



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.*

