

ATTACK ON HILO AHU BEACH

**A WWII: Operation WhiteBox mission
for 3-6 characters of 1st-3rd level**



WWII OPERATION
WHITEBOX
COMPATIBLE

ATTACK ON HILO AHU BEACH

ATTACK ON HILO AHU BEACH is a support mission designed for *WWII: Operation WhiteBox*™. It's the morning of Dec 7, 1941, and you've just stumbled onto a squad of Japanese marines, hell-bent on destruction. Can you stop their murderous rampage as the bombs rain down on Pearl Harbor?

CREDITS

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ATTACK ON HILO AHU BEACH

"Yesterday, December 7, 1941 . . . a date which will live in infamy. . . the United States of America was suddenly and deliberately attacked by naval and air forces of the Empire of Japan."

—President Franklin D. Roosevelt (1941)

Attack on Hilo Ahu Beach is a short *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The mission involves a surprise battle with a unit of elite Japanese marines. *Attack on Hilo Ahu Beach* contains quite a bit of combat with very little opportunity for roleplaying so characters like the Grunt, Sniper, and Tactician are recommended.

Note: This mission begins on the morning of December 7, 1941, just prior to the bombing of Pearl Harbor. Given the date and the setup, the players are likely to have a strong suspicion about what is to take place. The Referee should run the mission normally. Although designed for a group of U.S. Marines, the Referee may amend the text as needed to substitute whatever special forces unit to which the PCs belong.

BACKGROUND

The PCs are U.S. Marines that are part of a Provisional Rubber Boat Company (the predecessor to the U.S. Marine Raiders) of the 7th Marine Regiment. They have been sent to Marine Corps Air Station (MCAS) Ewa near the Pearl Harbor base for advanced dive and swim training. Their presence has drawn criticism, especially from regular U.S. Marines who feel that the Marines are already an elite fighting force that is fully capable of conducting commando-type raids and missions.

The PCs have been training hard for the last month. This week, their unit completed several successful beach landing exercises and the characters were given leave time. The PCs spent all Saturday night out dancing and drinking to celebrate.

BRIEFING

It is early Sunday morning (around 6:00 a.m.) and the PCs are asleep in their barracks at a small coastal camp just west of Pearl Harbor. Suddenly, they are awakened by a Marine on Fire Watch who directs them to the barracks phone. Everyone's favorite MP, Marine Sergeant (Sgt) Will Mulraney, is on the line.

"You commando wannabes think you're better than everyone else. Well let me tell you something. You're not. Looks like your nincompoop squad mate PFC Gaines drove a car into the ocean at Hilo Ahu Beach. Not sure whose car it is, but I'm sure it's not his.

Let me tell you pukes something. Captain Jake “Five-Star” Hopewell likes to sail his private yacht past that stretch of beach every Sunday morning before church. Says it helps him relax his soul. Now I know you were all out drinking with Gaines last night so every one of you yahoos better get down here to Hilo Ahu Beach to clean up this mess.

You’ve got 15 minutes, starting now. Bring a truck to tow that car out of the water before Captain Hopewell sees it or I swear I’ll make it my personal mission to throw every one of you into the brig!”

OBJECTIVE

The PCs must tow the car out of the water and get PFC Daniel Gaines back to the barracks before they end up court-martialed.

PLANNING

The characters only have a limited amount of time to get their friend out of trouble. The motor pool is closed, but unsecured, so the PCs can jump into a large truck (2.5 ton GMC) equipped with a winch. Despite tensions in the Pacific, the base is not on alert, so no one is going to issue the PCs weapons this early in the morning. However, a large handgun (Colt M1911) is located in the truck’s glove compartment, if the characters think to look. The PCs also have access to bayonets and knives as part of their normal, everyday equipment.

INSERTION

Hilo Ahu Beach is only a short distance away from MCAS Ewa. It is accessed by a long, winding road that is bordered on each side by palm trees and tropical vegetation.

As the PCs drive within sight of Mr. Araki’s Home (see below), they see the MPs’ small truck (Willys Jeep) parked out front. They also see Mr. Araki dragging the limp form of their friend, PFC Gaines, towards the house. As soon as Mr. Araki is illuminated by the headlights, he drops Gaines and runs into the Guest Bedroom, quickly closing the sliding door behind him.

PRE-ASSESSMENT

At this time, the characters are presented with a bit of a dilemma. They know:

- Their friend PFC Daniel Gaines is down.
- Two MPs (Sgt. Mulraney and Cpl. Sellers) are unaccounted for.
- Mr. Araki is somehow involved.

What they don’t know is that earlier this morning, the MPs Sgt. Mulraney and Cpl. Sellers knocked on Mr. Araki’s door to use his phone. Mr. Araki had been up all night awaiting the arrival of a squad of the Japanese Special Naval Landing Force (SNLF). He has compiled a list of military and civilian targets for the Japanese marines to eliminate once the attack on Pearl Harbor commences.

As Sgt. Mulraney was chewing the PCs out, Cpl. Sellers went to use the Washroom. It was there that he found the hidden compartment containing Mr. Araki's radio linkup. At this time, Mr. Araki panicked, pulled a gun and shot them both dead. Mr. Araki found PFC Gaines passed out in the back of the Jeep and decided to hold him for interrogation by the SNLF. He knew the PCs were on the way, but did not expect them to arrive so quickly.

EXECUTION

Attack on Hilo Ahu Beach is presented as a mini-sandbox. The PCs are free to head back to the base and notify the proper authorities without confronting Mr. Araki, although this is a pretty lame option for a group of special forces operatives. If this happens, the bombing of Pearl Harbor begins and the island is thrown into chaos. The Referee may wish to give the PCs a chance to redeem themselves as reports begin to trickle in of Mr. Araki accompanying a Japanese raiding force that is killing civilians and sabotaging medical equipment. The PCs can then arm themselves and seek out the SNLF and other Japanese saboteurs, if they are so inclined.

Hopefully, however, the PCs take the more obvious (not to mention heroic) option and attempt to deal with Mr. Araki right away. After fleeing into the house, Mr. Araki grabs the rifle hidden beneath the floorboard of the Guest Room. He then barricades himself inside the room, shooting at anyone he sees (even shooting through the Concealment of the walls and door if he hears people moving around the house).

Mr. Araki is no soldier, but he knows the SNLF is due soon so he hopes to hold the PCs off until they arrive. He may be talked into surrendering with the use of good roleplaying and/or Class Abilities (at the Referee's discretion). He may also surrender if faced with overwhelming force or firepower. If captured, he tries to stall the PCs by claiming that he has knowledge of an impending Japanese attack on San Francisco. Mr. Araki attempts to escape at the first opportunity.

Once Mr. Araki has been dealt with, give the PCs a few minutes to investigate the house and locate the dead MPs in the Carport. While this is happening, a *Toku-Daihatsu* landing craft silently comes ashore and a squad of twelve (12) SNLF marines make their way up the Trail, guided by the green light on Mr. Araki's roof. As soon as the Japanese see the U.S. military vehicles parked outside the house, they become wary of a trap.

PCs inside the house should have normal chances of spotting the SNLF. Any character standing watch automatically sees them fan out in a line perpendicular to the Road as they cautiously approach. If the PCs found the weapons inside the back of the armored pickup, they may decide to make a stand inside the house. They may even crank up the truck and use its heavy machinegun (Type 92) against the Japanese.

The SNLF marines react quickly if they come under enemy fire:

- On the first *round* of combat, a machinegun crew consisting of two (2) Japanese marines (gunner and loader) sets up on the Hill Slope with a light machinegun (Type 11). Anyone attacking the crew receives a -1 penalty *To-Hit* because of the elevation. The remaining Japanese marines hunker

down behind the partial cover of palm trees and vegetation while they fix bayonets. Anyone attacking them receives a -4 penalty *To-Hit*.

- On the second *round* of combat, the machinegun crew begins the suppressive fire process on the Dining Room and Pantry area of the house (treat as burst fire, Concealment to one random person standing in one of those rooms). On the third *round* of combat, the crew “walks” suppressive fire down the left side of the house to the Guest Bedroom, striking anyone in its path (with normal chances for Saving Throws).
- On the fourth *round* of combat, the crew “walks” suppressive fire back to the Dining Room.
- On the fifth *round* of combat, the crew “walks” suppressive fire down the right side of the house, to the Tea Room.
- On the sixth round of combat, the crew targets the Master Bedroom with suppressive fire.
- For game purposes, any PCs in the Washroom, Kitchen, and Gardens behind the house are unaffected by this fire (although they shouldn’t know that!). If the gunner is killed, the loader takes control of the machinegun and starts the suppressive fire process over, but in reverse (firing at the Dining Room and then “walking” fire to the right). The machinegun crew switches targets (starting the suppressive process over) if a more immediate threat presents itself (such as a group of charging PCs or PCs attacking from one of the pickup trucks).
- On the seventh *round* of combat, or if the machinegun crew is killed, the remaining SNLF marines conduct a sudden “banzai charge” on the house in an attempt to overwhelm the PC defenders with bayonets and swords. It takes the Japanese one (1) *round* to leap the fence and close on the house (free attack for the PCs). Once there, they automatically lose initiative as they burst through the paper doors and windows and seek to engage the PCs in melee combat.

The SNLF marines fight until killed, preferring death over the dishonor of defeat.

Mr. Osami Araki: AC 8 [11] (Dex); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon); SA Dex 15; ST 19; MV 12; HDE/XP 1/5; large rifle (Arisaka T35), medium pistol (Nambu Type 94), camera.

SNLF Marine: AC 8 [11] (BDUs); HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); SA +1 *To-Hit* in melee combat; ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Arisaka T35) or light machinegun (Type 11), bayonet.

SNLF Santōheisō (NCO): AC 8 [11] (BDUs); HD 1; hp 4; THB +0; ATT 1 (weapon); SA +1 *To-Hit* in melee combat; ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Arisaka T35), katana (*shin guntō* T95), bayonet.

SNLF Kaigun-daii (Officer) (2nd-level Tactician): AC 6 [13] (BDUs); HD 2+1; hp 7 (T) or 11 (H) or 21 (I); THB +1; ATT 1 (weapon or none); SA +1 *To-Hit* in melee combat; ST 13; MV 12; SA Superior Planner, Rally; HDE/XP 2/60; BDUs, medium pistol (Nambu Type 94), katana (*shin guntō* T94), bayonet.

POST ASSESSMENT

During the fight with the SNLF, the PCs hear loud explosions as the attack on Pearl Harbor commences. There is nothing the characters can do to stop this historical event. The surprise attack by Japanese naval and air forces results in the deaths of thousands of American servicemen and cripples the U.S. Pacific Fleet. It also awakens the sleeping dragon.

If the PCs dispatch the SNLF quickly, the Referee may opt to land another wave of raiders on the island. Allow the PCs to upgrade their weapons and gear before setting out to drive off these invaders. The Referee may also let the PCs engage small aircraft (Japanese Zeros) with the pickup truck's heavy machinegun or at other anti-aircraft batteries located throughout the area.

Once the smoke clears, the PCs should be proud to have stopped the death and destruction the SNLF would have caused. Later, their deeds are lauded by their superiors, and discussion of a permanent, elite U.S. Marine commando force (U.S. Marine Raiders) begins anew.

The next day, the United States of America officially enters World War II by declaring war on the Empire of Japan. And the rest is history. . .

HILO AHU BEACH

Hilo Ahu Beach is a sloping beach covered with sand dunes and sea grass. It is located within sight of Pearl Harbor to the east and U.S. naval ships are commonly seen off the coast.

1. BEACH

This quiet beach is seldom used. The shoreline is rocky and the water is clear, but the undertow is treacherous. Fish are abundant, as are the sharks that feed on them.

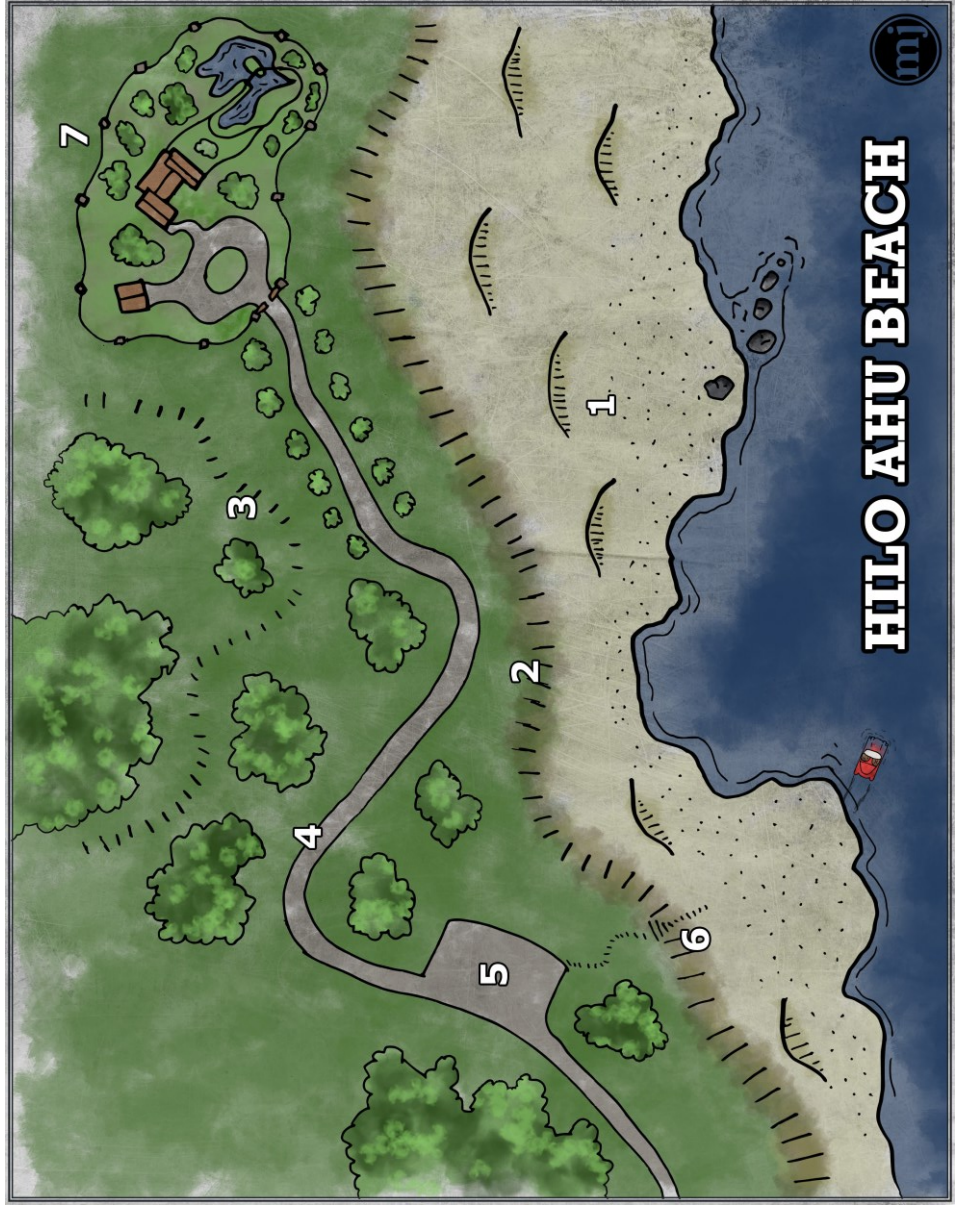
The car that PFC Gaines was driving last night (1940 New Yorker Highlander Convertible Coup) is partially submerged in the water at the base of the Trail. The car cannot be started and must be towed out of the water.

2. BEACH SLOPE

This gently sloping hill rises approximately 20' off the Beach and provides an impressive view of the Oahu coast. The slope is littered with clumps of tall sea grass and clusters of rocks. The grass provides Concealment while the rocks provide partial cover (-4 *To-Hit*) to anyone hiding behind them.

3. HILL SLOPE

This small, grassy hill is covered by palm trees and tropical vegetation. The vegetation provides Concealment while the trees provide partial cover (-4 *To-Hit*) or full cover to anyone hiding behind them. There is a 4 in 6 chance that anyone examining the Hill Slope notices a footpath leading from Mr. Araki's Home to a tall



tree. A simple wooden platform is located high up in this tree. From this platform, Mr. Araki uses binoculars to spy on ships entering and leaving Pearl Harbor.

4. ROAD

This winding dirt road is the only safe way to access Hilo Ahu Beach. It is lined with palm trees and other tropical vegetation which provide Cover and Concealment, as noted above.

5. PARKING LOT

This parking lot provides public access to the Beach. It is used mainly by lovers looking for a quiet place to park at night and make out.

6. TRAIL

This narrow, rocky trail leads down to the Beach. It is designed for pedestrians, but PFC Gaines drunkenly drove his car down this trail and into the water last night before passing out.

7. MR. ARAKI'S HOME

Mr. Osami Araki's home is a modest-sized traditional Japanese home nestled in native foliage and trees. The ornately tiled roof has a gentle curve that rises to three peaks, with oversized decorative eaves that extend beyond the edge of the open veranda. A green light has been erected on the roof's central peak. This is intended to guide the SNLF Marines at sea to Mr. Araki's home.

The interior walls are made of thin wood while its sliding doors and windows are made of rice paper (*Shoji*-style construction). Some of the rooms are partitioned off by rice paper screens. The tatami floor is clean and well maintained. The walls are hung with photographs of the Hawaiian coast, taken by Mr. Araki. Observant PCs may notice that each photo contains at least one U.S. ship in the forefront or background.

The front of the house faces the only Road that winds up Hilo Ahu Beach. Wicker patio furniture adorns the open veranda along the front. The thin walls and rice paper doors of the house provide only Concealment to those firing from within.

A small truck (Wilys Jeep) belonging to the MPs is parked in front. A small rifle (M1 carbine) and a pouch containing extra clips are slid between the center console and the front seat.

Small Truck (Wilys Jeep): AC 8 [11]; HP 12 (HD 3); MV 18; ATT - ; MOD Cargo.

a. KITCHEN

This is a simple kitchen for food preparation. Typical culinary items (knives, cleavers, shears, etc.) as well as improvised weapons (pots, pans, rolling pins, etc.) may be found here.

b. PANTRY

This pantry contains canned goods, bags of rice, and other non-perishable foods. A crate with Japanese markings is hidden beneath a sheet. The crate contains Imperial Japanese field rations to be used by the SNLF.

An ornate box contains a jar of *sake* and cups for drinking. The *sake* is particularly strong. Anyone taking a drink must make a Saving Throw (Überläufer may add their Saving Throw bonus to this roll). Failure means the character suffers a -1 penalty To-Hit, Armor Class, and Saving Throws for 1d6 hours. This penalty is cumulative per drink. However, the character also receives a bonus of 1 HD (not cumulative) for the same length of time.

c. DINING ROOM

This dining and reception room contains a low table and cushions for sitting. A recessed alcove in the east wall contains an attractive painting of a coastal Japanese temple at sunrise. A rolled up Japanese flag hangs on either side of the photo. Mr. Araki hung these flags in honor of the Emperor and plans to unfurl them once the SNLF arrives.

d. TEA ROOM

This long room is partitioned off with a bamboo screen that blocks off one corner of the room. A recessed alcove in the front room houses an ornate Shinto shrine, containing a statue of a *torii* gate, incense sticks, and braziers. Tea ceremonies are held in this part of the room. The backroom behind the screen contains a sunken hearth used for brewing and preparing tea.

e. MASTER BEDROOM

The master bedroom is simply furnished with a canopy bed and bamboo furniture. One of the closets contains Mr. Araki's clothing while the other contains expensive photography equipment (cameras, telescopic lenses, tripods, etc.). An ornate wooden box hidden beneath the bed contains charcoal and a sketchbook with drawings of soldiers at work or engaged in leisure activities (baseball, surfing, etc.).

f. GUEST BEDROOM

The guest bedroom contains higher-quality furniture and framed photos. A hidden trapdoor in the floor of one of the closets contains binoculars, sketchbooks filled with diagrams of ship locations in Pearl Harbor, and a large, bolt-action rifle (Arisaka T35) and ammunition. A handwritten notebook contains the names and home addresses of several military and civilian leaders as well as a list of possible targets on Oahu (mostly civilian aid and medical facilities). Mr. Araki has compiled this list to give to the SNLF.

g. WASHROOM

The washroom contains a simple sink, bathtub, and commode. A hidden compartment in the bathroom wall contains a radio, headset, and a hand crank for a telescoping antenna that extends from the roof when the crank is turned. This compartment is currently open, after being discovered by MP Cpl. Sellers, whose blood is pooled on the bathroom floor.



h. FENCE AND GATE

This simple, waist-high fence is made of unpainted wooden slats. It provides Concealment to anyone hiding behind it. A simple wooden double gate blocks access to the Road. The gate is open when the PCs arrive.

i. GARDENS

The gardens behind Mr. Araki's home consist of a rock garden surrounded by tropical plants. An ornate, Japanese-style bridge crosses a large Koi Pond in the center of the gardens.

j. KOI POND

This shallow koi pond is built in the exact shape of Pearl Harbor. Algae covered stones of varying sizes are used to represent U.S. ships. Mr. Araki arranges the stones to show the locations of these ships in the harbor. He then photographs the pond and delivers the rolls of film to the Japanese Consulate-General in Honolulu. That way, if the photographs are ever intercepted, they simply look like gardening pictures.

k. CARPORT

This carport consists of a bamboo frame covered with palm fronds. Mr. Araki's pickup truck (1938 Datsun Model 17) is located here. The bodies of the MPs, Sgt. Mulraney and Cpl. Sellers, are in the bed, concealed by a tarp. Each MP possesses a holstered large handgun (M1911) along with a pair of extra magazines.

A second pickup truck (that Mr. Araki pretends to be in the process of repairing) is concealed beneath a large, weathered tarp. This is also a Datsun Model 17, however, the vehicle is armored with crudely welded plates (Reinforced Hull x1) and a heavy machinegun (Type 92) with pintle mount + ammunition is located in the bed (it just needs to be assembled).

Also in the truck's bed is an airdrop crate covered with Japanese markings, containing twelve (12) large, bolt-action rifles (Arisaka T35) + ammunition, a box of twenty-four (24) standard grenades (Type 97), and a box of twelve (12) smoke grenades which can be used to provide Concealment under the right circumstances. The vehicles and weapons are spares to be used by the SNLF and other Japanese spies and saboteurs.

Small Truck (Datsun Model 17): AC 8 [11]; HP 8 (HD 3); MV 18; ATT - ; MOD Cargo.

Small Truck (Armored Datsun Model 17): AC 8 [11]; HP 10 (HD 3); MV 15; ATT 1 (Large Machinegun); MOD Cargo, Firing Port (truck bed), Reinforced Hull (x1).

MAJOR FACTIONS AND NPCs

The following factions and NPCs may be encountered in *Attack on Hilo Ahu*.

MR. OSAMI ARAKI

Mr. Araki is a small, unassuming man with large glasses and a pinched mouth. He pretends to know very little English, normally nodding, smiling, and waving when addressed. This act has led many to assume he is a simpleton.

Mr. Araki is a Japanese spy who has lived in Hawaii for most of his life. His home is located on Hilo Ahu Beach, where he watches and reports on the comings and goings of the U.S. Pacific Fleet in Pearl Harbor. He is commonly seen puttering around Oahu in his pickup truck, photographing birds, trees, and sunsets, and the PCs may have actually met him before, at the Referee's discretion.

Mr. Osami Araki: AC 8 [11] (Dex); HD 1d6-2; hp 2; THB -1; ATT 1 (weapon); SA Dex 15; ST 19; MV 12; HDE/XP 1/5; large rifle (Arisaka T35), medium pistol (Nambu Type 94), camera, sketchpad.

SPECIAL NAVAL LANDING FORCE (SNLF)

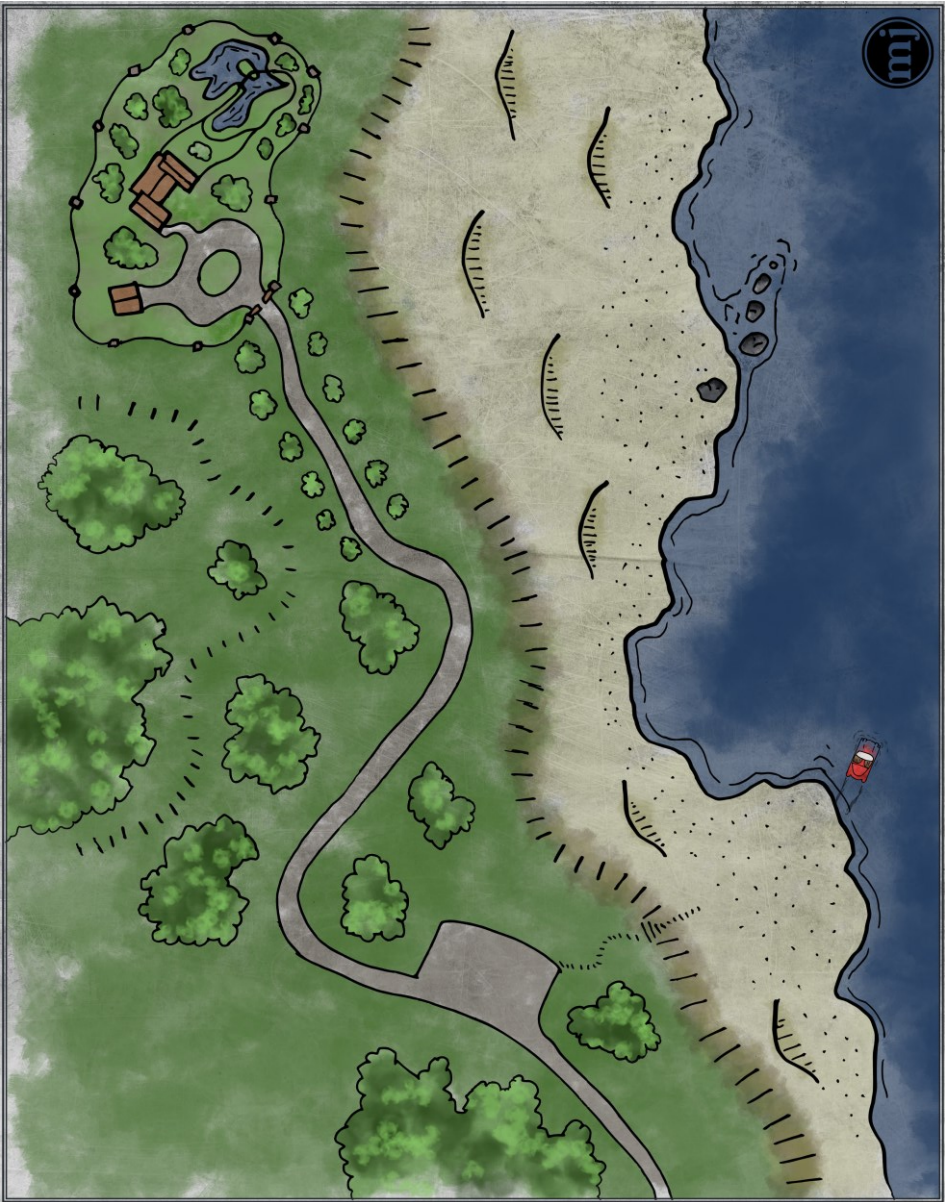
The SNLF are an elite force of Japanese marines who have been sent to sow further chaos during the bombing of Pearl Harbor. They plan to link up with Japanese spies and saboteurs and attack military and civilian personnel and facilities. These SNLF marines are fanatics who have volunteered for what they believe is a suicide mission. They follow the *bushido* code and are trained martial artists, receiving a +1 *To-Hit* in melee combat. SNLF marines refuse to surrender, and fight to the death.

SNLF Marine: AC 8 [11] (BDUs); HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); SA +1 *To-Hit* in melee combat; ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Arisaka T35) or light machinegun (Type 11), bayonet.

SNLF Santōheisō (NCO): AC 8 [11] (BDUs); HD 1; hp 4; THB +0; ATT 1 (weapon); SA +1 *To-Hit* in melee combat; ST 18; MV 12; HDE/XP 1/15; BDUs, large rifle (Arisaka T35), katana (*shin guntō* T95), bayonet.

SNLF Kaigun-daii (Officer) (2nd-level Tactician): AC 6 [13] (BDUs); HD 2+1; hp 7 (T) or 11 (H) or 21 (I); THB +1; ATT 1 (weapon or none); SA +1 *To-Hit* in melee combat; ST 13; MV 12; SA Superior Planner, Rally; HDE/XP 2/60; BDUs, medium pistol (Nambu Type 94), katana (*shin guntō* T94), bayonet.

INTEL MAPS FOR THE PLAYERS





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