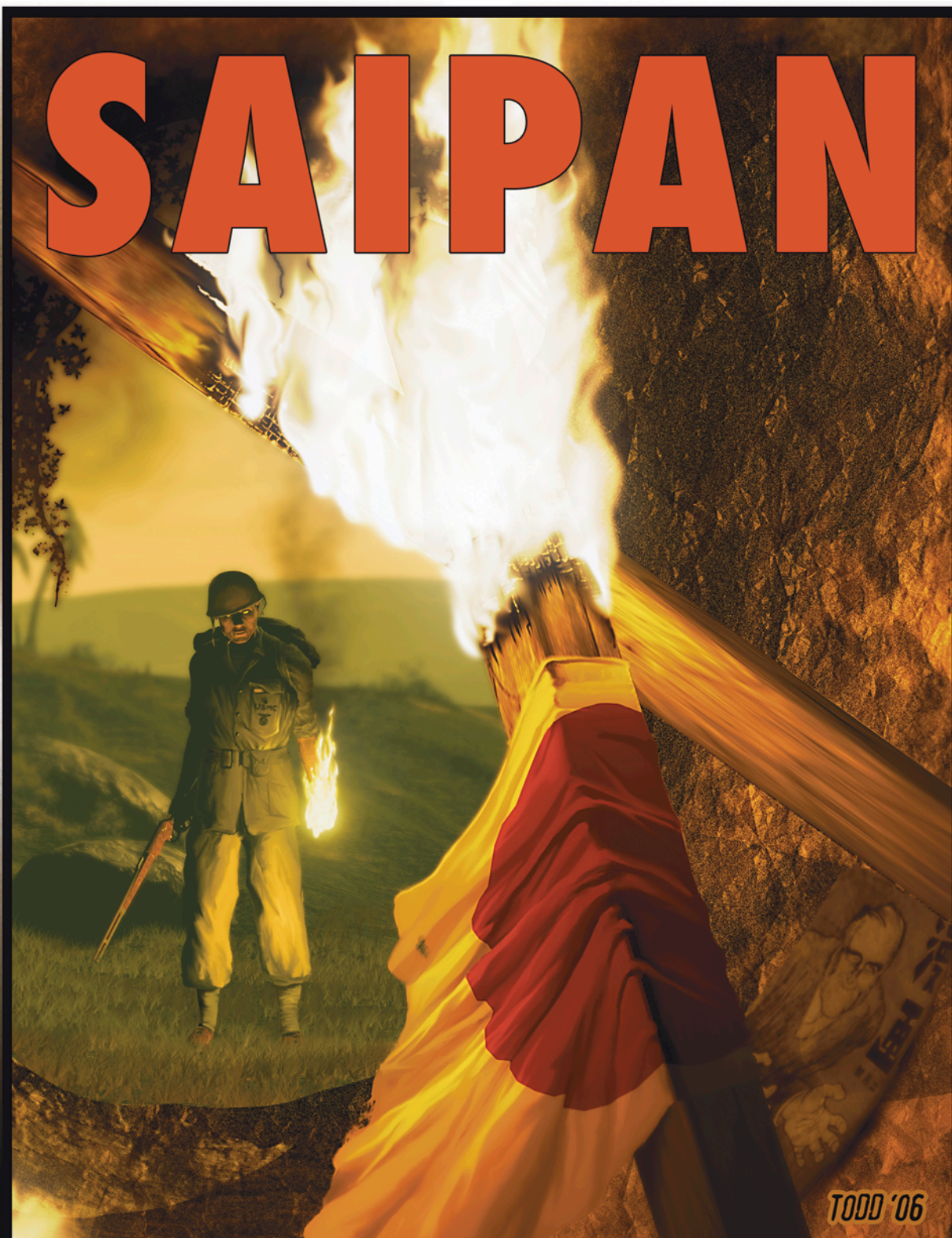


GODLIKE

COMBAT ORDERS NO. 2 • BY MATTHEW HOBBS



SAIPAN

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By Matthew Hobbs

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SUPERHERO ROLEPLAYING IN A WORLD ON FIRE, 1936-1946

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Foreword

The 1944 Battle for Saipan was the beginning of the end of the Pacific war. The Allies had followed an initial string of retreats in 1942 with the bloody capture of Guadalcanal and the Japanese Navy's devastating defeat at Midway. In 1943 and 1944 the U.S. Navy, Marines and Army battled from island to island, driving Imperial forces slowly before them.

On Saipan and the other islands of the Marianas the Japanese commanders—led by Admiral Chuichi Nagumo, who had commanded the attack on Pearl Harbor itself in 1941—arrayed an air force desperate to halt the American advance. But American fighters caught the Japanese air force on the ground and destroyed it utterly, and without air cover the Japanese had no way to stop American bombers from blasting their positions as ships brought troops ashore.

This is the story of a single squad in that momentous battle. As superpowered Talents of the Special Instruction School—Marines wearing the “pitchfork patch” of the Devil's Own—their unique abilities put them in some of the deadliest action, but they're only a small part of the invasion. Some of the most infamous events on Saipan, such as the mass death of Japanese troops and civilians at Suicide Cliff, happen far away. But these Talents face horrors of their own.

If you're going to be a player in this campaign, read no further. Hand the book to the game master. You'll be glad for the surprises later on.

As the game master running this adventure, you'll be well served to note the day-to-day conflicts that the players face among their own—difficulties with each other and American non-player characters.

The rank structure of every modern military has educated officers commanding working-class enlisted men. Not every officer is willing to take the risks to which he puts his men, and not every soldier is willing to tolerate an up-and-coming officer.

Some troops are gung-ho volunteers. Others are draftees who don't yet know what they're willing to risk for their companions.

Some are would-be heroes who'll crack when they're needed most. All are prone to bragging and competition.

Some of these sons and fathers are veteran killers, while others still feel civilization's restraints.

Most are ordinary men just trying not to let each other down.

The players should have plenty to think about as they fight to conquer Saipan.

*Shane Ivey, editor
Arc Dream Publishing*





Introduction

June, 1944. The U.S. military has advanced through the Pacific in two main thrusts. In the west, the Navy and Marine Corps led an island-hopping campaign that successfully took the Gilbert and Marshall Islands. In the south, the U.S. Army won victories at Guadalcanal, Bougainville and most recently New Guinea.

Admiral Nimitz's drive now continues with a push to the Marianas Islands. The Marianas are the southern links in a chain of islands that sweep upward to Japan, only 1,350 miles away. Air bases on the Marianas would put Allied heavy bombers in range for attacks on Tokyo.

Vice Admiral Spruance's Fifth Fleet is assigned the task of capturing the Marianas. Lieutenant General Holland "Howlin' Mad" Smith, USMC, is in command of the V Amphibious Corps, the grunts assigned the work of seizing the islands, and he will personally command the assault on Saipan.

Occupied Saipan

Saipan is about the length of Manhattan Island but twice as broad, roughly fifteen miles long by seven miles wide. Inland hill masses dominate sandy beaches, with two prominent ridgelines framing a central valley planted in sugar cane.

The island has mixed volcanic and coral atoll origins, which means heavy jungle, jagged cliff faces, rock outcroppings and plenty of sinkholes and caves.

The highest peaks coincide with major U.S. objectives: Mount Nafutan, 407 feet, to the southeast; Mount Kagman, about the same height, on the east coast; Mount Marpi, 833 feet, at the northern tip; and Mount Tapotchau, 1,554 feet, on the west side of the central valley.

Japan has controlled Saipan since World War One, and there are nearly 30,000 civilians on the island, a mix of Chamorro natives, Japanese civilians and Korean laborers. The largest town is Garapan on the west coast, and many small villages are sprinkled along the coastline.

The Japanese military force is about the same size as the civilian population. Lt. Gen. Yoshitsugu Saito commands the Army's forces, roughly 22,000 strong: the 43rd Division (reinforced), the 47th Mixed Brigade (infantry, artillery and engineers), a tank regiment, an anti-aircraft regiment at Aslito Airfield and assorted support and transportation units.

Japanese naval forces, including the 55th Naval Guard Force and the highly trained marines of the 1st Yokosuka Special Naval Landing Force, are

commanded by Vice Admiral Chuichi Nagumo, commander of the Central Pacific Fleet and the 5th Base Force—who also commanded the 1941 raid on Pearl Harbor. The naval forces are mostly concentrated at Garapan.

The American Force

Two U.S. Marine divisions and one Army division have been assigned to the action: the 2nd Marines, 4th Marines, and the Army's 27th Infantry Division. The 2nd Marines and the 27th Infantry saw action at Makin and Tarawa. The 4th Marines are relatively untested.

The basic plan calls for an assault to land on the western beaches of the island. The two Marine divisions will go in first, leaving the Army division on the ships in reserve.

One Marine division will hold the beaches while the other first drives east then pivots to the north, sweeping any Japanese resistance into the northern half of the island. The Marines are then to push north and clear the island of all Japanese hold-outs, with the Army's 27th Infantry Division serving as a corps reserve.

The player characters are Talents and Marines, members of an SIS team—commandos and raiders trained at the Special Instruction School, "Hell's Motel," to use their impossible Talent powers to overcome obstacles no ordinary Marine could face. (A team of pregenerated SIS Marines can be found at the end of this book; see Arc Dream Publishing's *Talent Operations Command Intelligence Bulletin No. 3: Marine Talents in the Pacific Theater* for details on SIS character creation.)

The Marines have ten SIS squads assigned to the Marianas campaign. Most of them are going ashore in the first wave of the assault.

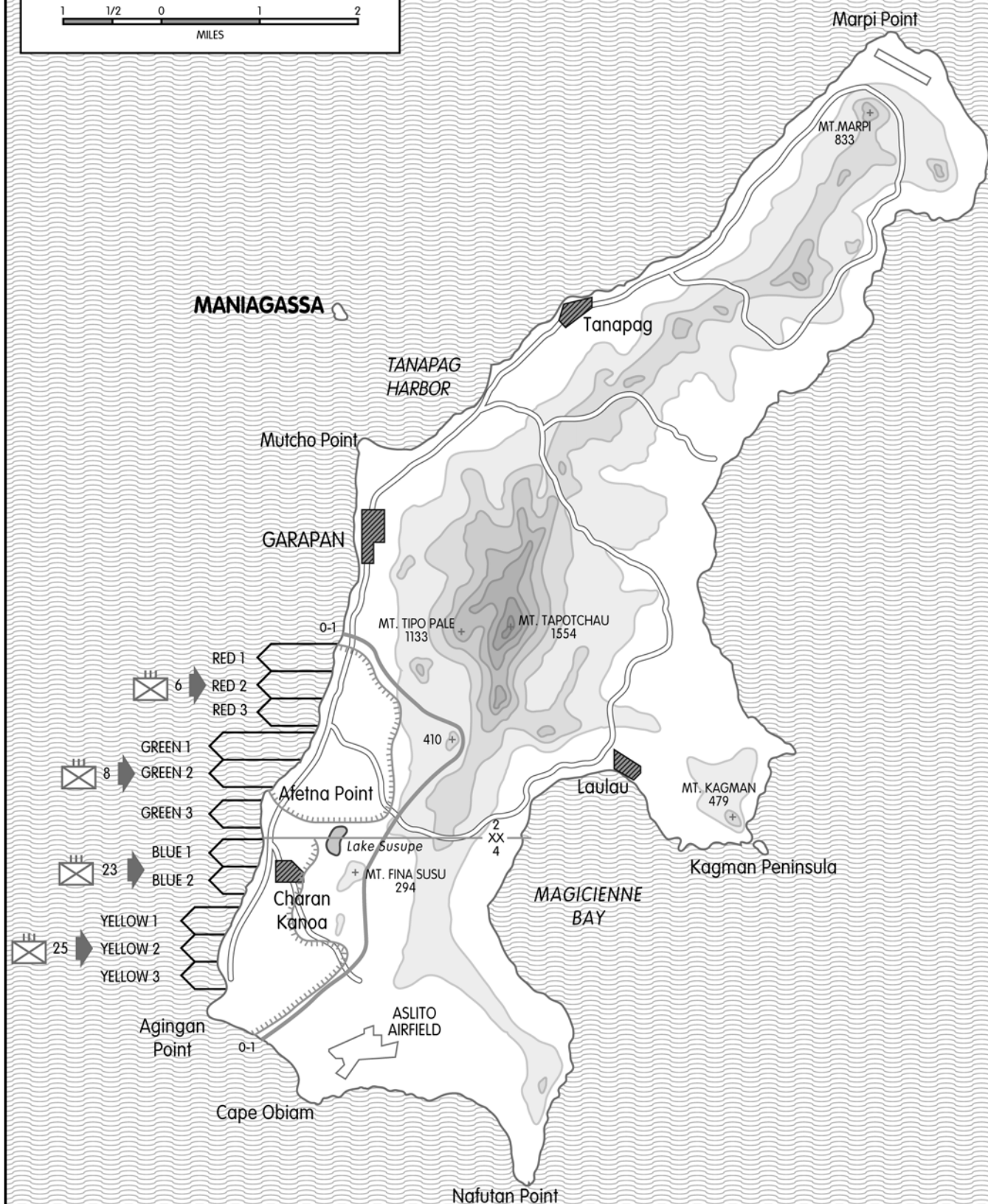
In a surprise decision by Admiral Spruance, the players' SIS squad is attached to the Army's 165th Infantry Regiment, one of the three infantry units in the 27th. The sentiment from higher up seems to be that the Army needs the extra help—they have no Talent units of their own for this operation.

The SIS team is nominally under the command of Col. Gerard Kelley, commander of the 165th Infantry Regiment, who has never commanded Talents before. Of course, the Talents are still Marines, and are an asset that belongs to the highest commander in the theater. "Howlin' Mad" Smith has used SIS teams in his operations and sees them as tactical heavy-hitters, much like one of his Marine tank companies. He could pull them from Army command at any time.



D-DAY AT SAIPAN

INITIAL LANDINGS AND NIGHT DEFENSIVE POSITION





Part I: Soldiers, Sailors and Marines

The first stage of the campaign places the players on a ship bound for Saipan. This is a good chance to introduce their fellow enlisted men and officers and to let the players introduce their characters.

Scene 1: Aboard the USS *Fremont*, 13–15 June 1944

The GM should tailor this opening scene to the players. Play out as many or as few of the roleplaying seeds offered below as you want, depending on how fast the group wants to get to the action. Let the players get a feel for shipboard life and their interactions with the Army, but don't drag things out. When it's time to move on, Col. Kelley calls the players to a briefing to end the scene.

The SIS squad is in an unusual position. Though a squad of Marines, they are attached to the Army for this assault and have spent two weeks since leaving Pearl Harbor aboard a transport full of Army soldiers.

Officers usually share a room with between four and eight bunks, depending on their rank. Enlisted men bed down in rooms made up like barracks, with bunks stacked as many as six high, holding dozens of men in one narrow hold.

The SIS squad has been given one bunkroom just for them.

The *Fremont* is crewed by about 600 Navy personnel. The passengers consist of the whole of the 1st Battalion, 165th Regiment, as well as the headquarters and associated units for the regiments—about 700 Army personnel total. The SIS squad are the only Marines on the ship.

Attitudes of the typical Army soldier towards the SIS could be any of these, in any combination:

Interservice antagonism: The players are Marines on a ship full of GIs. 'Nuff said.

Bad blood over Tarawa: During the invasion of Tarawa six months ago, an SIS Talent's powers misfired when he was injured helping an Army squad, causing an explosion that killed him and six soldiers of the 165th. Bad blood still lingers.

Talent envy: Everyone knows the SIS team members have superhuman powers. I guess that makes them think they're special, don't it?

Switch it up. If most of the soldiers are giving the

Replacements

The mortality rate among the SIS squad on Saipan may be high. The GM has two logical options for providing replacement player characters. First, the character could be part of another SIS team on Saipan, either separated from his team or else the sole survivor of a disastrous attack.

Alternately, an ordinary Marine can spontaneously become a Talent in the midst of the battle. With the original SIS team taking casualties, any new Talents will be immediately drafted as replacements in the field—officers may well turn a blind eye to their powers and delay reporting them—before being sent back to the U.S. for study and SIS training at Hell's Motel.

SIS team a hard time, introduce one who owes his life to a Talent's aid in an earlier fight. Familiar tropes such as the rivalry between Army and Marines are good for shorthand, but try to avoid clichés.

Ship Life

Shipboard life consists of rotating assignments such as guard duty, weapons cleaning, vehicle maintenance, eating, and sleeping. At least, those are the authorized activities. A fair amount of gambling, fighting, and other illicit business goes on, too.

These roleplaying "seeds" can give a taste of life on the *Fremont*. It might be easiest to split them up among the player characters and have them all happening simultaneously, just before the team is called for the briefing with Kelley. Players who aren't featured in a particular mini-scene can take the role of Army soldiers or officers—give each a note defining his attitude toward the Marines and toward Talents in general, rumors he's heard, whether or not he's been in combat before, and his attitude toward the upcoming invasion, and let the players go at it. Such characters could even show up later in the action on Saipan as allies, rivals or corpses.

Playing cards: Whatever the feelings between the Army and the Marines, money is money. A poker or craps game is never hard to find. A hand of poker can be resolved with Cool+Bluff rolls; you can play a craps game out with your own six-sided dice. Shipboards stakes run between \$5 and \$15 a round. A good run earns a player character 1 Will point. Using Talent powers to cheat is a fast road to an ugly brawl.





“Flavor Text”

Several sections of text are set aside in boxes like this one. These are meant to be read aloud to the players to introduce new scenes or provide crucial information. If you prefer to read them to yourself and wing it from there, feel free.

Guard duty: Even the mighty SIS raiders are not exempt from mind-numbing military jobs. The arms lockers on the ship require a 24-hour guard, a duty shared on a rotating basis by the units on board. (If you’re not playing these scenes out simultaneously, the player characters might get saddled with the midnight to 0600 shift thanks to a vindictive Army officer.) The benefit to such quiet duty is that they have free time to write letters home. This a good chance for the players to share stories about their families or friends. A convincing description (take notes for later!) is worth a bonus of 1 Will point.

Chow: Food is served in the Officer’s Mess and Enlisted Mess at intervals to accommodate the large number of troops on board. The SIS squad’s commander must dine in the Officer’s Mess, where he will at least be able to enjoy the company of the Navy officers. The SIS squad’s enlisted members will be eating with the soldiers of the 165th Regiment, not the Navy enlisted men. A player character can earn a bonus Will point by impressing the others with stories about Talent action—as long as he doesn’t come across as bragging, and as long as he doesn’t remind the Army men of buddies lost to the Talent accident on Tarawa.

Rumors

Feel free to offer the players the following tidbits:

Saipan’s garrison: The Japanese garrison on Saipan numbers in the tens of thousands, with armor support. (True—there are around 30,000 Imperial Army and Navy forces on Saipan, and nearly an equal number of Japanese and Korean civilian workers and families, but only a small force of 48 Type 95 light tanks.)

They’re on the run! The Japanese have abandoned Saipan and Tinian and consolidated on Guam. (False—though the force on Tinian is small, Japanese forces in the Marianas are almost evenly divided between Saipan and Guam.)

Disaster at Normandy: The assault on Normandy was an absolute failure. The Allies have been thrown back across the English Channel with astronomical casualties. (False.)

Triumph at Normandy: The assault on Normandy was an unqualified success. A mad dash

for Paris is on, and we’ll probably be through Belgium to Germany in a month. Looks like Christmas at home for everyone! (False.)

The Briefing

Give the SIS squad leader’s player a map of Saipan and read the following to the players.

On June 13th you are called in to a briefing by Col. Gerard Kelley, commander of the 165th Infantry Regiment. This is hardly the first briefing—in the two weeks since you set out from Pearl Harbor you’ve been over the maps and plans for the upcoming invasion many times. But it might be the last.

In the ops room aboard the Fremont, junior staff members rush in and out with overlays, nautical and topographical maps and telegraph print-outs. The central table has a large map of the island taped on it. A few enemy positions, but not much else, are marked in red grease pencil.

Kelley is a short, lean man with sandy red hair and slightly hooked nose. He begins:

“We’ve been through all this before, so let’s review. The 2nd Marines are hitting Green and Red beaches, with the 4th Marines taking Yellow and Blue. After that the 2nd will pivot north and seize Mt. Tapotchau, while the 4th drives to the southeast, capturing Aslito airfield, mopping up Mt. Nafutan, then moving north to link up with the 2nd. We’re in Corps reserve along with the rest of the 27th Division.

“Intelligence suggests anywhere from 15,000 to 18,000 enemy in the area. They have limited armor and air support. Some beach obstacles are emplaced, and we expect most of the western beach defenses to be manned.

“Your fellow Marines are hitting the beaches on the morning of the 15th. We will most likely deploy the next day. I suppose General Smith may call for you all before the rest of the regiment.

“Off the record, I know this arrangement of having you all attached to the Army may seem a little odd. But we’re grateful for the help, and I know you boys will fight just as hard for us. Do you have any questions?”

Kelley answers any questions to the best of his ability. He expects to be called in to help the Marines move north and secure Mt. Tapotchau in the middle of the island, possibly on the 16th or 17th.

Kelley can provide the following information:



- Japanese soldiers often break the “rules of war”—they don American uniforms, dress as civilians, and attack after pretending to surrender. From what military intelligence has gathered, Japanese soldiers feel that Americans are without honor, so don’t feel compelled to fight honorably themselves.

- Although the Imperial Army is usually considered to specialize in offense, the Japanese have been fighting for longer than any other combatant in the European or Pacific theaters. They have developed strong doctrines for defense and had plenty of time to reinforce their positions.

- Japanese military equipment is usually a cheap copy of European or American designs, but Imperial commanders overcome this technological handicap by inspiring rabid fanaticism in their troops. Suicide charges, foolhardy tactics and a lack of strategic subtlety mark Japanese fighting techniques.

- Japanese armored tanks are really just tanks in name only, lightly armored in front and with no little or no protection on the flanks and the rear. Japanese tank commanders favor a “tank rush,” with a mass of vehicles overwhelming parts of the enemy’s defenses.

- Favorite Japanese tactics include night movement, deceptions such as dressing as civilians or pretending to surrender, and banzai charges.

At 0700 on June 15th, the order finally comes in to launch the invasion force. Naval gunfire and aircraft have pounded the island of Saipan since last night, focusing on the western approaches. Thirty-four huge troop transport ships break formation and drop anchor around 6,000 yards from the shore. Over 700 landing craft and amphibious tanks pour out from the flotilla, get into formation, and begin the half-hour crawl to shore. As they move away from the ships, the naval gunnery ceases and the aerial bombings resume. The Marines’ amphibious craft are soon specks on the horizon, and all you are left with are your thoughts.

For the rest of the day there is little to do but wait. Everyone is nervous and edgy, trying not to think about tomorrow—card games and other distractions usually end in arguments. That night the ships continue to shell the island and light it with illumination shells. Sleep is difficult. (This is a good time to trade rumors.)

At 0600 on the 16th, the ship’s public address system announces that the Marines have established a successful beachhead.





Part II: Beachhead

The first stage of the Saipan campaign finds the players called in ahead of the 165th, first to help dislodge stubborn Japanese Talent resistance on shore and then sent to take on a reported enemy Talent near Aslito Airfield. When the action is over they'll have a chance to return to ship to wait for orders—or to stay in the fight as the American forces push north.

Scene 2: “Into the Breach, Boys,” 16 June

Shortly after noon on the 16th, Col. Kelley approaches the SIS commander.

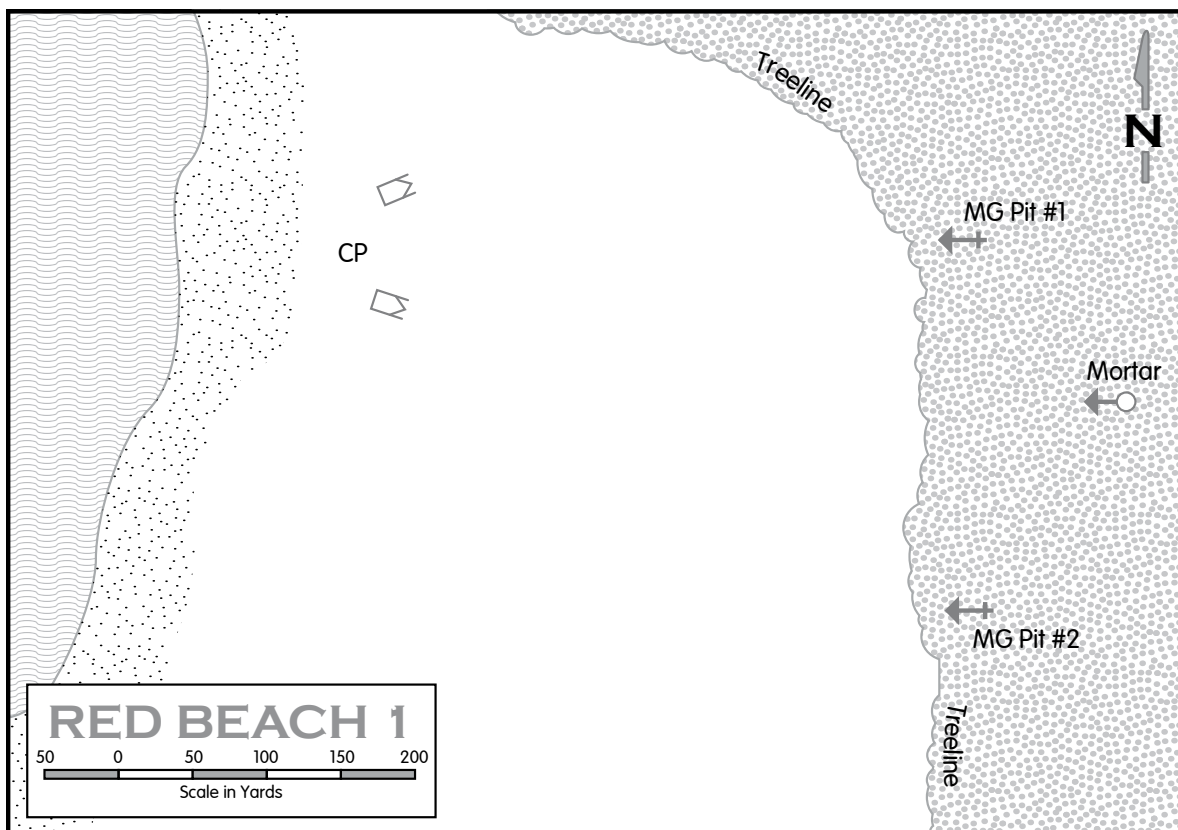
“Son, Holland Smith is calling for you boys to get on the island. The Marines made a good start, but they’re bogged down about 1,000 yards from the beach. They had a rough night, with those crazy Jap bastards running straight at them again and again until early in the morning.

Get your gear, get on the AMTRAC I’ve got waiting for you over the port side, and get onto Red Beach 1, to the north. Colonel Fawell from the 2nd Armored Amphibious Battalion will meet you and let you know what he needs. Good luck.”

The AMTRAC gets the squad to the beachhead in about half an hour. About 300 yards from the shore they start to run into the bodies of Marines and Japanese soldiers.

As they hit the beach, the stench of the dead from D-Day hits them—in the hot, wet weather the bodies already stink. In some places it would be possible to walk from the sea to the tree line just stepping on bodies, never touching sand.

A few hundred yards inland, hunkered down on the western slope of a sandy hill, is the command post of the 2nd Armored: a tarp hastily thrown up between two LVT amphibious tanks (“Alligators”) parked behind the cover of the hill. Here the squad finds Lt. Col. Fawell, a tall, thin man in his early thirties with a slight Boston accent. With him are several enlisted soldiers and his sergeant major. Off to the left are four captured Japanese POWs, under guard. All the Marines look filthy and exhausted.





Fawell greets the players:

“You boys are the SIS reserves, huh? Well, good to meet you. Old Howlin’ Mad seems to think you could be of some assistance. Here’s the situation: We came in all funny yesterday during the landing and didn’t make half the advance inland that we wanted to. Jap arty and small arms fire kept us down most of the day, and those damn sonsabitches kept charging our positions all night.

“We were ready to assault with the Alligators yesterday evening, but out of nowhere this crazy Jap runs out of the trees and tears the hell out of the lead tank. And I mean tears—he took the barrel off with his bare hands, then ripped apart the tracks. We finally brought him down, but we don’t know how many more like that they have in those trees.

“I’ve got most of my vehicles spread out and on-line now, but we can’t make much headway. I think if you could get behind them, maybe around to the north or just punch straight through, we could follow you and start rolling ’em up. I’ve got a company of infantry from the 8th Battalion that can follow you in there.

“Whenever you’re ready, we’ll give you some covering fire for a distraction. But let’s hurry it up, men. The Army’s about to land the 27th right on our asses tomorrow or the next day, and Howlin’ Mad wants them to have some room to spread out.”

Yesterday a Japanese soldier spontaneously manifested Talent abilities in a banzai charge and managed to destroy an LVT during the initial Marine assault. He was killed almost immediately after disabling the tank, and there are in fact no other Japanese talents in these positions—but the Marines don’t know that.

Fawell answers questions about his positions and known enemy machine gun positions, but he’s desperate to break through the Japanese lines. Some of the Marine units on the Red Beaches lost a third of their men on the 15th, during the landings and Japanese nighttime counterattacks. The situation is urgent.

Fawell doesn’t volunteer the information, but if the players ask why he doesn’t get help from the SIS teams that already landed, he says they were hit especially hard by Japanese machine guns and artillery positions that U.S. air and naval bombardment didn’t

manage to silence. Several teams were wiped out trying to clear the way for the rest of the Marines. The survivors are already pushing inland, out of reach. The scarce SIS teams will be spread thin from here onward.

The Assault

The Japanese are covering the left flank of the 2nd Armored with two machine gun pits and a mortar team. If the squad can knock these out, the Alligators will be able to turn on the Japanese flank, and start rolling the line back east towards the central highlands.

Each MG pit has three Japanese soldiers with one Type 11 machine gun, two Type 38 carbines and three Model 97 grenades. The three men of the mortar crew are each armed with Type 38 carbines, along with their Type 98 light 50mm mortar. All Japanese troops are suffering from dehydration and are undernourished, but they will not surrender.

MG Pit #1 is almost directly east from the 2nd Armor’s command post. MG Pit #2 is 250 yards south, with the mortar crew between the two of them, 100 yards further back from the beach. (See Map 2.) None of the positions can see the others, due to thick vegetation, nor can any bring their weapons to bear on a force that attacks the other positions.

The squad has two options for destroying the machine gun nests: frontal assault or flanking maneuver.

A Brains+Tactics roll indicates that the best plan would be to use suppressing fire from the LVTs to make an end-run around the Marines’ left flank and hook into the jungle to attack the Japanese from behind. From the northernmost LVT it’s only 100 or so yards to the cover of the jungle. Everyone making this run must roll Body+Running. Success means the character makes it to the jungle in 5 – width rounds. Each round they’re in the open, the northernmost Japanese MG pit can fire on them. It would be in everyone’s interest not to bunch up!

If the squad tries to rush the gun positions head-on, they need to cover almost 500 yards of sand, broken with craters from friendly and enemy artillery, while directly in the sights of both Japanese guns and the mortar. It takes three Body+Running rolls to cover this distance, each phase taking 5 – width rounds.

The three phases of the head-on assault are:

1. In the open, with some cover, at long range for Japanese machine guns. Both MGs can fire at the squad. A character can stop running at any time and duck into one of the numerous craters on the beach—this will give cover to every hit location except 7, 8, and 10. Also, this far out, any time an MG crew rolls a set of odd numbers, the rounds strike some debris





Imperial Japanese Soldier

Body 1* Coordination 2 Sense 2

Brains 2 Command 1 Cool 2

* lowered due to poor conditions on Saipan

Base Will 3

Skills Brawling 2 (3d), Endurance 2 (3d), Grenade 2 (4d), Knife 2 (3d), Machine Gun 2 (4d), Mental Stability 2 (4d), Mortar 2 (4d), Pistol 2 (4d), Radio Operation 1 (3d), Rifle 2 (4d), Running 2 (3d), Sight 2 (4d), Stealth 3 (5d).

Common Weapons

Type 38 carbine (Slow 1, Capacity 5, Damage width+2 in Shock and Killing, Range 50/150)

Model 97 grenade (Penetration 2, Area 2, Damage width+1 in Shock and Killing plus Area damage, Range 15/30)

Type 11 machine gun (Capacity 30, Spray 2, Damage width+2 in Shock and Killing)

Knife (Damage width in Shock + 1 Killing)

Type 98 50mm mortar (Slow 1, Penetration 6, Area 6, Damage width+2 in Shock and Killing plus Area damage, Range 40/350)

Sword (Damage width+1 in Killing)

Bayonet (Damage width in Shock + 1 Killing)

Squad Combat Stats

If using the Squad-Based Combat rules from *Combat Orders No. 2: Donar's Hammer*, the statistics for the squads are:

Imperial Machine Gun Squad

Machine Gunner (attack pool 6d) ☐

Rifleman (attack pool 4d) ☐

Rifleman (attack pool 4d) ☐

Attacks

Suppressive fire (MG) 4d (Damage width+2 in Shock and Killing)

Direct fire 8d (Damage width+2 in Shock and Killing)

Grenades 6d (Damage width+1 in Shock and Killing, Penetration 2, Area 2)

Imperial Mortar Squad

Mortarman (attack pool 6d) ☐

Rifleman (attack pool 4d) ☐

Rifleman (attack pool 4d) ☐

Attacks

Mortar attack 6d (Damage width+2 in Shock and Killing, Penetration/Area: 6/6)

Direct fire (rifles) 6d (Damage width+2 in Shock and Killing)

Grenades 6d (Damage width+1 in Shock and Killing, Penetration/Area: 2/2)

near the target instead of the target itself.

2. In the open, with some cover, at medium range for Japanese MGs. Both MGs can fire at the squad. A character can still duck for cover in a crater at any time. But there is little debris in this area, so the PCs can no longer ignore odd matches from the MG crews.

3. In the open, with no cover, at medium range for Japanese MGs and long range for the mortar. This area of the beach, up to the jungle line, has not been pocked by artillery, so there are no more craters for soldiers to use for cover. The Type 98 50mm light mortar crew has been called in by the MG crews—it can fire on advancing SIS members during this phase of the advance.

Once the SIS squad has destroyed the bunkers and mortar position, the 2nd Armored will be able to exploit this gap in the lines. The tanks with attached Marine infantry push off from the beachhead and start to roll up the Japanese lines. Word comes down that the 27th is being sent ashore to help clear the southern half of the island, and as soon as Col. Kelley of the 165th hits the beach the team will be back under his control.

Will Award: +1 for each position eliminated by the SIS squad.

Scene 3:

Welcome to the Jungle, 17 June

By the night of the 16th, the 2nd and 4th Marines open up the beach for the 27th Infantry Division to be called in from the boats. By mid-day of the 17th, the Marines have pivoted north with the 2nd on the left and the 4th on the right, preparing to drive for the northern tip of the island.

The 27th Infantry get the mission of clearing the southern half of Saipan by moving from west to east, driving the Japanese to Point Nafutan. The capture of Aslito airfield is key. This is the next target for the PCs.

Admiral Chuichi Nagumo is leading 1,000

Boats carrying Army units come in piecemeal throughout the night, with the last of them hitting the beach around 0300. Colonel Kelley sends a truck for you around 0330, to bring you down to the regimental HQ in the south, near Yellow Beach 2. You wearily climb in, and rumble down the secured coastal road to link up with the 165th.

Just as you pass by the radio station tower, a tank round explodes fifty feet from the truck.



The Marines around you wake up and fire their machine guns and artillery behind you to the north. A Japanese counterattack is on the way, coming down the road just a few hundred yards behind you!

infantrymen and 44 light tanks in an attack from Garapan, attempting to retake the radio station and push the Marines back into the sea. An equal number of Marines are in dug-in and protected positions for the defense of the area.

The PCs can either stop the jeep and lend a hand in beating back the Japanese offensive or continue on. They reach Aslito airfield at roughly the same time either way. If they don't bail out and fight the Japanese here, their jeep driver must slowly negotiate unfamiliar beach and mountain roads in darkness. If they stay to fight, their journey will take place in the early dawn, letting their driver move more quickly.

The Night Fight

The action is scattered, confused and sporadic. U.S. Marines have already established strong defensive positions, and enough fire discipline is in place to rule out the risk of friendly fire. For all the training of the SNLF—the Japanese marines—the attack force is ill-organized, little more than a mob of soldiers marching down the road behind a column of tanks. They take fire from both sides and have a difficult time getting off of the elevated coastal road to maneuver, making them ideal targets. Nagumo hopes to win by force of numbers, underestimating Marine strength in the area.

The Marines are well prepared. They disable or destroy one enemy tank every two minutes (20 combat rounds) through a combination of direct fire, grenades, anti-armor ordnance and artillery fire, and kill or drive off one enemy soldier every combat round.

Type 95 Japanese Tank

(see GODLIKE, p. 271)

Heavy Armor Rating: 1 (front) to 0 (flanks and rear)

Guns: 37mm cannon (Damage width+5 in Shock and Killing, Penetration/Area: 4/3)

Two Model 99 machine guns (Damage width+2 in Shock and Killing, Spray 4)

Maximum Speed: 28 mph # of Crew: 4

Weight: 17.98 tons

Dice Pools for Attacks:

Main gun 4d

Machine guns 8d (4d+Spray)

Jungle Combat

Saipan is semitropical, with great rocky areas and pockets of thick forest and steep hills that make movement and combat difficult. In the woods visibility is restricted to about 30 yards, 50 yards if you're lucky. At 50 yards, two parties need to score a height of at least 4 on a Sense+Sight roll to locate each other. Reduce the difficulty by one for every ten yards closer (Difficulty 3 at 40 yards, Difficulty 2 at 30 yards). A character throwing a grenade or knife must beat a height of 3 to hit, due to the thick, low-hanging vegetation.

Still, a well-trained and powerful SIS squad would be a great help. Focus the action on the players and their immediate area. By using their Talent powers to play havoc on one wing of the Japanese attack they can free up several Marine squads to concentrate fire elsewhere, driving the Japanese back more quickly.

If the players decide that their commander's timeline is more important than helping their fellow Marines, the American forces still win the fight but casualties will be substantially higher. Fellow Marines begin to suspect that the SIS team is favoring the Army over their brother Marines.

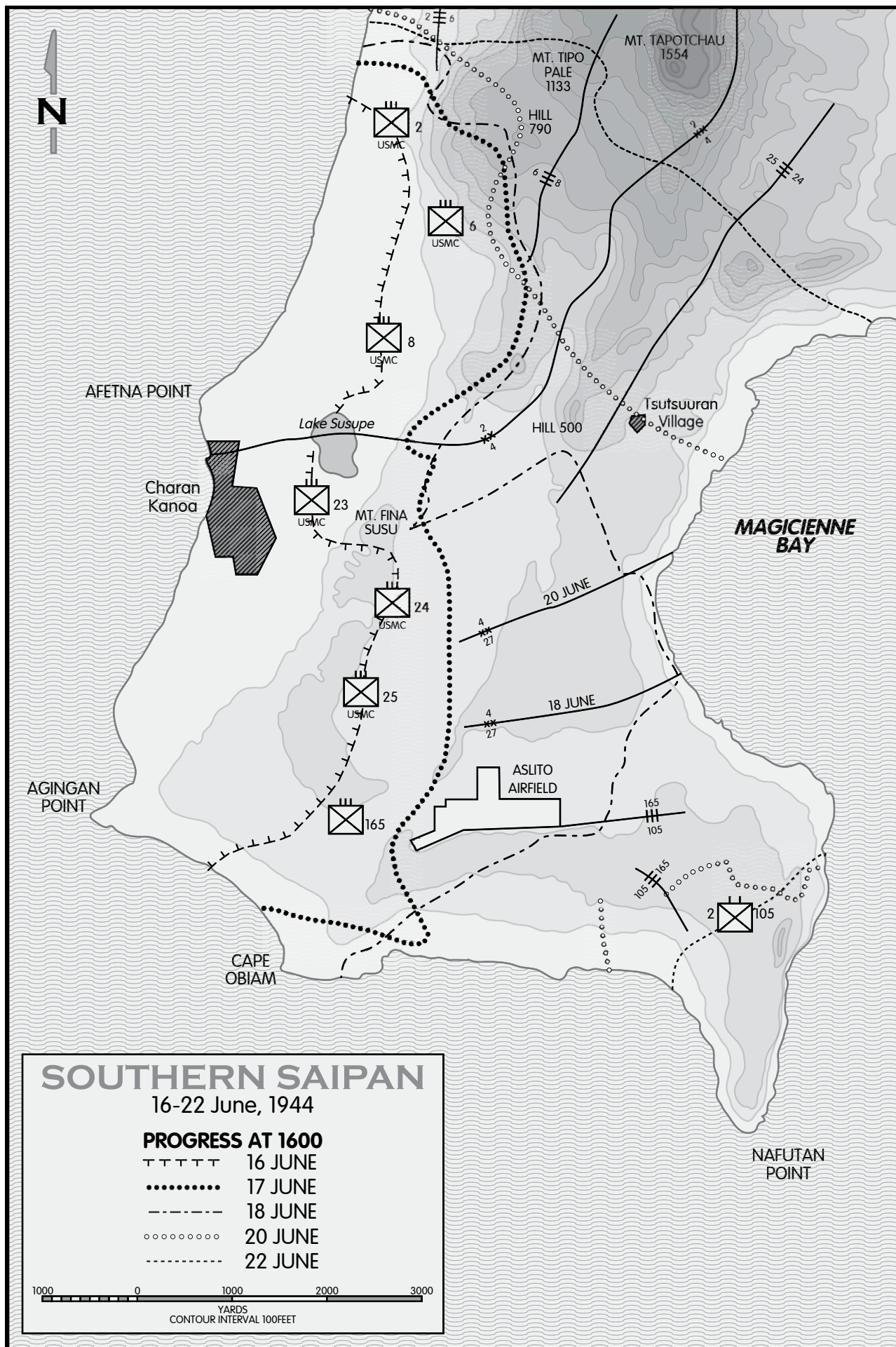
The fight winds down at daybreak, with Japanese forces retreating to the jungle and mountains.

Kelley's HQ

Regimental HQ is set up in a bombed-out manor house on a former sugar cane plantation. Only two outside walls are left, but most of the second floor is intact. 165th personnel have taken up the first floor with makeshift desks, a small first-aid station and sleeping areas. Colonel Gerard Kelley is there with his second-in-command and various aides to greet the SIS.

"Good morning, boys. Thought you might like to know that Gen. Smith personally decided to send you all down here to help us out. Seems to have a particular fascination with you. In any case, we're due to push off at 0900, in a couple of hours. We've got two battalions out here for the attack. Our objective line pushes past the airfield, so the southwest ridge is key. I'm sending you over there with 2nd Battalion. Private Greenwell here will take you to their commander, Lt. Col. Harvick. He'll let you know what he needs.







Scene 4: Storm the Airfield, 17 June

The hike takes the group up a very gradual rise, surrounded by jungle, occasionally breaking out into plains of jagged, uneven pinkish coral rock.

A rare Japanese Talent is on the ridge, using his power to manipulate the weather.

As you march through one of the clearings, you get your first look at the airfield and the ridge running away from it. Aslito Airfield isn't much more than a wide, flat grassy plain littered with the blasted hulks of Japanese planes that were bombed before they could take off.

The ridge is not very tall, only a hundred feet or so, but the western face towards you is fairly steep. And something seems to be happening on top. A dark mass of black, swirling clouds is boiling together, flashes of lightning within. The foul weather appears very localized, only a few hundred yards in diameter. Strange things are afoot near Aslito Airfield.

Lieutenant Colonel Harvick is hunkered down in a gully, near the woodline just in front of the ridge. Squat, rather chunky, he's clearly out of his depth. His sergeant major, Ostrum, is actually running the battalion's operations.

As you move into the battalion command post thick raindrops begin to splatter the jungle canopy. In seconds it's a downpour, thunder cracking overhead as lightning flashes through the now black sky. Lieutenant Colonel Harvick tries to greet you. Just as he opens his mouth, a bolt of lightning lances from the sky, striking a rifle team that was trying to maneuver from the woodline to a foxhole position at the foot of the ridge. The colonel ducks and shuts his mouth. As more riflemen move out to pull back the wounded under cover of mortar fire, the battalion's senior NCO, Sgt. Maj. Ostrum, steps around Harvick, puffs on a cigarette, and regards you.

"Christ," he says, "as if the bullshit up on that ridge wasn't enough. Now we've got our own set of freaks." He looks at your SIS commander. "Don't suppose I need to tell you what needs to be done. We need to get to the airfield. Can't do that without clearing that ridge." Something pings off the sergeant major's helmet. He looks up as golf ball-sized hail starts to pour from the sky. "Son of a bitch."

Ostrum was on Tarawa when the SIS team member infamously exploded due to a Talent misfire, killing some nearby soldiers. He does not trust Talents, and in fact resents the implication that his battalion alone cannot clear the ridge. A career soldier, Ostrum hates the idea that his beloved Army is changing to incorporate this new breed of soldier, and is worried that the old days of iron men forged from discipline are being replaced by men who can actually turn into iron.

On top of all of this, the old warhorse just can't stand Marines.

The Japanese occupy the heights above the airfield and can beat back nearly any unsupported attack launched by the 165th. They have no heavy weapons, however, so even a platoon of tanks would be able to sway the tide over to the Americans. Unfortunately tanks will be in short supply on the island until midday tomorrow, and unless the mud and muck generated by Amakaze can be stopped the Marines will have no way to scale the ridge anyway.

The Talents need to defend against the normal Japanese soldiers, locate Hiragushi and eliminate him. Fortunately he is a relatively inexperienced Talent, reckless and arrogant. Rather than hide himself and harass the SIS, he makes it quite obvious that he is the source of the weather phenomenon, and depending on the success of the players he may even lead a last-ditch banzai charge. Major Hiragushi considers himself a warrior first, a Talent a distant second.

The storm dissipates as soon as *Amakaze* is dead.

There are 23 Japanese soldiers on the ridge, armed with Type 38 carbines, pistols and two Type 11 MGs. They will all fight to the last man and die in place if necessary. Use the stats from page 10.

Fighting up the ridge on the rocky terrain is difficult. Each player must make four Body+Climb rolls at Difficulty 3, each success gaining 25 feet of ground up the cliffs.

If the player rolls a match but does not beat the Difficulty, the character is merely knocked flat. A failed roll indicates that he is knocked over and slides back down the ridge, losing his progress for this phase of climbing. If none of the dice rolled by the failure are 3 or higher, the PC suffers a point of damage as well: If the majority of the dice are even, the damage is Shock; otherwise the damage is Killing. Roll 1d for hit location.

Should a PC be shot, attacked, or otherwise jostled while on the side of the ridge, he must make a Coordination+Climb check with Difficulty 3 or slip down, losing 25 feet of progress.

Once the ridge is cleared, the Marines and the Army commandeer the airfield. Fresh supplies and naval combat aircraft soon start to land.

Will Award: *As usual for defeating a hostile Talent.*





Major Takashi Hiragushi— “Amakaze” (Driving Rain)

Body 2 Coordination 2 Sense 2

Brains 2 Command 3 Cool 3

Base Will 13

Current Will 13

Skills Brawl 2 (4d), Dodge 1 (3d), Education 2 (4d), Grenade 2 (4d), Inspire 1 (4d), Intimidate 2 (5d), Language (Japanese 2 (4d), English 1 (3d)), Leadership 1 (4d), Mental Stability 2 (5d), Pistol 2 (4d), Rifle 1 (3d), Sight 1 (3d), Sword 2 (4d), Tactics 1 (3d).

Talent (Cost: 80 Will Points)

Control Weather 5d (Extra: Radius 6, 250 yards, +3/+6/+12, plus 18 pts.; Flaws: Blanket Control, -2/-4/-8; Uncontrollable, -3/-6/-12).

Harm: Lightning 5d (Extra: Electrocuting, +4/+8/+16; Flaw: Attached to Control Weather, -1/-2/-4).

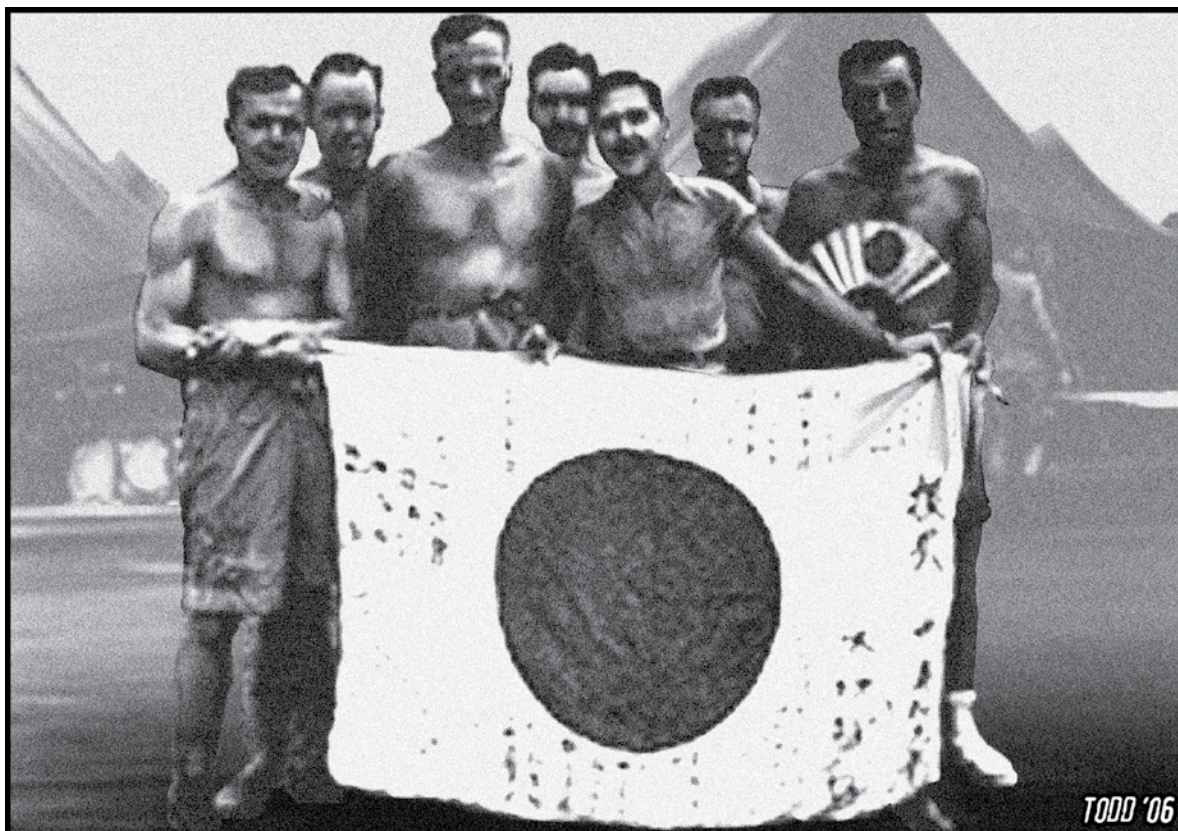
Weapons

Nambu pistol (Damage width in Shock and Killing, Capacity 8, Range 13/30)

Samurai sword (Damage width+1 in Killing)

Notes

Hiragushi can use successful rolls to gobble dice from a number of actions, such as Climb and Dodge rolls as soldiers slip in the mud generated by rain and Sight and attack rolls thanks to blinding wind and rain. He can shut off his power only on another successful roll. Once a storm has been whipped up, he can trigger lightning to smite his enemies. Remember to make one of his Harm dice a wiggle die if the target is wet from the storm, due to the Electrocuting extra! Once Hiragushi summons his storms, he is subject to the same adverse affects as everyone else.





Part III: Mopping Up

The players get a seemingly heaven-sent chance to return to ship. But taking it puts them square in the sights of the commanders of this invasion. Wise Marines might prefer a week of battling through the rocks and mud.

Scene 5A: A Brief

Reprieve, 18–24 June

With Aslito Airfield secured, Col. Kelley offers the SIS team a chance to catch a troop transport ship from the beachhead back to the *Fremont* for showers and chow. He doesn't foresee needing them within the next week—the Army units will be performing simple mopping-up operations while the Marine divisions push north.

Of course, leaving a combat zone for a week of R&R aboard ship is not a very wise decision, regardless of the rank of the officer authorizing the leave, especially for a team of the Devil's Own. A successful Brains+Tactics roll warns the PCs that their Marine superiors will not look kindly on it.

If the SIS team leader tells Kelley that they are hesitant to leave the front, he offers them formal, typed orders sending them back to the troop ship. If players still refuse to evacuate the island for some rest aboard the *Fremont*, and insist upon staying ashore to fight, Kelley acquiesces. But he's piqued that the SIS squad didn't take his offer, and sends them to the toughest mopping-up operations for the next week. Proceed to Scene 6C.

Back to the Beach

If the SIS team decides to head out to the *Fremont*, with or without written orders, they reach the beach without incident.

How Capt. Waid treats the SIS depends upon whether they received formal orders from Kelley

The beachhead on the coast, after just three days of fighting, is a riot of activity. Most of the dead have been cleared away, but the smell remains. Crates of supplies sit in stacks twice as tall as a man, some opened, some sealed. Navy SEABEES (engineers) are directing beach traffic and already bulldozing supply roads into the jungle. The destroyed hulks of the Navy landing vehicles and a few Japanese tanks have yet to be cleared—at least they're no longer

smoking. As you look for the petty officer who is supposed to take you back to the *Fremont*, the officer supervising the beachhead operations approaches you. It's Captain Douglas Waid, the aide-de-camp to Marine General "Howlin' Mad" Smith.

He barely acknowledges your commanding officer. "What are you men doing back on the beach?"

sending them back to the *Fremont*. If they produce the documents, Waid reads them over, becomes moderately more friendly (which still isn't saying much), and sends the squad on their way. Move on to Scene 6A.

If they have no written orders, Capt. Waid digs in his heels and refuses to authorize a landing craft to take them out to the troop ship.

A successful Cool+Bluff roll by a member of the SIS, in conjunction with a calm and friendly demeanor, convinces Waid of the righteousness of their cause. Grudgingly, he allows them to board an LVT (landing vehicle, tracked) heading for the *Fremont*. This also leads to Scene 6A.

If they don't convince him, he tells them to sit tight while he looks into it. That means a call to Smith, who gives firm orders to get the hell back in the fight—and then calls Kelley to chew him out for trying to send the squad back to the ship. Move on to Scene 6C—but now they're on the "shit list" of just about every officer above them.

If the PCs insist on going to the ship without orders and against the wishes of Capt. Waid, they can board a supply boat heading back to the *Fremont*. He can't actually stop them, since they aren't under his command and they have the verbal authorization of a colonel. But without formal documentation and over the express desires of Gen. Smith's aide-de-camp, the SIS team is just this side of AWOL aboard the *Fremont*, and their actions do not bode well. This leads to Scene 6B.

The *Fremont* feels like a ghost ship now—with most of the soldiers on Saipan, only the skeleton Navy crew remains. They give you a heroes' welcome, and you dine with the Captain on your first night aboard. Steak, limp salad, and strong coffee end your evening before you all head back to your bunk room and collapse into sleep.





The next morning, refreshed and clean, you're given the run of the ship and the ship's doctor tends to your wounded. There is little equipment left to dig through since most of it has been moved ashore—but anything left aboard must be ripe for the picking. Otherwise it would have found its way into the hands of troops by now.

Back to the Ship

The PCs can find replacements for any of their standard-issue field gear, and all the ammo they can carry. In a small storage hold off the main cargo area, there is also a crate of four M1 rifles, a box of a dozen “pineapple” grenades, and the true prize—an M1A1 bazooka with six spare rockets!

The SIS team can get almost a full week of rest and recovery aboard the ship, if they don't go looking for a mission. However, a lot is going on back on Saipan that will come back to bite them. To keep things moving, it's probably best to gloss over this week of down-time and summarize events on the islands.

18–21 June: Major General Ralph Smith, the Army commander of the 27th Infantry Division, is bogged down trying to clear out the southeast corner of Saipan. Both the 105th and 165th Infantry Regiments are grinding their way east and southeast to the Nafutan peninsula.

21 June: Over the strenuous objections of Army Major General Ralph Smith, Marine Lt. General “Howlin’ Mad” Smith orders most of the Army 27th Division to form abreast with the 2nd and 4th Marines, to push north along the main axis of the island. This leaves only one Army battalion to clear out the Nafutan peninsula. Intelligence claims there are only 300 Japanese left in the southeast corner of the island—in truth there are roughly 1,500. One rifle battalion cannot possibly mop up the remaining Japanese.

22 June: To make matters worse, as the Army units up north move into position alongside the Marines their columns become entangled, delaying the entire push north on the island. The whole northern offensive stalls out, and by the next day, the Army units have only advanced several hundred yards in 24 hours.

23 June: Lieutenant General “Howlin’ Mad” Smith is enraged when he discovers that Army Maj. Gen. Smith is still giving orders to the battalion clearing Nafutan, which is supposed to be under corps tactical control, directly under “Howlin’ Mad” himself.

24 June: Following the unsatisfactory performance of the Army units on Saipan, both in the northern offensive and mopping up operations

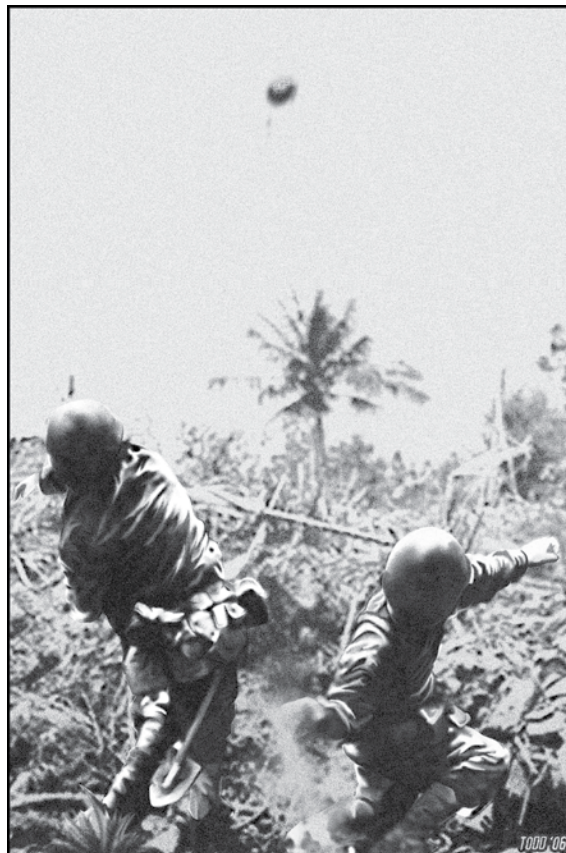
near Nafutan, “Howlin’ Mad” Smith relieves Army Maj. Gen. Smith in the morning. “Howlin’ Mad” also personally fires the commander of the 2nd/105th for unsatisfactory performance in the Nafutan operation.

American forces are firmly established on Saipan and there is no chance of being driven back. Resistance is still strong, however, and Japanese morale shows no signs of breaking.

Scene 5B: Mopping Up, 17–24 June

As per the above timeline, this week sees the 27th Infantry Division attempting to clear the east and southeast of the island. There are still plenty of Japanese soldiers left in their caves and bunkers, and with Gen. Smith intent on pulling manpower to the north there are fewer and fewer American soldiers left to root out the enemy.

To give a sense of the action, the SIS squad has three encounters to deal with—a fortified bunker system, a roadblock with minefield, and a detachment of some of the last functioning Japanese tanks on Saipan. The GM may run the team through any or all of these; they may also be saved to plug in to the scenario either earlier or later than they appear here.





The Bunkers

On patrol, the SIS team encounters a bunker complex manned by Japanese soldiers. Although the main front in the battle for Saipan has already pushed past these defenders, their presence in a continued danger to American forces. If bypassed, the enemy leave their bunkers by night and wreak havoc behind the American lines.



There are two main bunkers here. Each is constructed of earthworks and concrete (HAR 4) and positioned to defend the other. Together they guard an important road intersection. Advancing American infantry avoided this position with no trouble, but resupply operations need the use of these roads to get vital ammunition and more up to the front.

Each bunker is manned by four Japanese soldiers, and each bunker also has a Type 96 medium machine gun. See page 10 for their stats.

The Village

A young, distraught Chamorro man finds the SIS team on patrol. He knows only one word of English: "Japanese." He points the team to a nearby village and tries urgently to communicate something else, something upsetting, but it's no use. If the team calls in for instructions, Kelley orders them to deal with the situation themselves. His soldiers are already spread too thin.

The "village" is cluster of four huts around a central well. Five Japanese soldiers are hiding in the shacks, with two captive native families they use as servants. The soldiers and natives are divided roughly evenly between the four huts.

These Japanese are the remnants of an engineer platoon. They have seeded the area around the village with Model 93 anti-personnel mines (Penetration 3, Area 3). Sense+Sight rolls will reveal the locations of the mines on the way into the village—the task is not too difficult, since the Japanese were rather hurried in their emplacement. This assumes a cautious, tactical deployment, however. A mad rush into the village certainly sets off one or more mines.

The Japanese soldiers are reluctant to harm their captives, but have no qualms about sacrificing their own lives. At the first sign of an organized assault, they attempt to regroup in one of the hutches and take their own lives. The captives, released, run like mad in

their own right.

If the players advance recklessly into the village and appear to be taking few precautions to avoid civilian casualties, require a Coordination+Sight (yes, cross-matched stat and skill) roll with each shot to keep from shooting a civilian by mistake.

Tanks

If they avoided the Japanese counterattack in Scene 3, the SIS team now gets to tangle with some real Japanese armor. Although not many Type 95 tanks are left after the assault on the night of June 17th, two vehicles were stationed down in the southeast of the island. The SIS team hears these two tanks moving down a dirt track before the Japanese have a chance to spot them. With enough time to lay in an ambush, the squad has a good chance of disabling and possibly destroying them both. See page 11 for their stats.

Scene 6A: Back to the Grind, 24 June

Early in the morning there's a knock on your cabin door. It opens and you blink into bright light streaming in from the corridor. A nervous seaman hands you a freshly transcribed radio message. It reads:

General Smith orders you to proceed to RJ 225. Link up with 165th CP. Execute upon receipt of these orders.

— Captain Waid

Looks like the holiday is over.

If the PCs got written orders from Col. Kelley for their R&R, this message from Waid is merely his attempt to prevent his boss, "Howlin' Mad" Smith, from continuing on his rampage and targeting the SIS. If they had no orders but were able to convince Waid to let them go anyway, then this message is his frantic attempt to get them back on the island before his boss discovers Waid's mistake. Either way, the team is due to get back into the fighting in Scene 7.





Scene 6B: “Howlin’ Mad” vs. the Army, 24 June

The door to your cabin slams open sometime in the night—you’re not quite sure when. Bright light spills in from the corridor outside, and as you blink your eyes to adjust, you hear someone snap “Atten-HUT! Officer on deck!” As you all blearily try to climb down from bunks stacked three high, someone storms into the room and begins swearing up a storm, kicking your gear and waving his arms.

The PCs have just met United States Marine Corps Lieutenant General Holland “Howlin’ Mad” Smith. He’s tracked his wayward SIS team to the USS Fremont, and is mad as hell that Maj. Gen. Smith hasn’t been using them on Saipan.

“You! You in charge here, son?” The officer strides up to the CO and pokes him right in the chest with a finger. You suddenly realize this is “Howlin’ Mad” Smith himself, the top dog for the ground invasion of the entire Marianas campaign.

“Howlin’ Mad” generates far more noise than his physical stature would suggest. He’s paunchy, with his stomach strapped in behind his web gear belt. His large nose supports surprisingly small and elegant eyeglasses, while his hair and mustache have gone gray.

“Goddammit, son. What the hell were you all doing here? Playing grabass with the Navy? Screwing off and getting fat on chow? In case you asswipes have forgotten, there’s a war on. Your brother Marines have been bleeding and dying on that goddamn island for over a week now. What have you done about it?”

He may or may not give the PCs a chance to explain themselves. Whatever they manage to get out, he cuts them off.

“I don’t care what that jackass Army General Smith had you all doing. I fired him, I fired one of his worthless colonels, and by God I can sure as shit fire you. Lieutenant Flynn, step in here.”

A huge bruiser ducks into the now quite cramped cabin. He’s a Marine first lieutenant, but some of you recognize him from the fields of Notre Dame, where Patrick Flynn helped bring home the 1930 national title. In the dull light from the hallway his hair is dark copper.

“This is your new CO, Lieutenant Flynn. You,” General Smith points to the former commander, “are now second in command. You all will listen to every goddamn word Flynn says, and obey it like his orders came from my own lips. Is that understood? Now get your shit together. You all need to go bail out those saps in the 27th Division again. Get over the side, get into the AMTRAC, and if you don’t get back in this fight, so help me I’ll court martial every last one of you.”

And in a whiff of old cigar smoke and jungle water smell, “Howlin’ Mad” leaves as quickly as he came.

Lieutenant Flynn is just as appalled as the PCs. Until a few months ago he was fighting in the Marshall Islands, but a rifle round to his right arm sent him to the rear. Last week he was ordered to report back to the Pacific, and just two days ago he was dropped off on the Fifth Fleet flagship. “Howlin’ Mad” Smith snapped him up with plans to replace an SIS team leader should one fall. After firing two other officers, however, the Marine general figured the third time would be a charm.

If possible, give Flynn to a player as a replacement for a character who died or was badly wounded in action. If that’s not an option, run him as an NPC. Yes, this breaks one of the cardinal rules of GMing by removing the players’ free agency and placing them under the direct command of an NPC. But it serves to reinforce the capriciousness of war and one of *GODLIKE*’s central themes—that even Talents are beholden to the whims of fate (and superior officers).

The SIS team now has a new CO. Flynn doesn’t want to do it, but he got an order from “Howlin’ Mad” himself to command this unit and he has no intention of disobeying the general. He listens to anything the former CO has to say and apologizes to the squad for the situation, and he makes no snide comments about any past action (or inaction) on the part of the team, but he is very firm that he is in charge now.

Will Awards: *–1 for the dressing down; the fired CO loses half his current Will.*

First Lieutenant Patrick Eamon Flynn, USMC

Background: Notre Dame football star, family man, reluctant CO

Nationality: American

Age: 34

Family: Wife, four children

Education: B.S. in education, Notre Dame University

DOB: 19 October 1909

Manifestation: 5 May 1943

Motivation: Keep soldiers alive, get home

Statistics

Body 3 **Coordination** 2 **Sense** 1

Brains 2 **Command** 3 **Cool** 2

Base Will 10

Skills Athletics 3 (6d), Brawl 2 (5d), Dodge 1 (3d), Education 1 (3d), Endurance 1 (4d), Grenade 1 (3d), Health 1 (4d), Inspire 2 (5d), Knife-Fighting 1 (4d), Leadership 2 (5d), Lie 1 (3d), Machine Gun 1 (3d), Map Reading 1 (3d), Mechanics (Auto) 1 (3d), Mental Stability 2 (4d), Navigation (Land/Sea) 1 (3d), Pistol 1 (3d), Rifle 1 (3d), Stealth 1 (3d), Survival (Jungle) 1 (3d), Swim 1 (4d), Tactics (Jungle) 1 (3d), Throw 2 (5d).

Talents

"Bum Rush" 2hd (Flaws: Must run at top speed to activate, -1/-2/-4; Glow, -1/-2/-4).

Hyperbody +4d (Extra: No Inertia, +2/+4/+8; Flaws: Attached to "Bum Rush," -1/-2/-4; Useable only to remove (throw) objects from path, -1/-2/-4).

Notes

Flynn's 2hd in "Bum Rush" are used as Sidestep dice. When running at top speed he resists damage and can knock objects weighing up to a ton out of his path. When running and his power is active, Flynn's body gives off an inner shine that makes it hard to look at him. Upon striking an obstacle a bright flash explodes and the object is hurled away as if Flynn had thrown it. Flynn loses no time or momentum when this happens.

History

Patrick Eamon Flynn grew up in the farm town of Sandusky, Ohio. His parents were Irish immigrants who worked for a land-owner who eventually willed his farm to them. They had seven children, three boys and four girls. Patrick showed early promise on the football field. His size and speed made him an excellent fullback, and after four years on the varsity squad at Sandusky Senior High School he was offered a four-year scholarship to Notre Dame.

With a carpet bag full of his clothes and \$12.50 in his pocket, he caught the bus to South Bend, Indiana in fall 1928. Patrick wrote his name in the already full book of Fighting Irish greats. He was a two-time All-America fullback, and under coach Knute Rockne helped the Irish to their 1930 national title. Patrick struggled through his classes, but with hard work he earned a B.A. in education. Turning down offers from several colleges to be offensive coach, Patrick returned home to Sandusky. He married his high school girlfriend and began teaching at Sandusky Senior and coaching their football, baseball and track teams. Three children followed in quick succession.

In 1943, Flynn and his two brothers were drafted. John was enlisted in the Navy, and would serve in the Pacific. Matthew joined the Army Air Corps and was a mechanic on the American bombers flying out of England. Patrick, having a college degree, professional experience, and a prestigious athletic career was earmarked for OCS immediately.

During a pick-up football game at Ft. Benning as the course was winding down, Patrick discovered his Talent. Taking a hand-off from the quarterback, he cut around the line and tore downfield for the end zone. Another officer candidate, himself a former football star from Penn State, slammed into Patrick with 250 pounds of muscle. There was a flash of light, and Patrick was in the end zone, with his tackler 60 feet away, lying in a heap with a broken arm and two broken ribs.

Now First Lt. Patrick Flynn is terrified at the prospect of leading men into combat. He's smart enough to recognize his lack of intellect, but does not see the influence he has over others. His calm manner and personal courage make him every soldier's ideal field commander. If Patrick can overcome his own doubts, and find those within his squad who can give him sound tactical advice, his team will serve with distinction.

Apologies to the great Marchy Schwartz, the real halfback from Notre Dame in the '30 and '31 seasons.



Part IV: Walking Through the Shadow

Pushing northward, the Talents face tough, dug-in Japanese forces and deadly ambushes in and around Death Valley, then join the assault on the last enemy positions on Purple Heart Ridge.

Scene 7: Death Valley, 25 June

Back on Saipan, a troop truck carries the team to the interior, southeast of Mt. Tapotchau, the central mountain on the island. The 106th and 165th are wedged between the 2nd Marines on their left and the 4th Marines on their right. The Marines have pushed about 300 yards past the furthest position of the Army, creating a U-shaped bend in the U.S. lines.

In the pocket of the U, stiff Japanese resistance has held up the Army. A wide, central valley with plateaus on either side is centered in front of the Army units, and has already been nicknamed Death Valley. Japanese soldiers hidden in caves and redoubts along the plateau walls have clear lines of fire to the valley floor.

Particularly vicious fighting has taken place on the left flank, nicknamed Hell's Pocket, and all along the right hand plateau, now called Purple Heart Ridge.

Japanese tactics for fighting in the area are as follows:

1. Remain hidden in the caves and folds of the earth as much as possible.
2. Artillery and anti-aircraft guns have been hidden in the caves, rolled back out of sight. On command they can roll forward and deliver direct-fire shots onto the valley floor below.
3. Should U.S. units move past them, Japanese troops leave their caves at night to wreak havoc behind friendly lines.

U.S. tactics for clearing Death Valley:

1. Advance tanks forward, protected by infantry, to fire into all cave openings.
2. Where tanks are unable to advance due to terrain, use man-carried flamethrowers to clear fighting positions.

Leaving your truck behind, you march several hundred yards to the command post of the 165th. You see Col. Kelley there again, his uniform wilted from over a week in the jungle,

his face drawn and haggard from lack of sleep. He barely notices your arrival, and instead continues to brief the battalion commanders he has in front of him.

As they break off to return to their units, Kelley waves you over.

"Wish I could say I was glad to see you boys again. 'Howlin' Mad' gave me a hell of an ass-chewing for sending you all back to the Fremont. From the way he's been carryin' on, I'm lucky I still have my command. Hope you got plenty of rest out there—this is the worst we've seen yet.

"Japs are thick as fleas through this valley. We've got some artillery and air support, but they're so well dug into the caves our bombs don't do much. Have to clear it the old fashioned way. Captain Prout, from 1st Battalion, is clearing the west face. Head on over to him and give his men a hand."

Kelley doesn't even have time to say goodbye or wish you luck. He simply turns back around and heads over to his radio tent. An orderly runs up, and points out where you can link up with Capt. Prout's B Company.

Captain Prout attaches the SIS team to his first platoon, a unit made up of 20 men, three of whom are armed with BAR rifles and two with flamethrowers. Operating this close to the plateau, the American soldiers are too close for the enemy to attack with their direct-lay field guns hidden in the caves. The Japanese have their carbines, however, and a few grenades left. There's plenty of opportunity for bloody-minded revenge on the Japanese troops for any casualties inflicted upon the SIS so far.

The only job for the PCs to do is methodically flush out and kill dozens of Japanese soldiers hiding in Hell's Pocket—see the map on page 22. The numbers on the map correspond to the following encounters:

1. Enemy redoubt: A small cave containing five Japanese soldiers, all armed with just their carbines. Their position in the cave is roughly ten feet above the level of the valley, and the jungle scrub clinging to the sides of the cliff masks their location—all attacks except Area attack must overcome a Difficulty of 3 or else the shot misses. Good marksmanship, working in teams to lay cover fire and advance, and use of flamethrowers are all potential solutions to destroying this group.

2. Friendly fire: While the group moves down the valley it comes under artillery fire: A fire mission called by a Marine patrol further to the south has



Typical U.S. Army Soldier

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Base Will 3

Skills Brawling 2 (4d), Cryptography 1 (3d), Endurance 2 (4d), Explosives 1 (3d), Grenade 2 (4d), Knife 1 (3d), Language (English) 2 (4d), Leadership 1 (3d), Machine Gun 2 (4d), Mental Stability 1 (3d), Mortar 2 (4d), Pistol 2 (4d), Radio Operator 1 (3d), Rifle 2 (4d), Running 2 (4d), Stealth 1 (3d), Submachine Gun 2 (4d), Tactics 1 (3d).

Weapons

M1 Garand rifle (Damage width+2 in Shock and width+3 in Killing, Capacity 8, Range 400/3,000)

Browning automatic rifle (Damage width+2 in Shock and width+3 in Killing, Spray 0/2/3, Capacity 20, Range 109/875)

Flamethrower M1A1 (Damage 1 Killing + Area 4 + Burn, Capacity 10, Range 20/50)

Colt .45 pistol (Damage width in Shock and width+1 in Killing, Capacity 7, Range 18/34)

Knife (Damage width in Shock + 1 Killing)

M2A1 "Pineapple" hand grenade (Damage width+1 in Shock and Killing, Penetration/Area: 2/2, Range 15/30)

The Japanese Army Sniper

Body 1 Coordination 3 Sense 2

Brains 1 Command 1 Cool 2

Base Will 3

Skills Brawling 2 (3d), Endurance 2 (3d), Grenade 2 (5d), Knife 2 (3d), Mental Stability 2 (4d), Pistol 2 (5d), Radio Operation 1 (2d), Rifle 3 (6d), Running 2 (3d), Sight 2 (4d), Stealth 3 (6d)

Weapons

Type 38 rifle (Slow 1, Capacity 5, Damage width+2 in Shock and Killing, Range 220/900)

Captured M4 Sherman Tank

(see GODLIKE, p. 274)

Heavy Armor Rating: 7 (front) to 3 (flanks and rear)

Guns: 75mm cannon (Penetration/Area: 7/4+Burn, Damage width+7 in Shock and Killing)

Browning .50 cal machine gun (Penetration 1, Spray 1/3, Damage width+4 in Shock and Killing)

Browning .30 cal machine gun (Spray 0/1/2, Damage width+3 in Shock and Killing)

Maximum Speed: 0 mph (mired)

of Crew: 5 (currently 3)

Weight: 32 tons

Dice Pools for Attacks

Main gun 4d

.50 caliber MG 5d or 7d (4d+Spray)

.30 caliber MG 4d, 5d or 6d (4d+Spray)

Japanese Artillery Soldier

Body 1* Coordination 2 Sense 2

Brains 2 Command 1 Cool 2

Base Will 3

* *lowered due to poor conditions on Saipan*

Skills Brawling 2 (3d), Endurance 2 (3d), Forward Observer 2 (4d), Grenade 2 (4d), Knife 2 (3d), Mental Stability 2 (4d), Pistol 2 (4d), Radio Operation 1 (3d), Rifle 2 (4d), Running 2 (3d), Sight 2 (4d), Stealth 3 (5d).

Weapons

Type 38 carbine (Slow 1, Capacity 5, Damage width+2 in Shock and Killing, Range 50/150)

47mm anti-tank gun (Slow 2, Penetration/Area: 6/3+Burn)

Colonel Motoshi Sato

Body 2 Coordination 3 Sense 2

Brains 2 Command 3 Cool 2

Base Will 5

Skills Brawling 2 (4d), Endurance 2 (4d), Grenade 2 (5d), Language (English) 1 (3d), Leadership 2 (5d), Mental Stability 2 (4d), Pistol 2 (4d), Radio Operation 1 (3d), Rifle 2 (5d), Running 2 (4d), Sight 2 (4d), Stealth 3 (6d), Sword 2 (4d).

Weapons

Samurai sword (Width+1 in Killing)



targeted the SIS team. Roll Brains+Explosives or Brains+Forward Observer to identify the rounds as American, and Brains+Radio Operation (taking 5 – width rounds) to call off the barrage.

The rounds are coming from a battery of American 90mm M1 field guns (*GODLIKE*, p. 273): Slow 2, Penetration/Area 7/6 + Burn.

Until someone gets on the radio and stops the firing, two shells fall every three rounds (two in round 1, two in round 4, and so on). The platoon accompanying the SIS team can “soak up” some of this damage to keep the players alive.

3. Sniper: This cave on the cliff wall is the haven of a single Japanese sniper. If a group of more than three Americans moves through the valley below him, he holds his fire until he can pick off a few of the rear guard. He opens fire on groups of three or less.

His position is even more well camouflaged than the Japanese in the first cave—a Sense+Sight roll is necessary whenever he fires a round to locate his position. A Talent with Hypersense could use other senses (such as hearing) to locate the sniper. All direct fire attacks on the sniper must overcome Difficulty 3.

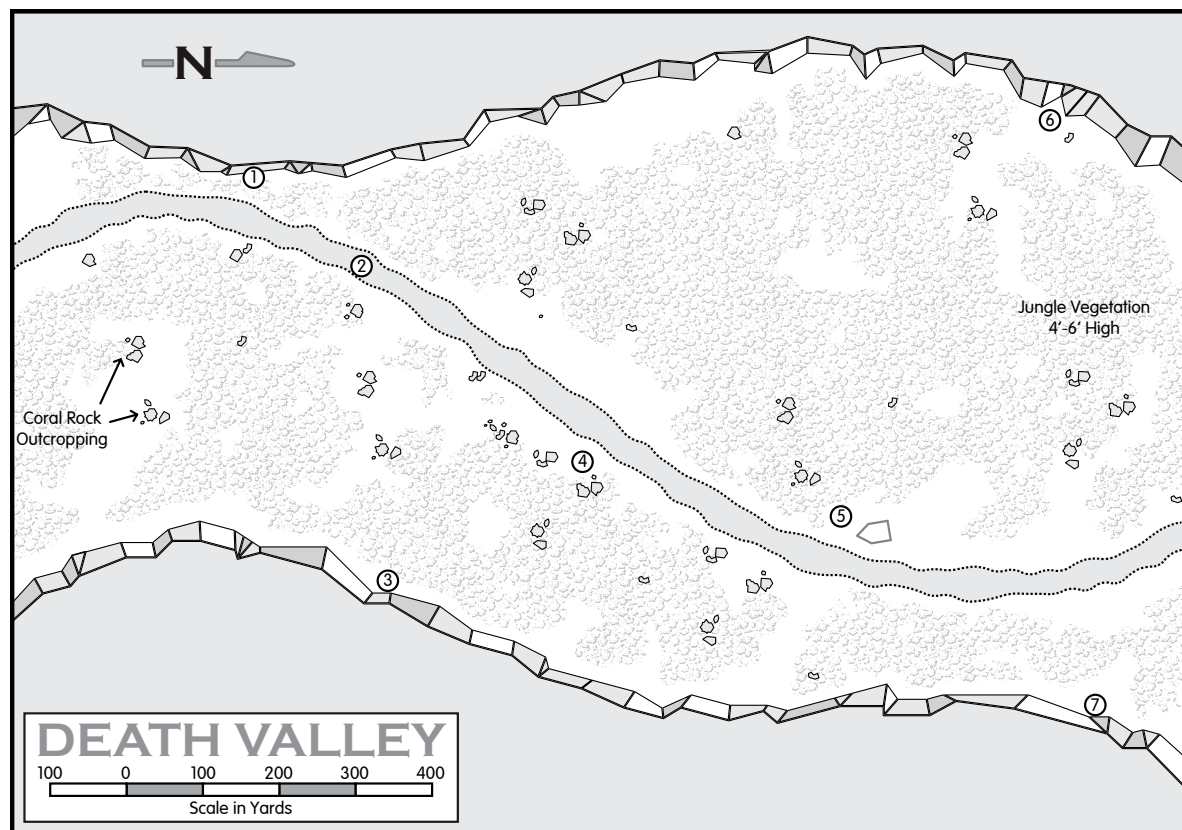
4. Pinned patrol: A patrol from Bravo Company, 1/165th, ran afoul of the Japanese sniper detailed above. Six men under the command of Tech. Sgt. Fraser were ambushed. Fraser was shot in the head and died instantly, and two other men were wounded.

The other three dragged their comrades into cover and decided to wait for reinforcements.

If the PCs have already dealt with the sniper and cleared the previous nest of Japanese assailants, they can radio for a medic team to come pick up this patrol. If the sniper held his fire to let the team pass, he begins methodically picking off members of the unit as they stop to help the injured Americans, forcing the SIS team to double back and root him out.

5. Captive tanks: Early yesterday during the initial push through Death Valley, a platoon of four M4 Sherman tanks attempted to move down the valley to blast some of the Japanese strongpoints. They immediately took heavy fire and were overwhelmed. Two tanks were destroyed by enemy fire and a third was sabotaged by its crew before it could be captured, but the fourth was successfully taken by a swarm of Japanese attackers.

All 20 Americans of the crews are dead, but the Japanese have set their captured tank on the trail, facing south towards the American push. Since the Japanese soldiers who took control of the tank were infantry, not tankers, they’ve gotten the Sherman mired in mud on the side of the trail. No less than the equivalent of towing it with another M4 will free it (treat it as a 10-ton weight if an SIS member has very high Body), but the turret and all guns are still functional.





Three Japanese soldiers now crew the tank. They hide inside the vehicle, wait for American soldiers to approach with their guard down, and then ambush them at a range of about 200 yards.

6. Anti-tank gun: Concealed in a narrow crevasse drawing off of the main valley, four Japanese artillerymen crew a 47mm Anti-Tank Gun Type 1. This gun destroyed two of the four M4 Shermans moving through the valley. Now the crew sits in overwatch, protecting the captured tank. If it appears that American forces have retaken the Sherman, they open fire, attempting to destroy the tank and kill as many Americans as possible.

7. Colonel Sato's Last Stand: The final stronghold of the Japanese in Death Valley consists of ten soldiers with their commander, Col. Motoshi Sato. These men are camouflaged in a ditch just off the side of the main trail. If an American patrol moves by, they eschew the use of their rifles and spring from their hiding place, rushing the Americans with swords and knives. Several of them are drunk on sake and they fight to the last man. Sato has been cut off from his higher command for the past three days and has no appreciable intelligence to offer, even if the PCs manage to isolate and capture him during his suicide rush.



Scene 8: Dragon in Devil Dog's Clothing, 26 June

Early on the morning of the 26th, you are recalled to the 165th CP. About 500 yards from the front, as you come around the curve of a trail, in the maze of brush and ravines near the mouth of the canyon a gruff voice barks "Halt! Who goes there?" You hear the distinct sound of an M1 being cocked.

Assuming the players can get across who they are to the nervous sentry, no one will get shot. The SIS team has stumbled across E Company of the 2nd Battalion, 4th Marine Division. They've gotten a

little lost in the tangle of footpaths and brush behind the lines. First Lieutenant Bernard Keimer leads this company, and is in a little ditch off the path with his first sergeant, putting their heads together over the map.

The lieutenant looks up as you approach. His eyes widen a bit as he sees your SIS patches. "Well, hell, I didn't think we were so lost they had to send a super-squad out to find us." He stands up and sticks out his hand. "Lieutenant Bernie Keimer, how are ya? You fellas mind if we compare maps for a minute?"

If the PCs take the time to help out, a Brains+Map Reading roll should straighten out the wayward E Company. In thanks Keimer offers the SIS team the chance to tag along with 3rd Platoon, which is supposed to swing to the right near the 165th CP.

Third Platoon has been pretty badly cut up in fighting, down to about 70% of their original personnel. Their platoon leader has been wounded, so their platoon sergeant, Staff Sgt. Raymond Toomey, is leading them. He's happy to have the added comfort and firepower of the SIS squad for his swing to the east.

You march along in column with Toomey's platoon for almost an hour, slowly picking your way across the valley towards the east. The brush and scrub is high enough here that it provides concealment from the enemy along the ridges, though you can hear the distant report of machine guns and field pieces.

Cresting a small rise, you see two Marines emerge from the bush about 200 yards ahead. They spot your patrol, wave and whistle. Toomey sees them and hollers back. Quickly, the figures melt back into the jungle.

"I guess we're not the only Marines who've managed to get lost," mutters Toomey.

The soldiers aren't Marines—they're Japanese soldiers wearing captured U.S. Marine uniforms. A character with Hypersense may be able to pick out





discrepancies in how the Japanese are wearing the uniforms, or hear the orders being barked in Japanese up the road to the enemy lying in ambush. With enough time, a shouted warning could get most of the platoon off the road and into the woodline.

An eruption of machine gun fire streaks down the road at the platoon from the spot where the Marines went into the woods. Underneath the rapid pounding of the MGs you pick out the slower, rhythmic thump of a larger gun.

The Japanese ambush consists of two Type 11 machine guns and one Type 98 20mm cannon leveled directly down the road. Besides the SIS team there are 20 members of 3rd Platoon, so the Japanese have plenty of targets to draw their fire. Use the stats from page 10. The machine cannon has Penetration 2, Spray 2, width+3 in Shock and Killing and Range 100/3,990.

If the platoon had any warning, only one man is wounded in the ambush: radio operator Pvt. First Class Lawrence Flynn. Without warning, Flynn is killed and nine others are wounded, including Staff Sgt. Toomey. Either way, Flynn's radio is destroyed. If the radio operator for the SIS team takes a hit in hit location 9, that radio is destroyed, too.

The jungle on either side of the road is

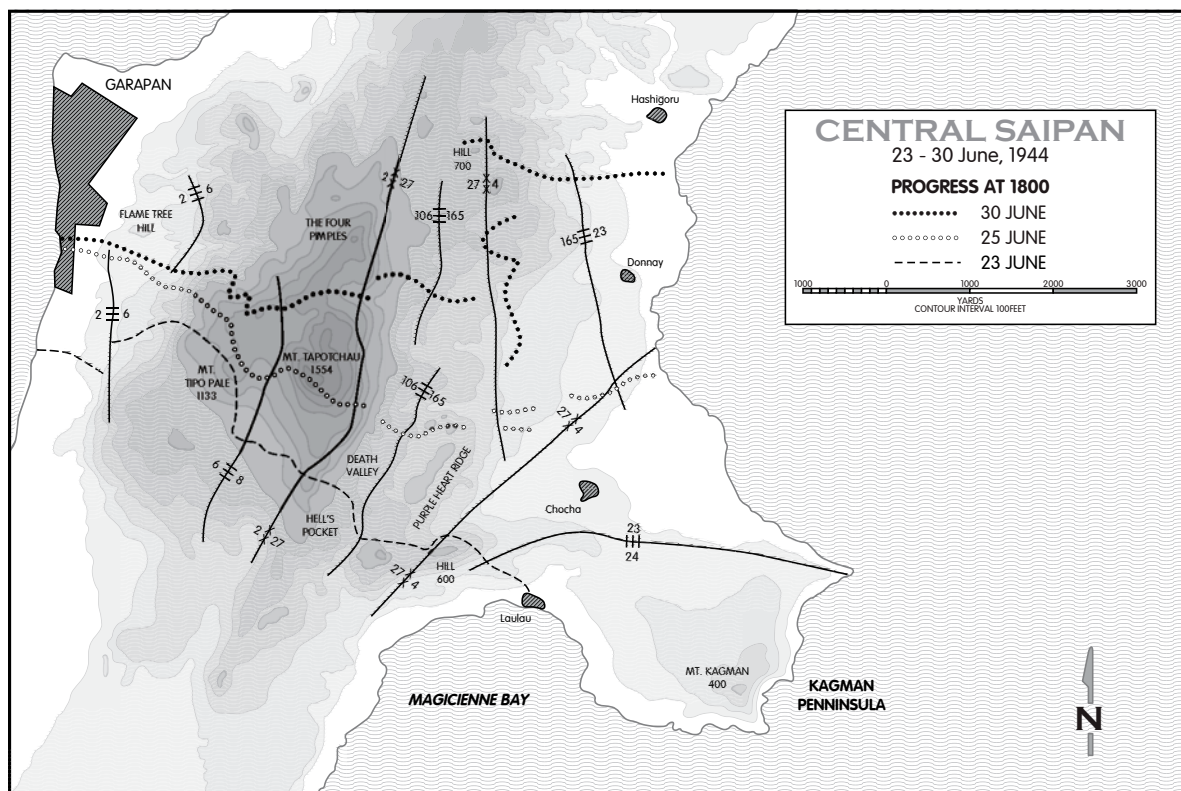
impenetrably thick—barring some Talent power, no assault on the flanks of the Japanese position is possible. And with three automatic weapons pointed down the road a straight charge is almost surely suicide. The platoon most likely has to fall back several hundred yards to a previous intersection and attempt to move around this pocket of Japanese resistance.

By the time the platoon retreats to the intersection or destroys the ambush, it's getting late. Sunset is at 1850, and it's 1830 already. Movement at night near friendly lines is usually assumed to be Japanese infiltrators. The wisest decision would be to hole up for the night, tend to the wounded, and make for the 165th CP the next day. The next scene will take the SIS through a harrowing night in the jungle.

If they have a working radio they contact a nearby unit from the 165th, a quartermaster supply platoon. Unfortunately this outfit is made up almost entirely of clerks, typists and mechanics, but they offer to share their patrol base for the night. (A Talent with six or more dice in Brains can attempt to repair a destroyed radio, requiring a Brains+Radio Operation roll at Difficulty 10.)

Without a functioning radio, the SIS team and 3rd Platoon are on their own.

Should the SIS team decide to leave 3rd Platoon to its own devices, or if they convince the other soldiers to follow them onward at night, the journey





will be very dangerous. Japanese soldiers that were bypassed during the push north emerge from their caves, looking for vulnerable American patrols. In addition, if the platoon stumbles across a friendly perimeter, the odds are good that at least one member of the team will be shot by a sentry before the confusion created by the dark and lack of sleep can be sorted out.

Scene 9: Alone in the Jungle, 26–27 June

The best place for the SIS to set up a base with 3rd Platoon tonight is in the worst possible place—thick swampy jungle. The harder it is to get into, the less likely Japanese patrols will be to find them. Allow Tactics rolls if the players fail to realize this.

The “best” location they can find under the above criteria is a small grove of coconut trees in low ground on the side of a small rise. It’s large enough for the platoon and SIS team to form a small perimeter, about 15 yards in diameter.

A Brains+Tactics (Jungle) roll as per the rules from the *Talent Operations Command Intelligence Bulletin No. 3* helps the squad place their defenses and lends bonuses against Japanese incursions. Putting the wounded in the middle would be a good start.

Third Platoon has the following assets:

- Corporal Ted Sully, a medic with Brains 3 and a First Aid skill of 3.
- Between 11 and 19 (depending on the outcome of the ambush) able-bodied Marines.
- Two Browning automatic rifles.
- One M4 .30 caliber light machine gun.
- Assorted other bits of field gear, M1 Garand rifles, Kabar knives and grenades.

If the SIS squad had a functioning radio to contact the supply unit from the 165th, they have the following additional resources:

- 15 more able-bodied GIs (average attack dice pool is 3d).
- One more Browning automatic rifle.
- Toolkits and assorted spare parts for jeeps and light trucks.
- Five standard-issue portable field typewriters with plenty of ink tapes.

Sunrise will come at around 0550 tomorrow morning. Meanwhile the

By the time you find a good location for your patrol base tonight, the sun has set and only a hazy orange smear is left in the western sky. Once you push into the gloom of the coconut grove, all colors become a wash of grays and blues. The wounded are moved to the center. Everyone else sets up around the perimeter in buddy teams and digs in for the night.

One Marine crawls over to you and says, “I spent one night last week out like this. The damn Japs ran around us all night, yelling and screaming. I don’t know if they wanted to scare us or trick us into firing to give away our positions, but it sure kept anyone from getting any sleep. Thought you should know.” He turns back around and makes his way to his fighting position on the line.

Within ten minutes the men are dug in, the wounded dosed with morphine, and all you can hear are the thousands of little sounds of the jungle.

Japanese troops in the area are on the prowl for any stray American patrols. They travel lightly, armed only with knives, pistols, and rifles, with no helmets or web gear to make noise.

Have the SIS team member in charge of setting up the perimeter make a Coordination+Stealth roll, and note the height of a successful roll. This becomes the Difficulty for Sense rolls by Japanese patrols attempting to locate their patrol base.

The Americans should make Coordination+Stealth rolls to camouflage and noise-proof their positions, and must in turn make appropriate Sense-related skill rolls to locate any Japanese hunting parties.

Likewise, the Japanese will be using their own Stealth rolls to sneak around, trying to use their Sense skills to find the Americans.

The following events occur in the night:

2200 hrs—native family: A family of five native Chamorros of Polynesian descent crash through the undergrowth towards the patrol. They make no attempt to be quiet, which should give away the fact they are not an enemy patrol. The family is in mild shock from the fighting going





on around the island and they are badly malnourished. They are fleeing from Japanese forces that have burned their house, and are simply trying to find somewhere safe. They speak no English and only the most basic Japanese. The family consists of a 35-year-old father, his 30-year-old wife, two sons age 12 and 8, and a baby girl. They are severely traumatized by the destruction and death they have witnessed.

The PCs must choose what to do with the family. A Brains+Tactics roll indicates that sending them off with knowledge of the patrol's location is not wise. (Failing that, such advice can be given by a sergeant in the patrol base.) The most humane option is to take them in and keep them as quiet as possible—but this is easier said than done. Nearby gunfire or shelling causes the children to scream and the parents to attempt to flee with their family. It's up to the PCs to decide how forceful they want to be with their restraints. Later in the evening, as Japanese patrols search for (and possibly attack) the patrol base, keeping the family safe and quiet will be critical.

2350 hrs—night patrol: A Japanese night patrol attempts to find the platoon. Six Japanese soldiers, armed with rifles and knives, carrying little equipment and with soot-blackened faces, stalk through the jungle.

Roll Sense+Hearing or Sight (either one) for the Japanese. If their roll beats the Difficulty set by the platoon's Stealth roll earlier, the Japanese find the patrol base and attempt to sneak in.

Roll Coordination+Stealth for the Japanese. The height of a successful match now becomes the Difficulty for the SIS to detect the enemy.

Roll the highest Sense+Hearing or Sight for the SIS team. If they defeat the Difficulty set by the Japanese Stealth roll, they have time to defend themselves before the Japanese enter the perimeter. If they fail, then the Japanese creep into their patrol base and launch a coordinated knife attack, quickly and quietly killing as many Americans as possible.

In the first round, before any Americans are aware of them, each Japanese soldier gets a Body+Knife attack at +2d against a sentry. (You may wish to use the optional Sneak Attack rules on page 47 for attacks against NPCs.)

An interesting possibility comes up if the Japanese patrol fails their Sense roll and their Stealth roll: They blunder right through the middle of the platoon! It's up to the SIS team if they let the Japanese go on their way, or risk giving away their position with a firefight. The presence of the native family makes this that much more difficult.

0400—harassment or assault: If the platoon has become involved in a firefight, all the Japanese in

the area have a rough idea of where the platoon has hidden but not a definite location. They harass the Americans for the next two hours with random firing, calling out names like "Bob" or "John," and running through the area yelling "Shoot me!" in an attempt to have the GIs reveal their position.

None of this can result in harm for the platoon if the SIS team manages to maintain discipline and prevent further noise or otherwise revealing their precise location. But the SIS team is not alone. One or more of the Marines of Third Platoon or the soldiers of the 165th, all of them exhausted, may give in to frustration and take a shot into the darkness at a shouting voice if the players don't stop him.

If the platoon does give their position away, they suffer an assault by a Japanese platoon of 20 soldiers, including one machine gun that peppers the grove with suppressive fire.

Whatever happens that night, it is doubtful that anyone will get much sleep. Once daylight has returned the Japanese will be much less aggressive, and the platoon will be able to limp another few hundred yards before they encounter a friendly sentry from their parent battalion and they can say goodbye to their companions.

Will Award: +1 for getting the squad through the night; +1 for keeping all the civilians alive.

Scene 10: Hospital of the Damned, 27 June

You first notice the smoke about 30 yards away from the 165th Command Post. A small column of dirty gray ash floats just above the treetops, barely visible through the canopy. A little further on and you can hear shouts and a Jeep engine running. Emerging into the CP, you see a scene of chaos. Two medics are sprinting between patients, field dressings fluttering behind them. Casualties lie across the hood of the Jeep, with more wounded in the back as the driver pops the clutch and trundles off into the jungle in the direction of the aid station. The two tents that were here yesterday, the radio tent and HQ tent, are simply piles of canvas and shattered wood shoved off to one side.

One of the orderlies says a Japanese artillery round landed on the CP about five minutes ago. Colonel Kelley was among the injured, and he has been evacuated to the rear. Lieutenant Colonel Hart, the commander of 3rd/165th, has been moved up to act as regimental commander.



You find Lt. Col. Hart crouched over a recently put-together field table piled with maps and radios. He is talking animatedly to his radio operator and two captains. “Goddammit, I don’t care what Col. Kelley told you. I’m in charge now, and I’m pretty well sick of these Jap bastards up in those hills. I’ve got some artillery support, so I want you to send your companies up there to spot the enemy. When you see them, drop some hot steel on them from the guns. Is that clear?”

The captains mutter an affirmative, salute, and stalk back into the jungle. Hart spies you at the edge of the CP. “Where the hell have you all been? Babysitting that lost Marine platoon? Bad news travels fast—we heard about your problems last night. I hope you got some sleep, because I need you right now. Colonel Kelley sent out a patrol this morning towards Purple Heart Ridge and they haven’t reported back. Go find them.”

Hart can provide a rough idea of where the patrol went, what time they left, and the composition of the squad. The soldiers were from B Company, 1st/165th. Seven of them set out at first light to link up with the 105th to coordinate an assault on Purple Heart Ridge. They had a radio, but no contact has been made and none of the patrol has been spotted since.

Once the PCs strike out into the brush it’s not hard to pick up the trail. The men took a fairly direct azimuth towards Purple Heart Ridge, hoping to bump into a unit from the 105th. The SIS team can follow the trail several hundred yards through the jungle before it becomes difficult to follow.

While puzzling out which way to go, they hear something:

As they advance towards the lost patrol, the SIS team finds something much worse:

The breeze shifts slightly, and you hear a strange sound. Almost like dozens of quiet groans, all at once. There’s a strange tang in the air now as well. Sweet, but sour underneath. The noises seem to be coming from directly ahead.

The SIS team has stumbled across a Japanese hospital with over 400 Japanese casualties. It was a field hospital until the Japanese abandoned it earlier yesterday. The dead and those too sick or injured to move were left behind.

Even before their abandonment, most of these

The trail opens into a rutted, dry gully, not so much a clearing as a thinning of the jungle. Spread out on the ground, some on cots, some wrapped in blankets, are hundreds of Japanese soldiers. Most of them appear to be dead or dying. Days’ worth of vomit, sweat, blood and waste has collected around these men, who have not had adequate care in a long time.

men had no food or water for days. Half are already corpses and another hundred will be dead by the end of the day regardless of aid. The remainder may pull through with medical treatment. Dysentery, shrapnel wounds, gunshot wounds and malaria account for most of the casualties. A dozen or so of the dead obviously committed suicide by exploding grenades on top of themselves.

The team can either radio for help or send a runner back to the Regimental CP. One man can make it back in a matter of minutes, and once alerted to the situation the 165th sends forward a Jeep with food, water, medical supplies, a doctor and several medics. These get to the field hospital in half an hour.

Unfortunately, even the injured Japanese are fanatical. If the PCs make their way among the wounded, one of the Japanese soldiers attempts suicide by grenade, trying to take an American with him. Each time one of the SIS members gets close enough to offer food, water, or first aid to one of the Japanese, roll a pair of dice. A match means that this particular Japanese casualty has kept a grenade on his body and is prepared to set it off to kill himself and his American Samaritan. A successful Coordination+Dodge roll on the part of the PC allows him to “duck and cover” in time to avoid most of the damage, taking 2 Shock to each hit location from proximity to the explosion. If the Dodge roll fails, the Marine takes full Area damage.

Just before the relief arrives, a lone Japanese soldier sneaks into the field hospital and quietly moves among the wounded, slitting their throats with a knife. Make a Coordination+Stealth roll for the soldier and Sense+Hearing rolls for the PCs to detect him. Once spotted, he randomly fires his pistol at the Americans and wounded Japanese, hoping to kill as many enemies and wounded as he can.

Will Award: *–1 for each patient and Marine killed by the infiltrator.*





The Japanese Infiltrator

Body 1* Coordination 2 Sense 2

Brains 2 Command 1 Cool 2

* lowered due to poor conditions on Saipan

Base Will 3

Skills Brawling 2 (3d), Endurance 2 (3d),

Grenade 2 (4d), Knife 2 (3d), Mental

Stability 2 (4d), Pistol 2 (4d), Radio

Operation 1 (3d), Rifle 2 (4d), Running 2

(3d), Sight 2 (4d), Stealth 3 (5d).

Weapons

Nambu pistol (Capacity 8, Damage width in Shock and Killing, Range 13/30)

Knife (Damage width in Shock + 1 Killing)

Scene 11: Purple Heart Ridge, 28–29 June

Lt. Col. O'Brien has set his battalion CP at the base of Hill Baker, near checkpoint RJ457, only a few hundred yards away.

1st Battalion, 105th IN Regiment currently has

As the Jeep bearing the doctor and medics rolls up, the driver jumps out and runs over to you. He hands you a hastily scribbled note:

*Take over for the patrol. Move north to vicinity RJ547. Link up with LTC O'Brien of 1/105. Assist him in taking Purple Heart Ridge.
—LTC Hart*

two patrols out, one each from A and B Companies. These patrols are attempting to flush out the Japanese still entrenched on Purple Heart Ridge.

A Company's patrol is moving around to the northeast, while B Company's is moving northwest. There are about two dozen Japanese soldiers left on the ridge, with that many again in pockets of resistance spread around the base of the hills. Purple Heart Ridge is the last major objective to be taken to form a complete U.S. front across Saipan from west to east.

C Company and those soldiers from A and B Companies not on patrol have dug in around the perimeter.

In ten minutes a broken radio transmission comes in from the Baker Company patrol—they're pinned down under heavy enemy fire on the western slope of

Lt. Col. Bill O'Brien is a short man, no taller than 5'8", and thin. He has a few days of beard growth on a lean face, a cigarette dangling from his mouth and a .45 snug in a shoulder holster against his side. He tips back his helmet as you approach and you feel his cold eyes appraising you.

"The Talents, huh? Never seen one of you fellas in real life—just the pictures in the magazines. But Gerard Kelley recommended you pretty highly and thought you worked out pretty well for him. I could use you, that's for sure.

"This ridge here is the last link in our chain. If we can take it, the Division's line will extend all the way across Death Valley, so we can finally start pushing the Japs back to the north end of the island and finish them off.

"I've got some boys out on patrol now—sent some of Alpha Company to the northeast, some of Baker Company to the northwest. Whatever they find, the rest of us can react to it.

"Ammo and other supplies are just down the trail that way if you need anything. Fill your canteens, too—gonna be a long day."

Purple Heart Ridge.

O'Brien sends the PCs out to the location of the patrol, with orders to round up the men and lead them to finish their reconnaissance. It's 1,200 yards through the brush and jungle, but the Japanese are just as scattered and confused as the Americans. The team meets no opposition on the way to the patrol.

A Command+Leadership roll motivates a number of men equal to the height of the match. These men join the SIS to finish their sweep around the hill,

As you crawl up to the location of the Baker Company platoon bullets snap overhead and you can hear the Japanese yelping up on the ridge. You reach the dirty, huddled clump of American GIs and take cover with them in their foxholes.

The seven men are tired, shell-shocked and frozen in place. Their leader, 2nd Lt. Mulhern, is hunkered down with the rest of his men, not eager to go anywhere.

towards the Japanese resistance ahead.

The advance to the Japanese position is a slow, painful scramble over sharp coral outcroppings and the rough stone face of the ridgeline. Whoever is in the lead must make a Sense+Hearing roll with a difficulty of 3 to detect the closest Japanese position:



30 men crewing two Type 11 machine guns and one 77mm field howitzer. If the Hearing roll succeeds, the SIS team hears the Japanese in time to move up carefully and take them completely by surprise. If the roll fails, a Japanese sentry and the leading Marine spot each other at the same time at close range.



off sea cliffs to escape capture.

If the PCs did not play through Scene 6C, now would be a good time to run them through some of the encounters presented there, but with the added desperation found in the hard-pressed defenders.

Part V: A Night in Hell

The climax of the Saipan campaign offers some of the most difficult fighting yet. Fully three-quarters of Saipan is firmly under American control. The Japanese are bottled up north of the east-west line running through Tanapag. Japanese morale is shattered—but the chances of their surrendering are still slim, and enemy troops throw themselves into foolhardy suicide missions in an attempt to take as many Americans with them as possible.

Scene 12:

Flores Point, 6 July

The SIS team is called in again by General “Howlin’ Mad” on July 6th. A platoon of the 2nd Marines—3rd Platoon, Company B—is pinned down outside Flores Point seaplane base. Flores Point had been the Japanese naval air station on the island until U.S. forces overran it on July 4 and turned it into a reserve station. Third Platoon says the Japanese have somehow taken it back. Howlin’ Mad wants the Talents to deal with the situation.

The Marines have taken refuge in a dry ravine 100 yards east of the base. They have 25 men still standing, organized into two squads of three fire teams each. They’re rattled but not demoralized.

At 0700 the Marines, heading back to their lines to the south, approached the seaplane base from the east, thinking it still friendly—and came under fire at close range. The buildings of the base itself are ruins, blasted by American shelling before the 27th Infantry cleared it out, but there are plenty of holes in the rubble where the Japanese can hide. Ten Marines were killed before they made it to the safety of a ravine and called for help. Through binoculars they can see there’s something strange about one of the planes in the water—unlike the other burnt-out husks it sports new propellers and angular tank-like armor that could

Even a cursory glance is enough to see that the Japanese have only a few rifles and pistols, and at this range the field howitzer is not a threat. The greatest threat is from the machine guns. The Americans can nullify them by moving in fast. If they hunker down after being spotted, without rushing the gun, the Japanese drag the machine guns over and open fire.

The Japanese here may have greater numbers, but they’re not ready for an assault. Daring and initiative should be able to carry the day.

Will Award: +1 per member of the patrol who follows the SIS team into battle and makes it out alive.

Interlude: Drive to the Sea, 28 June – 6 July

With the fall of Purple Heart Ridge, the V Amphibious Corps now has a solid front slicing across the island from west to east—the 2nd Marines on the left, the 27th Infantry in the center, and the 4th Marines on the right flank.

The new goal is to push north, drive the Japanese to Marpi Point and cut them off from the rest of the island. The 2nd Marines are “pinched out” in this maneuver, falling back and letting the 27th Infantry assume the left flank, with the 4th Marines still on the right.

The next week is a slow, grinding push to the sea, destroying most of the Japanese soldiers still on the island. Some will be pushed as planned to the northeast peninsula, and some will be bypassed during the offensive, to sneak out of their caves and cause trouble later. Convinced by propaganda reports of American atrocities, Japanese soldiers and civilian families alike often commit suicide to avoid capture. Officers fall on their swords, soldiers fall on grenades, and mothers throw their children and themselves





only float with help from a Talent.

As the SIS team meets the platoon a drenching rain hits the island. All Sense rolls to see or hear subtle clues and all Coordination rolls that depend upon steady footing must overcome a Difficulty of 3.

Shokunin

Yesterday Capt. Ryutaro Takao, leader of a mechanic team at the Japanese airstrip on the north tip of Saipan, developed Talent powers while repairing a tank. He took it as a sign from the gods that he had a crucial role to play as the Americans completed their conquest of the island. With virtually all else lost, Admiral Nagumo approved his plan.

Takao's power is to sabotage and repair machines, weapons and vehicles, and add amazing improvements to them. He created a bizarre submersible landing craft, brought a torpedo aboard and asked for a force of 25 volunteers to retake the Flores Point seaplane base. They landed at 0400. Takao's power made every device and weapon with moving parts in the base inoperable, and his men stealthily killed the entire reserve garrison with bayonets. They set up defensive positions as Takao deactivated the sub and began "repairing" a burnt-out seaplane. His goal is to dive-bomb the USS *Iowa*, a battleship now off the coast near Flores Point.

By the time the SIS team arrives at 0800 the

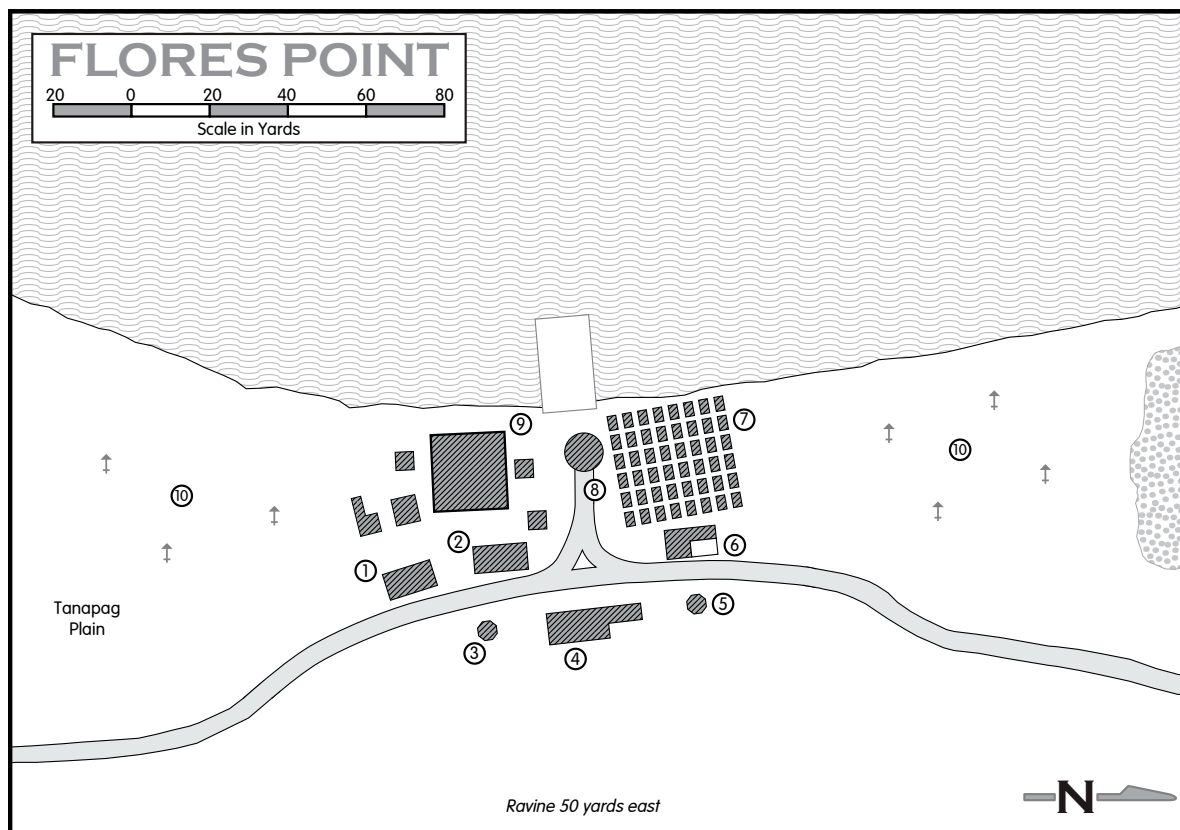
seaplane is nearly ready to fly. Slow and sluggish in the air, thanks to Takao's powers it's hardened against machine-gun fire and (as long as he can see it) easy for anyone to pilot.

When the SIS team arrives it still needs about 15 minutes' work. If he manages to finish the plane Takao takes off, leaving his men behind. He flies straight at the *Iowa*. At this point the players become spectators unless their powers include flight or long-range heavy attacks. One American fighter is near enough to try to intercept Takao, but machine gun bullets from the fighter and from *Iowa* bounce off the seaplane's armor. The *Iowa* belatedly begins firing its ten starboard turrets at the approaching plane but gets only three shots. Roll one 10d pool. If it scores a match at height 10, it blows Takao out of the sky. If not, Takao drives his kamikaze plane into the *Iowa*'s aft section and the battleship slowly sinks.

The Marines

Once the SIS squad manages to rally the Marine platoon, the Marines will do all they can to help the push into Flores Point. These are experienced, battle-hardened men and they will fight to the death. (A merciful GM may allow the first sniper shots to eliminate these NPCs rather than going directly for the player characters.)

Key Marine NPCs are:





First Lt. Chris Mosely, commander of the platoon. A large, lanky Californian. Already injured with a sniper shot to his left hand, he is more than willing to risk his life to help the SIS.

Gunnery Sgt. Greg Campbell, platoon sergeant. The quintessential leatherneck NCO. While his lieutenant leads from the front, Campbell pushes his platoon from behind, kicking and cursing at them all the way to Tokyo if he has to.

Lance Cpl. Luke Appleton, the platoon's radioman, barely 19 years old.

Campbell leads one of the platoon's two squads and a corporal leads the other (its sergeant was killed by a sniper).

Thanks to Appleton, the squad has access to naval gunfire from the *Iowa*, if they think to call on it and can justify it to their superiors—such as by reporting a Talent-built airplane about to take off. Use the rules for the Forward Observer skill from *Talent Operations Command Intelligence Bulletin No. 2*. Treat the battleship's 6" guns as 155mm M1 howitzers. So far the Marines haven't gotten a good enough look at the enemy to tell Iowa where to drop her shells.

Once it starts shelling, roll a 4d attack from the *Iowa*'s guns once every three rounds. A success at height 6 or better hits the seaplane or an equivalent target. Any other success drops the shell into the sea or onto empty ground. A failed roll drops the shell into outlying dugouts where civilians are hiding—the Marines see a dozen burned and mauled Japanese civilians stumble out of the rubble looking for somewhere to hide. A failure where all the dice are below 6 comes dangerously close to the Marines' position. The second such miss in a row lands 15 yards from a Marine position, doing 2 Shock to everyone within 20 yards.

Flores Point Map Key

As the SIS team and the Marines advance they come under fire from Japanese troops in the barracks, pillboxes, warehouse, and the ruins of the control tower. More wait in the dugouts north of the base to ambush approaching Americans.

1. Mess hall: The Japanese garrison in Flores Point used this building as their dining facility. It is an empty ruin now, but the remnants of its outer walls provide good fields of fire onto the western pillbox (#3) and the control tower (#8).

2. Barracks: This expanse of rubble, formerly the sleeping quarters for the pilots, traffic controllers and ground defense forces of Flores Point, is currently occupied by a five-man squad whose morale is dangerously close to breaking. All five soldiers commit

Captain Ryutaro Takao (Shokunin—"Craftsman")

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Skills Endurance 1 (3d), Swim 1 (3d),
Driving (Auto) 2 (4d), Pilot (Airplane) 1 (3d),
Pistol 1 (3d), Rifle 1 (3d), Stealth 2 (4d),
Hearing 2 (4d), Sight 2 (4d), Cryptography
1 (3d), Education 1 (3d), Electronics 2
(4d), Mechanics (Auto) 2 (4d), Mechanics
(Airplane) 2 (4d), Navigation (Sea/Air) 2
(4d), Mental Stability 2 (4d), Sword 2 (4d).

Base Will 37

Current Will 7*

* After "improving" the seaplane.

Talent Powers (Cost: 110 Pts.)

Sabotage 2hd (Defends, Robust, Useful;
Extra: Radius, 250 yards, +3/+6/+12 and +18
pts for 6 ranks of radius; Flaw: Not while
using Goldberg Science, -1/-2/-4).

*Description: Renders every tool with moving
parts inoperable; lasts width in minutes and
costs 1 Will per minute. Afterward all devices
work as before.*

Goldberg Science 2hd (Extras: Fast—creation
takes width in hours, +4/+8/+16; Not
Affected, +4/+8/+16; Flaws: Improvements
only—must have a completed, functional or
formerly functional vehicle, device or weapon
to repair and improve, -3/-6/-12; Not while
using Sabotage, -1/-2/-4).

Kamikaze seaplane

Flight 1d+1wd (Robust, Useful; Flaw: Needs
a 100-yard start on ground or water, -1/2/4;
10 pts)

Heavy Armor 2 (Flaw: Only while inside
seaplane, -1; 12 pts)

Body 8d (Flaw: Only for carrying heavy
loads in seaplane, -3/-6/-12; 8 pts)

Cost: 30 Willpower pts

Weapons

Nambu pistol (Capacity 8, Damage width in
Shock and Killing, Range 13/30)

Samurai sword (Damage: width+1 in Killing)

Battleship Guns

Slow 2, Penetration 9, Area 9+Burn, Damage
width+3 in Shock and Killing + Area dice and
2 Shock to all in 20 yards, Range 200/25,900



suicide if the western pillbox (#3) is captured by Americans, if Takao's seaplane is destroyed, or if it otherwise appears that they are in imminent danger of capture.

3. Pillbox: This heavily fortified (HAR 4), squat concrete structure is situated to defend the western road into Flores Point and manned by two soldiers with a Type 96 medium machine gun. The firing port allows the soldiers inside to fire west in a 90-degree arc, centered down the road. On the eastern side of the bunker a small hatch allows entry and exit.

4. Collapsed building: An American bombing run destroyed most of this building, which was previously the administrative building and officers' quarters, but the remnants of the second floor now house a pair of Japanese riflemen. Fields of fire extend all around from this location, although the lumber yard (#7) is effectively shielded by the warehouse (#6).

5. Pillbox: A mirror of #3 above, this position defends the approach into Flores Point from the east. It is crewed and armed identically to the western pillbox. The soldiers inside have jury-rigged an explosive device to their exit hatch. Any entry through that door from the outside sets off the charge, killing the men inside and doing damage equal to a grenade to the infiltrators.

6. Warehouse: This was the supply depot for Flores Point, but the heavy conflict on the island has flattened it. All that remain are broken parts for the (destroyed) seaplanes tethered at the dock, wooden crates smashed to sawdust, and a few tools, boards and broken pallets.

Four Japanese soldiers have taken cover inside. They retreat north into the lumber yard (#7) if the building is attacked, in an attempt to draw the enemy into an ambush.

7. Lumber yard: The Japanese stockpiled building materials here for the rest of their operations on Saipan. There are 48 stacks of wooden planks here, occupying an area roughly 100 feet on each side—each pile is 8' x 8' x 12'. Each stack is less than three feet from its neighbors. A tight fit, indeed. Grenades or other explosives in this environment are exceedingly dangerous to all involved: Double the Area dice and Shock damage as the corridors between the stacks focus the blast.

8. Air traffic tower: Once 40 feet tall, this tower



was one of the tallest man-made structures on the island before it was shelled to the ground. Now its one-story-high ruin houses a two-man Japanese sniper team. One man acts as a spotter and bodyguard for his partner.

9. Hangar and seaplane dock:

The dock is heavily damaged and strafing

runs by American warplanes turned the three Japanese seaplanes still tied here into charred hulks.

One of them has been rebuilt in the hangar over the last couple of hours by *Shokunin*. It now has panels of heavy armor and several propellers that the gaki cobbled together out of parts found in the warehouse and in the water under the dock. The plane carries a large torpedo as cargo.

As long as the plane is intact Takao continues to work on it. If it is damaged by any Area attack with Penetration 2 or higher—and he survives the Area damage—Takao activates his Sabotage power and leads his surviving men in a charge against the nearest pocket of Americans, sword held high. An Area attack with Penetration 2 or higher that does more than 6 Killing damage sets off the torpedo, blowing the plane and Takao to smithereens.

10. Dugouts: This shell-blasted network of reinforced tunnels and pillboxes was cleared in bloody combat by U.S. soldiers just two days ago. Now it is occupied by two Japanese soldiers overseeing civilians who have been pressed into defending Flores Point.

The Japanese civilians on Saipan work mainly in the island's sugar-cane industry. A dozen of these farmers took refuge in caves near Flores Point and came out, after two days without food or water, only when they saw Japanese at the base again. The soldiers gave them just enough water to keep standing and put them in the dugouts to defend the base, with one fanatical corporal overseeing them.

Six are men between the ages of 20 and 45, wearing dirty coveralls and work shirts, and the rest are workers' wives and children. After years of propaganda accusing Americans of horrific treatment of captives they are frightened of the Marines and absolutely terrified by American Talents. If the Americans come within close range (50 yards) they open fire wildly with the screaming soldier's bayonet prodding their backs. For each round in which the civilians fire roll a 3d suppressing fire attack.



Their overseer does not attack directly—if the Americans reach the dugouts he uses the civilian women and children as hostages to slow the Marines down, threatening to drop a live grenade at their feet.

If the corporal is killed or they are attacked hand-to-hand the civilians throw down their weapons and plead in Japanese for mercy.

Will Award: +1 for successfully clearing the seaplane base; +1 for bringing most of the Marine NPCs through the action alive; +1 for saving most of the civilians.

Scene 13: Gyokusai, 6–7 July

There are perhaps 6,000 Japanese soldiers left on the island. On the afternoon of July 6th, the remaining Japanese commanders gather for their final council of war. They decide that the only honorable action is a last-ditch *gyokusai* assault on the Americans.

The word literally means “die in honor,” and it’s a massed suicidal charge. Americans who have seen it throughout the Pacific call it a banzai raid for the common “banzai” battle cry, or a sake attack due to the high proportion of Japanese soldiers who get drunk on sake or beer beforehand.

Since only the Emperor can order a *gyokusai*

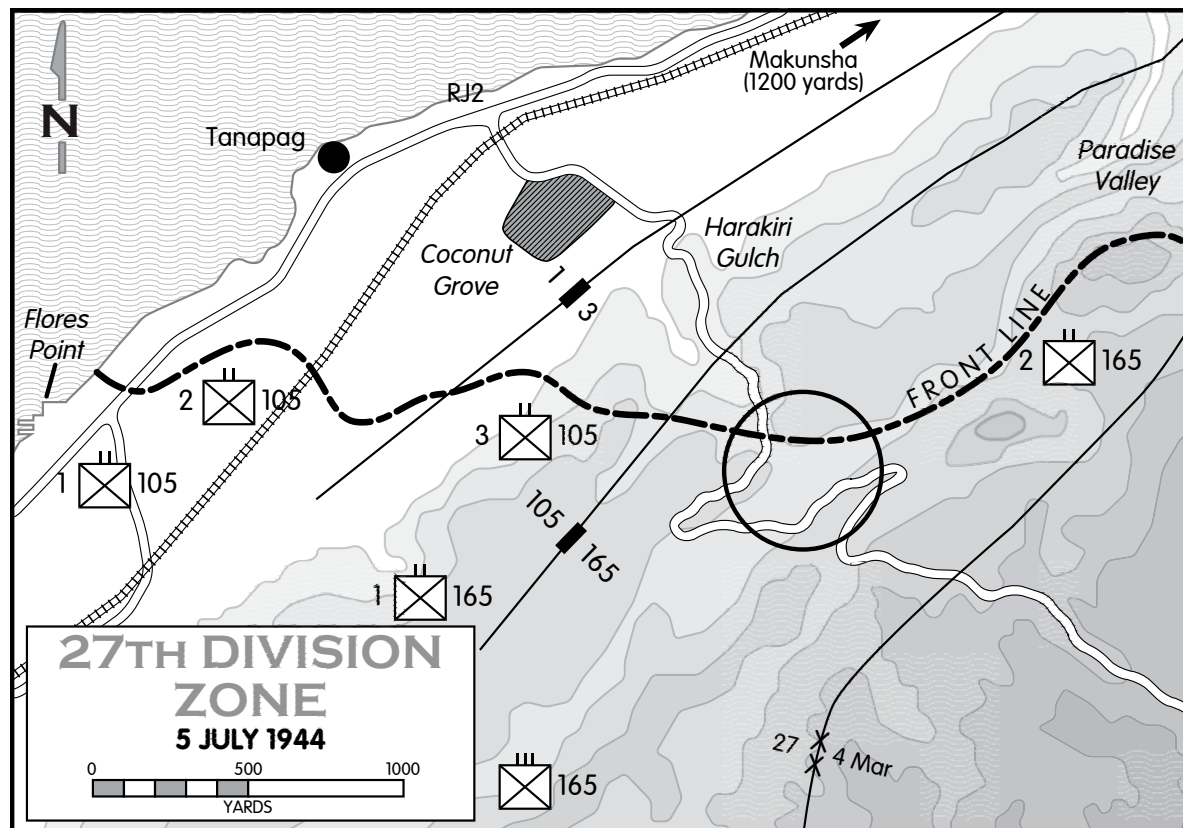
attack, the commanders circulate a fake note rumored to have been airdropped on Saipan, nominally from the Emperor, ordering the Japanese to each take “seven lives for the Emperor” as they charge towards death.

The Japanese troops begin to mass together between 2000 and 2100 near the coast about 2,000 yards northeast of Tanapag. Those too wounded to move are either killed outright or given weapons to do the job themselves. Walking wounded are expected to participate in the assault. Equipment is scarce, so many soldiers make do with clubs, knives, bayonets lashed to bamboo poles, and other makeshift weapons.

The Americans receive plenty of warning thanks to interrogation of enemy prisoners captured as the Japanese forces assemble. A concentrated artillery barrage delays the attack until the pre-dawn hours of July 7th.

The forwardmost elements of the American forces are engulfed in a human wave of drunk, fanatic, and/or crazed Japanese soldiers around 0400.

As night falls, the SIS team can contact 3rd/105th and request ammunition, food, or more personnel, but the battalion commander informs them that a huge artillery bombardment has stymied the Japanese attack and he will send reinforcements at first





As you are reorganizing after the assault, a courier arrives with a message from Lt. Col. Hart:

Radio transmissions indicating Japanese counterattack. Number unknown. Forward elements report large bodies of Japanese troops massing north of your area. Remain in place and hold Flores Point. Your reserve unit is 3rd Battalion, 105th IN. Contact them for resupply and reinforcements as needed.

—LTC Hart

light. Unfortunately for the SIS team the Japanese will arrive before then, and once the fighting starts the surrounding American forces will have their own battles to worry about. There's only sporadic radio contact and it's clear no reinforcements will be coming. The SIS squad must defend the newly liberated Flores Point seaplane base, along with the remnants of the Marine platoon that they just helped.

The fighting will take place during the pitch-black early morning of July 7th. Sporadic radio contact through the night will give enough warning for a motivated squad to arrange a defense of the base. A Brains+Tactics roll as per *Talent Operations Command Intelligence Bulletin No. 2* can give the team some help in arranging their defenses.

The assault hits Flores Point in three waves. Each is less powerful than the last, but discipline and leadership are important in keeping the defense together. The biggest danger comes from depleting ammunition.

Assign casualties to the Marine platoon based on the performance of the SIS squad. If the players remain cool and carry out logical and coordinated defenses against the Japanese forces, the Marines will be inspired by their example and will fight better. If the players show no organization and use sloppy tactics, the toll on the NPC platoon will be much higher.

Wave 1: 0400

Sixty Japanese attackers move down the road leading into Flores Point. Forty are armed with rifles and the rest have knives and swords.

Two Japanese soldiers spontaneously manifest temporary Talent powers during the first wave's assault. One moment they're ordinary soldiers, perhaps not even armed, screaming as they charge to death for the emperor—and the next they radiate the Talent "aura" and are doing the impossible in their deadly zeal. These gaki have the stats and skills of ordinary Japanese soldiers, with the following Talent

powers and current Will scores (their Base Will does not change).

Wave 2: 0440

Thirty Japanese sneak down the beach between the coastal road and the sea. They appear first in the fir grove to the north and move through the dugouts and

Gaki 1 (Wave 1)

The first Japanese Talent to manifest is superhumanly fast. Each round his power is active, every attack against him has its width reduced by two—including gunfire. He climbs so well he appears to stick to walls.

Talent Powers (Cost: 20 Will Pts.)

Hypercoordination 7d+1hd+1wd (Flaw: Expensive, -1/2/4).

Total Coordination: 8d+1hd+1wd

Current Will 7

Gaki 2 (Wave 1)

The second Japanese Talent to manifest has superhuman strength and resilience. He gains +1 wound box to his limbs and torso. His brawling attack does width+1 in Killing damage and has a Penetration rating of 3.

Talent Powers (Cost: 20 Will Pts.)

Hyperbody +6d.

Heavy Armor 1 (Flaw: Expensive, -2).

Current Will 6

Gaki 3 (Wave 3)

The last Japanese Talent to manifest is the strangest, becoming ethereal and ghostly—and immune to physical harm—as he limps drunkenly toward the American positions armed only with a cheap, mass-produced sword. As long as he has Willpower and his sword, he remains insubstantial but can still attack with the sword. He has no skill with the weapon apart from his unexpected Talent; he picked it up from a dead officer's hand on a random impulse. If he drops the sword or it breaks he loses all his powers.

Talent Powers (Cost: 20 Will Pts.)

Hyperskill: Sword 4d+1hd+2wd.

Total sword attack: 6d+1hd+2wd.

Insubstantiality 2hd (Extras: Breather,

+2/4/8; No Sink, +1/2/4; Sectional, +1/2/4.

Flaws: Only When Carrying Sword, -2/4/8; Backfires, -2/4/8).

Current Will 3



lumber yard, heading south. Only 10 of this group are armed with rifles, while another five have pistols. The rest carry only knives and wooden clubs.

In this wave, a Command+Leadership roll is required to maintain fire discipline among the Marines. Failure means that they pour fire into the heavy cover of the lumber yard and ammunition runs out, leaving them to face the final wave with bayonets, knives, and whatever ammo the player characters themselves still have.

Wave 3: 0515

The final wave consists of 20 very drunk and very tired Japanese soldiers, already injured from previous engagements on the island, straggling to their final assault as the sun rises. Several are on crutches and two are missing limbs. They have nothing but clubs and knives, but have been inspired by the Emperor's command to give their last breath in service to him. A third gaki manifests powers during this last assault.

Will awards: As usual for defeating a hostile Talent; for surviving to see the sunrise each PC gains Will points equal to the total of the team leader's Command+Leadership, minus one for each Marine or SIS teammate killed.

Scene 14: Harakiri Gulch, 7 July

It's early afternoon on July 7th, with the rain from the day before clear and the tropical sun beating down on American forces battered and shaken by the night's suicide charge. The 165th CP is 1,000 yards

With the fighting over just after daybreak, radio reports start coming in of the shattered Japanese advance. It looks clear, so guard rotations are set up and you all try to get a few hours of sleep.

Around noon, you are shaken awake by a Marine, who tells you that Lt. Col. Hart has requested that you report back to the 165th command post prior to a final push to the north. There's a jeep waiting to drive you—a nice change of pace from marching everywhere.

At the CP, you're on hand when the radio crackles into frantic chatter. The speaker is nearly incoherent, screaming into his handset so loudly that the feedback is ear-splitting.

"Echo Base, this is Bravo Patrol ... (static) ... near the gulch ... east of RJ2 ... (static) ... dead Japs ... dozens of 'em ... God! Holy God! ... (static) ... (screaming) ... Echo Base, Echo ...

shot himself, he goddamn shot himself! (static) ... Stop! Everyone stop! ... (static)..." What sounds like a muffled explosion comes over the radio, then it goes dead.

The men in the command post stare at each other in confusion. Hart tips his helmet back and scratches his head. "Well, what in the hell do you suppose that was all about?" he wonders. "Captain Olander," he says, addressing the commander of George Company, "take your men and clear out whatever nest of Japs just ambushed our patrol."

The colonel then turns to you. "I didn't like the sound of that last radio contact. You boys move with George Company, just in case."

from the southernmost U-bend in Harakiri Gulch. Hiking parallel to the ridgeline sloping down to the northwest, it takes a couple of hours march to reach the last known position of Bravo patrol.

George Company and the SIS team encounter no opposition on the way to the site.

As the ridgeline levels out and they start moving across flat ground, they step over ditches and foxholes filled with dead. American GIs and Marines mix with Japanese soldiers in brutal tableaux of warfare. In one foxhole three dead Americans surround the body of a Japanese officer. The GIs bear vicious saber wounds. One shallow depression in the ridgeline contains the charred corpses of five Japanese defenders, done in by a flamethrower. More Japanese seem to have committed suicide by gun, grenade or sword.

Just past the last ditch, filled with twenty dead Japanese soldiers who committed suicide, the SIS team spots a small cluster of six huts in a gentle valley. There is no smoke, debris or other signs of struggle, no sound of wounded. In fact—point this out only if the players ask or otherwise attempt to use their senses to assess the situation—it's oddly silent.

If the players examine the bodies or the immediate area, they find that the patrol members have no other injuries, only the head wounds. Their

George Company deploys around the village, and a platoon sergeant calls Captain Olander over. Next to one of the huts four members of Bravo patrol lie dead on the ground, each killed by a gunshot to the face. Captain Olander looks at them and then glances around. "A sniper?" he says, scratching at the stubble on his chin. "Why hasn't he shot any of us?"





rifles lie scattered alongside them, along with four brass shell casings. There is no other sign of their weapons being fired.

A native Chamorro, Uda Nayaoyao, has developed a particularly nasty Talent, a Zone of Death that compels non-Talents to kill themselves. His power poses an interesting challenge. It does not affect the Talents of the SIS team, and any Talent can spend a point of Will when he activates his power to force him to shut down (after the first time he uses it—before that they don't know what's going on!).

Nayaoyao is hiding under the raised wooden floor of the largest hut in the center of the village. He's in a state of shock and all but oblivious the presence of 150 or more American GIs wandering through his village—but not for long.

If the players may advise Capt. Olander to pull George Company back and set up a perimeter while they investigate, he does so immediately. Within five minutes the company's squads are hunkered down 50 to 200 yards from the village.

Either way, five minutes after they find the village an artillery battery crashes not far away.

If Olander had his men pull back, about half of George Company's squads—all within 100 yards of the heart of the village—are dead. Riflemen have shot

There is a terrific series of crashes and a puff of smoke 200 yards to the east as a Marine artillery unit sends a few rounds into the jungle.

As you all reflexively look in the direction of the explosion, you feel a familiar, indistinct buzzing in the base of your skull—a Talent power is at work! What's more, you can tell the source of the buzz is somewhere among the huts.

The nearest men of George Company calmly turn their rifles around, place the muzzles into their mouths, and pull the triggers. Brains and blood explode, and lifeless bodies slump to the ground.

Before you can even scream, two heavy WHUMPs explode nearby and the blasts knock you off your feet. The two heavy mortar teams that were setting up on the perimeter are no longer there. Instead you see only two smoking craters and the wreckage of men and weapons strewn nearby.

themselves and the two mortar teams, which set up near the village for a clear field of fire, have exploded rounds in their rubes. Olander blew his brains out with his service pistol.

If Olander did not pull the men back, every man of the company is dead. Over one hundred and fifty U.S. Army soldiers have just killed themselves.

Each character must make a Cool+Mental Stability check, with the standard penalties for failure.

How the SIS Talents react to this horror is up to them. Nayaoyao's power cannot affect them, and all enemy soldiers in the area have killed themselves.

If any members of George Company did not kill themselves, there's immediate chaos. Many survivors think the dead squads must have come under withering artillery or sniper fire—some didn't see the suicides, and some will go to their graves without admitting what their eyes plainly saw—and open fire blindly into the woods. If it keeps up, after five rounds

Uda Nayaoyao

Chamorro Talent

Body 2 Coordination 1 Sense 3

Brains 2 Command 2 Cool 2

Base Will 6

Current Will 6

Skills Brawling 2 (4d), Dodge 1 (2d), Sight 1 (4d), Language: Japanese 1 (3d).

Talent Power (Cost: 37 Will Pts.)

Zone of Death 10hd (Attacks, Defends, Robust; Extras: Reflexive, +2/+4/+8; Radius 5, 100 yards, +3/+6/+12 and +15; Flaws: Works only if the victim is capable of suicide—awake, conscious, etc., -1/-2/-4; Does not work on any other Talents, -1/-2/-4; Interfere, -2/-4/-8; Beacon, -4/-8/-16).

Notes

Nayaoyao generates a field of control around himself that compels all within it to commit suicide. Since this power is reflexive any situation that seems dangerous touches off the Talent, causing all non-Talents within a 100-yard radius to kill themselves. Unfortunately, the same trauma that triggered his Talent left Nayaoyao twitching in panic at every sudden sound.

There are two bright spots. First, any Talent aware of the power can cancel it out by spending a point of Will. Second, thanks to the Beacon flaw any Talent within the radius of his power detects Nayaoyao's presence and has a rough idea of his location. For details on Beacon see *Will to Power* or www.arcdream.com/godlike/resources.

Weapons

None



a corporal seeking guidance runs toward the SIS team. If they haven't yet shut down Nayaoyao's power, as the corporal enters the Zone of Death he stops, puts his rifle in his mouth and pulls the trigger.

Finding Nayaoyao is easy: Every sudden noise sets off his Talent, allowing the SIS team sensing his power to track him down.

But what do the PCs do with him? He is docile enough, but he does not speak or communicate. The SIS squad can get him up on his feet and move him around. If they ever leave him alone, however, his terrorized state makes him a time bomb—their Talent presence is the only thing keeping his power “off”. And soon the SIS team members will run out of Will points with which to cancel Nayaoyao's power.

Do the characters report Nayaoyao's Talent to their superiors? If so, no one is quite sure how to utilize him. Non-Talents will be terrified of him. Keeping him in the presence of a Talent “bodyguard” at all times is one way to ensure that his power doesn't “go off” unexpectedly, but this bodyguard must spend a point of Will every time something scares Nayaoyao enough to activate his Talent. Being bodily kidnapped by strange white men with guns and hauled all over the island certainly qualifies.

Do they take him along with them? Nayaoyao speaks no English and only pidgin Japanese, so communication will be difficult. Forcing him to tag along with them would be a great way to mow through vast quantities of enemy soldiers, but the logistics of keeping friendly forces out of his range would be a nightmare.

Do they kill him on the spot in revenge or as a danger to friendly forces? Realistically this is probably safest. It's certainly easiest; Nayaoyao is all but helpless. Morally, it depends upon how the characters justify it to themselves. The Chamorro clearly has no control over his power. Despite the threat he poses, whoever does the deed must make another Cool+Mental Stability check to cope with the cold-blooded murder.

If any members of George Company survive, they complicate matters further—or simplify matters, depending on your perspective. Several of them insist on killing the Chamorro Talent. Debate quickly escalates into shouting, and they back down only if the SIS Marines are plainly willing to kill them to defend the native.

If the SIS team doesn't check in with any higher ups within fifteen minutes of finding Nayaoyao, another rescue team will be sent after George Company, this time a whole battalion. One hour after their initial encounter, if they don't contact the 165th CP or other higher echelon, the 3rd Battalion

of the 165th moves into the village with 250 men. If Nayaoyao is not yet under control, his power puts the entire battalion at risk. Otherwise they relieve the remnants of George Company and send the survivors back to the CP for debriefing.

The team's last mission on Saipan is over.

Will Award: +1 if the players can think of a humane, safe way to deal with Nayaoyao. -1 for letting George Company survivors kill him. Each SIS Marine gains the team leader's Command score in Will if they save some of George Company. Each loses half current Will if all of George Company died.

Epilogue: The Fallen

The fight for Saipan is over. Over 25,000 Japanese are dead, at the cost of 3,500 American lives.

Over the next few months the Marines and the soldiers of the 27th Infantry Division transition to garrison operations on the island, hunting scattered Japanese holdouts.

Saipan marks the end of Japan's last dreams of victory in the Pacific. Even the Japanese commander, Admiral Chuichi Nagumo—the man who personally commanded the attack on Pearl Harbor—committed suicide the night of the bloody, disastrous *gyokusai* assault.

The next objective for the V Amphibious Corps in the island-hopping campaign is Guam, followed by Tinian. But those battles will pale in comparison to the bloodletting on Saipan, where the Emperor's forces made their grimmest stand in the Marianas.

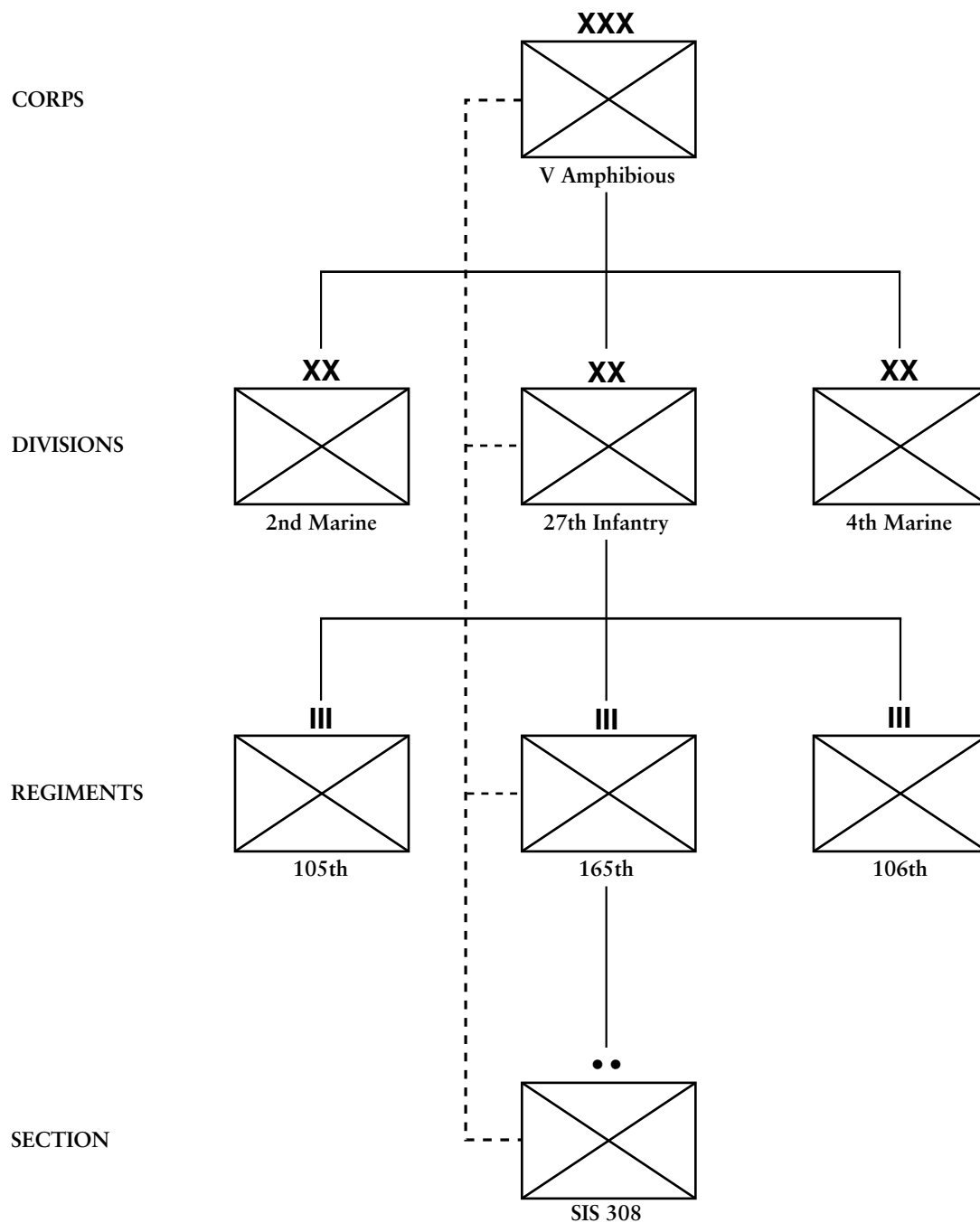
Saipan's *gyokusai* attack would turn out to be the last major banzai charge of the war; afterward the Japanese adopted fixed defenses to spill as much Allied blood as possible in every hopeless battle.

And spill it they would. Only the bitter fighting and immense losses on Iwo Jima and Okinawa, with the Japanese homeland in sight, would overshadow the Battle for Saipan in the hearts of American soldiers and Marines.





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Appendix 1: The Confederacy

“The Condederacy” is a pregenerated squad of Marine Corps Talents that can be played in the Saipan campaign or that can serve as quick replacements for fallen characters.

SIS 308

Marine Special Instruction School Squad 308 is currently assigned to the V Amphibious Corps under the command of Lt. Gen. Holland “Howlin’ Mad” Smith, USMC. Originally formed in the spring of 1942 as the U.S. prepared to start the island-hopping campaign, SIS 308 has seen combat on Guadalcanal and Tarawa.

Of the original nine members, only two remain: Gunnery Sgt. Eli Plyler and Petty Officer Chris Gordon. Twelve other Talents have served in the ranks of SIS 308; seven were KIA, three were wounded too severely to return to duty, one suffered a mental breakdown, and one went AWOL after Tarawa.

Second Lt. James Wingfield is the third commanding officer of SIS 308. He has been in command one month as of June 1944. He is also the youngest commander of any SIS unit in the Pacific; U.S. command wanted SIS 308 to display presence and influence during the Marianas campaign, not necessarily tactical brilliance.

Due to a bizarre coincidence of military personnel administration, all of the current members of SIS 308 are from south of the Mason-Dixon line. After his first week of command Wingfield realized that all of his men were Southerners, and naturally the young Virginian saw in this the divine hand of Providence. He promptly christened his command “The Confederacy,” going so far as to have make-shift Confederate battle flags sewn on the sleeves of his men’s uniforms. Wingfield’s superiors think the Confederacy may prove a useful propaganda tool back home.

If its men make it out of the Pacific.

Current Roster

- Second Lieutenant James Wingfield, CO.
- Gunnery Sergeant Eli Plyler, platoon sergeant.
- Petty Officer Christopher Gordon (Navy), medic.
- Sergeant Brandon Vaughan.
- Lance Corporal Karl Schreiber.
- Lance Corporal Terry Redden.
- Private First Class Zachary Guilbeau.
- Private First Class Thomas Riley.
- Private Jeffrey Lanning.

Second Lt. James Wingfield

Age 22.

Nationality American.

Education B.A. in History, Virginia Military Institute.

Family Father and mother, two sisters.

Talent Manifestation 27 April 1943.

Motivations Victory in battle, fame in life.

Body 2 Coordination 3 Sense 1

Brains 1 Command 3 Cool 2

Skills Athletics 2 (4d), Brawl 2 (4d), Dodge 2 (5d), Driving (Jeep) 1 (4d), Education 1 (2d), Endurance 2 (4d), Grenade 1 (4d), Inspire 2 (5d), Knife Fighting 1 (3d), Leadership 3 (6d), Lie 1 (3d), Machine Gun 1 (4d), Map Reading 1 (2d), Mental Stability 2 (4d), Navigation 1 (2d), Pistol 2 (11d+1wd), Rifle 1 (4d), Run 1 (3d), Sight 1 (2d), Stealth 1 (4d), Survival (Jungle) 1 (2d), Swim 2 (4d), Tactics (Jungle) 1 (2d).

Base Will 14

Talent Powers (Cost: 25 Will Pts.)

Hyperskill: Pistol 6d + 1wd.

Go First 3.

History

James is inhumanly skilled with all pistols. He can attack multiple targets at the same time without penalty, and often uses two guns at once.

James was born to a family of privilege in the rolling hills outside of Richmond, Virginia. His father owned several large farms which had been handed down to him by his father, and so on. A Wingfield was among the settlers of Jamestown, and the family had lived in Virginia ever since. It was only due to a sudden illness that Franklin Wingfield did not represent Virginia at the Continental Congress in 1776, and it was a Wingfield who rallied the Virginia legislature to secession in 1860. Two Wingfield brothers and four cousins served as officers in the Confederate Army, the greatest of them being Brigadier General Eustace Wingfield, hero of Chickamauga. After 1865, the family quietly emancipated their slaves, rehired them as tenant farmers, and continued to prosper into the next century.

James Wingfield was preparing to graduate in his third year at VMI in 1943 (classes were accelerated due to the demand for officers). At the Spring Jubilee one month prior to commencement, the VMI Cadet Pistol Drill Team was scheduled to perform an exhibition for the ladies from Mary Baldwin College. James was captain that year, and ruthlessly trained his shooters for weeks before the gala. On April 27th an enormous thunderstorm blew down the Shenandoahs, drenching the parade field, the stands, and the tents set up to host the cotillion. All festivities were cancelled five minutes before the pistol team was due to take the



field. Angry at being denied his chance at greatness, Cadet Wingfield stormed out of the tent into the tempest and emptied his revolvers at the targets, 150 yards down the parade field. He threw his guns to a junior cadet to clean, and stalked off to his barracks.

That evening, with the rain gone, the cadets cleaning up from the storm found 12 targets, each with a neat round hole in the exact center. James was summoned by the commandant and handed two fully-loaded revolvers. He repeated his feat—from 200 yards this time. The next month, Second Lt. Wingfield was sent to Hell's Motel on Parris Island.

James is thrilled to be a Talent—he now has empirical proof that he is better than most men. Despite his egotism he is unflaggingly polite and always ready to help those whom he pities for not having his gifts. Trained and groomed to be a leader since he could walk, James issues commands easily and often. He cannot understand why some of his men resent him, but is determined to win their respect—by leading them to the gates of Hell, if necessary.

Gunnery Sgt. Eli Plyler

Age 36

Nationality American

Education Eighth grade

Family Wife and two sons

Talent Manifestation 16 February 1942

Motivations Get home.

Body 3 Coordination 2 Sense 2

Brains 2 Command 1 Cool 2

Skills Bayonet 2 (5d), Brawling 3 (6d), Dodge 2 (4d), Endurance 1 (4d), Grenade 2 (4d), Health 1 (4d), Knife Fighting 2 (5d), Machine Gun 1 (3d), Map Reading 1 (3d), Mental Stability 2 (4d), Navigation (Land) 2 (4d), Pistol 2 (4d), Rifle 2 (4d), Sight 2 (4d), Stealth 2 (4d), Submachine Gun 1 (3d), Survival (Jungle) 2 (4d), Swim 1 (4d), Tactics (Jungle) 2 (4d). Base Will 6

Talent Powers (Cost: 25 Will Pts.)

Harm: Sonic Attack 3hd, Area 2 (Extra: Area, +1/+2/+4; Flaws: Mental Strain, -2/-4/-8; Nervous Habit—must yell “God damn it!”, -1/-2/-4; Loud, 1/-2/-4.

History

Eli can produce a sonic attack that can explode ear

drums and rattle skulls enough to cause death. He gets some backlash from this, however, and some idiosyncrasy dictates that only the phrase “God damn it!” will activate his power.

Eli Plyler's daddy ran off soon after his mama got pregnant, leaving her to raise the boy on her own. Eleanor Plyler moved back in with her parents and tried to provide a good life for her son—her folks owned a small grocery store in Gaffney, South Carolina—until her father died from a heart attack in 1924 and her mother slid into depression and died a year later.

Eleanor moved to Columbia and got a job as a waitress in the Columbia Country Club. As the Depression loomed she fell into a relationship with a club member, a state legislator who set up an apartment for her and her son. In 1931 the

senator ended the affair and cut off all contact with her. Eli took

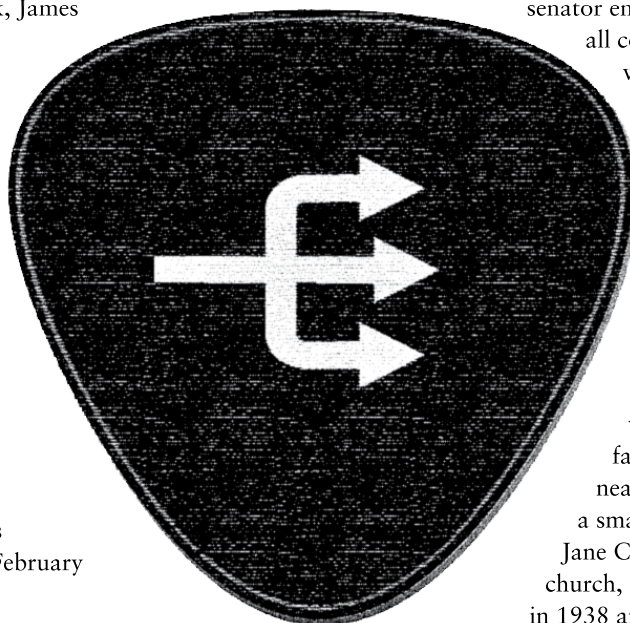
work as a migrant farm worker to support them, but one day he found their shack empty, his mother and her few possessions gone. He never saw her again.

By 1936, Eli had scraped together enough money and earned enough good will with a wealthy peach farmer to purchase 50 acres near Spartanburg. He set up a small house, met and married Jane Carraway at the local Baptist church, and had two sons, Carson in 1938 and Eli Jr. in 1940.

Eli discovered his Talent one day when the landowner's son was speeding down the road on Eli's property in his new Ford coupe. Carson was playing in the orchard and was about to wander into the car's path. From his front porch, Eli bellowed for the young driver to slow down, “God damn it!”

Every window in the car shattered, the side facing Eli caved in, and the driver went permanently deaf in his left ear. Once word of the incident got out, Eli's classification as 3A by the draft board (due to his dependents) mysteriously became a 1A, and soon he was on the other side of the state on Parris Island for Marine boot camp. After SIS training Plyler was assigned to SIS 308, and he worked his way up the ranks to gunnery sergeant, the senior NCO in the unit.

Plyler does not dislike his new CO; he hates him. Lt. Wingfield is everything Eli loathed growing up,





and in the past month the lieutenant has done nothing to endear himself to the men of SIS 308. Now he's started this asinine "Confederacy" business. Plyler is not comfortable leading the men into danger, but most look to him first in a crisis.

Sergeant Brandon Vaughan

Age 30.

Nationality American.

Education 10th grade, trade school.

Family Father, fiancée.

Talent Manifestation 2 November 1943.

Motivations Vengeance on the Japanese for the death of his brother.

Body 3 (10) Coordination 2 (1) Sense 1

Brains 2 Command 2 Cool 2

Skills Bayonet 2 (5d or 12d), Brawling 3 (6d or 13d), Dodge 2 (4d or 3d), Endurance 3 (6d or 13d), First Aid 2 (4d), Grenade 2 (4d or 3d), Knife Fighting 1 (4d or 11d), Machine Gun 1 (3d or 2d), Map Reading 1 (3d), Mechanics (Auto) 2 (4d), Hearing 1 (2d), Mental Stability 2 (4d), Navigation 1 (3d), Pistol 1 (3d or 2d), Rifle 2 (4d or 3d), Sight 1 (2d), Stealth 1 (3d or 2d), Submachine Gun 1 (3d or 2d), Survival (Jungle) 1 (3d), Swim 1 (4d or 11d), Tactics (Jungle) 1 (3d), Throw 2 (4d or 14d).

Base Will 14

Talent Powers (Cost: 25 Will Pts.)

Size Shift 4hd (Flaws: Only One Way—Growth, -2/-4/-8; Self Only, -2/-4/-8).

Hyperbody 3d (Flaw: Attached to Size Shift, -1/-2/-4).

Heavy Armor 1 (Flaws: Attached to Size Shift, -1; blocks Killing damage only, -2).

History

Brandon's Talent allows him to grow, and grants him superhuman strength. On reaching his full height (which requires an expenditure of 4 Will) he is 25 feet tall and has a Body of 10d, a Coordination of 1d, five extra wounds boxes to all limbs and the torso and four extra wound boxes to his head, and takes only surface (Shock) damage from most small-arms fire. He can lift up to 10 tons, does Width+4 in Killing damage with his bare hands (or feet), automatically breaches up to HAR 5 (and can breach up to HAR 10 with a successful roll), automatically shakes off all Shock damage after each battle, and can broad jump 60 feet.

Brandon Vaughan grew up in Elizabethton, Tennessee, a small town in the Appalachians two hours east of Knoxville. His mother passed away when he was young, leaving his father to raise Brandon and his twin brother Jason. The boys spent most of their time in their father's auto shop, and their dad was looking forward to an early retirement once he handed Vaughan & Sons Mechanics over to

his boys. Then, on December 7th, 1941, the Japanese bombed Pearl Harbor.

Jason would have enlisted that week if Brandon hadn't argued against it. Even then, Jason still volunteered right after the New Year in 1942, and was soon a Marine in the Pacific. Brandon refused to follow suit, believing his brother was shouldering an unnecessary burden—there were plenty of other men enlisting, so there was no reason to go asking for trouble. Jason Vaughan participated in all the major campaigns of the Central Pacific, earning a Silver Star on Guadalcanal.

Back home in Tennessee, Brandon had met and fallen in love with Jessica McEntire, the daughter of the town's doctor. In the fall of 1943 he made up his mind to propose to her. One night, after Jessica had helped him close down the auto shop, Brandon knelt down, offered her his mother's engagement ring, and asked her to be his wife. Jessica accepted, and kissed him on the lips. Whooping, Brandon jumped up and exclaimed "I feel ten feet tall!" A second later, his head crashed through the roof of the garage, as his Talent manifested and he grew to be, in fact, twenty-five feet tall. Shocked at first, Jessica and Brandon quickly decided to keep his Talent a secret, although they had to tell his father to explain the damage to the roof.

Three weeks later, on November 23rd, Jason Vaughan was killed during the invasion of Tarawa. Brandon and his father received the telegram just after Thanksgiving. Brandon fought with Jessica for a month, insisting that he had to enlist to avenge his brother. Against her wishes, he enlisted two years to the day after his brother had, in January 1944. He displayed his Talent for his recruiter and was sent directly to Section Two for further evaluation.

Brandon and Jessica are still engaged, although their relationship has become strained by his absence.

Petty Officer Second Class Christopher Gordon, U.S. Navy

Age 29

Nationality American

Education Ph.D., veterinary sciences, Georgia Tech

Family Wife, mother and father

Talent Manifestation 17 August 1942

Motivation Bring as many people through this war alive as possible.

Body 2 (6) Coordination 2 Sense 2

Brains 3 Command 2 Cool 1

Skills (*Corpsman Specialist*) Brawling 2 (4d or 8d), Education 3 (6d), Endurance 2 (4d or 8d), First Aid 4 (7d), Grenade 1 (3d), Hearing 1 (3d), Knife Fighting 1 (3d or 7d), Language (Latin) 2 (5d), Lie 1 (3d),



Machine Gun 1 (3d), Map Reading 1 (4d), Medicine 4 (7d), Mental Stability 1 (2d), Navigation 1 (4d), Pistol 1 (3d), Rifle 2 (4d), Sight 2 (4d), Stealth 1 (3d), Submachine Gun 2 (3d), Survival (Jungle) 1 (4d), Swim 1 (4d or 8d), Tactics (Jungle) 1 (4d).

Base Will 6

Talent Powers (Cost: 23 Will Pts.)

Alternate Form: Stone 2hd (Flaws: Mental Strain, -2/-4/-8; Inactive Senses—cannot smell or taste, and no fine manipulation, -2/-4/-8).

Hyperbody 4d (Flaw: Attached to Alternate Form, -1/-2/-4).

Heavy Armor 2 (Flaw: Attached to Alternate Form, -1).

History

Gordon can turn his entire body into granite, which gives him increased strength and resistance to damage. When transformed he can lift up to two tons, punch through armor plate (breach up to HAR 3), and does Width+1 in Killing damage with his hand-to-hand attacks. He also gains +1 wound box in each limb and the torso, and shrugs off an extra shock point in each location after combat. Most small arms fire bounces right off. His clothing and equipment do not change.

Christopher Gordon was living a quiet life as a country veterinarian in Dahlonga, Georgia, when the war started. He had grown up in Atlanta, where his father was an accountant for a shipping company that moved cotton through the city to Savannah. An only child, Chris was encouraged to excel in school, and though his parents hoped for medical school a long list of pets had convinced him that veterinary medicine was calling him. He graduated top of his class at Georgia Tech.

Chris again surprised everyone by marrying a typist from the vet's office where he interned, and then moving with her far out into the rugged mountains of north Georgia. Hired as the staff vet for the cavalry horses kept by the North Georgia Military College, Chris also worked for the local families, tending to their one or two horses, or a sick cow or a child's new puppy. The Gordon household was a menagerie itself, with ten cats, four dogs, two semi-tame squirrels, and an old nag named Lula that the school gave to Chris once she was too old for cadets' riding lessons.

When his draft notice came, Chris and Grace packed up their shop, and the next day they drove down to Atlanta. She moved in with his parents, and Chris volunteered for the Navy. He turned down a commission and asked to be made a medic. After basic training he was made a corpsman with the Marines.

His Talent manifested during the Marine raid on the island of Makin. Running out from cover to save two wounded Marines, Chris grabbed their web

gear and hoisted one in each hand as Japanese bullets chipped away at his now-stone body.

Gordon is secretly paralyzed by a fear of success. He has always settled for second best. He chose vet school, not med school; an isolated, modest practice rather than a lucrative city one; service as a follower, not a leader. He respects Gunnery Sgt. Plyler, but envies and admires Lt. Wingfield for his casual confidence. The only other veteran of the original SIS 308 besides Plyler, Gordon does not like to use his Talent for combat but rather to shield and carry his patients.

Lance Corporal Karl Schreiber

Age 25.

Nationality Naturalized American.

Education 12th grade.

Family Mother, father, older sister, younger sister.

Talent Manifestation 21 November 1943.

Motivation Prove his patriotism.

Body 2 Coordination 3 (6) Sense 1 (4)

Brains 2 Command 1 Cool 3 (6)

Skills Bayonet 2 (4d), Brawling 1 (3d), Dodge 2 (5d or 8d), Endurance 1 (3d), Grenade 2 (5d or 8d), Knife Fighting 2 (4d), Language (German) 2 (4d), Machine Gun 1 (4d or 7d), Map Reading 1 (3d), Mental Stability 2 (5d or 7d), Navigation 2 (4d), Pistol 1 (4d or 7d), Rifle 2 (5d or 8d), Run 2 (4d), Stealth 3 (6d or 10d), Submachine Gun 1 (4d or 7d), Survival (Jungle) 1 (3d), Swim 1 (3d), Tactics (Jungle) 2 (4d).

Base Will 5

Talent Powers (Cost: 25 Willpower Pts.)

Fade 4hd (Flaw: Slow, -1/2/4).

Hypercoordination 3d (Flaw: Attached to Fade, -1/-2/-4).

Hypercool 3d (Flaw: Attached to Fade, -1/-2/-4).

Hypersense 3d (Flaw: Attached to Fade, -1/-2/-4).

History

By concentrating for two full rounds Karl can become one with his surroundings, gaining superhuman agility and calm. In this state he is a superb hunter and scout.

Karl Schreiber's father Immanuel was a private in the Kaiser's Army during World War I. A gentle man, the son of a tailor, Immanuel was pressured into the Great War by the tide of anti-Semitism, in an effort to prove his loyalty. Losing his left leg below the knee at the Battle of the Somme in 1916, Immanuel returned to his village and young wife and became the town's lacemaker. Their daughter Sarah was born in 1917, and son Karl in 1918. The conditions in the post-war Weimar Republic and the disturbing march to power of the fascists led the Schreibers to emigrate from Germany in 1930. Settling in Greenville, South Carolina, Immanuel became involved in the booming textile industry, and the family welcomed baby Rachel



to the fold in 1932.

Karl worked hard in school, hoping to attend one of the South's most prestigious universities. After high school, however, he was continually denied admission. Many reasons were offered, but the creeping suspicion of Karl's family was that their religion was objectionable. Karl refused to believe that, however, as he saw a few of his Jewish friends readily accepted—but their families tended to be substantially wealthier or better connected. So Karl went to work with his father in the city's textile business. It was office work, not factory work, so Karl reasoned that he wasn't being oppressed or disenfranchised as he would have been in Germany. On the whole, he was happy.

When Germany declared war on the United States on December 11th, 1941, Karl was eager to enlist. His father had doubts, and discussed his own service with his son, but in the end Karl went ahead and tried to join the Army. Mysteriously denied his choice, Karl was instead offered the chance to join the Marines. Disappointed, but hopeful that he could still fight for his country, Karl accepted. He was soon sent to the Pacific.

For the past two and a half years Lance Corporal Schreiber has been hoping that the Marines will start fighting in Europe, and that the Reich doesn't crumble before the Japanese Empire surrenders.

In the winter of 1943 to 1944 Karl was with the 2nd Marine Division for the invasion of Tarawa. Volunteering to go on a night patrol, he was separated from his squad in the pitch black of the jungle. Over three hours he crept back through enemy and friendly lines, killing 12 Japanese soldiers with his bayonet. The next morning an SIS Talent spotted Karl and identified him as a Talent, and soon the young man was on his way to Hell's Motel.

Lance Corporal Terry Redden

Age 26.

Nationality American.

Education High school.

Family None.

Talent Identified 11 January 1944.

Motivations Stay alive, get rich.

Body 1 Coordination 2 Sense 2

Brains 3 Command 1 Cool 3

Skills Bayonet 1 (2d), Bluff 3 (6d), Brawling 1 (2d), Dodge 2 (4d), Electronics 1 (4d), Endurance 1 (2d), First Aid 2 (5d), Grenade 2 (4d), Hearing 2 (4d), Lie 3 (6d), Knife Fighting 1 (2d), Machine Gun 1 (3d), Map Reading 1 (4d), Mental Stability 2 (5d), Navigation 1 (4d), Pistol 2 (4d), Rifle 1 (3d), Run 1 (2d), Sight 2 (4d), Stealth 2 (4d), Survival (Jungle) 1 (4d), Swim 1 (2d), Tactics (Jungle) 1 (4d).

Base Will 14

Talent Powers (Cost: 25 Willpower Pts.)

Aces 1hd, 1wd (Flaw: Limited Width—cannot make width greater than 3, -1/-2/-4; Nervous Habit—must have a pack of cards on him, -1/-2/-4).

History

Terry is incredibly lucky. When he invokes his Talent he can succeed at almost any task. Terry was identified as a Talent while playing blackjack, and he must hold a pack of cards to use his power.

Terry Redden is very proud of the fact that he has never worked an honest day in his life. From the first week of elementary school he had other children doing his homework. When he was working in Old Man Maloney's store on weekends during high school, the other kids working there always covered for Terry, who paid them with money stolen from the cash drawer. By 17 Terry had been arrested three times and sent to Juvenile Hall once.

As an adult he decided that petty theft wasn't worth the risk. He moved from his hometown of Bowling Green, Kentucky, to Louisville, where he branched out into the fledgling gambling industry with a few confidence games on the side. Business was good, and Terry soon built up a stake of \$5,000. Soon the money started to be less important than the game.

In 1940, everything went wrong. The good money was on Gallahadion to at least place in the Derby that year. Lester McAlexander, an employee at the horse's stable, owed Terry almost \$600 from bad bets. Lester promised to fix the race by putting something in Gallahadion's feed to prevent him from running well. Figuring he had a sure thing, Terry bet heavily against the horse. When Gallahadion crossed the finish line in first place, and Lester failed to meet Terry that night to make his payment, Terry knew something was wrong. He went around to Lester's apartment just in time to see Sunny Slater, the hitman for the local Irish mafia gang, leaving. The next day Terry Gordon enlisted in the Marines and got the hell out of Louisville.

Terry trained as a supply clerk and was very good at his job. He could find anything for anyone—for the right price. He didn't even know he was a Talent until he was playing a friendly blackjack game in his barracks with some other soldiers and another Talent walked by. He watched Terry continue to hit, from 8 all the way to 21, giving off that unique Talent vibe the whole time. Terry was reported to Section Two, but it took a battery of tests before anyone could figure out exactly what his Talent was. In fact, Gordon isn't even sure when he became a Talent. But everyone says he is, and he can certainly tell when these other guys are using their abilities, so he must be one. Terry



just hopes that his Talent luck is enough to get him back to the World and onto Easy Street.

Pvt. First Class Zachary Guilbeau

Age 24.

Nationality American.

Education Fifth grade.

Family Wife, the Guilbeau clan.

Talent Manifestation 3 April 1942.

Motivation Kill as many of the enemy as possible.

Body 3 Coordination 3 Sense 3

Brains 1 Command 1 Cool 1

Skills Brawling 3 (6d), Dodge 2 (5d), Endurance 1 (4d), Grenade 3 (6d), Hearing 2 (5d), Knife Fighting 1 (4d), Language (Cajun) 1 (2d), Machine Gun 1 (4d), Map Reading 1 (2d), Mental Stability 1 (2d), Navigation 1 (2d), Rifle 3 (6d), Sight 2 (5d), Smell 1 (4d), Stealth 3 (6d), Submachine Gun 2 (5d), Survival (Jungle) 1 (2d), Swim 2 (5d), Tactics (Jungle) 2d.

Base Will 9

Talent Powers (Cost: 25 Willpower Pts.)

Break 6d (Flaw: Nervous Habit—must be able to bite target, -1/-2/-4).

History

Guilbeau's jaw, teeth, and digestive tract are able to bite, destroy and consume any material, whether animal, vegetable or mineral. Once chewed and swallowed, foreign matter does not remain in his stomach—it appears to be miraculously “digested.”

The Guilbeaus arrived in southern Louisiana in the late 18th century. Since then, the family has spread out over five parishes and dozens of towns. The family is infamous—in some places the name Guilbeau is synonymous with bandit. They made their livings as trappers, swamp guides, laborers, or thieves. The gentle society of Louisiana never had much need for a Guilbeau, and the Guilbeaus felt the same about society.

Zachary grew up along the banks of the Atchafalaya River, east of Lafayette, with a whole tribe of family members. He had six siblings, both of his parents came from families of seven, and all of his aunts and uncles had just as many children. Zachary grew up playing hide and seek, swimming in the river and rarely attending the local one-room school. There was nothing to aspire to, so once he was a man and had found a wife (at 16), Zachary moved into his own cabin and started to earn his living the Guilbeau way—trapping the odd gator, working occasional jobs in the town of Lafayette and anything else that came his way. Easy-going, jolly, fond of a joke, Zachary is friendly and somewhat dimwitted.

The war came as a surprise to the Guilbeaus. None of them ever expected the government to seek them out, but enough of the family's men were drafted

to fill a small platoon. Zachary joined the Marines, loved every minute of boot camp on Parris Island, and was promptly shipped to the Philippines. He was amazed that he was actually allowed to kill other human beings—and discovered that he liked it. The jungles weren't too different from the swamps back home, and Guilbeau's squad soon appreciated the Cajun's proclivity for killing. Zachary's squad leader had to have a talk with him after he started collecting teeth from the Japs, but since then Zachary has been careful to hide his prizes more carefully. Besides, he has seen the Japs do much worse to American soldiers.

Only once did he get unlucky. Cut off from his squad during the retreat to Bataan, Zachary was surprised by a Japanese officer, likewise separated from his unit. The officer had the drop on Zachary, and forced him to disarm and kneel. As the officer placed the barrel of his Nambu pistol in Guilbeau's mouth, the Cajun bit down as hard as he could. He bit clean through the barrel, then lunged for the throat of the stunned officer. The next day he wandered back through friendly lines, blood dried on his chin and shirt, grinning from ear to ear.

After that, Hell's Motel was like a vacation.

Private Thomas Riley

Age 21.

Nationality American.

Education 12th grade.

Family Father.

Talent Manifestation 31 April 1943.

Motivation Use his Talent, make friends.

Body 2 Coordination 3 Sense 2

Brains 2 Command 1 Cool 2

Skills Anti-Tank Rocket 2 (5d), Bayonet 2 (4d), Brawling 2 (4d), Dodge 1 (4d), Drive (Auto) 3 (6d), Endurance 2 (4d), First Aid 2 (4d), Grenade 1 (4d), Knife Fighting 1 (3d), Machine Gun 1 (4d), Map Reading 1 (3d), Mechanics (Auto) 1 (3d), Mental Stability 1 (3d), Navigation 1 (3d), Pistol 3 (6d), Rifle 3 (6d), Sight 2 (4d), Stealth 1 (4d), Survival (Jungle) 1 (3d), Swim 1 (3d), Tactics (Jungle) 1 (3d).

Base Will 4

Talents (Cost: 25 Willpower Pts.)

Super Speed 4hd (Extra: No Gs, +2/+4/+8; Flaws: Glow, -1/-2/-4; Loud, -1/-2/-4; Interfere, -2/-4/-8).

History

Tom can run 300 miles per hour. He can start, stop and turn on a dime, requiring no acceleration to reach his max speed, and no time to brake. Faint trails of lightning follow and surround him as he runs, along with a low rumble of thunder.

Tom Riley was one of the best moonshine runners in Lower Alabama. His family had started distilling



white lightning back in the Prohibition days. Even with the return of legal liquor, the profits from illicit bootlegging were enough to keep the industry alive throughout the Southeast. Naturally the revenuers were still very interested in stemming this trade, perhaps even more so now that the government could again take their share of taxes on the legal sale of alcohol.

Tom's death-defying runs through the valleys and mountains of Appalachian Alabama in his family's souped-up Ford became the stuff of legend. The time he avoided over two dozen agents from the Federal Alcohol Administration, FBI, and local sheriff's department became a particularly colorful tall tale. Tom cared little for either the booze or the illegality of his actions—he only lived for the feeling of rocketing around hairpin turns, rattling up and down the mountains, windows open, wind in his face. The war didn't really enter into his mind very much.

The federal government finally closed in on the Riley family's operation in the spring of 1943. Tom was at one of the family's dozen stills, waiting for the latest batch of product to be loaded up when lawmen burst out of the woods, guns drawn, and arrested Tom along with four cousins on the spot. One of the policemen was using his radio to communicate to other teams, all preparing to spring near simultaneous ambushes on the other stills. Despite being held at gunpoint, with his dear Ford disabled and sitting useless, Tom knew he had to do something. Bracing himself to make a run for it, he waited for the sheriff's attention to wander, then dashed towards the rutted backroad. The next thing he knew Tom was at the next still, frantically warning his uncle and friends to shut down and scam. Before their astonished eyes Tom took off again. In 15 minutes he crisscrossed an area of 100 square miles, making over a dozen stops.

For the next few months Tom became a local hero, speeding all over the Southeast. Notoriety came back to bite him, however, when the FBI dispensed Agent John Cowden, a Talent in Hoover's Dozen, to track him down. Agent Cowden, whose only power was the ability to hold his breath for two hours at a time, helped local police lay a trap for Tom. When Riley sped by, Agent Cowden caught him by surprise and interfered with Tom's Talent in a contest of wills. The inexperienced speedster stumbled, fell, and was easily incarcerated. When the judge offered him a choice between jail and service with the Talent Operations Command, Tom Riley joined the Marines.

Private Jeffrey Lanning

Age 20

Nationality American

Education High school

Family Mother and father

Talent Manifestation 20 February 1944

Motivation Thirst for adventure.

Body 2 (6d) **Coordination** 2 (2d+3wd) **Sense** 3 (6d)

Brains 2 **Command** 1 **Cool** 2

Skills Anti-Tank Rocket 1 (3d+3wd), Bayonet 2 (8d), Brawling 2 (8d), Dodge 2 (4d+3wd), Endurance 2 (8d), Grenade 2 (4d+3wd), Hearing 2 (8d), Knife Fighting 2 (8d), Machine Gun 1 (3d+3wd), Map Reading 1 (3d), Mental Stability 2 (4d), Navigation 2 (4d), Pistol 1 (3d+3wd), Rifle 2 (4d+3wd), Sight 2 (8d), Smell 1 (7d), Stealth 2 (4d+3wd), Survival (Jungle) 1 (3d), Swim 1 (7d), Tactics (Jungle) 1 (3d).

Base Will 3

Talents

Hyperbody 4d (Flaw: Only Usable Outdoors, -1/-2/-4).

Hypercoordination 3wd (Flaw: Only Usable Outdoors, -1/-2/-4).

Hypersense 3d (Flaw: Only Usable Outdoors, -1/-2/-4).

History

Jeffrey is physically gifted—freakishly so. There are stronger, faster, and more perceptive Talents, but Jeffrey combines all these qualities into one engine of destruction.

Jeffrey Lanning grew up outside Asheville, North Carolina. His parents made a living throughout the Great Depression by working on the grounds of the Biltmore Estate. His father worked in the gardens and his mother was a cook. The refinement of the Vanderbilt family rubbed off on the Lannings, but unfortunately none of it stuck to young Jeffrey. Running away from home was a monthly occurrence by the time he was ten.

Jeff continued his schoolwork to appease his parents, and helped his father work on the Biltmore grounds, but at least one weekend each month he spent alone in the mountain forests. Jeffrey taught himself to fish, hunt and survive on his own. Friendly but always guarded around other people, Jeffrey's mind was never on work but on his next adventure.

When he turned 18, bored with life in Asheville, Jeffrey enlisted in the Marines. He was the ideal soldier—eager to please, intelligent, strong, and tough. After minor action in the fight for the Gilbert Islands, Jeffrey participated in the invasion of Eniwetok with the 22nd Marine Division. Fighting was fierce, and Jeffrey's company of amphibious landing tanks was soon pinned down on the beach. During the Japanese counterattack Jeffrey became a Talent.

With his comrades being shredded around him by the Imperial troops, Jeffrey snapped. Taking a bandolier of grenades from among the dead, he started lobbing 100-yard shots into Japanese pillboxes and fighting positions. When he ran out of grenades and



started throwing truck axles and tank sprockets, the morale of the enemy in his sector broke, allowing his platoon to rally and link up with nearby units. The following week Jeffrey was pulled from the line and sent to Hell's Motel. Special Instruction School was a joy to him, and though he was among the youngest and lowest-ranking members of his class he graduated with honors.

Jeffrey Lanning is an excitable, impatient young man. Overconfident in his Talents, he expects to continue his heroic exploits in many more battles in the Pacific theater against the Japanese.

Appendix 2: Optional Rules

A number of useful rules options are described in Arc Dream Publishing's *GODLIKE* supplements *Talent Operations Command Intelligence Bulletin No. 2* and *Talent Operations Command Intelligence Bulletin No. 3*. The skill rules for Explosives, First Aid, Forward Observer, Mortar, Stalking and Tactics certainly apply. You may download those rules free from the Arc Dream Web site: www.arcdream.com/godlike/resources.

Use these options only if the GM permits them.

Close Quarters Blasts

The standard Area attack rules cover explosions in the open. A blast in a confined space such as a bunker is

far more dangerous. Roll the Area dice twice for each victim and double the Shock damage of the blast.

Hang In There

If your head or torso is filled with Killing damage, you can spend 1 Base Will per round to stay alive. You must immediately make a Cool+Stability check with the usual results for failure. While "hanging in there" you can talk and perceive everything around you, but you can do nothing else.

Unfortunately, this option merely postpones the inevitable. First Aid does nothing for Killing damage and surgery can take hours. But sometimes it's important to last just a few rounds more.

Sneak Attack

Use this option when the target can't defend against your attack but isn't quite helpless enough to just kill without a roll. It usually applies when you sneak up on the target or have him firmly in your sights, but he's still capable of moving or reacting at the last moment.

To attempt a sneak attack, neither you nor the target can be in combat. For a melee attack this typically requires a Coordination+Stealth roll to get close enough.

Make an attack roll at +2d. If you hit, it automatically fills the hit location with damage. This is Killing damage if your weapon does any Killing damage at all. It's Shock if the weapon does only Shock.



TODD '06

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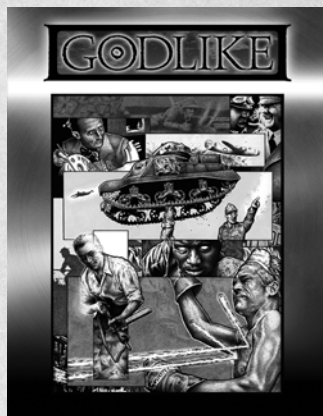
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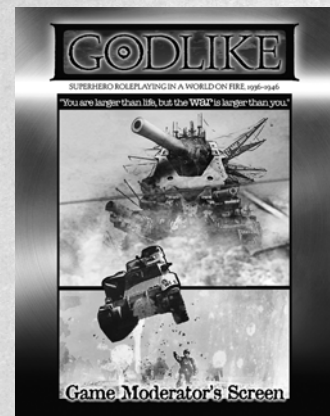
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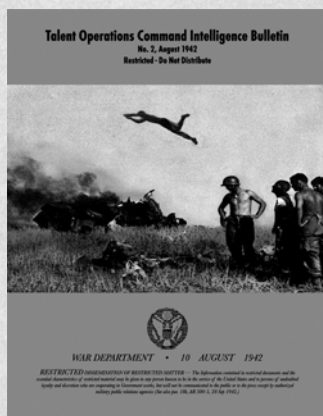
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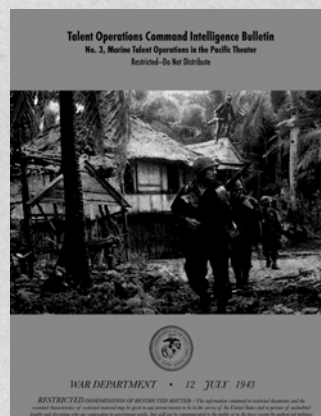
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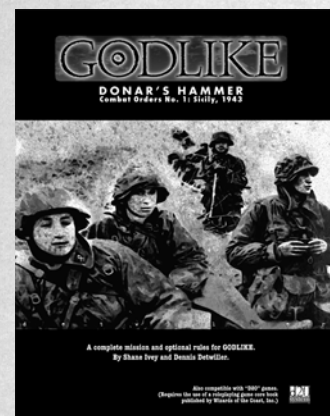
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