navy and in the Long Range Desert Group in North Africa under British, rather than New Zealander, officers.

The Japanese strategy is to cut off all inbound supply routes to China.

SINGAPORE

An island, situated at the end of the Malay Peninsula very near to the Dutch East Indies island of Sumatra, Singapore is major trade hub for more than a century, and is founded as a British colony in 1819. Known as the "Gibraltar of the Far East", for centuries it had been vital port city, thanks to its naturally protected harbour (a feature of great strategic importance). Overhauled and strengthened in 1938 at incredible cost, Singapore is intended to provide protection to all British assets in the Far East.

"Fortress Singapore", the ultimate projection of British force in the region, is believed to be impregnable, thanks to strong seaside defences and nearly impenetrable jungle to the landward side. Unfortunately, the British, Indian, and Australian troops stationed here are largely without direct combat experience, while the 65,000 Japanese troops who sweep down the peninsula in 1942 are war-hardened veterans of Manchuria and China.

Tales of Japanese brutality and atrocities against injured and captured Allied soldiers only fray the nerves of the British forces further and, after repeatedly retreating in the face of the Japanese army, the British withdraw across the causeway connecting Singapore with Malaya and prepare for their final stand. Sadly, the British commander stations his troops along the entire 70-mile coast of the island, spreading his forces too thin and preventing many soldiers from playing an active role in the defence.

On 8th February, 1942, 23,000 Japanese soldiers cross the Johor Strait which separates the island from the mainland. Having quickly established a beachhead, they push the

defenders to retreat through combined land and sea attacks and a protracted bombing campaign until, on 15th February, the Allies are driven back to the suburbs of Singapore city. With little ammunition and their water supplies exhausted, Lieutenant General Arthur Percival is forced into the most humiliating defeat in British military history, and surrenders to the Japanese, consigning more than 100,000 men to virtual slavery as prisoners of war in Burma, Japan, Korea, and Manchuria.

The British had portrayed the Japanese as inferior and incompetent soldiers to their troops, and continued to underestimate their capabilities again and again, despite suffering endless defeats at their hands; the loss of Singapore is the price they pay for their hubris. The Japanese keep Singapore as a base of operations, but destroy so much in their campaign of conquest and the subsequent plundering that by 1943 the island's infrastructure is practically nil. The people of Singapore suffer an even worse fate, being of Chinese descent, and thousands are slaughtered by the invaders.

Indochine

French interests in Asia are not as extensive as those of the British but are, nevertheless, still quite substantial. With the Southeast Asian territories of Vietnam, Cambodia, and Laos gathered together under the banner of French Indochina, France can claim a strong presence, and clearly benefits from the exchange of goods, currency, and raw materials. But most of France's colonial ambitions have been expended in Africa, not the Far East. A source for spices, tea, coal, zinc, and tin, the colony's value to its masters increases exponentially with the establishment of rubber plantations, eventually making France the primary source of rubber in the world. With France busy fighting the invading Germans in 1940, her colonies soon become highly vulnerable. As the war in Europe rages and France falls to the Nazis, the colony comes under the control of the puppet Vichy government.

After 1940, the Japanese are "allowed" certain concessions, including the safe passage of limited numbers of their troops through French Indochina on their way to attack key positions in the south of China. The Japanese strategy is to cut off all inbound supply routes to China to starve the resistance forces of vital food, ammunition, and training. With access through French Indochina, they can cut off a vital supply route: the Sino-Vietnamese Railway, a major source of shipments from the Allies. French agreement in this instance gives the Japanese a foothold that makes the later outright invasion and conquest of the colony a simple matter. However, Japan's presence is not welcomed by everyone and a growing rebellion of Communist-supported guerrillas complicates French "rule" in the north of the territory.

In September 1940, the Japanese begin to test the resolve of the colony's government by violating the agreement and stationing many more troops in country than the treaty allows (p.6). When the French protest and take steps to block the movement of Japanese troops, the Empire responds

by launching a full scale invasion, ostensibly to further cut Chinese forces off from supplies coming overland by train. When French troops resist the incursion, the Japanese turn their attention to the coastal cities and French forces instead: by July 1941, French Indochina has fallen.

Uncle Sam's Island Life

Prior to the outbreak of war, the United States has control of the Philippines, Guam, and Wake Island as territories in the western Pacific. In the central Pacific are the US territories of the Hawai'ian and Midway Island chains. Last, but not least, the United States controls the Alaskan Territory, within easy striking distance of northern Japan. Though geographically close to Alaska, logistical problems brought about by the intense climate and general inhospitable nature of many of the Aleutian Islands themselves (which stretch almost half way between the US and Japan) prove disastrous to the Japanese troops who are tasked with invading the territory.

The United States has access to vast resources: domestic oil and metal reserves; the extensive wealth generated by the nation's commercial interests; and a sufficiently large labour force to handle the increased demands of war. The US' overseas protectorates provide additional raw materials, not to mention forward bases far from home to protect the nation's interests abroad. These territorial holdings not only help the US to establish a presence in the Pacific, but also earn the nation prestige and influence as well.

The production capacity of the United States is the envy of the world, with factories churning out consumer goods at a brisk pace. Vast expanses of arable land give the United

States total independence when it comes to food supply; so much so that a large portion of the country's exports in the 1940s take the form of foodstuffs (see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, Chapters 2 & 3 for further details on the American Home Front).

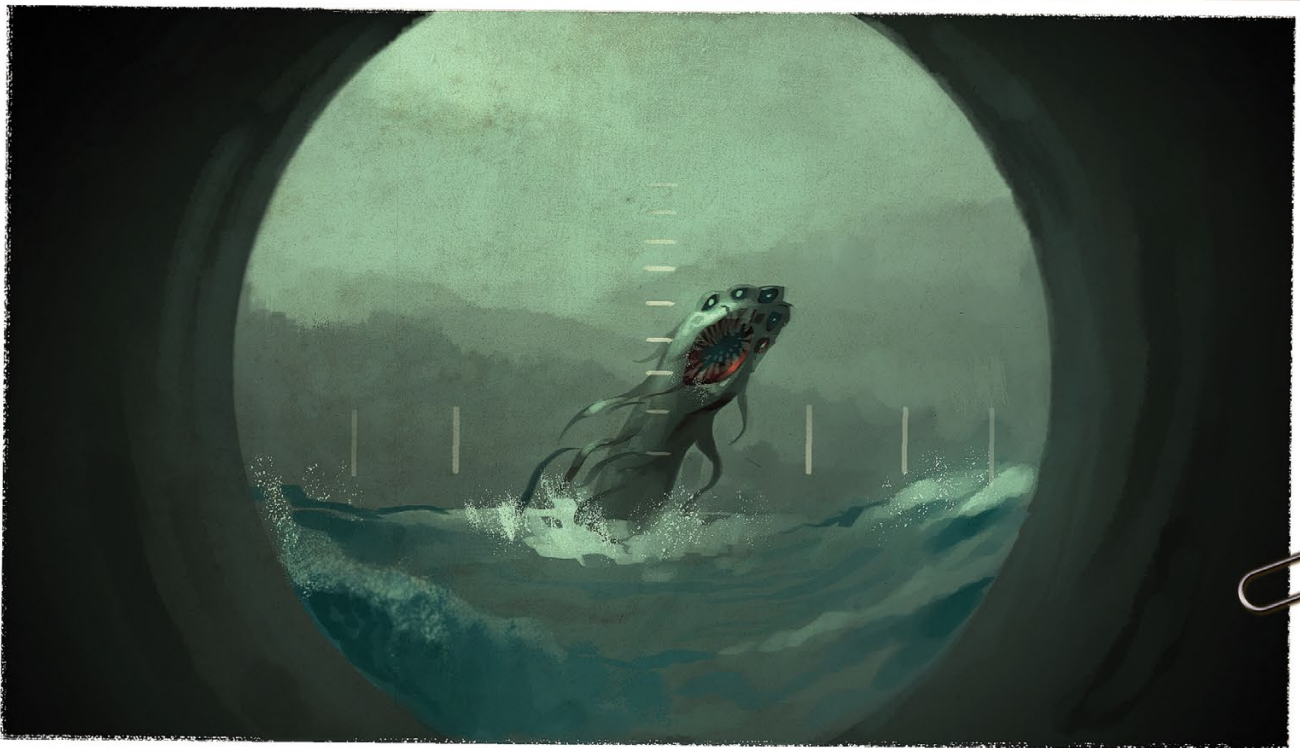
HAWAII

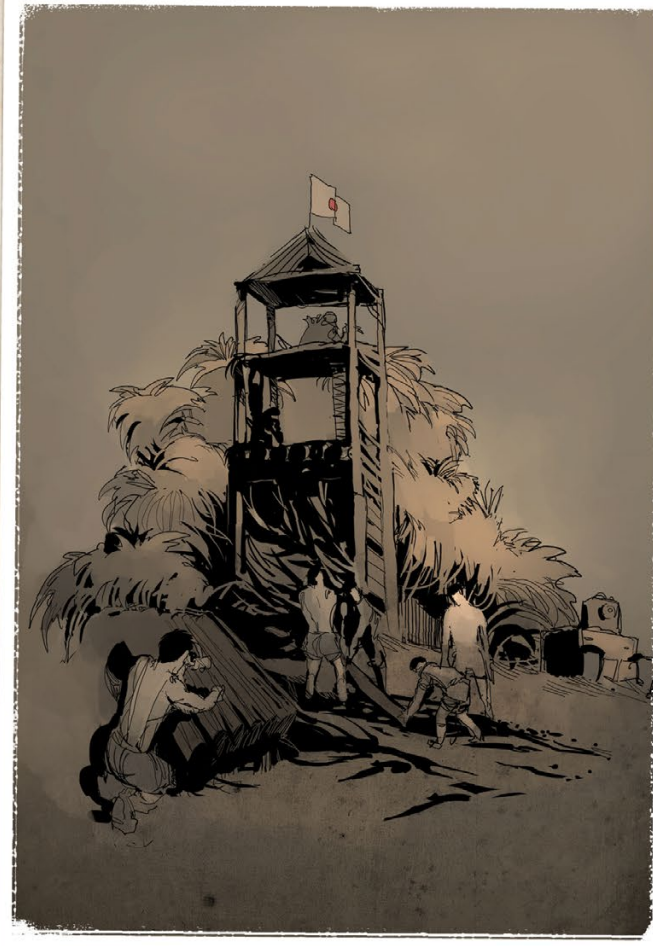
Hawai'i is a vital anchorage for the United States. Located roughly half-way between ports in the Far East and the continental US, it is a lucrative harbour for America, offering desperately needed supplies for ships crossing the Pacific. Hawai'i's Pearl Harbor is also the forward operational base for the US Pacific Fleet, making the islands a crucial military installation as well.

When the Japanese attack Pearl Harbor (pp.8 & 21), they make a major miscalculation regarding the American character. Expecting the crushing defeat to demoralise the people of the United States, it instead enrages them, leaving Japan holding an American tiger by the tail.

THE PHILIPPINES

A mountainous grouping of volcanic islands, the Philippines have been controlled by the United States since the conclusion of the Spanish-American War in 1898. The Philippines produce not only timber products and valuable metals (gold, silver, and copper), but also a wide variety of agricultural products and fish. It is an ideal location for staging troops; for the Japanese, it represents a resource-rich territory that can act as a springboard for planned invasions elsewhere in the Pacific. For the US, its resources are no less important, but it is also the primary military base in the western Pacific,





and losing it means a very long road back for the Allies when they decide to take the fight to the Japanese.

Imperial forces invade the Philippines on 8th December, 1941. By January, the capital city Manila has been occupied (after being declared an "open city" to avoid its destruction), and US and Philippine troops retreat to the Bataan peninsula and to Corregidor Island. Many of those on Corregidor are evacuated; those in Bataan surrender in early April, 1942, and are captured and forced to march north to a suitable prison facility (p.10). Of the 76,000 troops involved in the Bataan Death March, some 10,000 perished *en route*. The 11,000 troops left on Corregidor hold out for another full month until they, too, are forced to surrender.

A strong Filipino resistance movement ensures that the Japanese fail to completely control the entire archipelago. These resistance fighters are sent relief supplies, equipment, and ammunition by United States submarines, and continue to resist the Japanese until the last days of the war.

Going Dutch

As one of the first commercial superpowers, the Netherlands once held a considerable worldwide colonial empire, including having trading concessions with Japan that were denied to other world powers until the mid-19th Century (p.4).

Industrious Workers

With so much new land under Japanese control, the next logical step of fortifying their new territories is undertaken with great vigour. Natives are conscripted into forced labour gangs and set to work building new airstrips, digging tunnels and fortifications, and helping load and unload cargo travelling to and from Japanese ports. So prodigious is the level of construction achieved by the various native workforces employed by the Japanese, the Koreans in particular, that American servicemen nickname them "termites".

By the time war breaks out, their Pacific holdings primarily consist of an extensive string of islands stretching from the Bay of Bengal to the Timor Sea (north of Australia), known as the Dutch East Indies (later known collectively as Indonesia). The Dutch East Indies' critical importance during World War Two comes in the form of crude oil, discovered there in abundance in 1885. The territory also holds control over the key body of water providing access between the Pacific and the Indian Oceans: the Strait of Malacca.

With a partial embargo by its largest trade partner (the United States) on fuel shipments to Japan beginning in 1940, the Japanese are desperate for a new source of fuel, and the Dutch East Indies are tantalisingly close at hand. Invaded and occupied by the Germans in 1940, the Netherlands is in no position to resist the subsequent Japanese invasion of her colony from thousands of miles away, though she protests and agitates as much as possible through diplomatic channels.

Mother Russia

The Soviet Union's interests in the Pacific are vague during the 1930s and '40s. Having sold the Alaskan Territory to the United States nearly a century before and lost her possessions in China more recently, the former Russian Empire still has considerable territorial holdings within its own borders on the continent of Asia, but seemingly no particular interest in the Pacific much beyond its own ports.

By the late 1930s, through the harsh sacrifices the nation requires of its people, the Soviet Union is beginning to successfully convert its economy from primarily agricultural to a strong mix of industrial and agricultural production. With bountiful, if occasionally inaccessible, raw materials, and a labour force only China and India can top, the Soviet Union is in an enviable position, but not without difficulties of its own.

Having already fended off an invasion aimed at restoring the Tsars to power, the Soviets have effectively been on a war footing since 1920. The production of military goods

has always been a priority, knowing full well that they are surrounded by nations hostile to the idea of Communism. It takes very little effort to increase production to wartime standards, though a great deal of their infrastructure in the west is crippled by the exhaustive, destructive campaign to hold back the German forces in 1941-43 (see *Achtung! Cthulhu: Guide to the Eastern Front* for further details).

One of the main supporting pillars of Soviet Communism is to spread its ideology world-wide, and to that end the Soviets are highly active in providing advisors and agents to help foment rebellion against capitalist oppression. The Soviet Union invests a great deal of time and effort in establishing a communist state in Outer Mongolia during the 1930s, which results in much friction with Japanese holdings across the border in Manchuria. The Soviets still hold a grudge over their bitter loss to the Japanese in the Russo-Japanese War (p.17), and they have high hopes of reclaiming the Sakhalin Islands, among other territories, ceded as a result of that defeat.

Despite this recent history of bitterness, the Soviets have no real intention of provoking another war with the Japanese. With their antiquated fleet and their military leadership in disarray after Stalin's purges of anyone and everyone who might constitute a threat to his power, the Soviets are in no position to contest anything outside of their own territorial waters. After signing a non-aggression treaty with Japan in 1941 (p.7), the Soviets are free to concentrate their attention on the more visceral threat of the Germans, perched on their western borders.

Wat & Wei

Like most countries in Southeast Asia, Thailand (known as Siam before 1940) produces a variety of materials for export: rubber, timber, rice, tin, and coal. An independent country

since the 14th Century, Thailand is still a small nation and often subject to the whims of her larger, more belligerent neighbours. She struggles with the colonial overlords of her neighbour, French Indochina, for decades, losing large portions of territory as spoils of war in two major conflicts in what is now Laos and Burma. After a brief tussle in October 1940—January 1941, and with the diplomatic assistance of the Japanese, the Thais regain significant territory lost to the French over the preceding fifty years.

Thailand has a reasonably well-equipped and well-trained army and navy for the day, but these forces are not nearly large enough to resist a full-scale incursion by a major power, as the events of December 1941 prove. The Thai Prime Minister, Phibun Songkhram, agrees in principle to Japan's request to permit troop movement through the country as part of the

Despite their history of bitterness,
the Soviets have no real intention of
provoking another war with the Japanese.

Empire's plans to invade Malaya and Burma, whilst at the same time informing Britain that his country is about to be invaded. Hoping to avoid skirmishes with Thai forces, Japan offers Phibun an ultimatum on 7th December: allow Imperial troops to enter Thailand unopposed, or face the consequences.

With the deadline for the ultimatum missed, the Japanese attack from the sea and land (via Indochina) on 8th December, securing (amongst other places) the airbase at Singora, putting northern Malaya within range of Japanese air power. The Thai government signs a ceasefire that same day, and officially becomes Japan's ally before the end of the month. The country issues a declaration of war against Britain and the United States in January, 1942.





CHAPTER 4

In Captivity

"War is cruelty."
- William Tecumseh Sherman

This theatre of the war is remembered for many things, in particular Japanese brutality against those it fought, conquered, and held prisoner. In China alone, over 14 million people (military and civilian) died as a result of the conflict, although no-one can be truly sure of the exact figure. Quotes on the numbers of civilians killed by the Japanese across the Pacific range from 5 million to well over 30 million. Civilians were not the only ones to suffer. The United States armed forces incurred over 350,000 casualties (approximately a third of which were listed as killed or missing), Britain and the Commonwealth over 70,000 (over 20,000 lost or killed), and Japan almost 2 million (less than 100,000 of which were recorded as wounded).

This chapter looks at the hardships of life for those interred by the Japanese. Rules for creating POW characters can be found in **Chapter 5: New Beginnings** (p.39).

PRISONERS OF WAR

With a shortage of manpower due to the demands of the armed forces for ever more soldiers, Japan has a practically limitless requirement for manual labourers, and Chinese, British, Australian, and American prisoners of war (POWs) conveniently help to fill the shortfall. Tens of thousands of Allied soldiers, and perhaps millions of civilians, serve in Japanese and occupied mines, shipyards, factories, and railroads from 1941 to 1945—and as much as a decade earlier for Chinese soldiers and civilians (p.20).

Being a POW under Japanese control is difficult and for far too many, it is a fatal state of being; soldiers captured by the Japanese are more than seven times as likely to die in a POW camp compared to those captured by German

forces in Europe. Japanese soldiers, even ranking as high as generals, are told very little beyond what is absolutely necessary to carry out their duties; obedience without question is expected, and this attitude carries over to prisoners as well. Medical treatment of the sick and injured (something often overlooked within the Japanese military machine itself) is even less of a priority for those held captive.

Add to this attitude the numerous debilitating diseases caused by malnutrition. Scurvy (resulting from a lack of vitamin C) and beriberi (caused by a lack of thiamine) are rampant among the prisoners, whose extremely limited food rations make serious illness inevitable. The lack of clean drinking water means having to ingest all manner of waterborne parasites, bacteria, and other foulness, ensuring that some form of sickness is a certainty for all POWs and, indeed, for many of their captors. The cramped, unsanitary conditions in the camps lead to outbreaks of cholera, dysentery, and typhoid, often with fatal results. Worms, lice, bedbugs, and other parasitic pests plague the prisoners, further adding to their misery.

Prisoners with useful skills, chiefly Electrical Repair, Mechanical Repair, and Operate Heavy Machine (Repair and Driving, and those with a background in operating heavy machinery in *Savage Worlds*) are likely to earn better treatment, and therefore better and more food, in exchange for the application of these skills to the various construction projects needing attention. Investigators can decide for themselves how diligently they apply themselves, and how likely it is that they can get away with any minor acts of sabotage during the course of their work.

The climate in most of the South Pacific is hardly conducive to a long life without proper preparation. Poisonous snakes and insects are common in many areas of the tropics, and the



organisms which cause diseases like malaria are endemic in the thriving local mosquito populations. In China, tropical regions do exist (as do temperate zones) with extreme heat and humidity during summer months followed by bitter cold in the winter. Little expense, much less any effort, is spent on seeing to the comfort of prisoners, and the prisoners' efforts at providing for themselves are viewed with suspicion by the Japanese.

Military POWs

"From the moment you surrendered, you ceased to be soldiers."
—Col. Saito, Bridge on the River Kwai

Japanese soldiers are instructed in the ancient code of *bushido*, which states that warriors should be brave and seek death before dishonour. Reinforcing this concept, Japanese military training manuals warn that surrender to the enemy is punishable by death upon the soldier's return to Japan. Because of this, Japanese soldiers view enemy troops who surrender as little better than walking dead men, and many treat them with contempt and cruelty accordingly. Early punishments generally involve a hard slap across the face; so hard, in fact, that a number of men report permanent inner ear damage resulting in hearing loss. As this form of "discipline" grows less effective, other sanctions, such as solitary confinement, loss of food privileges for a day or more, and being forced to stand in place

for hours on end while holding heavy weights over their head (with beatings if the weights are dropped or the prisoner passes out from exertion), become more frequent.

Military prisoners of war are also expected to sign pledges promising not to attempt escape. Beatings, starvation, isolation, and torture are inflicted on those who refuse to sign until they acquiesce. Of those who hold out despite the deprivation and abuse, nothing more is heard.

Severe punishment is meted out to those who do attempt to make a break for freedom. Because British, Australian, and American prisoners stand out clearly among the indigenous population, they are typically spotted and recaptured very quickly if they cannot find friendly locals to shelter them. Execution is the most common punishment for recaptured prisoners.

A HARD DAY'S GRAFT

Captured Allied officers are ordered to salute and bow to any Japanese soldier, no matter what his rank. Initially, officers are not expected to participate in gruelling manual labour alongside their subordinates, save to supervise their own men, or to raise livestock and crops for the benefit of the men under their command. Later they are pressed into full labour service as well.

Prisoners are made to perform hard labour from dawn to dusk, seven days a week. In the murderous heat and the wet,

Crime & Punishment

According to one Japanese Navy posting (in English) addressed to the captives of Wake Island who were being moved by ship in January 1942, the following behaviours were punishable by death:

- Disobeying orders or instructions
- Showing a motion of antagonism or a sign of opposition
- Disordering the regulations by individualism, thinking only of yourself, rushing for your own goods
- Talking without permission or raising your voice
- Walking and moving without order
- Carrying unnecessary baggage on embarking
- Resisting
- Touching the boat's materials—wires, electric lights, tools, switches, etc.
- Climbing ladders without an order to do so
- Showing action of running away
- Trying to take more food than is given to them
- Using more than two blankets

highly unsanitary conditions, even the slightest scratch can very easily lead to serious infection, and gangrene sets in to such wounds with alarming rapidity. Prisoners able to stand are expected to work, and are forced out to the work site, even if they have to be carried there on stretchers. Those fainting while at work from a bout of malaria, or dizziness or weakness from lack of food, are beaten by the guards.

The infamous book and film *Bridge on the River Kwai* is based on survivors' stories of building the numerous rail bridges over rivers along the Siam Railway between Bangkok (Thailand) and Moulmein (Burma) (p.17). Bridges are

According to the Geneva Conventions,
POW soldiers are supposed to be paid for
their work by their captors.

not the only things prisoners build for the Japanese, though. Airfields, bunkers and defensive positions, POW camps, and even ships in the naval shipyards on the home islands, are often constructed by prisoners of war. Recovery of damaged vehicles is also a task assigned to prisoners, as is clearing and repairing battle-damaged roads.

According to the Geneva Conventions, POW soldiers are supposed to be paid for their work by their captors. In August of 1942, an announcement is made that, as the soldiers have by now all been registered, they are eligible to receive their pay. When the pay is to be dispensed is a matter



of some discussion, but in any case most POWs assume, quite correctly, that they will have to wait rather a long while for their wages to appear.

Long marches on foot from one work site to another are common and, in the early days of the war, are also used to move large numbers of POWs from captured locations, such as Singapore and the Philippines, to sites where their captors are better able to control them. Such marches are often without food or rest stops, and those who fall out of line to avail themselves of water or food crops by the side of the road are, more often than not, shot. When it is more convenient, prisoners are also transported *en masse* by cargo ship, train, and truck, under conditions that range from uncomfortable to deplorable.

Civilian POWs

Despite a slightly better attitude towards them by the average Japanese soldier, the lot of the civilian prisoner of war is little better than that of their military counterparts. Food is scarce, medical treatment is practically nonexistent, and rest or any other sort of mercy beyond the bare essentials of life is seldom to be had.

Chinese civilians are shipped off to labour camps by the thousand, and many are executed under suspicion of being soldiers that have discarded their uniforms. Captured Western missionaries and aid workers are given no preferential treatment, and are used as workers alongside soldiers and other civilians regardless of age or physical condition. Female prisoners are expected to perform the same sorts of tasks as men, with no concern given to the prevailing attitudes of the day as to the fitness of women to perform backbreaking manual work. There are no female guards in the Japanese military at the time, so male guards are assigned to look after female prisoners.

Another possible fate awaiting women is "recruitment" into the "comfort stations" provided by the Imperial Japanese Army for their soldiers. Although the initial "comfort women" are Japanese prostitutes who volunteer for the service, later women are forcibly abducted from their homes, or tricked into working in the brothels. Although mostly Chinese or Korean, women from all of the countries occupied by Japan (officially or otherwise) find themselves forced into such prostitution battalions, as do European and Australian female POWs.

Persons not obviously in the military and captured behind enemy lines are frequently regarded as spies, or as fifth columnists aiding resistance movements. Spies and saboteurs are held in even greater contempt than prisoners of war, and are summarily executed without trial or appeal, particularly if those persons are clearly not part of an indigenous ethnic group.

Following the tradition of belligerents the world over, Red Cross packages (if they are delivered at all) are often plundered by the Japanese, removing items such as cigarettes and candy for being too distracting for the prisoners. Keeping excessive personal property is also grounds for punishment, but no specific guidelines are established for what counts as excessive, allowing camp commanders and guards considerable "discretion".

A Harsh Reality

It is plain to see that the Japanese are not in a beneficent mood when dealing with their prisoners. While there are individual acts of kindness, there are also those of vicious cruelty. In the end, raw, unsympathetic pragmatism wins out; with the Empire finding its resources shrinking by the day, it provides as little as possible to its prisoners in order to keep the machines of war moving.

Given the lack of food and adequate sanitation, those investigators who find themselves as POWs will not be in for a pleasant experience. To simulate the harsh conditions, we offer this set of simple rules:

Cth For any prisoner under Japanese control, take one Hit Point of damage per day of strenuous activity and/or inadequate food and unsanitary water rations. When the investigator reaches zero Hit Points, he either contracts a disease or collapses from

Expendable Resources

Being beneath their captors' contempt and, therefore, disposable, it is possible that prisoners could become sacrifices to appease an eldritch deity or powerful Mythos entity; such an outcome need not be the end of an investigator, however, should he find himself in such a situation. The investigator may discover an opportunity to escape during the sacrificial ceremony, or during a period of the entity's indifference; perhaps, also, the creature is sated and drifts off to sleep before it has a chance to consume all of its victims.

The investigator can, alternatively, return as a cultist, having witnessed more horror than the human mind is intended to deal with and decided to throw in his lot with the other side. Perhaps he can, with proper psychiatric treatment, be saved and have his feet firmly planted on the path of sanity once more. This will come at a cost, of course: the loss of one or more skills accompanied, perhaps, by a permanent loss of Sanity. A mind first re-arranged in one fashion, then suffering through attempts at undoing the damage, is likely to suffer from unintended side-effects such as phobias, split personalities, or even cleverly concealed psychoses. Such personalities may even become unwitting or, even, willing double agents.

exhaustion and must rest for at least one full day. If this happens, the investigator loses one point of CON. Gradually, as CON wears away, being stricken with disease becomes commonplace as the body weakens and loses its ability to fight off infection, until eventually some malady either claims the investigator's life, or saddles that character with some form of permanent disability or injury (which may also permanently affect CHA as well as CON).

Sav *Savage Worlds* gives clear and concise rules on how to deal with the dangers of thirst and starvation and disease (**Chapter 4: Situational Rules—Hazards**). In addition to these perils, investigators will have to make a Vigor roll every day of hard labour or suffer a further level of Fatigue.

Sweet Freedom

Escape is clearly an option for prisoners, but in most instances not a very good one. The Japanese take great pains to move prisoners to rear areas well behind forward lines of combat, in part because they need workers in mines, factories, docks and shipyards, and these places are mostly far from the heat of battle. In many cases, this requires the prisoners to be transported by ship from their place of capture, meaning miles of open ocean must be overcome by anyone trying to escape to safety whilst in transit.

There are many different ways to go about escaping. One of the most reliable methods is to befriend a local and, either through bribery or out of pure friendship, convince them to help the investigator to escape. This will probably involve enclosing the escapee in some sort of container to be moved out of the camp, then continuing inside the container until many miles from the nearest hostile outpost, before sneaking aboard some form of transport. Daring escape plans involving strapping oneself under a train and riding for miles, or hiding in cargo containers and escaping to a neutral port, are the stuff of legend and make for an exciting game.

Keep in mind, though, that transport of any kind is much slower in the 1940s than today; trains and ships take days, or even weeks, to reach a distant city or port due to the technology of the time (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, Chapter 6, for further details on the state of global transport during the war). This also assumes that the vehicle or vessel can cross enemy lines without arousing suspicion; both sides are prone to shoot first and ask questions later. However, as the Keeper, it may be more useful to the overall story to have such unlikely escapes succeed, regardless of how inconceivable such a thing might be in real life.

One of the most opportune moments to attempt an escape is when prisoners are being moved *en masse* from one work site to another. This happens frequently, and while it is more difficult to achieve because of the guards' increased vigilance, it requires less effort due to transits often passing through areas of relative safety. It is easier to make yourself scarce in the general confusion, though roll call or spot checks can turn up the missing persons quickly, allowing insufficient lead time to outrun pursuing captors.

There is also the question of food and water; escapes from rear areas through the vast expanses of ocean or jungle require a great deal of time and energy, and no-one can survive for more than three days without water. Drinking ocean water leads to illness and death without treatment, and food can be difficult to obtain in wild areas without money, tools, weapons, or knowledge of which local animals and plants can be safely eaten.

The best chance of a successful escape usually presents itself when the investigators are first captured (or find themselves in imminent danger of being so). They may be able to slip away unnoticed during the fighting and overall chaos and, while still in relatively familiar territory, find assistance to evade capture and move out of the hostile or contested area.

URGENT: FAO A.T. METROPOLE

ONE OF OUR COASTWATCHERS MISSING. ASK DIGGERS FOR
THEIR HELP IN LOCATING. YOU KNOW THE RIGHT PEOPLE.
LAST KNOWN LOCATION ~~XXXXXXXXXXXX~~

— SA





CHAPTER 5

New Beginnings

"Mastering others is strength. Mastering yourself is true power"
- Lao Tzu

A new world brings with it new opportunities. This chapter presents a selection of relevant countries for beginning investigators to hail from, as well as some new occupations and training packages. Character creation rules for *Achtung! Cthulhu* can be found in Chapter 5 of *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, for those playing *Call of Cthulhu*, and in Chapter 7 for those playing *Savage Worlds*.

PACIFIC INVESTIGATORS

Until the outbreak of war in the Pacific, many of the nations of Asia were colonies of the European powers and, despite varying levels of independence movements, none of them looked likely to gain autonomy until the war forever changed the political landscape. As the nations of Southeast Asia fell to the Japanese, many saw the increased possibility of escaping the colonial yoke, though only once the invaders had been expelled. Thousands would join the fight for freedom, hoping to secure long-term independence at the same time.

Investigators can hail from any of the nations of Asia, and may choose to be indigenous Asians or colonials who prefer to fight for their inherited country. Either choose a nationality for your investigator or roll on Table 1 to determine their country of origin.

PRISONERS OF WAR

As the Japanese sweep through Asia and the Pacific Islands, hundreds of thousands of civilians are captured and spend the remaining years of the war subjected to horrific and

brutal conditions in the many concentration camps set up by the Japanese on the mainland. Many thousands die from the barbaric treatment they receive, as well as the ever-present threats of tropical disease and starvation.

Table 1: Asian & Pacific Nationalities

Roll D100	Nationality	Roll D100	Nationality
01-07	Australia	58-65	Siam (Thailand)
08-14	New Zealand	66-72	China*
15-21	Philippines	73-80	French Indochina
22-28	Manchuria	81-85	New Guinea
29-35	Dutch East Indies	86-89	Mongolia
36-42	Burma	90-95	Nepal
43-49	Malaya	96-98	Pacific Islands
50-57	India/Ceylon	99-00	Displaced European**

* Chinese investigators should choose if they support the Nationalist Chinese forces or the Communist Chinese.

** Displaced Europeans represent the colonial families who for generations have made their homes in Asia. In French Indochina, at least initially, the lives of the plantation owners remain unchanged despite Japan's invasion, but in other instances (such as in the Dutch East Indies) many find themselves subjected to horrific treatment as POWs despite being civilians.

Some, through a combination of luck and survival instinct, endure the experience, even escaping where possible and bringing with them their first-hand knowledge of the Japanese and their operations.

Cth An investigator may choose to have been a POW and receive additional skills reflecting the terrible conditions they have endured, although at great physical cost. Create the investigator as per the standard rules: rolling statistics, choosing a civilian occupation, and allocating skill points. Then, roll 1D6 and deduct this amount from across the investigator's STR, DEX, and CON attributes. Any combination is permitted, including subtracting everything from one statistic, though no statistic may drop below 1. Should it not be possible to deduct the amount from these attributes without one statistic being reduced below 1, discard any additional unspent points (though perhaps you should reconsider your career as an investigator; you barely survived captivity after all!).

The investigator may then spend INTx3 skill points among any of the following skills: Bargain, Conceal, Scrounge, Survival (Tropical), Other Language (Japanese).

Sav New Hindrances

MENTALLY FRAGILE (MINOR)

Your character finds it difficult to cope with the realities of war. The maximum amount of Dementia he can withstand before his Sanity is lowered is one less than normal.

PRISONER OF WAR (MAJOR)

Your character has spent quite some time in a Japanese prisoner of war camp. The deprivation, beatings, and disease have taken their toll and you bear the scars of your imprisonment. Your character's Strength and Agility drop a die type to a minimum of d4, and cannot be raised while you are in captivity.

On the plus side, just the fact you have survived gives you 5 extra skill points, which must be spent on the Language (Japanese), Persuasion, Stealth, and Survival skills only.

NEW CIVILIAN OCCUPATIONS

Colonial Settler

Though many Europeans come to Asia with the intention of working for a few years before returning home, over the years some have chosen to remain and begin life anew in the colonies, particularly among the French and Dutch populations of Indochina and the Dutch East Indies. Many of these families establish plantations, farming rubber and other commodities to sell back in Europe and employing hundreds of local people. Despite the coming of the Japanese many of these settlers hope that life will continue as normal, but it soon becomes clear that the Japanese have no intention of allowing these foreigners to remain, forcing them out. Now, with their knowledge of the country and its people, they have joined the war effort, often as guides and liaison officers with the military.



Cth EARNINGS

Middle.

CONNECTIONS

Businessmen, colonial government, guerrilla fighters, Intelligence, military, tribal groups.

SKILLS

Accounting, Bargain, Credit Rating, Fast Talk, Other Language, Persuade, Ride, Survival (Tropical), plus two other personal or professional skills.

BONUS

A Familiar Face: Having lived in the country for generations, the settler's family is known and respected by the local people. When in dire need, the settler may speak with the village elders and, if he makes a successful Persuade roll, will be given 1D3 tribal members to assist him.

Sav

- **Attribute Requirements:** none.
- **Recommended Skills:** Languages, Persuasion, Survival.
- **Useful Edges:** Charismatic, Contacts, Linguist, Rich.
- **Special:** none.
- **Gear:** none, but most colonial settlers are rich.

Guerrilla Fighter

Like the partisans of Europe, these men and women have taken up weapons against the Japanese after the destruction of their villages or the deaths of their loved ones, and are now sworn to forcing the expulsion of the invaders from their lands. They have no particular love for the Allies, who they once called colonial masters but, given the alternatives, they have chosen to side with them against the Rising Sun. Unlike the Tribal Member who may come from an area still free from Japanese occupation, the Guerrilla Fighter will always come from occupied territory. The training and equipment of each band of fighters varies wildly, often influenced by which Allied power is supporting them as part of their own political agenda.

Cth EARNINGS

Lower.

CONNECTIONS

Criminal groups, Intelligence, military, local leaders, tribal group.

SKILLS

Climb, Conceal, Demolitions, First Aid, Hide, Machine Gun, Navigate, Ride, Rifle, Sneak, Submachine Gun, Survival (Tropical), Swim, and Track.

BONUS

Local Hero: loved by his own people, the Guerrilla Fighter can call upon the local populace for goods, supplies and shelter, and they will gladly assist.

Strong Stomach: the Guerrilla Fighter is immune to the SAN loss caused by witnessing serious injury or death.

Sav

- **Attribute Requirements:** Spirit d6+.
- **Recommended Skills:** Climbing, Healing, Knowledge (Navigation), Riding, Stealth, Survival, Swimming
- **Useful Edges:** Alertness, Comfortably Numb, Scavenger, Woodsman.
- **Special:** none.
- **Gear:** firearm, knife, and basic survival gear. \$200 to spend on other equipment.

Pirate

The South China Seas have for centuries been a hotbed of piracy, with fast junks and trawlers prowling the sea-lanes looking for easy pickings among the merchant ships out of Hong Kong and Singapore. The war has increased the danger these cutthroat crews face with the heightened threat of encounters with the British, Japanese, and United States Navies, but for those prepared to risk their lives, piracy is still

Many still operate throughout the Pacific Islands, raiding and smuggling in equal measure in fast, motorised junks.

a lucrative trade. Pirates of this day and age can no longer field fleets of pirate junks as they did in the 19th Century, but many still operate throughout the Pacific Islands, raiding and smuggling in equal measures in fast, motorised junks. The penalty for piracy is still death in most cases, but with their knowledge of the waters many pirates are offered an alternative: providing the Allies with intelligence on Japanese troop movements, and smuggling goods and people into and out of occupied regions.

Cth INCOME

Lower to Middle.

CONNECTIONS

Businessmen, criminal groups, guerrilla fighters, Intelligence, law enforcement, tribal groups.

SKILLS

Climb, Conceal, Mechanical Repair, Navigate, Pilot (Motorboat), Rope Use, Scrounge, Swim, Throw plus one other personal or professional skill.

BONUS

Strong Stomach: Thanks to their barbaric and deadly occupation, they are immune to the SAN loss caused by witnessing serious injury and death.

Sav

- **Attribute Requirements:** Vigor d6+.
- **Recommended Skills:** Boating, Climbing, Intimidation, Knowledge (Navigation), Language (English), Swimming, Taunt.
- **Useful Edges:** Ace, Alertness, Comfortably Numb, Command, Connections, Scrounger, Steady Hands, Strong Willed.
- **Special:** Pirates usually have access to a small boat, but it is often on the verge of breaking down or springing a leak. At the start of each game session the Game Master draws a card from the Action Deck. A black face card indicates that sometime this session—usually at the worst possible moment—the pirate's vessel will fail him in some way.
- **Gear:** \$500 worth of equipment.

Triad Gang Member

Also known as the Chinese Mafia, the Triads are family-run organised criminal gangs who control most illegal activities in both mainland China and the surrounding nations, not to mention further afield (where they run much of the street crime centred around the Chinatowns of US cities). The Triads operate sprawling networks of enforcers, informers and front businesses, and deal in everything from drugs and weapons to people, having a hand in virtually every criminal activity of any worth. After the outbreak of war, some Triad gangs become little more than marauders, raiding the countryside with impunity. Others, desiring a return to their lucrative businesses, have become an organised resistance to Japanese invasion, and can act as an invaluable source of information to the Allies.

Cth

INCOME
Middle.

CONNECTIONS

Businessmen, criminal groups, law enforcement, local leaders, pirates, smugglers, tribal groups.

SKILLS

Bargain, Conceal, Hide, Locksmith, Martial Arts, Persuade, Scrounge, plus one other skill as a personal specialty.

BONUS

Don't You Know Who I Am?: In urban settings, the Triad can use the reputation of his family to great effect, providing both him and his companions with information, supplies, or shelter and lodgings with respectful local businessmen on a

successful Credit Rating check. Note: these local people will always be Asian, but this ability is not restricted to Asia as it may be used in the many Chinatowns that have sprung up around the world.

Sav

- **Attribute Requirements:** Spirit d6+.
- **Recommended Skills:** Intimidate, Gambling, Language (English), Lockpicking, Persuasion, Stealth, Streetwise.
- **Useful Edges:** Brawler, Common Bond, Connections, Martial Artist, Scrounger, Strong Willed.
- **Special:** none.
- **Gear:** pistol or submachine gun, a bladed weapon. \$500 to spend on other equipment.

Other Triad members have become an organised resistance to Japanese invasion.

Tribal Member

Colonial rule has given the people of Asia many wonders of the modern age, but in the majority of cases this advancement is only really evident in the larger cities. For many remote tribes and villages, their way of life has remained unaltered for centuries, following traditions handed down through the generations. These men, and increasingly women (forced to hunt after the loss of their men-folk to the Japanese labour squads), are well-versed in jungle survival and know their territories well. Though their main concern will always be the security of their village and tribe, they will often provide covert assistance to the Allies, taking in and caring for the wounded and providing guides through their region. Investigators playing tribal members would need to discuss the reason for them leaving their village with the Keeper.

Cth

EARNINGS
Lower.

CONNECTIONS

Guerrilla fighters, Intelligence, tribal groups.

SKILLS

Bargain, Listen, Natural History, Occult, Spot Hidden, Sneak, Survival (Tropical), Swim, Throw, plus any one skill as a personal specialty.

BONUS

Fruits of the Forest: knowing the jungle so well, the tribal member is able to live off the land, providing himself and 1D3 companions with survival rations and water each day if he spends 1 hour foraging.

Table 2: US Pacific Forces Draft Table

Roll D100	Service
01-20	Army
21-80	Marines
81-90	Navy
91-00	Air Force

Table 3: British Pacific Forces Draft Table

Roll D100	Service
01-70	Army
71-80	Navy
81-90	Air Force
91-00	Marines

Sav

- **Attribute Requirements:** Agility d6, Vigor d6.
- **Recommended Skills:** Boating, Climbing, Knowledge (Natural History), Language (English), Survival, Swimming, Tracking.
- **Useful Edges:** Alertness, Fleet-Footed, Woodsman.
- **Special:** none.
- **Gear:** bow, arrows, knife, spears, basic camping and survival gear. No money to spend.

NEW MILITARY OCCUPATIONS

The following rules are intended to supplement the military occupation rules presented in *Achtung! Cthulhu: the Investigator's Guide to the Secret War* (pp.67-85) and to extend those rules by providing occupations specific to the Pacific theatre.

Choosing a Service

Investigators from the United States who submit themselves to the draft in the Pacific should use Table 2 to determine their service, which represents the dominance of the US Marines in service placement during the Pacific war. The British, whose own Marines did serve in the Pacific (but only in limited numbers), should instead use Table 3.

Chindits

After the retreat from Burma, the British reorganise their fragmented forces in India and Ceylon (Sri Lanka) and establish a long-range patrol and special forces unit. Drawing on elements from the British Army, Burmese Rifles, Hong Kong Volunteers, and other irregulars, such as the men of the former Bush Warfare School in Burma (who form 142 Commando Company of the Chindits), Orde Wingate (p.96) establishes the 77th Indian Infantry Brigade as an international force, better known as the Chindits (p.11). After training in Northern India in 1942, they go into action in 1943 and suffer high casualties throughout their missions.

Sav

New Edges

BACKGROUND EDGE: NATIONAL IDENTITY

Requirements: Novice, Wild Card

The soldiers of each nation in the war have an "identity" associated with them. Americans are "lucky", the British are "plucky", and the Soviets seem stoically fatalistic for most of the conflict. Soldiers with this Edge are what makes this identity iconic. This Edge was originally described in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.110. The two new national identities listed below are in addition to those listed there.

Australian Mellow: the Australians are famous for their laid-back attitude about things which stress other people out. Australian characters with this Edge can ignore one point of negative modifiers when making Fear checks. This modifier is then carried over onto the Horror and Terror table if the roll fails.

New Zealand Toughness: Kiwis are well known for being hard men who do not give (nor expect) quarter on the sports (or battle) field. A character embodying this stereotype rolls a d8, not a d6, as his bonus die when he gets a raise on an attack.

COMBAT EDGE: COMFORTABLY NUMB

Requirements: Novice, Spirit d6+

Conflict has been part of this character's life for as long as he can remember. He has witnessed—and, maybe, committed—terrible things, and has become totally desensitised to the mental trauma of the war. This character need never make Fear checks when confronted with the mundane horrors of war.

The Chindits emphasise rapidly moving, long-range penetration missions, spending many weeks behind enemy lines and operating entirely on foot, using pack animals to transport heavy weapons through the passes and valleys of Burma's jungles. Due to their isolated operations, the Chindits are

experts in the use of close air support in place of traditional artillery support and, after impressing Roosevelt with their capabilities, even secure their own air force (p.11).

Chindit units tend to be small company or platoon level forces with their own medical and radio support, and work with local tribes to gather intelligence and attack Japanese interests.

Cth

ENTRY CONDITIONS & PREREQUISITES

- CON must be 12 or greater, INT must be 11 or greater.
- *Basic Training:* Army.

RANK

Enlisted, NCO, Officer.

SKILLS

Climb, Close Combat, Fieldcraft, Fist/Punch, Grapple, Handgun, Navigate, Other Language (Burmese), Ride, Rifle, Survival (Tropical or Mountain), Tactics, and Throw, plus one skill from the following: Demolitions, First Aid, Heavy Weapons (Machine Gun), Heavy Weapons (Light Mortar) or Radio Operator.

BONUS

Blood and Guts: See p.46 for further details.

Fruits of the Forest: Thanks to his intensive training and his knowledge of the jungle, the Chindit is able to live off the land, providing himself and 1D3 companions with survival rations and water each day if he spends 1 hour foraging.



"Be still and the earth will speak to you."
- Navajo proverb

Sav

- **Attribute Requirements:** Smarts d6+, Vigor d6+.
- **Recommended Skills:** Climbing, Knowledge (Communications), Knowledge (Demolitions), Knowledge (Navigation), Language (Burmese), Riding, Survival.
- **Useful Edges:** Beast Bond, Demo Man, Fleet Footed, Mechanically Inclined, Scavenger, Woodsman.
- **Special:** none.
- **Gear:** weapons, demolition equipment, survival gear.

Codetalkers

The United States first experiments with using Native American languages for encrypting communications during the First World War but in the Pacific War, in part due to the advances in radio technology, they implement it on a much larger scale. The US Marine Corps has several hundred Navajo soldiers trained to use their native language (which is completely alien and unknown to the Japanese) to transmit tactical communications in the field. Using an agreed descriptive code, the encrypted messages can be broadcast across potentially insecure radios and yet still remain secure from Japanese ears. The Codetalkers are an invaluable asset to the Allies and to ensure the code remains secure, all Codetalkers are accompanied by a "bodyguard" with strict instructions to make sure the Codetalker is never taken alive by the enemy.

Cth

ENTRY CONDITIONS & PREREQUISITES

- Navajo Native American investigators only.
- Con must be 11 or greater.
- *Basic Training:* as per the basic training and rank rules in the *Investigator's Guide* (pp.68-69) Codetalker investigators receive one skill advance check per rank in each of the following skills: Close Combat (1), Damage Control (1), Fieldcraft (2), First Aid (1), Rifle (1), Tactics (1).

RANK

Enlisted, NCO.

SKILLS

Climb, Close Combat, Cryptography, Fieldcraft, First Aid, Handgun, Navigate, Other Language (Navajo), Radio Operator, Rifle, and Tactics.

BONUS

Blood and Guts: See p.46 for further details.

Bodyguard: The Codetalker is of such strategic value to the military that he is accompanied at all times in the field by

a fellow Marine who will fight alongside him and protect him where possible. However, if the situation looks grim, the bodyguard is expected to shoot the Codetalker to ensure his codes remain secure.

Sav

- **Attribute Requirements:** Vigor d6+.
- **Recommended Skills:** Knowledge (Cryptography), Knowledge (Communications), Knowledge (Navigation), Language (Navajo).
- **Useful Edges:** Linguist.
- **Special:** this character is accompanied at all times in the field by a marine who fights alongside him and protects him. Ultimately though, this "bodyguard" is expected to kill the Codetalker rather than let his codes fall into enemy hands. This bodyguard can be an NPC or (if the group agrees to the potential for inter-party strife) another PC.
- **Gear:** field radio.

Gurkhas

With their terrifying war cry and lethal kukri blades, the Gurkha soldiers of the British and Indian Army maintain a well-deserved reputation as some of the best and most dangerous soldiers in the world. Originating from the Gorkha region of Nepal, generations of young men have served the British Empire since the early 19th Century and, under the command of British officers, have served in every British campaign with bravery. Known for their ferocity in battle (they are infamous for collecting "trophies" from their enemies to confirm kills) and their stealth, even other Allied soldiers are wary of the Gurkhas despite their utter and unwavering loyalty.

Cth

ENTRY CONDITIONS & PREREQUISITES

- CON must be 12 or more. DEX must be 12 or more.
- *Basic Training:* Army.
- British Gurkha Officer characters receive Anthropology, Other Language (Nepali) starting at EDU×3.
- Nepali Gurkha characters receive Other Language (English) starting at EDU×3.
- Parachute-trained Gurkhas must pass the Parachute Training package.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Engineer, Rifleman, Paratroop, Signals.

SKILLS

Common: Close Combat, Fieldcraft, Rifle, Tactics.

Engineer: Common Gurkha skills, four skills from the Engineer occupation (*Investigator's Guide*, p.77).

Rifleman: Common skills plus three skills from the following: Bayonet, Fist/Punch, Grapple, Kick, Military Doctrine, Submachine Gun, Throw. Plus one skill from the following: Flamethrower, Heavy Weapons (Anti-Tank), Heavy Weapons (Machine Gun), or Mortar.

Paratroop: Common skills, and Parachute, plus four skills from the Gurkha Rifleman's list.

Signals: Common skills, plus four skills from the Signalman occupation (*Investigator's Guide*, p.79).

BONUS

Jaya Mahakali, Ayo Gorkhali!: Enemies who know of the Gurkhas must make a SAN check if they are facing them in combat. If they fail, they suffer a -5% penalty to their Tactics skill.

Sav

- **Attribute Requirements:** Agility d6+, Vigor d6+.
- **Recommended Skills:** Intimidate, Knowledge (Communications; if Signals Regiment), Language (troopers: English, British officers: Nepalese), Repair (if Engineering Regiment), Stealth, Survival, Tracking.
- **Useful Edges:** Alertness, Assassin, Comfortably Numb, Command, First Strike, Jump Qualified (Paratroopers only), Mechanically Inclined (Engineers only), Quick Draw, Strong Willed, Trademark Weapon, Woodsman.
- **Special:** none.
- **Gear:** kukri blade.

US Army Long Range Patrol

Impressed by the long-range penetration missions carried out by the Chindits in Burma, the US army forms the 5307th Composite Unit, codename *Galahad*, to explore the potential for light assault operations behind enemy lines with limited supplies. Quickly dubbed Merrill's Marauders, after Brigadier General Frank Merrill (its commanding officer), *Galahad* is an all-volunteer force comprised of 3,000 men, all with combat experience from Guadalcanal and the Solomon Island campaigns. Exceptions to the all-volunteer policy are the men known as the "Dead End Kids": military convicts given the option to join the unit instead of spending their sentences in the stockade, and spread throughout the force to ensure that old habits die quickly.

The Marauders are an elite force, comprised of experienced officers and men. With heavy weapons (mortars and machine guns) integrated into each squad and with every man armed with a self-loading or automatic weapon, their

comparative firepower is far higher than other units. Their overall abilities are often hampered by disease and malnutrition in the field, but overall the Marauders punch well above their weight on the battlefield.



ENTRY CONDITIONS & PREREQUISITES

- Army Volunteers only.
- CON must be 13 or greater.
- *Basic Training*: Army.
- The investigator must successfully complete Commando Training.

RANK

Enlisted, NCO, Officer.

SKILLS

Climb, Close Combat, Demolitions, Fieldcraft, Fist/Punch, Grapple, Handgun, Pilot Boat, Ride, Rifle, Submachine Gun, Survival (Tropical), Tactics, and Throw, plus one skill from the following: First Aid, Heavy Weapons (Light Mortar), Heavy Weapons (Machine Gun), or Radio Operator.

BONUS

The investigators can learn one of the following:

Silent Kill ([STR+DEX]×2): a successful skill check grants the investigator an automatic impale attack. On a Critical Success (01-05), the person being attacked is killed instantly.

Quick Draw (DEX×3): on a successful skill check, the investigator can ignore the effects of a surprise attack on his DEX rating.



- **Attribute Requirements:** none.
- **Recommended Skills:** Boating, Climbing, Healing, Knowledge (Communications), Knowledge (Demolitions), Riding, Survival, Throwing.
- **Required Edges:** Commando, Grizzled.
- **Recommended Edges:** all the Combat Edges they can get.
- **Special:** none.
- **Gear:** Tropical survival gear, weapons, and demolition equipment.

US Marine

Originally deployed as shipboard troops for boarding actions, the US Marines have evolved into specialised amphibious troops with a well-earned reputation as hardened fighters, battling the Japanese across a thousand blood-soaked islands.

ENTRY CONDITIONS & PREREQUISITES

- Con must be 11 or greater.
- *Basic Training*: as per the basic training and rank rules in the *Investigator's Guide* (pp.68-69) Marine investigators

receive one skill advance check per rank in each of the following skills: Close Combat (1), Damage Control (1), Fieldcraft (2), First Aid (1), Rifle (1), Tactics (1).

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Engineer, Heavy Weapons, Infantry, Radio Operator, Squad Support.

SKILLS

Close Combat, Rifle, and Tactics, plus four from the following: Fieldcraft, Fist/Punch, Grapple, Handgun, Kick, Military Doctrine, Rifle Grenade, Submachine Gun, Swim, Throw.

Specialisation: Pick one skill from the following: Combat Engineer, Drive (Amphibious), Heavy Weapons (Flamethrower), Heavy Weapons (Light Mortar), Heavy Weapons (Machine Gun), Operate Heavy Machine, Radio Operator.

US Marines are specialised amphibious troops with a well-earned reputation as hardened fighters.

BONUS

Blood and Guts: soldiers are immune to SAN losses from dead bodies, violent death, and bloody injuries. If the Marine is a career soldier, this bonus is instantaneous at the start of play. If the Marine was initially a civilian, then the bonus only applies after the first 10 Sanity points have been lost in this way. Both the career and civilian Marine suffers a secret phobia which may exhibit itself when they are away from the frontline, the details of which must be agreed with the Keeper.

Up Close and Personal: having experienced the terror of a Japanese bayonet charge, the Marines put great store in training their men in close combat, using whatever weapons are at hand and "fighting dirty" whenever possible. A Marine character may attempt to dodge TWO melee attacks per combat round instead of one, and on a Dodge Critical Success may immediately counterattack using his Close Combat skill. This does not count as the Marine's turn and may occur even if he has already acted in the turn.



- **Attribute Requirements:** Agility d6+, Smarts d6+, Spirit d6+, Strength d6+, Vigor d8+.
- **Recommended Skills:** Fighting, Shooting, Stealth, Survival.
- **Useful Edges:** Alertness, Danger Sense, Woodsman.
- **Special:** none.
- **Gear:** none.

NEW TRAINING PACKAGES

Australian Coastwatcher Training

Eventually becoming part of the Australian SOE's M Unit and Services Reconnaissance Department, the Coastwatchers are scattered throughout the thousands of deserted and remote islands of the Pacific to watch for enemy activity and report on ship movement. Despite being military personnel, many Coastwatchers captured by the Japanese are executed as spies, making this a dangerous and lonely occupational choice.

Cth

- **Course Length:** four weeks.
- **Successful Completion:** the investigator must succeed at a SAN roll to check that he has the mental resilience to spend long periods of time on his own. One re-roll is allowed if the course is failed at the first attempt. Further failure results in an RTU (Return to Unit).
- **Skills:** Electrical Repair (4), Navigate (5), Radio Operator (5), Spot Hidden (3), Survival (Tropical) (4).

Sav

- **Attribute Requirements:** none.
- **Recommended Skills:** Knowledge (Communications), Knowledge (Navigation), Notice, Repair, Survival.
- **Useful Edges:** Alertness, Mechanically Inclined, Woodsman.
- **Special:** none.
- **Gear:** survival gear.

US Marine Raider Training

The Marine Raiders are formed to provide the USMC with a light infantry unit capable of infiltrating enemy positions ahead of beach landing forces. Deployed by submarine or flying boat, these men swim or paddle ashore in rubber boats before striking against Japanese communication and supply lines.

Cth

- **Course Length:** six weeks.
- **Successful Completion:** the investigator must succeed at a CON×5 roll. One re-roll is allowed if the course is failed at the first attempt. Further failure results in an RTU (Return to Unit).
- **Skills:** Close Combat (3), Demolitions (4), Diving (2), Fieldcraft (3), Martial Arts (4), Pilot (Boat) (5), Rifle (2), Sneak (4), Survival (Tropical) (4), Swim (3), Throw (2).

Sav

- **Attribute Requirements:** Agility d6+, Smarts d6+, Spirit d6+, Strength d6+, Vigor d8+.
- **Recommended Skills:** Boating, Fighting, Shooting, Stealth, Survival, Swimming.
- **Useful Edges:** Alertness, Commando, Danger Sense, Fleet Footed, Woodsman.
- **Special:** none.
- **Gear:** none.





CHAPTER 6

The Whole Kit & Caboodle

*"It is far more important to be able to hit the target
than it is to haggle over who makes a weapon or who pulls a trigger."
- Dwight D. Eisenhower.*

If you are going to fight, then you are going to need a weapon or two. The first section of this chapter looks at the military equipment available in the Pacific Theatre during World War Two. Although it concentrates on Japanese arms and armaments, it also introduces a few new Allied weapons as well; for more Allied equipment, see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, Chapter 8.

The second part of this chapter deals with the vehicles used across South East Asia and the Pacific during the conflict. As with the weaponry section, the main focus is on Japanese vehicles and craft; Allied modes of transport can be found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, Chapter 6.

The Japanese military is no-nonsense when
it comes to naming their equipment.

MILITARY EQUIPMENT

The Empire of Japan

A WORD ON NAMING CONVENTIONS

The Japanese military is fairly no-nonsense when it comes to naming their equipment designs. Generally speaking, items are named for the year they are first produced using the Japanese Imperial Calendar (JIC). In most cases, to work out a year on the JIC, add 660 to the Western Calendar year in question. Thus, 1937 becomes 2597; shortened to 97, and found in a plethora of various Type 97 machines and devices, it is a popular year for equipment designs. So there are Type 97 tanks, Type 97 machine guns, and Type 97 motorcycles, to name but a few.

ARISAKA TYPE 38 RIFLE

The standard bolt-action rifle of the Japanese infantry fires a 6.5mm Arisaka cartridge which, though underpowered, is accurate and reliable in combat. At 50" (1.3m), the Type 38 is the longest rifle in use during the war and, when combined with the Type 30 bayonet, stands at almost 66" (1.7m) in length. Later in the war the strains on Japanese industry curtail the production of the Type 38 in favour of the simpler and shorter Type 99. A short-barrelled version measuring only 38" (97cm), the Type 38 Cavalry Carbine, is also in use, primarily by cavalry, engineers, and other non-frontline troops.

TYPE 2 RIFLE GRENADE LAUNCHER

Based on an existing German design, the Type 2 is an attachment for the Type 38 and Type 99 rifles which allows the firing of either 30mm or 40mm hollow charge grenades. The Type 2 can also fire the standard Type 91 grenade.

TYPE 3 AT GRENADE

Due to the general lack of significant armoured threats in the Pacific, the Japanese are late in developing an anti-tank (AT) grenade and, by the time the Type 3 is introduced, the deterioration of Japanese industrial capabilities produces an inferior design. Consisting of a simple shaped charge of either TNT or RDX, the Type 3 is designed to be thrown onto the weak top armour of the target vehicle, and uses a ring of hemp tail streamers to provide stability in the air.

TYPE 14/TYPE 94 NAMBU PISTOLS

The Nambu are a series of 8mm semi-automatic pistols developed for commercial and military use which see extensive use throughout Japan's military campaigns. Four



variants are produced, though only the Type 14 and the Type 94 see service with the armed forces. The Type 14 pistol is a relatively bulky weapon; designed for use by NCOs in the Army, it is an unpopular weapon among its intended users (tank crews and airmen) due to its size. Unusually for a pistol, the Type 14 can be equipped with a tear gas grenade launcher adapter.

The Type 94 takes the lessons learned from the Type 14 to produce a lightweight version of the same weapon using mass-production techniques. While the Type 14 uses wood or horn grips, the Type 94 uses plastic, and most aspects of this weapon are inferior in terms of build quality. Though many elements of the firing mechanism are an improvement on the Type 14, the Type 94 has a major flaw of its own which allows a round in the chamber to be accidentally fired by simply pressing the exposed trigger bar on the left-hand side if the safety is not correctly engaged.

TYPE 26 REVOLVER

The first modern pistol to be adopted by the Imperial Japanese Army, the Type 26 is a hybrid design taking elements from many other revolvers, but unfortunately includes a

Guntō

Although the *samurai* are a thing of the past, the traditions of *bushido* and the Japanese warrior culture continue to this day, and all officers carry a sword as a standard sidearm. The design and quality of these weapons is down to individual circumstances; some poorer officers carry the standard issue Type 94, while other, more well-connected officers, carry their ancestral blades, some many centuries old and exquisitely forged. The *Shin Guntō* ("new military sword") is the weapon and badge of rank for Imperial Japanese Army officers, modelled on the traditional Tachi sword of the *Samurai* era. Measuring 27.5" (70cm) in length, it has a gently curved, razor-sharp cutting edge (the curve enabling the blade to slice flesh more effectively). Minimally decorated, the scabbard of the *Shin Guntō* is formed of metal with a wooden lining to protect the blade, and stamped with the Imperial Japanese cherry blossom design.

Unfortunately, like so many other Japanese weapons, the quality of these swords deteriorates dramatically once the Allies begin to target Japanese industrial capacity with bombing raids, and later *Shin Guntō* are inferior both in their construction and the quality of their blades (having been made from railway tracks).

design flaw that over-rotates the cylinder, causing it to misalign between shots. The Type 26 is a double-action weapon that uses a unique 9mm revolver cartridge, restricting ammunition availability for more isolated units. As the war progresses, the Japanese phase this pistol out in favour of more reliable semi-automatic pistols.

TYPE 30 BAYONET

The Japanese place great emphasis on close combat and bayonet drill throughout their armed forces, and all infantrymen are expected to master hand-to-hand fighting. The Type 30 bayonet, primarily designed to be used with the Type 38 or Type 99 rifle and measuring almost 16" (40cm) long, is the standard sword bayonet used by all troops.

TYPE 89 GRENADE DISCHARGER

Known to the Allies as the "knee mortar", the Type 89 is a light mortar/grenade launcher in common use throughout the Pacific Theatre. Realising that grenades are particularly effective in the short-range confines of the jungle, the Type 89 is developed to maximise the effectiveness of these weapons.

As well as firing the adapted Type 91 grenade, the mortar can also fire a larger 50mm high explosive or incendiary shell and, although designed for single-man use, is often manned by three soldiers, allowing a much faster rate of fire. Japanese

paratroopers favour the Type 89, carrying them in special containers clipped to their harnesses to provide fire support in landings.

TYPE 91 GRENADE

The Japanese, aware of the benefits of standardising weaponry, develop the Type 91 grenade as a universal short range explosive device. The Type 91 can be thrown, fired from the Type 2 Rifle Grenade Launcher, or launched with the knee mortar (Type 89 Grenade Discharger). The Type 91 is a 50mm "pineapple" grenade with a rifled base for launcher fire. Though superior to the Type 97 grenade, the Type 91 is less common due to the more complex manufacturing process required.

TYPE 92 HEAVY MACHINE GUN

An air-cooled, ammo-belt fed weapon based on the older Hotchkiss M1914 machine gun, the Type 92 is the standard Japanese HMG throughout the war. Firing a 7.7mm round, the Type 92 serves as both a ground and anti-aircraft weapon (with the addition of a ring-type sight) and its relatively slow rate of fire (200 rounds per minute) helped it to earn its nickname "The Woodpecker" among Allied troops, who quickly recognised its slow staccato bark. Intended to be fired from a tripod with a crew of three, the Type 92 can be carried fully assembled for rapid deployment (permitting fire one round after deployment).

TYPE 93 FLAMETHROWER

Firing a mixture of gasoline and tar from three pack-mounted cylinders, the Type 93 is the standard flamethrower in use by the Japanese. The flame gun itself consists of a one-inch (2.5cm) diameter tube with a trigger and pressure needle, and a 10-round revolver mechanism containing blank cartridges which are fired to ignite the mixture as it is released. The weapon has a maximum range of 30 yards (27.5m) and can be fired continuously for twelve seconds before requiring reloading (which cannot be done without specialist equipment). It is most often found in use by engineering regiments, which frequently field a designated flamethrower company equipped with up to twenty Type 93s. In the later stages of the war, due to shortages of anti-tank weapons, the Japanese make extensive use of the Type 93 against US armour with considerable success.

TYPE 96 LIGHT MACHINE GUN

Based on a Czech design captured from the Chinese Communists, the Type 96 is the standard Japanese LMG, firing either the Japanese 6.5 or 7.7mm round (once the latter becomes available). The weapon features a curved, 30 round magazine mounted above the weapon, a fully-replaceable barrel to prevent overheating, an integral bipod, and the ubiquitous bayonet lug (as even support soldiers are expected to master bayonet drill in the Imperial Japanese Army). Designed to fire on fully-automatic only, a practised user can fire single shots by lightly squeezing the trigger.

Like so many Japanese weapons, the Type 96 has its flaws and is prone to jamming due to poor quality machining.

TYPE 97 GRENADE

A standard, segmented-body fragmentation grenade in the usual "pineapple" configuration, although, unlike Allied designs, the Type 97 features a manual fuse which, once exposed (by removing the pin and cover) must be struck against a hard surface, such as a rock or combat helmet, to arm. This feature makes the use of the Type 97 unreliable and potentially dangerous due to the inaccurate fuse length.

Gth

A Malfunction roll when throwing indicates that the grenade detonates instantly, delivering full damage to the thrower.

Sav

If a Wild Card character rolls a natural 1 on his Throwing and wild die, then the grenade detonates instantly.

If an Extra rolls a natural 1 on his Throwing die, and a combatant on the opposing side has drawn a Joker from the Action Deck this turn, then the grenade detonates instantly.

TYPE 99 RIFLE

Developed as a response to the underpowered Type 38 rifle, the Type 99 fires a superior 7.7mm cartridge and is intended to be the standard rifle for the Japanese Army, though the start of the Pacific war prevents the complete replacement of the older rifles, particularly in secondary units. As the war continues and resources become scarcer, the Japanese are forced to make increasing cost savings during production, and later versions of this weapon are evidently inferior in construction. Early Type 99 rifles include a chromed bore to ease cleaning, and a wire monopod combined with an anti-aircraft sight to allow the weapon to be used against enemy fighters; however, the effectiveness of this is negligible.

Though the original Type 99 is a solid and reliable weapon, later models decrease in quality and reliability. As the Empire's situation becomes more precarious, some units are equipped with training versions of the Type 99 which, being made from mild steel, are only capable of firing blank rounds.

Gth

If using a later model of the Type 99 rifle, increase the weapon's Malfunction chance by 1D6. A training rifle increases the Malfunction of the weapon by 1D6+3 and, should it malfunction, the unfortunate user must make a Luck check to avoid the weapon exploding in his hands, causing 2D6 damage.

Sav

If a Wild Card character rolls a natural 1 on his Shooting die, the guns jams and cannot be fired until it has been unjammed with a successful Repair roll. If a Wild Card character rolls a natural 1 on both his Shooting and wild die, then the weapon explodes in his hands, doing 2d6 damage to the wielder.

If an Extra rolls a natural 1 on his Shooting die, and a combatant on the opposing side has drawn a Joker from the Action Deck this turn, then the weapon explodes, doing 2d6 damage to the wielder.

Several Type 99 variants exist: the standard short rifle which, at 26" (66cm) long, is 18" (46cm) shorter than the normal version and is standard issue for tank crews and engineers; a sniper version, incorporating a 1.25x optical sight; and a paratrooper version, designed to be broken down into folding parts (though this has proven to be an even more unreliable weapon).

TYPE 100 SUBMACHINE GUN

Japan is late in introducing a submachine gun for its armed forces, with the Type 100 first coming into service in 1942. Using the standard 8mm Nambu cartridge, the Type 100 is a simple and inexpensive design intended for maximum ease of production, and features a chrome-plated bore to minimise corrosion in humid jungle conditions. The weapon is unusual amongst submachine guns in that it features a bayonet lug beneath the barrel. Several variants are produced, including a bipod version and a folding stock version for paratroopers.

The Allies

AUSTEN SUBMACHINE GUN

An improved derivative of the British Sten Gun (see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.118 for further details), the Austen includes a number of features copied from the German MP40, including its twin pistol grips. Designed for paratroopers and special forces, the weapon includes a folding stock and a supply of spare parts (held in the forward pistol grip), along with a screwdriver and cleaning rod in the stock. A suppressed version of the Austen is commonly used by Australian SOE/Z Unit forces, but the weapon never achieves the same popularity as the Owen Gun.

CHARLTON AUTOMATIC RIFLE

New Zealand's response to the Browning Automatic Rifle (BAR; *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.119), the Charlton is a fully automatic conversion of the Lee-Enfield rifle, firing a .303 round from either a 10-round box magazine or 30-round Bren gun magazine. Equipped with a forward pistol grip for stability and a bipod for aimed fire, the Charlton is designed to be fired semi-automatically but can fire full-automatic when additional firepower is required. The Charlton is often assigned to New Zealand units when Bren and Lewis guns are in short supply.

M1941 JOHNSON LIGHT MACHINE GUN

Developed using interchangeable parts with the Johnson Rifle, the Johnson LMG is a response to special forces requests for a lighter, more accurate automatic rifle with stopping power equal to the BAR. This weapon is primarily used by US Commandos and Raiders.

M1941 JOHNSON RIFLE

Designed by a Marine reservist, Melvin Johnson, this rotating-bolt rifle competes to be the standard issue US rifle but,



despite strong support from the Marines who repeatedly request it, it loses out to the M1 (though not before some have been procured by US special forces units). The weapon's increased magazine capacity and reduced recoil make it popular with some irregular units, and a few are shipped to the Dutch in the East Indies prior to the invasion of that country.

MK.II PATTERN KUKRI

The kukri is the regimental weaponry of the Indian Army's Gurkha regiments. It is part tool, and part fighting and sacrificial knife. The kukri can slash and thrust, its curved blade accentuating the cutting edge. The Mk.II kukri is available from 1915 and is standard issue throughout World War Two; however, many Gurkhas return from their first leave home with a privately-acquired kukri of their choice, often one that is part of their family's history. The Mk.II kukri is also used by the Chindits and Merrill's Marauders in Burma and India (pp.11 & 12, respectively), as well as being issued to Canadian snipers in Northwest Europe.



OWEN GUN

A simple, rugged design, the Owen Gun (officially the Owen Machine Carbine) is an Australian-designed submachine gun, known as the “Digger’s Darling” by Australian troops due to its popularity with American soldiers. Utilising a 9mm round, the Owen’s robust design allows the weapon to be fired successfully after immersion in mud or sand due to its top-mounted mechanism (where dirt can less easily enter the weapon—a very useful feature in the swamps and jungles of Southeast Asia). However,

A Big Bang for Your Buck

When you look at the Vehicles Tables on pp.60-64, you will notice that several of them have their damage marked as “Special”. Although we could provide you with the exact number of damage dice these behemoths cause, when using them against human beings and the vast majority of other targets, they either destroy them or they don’t—certainly no man is going to survive being hit by a 125lb bomb, even if it only does minimum damage. So instead, treat the damage caused by such massively powerful explosives cinematically—does it serve the purpose of the plot for it to do big damage, or only partially destroy a building or vehicle? Do you really want a distant explosion to kill the evil Mythos-worshipping baddie, or would you rather finish him off yourself, face-to-face? Hopefully treating explosive damage in this way will stop your adventure getting bogged down by rolling huge numbers of dice, and keep the story flowing. Of course, there are certain Mythos creatures that can stand up to the sort of destruction dished out by really big bombs, and for more information on large-scale Cthulhoid combat, see *Achtung! Cthulhu: Terrors of the Secret War*.

the weapon’s unusual top-mounted magazine and its side-mounted sights make aiming it more difficult than regular weapons.

RIFLE NO.5 MK.I (“JUNGLE CARBINE”)

Despite its nickname, the Rifle No.5 is originally developed to provide airborne troops in Europe with a shorter and lighter rifle than the existing Lee Enfield Mk.4 on which it is based. Aside from its shortened barrel, the Jungle Carbine’s main feature is the stripping of all non-essential metal from the weapon to reduce rusting in humid conditions. It gains its nickname from the hundreds of resistance units who are equipped with this weapon by Force 136 (p.9) in Burma and Malaya.

MILITARY GROUND VEHICLES

Japan

BICYCLES

Japanese soldiers often employ bicycles as a means of transport over rough roads. They require very little by way of resources to keep them operating at peak performance and allow troops to move far faster than they could on foot, though bicycles under typical conditions in the southern Pacific rarely reach speeds of much more than 20mph (32km/h).

KA-MI

A variant on the Type 95 tank's chassis, the *Ka-Mi* is designed for amphibious actions in support of the Imperial Japanese Navy's Special Naval Landing Force (SNLF). The forward and rear pontoons can be detached from within the tank when the added buoyancy is no longer required. Slightly slower than the standard Type 95, these tanks are frequently used in static defensive positions. Only about 200 are built, c.1943-44.

TRUCKS, MISCELLANEOUS

Japan produces a number of truck designs of all sizes for military use. Most are used for cargo, though troops, the wounded, and prisoners are moved by truck from time to time. More often than not, the trucks used by the Japanese are vehicles commandeered from captured opposing forces, as it is difficult to land trucks on beachheads without significant harbour infrastructure to support the arrival of such heavy cargo. A standard truck (p.61) can manage between 0.5-3.0 tons of cargo.

TYPE 1 TANK DESTROYER

The Type 1 (*Ho-Ni*) is a tank destroyer/self-propelled gun. It uses a Type 97 chassis with a 75mm anti-tank gun on top. The gun cannot rotate, so only targets directly in front of the *Ho-Ni* are viable, and the open top, "casement"-type shielding means that its operators are highly vulnerable to small arms fire from the rear and from above. Less than 130 Type 1 *Ho-Ni* are produced, the bulk of which remain on the main islands of Japan as a defensive force, though some see action in the Philippines. The Type 2 *Ho-Ni* is developed late in the war, and replaces the 75mm gun with a 105mm howitzer. The *Ho-Ni* 2 also includes a rotating turret, but the crew is still highly vulnerable due to its semi-open design. The *Ho-Ni* Type 2 also suffers from the low velocity of its howitzer, and requires highly specialised ammunition. The *Ho-Ni* 3, which features an enclosed turret and higher velocity gun, are in production before the closing stages of the war, but none see action.

TYPE 87 ARMoured CAR

Japan produces a number of armoured cars, including several designed specifically to move on railroad tracks. The Type 87 is based on the British Vickers Crossley Mark 1 design. It has good road capability and a top speed of 40 mph (64km/h), but is not suitable for significant off-road manoeuvring and is, therefore, limited to patrolling urban environments. With its main armament being two 7.7mm machine guns, the Type 87 poses very little threat to enemy tanks and is used primarily as infantry support. Only about 200 of this model are built by the Japanese.

TYPE 95 TANK

In service since 1935, the Type 95, also called the *Ha-Go*, is a small, 7.4-ton vehicle with a low-velocity main gun and two machine guns. Effective in an infantry support role, it

is ill-equipped to defeat other tanks, as demonstrated in the crushing defeat at the hands of the Soviet Union in Mongolia in 1938 and 1939. The suspension is also substandard for tanks of the day, making for an extremely jarring ride over anything less level than paved roads.

The Type 95 is under-armoured, with just under a ½" (11mm) thickness of armour protecting the sides and front, and ½" (14mm) protecting the turret, compared to 2" (51mm)/3" (76mm) thick armour on the Type 95's frequent opponent, the US Sherman tank (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.120 for further details). Claims made during the Type 95's prototype phase that its speed will compensate for its lack of armour are debunked early in the vehicle's service record.

The Type 95 tank is obsolete by 1941, and the resource limitations suffered by Japanese industry mean that improvements are nonexistent. Only some 2,300 of this main-line tank are ever produced, though due to overall shortages they are kept in service for as long as possible. The front machine gun is located below the turret in a ball mount; the rear machine gun is part of the turret, and thus able to rotate for greater effective coverage.

TYPE 97 MOTORCYCLE

The Type 97 Motorcycle is built in Japan under license from Harley Davidson. It has a top speed of 45mph (70km/h), and is mostly used for the rapid delivery of orders and messages in an urban setting.

TYPE 97 TANK

Slightly more robust than the Type 95 tank, the Type 97 (*Chi-Ha*) has better armour and a more powerful main gun. It is more than sufficient to tackle other nation's light tanks, but still cannot match the US Sherman. In service since 1934, numerous variations of this vehicle exist, including a number of amphibious craft, and at least one highly watertight variation that can be delivered strapped to a submarine for clandestine insertion into a battle zone.

In 1942, an advanced version, the Type 97 *Shinhoto Chi-Ha* is introduced. Shells fired from its 47mm main gun have a much higher muzzle velocity, and thus better armour penetration versus enemy tanks. More than 900 of the improved Type 97 are produced, compared to just under 1,200 of the previous version. By the end of 1943, production of Type 97 tanks has ceased altogether due to shortages of the necessary raw materials.

One particularly fascinating variant is the Type 97 *Ka-Ha*; instead of the typical array of armaments, the *Ka-Ha* featured a dynamo capable of creating a high-voltage (approximately 10,000V) electrical current. Designed to attack and disable telegraph lines, a side benefit is the electrocution of any personnel who may be using the lines at the time of attack. The main gun barrel is present, but is a dummy device incapable of firing shells. Only four of the *Ka-Ha* variant are ever produced.

TYPE 97 TANKETTE

Adding a bit of confusion to the armoured vehicle roster, thanks to Japanese naming conventions, is the Type 97 *Te-Ke* Tankette. Smaller than many modern, mid-sized cars, the Type 97 *Te-Ke* is designed and built in the same year as the Type 97 *Chi-Ha*. The *Te-Ke* is used in a reconnaissance role, and as part of SNLF air drops behind enemy lines. The advantage of the *Te-Ke* is that its small size and light weight allow it to go where more conventional tanks cannot, such as along narrow roads and over bridges not reinforced to withstand heavier vehicular traffic. Its light armour is, however, vulnerable even to .50 calibre machine gun fire. Some *Te-Ke* Tankettes have a 37mm gun with 96 rounds (the same gun as in the Type 95 *Ha-Go*), but most are fitted with a 7.7mm machine gun. Fielded in pairs, the Type 97 *Te-Ke* Tankette carries a crew of two under very cramped conditions. Less than 600 of the *Te-Ke* are ever produced.

United States**AMTRACKS**

The Amphibious Tracked Vehicle is the workhorse for ferrying materials and troops from ship to shore. Originally designed for cargo purposes, and with a capacity of around 2 tons, Amtracks (or LVTs—Landing Vehicle, Tracked) are quickly modified with the addition of armour plating and an improved suspension for delivering troops to shore in landing actions. Initially, disembarking from an Amtrack is awkward; a rear ramp is added to later models for easier unloading of troops and equipment, even while under fire. Reaching a top speed of only 20mph (32km/h) on land (7.5mph (12km/h) in water) the 16-plus ton Amtrack is not fast, but its versatility makes it a vital part of the amphibious assault landings in the Pacific. The LVT can carry up to 18 fully equipped soldiers, or just over two tons of cargo, and has two .50-cal machine guns as its primary weapons, plus two .30-06 machine guns as secondary armaments. Over 18,000 LVTs are in service by the end of the war.

SHIPS & BOATS**Japan**

Japan has an extensive and highly varied fleet, with numerous specialised vessels. Only a few have been listed here, being the types the investigators are most likely to encounter or commandeer.

DAIHATSU-CLASS LANDING CRAFT

Larger than the US LCVP (Landing Craft, Vehicle, Personnel), the Daihatsu class of boats are similar in basic design and purpose, with a bow ramp for easier disembarkation and unloading once the boat has ridden up onto a beach. The Daihatsu landing craft can carry up to 70 fully equipped

soldiers, one Type 95 tank, or 10 tons of cargo. These vessels are used extensively by the Japanese for landing actions throughout the Pacific Theatre. They have a top speed of only 8.5 knots and have a range of to 115 miles (185km) at a little less than top speed. Having a steel hull, the Daihatsu class of landing craft are more seaworthy than their American counterpart. Armaments consist of either two light machine guns, or two to three 25mm anti-aircraft guns.

KAITEN

Kaiten are manned submarines (actually more like torpedoes) that are deployed late in the war by the Japanese out of desperation. Essentially, a large torpedo is equipped with controls and just enough space for a single pilot. Modified submarines are used in the deployment of *Kaiten*, and a narrow hatchway is installed to provide access to the *Kaiten* from inside the sub while it is submerged. Because they are not equipped to handle great depths or lengthy periods of operation, *Kaiten* are used in shallow waters and in close proximity to large enemy vessels, such as aircraft carriers and other capital ships.

These factors often mean that the submarines launching the *Kaiten* have dismal survival rates themselves, being too close to the surface to avoid notice and too close to escape before heavy ordnance can be brought to bear. Of the approximately 300 *Kaiten* built, 100 are deployed, with moderate results. A major problem with these vessels is water leakage which, if serious enough, can interfere with the steering and controls (which are electric), as well as unbalancing the torpedo and causing it to either surface or sink, depending on the location of the leak.

Kaiten have a maximum speed of 35mph (56km/h), a maximum operating depth of 260ft (80m), and a range of approximately 50 miles (78km). The warhead is a 3,400lb bomb, which the pilot is able to detonate manually.

Three *Ko-Hyoteki* class submarines
are also involved in an attack on
Sydney Harbour in May 1942.

MIDGET SUBMARINES

The *Ko-Hyoteki* class of small submarines is intended to provide support vessels for major fleet actions. Launched from a large submarine or a capital ship, these subs have a range of up to 560 miles (900km) at the surface, and just over 93 miles (approximately 150km) submerged. Unlike most submarines, these mini subs run faster submerged and, despite their small size, they can easily dive to a depth of over 300 feet (over 90m).

With a crew of only two (occasionally three in later designs) these mini subs are responsible for striking the USS *West Virginia* with a torpedo at the Pearl Harbor attack in 1941, and in 1942 a single mini-sub (of three involved in the overall attack) sinks the oil tanker *British Loyalty* and damages

the British battleship HMS *Ramillies* in Diego Suarez Harbor (on the northern tip of Madagascar). Immediately under heavy depth charge attack, the two-man crew beach their vessel on the island and hide inland until killed three days later in a firefight with Royal Marines. Three *Ko-Hyoteki* class subs are also involved in an attack on Sydney Harbor in May 1942.

The typical mission that these vessels undertake is to sneak into a harbour undetected, fire their two torpedoes at two different targets, then abandon ship, the crews travelling overland to a pre-determined rendezvous point to be picked up. Sources vary, but up to 100 of these mini-subs are built, though possibly as few as 50 see action. It is clear that plans are drawn up to use these mini-subs in *kamikaze*-style suicide missions, but it is unlikely any are actually used in this fashion.

United States

HIGGINS BOATS

Officially titled the LCVP by the US Military, the Higgins Boat proves superior to existing US Navy designs, and is officially commissioned for military production after extensive testing and modifications in the late 1930s (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.260 for more information on Andrew Higgins, the boat's creator). Used extensively in the Pacific Theatre, the Higgins Boat is also critical in the vast majority of amphibious landings in all theatres, including the invasion of Sicily in 1943 and the landings on the beaches of Normandy during D-Day in 1944. It can carry up to 36 fully-equipped soldiers, a squad of 12 and a Jeep, or four tons of cargo. Made primarily of plywood, it offers little protection even against small arms fire. It can reliably achieve a speed of 12 knots fully loaded, but sways in rough seas, causing seasickness in passengers and crew alike. The crew compliment of a Higgins Boat is four. Two 7.62mm machine guns provide covering fire for landing operations in combat zones. The controls and engine of the vessel are aft, while the disembarkation ramp is at the fore of the boat.

AIRCRAFT

Japan

MITSUBISHI A6M "ZERO"

Dubbed the "Zero" or "Zeke" by US soldiers, the Zero is the most capable carrier-based fighter in the world, combining a long range, excellent manoeuvrability, and a good speed. In the early war it achieves a remarkable kill/loss ratio of 12 to 1. First introduced in combat situations in 1940, the Zero is also used as a land-based fighter, and is produced by the Japanese military in far greater numbers than any other plane design, with nearly 12,000 seeing action. With a top speed of 410mph (660km/h) and a range of approximately 1,700 miles (2735km), the Zero is tough to beat. It features two 7.7mm

machine guns in the engine cowlings, plus a 20mm cannon in each wing, giving it excellent firepower for intercepting enemy fighters or strafing ground targets.

As new tactics and equipment are introduced, the Zero becomes less effective, and the lack of improvements or modifications to counter enemy advances in technology and tactics mean that the Zero is outdated by the end of 1943. The Zero's fearsome early war reputation is rekindled late in the war through its use in *kamikaze* operations (p.15). In this *kamikaze* role, the Zero is fitted with two 125lb (60kg) bombs or one 550lb (250kg) bomb.

MITSUBISHI G4M

Classified as a bomber, the Mitsubishi G4M series is more numerous than similarly classed planes in Japanese service. Unarmoured, they provide little protection for the crew, a flaw (seen by its designers as necessary to extend the range and improve speed) that costs their crews dearly. Capable of carrying up to 1,900lbs (860kg) of bombs, the twin-engine G4Ms eschew self-sealing fuel tanks, leading to their nickname (on both sides) of "The Flying Lighter" (after their tendency to burst into flames after hits to the fuel tanks).

Dubbed "Betty" by Allied forces, the G4Ms are primarily medium altitude bombers; when used as torpedo bombers, their higher altitude advantages are nullified, and they fare poorly against fighter planes and anti-aircraft fire. Despite this, pilots have some early successes: G4Ms torpedo and sink HMS *Prince of Wales* and HMS *Repulse* off the coast of Malaya in December 1941—the first two large capital ships to be sunk entirely by aircraft while in open water. Perhaps most famously, it is in a G4M that Admiral Isoroku Yamamoto is shot down and killed by a squadron of Lockheed P-38s in April 1943.

With a maximum speed of only 270mph (435km/h), this bomber is highly vulnerable to attacks from much faster fighter planes. While fielding a 20mm cannon in the tail and four 7.7mm machine guns in the nose, waist turrets, and upper turret, it is too slow to escape pursuit, and the vulnerability of the fuel tanks has already been highlighted. Despite these significant flaws, the G4M series serves admirably, with a surprisingly high survival rate considering its design problems.

United States

GRUMANN F6F HELLCAT

Primarily a carrier-based aircraft utilised in the Pacific, the simple design of the F6F Hellcat makes it the least modified fighter aircraft of the war. It does not debut in combat until 1943 but, from that point onwards, more than 12,000 are built. Its top speed of 380mph (612km/h) is respectable, and it has a generally good maximum range of 950 miles (1500km). It can carry up to 2000lbs (907kg) of bombs, and its six 1/2" machine guns are solid, if unremarkable.

Table 4: Pacific Weapons

HAND-TO-HAND WEAPONS

Equipment	Country	Available	Starting Skill [^]	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Kukri	Britain (Nepal)	—	CC/MW (Knife)	1D6+db	Touch	1	—	20	—
<i>Shin Gunto</i> (Type 94)	Japan	—	MW (Sword)	1D8+1+db	Touch	1	—	15	—
Type 30 Bayonet (attached)	Japan	1897	CC/MW (Spear)	1D6+2+db	Touch	1	—	14	—
(as knife)	—	—	CC/MW (Knife)	1D4+2+db	Touch	1	—	14	—

[^]CC = Close Combat; MW = Melee Weapon.

GRENADES & EXPLOSIVES

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Type 2 Rifle Grenade	Japan	1936	Rifle	4D6/3y	20y	1	1	7	—
Type 3 AT Grenade	Japan	1940	Throw (+5% bonus to skill roll)	8D6/2y	(STR-3)×3y	1	—	10	—
Type 91 Grenade	Japan	1931	Throw	4D6/3y	(STR-2)×3y	1	—	7	—
Type 97 Grenade	Japan	1937	Throw	4D6/4y	(STR-2)×3y	1	—	8	—

HANDGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Nambu Type 14 Pistol	Japan	1906	Handgun	1D8	15y	2	8	8	97
Nambu Type 26 Revolver	Japan	1895	Handgun	1D8+1	15y	2	5	9	96
Nambu Type 94 Pistol	Japan	1934	Handgun	1D8	15y	2	6	7	98

RIFLES & SHOTGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Arisaka Type 38 Rifle	Japan	1905	Rifle	2D6+2	100y	1	5	12	98
Arisaka Type 99 Rifle	Japan	1939	Rifle	2D6+4	120y	1	5	11	98§
(with sniper scope)	—	—	—	—	240y	—	—	—	—
Jungle Carbine	GB	1944	Rifle	2D6+2	90y	1	10	10	99
M1941 Johnson Rifle	US	1941	Rifle	2D6+3	110y	1	10	9	99
Type 38 Cavalry Carbine	Japan	1905	Rifle	2D6	90y	1	5	10	97

§ Can be further modified by weapon quality (p.50).

**HAND-TO-HAND WEAPONS**

Equipment	Damage	Range	Min Str	Weight	Notes
Kukri	Str+d6	Touch	—	3	—
Shin Gunto (Type 94)	Str+d8	Touch	—	8	—
Type 30 bayonet (attached)	Str+d6	Touch	—	1	When attached to rifle: +1 Parry, Reach 1, Requires 2 Hands.
(as knife)	Str+d4	Touch	—	—	—

GRENADES & EXPLOSIVES

Equipment	Template	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Type 2 Rifle Grenade	Medium	4d6	—	10/20/40	—	—	—	AP 1, Snapfire.
Type 3 AT Grenade	Medium	3d8	—	5/10/20	—	—	2	AP 5, Heavy Weapon.
Type 91 Grenade	Medium	2d6+1	—	5/10/20	—	—	1	—
Type 97 Grenade	Medium	2d6+1	—	5/10/20	—	—	1	—

HANDGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Nambu Type 14 Pistol	2d6-1	1	12/24/48	8	—	2	Semi-Auto.
Nambu Type 26 Revolver	2d6+1	1	12/24/48	6	—	2	AP 1, Revolver.
Nambu Type 94 Pistol	2d6-1	1	12/24/48	6	—	1.6	Semi-Auto.

RIFLES & SHOTGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Arisaka Type 38 Rifle	2d6+1	1	20/40/80	5	d6	9	AP 1, Snapfire.
Type 99 Arisaka Rifle	2d8-1	1	20/40/80	5	d6	9	AP 2.
Jungle Carbine	2d8-1	1	20/40/80	10	d6	8	Semi-Auto.
M1941 Johnson Rifle	2d8	1	24/48/96	10	d6	10	AP 2, Semi-Auto.
Type 38 Cavalry Carbine	2d6	1	15/30/60	5	—	12	Semi-Auto.

OKAY, SO EVEN IF IT'S TRUE THOSE GURKHAS DON'T
HAVE TO DRAW BLOOD BEFORE THEY PUT THEIR KNIVES AWAY,
IT DOESN'T MAKE THEM ANY LESS SCARY.

— SGT. CARTER

Cth**SUBMACHINE GUNS & MACHINE GUNS**

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Austen Submachine Gun	Australia	1942	Submachine Gun	1D10	30y	Burst	28	10	98
Charlton Automatic Rifle	New Zealand	1942	Heavy Weapons	2D6+4	110y	1 or burst	10	11	97
M1941 Johnson Light Machine Gun	US	1941	Heavy Weapons	2D6+2	110y	1 or burst	25	12	99
Owen Submachine Gun	Australia	1941	Submachine Gun (-5% to base skill chance)	1D10	35y	1 or burst	32	12	99
Type 92 Heavy Machine Gun	Japan	1932	Heavy Weapons	2D8+2	80y	1 or burst	30 round strip	13	98
Type 96 Light Machine Gun	Japan	1936	Heavy Weapons	2D6	100y	1 or burst	30	11	97
Type 100 Submachine Gun	Japan	1942	Submachine Gun	1D8	30y	Burst	30	10	96

Sav**SUBMACHINE GUNS & MACHINE GUNS**

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Austen Submachine Gun	2d6-1	3	10/20/40	28	—	8	AP 1, Auto.
Charlton Automatic Rifle	2d8	3 or 1	30/60/120	10 or 30	—	40	AP 2, Auto, Snapfire.
M1941 Johnson Light Machine Gun	2d8	3	24/48/96	25	d6	13	AP 2, Auto.
Owen Submachine Gun	2d6-1	3	12/24/48	32	—	8	AP 1, Auto.
Type 92 Heavy Machine Gun	2d8	3	30/60/120	30	—	122	AP 2, Auto, May not move.
Type 96 Light Machine Gun	2d6+1	3	24/48/96	30	d8	20	AP 1, Auto, Snapfire.
Type 100 Submachine Gun	2d6-1	3	12/24/48	30	—	10	Auto.

I'D RATHER HEAR WOODY THE WOODPECKER
THAN A TYPE 92 ANY DAY.

— SGT. CARTER



Cth

HEAVY WEAPONS & MISCELLANEOUS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Type 89 Grenade Discharger (Knee Mortar)	Japan	1929	Heavy Weapons	4D6/8D6*	300y	1 or 2 **	1**	6	98
Type 93 Flamethrower	Japan	1933	Heavy Weapons	2D6+shock	30y	1	10	8	94

*Damage for Type 91 Grenade/Type 89 Shell.

**Type 89 can fire 2 shells per turn if manned by three crew.

Sav

HEAVY WEAPONS & MISCELLANEOUS

Equipment	Template	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Type 89 Grenade Discharger (Knee Mortar)	Small	2d8+1	1	50/75/150	—	d6	10	AP 1, Snapfire, Heavy Weapon.
Type 93 Flamethrower	Cone	2d10	1	—	10	d8	64	Ignores Armor.

Table 5: Pacific Vehicles

TANKS

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel.
Ka-Mi	Japan	2	37mm gun	6D6	5	5/5/5/10	20	×1	-2
			2×7.92mm machine guns	2D6+4					
Type I Tank Destroyer (Ho-Ni)	Japan	2	75mm gun	10D6	4	10/10/10/5	40	×1	-2
Type 95 (Ha-Go)	Japan	2	37mm gun	6D6	3	5/5/5/10	20	×1	-1
			2×7.92mm machine guns	2D6+4					
Type 97 (Chi-Ha)	Japan	2	47mm gun	8D6	4	10/10/10/15	25	×1	-1
			2×7.7mm machine guns	2D6+4					
Type 97 Tankette (Te-Ke)	Japan	2	37mm gun	6D6	2	5/5/5/5	15	×1	0
			or 7.7mm machine gun	2D6+4					

TANKS

Vehicle	Acc./ TS	Toughness (Front/Side/ Rear)	Crew	Notes	Weapons	Weapon Statistics
Ka-Mi	2.5/9 (2/2.5 afloat)	13/12/12 (2/1/1)	5	Amphibious, Heavy Armor, Tracked	37 mm Turret (HE 90, AP 42)	50/100/200, damage Armor Piercing 4d8 or high explosive 4d6, AP 3 (AP) or 3 (HE), RoF 3, Medium Burst Template.
					7.7mm MG coaxial (2,000 rounds)	2d8, 30/60/120, AP 2.
					7.7mm MG bow (1,500 rounds)	2d8, 30/60/120, AP 2.
Type I Tank Destroyer (Ho-Ni)	5/12	16/16/11 (5/5/0)	4	—	75mm gun (33 HE rounds)	75/150/300, 4d10, AP 13 Medium Burst Template, Reload 1.
Type 95 (Ha-Go)	5/12	12/11/11 (2/1/1)	2	Tracked	7.7mm MG coaxial (2,000 rounds)	30/60/120, 2d8, AP 2.
Type 97 (Chi-Ha)	5/10	16/15/13 (5/4/2)	4	Heavy Armor, Tracked	47 mm Turret (HE 70, AP 30)	60/120/240, damage Armor Piercing 3d10 or High Explosive 3d8, AP 5 (AP) or 3 (HE), Reload 1, Medium Burst Template.
					7.7mm MG rear turret (1,745 rounds)	30/60/120, 2d8, AP 2.
					7.7mm MG bow (2,000 rounds)	30/60/120, 2d8, AP 2.
Type 97 Tankette (Te-Ke)	5/11	15/11/11 (5/1/1)	2	Heavy Armor, Tracked	37 mm Turret (HE 90, AP 42)	50/100/200, damage Armor Piercing 4d8 or High Explosive 4d6, AP 3 (AP) or 3 (HE), RoF 3, Medium Burst Template.
					7.7mm MG turret (2,800 rounds)	30/60/120, 2d8, AP 2.

Cth

OTHER VEHICLES

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel.
Amtracks	US	1	2x .50 cal machine guns 2x .30-06 machine guns	2D6+4 2D6+4	2+25	5	25	x1	-5
Bicycle	—	1	—	—	1+1	none	—	x5	5
Standard Truck	Japan	3	—	—	1+15	none	40	x1	-4
Type 87 Armoured Car	Japan	3	2x 7.7mm machine guns	2D6+4	4	5/5/5/10	25	x2	0
Type 97 Motorcycle	Japan	3	—	—	1 (2)	none	15	x4	2

Sav

OTHER VEHICLES

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Amtracks	1/4	11/11/11 (3/3/3)	2+25	Amphibious, Tracked	2x .50 machine guns (1,750 rounds each) 2x .303 machine gun (3,000 rounds each)	50/100/200, 2d10, AP 4, RoF 3, Heavy Weapon. 30/60/120, 2d8, AP 2.
Bicycle	1/2	none	1+1	—	—	—
Standard Truck	10/25	12 (1)	1+15	—	—	—
Type 87 Armoured Car	5/12	12/11/11 (2/1/1)	4	Heavy Armor	2x 7.7mm machine guns turret (2,000 rounds each)	2d8, 30/60/120, AP 2
Type 97 Motorcycle	5/9	5 (1)	1 (2)	—	—	—



Cth

BOATS

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel.
Daihatsu-class Landing Craft	Japan	1	2× light machine guns	2D6+4	2	10/5/5/0	20	×1	-1
			or 2-3 Anti-Aircraft Guns	3D6					
Higgins Boat	US	1	2× 7.62mm machine guns	2D6+4	4	none	20	×1	-5
Kaiten	Japan	3	3,400lb bomb	Special*	1	10	30	×1	1
Midget Submarines	Japan	2	2×450mm torpedoes	7D6	2	15/15/15/15	30	×1	2

Cth

AEROPLANES

Vehicle	Country	Spd.	Weapons	Damage	Crew	HP (Front/Side/ Rear/Top)	Handl.	Accel./ Decel.
Grumann F6F Hellcat	US	29	6×1/2" machine guns	2D6+4	1	20/15/10/10/10	×6	10
			2×1000lb bombs	Special*				
Mitsubishi A6M "Zero"	Japan	32	2×7.7mm machine guns	2D6+4	1	20/15/10/10/10	×6	15
			2×20mm cannons	3D6				
			2×125lb bombs	Special*				
Mitsubishi G4M	Japan	21	1×550lb bomb	Special*	7	10/10/10/10/10	×1	5
			4×7.7mm machine guns	2D6+4				
			20mm cannon	3D6				

*For large quantities of explosives, treat damage cinematically (p.52).

Sav

AEROPLANES

Vehicle	Acc./TS	Engines	Climb	Toughness	Maneuverability	Range (miles)	Crew >
Grumann F6F Hellcat	20/152	1	20	12 (2)	2	1090 miles	1 >
Mitsubishi A6M "Zero"	20/126	1	20	10(0)	4	1162 miles	1 >
Mitsubishi G4M	10/119	2	15	13 (1)	-2	3130 miles	7 >



Sav

BOATS

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Daihatsu-class Landing Craft	1/3	12/11/11 (2/1/1)	2+15	Amphibious	2x7.7mm machine guns (2,000 rounds each) or Anti-Aircraft guns	30/60/120, 2d8, AP 2. 50/100/200, 2d10, AP 4, RoF 3, Heavy Weapon.
Higgins Boat	1/3	12 (2)	4+15	Amphibious	2x7.62 mm machine guns	30/60/120, 2d8, AP 2.
Kaiten	3/10	7 (0)	1	Heavy Armor, Sonar Invisible	3x400lb bombs	Special*
Midget Submarines	3/10	7 (0)	1 or 2	Heavy Armor, Sonar Invisible	2xTorpedoes	Special*

*For large quantities of explosives, treat damage cinematically (p.52).

> Vehicle	Notes	Weapons	Weapon Statistics
> Grumann F6F Hellcat	Turbocharger, Water Injection.	6x .50 machine guns. 2x1,000 pound bombs or 6x5" rockets	50/100/200, 2d10, AP 4, RoF 3, Heavy Weapon. 100/200/400, Special* or 3d8, AP 4, Medium Burst Template.
> Mitsubishi A6M "Zero"	—	2x 20mm cannon (wings) 2x7.7mm machine gun (nose)	50/100/200, 3d8, AP 3, RoF 3, Heavy Weapon. 30/60/120, 2d8, AP 2.
> Mitsubishi G4M	On a wing critical hit, roll 1d4; on a 3 or 4 the wing tanks ignite and destroy plane	1x20mm cannon, tail 4x7.7 machine gun (nose, rear, rear swivel mount, ventral mount) Up to 2,000lbs of bombs or torpedoes	50/100/200, 3d8, AP 3, RoF 3, Heavy Weapon. 30/60/120, 2d8, AP 2. Special*.

*For large quantities of explosives, treat damage cinematically (p.52).



CHAPTER 7

The Best Laid Plans

*"It is the function of the Navy to carry the war to the enemy
so that it will not be fought on US soil."
- Admiral Chester W. Nimitz, Commander in Chief of the Pacific Fleet*

The war in the Pacific comes with many challenges not faced by those fighting in the European theatre; problems which require the development of a new set of strategies and tactics by the combatants involved; tactics which must also take into account the additional difficulties encountered when attempting to carry out warfare and exploration in tropical and jungle climes (such as the danger posed by reduced visibility and unfriendly creatures, as well as the ever present threat of deadly infection).

ISLAND HOPPING

The strategy of island hopping (while not a tactic openly declared as such by the Japanese) is, nevertheless, the course of action they follow in their sweep across the Pacific. Invading an island, securing it, and leaving behind a garrison before moving on to the next target, is the standard procedure of the Imperial forces. Their lightning campaign through the Pacific sends shockwaves across the globe as, island by island, the Empire of the Rising Sun move from one victory to the next. They seem, to all intents and purposes, invincible.

Often the Japanese Special Naval Landing Force (SNLF) parachutes into the interior of an island or target area, or lands by small boats in the dead of night, attacking the defences of airfields and other military installations in order to cripple the effectiveness of an enemy response. It also sows confusion amongst the enemy and acts as a diversion while the main landing or assault force move in. The SNLF only begins using parachute tactics from 1941, though they prove to be very effective.

It is similarly expected that any force seeking to drive the Japanese back will have to follow the same course. Fighting inch by bloody inch across hundreds of Pacific islands, large and small, is not a concept that appeals to the Allies but, in 1942, they see no other viable option.

An island hopping campaign requires tremendous resources. For one thing, an entire fleet of ships is required, including hundreds of vessels just to transport the ground and air forces and the massive quantities of supplies and fuel necessary to support them, as well as plenty of warships and carriers for protection and escort duties. Further supply convoys are required as resources are depleted during the course of the invasion, particularly for fuel and food. Just getting everything organised is a gruelling task. To capture even the smallest, most insignificant uninhabited island requires complicated logistical gymnastics, plus a sufficient amount of manpower to back it up.

Far From Paradise

Invading islands in the Pacific is no simple matter; besides the aforementioned logistics, there are plenty of simple topographical obstacles to overcome before soldiers can even land on a beach. If such a landing is contested, every action is carried out under fire, which (besides the obvious risks to life and limb) also leads to panic, which leads to mistakes that can be costly to one's self, or to others.

The nature of the island can also have a dramatic effect on the strategy for invading it. Some islands are sandy expanses with thick trees and foliage. Typically, this environment is not hospitable for vehicles, so soldiers have to go in without direct vehicle support. Rockier islands might not have any suitable beaches for landing at all, requiring

climbing over steep, vertical cliffs to reach the interior, or parachute drops of troops and equipment. Atolls represent a major challenge, as the ring of coral reefs (or the collapsed cone of a volcano) form a tough outer barrier that needs to be breached before significant numbers of troops can be brought ashore.

When the Japanese make their initial invasion landings, in many cases it comes as quite a surprise; defensive structures are not in place and local troops, not anticipating an attack, are not on alert. When it comes to the turn of the Allies, however, it is exactly the opposite. The Japanese fully expect invasion forces to be landing to retake the islands, so every conceivable step has been taken to make the landing as difficult as possible for Allied soldiers.

Mines are scattered at random across beaches likely to be the sites of landing actions. Tripwires attached to live

weaponry is deployed for maximum effect. Available cover is used to conceal the locations of machine gun nests, mortar emplacements, and even the odd tank. Lacking cover from undergrowth or rock formations, pits are dug into the earth to provide some measure of protection from enemy fire. All of these things combine to create the greatest possible impact on enemy soldiers, not only by the sheer amount of physical punishment delivered, but by the growing tide of psychological strain, as invading soldiers begin to jump at the slightest sound, or fire at leaves nodding in the slightest breeze.

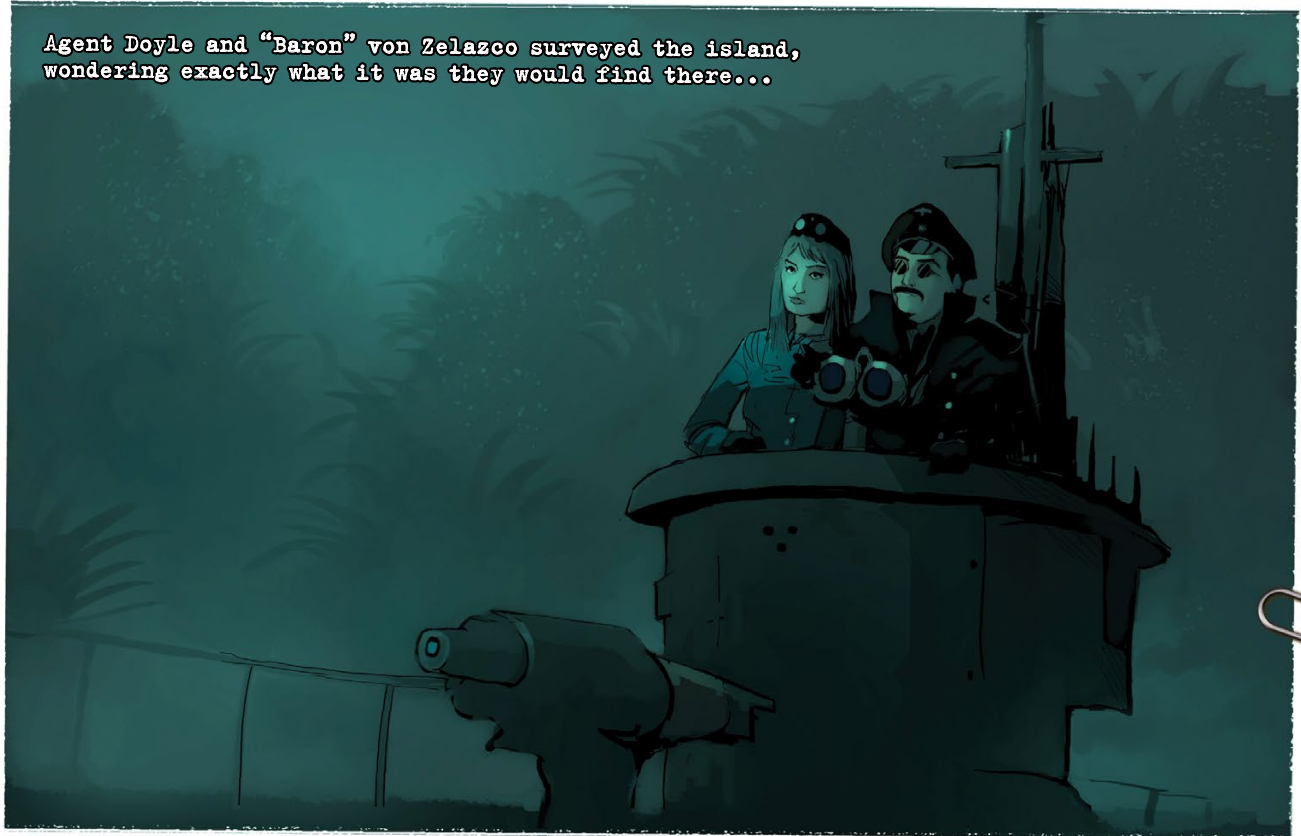
Actually getting to (and onto) an island itself is also tricky. Floating mines are tethered in the water just below the surface to prevent close approach by enemy craft. Many of the islands are volcanic in nature, meaning some have the remnants of the volcanic cone offshore, a hard stone surface that will snag most boats or landing craft trying to move over them. Coral reefs pose a similar obstacle; engineers might be sent in ahead of the invasion to create a few holes in the reef or other obstacles with explosives, but this is also extremely dangerous due to enemy fire. Some islands have few beaches and steep, rocky sides. Forcing invaders into a funnel-like death-trap is a classic battle strategy, and the Japanese take advantage of such natural features to do so whenever possible.

Island invasions such as these are typically supported by naval bombardments. The enormous shells fired by battleships, destroyers, and other escort craft can, given time,

When the Japanese make their initial invasion landings, in many cases it comes as quite a surprise.

grenades are placed in strategic locations throughout the forests. Even pits filled with sharpened stakes are utilised, their openings cleverly disguised with branches, leaves, and even blankets, to conceal the trap beneath. Heavier

Agent Doyle and "Baron" von Zelazco surveyed the island, wondering exactly what it was they would find there...



A Nasty Surprise

Booby-traps are common, especially in places already vacated by the Japanese. If Japanese troops are still present, the traps are also a danger to them, too. Crude explosive devices are built into all manner of common items that souvenir-hungry American soldiers are likely to pick up to examine: flashlights, parasols, tin cans, still-growing produce (cabbages can conceal grenades, for example, with a wire holding the pin to the ground; when the cabbage is picked up, the pin is removed, activating the grenade). In short, anything that can conceal a grenade or that can be wired to a battery can be booby-trapped. The Japanese show great ingenuity at laying traps, and many American GIs and other Allied soldiers pay the price for too much curiosity and not enough caution.

Cth A search of the correct area/item(s), followed by a successful Spot Hidden check, is required to find the trap. A successful Combat Engineer, Demolitions, or Mechanical Repair roll is then needed to disarm the device. Failure with either step will likely mean an explosion, causing anywhere from 2D6 to 5D6 damage across a five- to ten-foot radius. Marking the trap in an obvious way (with signs, spray paint, etc.) is also usually sufficient to remove the danger.

Sav A search of the correct area/item(s), followed by a successful Notice roll, is required to find the trap. A successful Repair roll is then needed to disarm the device. Failure with either step will likely mean an explosion, causing 2D6 or 3D6 damage in either a Medium, Large, or Cone Template. Marking the trap in an obvious way (with signs, spray paint, etc.) is also usually sufficient to remove the danger.

literally flatten an entire island with their explosive power. Air cover is also utilised to keep enemies' heads down until ground forces are close enough to engage them. This is the case on both sides; until 1943, Japan has a sizable fleet easily capable of such wholesale destruction. The Allies have extensive naval assets as well, and use them wisely, concentrating their forces, and requiring the Japanese to engage them *en masse*, where the Allies' greater numbers prove advantageous.

Digging In

Once the Japanese have secured an island, they waste no time in building defensive positions to make the island a death-trap for invading Allies. Clever use of terrain and local vegetation to provide camouflage is a trademark of the Imperial Japanese occupying forces. On larger or more strategically important islands, tanks and tons of material

are shipped in. In order to deliver these massive amounts of supplies and materials, wharves have to be built if they do not already exist, large enough to accommodate the tons of cargo and the necessary equipment to move it. The dock also has to be located in deep enough water that cargo vessels can unload without running aground or beaching themselves, particularly at low tide. Occasionally, there is no choice but to unload at high tide only, as there just is not enough viable harbour space at low tide for cargo ships to operate.

Concrete bunkers and pillboxes are constructed, and tunnels are carved from the rock (often volcanic) of the island. Sniper positions are chosen with great care, and are sited and constructed to ensure overlapping fields of fire to maximise the potential damage to invaders. The minimum force necessary to effectively defend an island is left behind, although sometimes not even that, as critical human resources are redistributed to keep the Japanese war machine in motion.

Supply & Demand

Airstrips are a critical part of the communication and supply infrastructure. Though most garrisons have a two-way radio, the next closest radio is not always in range. Airstrips are built on many of the occupied islands to provide a means of transport for orders, VIPs, and small, special items and equipment. With the smaller or more volcanic islands, an airstrip is not always feasible. POWs and island natives are used for this construction work wherever possible, and are commandeered as slave labour until the job is finished. Then the POWs are shipped elsewhere, and the natives are (if they are lucky) released back to their homes and families.

Supplies left behind for an occupying force by the Japanese Navy are the bare minimum, as the deployed soldiers are expected to live off a combination of short rations and the land itself. Even as late as the beginning of 1944, the Japanese still expect that they can reach a settlement with the Allies to end the war while maintaining a grip on much of their recently conquered territories. As such, their optimism probably plays a major role in not leaving a vast store of supplies behind for any one garrison; if the war goes as they expect, the soldiers will not be stationed there long enough to burn through all of their supplies.

As the war progresses, resentment of the Japanese grows in the hearts of many natives, whose food is sometimes commandeered to feed hungry soldiers, and whose boats, carts, and even bicycles are appropriated for military use. Many of the natives lived like this for years under colonial rule, but have been led to expect better treatment at the hands of their fellow Asians.

Japanese merchant shipping losses begin to mount over time. Allied submarines have a devastating effect on supply routes, and Allied air attacks compound the damage to ships and ports. With the government having set the country on a course for total war, and the ramped up production such a

course requires, Japanese industry finds it difficult to meet demand, not only for military vehicles, equipment, and ammunition, but also for commercial goods and vehicles. Without merchant ships, raw materials cannot be brought to Japan fast enough to build more goods, vehicles, and vessels, or to carry supplies to Japan's many island garrisons. The Allies have found Japan's Achilles' Heel.

Leapfrog

At first when the Allies begin their campaign to push back the Japanese, they follow along with a general island-to-island strategy. As time and casualties mount, the Allied High Command realise that they do not need to recapture every island. In fact, leaving small, less strategically important islands untouched means that the Imperial group of soldiers and equipment stationed there can be denied to the enemy in other battles. Cut off from supplies, reinforcements, and even the expectation of rescue or relief, these remote, isolated Japanese garrisons can do little but wait for news and hope for the best. The strategy of "island hopping" metamorphoses into one of "leapfrogging" for the Allies.

THE ENEMY UNSEEN

Fighting in a dense jungle environment is bad enough; having to contend with all manner of biting insects, venomous snakes, centipedes, and spiders (not to mention parasites and debilitating heat and humidity) can make the situation even more hellish, if such a thing is possible. With this in mind, this section looks at a number of additional difficulties investigators will face when encountering jungle terrain, as well as providing new rules and suggestions for how to deal with them.

In the Jungle

MOVEMENT

Moving through jungle terrain is difficult under the best of conditions. There are no roads and precious few paths to follow, as the jungle foliage attempts to capture every speck of sunlight available and cover every inch of ground. Such regions in Asia and the Pacific are also rarely flat; many islands are volcanic in nature, with steep hills and cliffs and tangles of roots as plants attempt to carve a foothold out of solid rock. Where there are no volcanoes, there is frequently good, old-fashioned igneous rock, weathered by the hundreds of inches of rain common in the tropics, and by the jungle itself. This surfeit of rainfall makes the ground treacherous, and footing is easily lost while clambering over wet branches and tree roots.

Cth

Movement rates in jungle terrain should be reduced by 50%, and further reduced to 25% when struggling with steep climbs in jungle

Hop, Skip & Avoid

It is also a matter of some interest that, in these leapfrogging attacks, the Allies go around the island of Ponape. Situated in the eastern Caroline Islands, and occupied by Japan since World War One, Ponape is part of a quiet, small group of islands made up mostly of people claiming Polynesian descent. Mostly, Ponape (or Pohnpei) has long been associated with the Cthulhu Cult, and is reported to be geographically quite close to sunken R'lyeh, though attempted documentation of the latter's precise latitude and longitude have proved inconclusive. It was Ponape that Captain Obed Marsh visited in his ship in the mid-1800s, bringing strange artifacts, gold, and a mysterious new bride back to his home of Innsmouth, Massachusetts. The name "Pohnpei" literally means "upon a stone altar" in the native language.

terrain. Climb skill checks are needed regularly just to keep from falling when traversing steep valleys and ridges. Falls cause 1D6 damage from the bruises, cuts, and abrasions suffered as the individual bumps from tree to root to rock while tumbling down an incline. Depending on the height the individual is at when the fall occurs, it could be a long, painful drop of several turns (with the corresponding damage roll each turn) before he reaches a lower, more level elevation. A Luck roll while falling can allow the individual to catch a branch or root to arrest his fall and prevent further damage.

Sav All movement when in the jungle is considered as if it was across Difficult terrain. While struggling with steep climbs in jungle terrain, characters only move at one third of normal pace, moving ahead 1" for every 3" of Pace. Climbing checks are needed regularly just to keep from falling when traversing steep valleys and ridges. Falls cause a level of Fatigue from bruises, cuts, and abrasions suffered as the individual bumps from tree to root to rock while tumbling down an incline. Depending on the height the individual is at when the fall occurs, it could be a long, painful drop of several turns before they reach a lower, more level elevation. Characters must make a Vigor roll each turn they are falling, with every failure causing a level of Fatigue. An Agility (-2) roll while falling can allow the individual to catch a branch or root to arrest the fall and prevent further damage.

Listen rolls [Cth]/Notice tests [Sav] can be very helpful when attempting to advance without detection, as most animal and insect sounds will pause briefly with the passing of a large predator, such as humans, tigers, and other, more exotic threats. Walking through a jungle is difficult but, without talking or yelling to identify the nature of the movement, these sounds tend to blend into the background noise of the rainforest's daily routine. Hacking a path with machetes through

the undergrowth makes an unmistakable racket, which can be heard for a surprising distance. This fact should give any expedition pause when entering enemy territory.

SUPPLIES

It is essential for any expedition or mission to take along sufficient supplies. Hiring porters is a good way to do this if there is a lot of baggage or equipment that needs transporting, but the more people there are along on a trip, the more supplies that are needed to feed and care for them. A well-stocked medical kit (and one or more people who know how to use it) is also essential, as proper medical care is unlikely to be available for many miles (and many days travel) once in the depths of the jungle.

Pack mules can be an option in many circumstances, particularly as they can carry much more weight than any human, but even relatively sure-footed mules and donkeys have trouble negotiating steep jungle climbs without paths, as the British Chindits discover during their missions against the occupying Japanese forces in Burma. Pack animals also require their food to be brought along as well, as very little vegetation in the rainforest is palatable to them.

Most military missions in this era also involve carrying explosives, some heavy firepower (machine guns, mortars, rocket-propelled grenades, etc.) and enough food and water to see the group through to the intended target (at the very least), which could take weeks. In light of this it probably behooves an expedition of any size to travel as lightly as can be managed, and to barter with natives or forage where feasible to

supplement their slimmed-down rations. Trading with locals and commandeering transportation or supplies from the target site for the journey back are also distinct possibilities.

Living off the land is possible, but without a native guide who is well-versed in local flora and fauna, individuals attempting to forage for food take a terrible risk when it comes to knowing what is edible and what is not.

Cth Without a successful Botany check, eating any plant at all has a 50% chance of causing mild illness, and a 25% chance of causing serious illness that is life-threatening without proper medical care.

Sav Without successful Knowledge (Botany) checks, eating any plant at all will cause mild illness on the draw of a black card from the Action Deck, and a serious illness that is life-threatening without proper medical care if that card is also a spade.

COMBAT

Combat in the jungle is even worse than usual. Thick foliage provides incredibly good cover for hiding, and if one has time to prepare a position, it can be used to keep an eye on strategic paths without being seen in return. The Keeper will need to maintain a close eye on any action, as in jungle warfare confusion reigns and, under such conditions, it would be nearly miraculous **not** to shoot a friend or ally by mistake. In thick foliage it is nearly impossible to tell friend from foe as, without a clear line of sight, ally and enemy alike become dancing shadows menacingly brandishing weapons. Any jungle combat that is not at point blank range or involves hand-to-hand fighting requires a *Extreme Spot Hidden* test [Cth]/a Notice (-4) roll [Sav] just to locate a likely target.

Great care must be taken when attempting any physical action in jungle conditions, as there are numerous roots, stems, and vines on the jungle floor, along with the occasional loose rock or fallen tree to contend with.

Cth A Luck roll is required to avoid tripping when chasing a foe, being chased, or when engaging in hand-to-hand combat. In combat, if the Luck roll is a Critical Failure, the person falls and is knocked unconscious, leaving them at the mercy of their opponent or, at the very least, the jungle. During pursuit, a Critical Failure on the part of the pursuers will allow the quarry to put a full movement rate's distance between himself and his hunters; if the quarry suffers a Critical Failure, the gap is closed by a full movement rate's distance. A normal failure will increase the distance between pursuer and pursued by 50%; failure by the pursued enables the pursuer to close the gap by 50%.

Sav An Agility roll is required to avoid tripping when chasing a foe, being chased, or when engaging in hand-to-hand combat. In combat, if natural 1s are rolled on the Agility and Wild Die (if any), then the character falls so badly he suffers a level of Fatigue, possibly leaving him at the mercy of his opponent, or, at the very least, the jungle. Pursuits through the jungle can be

Digging a Deeper Hole

There will be certain situations in an *Achtung! Cthulhu* adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability. For a full discussion of these, see either p.61 of the *Investigator's Guide*, or p.159 of the *Keeper's Guide*.

Cth In this situation, the skill's value is divided by five and rounded down. So an investigator with Spot Hidden 30% facing an *Extreme* challenge would need to roll against a modified skill value of just 6%.

Sav The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

Savage Worlds already has modifiers built into its skill system but, to reinforce those rules, we will highlight some of the important bonuses and penalties here. An easy roll is +1, or +2 to the roll on top of whatever the character gets from Edges; a *difficult* roll is -1 or even -2, and an *extreme* roll is an eye-watering -4.



The Heebie Jeebies

Phobias are a way of life for investigators. Having seen Things Man Was Not Meant to Know far too often, phobias frequently become a trade-off for the ability to continue to function in the everyday world. Investigators with common phobias of spiders, snakes, trees, and darkness will be truly miserable in the jungle, where such things are plentiful and (where appropriate) unusually large.

With commonplace difficulties such as heat, humidity, and travel already wearing on investigators, the Keeper will want to have phobic individuals make a daily Sanity check [Cth]/Fear check [Sav] just to hold it together under such extremely stressful conditions. A particularly frightening single event may require its own SAN check [Cth]/Fear check [Sav] as well. With little hope of restorative treatment, a sanity-challenged investigator is in for a very difficult journey in the tropical Pacific.

played out on the tabletop, or determined using the Chase rules found in the *Savage Worlds Corebook*, **Chapter 4: Situational Rules**—Chases.

CREATURES

Venomous snakes and insects are typically uninterested in contact with humans; an expedition that makes noise as it moves (talking, hacking a path through the jungle, and so forth) will tend to scare such things out of the way. Parties moving with stealth face a far greater risk of startling an unfriendly jungle resident, convincing it of the need to bite or strike in self-defense.

While a Luck roll [Cth]/drawing Action Cards [Sav] each turn while moving stealthily to avoid such unfortunate confrontations would be excessive, such creatures are quite common in a tropical rainforest environment. A failed Luck roll [Cth]/the draw of a black face card [Sav] means that something unpleasant and distinctly unfriendly has, indeed, made an appearance.

WOUNDS & INFECTION

In the heat and humidity of the tropical rainforest, even a simple scratch or cut can easily become infected. Penicillin can help turn the tide of any infection that does set in, but its use requires a successful First Aid check [Cth]/Healing check [Sav] for the application to work. However, it does not become widely available until around the time of the Normandy Landings in June 1944; a more common alternative is the anti-microbial sulpha drugs. American soldiers are provided with both sulpha pills and powder, which they are encouraged to liberally sprinkle on any open wound. If the investigator drops to an unconscious state because of an infection, gangrene has set in and, if the wound is on a limb or lower extremity, amputation may be required to save the investigator's life.



Cth

Any character suffering an injury in the jungle must make a successful Luck roll to avoid gangrene, septicaemia, and other suppurating unpleasanties. If a successful application of First Aid is given to the injury, the check is a *Normal* Luck roll; if First Aid is not available at all (or the First Aid roll is failed), a *Difficult* Luck roll is required. A generous Keeper may wish to adjust this roll to a *Normal* difficulty if the wound is liberally dusted with sulphanilamide powder from a military first aid kit (see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.116 for further details on the use of military first aid kits).

Failure indicates that an infection has set in; one which will require sooner-rather-than-later medical treatment to prevent the wound from becoming a threat to life and limb (note that this differs from the suggested rules found on p.29 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, to reflect the greatly increased likelihood of wound infection in the Tropics). After 1D3 days, an infected investigator begins to suffer the effects of his misfortune. Treat the infection as a POT 10 poison which inflicts 1D3 Hit Points of damage per day until properly treated.

Sav

Any character suffering an injury in the jungle must draw a card from the Action Deck in order to avoid infection. If a successful Healing roll is made on the injury, the wound is infected if a black face card is drawn; if Healing is not available or successful, two cards are drawn and the wound is infected if either of them are a black card. (See also *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.116 for details on the use of military first aid kits.)

In a number of days equal to half their Vigor die, the infected investigator will have to begin making daily Vigor rolls or suffer a level of Fatigue each day until successfully treated.



CHAPTER 8

Exotic Beasts & Vile Beings

"I fear all we have done is to awaken a sleeping giant and fill him with a terrible resolve."
- Admiral Isoroku Yamamoto (disputed)

There are many Mythos-based threats, be they creatures, gods, or occult organisations (or a mixture of all three), that investigators could face in the execution of their duties. The major groups in Europe and America can be found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*; others are detailed here, with particular regard to their nefarious plans in the Pacific.

Treading a Fine Line

As discussed by Kenneth Hite in his article "Sympathy for the Devil" (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.16-17), it is important to remember that those involved in the war in Southeast Asia and the Pacific are human beings and not cartoon monsters. While Japanese soldiers genuinely believed themselves to be spiritually superior to their foes, many did harbour doubts as to the military's actions but were bound by honour and indoctrination to serve their Emperor.

When dealing with Japanese non-player characters (NPCs), it is just as important for the Keeper to underline their humanness as it is when handling German NPCs. The cruelties of the camp commandants, the *Kempeitai*, and the notorious Unit 731 are not driven by the Mythos, although some of their more deranged elements may have found it and be using it for their own ends. At the end of the day, it is man's inhumanity to man that underpins much of the horror of war, and the Pacific Theatre is no different.

Cth

Game statistics and descriptions for many of the gods and monsters mentioned in this chapter can be found in the *Call of Cthulhu, Sixth Edition* rulebook, pp.150-175 & pp.181-201. New monsters, or new variations of existing ones, are described in the relevant sections below.

Sav

Game statistics and descriptions for many of the gods and monsters mentioned below can be found *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, Chapter 11. New monsters, or new variations of existing ones, are described in the relevant sections below.

THE CTHULHU CULT

Geographically, there are few locations better suited to the Cthulhu Cult than the Pacific Ocean. Wide, deep expanses of ocean, dotted with island chains and coral reefs, it is at once both a paradise and a forbidding, isolated wilderness. An air of mystery surrounds each and every locale, and exotic creatures skirt the very limits of human imagination. Dark, brooding, volcanic peaks rise up from within shadowy, tropical forests full of unknown dangers. Human populations, separated from the outside world, perhaps for centuries, practice their own unique customs, speak their own language, and are suspicious of—even hostile to—strangers.

The Cthulhu Cult has its earthly roots in the Pacific. The island of Ponape (or Pohnpei) is alleged to be geographically close to the sunken island of R'lyeh, where Cthulhu is trapped in watery imprisonment. When R'lyeh periodically rises from the waves, it is as a result of volcanic activity, and its appearance is (so far, at least) temporary. While it is risen, all manner of loathsome nightmares are unleashed

on the world, as Dread Cthulhu's awakening mind projects vivid, horrific dreams of the return of the Great Old Ones. Although the foul being apparently cannot leave the vicinity of the island, woe to any who seek to explore this previously uncharted landmass.

Something Fishy

Pohnpei is also reportedly the site of one of the deep ones' colonies on earth, but the particular group of inhabitants accused of interbreeding with deep ones on the island were, allegedly, exterminated by rival tribes. Any current inhabitants of Pohnpei are assumed, until further information becomes available, to be free of the deep ones' taint. When interbreeding with humans, deep one DNA remains dominant in any resulting offspring, with the deep one strain becoming evident in most individuals only upon reaching sexual maturity. Occasionally, the reaction takes longer for the body to process, resulting in a partial transformational state lasting for years, or even decades. Suggestions of very early change also exist, resulting in the infant or toddler going to the sea as soon as the child is strong enough to move on its own.

Deep ones are highly intelligent, despite the suggestion of sluggish brain activity mistakenly given to human observers of their vaguely amphibian physiognomy. Deep one operatives and scientists have been instrumental in advancing the goals of the Great Old Ones on earth, feeding as yet

They are investigating creating seismic disturbances, in the hope of raising one of the lesser islands.

unknown titbits of information and clues to human scientists. The hoped-for result is to nudge the humans' research and experimentation in the direction most useful to their needs, and those of their eldritch masters.

It is unknown how many deep ones exist at this time; it is rumoured that there are millions of individuals living in the undersea realms alone, but this has never been confirmed. It is also unclear whether the deep one race is of terrestrial origin, or if they came to earth from the stars millennia ago with Cthulhu and his offspring. Much of the knowledge of deep one culture and habits is speculative: deep ones are secretive at best, and do not often venture above the waves for long periods of time. An occasional human cultist inadvertently parts with crucial morsels of information, but such events are rare as well.

Deep one cities are a massive series of structures, located deep underwater—perhaps as deep as 3000ft (approximately 1000m) or more. They are built of limestone, volcanic tufa, and basalt blocks cut from an unknown quarry, and colonies of coral are grown over the surface to disguise their true nature. These cities were built in human prehistory using

shoggoths to move the massive stone blocks into place, and they still exist today, in countless places in the deep oceans of the world. One of the largest of these cities is Y'ha-Nthlei, off the coast of Massachusetts. The largest of all is in the Pacific, off Pohnpei; the deep ones do not share its name with outsiders.

Dagon & Hydra

Also sometimes referred to as Father Dagon and Mother Hydra, these two are amongst Cthulhu's chief servants. It is said that both Dagon and Hydra appear as unusually large deep one specimens. Deep ones continue to grow as long as they live and, being naturally immortal, the only way for deep ones to die is through illness, accidental injury, or by violence. While they are servants of the great slumbering god, Dagon and Hydra each also have their own cults. Far less numerous and less widespread, their worshippers seem to primarily consist of other deep ones, plus those few humans with which Hydra and Dagon have had direct contact. It is unclear whether Dagon and Hydra are the creatures' names, or their roles or titles within the deep ones' community.

Hydra and Dagon are each over 20ft (6m) tall, and appear to be almost identical. Their age is unclear, but based on extrapolation from what is known about their species, it is possible that they are a million or more years old. It is also possible there are others of their kind just as old and as large, though there is little evidence to support this.

These two eldritch beings may be encountered anywhere that deep ones can be found: off the island of Pohnpei; near Devil Reef in the waters out from Innsmouth, Massachusetts; off the coast of Cornwall, UK; in the Indian Ocean off the coast of eastern Africa; and somewhere in the North Sea. They, like their deep one relatives, are extremely intelligent, and can communicate with other deep ones through a kind of telepathy. The range of this telepathy is unknown, but is presumed to be short; perhaps within a mile or so.

DIVERSE STRATAGEMS

Dagon and Hydra ultimately seek to free Cthulhu from his watery prison. Rather than waiting until the stars are correctly aligned, they prefer to hasten the event by causing the island to rise and, subsequently, prevent it from sinking again. To that end, they are investigating various schemes to create seismic disturbances, in the hope of raising one of the lesser islands; those imprisoning Ghatanothoa, Zoth-Ommog, and Ythogtha (the sons of Cthulhu), for example. If these endeavours are successful, Dagon, Hydra, and the deep ones will embark on the mission to permanently raise R'lyeh.

In order to pursue this line of action, Hydra and Dagon are, through their human agents, closely monitoring the development of nuclear technology. Their hope is to acquire an explosive device capable of triggering a major seismic event when detonated in the right location. This is a tricky proposition, and is one that the deep ones have



been studying for centuries, trying to isolate the precise point where such a device will create the desired effect. The collateral damage to the immediate area would be catastrophic, of course, and would cause thousands of human deaths and the poisoning of a large section of the Earth for centuries to come. Such concerns are not significant to the deep ones; no sacrifice is too great to bring about the New Order on Earth.

Though their names are always linked, the duo are rarely seen together as they travel from one deep one enclave to another to directly supervise and offer spiritual guidance to a greater number of their subjects. At this particular time, one or the other of them is always stationed near Pohnpei/R'lyeh, as the mission to raise Cthulhu's prison proceeds.

Hydra and Dagon also seek to spread worship of Dread Cthulhu as far and wide as possible. Using the most human-like deep ones as covert operatives, Dagon and Hydra seek to infiltrate the highest circles of world governments, in order to promote a deep one/human cross-breeding program. As abominable as the plan sounds, man has proven to be easily corruptible, with greed and lust for temporal power being the two most popular means of coercion. By luring the unscrupulous into providing access to adequate breeding stock, the deep ones hope to have achieved this goal within three or four more human generations. If they have not succeeded in raising R'lyeh by then, they will turn the resources and technology of the entire world to the task.

POWERFUL ALLIES?

Were Dagon, Hydra, and the deep ones to operate at the behest of any one nation, they would be a force to be reckoned with. Never mind the ability to summon huge monsters

(though that would be useful when tackling large vessels) the real threat is their ability to remain hidden. Their lairs are deep underwater (deeper than submarines dare to go at the current level of technology) and they can filter enough oxygen from seawater to breathe normally, even at great depths. The crushing pressures of the fathomless oceans do not appear to affect deep ones.

Capable of sabotaging ships and submarines in port or at sea from beneath the waterline, they could deliver a strike force of terrible power anywhere with a river or ocean nearby. In fact, being smaller than warships or submarines, they are highly likely to mistaken on sonar for a school of fish. If such a force included Father Dagon or Mother Hydra, that august being could lift up cars, tanks, and even small boats, before smashing them into the ground. With their ability to use magic, they could cripple the command hierarchy with a few words, and lay waste to a large military force. They could be almost unstoppable, especially if they have the element of surprise.

The cost of doing business with such entities seems, to some, to be quite minimal. Indigenous people or prisoners of war could be offered as the human element of any sacrifice required, while any territorial grants the deep ones might wish for would be of little consequence once the invaders had what they wanted. Even if negotiations do not always go completely the deep ones' way, they can be remarkably accommodating; after all, they are immortal, and they can wait a long, long time to get what they truly want.

It is also entirely likely that certain natives will turn to any and all of their gods in times of desperation. Dagon and Hydra would certainly be willing to help harry invaders and

Assistance from the Deep

Cth

Both Dagon and Hydra know all the spells to summon/bind lesser servitor creatures. While on land near the shore, they may summon 3D6 deep ones from any adjacent sea or ocean to come to their aid without the use of magic. If they feel the threat is too great for deep ones to handle, a star spawn may be summoned in addition, with a 60% chance of success if on land, as long as the summoner is within 100 yards (approx. 90m) of the ocean, and a 100% chance of success if in water. Regardless of where the summoning occurs, it will take 3D6 minutes for a star spawn to arrive. If they feel pressed or truly threatened, Hydra or Dagon may attempt to send a telepathic call to a nearby shoggoth (**Call of Cthulhu, Sixth Edition**, p.173), with a 40% chance of success either on land or in the water. Shoggoths are notoriously difficult to control, so attempts to summon one of these creatures will be made only as a last resort.

Sav

While on land near the shore, Dagon and Hydra may summon 3d6 deep ones from any adjacent sea or ocean to come to their aid without the use of magic. If they feel the threat is too great for deep ones to handle, a star spawn may be summoned in addition, which arrives on the drawing of a black card from the Action Deck as long as the summoner is within

100 yards (approx. 90m) of the ocean; the summoning always works if enacted in water. Regardless of where the summoning occurs, it will take 3d6 minutes for a star spawn to arrive. If they feel pressed or truly threatened, Hydra or Dagon may attempt to send a telepathic call to a nearby shoggoth (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.231-232), which arrives on the drawing of a black face card from the Action Deck, whether on land or in the water. Shoggoths are notoriously difficult to control, so attempts to summon one of these creatures will be made only as a last resort.

While in the water, the number of deep ones that Hydra or Dagon may summon is practically limitless but, as they are not all in the immediate area, some may take more time to arrive than others. The Keeper can assign the various groups a distance and relative arrival time, or simply use this method: assume Hydra or Dagon can summon 2D6 groups of 3D6 individuals, with each group arriving a certain number of minutes after the summoning has taken place. To determine the number of minutes involved, roll 1D6 minutes for the first group, 2D6 minutes for the second group, 3D6 minutes for the third group, and so on. This will stagger the assault waves, allowing the investigators time to think and deal with the situation.

drive them out—for a price. That price, of course, would be the natives' ceaseless devotion to the gods of the deep ones, and the sacrifice of young men and women twice a year on May Eve/Walpurgis Night (30th April-1st May) and Samhain/Hallowe'en (31st October).

The Sons of Cthulhu

Reputedly spawned in a far off star system, the "demon trinity" of the sons of Cthulhu—Zoth-Ommog, Ythogtha, and Ghatanothoa—may also rise up to oppose the unwary investigator.

Imprisoned alongside his dread father deep beneath the Pacific, Zoth-Ommog is little known amongst human cultists, although how long that will remain so is a matter for conjecture, particularly if the deep ones have their way. The god's reptilian head, surrounded by serpent-like tentacles, surmounts a cone-shaped body and four, equidistant pseudopod arms.

His brother, Ythogtha, is equally repulsive, malign, and obscure. Known mostly through the occasional likeness (in the form of carved statuettes of presumed extraterrestrial origin), the god resembles a monstrous, upright, toad-like being, with sucker-tipped, webbed hands. In place of a head,

there are only writhing tentacles which shroud a single, baleful eye. Like his father, Ythogtha can influence the human mind through dreams, but only if they are in the presence of one of his statuettes.

Ghatanothoa, too, is a vile creature of shifting tentacles and orifices, buried when his home sank beneath the waves. Any who gaze upon a perfect image of the monster (let alone the god himself) are cursed, suffering a horrific pseudo-mummification process.

Cth

For further details on Ghatanothoa, see **Call of Cthulhu, Sixth Edition**, pp.188-189, and *Achtung! Cthulhu: Terrors of the Secret War*. Zoth-Ommog can be found on p.201 of the **Call of Cthulhu, Sixth Edition** rulebook.

Sav

GHATANOTHOA

Also known as the Lord of the Volcano, Ghatanothoa is an obscure god even when measured against other gods of the Mythos. He is currently imprisoned within a sunken volcano somewhere in the Pacific and has no worshippers, but in the past when his prison temporarily rose above the waves, terrified natives from other islands tried to appease him by throwing human sacrifices into the depths of the volcano.

A Little Knowledge...

There are a wide variety of Mythos tomes relating to Cthulhu and his ilk. Mostly these are written by outsiders, but many provide useful knowledge and spells for dealing with Dagon, Hydra, Cthulhu, and others. Tomes of lore particularly of interest to those seeking knowledge on Dagon, Hydra, and Cthulhu include: *Cthaat Aquadingen*, *Cthulhu in the Necronomicon*, *Dhol Chants*, *Invocations to Dagon*, *Ponape Scripture*, *R'lyeh Text*, *Unausprechlichen Kulten*, and the *Zanthu Tablets*. Game statistics for these books can be found in the locations indicated in Table 6.

TABLE 6: OCCULT TOME
DESCRIPTION LOCATIONS

Name	Call of Cthulhu, Sixth Edition Reference	Savage Worlds Reference
<i>Al-Azif/The Necronomicon</i>	pp.96-97	<i>Achtung! Cthulhu: the Keeper's Guide to the Secret War</i> , pp.191-192
<i>Cthaat Aquadingen</i>	pp.94-95	p.92
<i>Cthulhu in the Necronomicon</i>	p.95	p.93
<i>Dhol Chants</i>	p.98	p.93
<i>Invocations to Dagon</i>	p.98	p.93
<i>Ponape Scripture</i>	p.97	p.93
<i>Thaumaturgical Prodigies in the New-England Canaan</i>	p.97	p.93
<i>Unausprechlichen Kulten</i>	pp.95-96	<i>Achtung! Cthulhu: the Keeper's Guide to the Secret War</i> , p.191
<i>Zanthu Tablets</i>	p.97	p.93

Any who gaze upon a perfect image of the god suffer a horrific partial mummification. They must make a Vigor roll each turn or suffer a level of Fatigue as their joints stiffen and become like leather. Victims who complete the mummification process (when they reach four levels of Fatigue) are not actually dead, but are instead entombed

within their own bodies; blind, numb, and unable to move. These poor wretches must make a Horror (-1) roll per day until they either go insane or are released from their torment. While Ghatanothoa still lives the curse is incurable. Destroying him (albeit, probably temporarily) releases the victim from the curse.

THE GHOULS OF NANKING

Amidst the turmoil of the Japanese attacks, one name stands out as testament to the horror: the Nanking Massacre, during which the Japanese Army conducts a six-week campaign of mass murder, rape, and torture against the civilian population of the city. In this bloody and barbaric operation, an estimated 300,000 civilians and disarmed soldiers are butchered by the occupying army. The indescribable carnage sees the city burn and its people slaughtered. Deep below, in the catacombs and mausoleums of antiquity, the ghouls, sensing so much blood, venture forth into the night to gorge themselves on the dead.

The ghouls of Asia have had little contact with the world of men for centuries, unlike their more inquisitive Western cousins, but since Nanking they have taken a keener interest in man's affairs. Throughout mainland China and Asia, ghouls have become more aggressive and adventurous, seeking out the rich pickings offered up by the war to feed upon. Investigators should take extra caution when encountering earthworks and bunkers, in case the inhabitants are not Japanese soldiers but something much, much worse. Units have reported the loss of men, suddenly pulled down into the darkness of a tunnel by decaying claws, with only their bloody bones and discarded dog tags to speak of their fate.

Cth Statistics for ghouls can be found on p.160 of the *Call of Cthulhu, Sixth Edition* rulebook.

Sav Statistics for ghouls can be found on p.228 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

HUNTING HORRORS

Described by those unfortunate enough to have seen one as ropery, twisting, winged creatures with great, baleful eyes, references to hunting horrors are numerous throughout human history, if one knows where to look. Tales of dragons—be they the more lizard-like European variety, or the snaky, coiling Asiatic dragons common to Chinese and Japanese mythology—are proof that hunting horrors have been summoned to earth repeatedly for millennia. Even the legend of the Aztec god Quetzalcoatl hints at the features of a hunting horror with little uncertainty.

Hunting horrors are highly vulnerable to bright light; light as brilliant as full sunlight is enough to dispel them, whereas something brighter, such as the flash from a nuclear explosion, for instance, or even a very bright industrial floodlight, is sufficient to destroy them, turning their remains to ash almost instantly. Consequently, they are never seen outside during daylight hours.

That these creatures have existed in the timeless myths and legends of the peoples of earth may be used by a clever individual to manipulate all within sight of the creature. Its

The naga have finally stirred,
ready to begin their Third Empire and
prepare for the end of days.

unearthly nature and terrifying visage will be enough to cow anyone into submission. By connecting these creatures with local legends, an unscrupulous soul may be able to convince locals of the speaker's divinity, their sacred right to rule emphasised and endorsed by the appearance of this magical, legendary monster.

In combat, a hunting horror would be more than a match for any aircraft of the time period. They could easily be used to harass ships, picking off the crew one at a time whilst deftly avoiding the shells of the heavy, ponderous guns. Anti-aircraft fire could be more effective, but with the creature's tough skin it is unlikely that such a weapon could even drive one off, much less destroy it. While it may not be strong enough to lift a tank or other vehicle from the ground, a hunting horror certainly could knock the vehicle over, rendering it useless as a means of attack or escape.

To humans trapped on a boat or ship, a small island, or other remote outpost, a hunting horror attack could prove to be an inescapable terror; a nightmare of blood and fear ending in a grisly death. Horrors are made for one primary purpose: to kill and destroy, and they excel at it.

Cth Statistics for hunting horrors can be found on p.166 of the *Call of Cthulhu, Sixth Edition* rulebook. Certain gifted individuals among these creatures may know a few spells. If this is the case, they will favour spells for direct attack, and ones to conceal their own true nature. One spell that is always part of this creature's arsenal is Contact Nyarlathotep. To determine magical competency roll D100. If the number rolled is lower than or equal to the horror's INT score, it knows a number of spells equal to the die roll.

Sav Statistics for hunting horrors can be found on p.229 of *Acthug! Cthulhu: the Keeper's Guide to the Secret War*. Certain gifted individuals among these creatures may know a few spells. They favour direct attack and spells which conceal and obscure their true form. The hunting horror must make a Smarts roll;

each success and raise indicates that the creature knows a spell. Those few horrors which know spells always have contact Nyarlathotep as part of their magical arsenal.

THE NAGA

Eons before the rise of the dinosaurs, when the great ocean Panthalassa surrounded the primordial shores of the super-continent Pangaea, the first great empire of the serpent people, Valusia, stood in dominion over the Earth. A great yet terrible civilisation, the serpent people explored the dark origins of the universe through alchemy and science and, ultimately, as their research came to focus on their futures, they realised the fate their young world would suffer when the stars finally aligned in the distant future.

While the knowledge they gained would shatter the fragile minds of humans, the cold and alien serpent people faced the prospect of their inevitable doom with detachment. Communing with their dark deity, Yig, the Great Serpent, the priesthood of the serpent people began to put plans in place that would not see fruition for millions of years—plans that would see the chosen among them standing as one with Yig in the light of new and terrible stars. Among the faithful, those who would rejoice with their god became known as the naga and, while their empire fell into decadence and ruin around them, they continued to plot and scheme for their final days.

Only when they were certain that their plans were secure from the ever-encroaching grasp of humanity did the naga rest. Sealing their last and most secret city away from the world above them, the naga commenced upon the final and most important phase of their great strategy. Above them, while civilisations rose and fell, and while those serpent people who had chosen to turn from Yig's light descended into barbarism and degeneracy, the naga slept in their lightless halls.

As a new empire raises the banner of the Rising Sun over the mountains above them, the naga have finally stirred, ready to begin their Third Empire and prepare the way for the end of days.

The Great Plan

Understanding that the three-dimensional limitations of their present bodies would prevent their survival when the stars finally align, the naga turned their considerable intellects to the problem, and for many centuries they delved ever deeper into the mysteries of the universe in pursuit of the key to their future. With their phenomenal grasp of biology and chemistry, the naga determined that their salvation lay in the adaptation of their anatomy to a more suitable form. However, the relative youth of the Earth and its flora and fauna provided them with a problem: while their science was (theoretically) capable of achieving the transformation they

required, the world could not provide them with the natural resources they needed; at least, not yet.

By subtly altering the genetic structure of certain organisms and seeding the world around them with these hybrids, the naga aimed to ensure a plentiful supply of the most vital chemicals and compounds that they would need for their metamorphosis. With this first phase complete, they retreated into the dark beneath the Earth to await the culmination of their work, content to allow natural selection to create a new generation of compounds over the coming millennia.

Many millions of years later, they arose from their eternal sleep expecting to reap the rewards of their diligent work. Instead, they discovered that other hands had meddled with the evolution of their world, not least the mi-go. Where they expected order and structure, they discovered biological chaos and the dominance of the once insignificant mammals. Even as the serpent people created their great Second Empire, the rise of the mammals continued and, after centuries of dominance, the serpents found themselves in a life or death struggle with a new threat: man.

Centuries of war with humanity took its toll on the serpent people, forcing the naga to adapt their experiments and plans with each catastrophic defeat their civilisation suffered. Their carefully calculated genetic adaptations in ruins, the naga were forced to resort to more extreme and dangerous compounds to continue their great plan and, in many instances, the resulting deformities and diseases they created caused the loss of a great many of their own kind.

Matsumi Mining Company

From humble beginnings in the early 1920s, scraping out a profit from ore prospecting, the Matsumi Mining Company has risen to become the most powerful *zaibatsu* within the Japanese military industrial apparatus, its concerns ranging from vehicle and aircraft production, to weapons manufacture, heavy industry, and chemical production. Matsumi have offices in every major Japanese city and, with the occupation of so much new territory, its agents can now be found throughout the Pacific Rim seeking new opportunities and resources to exploit.

The company's close ties with the Japanese establishment has ensured that Matsumi can rely upon the Japanese Army to help convince business partners of the merits of their offers, and their senior managers seem to treat the Army as their own personal guards. Many competitors have privately complained of the preferential treatment that Matsumi receives, but would not dare show their feelings publicly (due partly to the shame this would bring upon them but more out of fear of Matsumi reprisals).

As man dominated the Earth and the serpent people were forced to rely upon their powers of illusion and glamour to exist in obscurity, the naga retreated fully from the world and sealed themselves away in Hsathth, their last great city, beneath the jungles of what is now Korea. Though by this time only a handful of naga remained, they were confident that their sorcery and science had finally perfected a method for transcending their limited physical forms, and committed themselves to undergoing the transformation that would ensure their survival in the eons ahead.

The Empire That Never Fell

While the naga slept again, man's empires warred across the continent many times over. In the early 20th Century, it was the turn of the Imperial Japanese to lay claim to the Korean peninsula and the mineral resources so desperately needed by the expansionist regime and its powerful military. With Korea under Japanese administrative control, prospectors from the Matsumi Mining Company were free to scour the mountainous kingdom for new deposits, particularly those rich in bauxite, from which precious aluminium could be extracted to feed Japan's voracious aircraft industry.

In 1932, surveyors from Matsumi Mining reached the Sobaek Mountains and, having detected considerable mineral deposits in the deep chasms that honeycombed the region, despatched engineers to explore the depths. Only as the great seal on the ancient doors slid aside for the first time in millennia did the engineers realise the truths behind the tales the natives told of the dragons of the mountain...

As they dissected the last of the survey team (their ancient enemies), the naga learned of the world above them and, with their transcendence well underway, they chose to lay the foundations for their third and greatest empire. Employing their darkest magics, the naga called forth the spirits of their lost brethren from eons past and placed their essences within the bodies of the engineers, before returning them to lands above in order to explore the new world and learn more of the humans and their civilisation.

The Thousand Sons

Under the guise of the Matsumi engineers, the risen naga are able to easily lure more of the gullible and greedy humans to Hsathth with tales of rich mineral reserves. Matsumi's operations provide the perfect cover for the naga as their newly risen spirits assume control of their fresh human bodies. By 1936, the entire upper management of the company is under naga control and, with the company's close ties with the military-industrial complex, the naga are able to infiltrate the Imperial Japanese Army for the first time.

Wary of discovery by the humans, who had wrought such terrible losses on the serpent people in times past, the naga decide not to take control of the Japanese Empire as they had with ancient Valusia. Instead, playing upon the nationalistic

fervour within Japan, they create a new movement within the military cadre: The Thousand Sons, a group apparently dedicated to the preservation and defence of the Japanese Empire. In reality, this order is a vehicle via which the naga can subtly influence Japanese policy and operations to their own ends, mainly to ensure they have access to the resources they need for their final transcendence (and to keep prying eyes averted from the increasing activity in the Sobaek Mountains).

The naga begin to guide Japanese policies to benefit their own ends, though the actions of the Japanese military in incidents such as the Nanking Massacre give them pause for concern and to wonder if their human puppets can truly be controlled. By 1939, the Thousand Sons' influence has spread to the Imperial Japanese Navy, giving the naga the tools they need to turn their attention to another strand of their great plan: locating the prison of the Great Serpent himself, in preparation for its opening in the rapidly approaching eschaton.

Alas, Yig's prison lies in the depths of the Pit of Ngoth, in red-lit Yoth beneath what is now Oklahoma. This presents something of a problem for the naga, as any attempts to reach their god are likely to be noticed by the increasingly jittery Americans. They rapidly come to the conclusion that more time is needed to strengthen Japan if a successful attack is to be made on the US mainland, thus opening the way to Yoth, but matters are taken out of their hands, and their failure to infiltrate the top Japanese brass comes back to haunt them.

Despite their best efforts, the naga watch helplessly as diplomatic negotiations between the two nations fail and, in December 1941, a Japanese strike force consisting of six aircraft carriers departs northern Japan *en route* to Hawai'i. How the fleet is able to avoid detection by alert American forces, who already expect war with Japan, remains a mystery, though whispers in the corridors of power in Tokyo speak of an unearthly mist that seemed to move with the ships as they departed their moorings. Perhaps the naga crewmembers merely decide to make the best of a bad job...

Since the attack on the United States and the continued Japanese aggression in Asia, the naga have been relatively free to continue their research and bring more of their lost brethren back to life, albeit in human form. They know that the stars will soon be right and, having failed to dictate the pace of the war, all of their resources are now diverted to ensuring their ascension happens in good time.

The Final Transcendence

It is unsurprising that so many legends originate from Southeast Asia pertaining to dragons and great serpents, and many must be based on witnessing the fearful beauty of a transcended naga.

Complicated and incredibly perilous, the final transcendence procedure involves the naga being placed into a complex framework of braces before needles inject a series

The Beast Within

Membership of the Thousand Sons has spread throughout the Imperial Japanese Army and Navy, the government, and the civil service. However, the higher echelons of the military command structure have not been successfully infiltrated. The naga's softly-softly approach (in an attempt to avoid attracting undue attention) did not give them sufficient time to place their brethren in positions of true authority before the war broke out.

Human members have no idea of the true origin of the order, believing it to be dedicated to the preservation and ascension of the Japanese Empire. The *jian* (see p.81) act as the upper ranks of the order, guiding the oblivious human pawns and watching over naga concerns under human guises. The Thousand Sons is not an occult society and possesses little dogma, save for the right-wing nationalism that pervades Japanese society at this time.

of unnatural compounds and serums into the subject's body, recoding every aspect of its DNA. The naga's body bloats and begins exuding a sticky, black webbing from its pores, creating a thick cocoon inside which the creature's body begins to change. The naga's skeleton stretches and elongates, and its overall height increases tenfold; the creature's skull also stretches to give the naga a much larger and more vicious set of jaws, lined with several sets of barbed and jagged fangs. The transcended naga maintain their tails and limbs, though again, these are elongated and stretched by the transformation, giving the naga great dexterity and the ability to move easily across walls and ceilings with uncanny speed.

As their bodies warp into their new forms, their minds undergo a similar change, increasing in power and intellect as they witness the true nature of reality. Their enhanced ability to beguile and misdirect lesser minds enables them to hypnotise their prey and render them insensible as they close in to dispatch them with their powerful jaws. The transformed naga still have the ability to speak, though they are equally capable of planting speech directly into the minds of others, a trick they often use to confuse and terrify enemies.

These physical and mental changes are not the full extent of the change: through the naga's terrible sorcery, the subject is also partially displaced from this dimension. The dimensional changes that affect the naga's body mean that, for all its impressive increase in scale, its mass changes little. It also allows the naga to shift in and out of our dimension at will and, by doing so, they are able to maintain a form of fulgurating, stuttering flight through thin air without reliance on wings, as they spark in and out of existence.

To date, three of the naga have completed their transcendence and now stand first among their kind, served and

attended to by the numerous risen serpent people inhabiting the bodies of their human puppets. Their numbers greatly depleted over time, there exist only twelve other naga, who lie in their cocoons undergoing transcendence. This horrifically painful process, which takes thousands of years, can easily go wrong; many of the naga have been lost, their bodies splitting open or shrivelling away to nothing, while others have been reduced to animalistic, vicious monsters, insane with rage and malevolence. These poor souls, known as the phaya, are locked deep within the vaults of Hsatth, as the serpent people rarely intentionally kill one of their own; their numbers are too few.

Hsatth, City of the Naga

Though only a shadow of lost Valusia's grandeur, Hsatth's vertiginous halls of bronze and crystal bridges over bottomless gulfs still far exceed the wonders of any human city. Much of the enclave is in darkness as the naga population has dwindled over the millennia, falling into disuse save for the revenant spirits of dead serpent people which haunt its corridors. When the first human explorers entered the city, they found it cold and desolate though beautiful in its decay, but now, with the transcended beginning to awaken and the jian restoring its functions, Hsatth is starting to pulse with energy and activity once more.

Access to the city is through three miles of twisting and treacherous caves which the naga can navigate effortlessly, but which present considerable dangers to human climbers. A series of waterfalls add to the peril, turning many surfaces

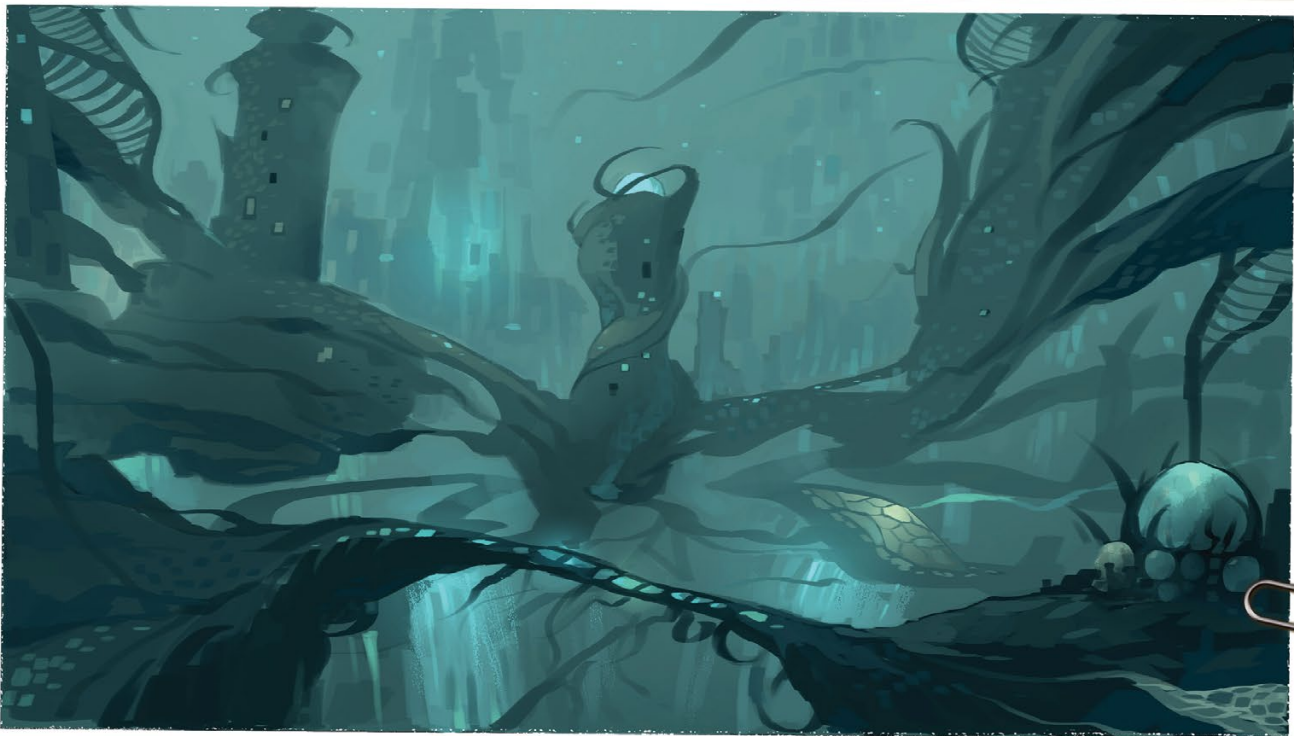
into slick deadfalls, plunging the unprepared hundreds of feet down to jagged volcanic outcrops far below.

For those fortunate enough to survive the deadly climb, the first glimpse of the city reveals the great, adamantine doors carved with the inscrutable glyphs of the serpent people; the twisting symbols relating the history of the race. Once inside, explorers will be greeted with the sight of the last great serpent city in its dull, green-lit glory, though they will no doubt quickly be intercepted by the naga or their seiryu guards.

There are many great wonders to witness in the city: magnificent libraries of triangular, metallic tablets that rival the halls of Celaeno in the breadth of their collections; laboratories and workshops of indecipherable purposes; and

Many of the naga have been lost,
their bodies splitting open or
shrivelling away to nothing.

gardens of lichen and fungus that glow with enchanting rainbow hues. Alas, most visitors will find the end of their tour in the ritual chambers and laboratories, where they are used by the naga to embody another of their fallen race, or subjected to horrific and inhuman experiments. Those deemed to be of no use for either purpose face the worst fate, being dragged down to the endless vaults beneath the city where the phaya are imprisoned, to be thrown into their cells as fodder for these terrible aberrations



The Serpent People

SSS'HAA, HIGH PRIEST OF YIG

One of the first and greatest of the Priests of Yig, Sss'haa led the religious caste of the First Empire of Valusia in veneration of the Great Serpent. When the serpent people discovered the fate that awaited the Earth, it was Sss'haa who rallied the scientific might of the race to determine a solution to their eventual doom. And, when, in the Second Empire, the serpent people chose to forsake Yig in favour of the vile worship of Tsathoggua, it was he who led the crusade against the heretics before shepherding the naga faithful to the city of Hsath.

When Naga Mata discovered a means for their people to survive the end days, Sss'haa became obsessed with the achievement of the Final Transcendence and, once Naga Mata had successfully completed her own transformation, Sss'haa underwent the process, emerging in his dragon-like form some three thousand years ago.

Of all the naga, Sss'haa is the most zealous and driven in his vision of the end days. Though his physical transcendence was a success, his already reactionary temperament has become increasingly severe, and he has horrified the other naga by executing several of the jian who questioned his plans and decisions. Considering the precarious nature of the serpent people race, such an act from a lesser naga would have resulted in execution but, as the supreme and revered religious leader of his race, he feels justified in his extreme actions.

Sss'haa is a great drake, resplendent with golden scales and great crimson crests down his spine. His ruby-red eyes burn with religious zeal and, when angered, his scales seem to glow

with an unnatural inner light. Sss'haa wears a symbol of Yig on a great chain around his neck, an artefact of the First Empire that would make the fortune of any man who could possess it.

Taking into account his astounding age and considerable knowledge, Sss'haa is perhaps the most accomplished sorcerer ever to have lived. Though he once journeyed out into the world, Sss'haa now spends much of his time in Hsath summoning new members of the jian to their human shells.

Cth

STR 32 DEX 18 INT 19
CON 38 SIZ 35 POW 20
SAN n/a Hit Points: 37

Damage Bonus: +3D6; **Move:** 10 (through air).

Skills: Spot Hidden 70%.

Weapons: *Claw* 57%, damage 2D6+3D6.

Bite 46%, damage 3D6.

Tail Slash 48%, damage 4D6.

Armour: 8 points of magical scales.

Spells: Any. As perhaps the oldest and greatest sorcerer the Earth has likely known, Sss'haa may use any spells the Keeper wishes, though keep in mind that, while he is zealous, he is not fanatical enough to summon something that could destroy the world or disrupt his plans.

Sanity Loss: 1/1D8 points the first time an investigator witnesses the terrible beauty of the transcended naga.

Special Rules: *Mesmeric Glare*—the naga can infiltrate the minds of weaker souls, especially humans, and can mesmerise them with whispers and the baleful glare of their terrifying ruby eyes. Each turn, the naga may mesmerise one target (in addition to moving and attacking) during which time that investigator may not move or act in any way. To resist the mesmerisation, an investigator must make a successful POW vs POW resistance roll (see the Resistance Table on p.55 of the *Call of Cthulhu, Sixth Edition* rulebook), otherwise he will remain motionless until shaken out of it by another investigator, or suffering physical damage.

Sav

Attributes: Agility d12, Smarts d12, Spirit d12+1, Strength d12+9, Vigor d12+8.

Skills: Fighting d8, Intimidation d12, Notice d12.

Pace: 8; **Parry:** 6; **Toughness:** 24 (4).

Special Abilities

- **Armor (+4):** scaly hide.
- **Claws/Bite:** Str+d8.
- **Flight:** Sss'haa has a Flying Pace of 10" and Climb 0.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Horror (-1):** anyone who sees Sss'haa must make a Spirit check at -1 or make a roll on the Horror Effects Table.

The Way of the Dragon

Unlike the human followers of the Great Old Ones, the naga have a much more subtle and long-term view of the world, and their plans reflect their incredible longevity and patience. While *Black Sun* and *Nachtwölfe* work feverishly for domination, the naga prefer to work in the shadows; never showing their hand or revealing their influence unless they have no choice. Only when their activities are directly threatened will they intervene, and even then they will try to resolve problems by using the jian rather than revealing themselves.

The Keeper should avoid revealing the naga's involvement too early, or making their actions overt or blatant; after all, they have maintained virtual invisibility from mankind since prehistory when they last warred against us.

Although they would prefer Imperial victory (if only to give them easy access to the entrances to Yoth buried beneath Oklahoma), if Japan should fail, they will either attempt to infiltrate the United States through its returning soldiers, or simply wait until Yig awakens and travel to his side once the stars are right.

- **Huge:** attackers add +4 to their attacking rolls when attacking Sss'haa due to his massive size.
- **Improved Frenzy:** Sss'haa may make two Fighting attacks with no penalty.
- **Level Headed:** acts on the best of two cards.
- **Mesmeric Glare:** the naga can infiltrate the minds of weaker souls, and mesmerise them. Each turn, the naga may mesmerise one target (in addition to moving and attacking) during which time that investigator may not move or act in any way. To succeed at this, the naga must win on an opposed Spirit roll.
- **Size (+8):** Sss'haa is a massive creature, over 40' long from nose to tail, and weighs well over 30,000lbs.
- **Spells:** Sss'haa knows any spells the GM desires, but will never summon anything which will disrupt his plans.
- **Tail Lash:** Sss'haa can sweep all opponents in his rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to his Strength -2.

SATHASAA, THE SLAYER

Probably the greatest general of the serpent people, Sathasaa fought for centuries against the encroaching human civilisations that lived and died long before Atlantis rose to power. While not as fervent or as easily angered as Sss'haa, he maintains a deep hatred for humans, having seen the glory of his people's empire trodden into the dirt by men so many eons ago.

Sathasaa maintains the defences of Hsatth and commands the dreaded seiryu, the naga's assassins and executioners. Though an experienced and strategically brilliant general, Sathasaa's hatred of humans occasionally leads him to make decisions based on anger and animosity, opening up the possibility that he could be outmanoeuvred by an individual or group able to play upon his hatred. Despite this weakness, attempting to outflank Sathasaa would be sheer suicide in most cases.

Perhaps due to his past exploits, or by design through Naga Mata's science, his scales are formed of hardened black steel, while his spine crests appear as though made of the finest folded steel.

Sathasaa is unusual among his race in that he does not practice sorcery, though he makes up for this in sheer brute strength and speed, preferring to close the distance with his enemies in the blink of an eye before tearing them apart with his metallic claws and fangs.

Cth STR 40 DEX 21 INT 16
CON 45 SIZ 41 POW 15
SAN n/a Hit Points: 43

Damage Bonus: +4D6; **Move:** 12 (through air).

Skills: Command 80%, Spot Hidden 70%.

Weapons: *Claw* 71%, damage 2D6+4D6.

Bite 65%, damage 3D6.

Tail Slash 55%, damage 4D6.

Armour: 10 points of magical steel scales.

Spells: none.

Sanity Loss: 1/1D8 points the first time an investigator witnesses the terrible beauty of the transcended naga.

Special Rules: *Call to Arms*—Sathasaa's glamour reflects his martial prowess, manifesting in his ability to unleash a terrifying battle cry. Costing 6 MP and taking one turn to evoke, Sathasaa may unleash his war whoop against all targets in a 20 yard cone ahead of him. Each target inside the area of effect must make a CON×3 roll, or be stunned for 1D6 turns, during which all actions are at half-skill value.



Attributes: Agility d12+2, Smarts d10, Spirit d8, Strength d12+12, Vigor d12+10.

Skills: Fighting d10, Intimidation d12+4, Knowledge (Battle) d12+2, Notice d12.

Pace: 8; **Parry:** 7; **Toughness:** 27 (5).

Special Abilities

- **Armor (+5):** black steel scales. Heavy Armor.
- **Berserk:** each round that Sathasaa is faced with human opponents he must make a Smarts roll or go berserk.
- **Call to Arms:** Sathasaa can unleash a terrifying battle cry which causes all those in a Cone Template to make an opposed Vigor roll or be stunned.
- **Claws/Bite:** Str+d8.
- **Crush Attack:** Sathasaa can make a crush attack for d12 +12. Subtract the size of the target from this damage. The size of vehicles is already factored into their Toughness.
- **Fleet Footed:** Sathasaa rolls a d12 running die.
- **Flight:** Sathasaa has a Flying Pace of 11" and Climb 0.
- **Gargantuan:** attacks against Sathasaa gain a +4 bonus due to his massive size.
- **Hardy:** the creature does not suffer a wound from being Shaken twice.
- **Horror -1:** anyone who sees Sathasaa must make a Spirit check at -1 or make a roll on the Horror Effects Table.
- **Improved Frenzy:** Sathasaa may make two Fighting attacks with no penalty.
- **Quick:** if Sathasaa draws a 5 or less from the Action Deck, he can discard that card and draw again.
- **Size (+9):** Sathasaa is the size of a building.
- **Tail Lash:** Sathasaa can sweep all opponents in his rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to his Strength -2.

NAGA MATA, THE SNAKE MOTHER

Naga Mata, often called the Snake Mother, is held in particular reverence by the naga, being the individual who can be most credited with saving the serpent people race. After the discovery of the fate that awaited the Earth, Naga Mata (already considered to be an expert in the fields of biology and genetics) was the first to propose that the salvation of her people lay in transcending their current physical form. As her theories gained support, she was central to the complex process of bioengineering flora and fauna to provide the compounds and enzymes necessary for the transformation, and the million year plan required to achieve this.

Naga Mata was the first to undergo the Final Transcendence procedure, and occupies much of her endless time monitoring the progress of the other naga in their journeys. The failed attempts at transcendence weigh heavily on her conscience, and Naga Mata also regularly tends to the phaya in the hope that she can find a way to repair the horrific changes her experiments have induced.

Slighter of build than her fellow transcended naga, her scales shimmer with an emerald hue, while her great, golden eyes show a glimmer of compassion and mercy not present among her brethren. Whether this empathy and compassion extends beyond her own race is a dangerous question to ask, though perhaps the right person could find common ground with mankind's ancient enemy.

Cth STR 21 DEX 18 INT 18
CON 26 SIZ 29 POW 18
SAN n/a Hit Points: 27

Damage Bonus: +2D6; **Move:** 10 (through air).

Skills: Biology 85%, Chemistry 80%, Medicine 80%, Spot Hidden 70%.

Weapons: Claw 54%, damage 2D6+2D6.

Bite 51%, damage 3D6.

Tail Slash 50%, damage 4D6.

Armour: 8 points of magical scales.

Spells: Bind Enemy, Brew Dream Drug, Brew Space Mead, Cause Blindness, Cause Disease, Cloud Memory, Dominate, Healing, Mesmerize, Sense Life.

Sanity Loss: 1/1D8 points the first time an investigator witnesses the terrible beauty of the transcended naga.

Special Rules: *Glamour*—Naga Mata's glamour allows her to emit pheromones targeting specific lifeforms, such as humans, in order to elicit a desired response, such as fear. Any human within 10 yards of Naga Mata must make an immediate SAN check or run in terror from her for 1D6 turns. Subsequent approaches to within range will require further SAN rolls to avoid fleeing again. This ability may be turned on or off at will, giving her an excellent defence against humans.



Attributes: Agility d12, Smarts d12, Spirit d2, Strength d12+4, Vigor d12+4.

Skills: Fighting d8, Intimidation d12, Knowledge (Genetics and Biology) d12+2, Notice d12.

Pace: 8; **Parry:** 6; **Toughness:** 21(4).

Special Abilities

- **Armor (+4):** scaly hide.
- **Claws/Bite:** Str+d8.
- **Flight:** Naga Mata has a Flying Pace of 10" and Climb 0.
- **Glamour:** Naga Mata can emit tailored pheromones which force anyone approaching within 40" of her to make a Horror (-1) roll. In addition to the effects of the roll on the Horror Effects Table, the victim is also Panicked.
- **Hardy:** the creature does not suffer a wound from being Shaken twice.
- **Horror -1:** anyone who sees Naga Mata must make a Spirit check at -1 or make a roll on the Horror Effects Table.
- **Huge:** attacks against Naga Mata have a +4 bonus.
- **Improved Frenzy:** Naga Mata may make two Fighting attacks with no penalty.
- **Level Headed:** acts on the best of two cards.
- **Size (+7):** Naga Mata is relatively slight in comparison to the other naga, but is still the size of a *T. rex* or orca.
- **Spells:** Naga Mata knows the following spells: *bind enemy, brew dream drug, brew space mead, cause blindness, cause disease, cloud memory, dominate, healing, mesmerize, sense life.*
- **Tail Lash:** Naga Mata can sweep all opponents in her rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to her Strength -2.

THE JIAN (RESURRECTED SERPENT PEOPLE)

Many eons ago, the serpent people discovered the secrets to spirit travel and, during their explorations of the spirit world, discovered a means for preventing their spirits from fading after their deaths. Through blasphemous rituals, they were able to ensure that the spirits of their most important scholars and scientists remained intact, though doomed to wander the empty corridors of Hsatth until a new host could be found for them. Through the unique and untold knowledge of the transcended Naga Mata, they now have a method for transferring these spirits back into new human bodies. Of course, the bodies must be alive when the ritual takes place, peeling the terrified human mind away to be replaced by the cold, alien mind of the serpent.

Once the spirit takes over its new host, it begins to undergo a transformation, slowly altering the body from within until it is fully compatible with serpent physiology, though on the surface it still appears to be human. The jian, as they are known, possess all of the memories and

abilities of their host, combined with the abilities of the serpent people. The jian are often used to interact with other humans as opposed to the serpent people, who must exert energy to assume human likeness.

Although their physiologies do not match those of a human, the jian are capable of passing as human to all normal observers, though they do have the ability to use a poisonous bite like the other members of their race.



STR 3D6 DEX 3D6 INT 3D6+6
CON 3D6 SIZ 2D6+6 POW 2D6+6
SAN n/a Hit Points: 13

Damage Bonus: none; **Move:** 8.

Skills: Biology 50%, Chemistry 45%, Cthulhu Mythos 50%, Persuade 60%, Sneak 55%, Spot Hidden 35%, plus those skills appropriate for the human host that has been inhabited.

Weapons: *Bite* 30%, damage 1D8+poison, with POT equal to the jian's CON.

Armour: none.

Spells: the jian are always individuals of special importance to the naga, often scholars and sorcerers. Most jian will know at least 2D6 appropriate spells.

Sanity Loss: 0/1D6, representing the sudden, momentary flicker of a reptilian eye beneath the jian's brow that makes the investigator realise the true horror of what he faces.



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

Skills: Fighting d6, Knowledge (Mythos) d8, Knowledge (The Sciences) d8, Notice d6, Persuasion d10, Shooting d6, Stealth d8.

Edges: As varied as any human.

Gear: Varies.

Pace: 6; **Parry:** 6; **Toughness:** 6.

Special Abilities

- **Bite:** Str+d4.
- **Horror (+0):** a jian can give a target a glimpse of what lies below the façade. If it does so, the witness must make a Spirit roll or roll on the Horror Effects Table.
- **Poison (-2):** anyone who is Shaken or wounded by a serpent man's bite must succeed at a Vigor (-2) roll or die within 2d6 minutes. Even those who succeed suffer a Wound and are Exhausted. If they score a raise on the roll they are merely Exhausted.
- **Spells:** most jian know up to 12 spells chosen by the Game Master.

THE PHAYA (FAILED TRANSCENDENCE)

Not all serpent people survive Naga Mata's transcendence process unscathed. Their bodies ravaged and twisted by the perverse compounds, their minds shattered by waves of agony, these unfortunates become something not of this reality, barely tethered to our dimension except by the sheer force of their insane will.

Physically they are similar to the transcended naga, though warped and exaggerated in every manner, their bodies stuttering into and out of our dimension at random. Gazing upon one of the phaya as they writhe in and out of sight is itself a terrifying experience, as the human eye is incapable of forming a coherent image of what it sees.

Often they still ooze the black ichor that formed their cocoons, which drips from their undulating scales to burn and scar the ground beneath them. Even their breath is corrosive to normal matter, burning flesh and stone in equal measure. Most terrifying is their psychic scream, a result of their harrowing and mind-blasting transformation, and an extension of the nagas' ability to communicate telepathically; a pure wall of chaotic mental force that literally tears the mind of its target apart.

The naga know that these insane killers are lost to their race, but the long and tragic history of the serpent people prevents them from killing the phaya. Instead, they use their science and sorcery to imprison them, chaining them to this reality and locking them deep within the vaults of Hsath. Perhaps when the stars are right, Yig himself will touch these lost souls and cure them.

Most terrifying is their psychic scream, a result of their harrowing transformation.



STR 5D6+6 DEX 4D6 INT 1D6
CON 5D6 SIZ 5D6+12 POW 3D6
SAN n/a Hit Points: 36

Damage Bonus: +4D6; **Move:** 12 (extra-dimensional).

Weapons: *Claw* 45%, damage 2D6+4D6.

Bite 50%, damage 3D6.

Corrosive Breath 30%, damage 3D6+6.

Armour: 3 points of malformed scales, though firearms only inflict half damage as their bodies phase in and out of reality.

Spells: none.

Sanity Loss: 1/1D10 points the first time an investigator encounters the phaya, then an 0/1D3 every turn the investigator is forced to look at the creature as it writhes in and out of our dimension.

Special Rules: *Psychic Scream*—the phaya's warped minds are capable of emitting a horrific psychic scream that bursts

forth and causes everyone within a 20 yd cone in front of the phaya to make a POW vs POW resistance roll, or immediately suffer 2D6 damage. Though driven horrifically insane by the transformation of their bodies, phaya will only use this ability when they have been reduced to less than 5 HP as a last ditch defence mechanism.



Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10.

Skills: Fighting d8.

Pace: 10; **Parry:** 6; **Toughness:** 15 (2).

Special Abilities

- **Armor (+2):** malformed scales.
- **Claws:** Str +d8.
- **Corrosive Breath:** Heavy Weapon. Place a Cone Template in front of the phaya. The creature makes a Vigor roll, which is opposed by the Agility of all who are caught in the template. Those who fail take 2d10 damage, which also destroys any armour they are wearing. If the phaya gets a raise on the opposed roll then the target also takes a further 2d6 damage the following round.
- **Dimensional Travel:** the phaya randomly travel through the dimensions but have little control over their destination.
- **Horror (-1):** seeing a phaya forces a witness to make a Spirit (-1) check or roll on the Horror Effects Table.
- **Immunity (Bullets):** the phaya take half damage from bullets.
- **Large:** attacks against a phaya gain a +2 bonus due to its large size.
- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots, and ignores wound penalties.
- **Psychic Scream:** centre a Large Burst Template on the phaya. All others within the template must succeed at an opposed Spirit roll or take 3d6 damage. For this attack only the phaya's wound penalties become bonuses to the creatures Spirit check.
- **Size (+6):** these terrible creatures are the size of a bull elephant.

SERPENT PEOPLE

The naga still have a number of untransformed serpent people among their number whom Naga Mata determined to be incapable of surviving the transcendence process and were considered too vital to risk losing. These scientists and sorcerers now act as attendants to the transcended naga along with the jian who, out of respect for the living, defer to their commands.

For full statistics for serpent people, see *Call of Cthulhu, Sixth Edition*, p.170 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.231 [Sav].

THE SEIRYU

While experimenting with her unholy compounds and poisons, searching for the answer to transcendence, Naga Mata discovered new ways to change life at a fundamental level. While some experiments resulted in terrible mutations, some were judged to be highly successful and further experiments were scheduled to improve upon them.

The seiryu are the results of such an experiment. Created by Naga Mata to be a glistening blade in the darkness, these remodelled, degenerate serpent people are bred for battle and mayhem, and used to both guard the city and to venture out to monitor the world above. Covered in black scales which absorb the light, the seiryu are difficult to look at directly, as they share some of the extra-dimensional DNA that allows the naga to shift between worlds. Even though the seiryu are more anchored in our world, they can still "leap" from one point to another apparently instantaneously (as long as the seiryu can see the exit point, it may move there).

Shorter than most serpent people, as a result of descending from degenerate stock, seiryu are terrifyingly fast and silent killers, employing their own natural weapons as well as blades and thrown weapons to silence their enemies. Another aspect of their reptilian DNA allows them to move at a normal rate across any surface, including walls and ceilings. They use this ability when guarding the city, clinging to the walls and hiding in the shadows of the vaulted ceilings, keeping a silent watch over the streets below.



STR 4D6 **DEX** 3D6 **INT** 2D6
CON 4D6 **SIZ** 2D6+3 **POW** 3D6
SAN n/a **Hit Points:** 18

Damage Bonus: +1D4; **Move:** 9 (across any surface).

Skills: Climb 55%, Dodge 65%, Hide 60%, Sneak 70%, Spot Hidden 45%.

Weapons: *Claw* 60%, damage 2D6+1D4.

Bite 50%, damage 1D10 + poison, with POT equal to CON.

Serpent Blade (Melee Weapon—Sword) 45%, damage 1D10+1D4, atts 1, base range touch.

Throwing Iron (Throw) 40%, damage 1D8, range 10 yds.

Armour: 2 points of magically altered scales.

Spells: none.

Sanity Loss: 0/1D4 for seeing a seiryu.

Special Rules: seiryu may move instantaneously to any location in their line of sight, including in very low-light conditions (as they can see in the dark). They always act first in any combat round due to their immense speed and teleportation ability (including before firearms attacks).



Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d8, Notice d6, Stealth d10, Throwing d6.

Pace: 10; **Parry:** 6; **Toughness:** 6 (1).

Gear: *Serpent Blade* (Str +d8), *Throwing Irons* (Str +d4, 3/6/12).

Special Abilities

- **Armor (+1):** black scales.
- **Assassin:** seiryu get a further +2 damage when they have The Drop.
- **Bite:** Str +d4.
- **Claws:** Str +d6.
- **Extremely Quick:** seiryu discard a card of 8 or less when drawing from the Action Deck.
- **Horror (+1):** seeing a seiryu forces a Spirit (+1) check. Failure means the viewer must roll on the Horror Effects Table.
- **Low Light Vision:** seiryu ignore penalties for Dim and Dark Lighting.
- **Poison (-2):** anyone who is Shaken or wounded by a serpent man's bite must succeed at a Vigor (-2) roll or die within 2d6 minutes. Even those who succeed suffer a Wound and are Exhausted. If they score a raise on the roll they are merely Exhausted.
- **Small (-1):** seiryu are degenerate and stunted.
- **Shadow Cloaked:** seiryu gain a +2 on all Stealth rolls when in any form of darkness.
- **Shadow Step:** seiryu can instantly teleport to any place they can see.
- **Wall Crawler:** seiryu can move across vertical surfaces without penalty.



NYARLAHOTEP

An inter-dimensional dark lord, Nyarlathotep seeks to tempt humanity, and to encourage those base, wicked tendencies that exist in every human heart. Unlike many of his brethren, he is not imprisoned beneath the ocean or in a far-off star cluster; the Crawling Chaos can come and go as he pleases. Highly intelligent, the Messenger of the Outer Gods prefers to act through others (particularly human agents) rather than to interfere directly, and he seems to take great pleasure in providing the means for humans to cause their own downfall.

Tomes of interest to those who seek more information on Nyarlathotep include: *Al-Azif/The Necronomicon*, *Thaumaturgical Prodigies in the New-England Canaan*, and *Unausprechlichen Kulden* (see Table 6 on p.74 for where details on the contents of these books can be found). Further details on the Crawling Chaos can be found on pp.192-193 of the *Call of Cthulhu, Sixth Edition* rulebook [Cth], or pp.218-219 of *Achthung! Cthulhu: the Keeper's Guide to the Secret War* [Sav].

Important Pacific Theatre Cults

Nyarlahotep has many cults across the globe, each seemingly dedicated to a different incarnation of the god. Cults dedicated to the god may be found in North America (particularly Mexico and the continental United States), several regions in Africa (Egypt and Kenya chief amongst these), China, and Australia, although isolated cults can be found elsewhere. There are two groups of particular interest to those living or serving in the Pacific Theatre.

Behind the Mask

In 1925, Nyarlathotep unleashed a plot to open a gate into this world, with the aim of allowing entry to an evil energy and an unknown number of alien entities. It was a vast global conspiracy, requiring the co-ordinated efforts of the god's cults in China, Kenya, and Australia, with support given by branches in the United States, the UK, and Egypt, to name but a few. This truly monumental task was years in the making, and is described fully in the award-winning *Masks of Nyarlathotep* by Chaosium, Inc. Whether this conspiracy succeeded or failed is up to the Keeper's needs for his particular storyline, but the plot makes for excellent backstory and a solid jumping off point for further adventures.

WHAT THE HELL IS THAT THING?
I NEARLY SWALLOWED MY CIGAR!

— SGT. CARTER

THE CULT OF THE BLOATED WOMAN

Known first in China, and more recently spread throughout Asia and the Pacific by Japanese converts, this cult worships the Bloated Woman, one of Nyarlathotep's most gruesome avatars. The Bloated Woman appears to be a 700lb (320kg), vaguely female humanoid shape with five mouths ringing its face, two tentacles for arms, and one smaller tentacle protruding from below her eyes. Her legs appear mostly human, though sprouting from her torso, slithering from beneath folds, tears, and gaps in her dress, squirm dozens of smaller tentacles, each capable of independently wielding a sickle, the preferred weapon of the cult.

The Bloated Woman dresses in rich black and yellow silks, and is in possession of a magical fan. The fan, when held open just below the eyes, has the power to disguise the creature's true nature, making her appear to be a comely oriental woman rather than the monster she truly is. With the aid of the fan, she seduces innocent victims, drawing them in until close enough for the creature to grab the victim with her tentacles.

Sacrifices offered to the Bloated Woman by her human worshippers have one arm cut off and are allowed to bleed to death. The severed arm is then hung from a statue of the Bloated Woman and left to rot as tribute to the Dark Mistress.

THE CULT OF THE SAND BAT

Also of interest in the Pacific is the Cult of the Sand Bat, also known as the Haunter Of The Dark (other names include "Father of All Bats", "Face Eater", "Dark Wing", and "Fly-the-Light"). This particular avatar appears as a giant bat with a great, three-lobed eye in the centre of its face. The creature must operate in darkness, as any bright light will banish it. It is connected to a large, crystal-like stone called the Shining Trapezohedron, which it is said can summon the creature if kept in a dark place. This incarnation of Nyarlathotep is known in the Western Desert of Australia, in Ancient Egypt, and in several cities in North America.

STAR SPAWN OF CTHULHU

The star spawn of Cthulhu came to earth with their master in the eons before time was time. They are servants of Cthulhu, and though they can change their form as they please, they always bear some resemblance to their dread master. There is considerable speculation that the star spawn are actually offspring of Cthulhu; the truth is unknown, but the resemblance is quite striking.

Most star spawn are presumed to have been trapped along with Great Cthulhu in the sinking of R'lyeh. Protected by their dread Lord's sorcerous power, they too slumber away the ages, awaiting the island's permanent return, in the time when the stars are right. Some, however, have escaped or avoided imprisonment altogether, and wander the oceans

at the behest of other Mythos entities. Having previously warred with the elder things for control over the land in earth's distant pre-history, the active star spawn have since retreated to various underwater lairs after the loss of R'lyeh. Those that remain unfettered may even be responsive to the call of summoners using arcane knowledge to contact them. They are powerful beings, extremely intelligent and accomplished users of magic.

Their strong ties to Cthulhu make them natural allies of the deep ones. The deep ones tend to those star spawn found outside of R'lyeh by making sure that those who choose to slumber are watched over and fed once awakened. Star spawn are far fewer in number than deep ones, and currently there appear to be only a handful of star spawn at large in the deep oceans, making their ability to answer summons limited. Few of those who are free stray far from R'lyeh; their master's presence is a comfort to them. Active star spawn can also be found guarding the larger deep one enclaves, though they will depart from time to time if summoned on a particularly urgent errand.

Star spawn give priority to any summons from Dagon, Hydra, one of Cthulhu's offspring (Zoth-Ommog, Ghatanothoa, and Ythogtha, for example) or from deep ones, even going so far as to abandon tasks in progress set forth by another summoner. Star spawn are far too powerful to be bound into service; they serve at their own whim, and when completing a particular task no longer appeals to them, they simply leave. If the summoner being so abandoned has been impolite, or did not offer proper sacrifices to ensure the star spawn's co-operation, the star spawn may carelessly drop a large boulder on top of the summoner, or may summon some other creature unfettered by any binding or commands, to take its place.

Although only half the size of dread Cthulhu, star spawn are still more than half as large again as Dagon or Hydra and are, therefore, massive. Further information on the breeding habits, life cycles, and other details of star spawn are unknown. Those few who are unlucky enough see a star spawn are either cultists themselves, or unable to talk about the event afterwards. Very few humans have seen a star spawn and lived.

A star spawn's rubbery hide offers 10 points of armour versus attacks, and it can regenerate 3 Hit Points per round. A simple claw attack from one of these beasts will cause a massive amount of damage to even the most sturdy, permanent structures, while its tentacles, though less powerful, are still lethal weapons to any who venture close enough. A star spawn knows 3D6 spells, of which Contact Cthulhu, Contact Deep One, and Contact Star Spawn will always be known. See pp.173-174 of the *Call of Cthulhu, Sixth Edition* rulebook for further details.

Sav



Attributes: Agility d6, Smarts d12+4, Spirit d12+4, Strength d12 +12, Vigor d12+10.

Implacable Foes

After the battles in ancient pre-history between the star spawn and the elder things, a great enmity has developed between shoggoths and star spawn. Despite their willingness to switch sides, the shoggoths were granted no clemency by the star spawn, nor was there any indication that they cared about the shoggoths' loyalty (or lack thereof) and so the two races have come to be bitter rivals. They typically do not seek each other out; there are too few star spawn at liberty for the shoggoths to feel any real concern.

If a shoggoth and a star spawn should happen to be on the same side in a struggle or mission, the shoggoth will attempt to sabotage whatever the star spawn is doing, as long as it can do so without detection. If on opposite sides in a conflict, the two will immediately attack each other, ignoring all other opponents (regardless of circumstances) until one or the other of them is destroyed. When R'lyeh rises, one of the first orders of business will doubtless be creating a truce between these two terrifying races, so that the ravaging of earth is not interrupted by such petty squabbles.

Skills: Fighting d10, Knowledge (Mythos) d10, Notice d6.

Pace: 15; **Parry:** 8; **Toughness:** 28 (5).

Special Abilities

- **Aquatic:** star spawn can function as well underwater as they do on land, and have a swim pace of 15.
- **Armor (+5):** Heavy Armor. A star spawn is covered in blubber.
- **Claw:** Str +d8. Heavy Weapon.
- **Fly:** Pace 7, Climb -1.
- **Gargantuan:** a star spawn can stomp on foes (in a Medium Burst Template) doing d12 +12 damage; subtract the size of the target from this damage.
- **Hardy:** if a star spawn is Shaken, further Shaken results have no effect.
- **Huge:** attackers get a +4 bonus to their attack rolls against a star spawn.
- **Regeneration:** star spawn make a Vigor roll every round. A success heals a wound, and a raise heals another. They also get +2 on Spirit rolls to unshake.
- **Size (+11):** a star spawn is one of the biggest creatures on the Earth.
- **Spells:** a star spawn knows up to 18 spells of the GM's choosing. They always know the spells *contact Cthulhu*, *contact deep one*, and *contact star spawn*.
- **Tentacles:** Str+d6, Parry +1, ignores shield bonuses. A star spawn has 4 tentacles, each with a reach of 5, and

they can attack different targets. They gain a gang up bonus if more than one attacks the same target.

- **Terror (-2):** those who see a star spawn must make a Spirit (-2) test or roll on the Terror Effects Table. Even those who succeed at their Spirit roll still gain 1 point of Dementia.

THE TCHO-TCHO

Despite the prevailing Western attitudes of condescension and derision towards the indigenous tribes of the east, few of these mysterious peoples are truly as degenerate as the missionaries of the Victorian era would have us believe. When discussing the Tcho-Tcho people of Indochina though, degenerate fails to even come close to describing their depravity and the corruption of their souls. However, while their neighbouring tribes and those foreigners who have encountered them treat them with revulsion, the true horror of their nature is far worse, and would shatter the sanity of even the most fervent missionary.

Fortunately, for centuries the Tcho-Tcho have kept their affairs private, rarely venturing far beyond their territory. However, the invasion of Indochina by the Japanese Empire has upset the delicate truce that has kept them and their neighbours apart for so many centuries, and now they are beginning to range further afield.

The Last Men

Among the tribes of Indochina, many tales are told of the Tcho-Tcho people and their origins; some tell of lost, sleeping gods guiding the unholy union of men and demonic creatures, while others talk of the degenerate tribe emerging from Earth's Dreamlands to protect the sleeping place of the Twin Obscenities, Zhar and Lloigor.

Their true origins lie in mankind's future, after the stars have reached alignment and unleashed the horrors of the Great Old Ones upon the Earth. As billions were either devoured, horribly mutated, or simply had their minds torn from their bodies by the cosmic terror, one group of men and women held out against the darkness. A loose confederation of mainly Chinese, Japanese, and Australian military and scientific personnel, this human "resistance" scavenged through the carcass of human civilisation for resources and even the slightest hope of salvation.

Despite the blasphemies they battled in their tenuous daily existence, and the terrible losses inflicted upon them by the Great Old Ones and their cohorts, they found their deliverance. While piecing together fragments of a mi-go device recovered by a patrol, an Australian scientist, Elias Porter, stumbled upon the technology to construct a crude, unstable portal to another point in time; one he hoped lay before the coming of the Great Old Ones. Desperate, and with their numbers dwindling further by the day, the last

humans threw their final resources at this slim chance for survival and the hope that when they passed through, they could warn the humans of the past of the oncoming storm.

As Porter and the last hundred members of the human race passed through the mirrored surface of the portal, many offered up prayers and thanks for their salvation, little realising the price they would pay for cheating the Great Old Ones of their souls. Porter's portal created a bridge through time, though his calculations had sent the refugees much further back than intended; almost seven thousand years before the present day, in fact. Confronted with being cut adrift from their own time, many despaired and took their own lives, but Porter rallied his people; after all, they were free of the Great Old Ones and could live out their lives in peace. Settling in what is now Burma, the last humans began to rebuild their society and heal the wounds inflicted by their nightmarish experience. In gratitude for his role in their salvation, they elected Porter their first leader, and all was well. Until the first signs of the Thirst manifested themselves...

Walls and floors are splashed with
long-dried blood, and fragments of bone
jut out of the muddy ground.

The Thirst

One after another, the refugees began to suffer from a terrible affliction, which shrivelled and stunted their bodies even as a fearsome, berserk rage took their minds. Despite their medical knowledge, they could not identify a virus or disease as the cause until Elias Porter, examining his work on the portal, realised his error. Entering the portal had inflicted catastrophic damage on the last of the humans, causing their DNA to degenerate and fragment, their bodies atrophying until taken by a premature death. With this knowledge, Porter was able to synthesise a vaccine taken from the DNA of the indigenous native humans, untainted by the effects of the portal.

Despite Porter's vaccine being a success, some traces of the degeneration survived. Over the coming years, the minds of the time travellers became crueller and atavistic, and they soon developed a more direct method for extracting the DNA they needed from the native population, resorting to cannibalism to slake their thirst.

Reinvigorating their genetic material also had a dramatic effect on the longevity of Porter and his people, rendering them virtually immortal, though not immune from further degeneration. And, as new generations were born, they too showed evidence of the corruption, requiring genetic infusions from birth. Over the course of centuries, these last humans fell further into dissoluteness and insanity as their affliction consumed their very beings. The Thirst

drove them to greater and greater extremes and, inevitably, into the terrible worship of those Great Old Ones from whom they had once fled.

The primitive tribes of the region rightly grew to fear the people they knew as the Tcho-Tcho and their terrible high priest E-Poh, offering their weak and old as tribute in return for the Tcho-Tcho keeping to their own lands. For millennia, this balance has been maintained through sacrifice and, on several occasions, war, as the warlords of China encountered this blasphemous people, oblivious to their origins or the bond they shared with them.

The greatest and most tragic irony is that the Tcho-Tcho themselves have forgotten their past, and the Earth's future. Even the corrupted, yellow-veiled high priest E-Poh has long forgotten the role he played in saving the last of humanity from the very gods that he now adores in his black rites. And, as the Empire of Japan swarms through Indochina, the Tcho-Tcho have discovered a new source of sustenance to quench the Thirst, and to offer up to their twin gods, Zhar and Lloigor.

Some Allied analysts have proposed making contact with this isolated and secretive tribe with a view to perhaps enlisting their aid as guerrilla fighters, but so far none of their expeditions have returned; it can only be assumed they have been intercepted by the Japanese.

Sung

When the last men settled in what is now Burma, they used what advanced materials they had left to build a home for themselves in the jungle, naming it Sung. They were able to generate power and provide lighting and heat for their small settlement, and lived a simple but comfortable life until the first manifestation of the Thirst.

Once the degeneracy began to spread, their knowledge of technology began to dwindle and, over the centuries, all vestiges of their advanced culture were lost, though even to this day there are strange signs of it, such as ancient wiring poking from walls and the surprisingly accurate dimensions of their buildings, still visible through the ruin and decay that afflicts everything in Sung. Other artefacts and even weapons may still exist, buried in their ramshackle settlements and long forgotten by the Tcho-Tcho themselves.

Today, Sung is a small settlement of approximately thirty buildings, mostly built of mud and straw. There is evidence of the presence of older buildings, with the walls of older structures interwoven with the newer, primitive dwellings. The streets of Sung are filled with filth and the remains of the Tcho-Tcho's prey; walls and floors are splashed with long-dried blood, and fragments of bone jut out of the muddy ground. The houses themselves are dark, with low ceilings and no windows.

The Keeper may wish to allow investigators brave or foolhardy enough to explore Sung a chance of discovering an artefact of interest. We have chosen to keep the date

from which the Tcho-Tcho originate deliberately vague, so that the Keeper may choose any item that he feels to be suitably advanced and mysterious. Though an artefact from man's future has the potential to upset game balance, the item will have lain in the Burmese jungle for over 7000 years, so may not be in working condition. Equally, any writings discovered will be fragmentary at best and, while investigators will recognise some words (Elias Porter was Australian, so spoke English), their meanings will be virtually impossible to decipher.

The Degenerates

E-POH, THE YELLOW VEILED PRIEST

If any soul lost to the madness of the Great Old Ones deserves compassion rather than contempt, it is E-Poh, the damned and wretched shaman and leader of the degenerate Tcho-Tcho tribe. Despite the stories of his inhuman cruelty and insatiable thirst for human flesh, those who realise the

horror that this poor creature has endured should pity him, while at the same time weeping with horror at the truth of his story.

Once a respected and humanitarian scientist, he is now an insane and unholy priest, offering up sacrifices to the Great Old Ones in the hope that they will provide a cure for the terrible disease that has turned his people from humanity's last hope to the degenerate wretches they are today. Though driven from his mind by the horror of what his actions have done to his people, E-Poh does have moments of clarity when he can remember fragments of his past and our future. More terrifying than his predictions, which are almost always correct, is the "great tome" that he carries with him, with its scraps of print and images showing only too clearly what lies in wait for mankind.

Cth STR 12 DEX 11 INT 17
CON 14 SIZ 8 POW 17
SAN n/a Hit Points: 11

Damage Bonus: none; **Move:** 5.

Skills: Biology 70%, Chemistry 75%, Cthulhu Mythos 70%, Electrical Repair 65%, Mechanical Repair 60%, Medicine 60%, Physics 75%, Spot Hidden 70%, Survival (Tropical) 75%.

Weapons: *Staff* (Melee Weapon—Club) 45%, damage 3D6+stun, atts 1, base range touch.

Enchanted Blade (Melee Weapon—Sword) 40%, damage 1D8, atts 1, base range touch.

Armour: none.

E-Poh's Staff

Apart from his journal (p.89), E-Poh (formerly known as the far-future survivor Elias Porter) has one other artefact from man's future. His staff is constructed of a lightweight titanium alloy, and is coupled with an advanced electrical generator held within the body of the weapon that produces a powerful charge when struck. E-Poh created this weapon to help manage the prehistoric people his tribe encountered when they first arrived in the past. It is a unique item, but many groups around the world would be more than interested to get their hands on it, in order to exploit the valuable technology contained within.

Cth Anyone struck by the weapon must make a CON×3 roll or be stunned for 1D6 rounds, with all skill checks at half strength.

Sav See E-Poh's character description for the effects of his staff.



Spells: Bind Enemy, Cause Blindness, Cloud Memory, Dominate, Healing, Mesmerise, Sense Life, Shrivelling, Summon/Bind Hunting Horror, Vanish, Voorish Sign, Wither Limb.

Sanity Loss: 0/1D3 to see the mutated and twisted face of what was once mankind's saviour beneath the yellow veil.

Special Rules: Add +3 to STR, CON, and DEX immediately after feeding; these attributes then decline at a rate of -1 per hour back to their base levels (so it takes three hours for them to return to normal). If E-Poh is harmed, spilling fresh blood on him, or feeding it to him revives him at a rate of 1D6 Hit Points per hour, even if he appears to be dead.



Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d8.

Skills: Fighting d6, Intimidation d8, Knowledge (Mythos) d10, Knowledge (The Sciences—yes all of them!) d10, Notice d10, Survival d10, Taunt d8.

Charisma: -9; **Pace:** 3; **Parry:** 6; **Toughness:** 7.

Edges: Alertness, Command, Danger Sense, Dodge, Fervor, Great Luck, Hold The Line!, Improved Level Headed, Improved Nerves of Steel, Scholar (All Knowledge skills), Tactician.

Hindrances: Arrogant, Elderly, Bloodthirsty, Habit (drools when he sees strangers), Lame, Mean, Small, Ugly

Gear: Staff (Str +d4, Parry +1, see below), *Enchanted Blade* (Str+d6).

Special Abilities

- **Cannibal Stare:** the gaze of E-Poh is incredibly disconcerting, his Charisma becomes a Positive bonus when using Intimidation or Taunt.
- **E-Poh's Staff:** a hit by this weapon causes the target to make a Vigor (-2) roll or be automatically Shaken by the electrical discharge. Then the damage of the blow is calculated.
- **Insane:** E-Poh is totally insane. His insanity gives him a strength beyond normal men. He gains a +2 bonus to both his Toughness and any attempts to Unshake. Immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Nausea:** just seeing E-Poh exposes the viewer to the twisted insanity which writhes deep within his soul. Viewers must make a successful Spirit roll or suffer a -1 penalty to all actions for the rest of the encounter.
- **Spells:** E-Poh can cast the following spells: *bind enemy, cause blindness, cloud memory, dominate, healing, mesmerise, sense life, shrivelling, summon/bind hunting horror, vanish, voorish sign, wither limb*.
- **The Thirst:** if E-Poh consumes human flesh or blood his physical stats and his Fighting skill are boosted by

E-Poh's Journal

Collated by Elias Porter before his mind rotted as a result of his journey back through time, this book, made of faded and ancient paper from various sources and held together by twine and wire, is a scrapbook of sorts, though one for days that have yet to pass. Anybody reading the pages will learn the story of the later 20th Century and early 21st Century, the horror that befalls the Earth, and Porter's plan to save the last humans by building a great portal. E-Poh spends many hours staring into the pages of this book, as though hoping to find a clue that he has previously missed, one that will free his people from their nightmare existence.

Upon reading the entries, investigators must make an Idea roll [Cth]/a Smarts roll [Sav]. If successful, they must then make an immediate SAN roll, or lose 1D10 SAN points [Cth]/an immediate Horror (-2) roll [Sav] as they realise the ultimate futility and horror that awaits them. The book also provides some detail of the science behind the portal, providing an immediate Physics skill advance [Cth]/grants a Bennie that can only be spent on a Knowledge (Physics) roll [Sav].

one die type for the next hour. This increases his Parry to 7, and his Toughness to 8. It also heals all wounds, even those which have resulted in his death.

TCHO-TCHO GUERRILLA

While the remaining few survivors of Porter's original refugees are so far regressed that they are incapable of even the most basic tasks and must be fed by other, less degenerate members of the tribe, the younger generations of the Tcho-Tcho are still capable and act as hunters for their people. Prowling the jungles around their village, bands of these guerrillas hunt for fresh meat using blow-darts, tipped with a paralysing agent that immobilises prey before it is trussed up in nets and dragged back for the next feast. The Tcho-Tcho will rarely attempt to kill their prey immediately, as warm blood and flesh has a much greater effect on the Thirst than cold, so their victims are always devoured alive in great orgies of bloodletting.

Physically, the Tcho-Tcho are shorter than the native Burmese people. They retain their Asiatic features, though scarred and shrivelled by years of the Thirst (so that even those who are relatively young by Tcho-Tcho standards appear wizened and gnarled). As the war in the Pacific spreads into their region, they often arm themselves with whatever weapons their last victims carried, and so now fight with a mixture of their traditional weapons and modern firearms.

Cth

STR 3D6 DEX 3D6 INT 3D6
 CON 3D6 SIZ 2D6 POW 3D6
 SAN 0 Hit Points: 12

Damage Bonus: none; **Move:** 8.

Weapons: *Blow-dart* 45%, damage 1D2+POT 15 poison, which paralyzes for 1D10 turns, atts 2, range 10yds.

Machete (Melee Weapon—Knife) 40%, damage 1D8, atts 1, base range touch.

Type 38 Rifle (Rifle) 30%, damage 2D6+2, atts 1, range 100yds.

Armour: none.

Spells: leaders may know 1D3 appropriate spells.

Sanity Loss: 0/1 Sanity points to see a Tcho-Tcho.

Sav

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Survival d8,

Charisma: -6

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

Edges: none (leaders may have Command)

Hindrances: Bloodthirsty, Mean, Small,

Gear: *Machete* (Str+d6), *Model 38 Rifle* (2d6+1, 20/40/80, RoF 1, Shots 5, AP 1, Snapfire), *Blowpipe* (No damage, 3/6/12, the target must make a Vigor (-1) roll or be paralysed for 13 rounds minus their Vigor die type).

Special Abilities

- **Spells:** some leaders may know up to 3 appropriate spells.

The News and Observer

APRIL 2, 2090

THE END OF DAYS?

EXPERTS WARN OF GLOBAL CATASTROPHE
 AS THE CURRENT RASH OF EARTHQUAKES
 CONTINUES UNABATED.



CHAPTER 9

Artefacts, Spells, and Tomes

"Hungry man, reach for the book: it is a weapon."
- Bertolt Brecht

This chapter contains details of strange incantations and books of forbidden knowledge that can be found throughout the Pacific Theatre. The spells mentioned elsewhere in this book can be found in the core *Call of Cthulhu*, Sixth Edition rulebook, pp.217-247 [Cth], or in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, Chapter 10 [Sav].

ARTEFACTS

Netsuke of Dagon

Netsuke (NET-soo-kay) are Japanese carvings of animals and people, often highly stylised in order to accommodate the size and shape of the material utilised in the piece's manufacture. Most *netsuke* made up to and during World War Two are carved from ivory, although wood, bone, and

The *netsuke* of Dagon are carved from a greenish or dark grey soapstone-like material, unpleasant to the touch.

coral examples are not uncommon. More than just decorative objects, *netsuke* originally developed in the 17th Century as toggles which secured *inro* (ornately fashioned, miniature storage boxes akin to pockets) to traditional Japanese garb.

The *Netsuke* of Dagon are carved from a greenish or dark grey soapstone-like material. It is unpleasant to the touch, feeling slimy and cold and inspiring feelings of dread, repulsion, and even nausea in some cases. They are sculpted into

representations of deep ones, and can be found scattered across the Pacific region. They are given to human allies by deep ones, with instructions that, if urgent assistance is required, the *netsuke* should be thrown into the ocean. Within minutes, 1D6/1d6 deep one scouts will surface to assess the situation. If larger numbers are required, one or more of the scouts will begin the ritual to summon additional of their amphibious brethren, or even more powerful assistance, such as a star spawn of Cthulhu (p.85). Normal summoning rules apply.

Seven-Branched Sword

The seven-branched sword held in the Isonokami Shrine, Nara Prefecture, Japan, is an ancient weapon, and is believed to date from around the end of the 4th Century AD. However, this blade is actually a copy of something much older and much more unusual. The original sword's name is something of a misnomer; there is only one blade, but its flame-like flickering between dimensions makes it difficult to look at, and the nearest the human brain can come to describing its shape is to say that it has seven branches.

The origins of this unique sword are lost in the mists of antiquity. It inflicts damage specifically on creatures that move between dimensions, such as dimensional shamblers and the dread hounds of Tindalos, but passes straight through humans and other creatures without causing any harm (other than an odd, tingling sensation).

Cth *Seven-branched sword* (Melee Weapon—Sword), damage 1D8+1+db, atts 1, base range touch. On an Impale (one fifth or less of the investigator's chance to hit), the sword not only damages the creature, but also pins it in this dimension.

Sav

Seven-branched sword (Str+d8). As well as suffering the additional d6 damage when a raise is achieved on the attack roll, the creature also becomes pinned in this dimension.

Once pinned, the creature cannot escape until it is either freed or destroyed. The unfortunate upshot of this is that the sword is now stuck in the creature, and removing the blade releases it from the dimension-lock...

Yawarakai-Te

One of the legendary *tachi* (swords) of master Japanese swordsmith Goro Nyudo Masamune, this exquisite weapon (whose name translates as "Tender Hands") is a "Just Blade"—one which does not cut the innocent or undeserving. Created during a competition with another legendary swordsmith, Muramasa, the blade can be recognised by its distinctive *notare hamon* (a pattern along the weapon's edge caused by quenching) and the glittering stars of its *nie* (crystals that run along the edge of the *hamon*), both of which hint at unearthly constellations.

The sword, whose current whereabouts are unknown, is both extremely sharp and discerning. Masamune's skill as a craftsman means that the blade can inflict normal damage on Mythos creatures that are otherwise immune to mundane weapons, such as flying polyps. It will also inflict no damage at all on the innocent, even if the blow itself is successful.

Muramasa's competition blade, *Juuchi Yosamu* (10,000 Cold Nights), was judged by a monk who saw the competition to be evil, because it cut everything in its path indiscriminately. It inflicts damage on every creature it strikes, Mythos and mundane alike, and is also currently lost.

This exquisite weapon is a "Just Blade" – it does not cut the innocent .

TOMES

Cth

If you are playing *Call of Cthulhu*, the locations of the various spell books and scrolls detailed below can be found in Table 6 on p.74. Spells for the *Dhol Chants* and *Invocations to Dagon* are not listed in the *Call of Cthulhu*, *Sixth Edition* rulebook and have been included below.

Cthaat Aquadingen

There are two different versions of this book.

Mythos Grimoire: **CTHAAT AQUADINGEN**—in Latin, author unknown, c.11-12th Century. An extensive study of deep ones and their ilk. There are three copies of this book known to be in existence. All are bound in human skin, which sweats when the humidity drops. One copy is at the British Museum, while the other two copies are in private British collections.

Sav

Language: Latin (+0). 12 successful rolls needed to read the book. **Spells:** dreams from god (*contact Cthulhu*), dreams from Zaltoqua (*contact Tsathoggua*), nyhargo dirge (a variation on the resurrection spell which destroys the risen only), speak with Father Dagon/Mother Hydra (*contact Father Dagon/Mother Hydra*), speak with god-child (*contact star spawn of Cthulhu*), speak with sea children (*contact deep ones*).

Mythos Grimoire: **CTHAAT AQUADINGEN**—in Middle English, author and translator unknown, c.14th Century. This tome is an incomplete and deeply flawed translation of the earlier Latin work. Only a single, bound manuscript is known to exist, and that is held in the British Museum.

Sav

Language: English (-1). 8 successful rolls needed to read the book. **Spells:** dreams from god (*contact Cthulhu*), speak with Father Dagon/



Mother Hydra (*contact Father Dagon/Mother Hydra*), speak with god-child (*contact star spawn of Cthulhu*), speak with sea children (*contact deep ones*).

Cthulhu in the Necronomicon

Mythos Grimoire: **CTHULHU IN THE NECRONOMICON**—in English, written by Dr. Laban Shrewsbury, 1915 (1938). More of a collection of handwritten notes rather than an actual, finished book, the papers were deposited at the Miskatonic University Library not long before the author mysteriously vanished. Shrewsbury's scrawls describe Cthulhu's ability to affect human dreams, as well as issuing dire warnings about a cult dedicated to the Great Old One's return.

Sav

Language: English. 5 successful rolls needed to read the book. **Spells:** *contact Cthulhu, contact deep ones, elder sign.*

Dhol Chants

Mythos Grimoire: **DHOL CHANTS**—in Burmese, author unknown, publication date unknown. Little is known of this obscure Burmese text, and there are few recorded copies in existence; Miskatonic University is believed to hold one of them.

Cth

Spells: Alter Weather, Cause Disease, Consume Likeness, Contact Chaughnar Faughn, Contact Deep Ones, Contact Father Dagon/Mother Hydra, Raise Night Fog, Shrivelling.

Sav

Language: Burmese (+0). 14 successful rolls needed to read the book. **Spells:** *alter weather, cause disease, consume likeness, contact Chaughnar Faughn, contact deep ones, contact Father Dagon/Mother Hydra, raise night fog, shrivelling.*

Invocations to Dagon

Mythos Grimoire: **INVOCATIONS TO DAGON**—in English, author Asaph Waite, early 20th Century. The book passed to his family when Waite was killed in the federal raid on Innsmouth in 1927, and its current whereabouts are unknown. However, a few pages recovered during the raid are kept at Miskatonic University.

Cth

Spells: Breath of the Deep, Contact Deep ones, Contact Father Dagon/Mother Hydra, Contact Spawn of Cthulhu, Raise Night Fog.

Sav

Language: English (-1). 13 successful rolls needed to read the book. **Spells:** *breath of the deep, contact deep ones, contact Father Dagon, contact spawn of Cthulhu, raise night fog.*

I shall have to ask my father if he's come across any of these.
Sally A.

Ponape Scripture

Mythos Grimoire: **PONAPE SCRIPTURE**—in English by Captain Abner Ezekial Hoag, 1734. The original manuscript is largely believed to be lost, although a few copies may remain hidden here and there. The version which was published posthumously in around 1795 is lacking in content and accuracy when compared to the original, but still contains salient details regarding a South Sea islander cult and their unhealthy relationship with the local deep one population.

Sav

Language: English (-1). 11 successful rolls needed to read the book. **Spells:** the printed version has no spells, but the manuscript contains *contact deep ones, contact Father Dagon, contact Mother Hydra.*

Thaumaturgical Prodigies in the New-England Canaan

Mythos Grimoire: **THAUMATURGICAL PRODIGIES IN THE NEW-ENGLAND CANAAN**—in English, by Rev. Ward Phillips, c.1788. Available as a primitive American octavo bound with imitation black leather, there are two editions of the *Prodigies*. Both are practically identical, even though the second edition dates from 1801 and was produced in Boston. This is quite a common tome, and can be found all across New England in both the larger general libraries and those of historical societies. It discusses the evil practices of shaman, warlocks, witches, and other practitioners of the dark arts, as well as containing information on certain events that occurred around Billington's Woods, Arkham.

Sav

Language: English (-1). 5 successful rolls needed to read the book. **Spells:** none, but Rev. Phillips' personal copy contains marginalia describing the following incantations: *call/dismiss Ithaka (call/dismiss Ithaqua), contact narlato (contact Nyarlathotep), contact Sadogowah (contact Tsathoggua), elder sign.*

Zanthu Tablets

Mythos Grimoire: **ZANTHU TABLETS**—in English, by Prof. Harold Hadley Copeland, 1916. Only 400 copies of this brochure, subtitled "A Conjectural Translation", exist worldwide. Prof. Copeland claims that the contents are the translations of black jade tablets recovered from the Pacific Ocean by a variety of local fisherfolk. Originally written in hieratic Naacal, the ceremonial language of lost and ancient Mu, they detail the worship of Cthulhu, Ghatanothoa, and Shib-Niggurath.

Sav

Language: English (+0). 4 successful rolls needed to read the book. **Spells:** the text is flawed and contains no spells, but the original Muvian tablets contain *contact Cthulhu* and any other relevant summoning spells of the Keeper's choice.

Sav SPELLS

The following spell descriptions are for use with **Savage Worlds**. If you are playing **Call of Cthulhu**, details of these spells can be found in *A Mythos Grimoire*, **Call of Cthulhu**, *Sixth Edition*, pp.217-247.

Contact Star Spawn

Casting Modifier: see below.

Range: see below.

Duration: see below.

Cost: Horror (+1) plus the Cost of seeing the creature [Terror (-2)].

This spell should be cast next to the ocean, close to a deep one outpost, or near a spot where star-spawn are known (or

suspected) to slumber. Understandably, this spell works best along the Massachusetts coast, in Polynesia, and above R'lyeh. As with other Contact Creature spells it succeeds automatically unless there are none of the creature in the immediate vicinity.

Voorish Sign

Casting Modifier: see below.

Range: none.

Duration: none.

Cost: see below.

These magical hand gestures negate one point of Casting Modifier of any spell cast immediately after the gestures have been correctly performed, but increase the penalty of the Cost by a further 1. Executing the voorish sign does not appreciably add to the length of time it takes to cast a spell.

*Rise up, rise up and end thy sleep;
Thy servants call thee from the deep;
To walk the shores
in search of those who would abjure thee*





CHAPTER 10

The Many Faces of War

*"The world is a looking glass and gives back to every man the reflection of his own face."
- William Makepeace Thackeray*

The purpose of this chapter is twofold: to provide the Keeper with an overview of some of the key players in the Pacific Theatre, and to supply a range of ready-to-use NPCs for use during the investigators' adventures.

PERSONS OF NOTE

Key American political and military figures, such as President Franklin D. Roosevelt and General Dwight D. Eisenhower, have already been discussed elsewhere (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, Chapter 12), as have several of their European counterparts, including Lord Louis Mountbatten, a major figure in the British campaign to retake Burma. Below are some of the other colourful characters that can be found in the Pacific arena, organised by country. As before, no statistics are provided, as these personalities are there to do whatever the Keeper needs of them within the context of each individual game.

The Americans

CLAIRE CHENNAULT

Claire Lee Chennault (1893-1958). Serving in the Aviation Division of the Army Signals Corps in the early years of World War One, Chennault subsequently learns to fly in the Army Air Service, sticking with it as it becomes the Air Corps in 1926. A specialist in pursuit, he becomes the leader of a military display team ("The Three Musketeers") before resigning his commission in 1937 on the grounds of ill-health and disputes with senior officers. Moving to China that same year to survey the Chinese Air Force, he becomes Chiang Kai-shek's air advisor when hostilities break out. In 1941, he

establishes the Flying Tigers (p.7) to aid in China's defence. He has a fractious relationship with "Vinegar Joe" Stilwell, and is instrumental in his recall to America in 1944.

DOUGLAS MACARTHUR

Douglas MacArthur (1880-1964). Born into a military family in Little Rock, Arkansas, MacArthur spends his childhood on a variety of Army outposts. The youngest of three brothers, it is at his third attempt that he enters the West Point Military Academy. In time, he is commissioned into the US Army Corps of Engineers, serving in the Philippines and as his father's aide on a tour of Far Eastern military bases. Over the course of a varied career, he sees action in France during World War One and is involved in the training of the 1928 American Olympic team. He helps to establish the Philippine Army in 1935, in addition becoming the islands' military advisor before officially retiring from the army in 1937. He is recalled to active service by President Roosevelt in July 1941.

FRANK MERRILL

Frank Dow Merrill (1903-1955). Having trained at West Point and MIT (in military engineering), Merrill finds himself working in the Philippines for MacArthur as a military intelligence officer, having learned Japanese whilst serving as a military attaché in Tokyo. In 1943, now a General, he is given command of the US 5307th Composite Unit (Provisional), modelled on the Chindits and nicknamed Merrill's Marauders in his honour.

CHESTER NIMITZ

Chester William Nimitz (18885-1966). A Texan of German descent, Nimitz follows in his paternal grandfather's footsteps and goes to sea, entering the US Naval Academy in 1901.



He sees service in the Pacific and Atlantic, both on ships and as a submariner, as well as studying engines in Germany prior to World War One. He continues to work his way up through the ranks and, in December, 1941, becomes Commander in Chief of the US Pacific Fleet. His leadership is instrumental in turning the tide against the Japanese Navy in the Pacific Theatre, although he often finds himself caught between MacArthur and Fleet Admiral Ernest J. King, Commander in Chief, US Fleet.

JOSEPH STILWELL

Joseph Warren Stilwell (1883-1946). An unruly and rebellious child, Stilwell is originally destined for Yale, but enters the West Point Military Academy instead, where he introduced the game of basketball. Renowned for his caustic personality, he acquires the nickname "Vinegar Joe" after taking up a position at Fort Benning, Georgia. With a gift for languages, he masters both written and spoken Chinese whilst serving as a military attaché in Peking between the wars. He is sent back to China as Chiang Kai-shek's Chief of Staff by President Roosevelt. His time in the Pacific Theatre is marked by constant battles with those around him, American, Chinese, and British alike. When he is recalled to America under a cloud in October 1944, he leaves behind no briefing or operational records for his replacement.

The British

WILLIAM SLIM

William Joseph "Bill" Slim (1891-1970). Having worked as a primary school teacher and a clerk, Slim joins up at the onset of World War One. Wounded several times, he is awarded the Military Cross for his actions in the Middle East. He manages to obtain a commission in the Army and becomes a career soldier. World War Two sees him fighting first in East Africa and the Middle East, before assuming a command in Burma in March, 1942, and earning yet more medals. A canny tactician and a brave soldier, "Uncle Bill" is loved by his men and is instrumental in the British fight to regain Burma as head of the 14th Army (often referred to as the "Forgotten Army").

ORDE WINGATE

Orde Charles Wingate (1903-1944). Although born in India into a military family, Wingate grows up in England and enters the Royal Military Academy at Woolwich in 1921. After cycling across Europe in 1927, he is transferred to the Sudan Defence Force. As well as hunting slavers and ivory poachers, he also goes looking for the lost oasis of Zenzura. An ardent Zionist (although not Jewish), Wingate is active in Palestine in the late 1930s before being invited back to the Sudan, where he creates the guerrilla Gideon Force. Transferred to Burma in 1942, he begins planning his long range penetration group (p.11). Distinctly abrasive and eccentric, Wingate is, nevertheless, tireless in his mission to harass the Japanese. He dies in an aircrash in March, 1944.

The Japanese

EMPEROR HIROHITO

Hirohito, Emperor Showa (1901-1989). Grandson of Emperor Meiji, the author of Japanese reform, Prince Michi (as he is then known) becomes Crown Prince and a member of both the army and navy on his grandfather's death. He is the first Japanese crown prince to tour Europe in the early 1920s, becoming Regent on his return due to his father's ill-health. He is crowned Emperor in December, 1926, although the official ceremony confirming his succession does not take place until November, 1928. Having survived several assassination attempts and military coups, Hirohito promotes a peaceful solution to diplomatic difficulties with the wider world, but then bizarrely chooses the hard-line Tojo to be his Prime Minister. His exact role in the war is unclear (p.24).

HIDEKI TOJO

Hideki Tojo (1884-1948). The son of an Imperial Japanese Army officer, Tojo follows his father into the military. Nicknamed "Razor", he becomes the Kwantung Army's chief of the *Kempeitai* in Manchuria in 1935. Despite the troubles in the area, he sees little direct action but continues to rise through the ranks before being recalled to Tokyo in 1938 to serve as Vice-Minister of War. Taking control of the country

as Prime Minister in October 1941, he also acts as Army Minister and Education Minister (amongst other roles). He even appoints himself chief of the Imperial Japanese Army General Staff in February 1944, although he is forced to resign from office after the fall of Saipan (July, 1944).

TOMOYUKI YAMASHITA

Tomoyuki Yamashita (1888-1946). A career soldier, Yamashita fights the Germans in China in 1914, and becomes something of an expert on the country, even serving as a military attaché in Berlin in the early 1920s. A member of the Kodo-ha and a rival of Hideki Tojo, he is sidelined for his views on keeping the peace with the US, Great Britain, and China. Almost a year after returning from a trip to Europe, during which he meets both Hitler and Mussolini, Yamashita leads the invasion of Malaya, earning the nickname "Tiger of Malaya". He earns another, the "Beast of Bataan", through his actions in the Philippines, where he attempts to set up guerrilla groups to resist the US invasion.

The Battle of Midway sounds the death knell for the Japanese Navy.

ISOROKU YAMAMOTO

Isoroku Yamamoto (1884-1943). Born Isoroku Takano, this son of a *samurai* is adopted by the Yamamoto family in accordance with Japanese custom in 1916. He sees action as a naval officer during the Russo-Japanese War, losing two fingers in the Battle of Tsushima. Fluent in English thanks to his time at Harvard University and as a naval attaché in Washington, DC, he argues against war with the United States. He does not agree with Japan forming an alliance with Nazi Germany and Italy, for which he receives multiple death threats, and many are surprised when his career is not ended either by an assassin or by Hideki Tojo. His popularity with his officers and men is believed to be the only reason he survives. A strategic and tactical innovator, and naval aviation specialist, his results are mixed; although initially largely successful, the Battle of Midway sounds the death knell for the Japanese Navy and Yamamoto's career. He is killed in a plane crash in April, 1943 (p.12).

The Chinese

CHIANG KAI-SHEK

Chiang Kai-shek (1887-1975). The son of well-to-do salt merchants, Chiang decides to pursue a military career, studying in Tokyo at a Japanese military academy for Chinese students and even serving briefly in the Imperial Japanese Army. A supporter of the 1911 revolution (which sees the Chinese Emperor deposed), Chiang is also an early member of the Kuomintang (KMT; Chinese Nationalist Party) and an ally of Dr. Sun Yat-sen. After Sun's death, he wrests control

of the KMT and (nominally) the country from ally and enemy alike. Supported by the United States, the Generalissimo works closely with Joseph Stillwell, although their relationship breaks down in 1944.

MAO TSE-TUNG

Mao Tse-tung (1893-1976). Originally of lowly stock, Mao sympathises with the difficulties faced by China's peasantry under the Manchu Emperors, and joins the 1911 revolution as a private soldier. Many years later, whilst working at Peking University, he comes across the writings of Lenin and Marx, which are to have a profound effect on him. One of the founder members of the Chinese Communist Party (CCP), he is also instrumental in the formation of the Red Army during China's civil war. He takes control of the CCP during the Long March in 1934 (p.27), maintaining a fragile truce throughout the conflict with his political opposite, Chiang Kai-shek.

THE SUPPORTING CAST

The following section contains descriptions and statistics for a variety of people, civilian and military, who the characters could potentially run into in the course of their adventures.

Australian Coastwatcher/ M Unit

Predecessors to the Australian SOE's M Unit, the Coastwatchers are reconnaissance specialists deployed alone on islands and atolls throughout the Pacific theatre, scouring the horizon for signs of Japanese military activity. Equipped

Sav

Shuffling The Deck: Wild Cards

None of the troops described below have been given the Wild Card designator, but this does not mean that they are all extras. The Game Master can, and should, make any of the NPCs described here a Wild Card as suits his needs and the scenario in which they appear.

Indeed, the stats below are only the most typical of examples, and the GM is also encouraged to change the stats. An incompetent Marine Officer (we know—but it could happen!) could have a lower Smarts and the Yellow Hindrance, or a Slave Labourer could have been a champion of his people in his previous life and still have the Brawny Edge.

In fact, we think you should personalise these NPCs as much as possible; especially the enemy officers, as doing so will serve to make your game fun and memorable.

with long-range radio transmitters and trained to survive alone for extended periods of time, these men provide the Allies with excellent intelligence regarding Japanese activities in the Pacific, though for some men the isolation proves too much to bear; tales of uncharted islands rising from the depths and their unearthly inhabitants can only be the figment of their imaginations, after all. Some of these men, fortunate enough to be posted on islands with indigenous populations, often integrate with these tribes, even taking a wife and joining the family group, providing them with much needed human contact.

Cth STR 12 DEX 12 INT 13 CON 13
 SIZ 12 APP 10 POW 13 EDU 11
 SAN 35 Hit Points: 13

Damage Bonus: none.

Skills: Conceal 35%, Close Combat 30%, Cryptography 30%, Dodge 40%, Electrical Repair 30%, Fieldcraft 30%, First Aid 30%, Listen 60%, Spot Hidden 55%, Radio Operator 45%, Throw 30%.

Language Skills: English (Own) 60%, appropriate local language 45%.

Weapons: Owen (Submachine Gun) 35%, damage 1D10, atts 1 or burst, range 35 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Boating d6, Climbing d6, Fighting d6, Healing d6, Knowledge (Communications) d6, Knowledge (Cryptography) d6, Knowledge (Local Language) d6, Knowledge (Navigation) d6, Notice d8, Repair d6, Shooting d6, Stealth d8, Survival d8, Swimming d6, Throwing d6, Tracking d8.

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 4.

Hindrances: Cautious, Habit (Talks to Himself).

Edges: Alertness, Danger Sense, Mechanically Inclined, Woodsman.

Gear: Knife (Str +d4), Owen Submachine Gun (2d6-1, 12/24/48, RoF 3, Shots 32, AP 1, Auto), communications and survival gear.

Chindit

The British Army of India's special forces unit, the Chindits are trained in guerrilla warfare and jungle fighting with the emphasis on small unit actions, operating on foot in the thick jungles of Southeast Asia, and harassing the Japanese deep behind their lines. Despite their intensive training in India, the Chindits suffer an alarmingly high casualty rate, with many men succumbing to tropical diseases such as

malaria and dysentery in the foetid jungles of Burma. As a long-range, deep penetration force the overall performance of the Chindits is debatable, but their ability to strike at the enemy far behind their lines earns them a fearsome reputation among the Japanese, and their expertise in jungle warfare and survival is second to none.

Cth STR 13 DEX 12 INT 11 CON 15
 SIZ 15 APP 12 POW 13 EDU 11
 SAN 55 Hit Points: 15

Damage Bonus: +1D4.

Skills: Climb 35%, Close Combat 50%, Dodge 45%, Ride 40%, Fieldcraft 45%, First Aid 30%, Heavy Weapons 40%, Listen 50%, Spot Hidden 40%, Survival (Tropical) 45%, Throw 45%, Track 10%.

Language Skills: Own 55%, one other appropriate 40%.

Weapons: Lee Enfield No. 4 Mk.1 (Rifle) 45%, damage 2D6+4, atts 1/2, base range 110yds.

Sten Mk.1 (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 30yds.

Bren Light Machine Gun (Heavy Weapons) 45%, damage 2D6+4, atts 1 or burst, base range 130yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d8, Healing d6, Knowledge (Burmese) d8, Knowledge (Demolitions) d6, Knowledge (English) d6, Knowledge (Communications) d6, Knowledge (Navigation) d6, Notice d8, Riding d6, Shooting d6, Stealth d6, Survival d6, Throwing d6, Tracking d4.

Charisma: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Hindrances: Loyal, Outsider.

Edges: Demo Man, Fleet-Footed, Scavenger.

Gear: Machete (Str+d6), Lee Enfield No. 4 Mk.1 Rifle (2d8, 24/48/96, RoF 1, Shots 10, AP 1, Snapfire), Sten Mk.1 Submachine Gun (2d6-1, 12/24/48, RoF 3, Shots 32, AP 1, Auto), Bren Light Machine Gun (2d8, 40/80/160, RoF 3, Shots 30/100, AP 2, Auto, Snapfire), demolitions and survival gear.

Chinese Nationalist/Communist

With mainland China the scene of a ferocious war since the invasion of Manchuria in 1931 and the full-scale invasion in 1937, the two warring factions in Chinese politics (the Nationalist KMT and the Communist CCP) have maintained an uneasy, and often fragile, truce in order to

repel the Japanese invaders. Their hatred for one another is only trumped by their deep loathing for the Japanese, and they will go to any lengths to strike back at the Imperial interlopers. Both factions previously relied upon western financial and material support, but the outbreak of war in Europe puts an end to this for the Nationalists in 1939, and for the Communists in 1942, when their respective backers find themselves at war and unable to spare further resources. Training and equipment standards vary, even between units of the same faction, but all share a deep hatred for the Japanese invaders.

Cth STR 13 DEX 14 INT 11 CON 15
SIZ 13 APP 12 POW 10 EDU 11
SAN 40 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 30%, Climb 40%, Close Combat 25%, Dodge 35%, Fieldcraft 35%, First Aid 45%, Heavy Weapons 30%, Listen 50%, Ride 45%, Throw 35%, Track 10%

Language Skills: Chinese (Own; appropriate dialect) 55%.

Weapons: *Type 38* or *Mosin-Nagant* (Rifle) 30%, damage 2D6+2, atts 1, range 100yds.

Thompson (Submachine Gun) 35%, damage 1D10+2, atts 1 or burst, base range 30yds.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d4, Healing d6, Notice d8, Riding d6, Shooting d6, Stealth d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6; **Sanity:** 5.

Hindrances: Fanatic, Vow (The Cause!).

Edges: none.

Gear: *Type 38 rifle* (2d6+1, 20/40/80, Shots 5, AP 1, Snapfire), *Mosin-Nagant rifle* (2d8, 30/60/120, Shots 5, AP 2), *Thompson Submachine Gun* (2d6+1, 12/24/48, RoF 3, Shots 30, AP 1, Auto).

Force 136 Operative

In the field, Force 136 work with the indigenous people of occupied Asia, training and equipping them to fight a guerrilla war against the Japanese. Their knowledge of the region and people of Asia, mostly drawn from their pre-war experience in the region, means these men are excellent sources of information, assuming investigators can find them. Spending weeks on end moving from village to village in the occupied territories, they are experts in jungle survival and evasion techniques, required to keep them one step ahead of the

Japanese. When encountered in the field, they will often be found commanding units of Gurkhas, with the intent of harassing Japanese supply lines and gathering intelligence for Allied war planners.

Cth STR 12 DEX 14 INT 11 CON 13
SIZ 12 APP 12 POW 14 EDU 14
SAN 55 Hit Points: 13

Damage Bonus: none.

Skills: Climb 40%, Close Combat 30%, Cryptography 35%, Dodge 40%, Drive Automobile 35%, Espionage 20%, Fieldcraft 60%, First Aid 35%, Listen 60%, Navigate 35%, Radio Operator 45%, Spot Hidden 55%, Telephony 35%, Throw 40%, Track 40%.

Language Skills: Own 65%, appropriate local language 55%.

Weapons: *Sten Mk.I* (Submachine Gun) 55%, damage 1D10, atts 2 or burst, base range 30 yds.

Webley .38/200 Service Revolver (Handgun) 55%, damage 1D10, atts 2, base range 15 yds.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8.

Skills: Climbing d6, Driving d6, Fighting d6, Healing d6, Knowledge (Communications) d6, Knowledge (Cryptography) d6, Knowledge (Espionage) d4, Knowledge (Local Area) d8, Knowledge (Local Language) d8, Knowledge (Navigation) d6, Notice d8, Shooting d8, Stealth d8, Throwing d6, Tracking d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Code of Honor, Curious, Outsider.

Edges: Charismatic, Command, Woodsman.

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, RoF 1, Shots 6, AP 1, Revolver), *Sten Mk.I Submachine Gun* (2d6-1, 12/24/48, RoF 3, Shots 32, AP 1, Auto).

Guerrilla Fighter

Having escaped the Japanese before they could be forced into slavery, these men now operate in the jungles and mountainous regions under Japanese occupation, waging a constant guerrilla war against the invaders. Native to these lands, these guerrilla fighters know their territories intimately, and use this knowledge to rapidly strike at the Japanese before melting back into the jungles without a trace. Despite being wary of the Allies who, until very recently, were the colonial occupiers themselves, the guerrillas work closely with Allied forces, providing additional firepower and their invaluable knowledge of the region to many operations. The reliability and trustworthiness of each band of guerrillas varies from group to group; some may be dedicated freedom fighters

committed to the liberation of their people, but others are little more than brigands and bandits who have used the war to give themselves an air of legitimacy.

Cth STR 14 DEX 14 INT 12 CON 13
SIZ 11 APP 13 POW 13 EDU 7
SAN 45 Hit Points: 12

Damage Bonus: +1D4.

Skills: Climb 55%, Conceal 45%, Dodge 30%, First Aid 45%, Hide 20%, Listen 40%, Navigate 45%, Ride 40%, Sabotage 30%, Sneak 40%, Spot Hidden 50%, Survival (Tropical), Throw 45%, Track 40%.

Language Skills: Own 55%, English 20%.

Weapons: *Machete* (Melee Weapon—Knife) 40%, damage 1D6, atts 1, base range touch.

Type 38 (Rifle) 30%, damage 2D6+2, atts 1, range 100yds.

Type 100 (Submachine Gun) 35%, damage 1D8, atts burst, range 30yds.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d8, Fighting d6, Healing d6, Knowledge (Demolitions) d6, Knowledge (English) d4, Knowledge (Navigation) d6, Knowledge (Own Language) d8, Notice d6, Riding d6, Shooting d6, Stealth d6, Survival d6, Swimming d6, Throwing d6, Tracking d8.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Outsider.

Edges: Alertness, Comfortably Numb, Woodsman.

Gear: *Machete* (Str +d6), *Type 38 Rifle* (2d6+1, 20/40/80, Shots 5, AP 1, Snapfire), *Type 100 Submachine Gun* (2d6-1, 12/24/48, RoF 3, Shots 30, Auto).

Gurkha

Recruited from the martial tribes of Nepal, and famed as some of the toughest and most professional soldiers in the world, the Gurkhas have served proudly in both the British and Indian armies since the early 19th Century. Their ferocity in battle, combined with their terrifying war cry “*Jaya Mahakali, Ayo Gorkhali!*” (“Glory to Great Kali, Gorkhas Approach!”), screamed with kukri knives gleaming, is often enough to break a badly prepared enemy. Even among their own Allies, they are considered a regiment that should never be trifled with. Joining the Gurkhas is a tradition of great pride among the Nepalese people. Though Gurkhas are exclusively Nepalese, in the British Army they are always commanded by a British officer.

Cth STR 15 DEX 12 INT 12 CON 17
SIZ 10 APP 12 POW 13 EDU 9
SAN 50 Hit Points: 14

Damage Bonus: +1D4.

Skills: Climb 40%, Close Combat 45%, Dodge 45%, Drive Automobile 40%, Fieldcraft 45%, First Aid 35%, Heavy Weapons 50%, Listen 50%, Spot Hidden 45%, Throw 50%, Track 20%.

Language Skills: Nepalese (Own) 60%, English 40%.

Weapons: *Lee Enfield No. 4 Mk.I* (Rifle) 45%, damage 2D6+4, atts 1/2, base range 110yds.

Sten Mk.I (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30yds.

Kukri Blade (Melee Weapon—Knife) 40%, damage 1D6+1D4, atts 1, base range touch.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Driving d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d8, Survival d8, Throwing d8, Tracking d4.

Charisma: +0, **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 6.

Hindrances: Loyal, Small.

Edges: Brave, No Mercy, Woodsman, Trademark Weapon.

Gear: *Kukri* (Str +d6), *Lee Enfield No.4 Mk.I Rifle* (2d8, 24/48/96, RoF 1, Shots 10, AP 1, Snapfire), *Sten Mk.I Submachine Gun* (2d6-1, 12/24/48, RoF 3, Shots 32, AP 1, Auto).

Even among their own Allies,
the Gurkhas are considered a regiment
never to be trifled with.

Indian National Army

Despite the many thousands of Indians who join the British Indian Army to fight alongside Britain, the Indian independence movement flourishes under the guidance of Mahatma Gandhi, who speaks out against Indian involvement in the war. The Japanese, realising the potential for causing a rift within India and further weakening the British, provide support to Indian nationalists among the many thousands of POWs taken in Malaya and Singapore to form an anti-British armed force, with the goal of securing Indian independence with Japanese assistance. Later expanding its number to include Indian expatriates, the so-called Indian National Army (INA) also includes a significant number of women, who form the *Rani of Jhansi* regiment. Trained to fight a

guerrilla war, the INA are well motivated and equipped by their Japanese backers, and present a significant danger to Allied forces. British intelligence place their number at around 40,000 troops, and their main concern is the potential for defection by loyal Indian troops to this movement. Mainly encountered operating in and around Northeast India, the INA are a thorn in the side of the British in the region.

INA INFANTRYMAN

Cth

STR 13 DEX 14 INT 11 CON 15
 SIZ 13 APP 12 POW 10 EDU 11
 SAN 40 Hit Points: 14

Damage Bonus: +1D4.

Skills: Artillery 30%, Climb 40%, Close Combat 40%, Dodge 35%, Drive Automobile 35%, Fieldcraft 35%, First Aid 45%, Heavy Weapons 30%, Listen 50%, Throw 35%, Track 10%.

Language Skills: Own 55%, English 40%.

Weapons: Lee Enfield No. 4 Mk.I (Rifle) 45%, damage 2D6+4, atts 1/2, range 110yds.

Webley .38/200 Service Revolver (Handgun) 35%, damage 1D10, atts 2, range 15yds.

Bren Light Machine Gun (Heavy Weapons) 30%, damage 2D6+4, atts 1 or burst, range 130yds.

Sav

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

Skills: Climbing d6, Driving d6, Fighting d6, Healing d6, Knowledge (English) d6, Notice d8, Shooting d6, Stealth d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Sanity:** 5; **Toughness:** 6.

Hindrances: Fanatic, Vow (Overthrow the British).

Edges: none.

Gear: Lee Enfield No. 4 Mk.I Rifle (2d8, 24/48/96, RoF 1, Shots 10, AP 1, Snapfire), Webley .38/200 Service Revolver (2d6+1, 12/24/48, RoF 1, Shots 6, AP 1, revolver), Bren Light Machine Gun (2d8, 40/80/160, RoF 3, Shots 30/100, AP 2, Auto, Snapfire).

INA INFANTRYWOMAN

Cth

STR 9 DEX 13 INT 14 CON 10
 SIZ 10 APP 15 POW 12 EDU 11
 SAN 60 Hit Points: 10

Damage Bonus: none.

Skills: Climb 40%, Close Combat 20%, Dodge 30%, Fieldcraft 25%, First Aid 60%, Listen 50%, Sneak 55%, Track 40%.



Language Skills: Own 60%, English 35%.

Weapons: Lee Enfield No. 4 Mk.I (Rifle) 35%, damage 2D6+4, atts 1/2, range 110yds.

Webley .38/200 Service Revolver (Handgun) 30%, damage 1D10, atts 2, range 15yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6.

Skills: Climbing d6, Fighting d4, Healing d8, Knowledge (English) d6, Notice d8, Shooting d6, Stealth d4, Tracking d6.

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 5.

Hindrances: Fanatic, Vow (Otherthrow the British).

Edges: Attractive, Healer.

Gear: *Lee Enfield No. 4 Mk.1 Rifle* (2d8, 24/48/96, RoF 1, Shots 10, AP 1, Snapfire), *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, RoF 1, Shots 6, AP 1, revolver).

Indigenous Villager

Their young men pressed into slave labour by the occupying Imperial Japanese Army, the older men and many of the young women of the villages of Southeast Asia have been forced to take a more active role in the defence and security of their homes. While they will do nothing that would endanger their people, these villagers will often provide help and assistance to Allied personnel; acting as scouts, tending to the wounded, or providing intelligence on Japanese troop movements. These villagers can be found anywhere within Japanese-occupied Asia, walking a fine line between the wrath of the Japanese invaders and aiding the Allies in their war to liberate the region.

Cth STR 11 DEX 14 INT 12 CON 13
SIZ 9 APP 13 POW 13 EDU 6
SAN 65 Hit Points: 11

Damage Bonus: none.

Skills: Bargain 35%, First Aid 40%, Listen 40%, Natural History 25%, Occult 10%, Spot Hidden 35%, Sneak 30%, Survival (Tropical) 45%, Swim 40%, Throw 35%, Track 40%.

Language Skills: Own 55%, English 20%.

Weapons: *Machete* (Melee Weapon—Knife) 40%, damage 1D6, atts 1, base range touch.

.22 Bolt Action (Rifle) 35%, damage 1D6+2, atts 1, range 30 yds.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Healing d6, Notice d6, Knowledge (Local Flora and Fauna) d4, Knowledge (Local Folklore) d4, Persuade d6, Stealth d6, Survival d6, Swimming d6, Throwing d6, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Outsider.

Edges: none.

Gear: *Machete* (Str +d6), *.22 Bolt Action Rifle* (2d6-1, 12/24/48, RoF 1, Shots 5, Snapfire).

Japanese Infantryman/Sniper

The average Japanese soldier is well trained and has a high morale. They are taught wilderness survival skills in basic training and, in most cases, can live off the land for an almost indefinite period.

INFANTRYMAN

Cth STR 13 DEX 10 INT 13 CON 13
SIZ 12 APP 12 POW 10 EDU 10
SAN 50 Hit Points: 13

Damage Bonus: +1D4.

Skills: Climb 50%, Dodge 35%, Fieldcraft 50%, Listen 30%, Martial Arts 30%, Spot Hidden 40%, Survival (Tropical) 35%, Throw 50%.

Language Skills: Japanese (Own) 50%.

Weapons: *Arisaka Type 38* (Rifle) 60%, damage 2D6+2, atts 1, range 100yds.

Type 30 Bayonet—attached (Melee Weapon—Spear) 60%, damage 1D6+2+1D4, atts 1, base range touch; *unattached* (Melee Weapon—Knife) 60%, damage 1D4+2+1D4, atts 1, base range touch.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d8, Fighting d8, Notice d6, Stealth d6, Shooting d8, Survival d6, Throwing d8.

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

Hindrances: Fanatic (The Emperor).

Edges: none.

Gear: *Steel Helmet* (+2), *2× Model 97 Grenades* (2d6+1, 5/20/20, Medium Burst Template), *Arisaka Type 38 Rifle* (2d6+1, 20/40/80, Shots 5, AP 1, Snapfire), *Type 30 bayonet—attached* (Str+d6, Parry +1, Reach 1, requires 2 hands), *unattached* (Str +d4).

SNIPER

Cth STR 13 DEX 10 INT 13 CON 13
SIZ 12 APP 12 POW 10 EDU 10
SAN 50 Hit Points: 13

Skills: Climb (60%), Dodge 35%, Fieldcraft 55%, Listen 60%, Martial Arts 40%, Spot Hidden 45%, Survival (Tropical) 40%, Throw 50%, Track 20%.

Language Skills: Japanese (Own) 55%.

Weapons: Arisaka Type 99 Sniper Variant (Rifle) 80%, damage 2D6+4, atts 1, range 240yds.

Type 30 Bayonet—attached (Melee Weapon—Spear) 60%, damage 1D6+2+1D4, atts 1, base range touch; *unattached* (Melee Weapon—Knife) 60%, damage 1D4+2+1D4, atts 1, base range touch.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d10, Fighting d8, Notice d8, Stealth d8, Shooting d8, Survival d6, Throwing d8.

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

Hindrances: Fanatic (The Emperor).

Edges: Alertness, Marksman.

Gear: Steel helmet (+2), Arisaka Type 99 Rifle with Telescopic Sights (2d8-1, 20/40/80, Shots 5, AP 2).

Japanese Kamikaze

It is said that many *Kamikaze* had no choice but to “volunteer” for a suicide mission. Whether or not that is the case, the Japanese in their desperation late in the war turn more and more towards suicide missions to try and cripple, or at least slow, the enemy’s advance. Several different varieties of the infamous “Suicide Soldier” come into being during this period. The most famous is the *Kamikaze* aircraft pilot, but there are also suicide ship pilots, suicide divers (“living bombs”), and the infantryman carrying a “lunge mine” (a shaped charge on a long pole designed to disable tanks).

The unfortunate pilot of a suicide ship is only slightly better trained than a *Kamikaze* pilot. There are two types of suicide ship: the first is much like a US PT boat (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.127 & p.136); it is fast, manoeuvrable, and small and, when loaded with explosives, it is capable of inflicting serious damage (even to a warship). The second is a vessel called a *Kaiten*. More like a manned torpedo than an actual boat, a *Kaiten* is launched from the deck of a submarine while underwater (see p.54 for further details). The *Kaiten* is such a dangerous concept that 15 men die whilst training to pilot the device, before it ever sees action in the open ocean.

The greatest danger to the wielder of the lunge mine is being shot by enemy infantry, who are always found in support of a tank, no matter in which army they serve. The tank and her crew are also quite capable of defending themselves, with flame throwers, machine guns, and the tank’s main gun all being more than able to stop a single man with a long stick.

For the lunge mine operators, use the profile for the Japanese Infantryman (p.102). For the *Kamikaze* Pilot/*Kamikaze* Ship Pilot, use the profile below:

PILOT

Cth

STR 12	DEX 10	INT 12	CON 12
SIZ 09	APP 11	POW 07	EDU 10
SAN 35	Hit Points: 12		

Damage Bonus: none.

Skills: Fieldcraft 25%, Martial Arts 35%, Navigate (Air) 50%, Pilot (Multi-prop/Single-prop) 20%, Radio Operator 30%, Spot Hidden 50%.

Language Skills: Japanese (Own) 50%.

Weapons: Nambu Type 94 Pistol (Handgun) 20%, damage 1D8, atts 2, range 15yds.

Shin Gunto (Melee Weapon—Sword) 10%, damage 1D8+1, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6.

Skills: Fighting d4, Knowledge (Communications) d6, Knowledge (Navigation) d8, Notice d8, Piloting d4, Shooting d4, Stealth d4.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 4.

Hindrances: Fanatic (The Emperor).

Edges: none.

Gear: *Shin Gunto* (Str +d8), Nambu Type 94 Pistol (2d6-1, 12/24/48, Shots 6, Semi-Auto)

BOAT PILOT

Cth

STR 12	DEX 10	INT 12	CON 12
SIZ 09	APP 11	POW 07	EDU 10
SAN 35	Hit Points: 12		

Damage Bonus: none.

Skills: Fieldcraft 25%, Martial Arts 35%, Navigate (Sea) 50%, Pilot Boat 20%, Spot Hidden 40%, Swim 40%.

Language Skills: Japanese (Own) 50%.

Weapons: Nambu Type 94 Pistol (Handgun) 20%, damage 1D8, atts 2, range 15yds.

Shin Gunto (Melee Weapon—Sword) 10%, damage 1D8+1, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6.

Skills: Boating d4, Fighting d4, Knowledge (Navigation) d8, Notice d6, Shooting d4, Swimming d6.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 4.

Hindrances: Fanatic (The Emperor).

Edges: none.

Gear: *Shin Gunto* (Str +d8), *Nambu Type 94 Pistol* (2d6-1, 12/24/48, Shots 6, Semi-Auto)

Kempei (Japanese Secret Policeman)

The *Kempeitai* are a military secret police force used in Japan much like the *Gestapo* in Germany. Not only do they perform military police functions, but they also have a fairly broad mandate that includes preserving the peace of the Japanese Army, which mostly means dealing with acts of disloyalty, sabotage, and civilian resistance to occupation. *Kempei* are vigorous at recruiting locals in occupied territories, establishing unofficial "auxiliary" chapters.

The organization maintains a network of contacts to help each individual *Kempei* in their work, including many members of Japan's secret societies (such as the Black Ocean Society). They are particularly notorious in Korea, and are greatly feared at home as well, where part of their job is to enforce conscription policies on resistant peasant families. The *Kempeitai* are also charged with making sure that all Japanese behave loyally—a mandate open to a considerable degree of interpretation and ripe for abuse.



Gth

STR 13 DEX 11 INT 14 CON 12
SIZ 12 APP 16 POW 10 EDU 15
SAN 50 Hit Points: 11

Damage Bonus: +1D4.

Skills: Conceal 35%, Disguise 30%, Dodge 40%, Drive Automobile 40%, Law 45%, Listen 50%, Persuade 70%, Martial Arts 30%, Psychology 40%, Sneak 35%, Spot Hidden 55%, Track 45%.

Language Skills: Japanese (Own) 60%, one other appropriate 20%.

Weapons: *Nambu Type 94 Pistol* (Handgun) 45%, damage 1D8, atts 2, range 15yds.

Arisaka Type 38 (Rifle) 50%, damage 2D6+2, atts 1, range 100yds.

Type 30 Bayonet—attached (Melee Weapon—Spear) 60%, damage 1D6+2+1D4, atts 1, base range touch; *unattached* (Melee Weapon—Knife) 60%, damage 1D4+2+1D4, atts 1, base range touch.

Sav

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

Skills: Driving d6, Fighting d6, Intimidation d6, Investigation d6, Knowledge (Law) d6, Knowledge (Psychology) d6, Knowledge (Other appropriate language) d4, Notice d8, Persuasion d8, Shooting d6, Stealth d6, Streetwise d8, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Mean, Fanatic (The Emperor).

Edges: Investigator, Strong Willed.

Gear: *Type 30 bayonet—attached* (Str+d6, Parry +1, Reach 1, requires 2 hands), *unattached* (Str+d4), *Nambu Type 94 pistol* (2d6-1, 12/24/48, Shots 6, Semi-Auto), *Arisaka Type 38 rifle* (2d6+1, 20/40/80, Shots 5, AP 1, Snapfire).

The *Kempeitai* are also charged with making sure that all Japanese behave loyally.

Japanese Officer

Most likely educated abroad at college level, high-ranking Japanese officers in the early days of the war have much more experience with the outside world than the average Japanese citizen. As the conflict drags on, the quality of officers drops due to a combination of factors: a mandatory retirement age is enforced even during the war, there is less time for training, and the stringent standards for admission to the officers' corps are loosened.

NAVAL OFFICER

Cth

STR 13 DEX 11 INT 16 CON 12
 SIZ 07 APP 14 POW 17 EDU 18
 SAN 85 Hit Points: 10

Damage Bonus: none.

Skills: Command 45%, Fieldcraft 60%, First Aid 35%, History 60%, Library Use 50%, Navigate (Sea) 70%, Pilot (Boat/Ship) 60%, Psychology 20%, Tactics 80%.

Language Skills: Japanese (Own) 60%, English or Chinese 40%.

Weapons: *Nambu Type 94 Pistol* (Handgun) 70%, damage 1D8, atts 2, range 15yds.

Arisaka Type 38 (Rifle) 60%, damage 2D6+2, atts 1, range 100yds.

Shin Gunto (Melee Weapon—Sword) 50%, damage 1D8+1, atts 1, base range touch.

Type 30 Bayonet—attached (Melee Weapon—Spear) 60%, damage 1D6+2, atts 1, base range touch; *unattached* (Melee Weapon—Knife) 60%, damage 1D4+2, atts 1, base range touch.

Sav

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

Skills: Boating d6, Knowledge (Battle) d8, Knowledge (Engineering) d6, Knowledge (Gunnery) d8, Knowledge (Navigation) d8, Knowledge (Psychology) d4, Persuasion d6.

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 7.

Hindrances: Code of Honor, Fanatic (The Emperor).

Edges: Command, Rank (Officer).

Gear: *Steel Helmet* (+2 when topside during battle), *Shin Gunto* (Str +d8), *Type 30 bayonet—attached* (Str+d6, Parry +1, Reach 1, requires 2 hands), *unattached* (Str +d4), *Nambu Type 94 pistol* (2d6-1, 12/24/48, Shots 6, Semi-Auto), *Arisaka Type 38 rifle* (2d6+1, 20/40/80, Shots 5, AP 1, Snapfire), binoculars

ARMY OFFICER

Cth

STR 13 DEX 11 INT 16 CON 12
 SIZ 07 APP 14 POW 17 EDU 18
 SAN 85 Hit Points: 10

Damage Bonus: none.

Skills: Command 45%, Fieldcraft 60%, First Aid 40%, History 60%, Library Use 50%, Navigate (Land) 55%, Psychology 20%, Tactics 80%.

Language Skills: Japanese (Own) 60%, English or Chinese 40%

Weapons: *Nambu Type 26 Revolver* (Handgun) 70%, damage 1D8+1, atts 2, range 15yds.

Arisaka Type 38 (Rifle) 60%, damage 2D6+2, atts 1, range 100yds.

Shin Gunto (Melee Weapon—Sword) 50%, damage 1D8+1, atts 1, base range touch.

Type 30 Bayonet—attached (Melee Weapon—Spear) 60%, damage 1D6+2, atts 1, base range touch; *unattached* (Melee Weapon—Knife) 60%, damage 1D4+2, atts 1, base range touch.

Sav

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

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d8, Knowledge (Navigation) d8, Knowledge (Psychology) d4, Shooting d8.

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

Hindrances: Fanatic (The Emperor).

Edges: Command, Rank (Officer).

Equipment: *Type 30 bayonet—attached* (Str+d6, Parry +1, Reach 1, requires 2 hands), *unattached* (Str +d4), *Type 26 Revolver* (2d6+1, 12/24/48, Shots 6, AP 1, revolver), *Arisaka Type 38 rifle* (2d6+1, 20/40/80, Shots 5, AP 1, Snapfire) *Shin Gunto* (Str+d8).

Japanese Pilot

Arguably the best pilots in the world when war breaks out, Japanese pilots also initially have by far the best aeroplanes. Highly skilled and well-trained, these pilots are the terror of the skies over Asia and the Pacific for more than a decade. However, as the war draws towards its conclusion, the quality of pilot drops due to inferior training and lack of flight experience.

Cth

STR 12 DEX 14 INT 15 CON 10
 SIZ 10 APP 12 POW 12 EDU 19
 SAN 60 Hit Points: 10

Damage Bonus: none.

Skills: Fieldcraft 25%, Heavy Weapons (Aircraft) 70%, Martial Arts 35%, Navigate (Air) 65%, Pilot (Multi-prop/Single-prop) 80%, Radio Operator 40%, Spot Hidden 60%.

Language Skills: Japanese (Own) 60%.

Weapons: *Nambu Type 94 Pistol* (Handgun) 50%, damage 1D8, atts 2, range 15yds.

Shin Gunto (Melee Weapon—Sword) 40%, damage 1D8+1, atts 1, base range touch.

Sav **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Bombardier) d6, Knowledge (Communications) d6, Knowledge (Navigation) d8, Notice d8, Piloting d10, Shooting d6.

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

Hindrances: Fanatic (The Emperor).

Edges: Rank (Officer) or Rank (NCO).

Gear: *Shin Gunto* (Str +d8), *Nambu Type 94 Pistol* (2d6-1, 12/24/48, Shots 6, Semi-Auto), *knife* (Str +d4), life jacket, survival kit, flight helmet and goggles.

Navajo Code Talker

Serving in every major engagement in the Pacific theatre, the Navajo Native Americans perform a unique role in the US war machine: ensuring secure and unbreakable communications in the field, immune from any attempts by the Japanese to decrypt their content. The US military has experimented with other Native American languages in the past, but after Nazi anthropologists visit the US in order to learn these languages, they are only deployed in limited numbers in Europe. However, in the Pacific, the Japanese have no experience with the Navajo language, making it a virtually impregnable code. Alongside their military escorts (who have strict orders to ensure their charges do not fall into Japanese hands), the code talkers can be found throughout the region providing much needed secure communications between units and headquarters.

Cth STR 13 DEX 12 INT 14 CON 13
SIZ 12 APP 12 POW 13 EDU 8
SAN 65 Hit Points: 14

Skills: Close Combat 35%, Cryptography 55%, Electrical Repair 25%, Fieldcraft 30%, First Aid 30%, Navigate 25%, Radio Operator 45%, Tactics 20%.

Language Skills: Navajo (Own) 70%, English 55%.

Weapons: *M1 Garand* (Rifle) 35%, damage 2D6+4, atts 1, base range 110yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Healing d6, Knowledge (Communications) d6, Knowledge (Cryptography) d8, Knowledge (Navajo) d8, Knowledge (Navigation) d4, Repair d4, Shooting d6, Stealth d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Outsider.

Edges: Radar, Radio Head.

Gear: *M1 Garand* (2d8, 24/48/96, Shots 8, AP 2, Semi-Auto).

POW (Civilian)

When the colonial capitals fall to the Japanese, it is not only military personnel who find themselves taken prisoner. An estimated 130,000 European civilians are interned by the Japanese, large numbers of them the wives and children of civilian workers in the colonial administrations and other commercial concerns. Suddenly, with the outbreak of war and the lightning advances against Malaya and Indochina, followed by the fall of Singapore and Burma, these civilians find themselves refugees in hostile territory and considered enemies by the Japanese.

Although not forced to work to the same extremes as the military prisoners, life for these men, women, and their offspring is brutal and an abrupt change from their previously sheltered lives. While disease claims people without distinction, those who are able to think on their feet and bargain with both the local populace and their captors, are able to secure limited concessions and keep their groups alive. These POWs can be of any nationality, though they are mostly British, Commonwealth, French, or Dutch settlers.

Cth STR 10 DEX 13 INT 14 CON 09
SIZ 11 APP 09 POW 11 EDU 11
SAN 40 Hit Points: 10

Damage Bonus: none.

Skills: Bargain 25%, Conceal 35%, First Aid 30%, Persuade 30%, Handgun 25%, Scrounge 35%, Spot Hidden 35%, Survival (Tropical) 15%.

Language Skills: Own 60%, Japanese 20%.

Weapons: *Fist* 30%, damage 1D3.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Healing d6, Knowledge (Japanese) d4, Persuasion d6, Notice d6, Shooting d4, Stealth d6, Streetwise d6, Survival d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 4; **Sanity:** 4.

Hindrances: Anemic, Small (actually starving, but the effect is the same).

Edges: Scrounger.

Gear: nothing.

POW (Military)

Despite Japan's obvious intentions, the Allies are unprepared for war in Southeast Asia and, as each new territory falls, thousands of British, Commonwealth, French, and Dutch troops become prisoners of the Japanese. The Japanese refuse to follow the rules of the Geneva Convention, and many thousands of men die from a combination of Japanese brutality, disease, hunger, and overwork as they are forced to labour for the Japanese Empire.

Working in terrible conditions, clearing fields for agriculture, working in factories, and constructing roads and bridges, Allied POWs live with the constant threat of execution and punishment over their heads. The Japanese provide only the most basic food, and many men simply waste away, dropping from exhaustion and malnutrition as the Japanese work them to death. The majority of POWs are kept in camps in mainland Asia, where they can at least hope for assistance and sympathy from the indigenous people, but some unfortunates—mostly high value prisoners—are sent to camps in Japan where they are truly in hostile territory and have no hope of rescue.

All POWs will be suffering from the effects of exhaustion, malnutrition, and prolonged exposure to the jungle environment. See p.37 for rules regarding survival under such conditions.

Cth STR 09 DEX 13 INT 14 CON 07
SIZ 12 APP 07 POW 08 EDU 11
SAN 40 Hit Points: 8

Damage Bonus: none.

Skills: Conceal 35%, Fieldcraft 35%, Handgun 40%, Scrounge 35%, Spot Hidden 35%, Submachine Gun 30%, Survival (Tropical) 25%, Rifle 40%.

Language Skills: Own 60%, Japanese 20%.

Weapons: *Improvised Weapon* 25%, damage 1D4, atts 1, base range variable (depends on weapon used).

Sav **Attributes:** Agility d6, Smarts d8, Spirit d4, Strength d4, Vigor d4.

Skills: Fighting d4, Knowledge (Japanese) d4, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Survival d6.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 4; **Sanity:** 4.

Hindrances: Anemic, Death Wish (Escape or Die Trying).

Edges: Improvisational Fighter, Scrounger.

Gear: nothing.

Saboteur/Fifth Columnist

Moving among the Japanese populations of the mainland and Pacific islands, Japanese saboteurs hide behind the relative anonymity of the indigenous populace; recording Allied activities and sowing the seeds of unrest with false rumours and acts of sabotage. Remaining in communication with Tokyo via radio transmitter, saboteurs are a constant threat to Allied forces throughout the war, drawing much needed resources away from active operations to guard vital facilities and infrastructure. These men are extremely loyal to their country (like their infantry counterparts) and will rarely allow themselves to be captured alive, preferring to attempt escape, or at least sell their lives at the highest possible price.

Cth STR 13 DEX 13 INT 14 CON 14
SIZ 13 APP 12 POW 14 EDU 12
SAN 70 Hit Points: 16

Damage Bonus: +1D4.

Skills: Bargain 20%, Climb 60%, Conceal 45%, Cryptography 30%, Demolitions 40%, Dodge 45%, Fast Talk 40%, Hide 35%, Listen 30%, Locksmith 35%, Persuade 20%, Radio Operator 45%, Sabotage 45%, Sneak 45%, Spot Hidden 45%, Throw 40%.

Language Skills: Own 60%.

Weapons: *Knife* 45%, damage 1D4+2+1D4, atts 1, base range touch.

Type 100 Submachine Gun 30%, damage 1D8, atts burst, range 30yds.

Hand Grenade (Throw) 40%, damage 4D6/4yds, range 12yds.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d8, Fighting d6, Knowledge (Communications) d6, Knowledge (Cryptography) d6, Knowledge (Demolitions) d6, Lockpicking d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Death Wish (Death Before Capture), Fanatic (The Emperor).

Edges: Demo Man, Thief.

Gear: *Knife* (Str +d4), *Type 100 Submachine Gun* (2d6-1, 12/24/48, RoF 3, Shots 30, Auto), *Hand Grenade* (2d6+1, 5/10/20, Medium Burst Template).

*I do hope Miss Armitage's missing man hasn't
been captured, or it'll be tricky getting him back.*

A.T.

Slave Labourer

Hundreds of thousands of the indigenous people of Asia are forced into slavery by the Japanese, easing shortages of manpower in both industry and agriculture. Conditions for these men and women are far worse than anything the Allied POWs experience, and countless thousands die in the mines, factories, and fields due to disease, hunger, and the brutality of the Japanese. Constantly malnourished and fearful of reprisals by their captors, these slave labourers are truly desperate and will take any chance they can to escape their terrible fate.

Cth STR 08 DEX 14 INT 12 CON 06
SIZ 09 APP 13 POW 06 EDU 06
SAN 65 Hit Points: 8

Damage Bonus: none.

Skills: Bargain 35%, First Aid 25%, Listen 40%, Natural History 25%, Occult 10%, Spot Hidden 35%, Sneak 30%, Survival (Tropical) 25%, Throw 35%, Track 10%.

Language Skills: Own 50%, Japanese 20%.

Weapons: *Improvised Weapon* 25%, damage 1D4, atts 1, base range variable (depends on weapon used).

Sav **Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d4.

Skills: Fighting d4, Healing d4, Knowledge (Local Area) d4, Knowledge (Japanese) d4, Knowledge (Occult) d4, Notice d6, Persuasion d6, Stealth d6. Survival d4, Throwing d6, Tracking d10.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 3; **Sanity:** 4.

Hindrances: Anemic, Death Wish (Escape or Die Trying), Small (actually starving, but the effect is the same).

Edges: none.

Gear: nothing.

SNLF Paratrooper

Highly trained, the Special Naval Landing Force troopers are held to a higher standard than regular army or navy soldiers. Specializing in parachute drops and stealth shore landings, the SNLF is an elite unit of commandos that lead the way for ground troop assaults. SNLF Troopers are resourceful, and adept at infiltration and sabotage missions prior to a major assault.

Cth STR 14 DEX 12 INT 14 CON 13
SIZ 14 APP 13 POW 12 EDU 15
SAN 60 Hit Points: 14

Damage Bonus: +1D4.

Skills: Climb 60%, Demolitions 50%, Fieldcraft 60%, First Aid 35%, Listen 40%, Martial Arts 40%, Parachute 50%, Spot Hidden 50%, Swim 40%, Throw 60%.

Language Skills: Japanese (Own) 50%.

Weapons: *Arisaka Type 38 (Rifle)* 60%, damage 2D6+2, atts 1, range 100yds.

Type 30 Bayonet—attached (Melee Weapon—Spear) 60%, damage 1D6+2+1D4, atts 1, base range touch; *unattached* (Melee Weapon—Knife) 60%, damage 1D4+2+1D4, atts 1, base range touch.

Type 89 Grenade Discharger (Heavy Weapons) 30%, damage 4D6/8D6, atts 1 or 2 (see p.59), range 300yds.

Type 92 Heavy Machine Gun (Heavy Weapons) 50%, damage 2D8+2, atts 1 or burst, range 80yds.

The Special Naval Landing Force is an elite unit of commandos that lead the way for ground troop assaults.

Sav **Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d8, Climbing d8, Knowledge (Demolitions) d8, Notice d8, Shooting d8, Stealth d8, Swimming d6, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 6.

Hindrances: Fanatic (The Emperor).

Edges: Combat Reflexes, Demo Man, Jump Qualified, Level Headed.

Gear: *Type 30 bayonet—attached* (Str+d6, Parry +1, Reach 1, requires 2 hands), *unattached* (Str+d4), *Arisaka Type 38 rifle* (2d6+1, 20/40/80, Shots 5, AP 1, Snapfire), *Type 89 Grenade Discharger* (2d8+1, 50/75/150, AP 1, Small Burst Template, Snapfire, Heavy Weapon), *Type 92 Heavy MG* (2d8, 30/60/120, RoF 3, Shots 30, AP 2, Auto, May not move).

US Marine Infantry

No longer restricted to shipboard defence and boarding actions, the US Marines are the foremost amphibious fighting force in the war, supported by the might of the US Navy and with their own equipment, training, and tactics to ensure dominance from the beaches to their objectives. Marine recruitment is challenging and highly selective; those

who do not make the grade are referred to the US Army or Navy. In accordance with their tough selection policy, they also have the most strenuous and demanding training program, intended to take a man apart before rebuilding him as a fighting machine, but the end result is one of the toughest soldiers likely to be encountered in the Pacific theatre.

The Marines see combat across the Pacific, enduring weeks on end in the confines of their troop ships before wading through the bloody wash of each new beach under the withering fire of Japanese machineguns.

Cth STR 15 DEX 12 INT 10 CON 17
SIZ 14 APP 10 POW 11 EDU 11
SAN 50 Hit Points: 16

Damage Bonus: +1D4.

Skills: Climb 30%, Close Combat 40%, Dodge 45%, Pilot Boat 40%, Fieldcraft 40%, First Aid 30%, Heavy Weapons 35%, Listen 50%, Spot Hidden 40%, Swim 45%, Throw 45%, Track 10%.

Language Skills: English (Own) 50%.

Weapons: M1 Garand (Rifle) 45%, damage 2D6+4, atts 1, base range 110yds.

BAR (Heavy Weapons) 40%, damage 2D6+4, atts 1 or burst, base range 90yds.

Johnson Light Machine Gun (Heavy Weapons) 35%, damage 2D6+2, atts 1 or burst, range 110 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Boating d6, Climbing d6, Fighting d6, Healing d6, Notice d6, Stealth d6, Swimming d6, Shooting d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: none.

Edges: none.

Gear: M1 Garand (2d8, 24/48/96, Shots 8, AP 2, Semi-Auto), BAR Light Machine Gun (2d8, 30/60/120, RoF 2, Shots 20, AP 2, Auto, Snapfire), Johnson Light Machine Gun (2d8, 24/48/96, RoF 3, Shots 25, AP 2, Auto).

US MARINE OFFICER

Cth STR 12 DEX 12 INT 13 CON 14
SIZ 14 APP 12 POW 13 EDU 13
SAN 55 Hit Points: 14

Damage Bonus: +1D4.

Skills: Climb 30%, Close Combat 30%, Command 40%, Dodge 40%, Pilot Boat 30%, Fieldcraft 40%, First Aid 35%, Listen 55%, Spot Hidden 45%, Swim 40%, Tactics 35%, Throw 35%.

Language Skills: English (Own) 60%.

Weapons: M1911A1 Pistol (Handgun) 45%, damage 1D10+2, atts 1, base range 15yds.



"Semper Fidelis." - US Marine Corps motto

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Boating d6, Climbing d6, Fighting d6, Healing d6, Knowledge (Battle) d6, Notice d8, Stealth d6, Swimming d6, Shooting d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Code of Honor.

Edges: Command, Rank (Officer).

Gear: M1911A1 Pistol (2d6+1, 12/24/48, Shots 7, AP 1, Semi-Auto).

US Marine Raider

If the Marines provide the brute force to break the enemy ranks, the Marine Raiders are the blade in the darkness operating in the enemy's rear to disrupt their lines, the "elite unit within an elite unit". Established by presidential order, the Marine Raiders specialise in rapid insertion using fast transports (known as APDs) and Higgins boats ahead of the main Marine force, or, in some instances, being deployed by submarine for clandestine operations. The Raiders combine the role of the British Commandos with the brutal training and ferocity of the US Marines, qualities that have proven invaluable as they face some of the most intense battles of the Pacific war. The unit is disbanded in 1944, but not before causing some hard feelings within the rest of the US Marine Corps.

Cth

STR 15 **DEX** 14 **INT** 13 **CON** 17
SIZ 14 **APP** 12 **POW** 13 **EDU** 11
SAN 55 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Climb 45%, Close Combat 50%, Demolitions 35%, Dodge 45%, Fieldcraft 55%, First Aid 40%, Heavy Weapons 45%, Listen 55%, Pilot Boat 55%, Sabotage 35%, Spot Hidden 55%, Swim 45%, Survival (Tropical) 35%, Throw 50%, Track 35%.

Language Skills: English (Own) 60%.

Weapons: M1 Garand (Rifle) 55%, damage 2D6+4, atts 1, base range 110yds.

Johnson Light Machine Gun (Heavy Weapons) 40%, damage 2D6+2, atts 1 or burst, base range 110yds.

Thompson (Submachine Gun) 55%, damage 1D10+2, atts 1 or burst, base range 30yds.

Sav

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

Skills: Boating d8, Climbing d6, Fighting d8, Healing d6, Knowledge (Demolitions) d6, Notice d8, Stealth d8, Swimming d6, Shooting d8, Survival d6, Throwing d8, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.



Hindrances: Arrogant.

Edges: Ace, Combat Reflexes, Commando, Demo Man, Squid.

Gear: *M1 Garand* (2d8, 24/48/96, Shots 8, AP 2, Semi-Auto), *Thompson Submachine Gun* (2d6+1, 12/24/48, RoF 3, Shots 30, AP 1, Auto), *Johnson Light Machine Gun* (2d8, 24/48/96, RoF 3, Shots 25, AP 2, Auto).

US Navy Construction Battalion ("Seabees")

Even before the United States' entry into the war, the need for sizeable construction and engineering capabilities is acknowledged among military thinkers and, after the attack on Pearl Harbor, the US Navy is authorised to establish the Construction Battalion (known as the Seabees after their initials: CB) in preparation for the mammoth task ahead of them. Emphasising construction and engineering experience over physical fitness, the Seabees tend to be older and more experienced men,

The Seabees motto roughly translates to
"We Build! We Fight!"

mostly from civilian construction backgrounds. While not frontline combat troops, the Seabees are more than able to handle themselves in a firefight and, throughout the war, they can be found wherever the US Navy needs their skills; building fortifications, clearing airstrips, or repairing harbours. By the closing stages of the war, the Seabees see action on six continents, often fighting alongside the US Marines as they carry out their jobs. Their motto roughly translates as "We build! We fight!"

Cth STR 12 DEX 12 INT 11 CON 14
SIZ 14 APP 12 POW 13 EDU 11
SAN 55 Hit Points: 14

Damage Bonus: +1D4.

Skills: Climb 30%, Combat Engineer 45%, Close Combat 40%, Demolitions 35%, Dodge 45%, Drive Automobile 40%, Fieldcraft 40%, First Aid 30%, Operate Heavy Machine 40%, Heavy Weapons 45%, Listen 50%, Mechanical Repair 40%, Pilot Boat 40%, Spot Hidden 40%, Throw 45%, Track 10%.

Language Skills: English (Own) 50%.

Weapons: *M1 Garand* (Rifle) 45%, damage 2D6+4, atts 1, base range 110yds.

Thompson (Submachine Gun) 45%, damage 1D10+2, atts 1 or burst, base range 30yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Boating d6, Climbing d6, Driving d6, Fighting d6, Healing d6, Knowledge (Demolitions) d6, Notice d8, Repair d6, Stealth d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Jury Rig, Mechanically Inclined.

Gear: *M1 Garand* (2d8, 24/48/96, Shots 8, AP 2, Semi-Auto), *Thompson Submachine Gun* (2d6+1, 12/24/48, RoF 3, Shots 30, AP 1, Auto).

US Navy/Marine Pilot

Despite the terrible losses inflicted by the Pearl Harbor attack, the US Navy's prized aircraft carriers are spared destruction and, along with them, so is a considerable corps of naval aviators. While many of the Navy's pilots have little combat experience at the start of the war, their executive officers are veteran pilots, many having earned their wings in the 1930s. Despite their inexperience, all US Navy pilots are well-trained and competent in tactical doctrine. However, their lack of direct combat experience often leads to significant losses, such as during the Battle of Midway where, of the forty-one Devastator torpedo bombers launched against the Japanese, only six return, having failed to make a single strike against the Japanese carrier fleet. In addition to combat pilots, Navy pilots provide reconnaissance and rescue support from their ever reliable PBY flying boats.

STR 11 DEX 15 INT 14 CON 12
SIZ 11 APP 12 POW 13 EDU 12
SAN 55 Hit Points: 12

Damage Bonus: none.

Cth **Skills:** Dodge 40%, First Aid 35%, Fieldcraft 25%, Listen 43%, Navigate 45%, Parachute 25%, Pilot (Multi-prop/Single-prop) 55%, Spot Hidden 45%, Radio Operator 45%, Throw 30%.

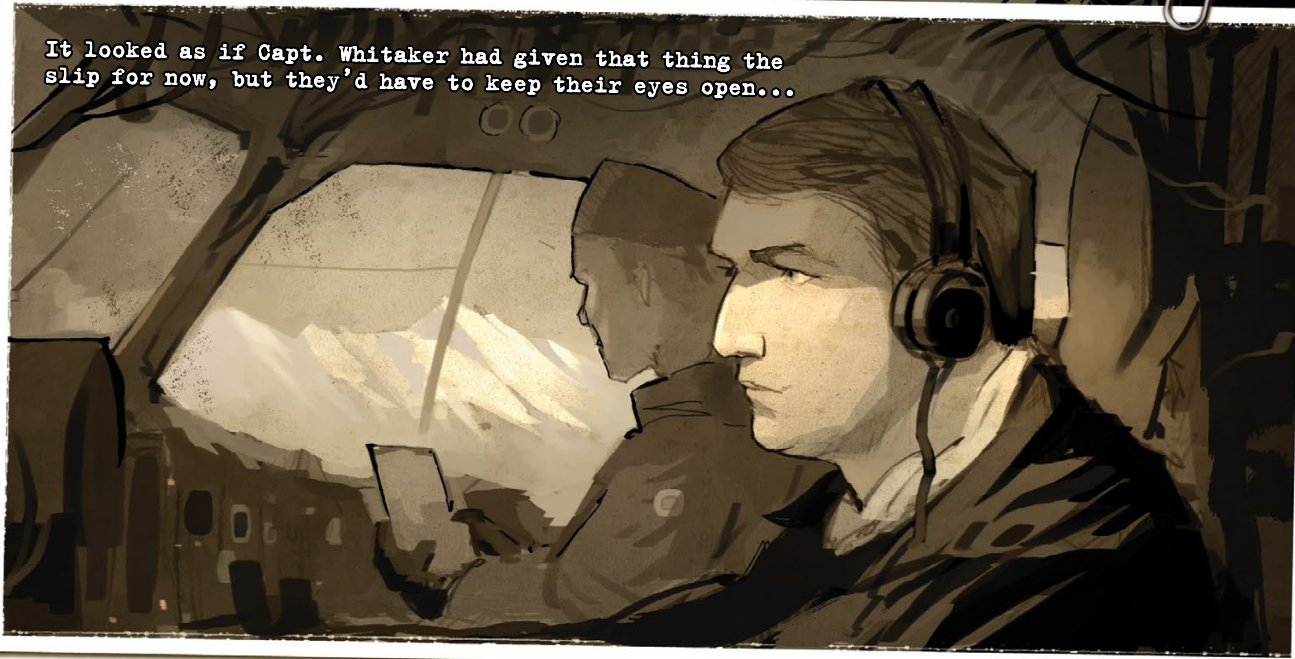
Language Skills: English (Own) 60%.

Weapons: *M1911A1 Pistol* (Handgun) 45%, damage 1D10+2, atts 1, base range 15yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d4, Healing d6, Knowledge (Communications) d6, Knowledge (Navigation) d6, Notice d6, Piloting d8, Shooting d6, Stealth d4, Throwing d6.

It looked as if Capt. Whitaker had given that thing the slip for now, but they'd have to keep their eyes open...



Charisma: +0; **Pace:** 6; **Parry:** 4; **Sanity:** 5; **Toughness:** 5.

Hindrances: none.

Edges: Jump Qualified.

Gear: M1911A1 Pistol (2d6+1, 12/24/48, Shots 7, AP 1, Semi-Auto)

Z Unit

Though most Australian troops are deployed in the European theatre, the Australian SOE's Services Reconnaissance Department has taken a more active interest in operations in the Pacific. Under the auspices of the Allied Intelligence Bureau, Z Unit is a rapid strike and commando force; highly trained, well-motivated and supported in its ongoing raids against Japanese interests in the Pacific. Operating in small teams, Z Unit deploy via parachute or submarine deep behind enemy lines for long-range reconnaissance and intelligence gathering operations to assist the overall Allied war effort. Alongside their counterparts in the Chindits and the US 5307th Composite Unit (See Merrill's Marauders, p.12), Z Unit represent one of the most competent and dangerous Allied forces operating in the Pacific region, which they demonstrate ably in their audacious attack on Singapore harbour, kayaking alongside warships to destroy them with limpet mines, right under the noses of the Japanese.

Cth STR 13 DEX 12 INT 12 CON 15
 SIZ 15 APP 12 POW 13 EDU 11
 SAN 55 Hit Points: 15

Damage Bonus: +1D4.

Skills: Climb 35%, Close Combat 50%, Demolitions 45%, Dodge 45%, Drive Automobile 40%, Fieldcraft 45%, First Aid 30%, Heavy Weapons 45%. Listen 50%, Parachute 50%, Pilot Boat 40%, Survival (Tropical) 45%, Spot Hidden 40%, Swimming 45%, Throw 45%, Track 10%.

Language Skills: English (Own) 60%, one other appropriate 45%.

Weapons: Lee Enfield No. 4 Mk.I (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110yds.

Owen (Submachine Gun) 35%, damage 1D10, atts 1 or burst, range 35 yds.

Bren Light Machine Gun (Heavy Weapons) 50%, damage 2D6+4, atts 1 or burst, base range 130yds.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Boating d6, Climbing d6, Driving d6, Fighting d6, Healing d6, Knowledge (Demolitions) d6, Notice d8, Stealth d6, Swimming d6, Shooting d6, Survival d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Heroic.

Edges: Combat Reflexes, Commando, Demo Man, Jump Qualified, Squid.

Gear: Lee Enfield No.4 Mk.I Rifle (2d8, 24/48/96, RoF 1, Shots 10, AP 1, Snapfire), Owen Submachine Gun (2d6-1, 12/24/48, RoF 3, Shots 32, AP 1, Auto), Bren Light Machine Gun (2d8, 40/80/160, RoF 3, Shots 30/100, AP 2, Auto, Snapfire).



CHAPTER 11

Adventure Seeds

"Be careful going in search of adventure - it's ridiculously easy to find"
- William Trogdon

THE MYSTERIOUS ISLAND

Why would the Japanese invade and conquer an island in the South Pacific only to abandon it? Intelligence has recently come to light that a small, largely uninhabited island south of the Caroline Islands has been secured by the Japanese; intercepted coded radio transmissions mention that an unknown person or persons will take control of the island soon. The Japanese Navy has left a small flotilla of ships behind on guard duty to protect those still on shore.

The easiest way to approach the island is by submarine, with investigators swimming ashore and the sub remaining in the area, awaiting the signal to retrieve them. This is more difficult than it sounds; the Japanese vessels guarding the island regularly patrol the area, and at least one warship (doubtless fitted with depth charges) has been spotted. The only alternative is for the investigators to be parachuted on to the island, but considerations must be made as to how they are to be extracted once the mission is complete. Can the investigators find out what is happening on the island, gather the evidence they need, and get out alive?

Keeper Information

Although the Germans maintain cordial relations with their Japanese allies, they are not often present in the Pacific theatre itself. However, the island marks an exception to this rule. Two Black Sun agents—**David Freiherr von Zelazko** (known to Section M as "The Baron") and **Zebediah Doyle** ("The Mouse")—are *en route* via U-boat to take control of

the island. Their arrival is imminent, although their mission is a mystery to the Japanese, who are happy to exchange the island for a much needed shipment of raw materials and gold.

The two are, in fact, there to determine if local legends about the island are true: that somewhere in the jungle is a hidden gateway to another place or time. The true nature of the gateway and where it may lead is at the Keeper's discretion. Potential destinations include N'Kai (home of the god Tsathoggua, and therefore likely to be guarded by formless spawn), Yoth (and therefore of interest to the naga), the Dreamlands, or even a distant planet such as Xoth, the birthplace of Cthulhu's sons (p.73).

They are there to determine if the local legends about the island are true.

THE VOICE OF THE MOUNTAIN

In southern French Indochina, on the Djiring Plateau, two Japanese *Ka-Ha* tanks (p.53) have been observed entering a cavern high on a volcanic mountain that has a local reputation for supernatural occurrences (including loud whistling sounds at all hours of the day and night, unexplained gusts of wind, and the disappearance of anyone sent to investigate).

To access the cavern, a long path, wide enough to accommodate the tanks has been cut up the side of the mountain. Due to the place's reputation, recruiting workers and, more importantly, keeping them, has proved to be a nearly insurmountable challenge. The construction of the

road took several weeks to complete and, finally, the tanks entered the cavern in the late afternoon on the very day that construction ceased.

That night, the cavern mouth flashed with bright yellow and blue lights, and piercing, inhuman screams were heard issuing from within. The next morning, only one of the tanks emerged, damaged but still operational (just). Within days, the road was closed to all but authorised traffic, and a number of covered trucks made their way to and from the cavern (although whether they were collecting or delivering is unknown).

The investigators are to be air-dropped close to the site with the aim of rendezvousing with local informants. Their mission is to investigate the cavern, to gather intelligence on what is happening there, and to determine how much of a threat it is to Allied operations. They have been briefed to destroy it if it is found to be too useful to the Japanese. While it is possible to insert the investigators by submarine somewhere along the coast, the overland trek to the site is long and risks almost certain capture by the Japanese forces in the area.



The primitive scrawls on the rocks disturbed Dr. Schou more than he cared to admit.

Keeper Information

The cavern was home to a flying polyp. The Japanese Army have been tipped off to the cavern's existence by agents of the mi-go, who strike a bargain with the military in return for their assistance in eliminating the creature. The mi-go are after certain rare mineral deposits found within the cave, but were wary of venturing too close to an active polyp. With the polyp destroyed, they have begun mining operations, stripping it of the resources that they desire; those minerals they do not require are given to the Japanese as payment for services rendered. They are most unwelcoming of visitors; Japanese troops guard the entrance to the mountain road, and servants of the mi-go guard the volcano's upper reaches, obscured by jungle and (frequently) heavy mist.

The cavern is actually a connected series of lava vent tubes. Occasional blasts of warm air are not uncommon, and could be used to great effect in building tension while the caverns are being explored. The whistling of these air currents and the sounds made by a flying polyp are quite different, but could easily confuse those who have not encountered such creatures (or whistling lava vents) before. The volcano is, as far as anyone knows, extinct and presents no immediate danger of eruption.

There are several possibilities for what could be happening when the investigators arrive at the volcano: the mi-go may have found what they needed and abandoned the site; there may be another flying polyp still in residence deeper within the cavern; or the operation may still be in progress, with dozens of slave labourers (brought to the caverns in those covered trucks) toiling away under a shroud of great secrecy to extract the minerals required by the mi-go. The Keeper should feel free to tailor the details to fit their own campaign, including the addition of strange artefacts abandoned or lost by the mi-go's henchmen.

FLIGHT OF FANCY

Although the Moai of Rapa Nui (Easter Island) are instantly recognisable to most people, there is another image set in stone on the island that is less well known: that of the birdmen of Orongo. Central to the island's annual egg-collecting ritual in the time before Christian missionaries arrived in the 1860s, recent research by the French scholar, Roland Catherine-Poirier (part of Alfred Métraux's anthropological expedition to the island in 1934-35), indicates that the competition was, in fact, a vague memory of something much older and darker.

Catherine-Poirier believes that refugees fleeing from an island somewhere to the south and west of Rapa Nui brought tales of their constant battles against bird monsters (which he calls the *kanaka'iwa*), and that the Orongan ritual may have developed as a result of a corruption of those tales. Through his readings of the birdmen petroglyphs and his own translation of the *rongorongo* script native to Rapa Nui,

he claims that not only has he identified the lost island's location, but that the original rite's egg was some sort of powerful ancient artefact, capable of driving away the *kana-ka'iwa* when they came to raid the island once a year for food (mostly in the shape of the islanders). Loss of the artefact caused the islanders to flee, abandoning their home to the carnivorous birdmen.

Majestic has been alerted to Catherine-Poirier's work by his acquaintance **Dr. Niels-Viggo Schou**, Section M's resident anthropologist/ethnologist. Hobbs is certain that the "egg" could prove useful to the American war effort, and has insisted that a group of investigators be sent to search the island immediately.

Keeper Information

The tiny island identified by Catherine-Poirier lies approximately 500 miles to the southwest of Rapa Nui. It is, for the most part, uninhabited by anything other than sea birds, seals, and sealions, except for once a year when, for unknown

reasons, groups of byakhee appear to feast on whatever they can find: flesh, plants, and rocks—they aren't fussy (suggesting that they require some supplement to their diet that is found only on the island).

There are multiple ways investigators can be inserted onto the island, depending on when this scenario takes place (e.g. submarine, ship, or parachute). If they happen to arrive before the feasting season, the characters find discarded bones of all shapes and sizes (including ancient human ones) that have obviously been gnawed on by something substantial and non-native to the island. If they are unfortunate enough to schedule their trip to coincide with the byakhees' appearance, then they will have a fight on their hands.

As to the egg, there are two potential options. The first is that it is indeed some sort of weapon that can repel Mythos creatures, hewn from the rocks of the island and decorated with exquisite carvings of the birdmen/byakhee. The second is that the supplement the byakhee come to the island to feast on is found naturally in egg-shaped deposits in the island's soil.

Miss Ingham

*Could you make sure these notes are carefully stored
away in Mr Meltay's office for me?*

Thank you.

Miss S. Armstrong





CHAPTER 12

Suggested Resources

"All experience is an arch, to build upon."
- Henry Adams.

There is a vast body of literature and cinema for anybody wishing to research further into the real, and not so real, events of World War Two. Below is a selection of those recommended by our authors, which will hopefully serve to inspire your adventures in the Secret War.

MOVIES & TELEVISION

A Town Like Alice (1956).

A young woman returns to Malaya after the war and recalls her experiences as a POW, before travelling to Australia to find a soldier who helped her survive.

The Bridge on the River Kwai (1957).

Fictitious portrayal of the building and sabotage of the infamous bridge. More interesting as a study of two people's descent into madness.

Run Silent, Run Deep (1958).

An American submarine commander seeks vengeance against a Japanese destroyer for the loss of his previous boat, much to the concern of his second in command.

Yesterday's Enemy (1959).

The darker face of war comes to the fore when both British and Japanese troops attempt to gain the upper hand in a Burmese village.

The Long and the Short and the Tall (1961).

An unstable group of volunteers testing sonic warfare equipment in the Burmese jungle come to blows when they unexpectedly capture a Japanese officer.

Hell in the Pacific (1968).

Two enemy combatants must learn to work together to survive being stranded on a remote, uninhabited island.

Tora! Tora! Tora! (1970).

A Japanese/American co-production telling the story of the lead up to war in the Pacific and the attack on Pearl Harbor.

The World at War (1973).

Highly acclaimed television series, containing interviews with many of those who were involved in the war effort in Britain, Germany and America, narrated by Sir Laurence Olivier.

Tenko (1981).

Television drama series chronicling the lives of women in a Sumatran POW camp after their capture at the Fall of Shanghai.

Merry Christmas, Mr. Lawrence (1983).

The complex relationships between four men (two British, two Japanese) in a POW camp.

Grave of the Fireflies (1988).

A Studio Ghibli animated movie, telling the story of two siblings' attempts to survive after the firebombing of Kobe in March, 1945.

Flags of Our Fathers (2006).

The stories of the men who raised the flag on Iwo Jima, made famous in the photograph by Joe Rosenthal.

Kokoda (2006).

The exploits of an Australian "choco" army unit as they fight their way along the Kokoda Trail, Papua New Guinea.

Letters from Iwo Jima (2006).

The companion film to *Flags of Our Fathers*, telling the story of the battle for Iwo Jima from the Japanese perspective.

Ken Burns' *The War* (2007).

Documentary series looking at the effect of World War Two on the lives of people from four American cities, civilian and military personnel alike.

Australia (2008).

Baz Luhrmann's overblown epic, notable for its inclusion of the bombing of Darwin in 1942.

The Pacific (2010).

TV min-series following the stories of three US Marines and their experiences in the Pacific Theatre.

BOOKS

Ballard, J. G.
Empire of the Sun.

Clavell, James.
King Rat.

Harms, Dan.
Cthulhu Mythos Encyclopedia.

Hastings, Max.
All Hell Let Loose: the World at War 1939-1945.

Havens, Thomas R. H.
Valley of Darkness: The Japanese people and World War Two.

Hotta, Eri.
Japan 1941: Countdown to Infamy.

Jones, James.
The Thin Red Line.

MacKenzie, William.
Secret History of SOE: Special Operations Executive 1940-1945.

Masterton, Graham.
Tengu.

Mitter, Rana.
China's War with Japan 1937-1945: The Struggle for Survival.

Salmaggi, Cesare.
2194 Days of War.

Smith, Michael.
Britain's Secret War 1939-1945.

Walmsley, Graham.
Stealing Cthulhu.

Wilson, F. Paul.
Black Wind.

ROLEPLAYING GAMES

Aniolowski, Scott David (Chaosium, Inc.).
Malleus Monstrorum: Creatures, Gods & Forbidden Knowledge.

Barton, William A., et al. (Chaosium, Inc.).
Cthulhu by Gaslight: Horror Roleplaying in 1890s England (Third Edition).

Hensley, Shane Lacey (Pinnacle Entertainment Group).
Savage Worlds Deluxe.

Herber, Keith, Dietze, William, et al. (Chaosium, Inc.).
The Keeper's Companion (Volume 1).

Montessa, Mike, Hensley, Shane Lacey, et al. (Pinnacle Entertainment Group).
Weird Wars: Weird War II.

DiTillio, Larry, Willis, Lynn, et al. (Chaosium, Inc.).
Masks of Nyarlathotep.

Petersen, Sandy, Willis, Lynn, et al. (Chaosium, Inc.).
Call of Cthulhu, Sixth Edition.

MUSEUMS & MEMORIALS

Below is a small selection of museums and memorials covering the Pacific Theatre; other museums and memorials are detailed in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*. Contact details and visiting arrangements can be found on the accompanying web pages, where available. All pages are correct at the time of going to press.

Australia

Australian War Memorial, Campbell, Australia.
<http://www.awm.gov.au/>

Darwin Military Museum, Darwin, Australia.
<http://www.darwinmilitarymuseum.com.au/>

MacArthur Museum, Brisbane, Australia.
<http://www.mmb.org.au/>

China

Flying Tigers Museum, Zhijiang Airport, Zhijiang, Hunan Province.

General Joseph W. Stillwell, Museum, Chongqing.
<http://www.travelchinaguide.com/attraction/chongqing/stilwell.htm>

Kunming Flying Tigers Museum, Kunming.
<http://en.kmflyingtiger.com/info.asp?47.html>

Unit 731 War Crimes Museum, Pingfang, Harbin, Manchuria.

Japan

The Centre of the Tokyo Raids and War Damage, Tokyo.
http://www.tokyo-sensai.net/english_page/

Hiroshima Peace Memorial Museum, Hiroshima.
http://www.pcf.city.hiroshima.jp/top_e.html

Okinawa Prefectural Peace Memorial Museum, Okinawa.
<http://www.peace-museum.pref.okinawa.jp/english/index.html>

Nagasaki Atomic Bomb Museum, Nagasaki.
<http://www.city.nagasaki.lg.jp/peace/english/index.html>

Yushukan and Yakasuni Shrine, Chiyoda, Tokyo.
<http://www.yasukuni.jp/~yusyukan/>
 (Japanese language site)

Myanmar (Burma)

Taukkyan War Cemetery, Taukkyan.
<http://www.cwgc.org/find-a-cemetery/cemetery/92002/TAUKKYAN%20WAR%20CEMETERY>

Philippines

Leyte Landing Memorial, Red Beach, Palo.
<http://www.tourisminthephilippines.com/city/Tacloban/leyte-landing-memorial/leyte-landing-memorial.php>

Thailand

Hellfire Pass Memorial Museum, Hellfire Pass (Konyu Cutting).
<http://hellfire-pass.commemoration.gov.au/remembling-the-railway/hellfire-pass-memorial-museum.php>

Thailand-Burma Railway Centre, Kanchanaburi.
<http://www.tbrconline.com/index.htm>

United Kingdom

Burma-Siam Railway Memorial, National Memorial Arboretum, Alrewas, Staffordshire.
<http://www.thenma.org.uk/>

Chindit Memorial, Victoria Embankment, London.
<http://www.chindits.info/Memorial/Main.html>

United States

Arlington National Cemetery, Arlington, Virginia.
<http://www.arlingtoncemetery.mil/>

Chennault Aviation and Military Museum, Monroe, Louisiana.
<http://www.chennaultmuseum.org/web/>

Japanese American National Museum, Los Angeles, California.
<http://www.janm.org/>

National Museum of the Pacific War, Fredericksburg, Texas.
<http://www.pacificwarmuseum.org/>

Pacific Aviation Museum, Ford Island, Hawai'i.
<http://www.pacificaviationmuseum.org/>

War in the Pacific National Historical Park, Guam.
<http://www.nps.gov/wapa/index.htm>

*"My skirt with tears is always wet:
 I have forgotten to forget."
 - Japanese proverb.*



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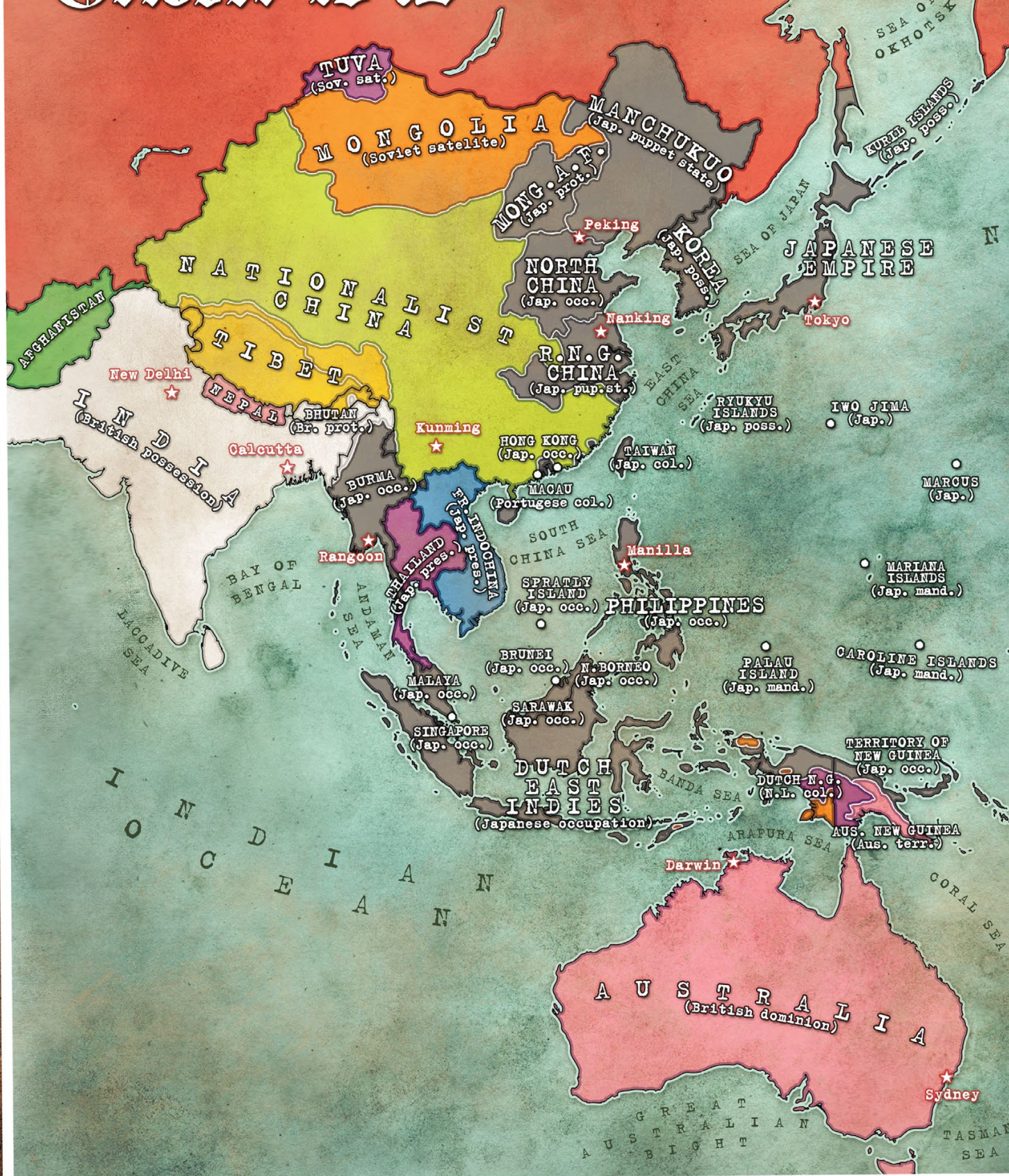
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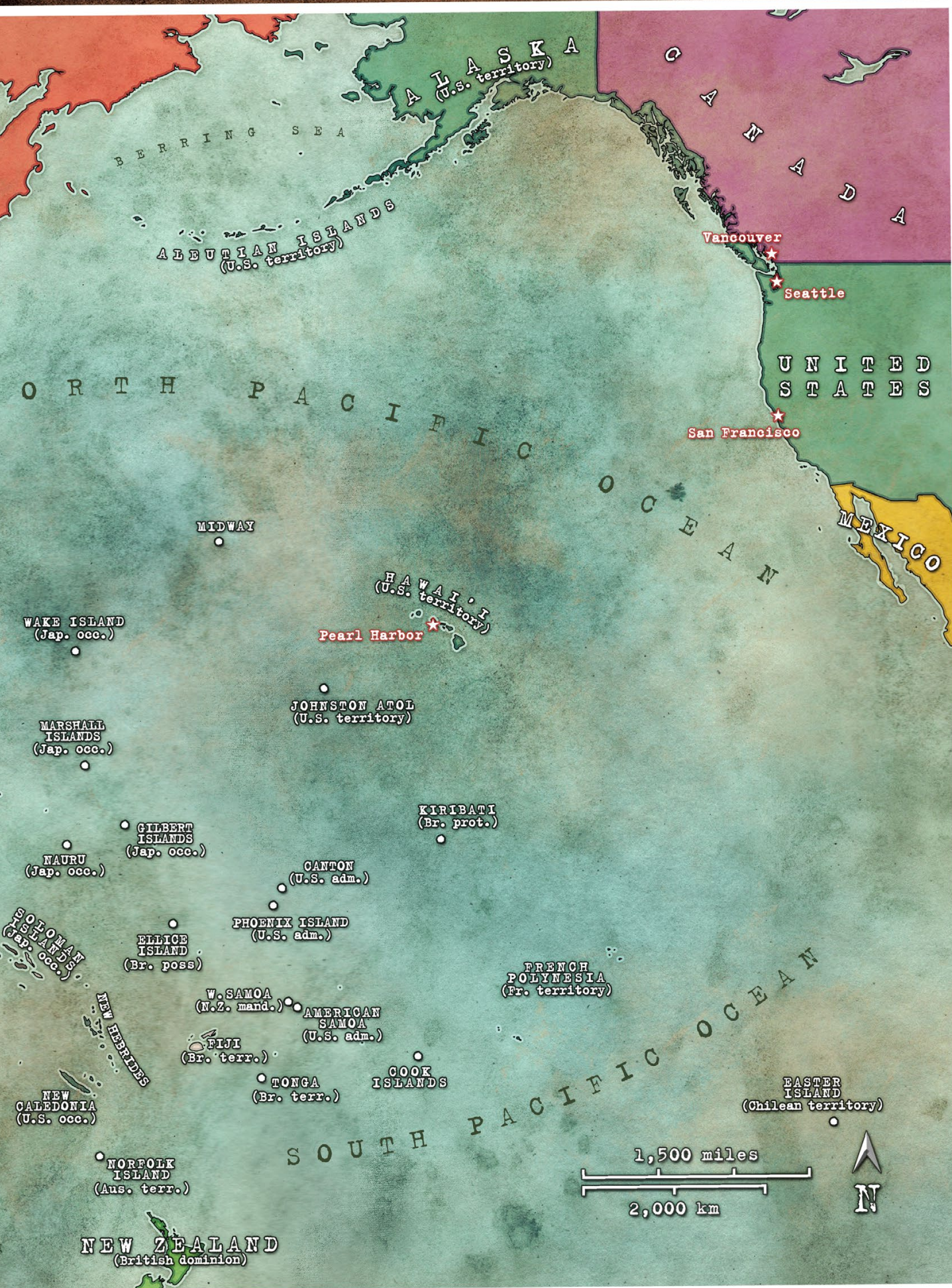
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