

# “Razz’n Sasquatch”



## Mt. Emily, Oregon — May 6th, 1945

Between November 1944 and April 1945, Japan sent over 9000 high altitude balloon bombs towards the coast of North America. Propelled by the Jet Stream, these incendiary bombs were intended to set the great forests of Oregon and Washington states afire. By the spring of 1945, area Forest Rangers watched the skies intently from their various posts in order to spot the incoming bombs. One of these Rangers was Howard “Razz” Gardner. A day before, a family picnicking near Mt. Emily had encountered a balloon bomb and were killed when they interacted with it. They would be the only know casualties of these insidious weapons. On May 6th, a cluster of balloon bombs were spotted by Gardner. He quickly notified the Oregon National Guard 123rd Observation Squadron and 249th Coastal Artillery Regiment. A Piper Cub would soon be in the air as a company of troops from the 249th Coastal Artillery Regiment drove to the area to meet up with Razz and locate and neutralize the many bombs. But they didn’t know that another injured party was also near Mt. Emily and enraged by the death of one their children. When they heard the sound of trucks approaching, they quickly hid themselves and prepared to exact revenge on mankind.

**VICTORY CONDITIONS:** The American Player wins immediately upon finding and returning the body of the dead child Sasquatch to the HZ1 DD5 Ranger Station. The Sasquatch Player wins immediately upon eliminating 8 or more of the US 4-4-7’s. If neither side has won immediately then the side with the most CVP at game end is declared the Winner. Sasquatch earns CVP normally. The US Player earns VP as follows: for each Balloon bomb deactivated 3 CVP, for each Sasquatch eliminated 6 CVP.



39
HZ1

Boards HZ1 and 39

American Player moves First	1	2	3	4	5	6	7
Sasquatch Player sets up First							

**Elements of 249th Coastal Artillery Regiment & 123rd Observation Squadron (ELR 4) (SAN 2) (Set up: See SSR 5 & 6)**

**Sasquatch & Japanese Balloon Bombs (ELR 8) (SAN 0) (Set up: Sasquatch set up HIP on either board / Balloons set up per SSR 4)**

Each Sasquatch is represented by a Japanese 10-1 Leader. Sasquatches attack as follows:

- \* Rock Throwing (1-3 Hexes at 1 Factor -1)
- \* Log Throwing (Adjacent only at 3 Factors -1)
- \* Close Combat vs. MMC 8 Factors -1
- \* CCV is 6 with a -2 Modifier

Sasquatch

- \* Has 6 MP (all Terrain costs only 1 MP)
- \* Sasquatch conceals at the end of any turn if they are in a woods hex and not adjacent to a known enemy unit.
- \* HIP Sasquatch automatically ambushes in CC.
- \* Non-HIP Sasquatch has -1 on all ambush rolls.

### Special Rules/Notes:

1. EC are Moderate with no wind at start.
2. The US Fighter Bomber is a Piper Cub recon aircraft with a radio. The plane circles the battlefield for the entire game with a 20 Hex movement rate. The Piper Cub may search all the hexes beneath it and adjacent in a three hex wide search pattern. The Piper Cub may only search during the Friendly Movement Phase. A dr is made for each hex. Wooded Hexes are +1 for spotting. Balloon Bomb Chutes are discovered on a 1-5 as the aircraft passes over. Sasquatches are discovered on 1-2.
3. Prior to play, the Japanese/Sasquatch Player secretly places all 10 balloons (must be at least 2 hexes from another chute). Sasquatches are placed HIP and must be 5 Hexes away from another Sasquatch.
4. Additionally, the Japanese player selects a single woods hex on either board that is currently ablaze following detonation of a Balloon bomb. And, a dead child Sasquatch must be placed HIP within 8 hexes of the blaze. The body is discovered when the hex is entered due to the smell of decay, flies, etc. The body is treated as a 4 Portage Point support weapon to carry or transport.
5. HZ 1 Building EE2 is an old CCC Barracks. HZ 1 Building DD5 is the Ranger Station with a Level Tower. RAZZ begins the game at Level 4. One of the Jeeps is also parked next to the tower and is Razz’s personal jeep. 39 Building H1 is a CCC Spring House with a cellar level which exits into the G1 pond. US MMC’s may escape from Sasquatches by entering this building. In Advance they become HIP and are placed in hex 3 hexes away from the Pond.
6. The remaining US forces set up on a road hex of Board HZ1 on/east of Row Z. Squads and Leaders may begin inside or outside of the trucks and jeeps.
7. Jeeps—each Jeep has a Radio. The radios are in touch with the Piper Cub circling overhead. Each Jeep has an inherent driver and Radio man, who may not leave the jeep and suffer the fate of the jeep (no crew survivals). Each Turn, the US Player must roll for normal Radio Contact for all Radios except the one in the Piper Cub.
8. Upon Discovering a Balloon Bomb, they are deactivated and secured in Close Combat. Each MMC must make a normal task check. Rolling under the task check successfully deactivates the bomb. Rolling equal to the task check locks the MMC in Melee. A 12 results in a detonation of a 36 Factor Bomb.
9. RAZZ—due to his extensive knowledge of the woods, Razz eliminates Sasquatch HIP if he is adjacent. Additionally, Sasquatches will not attack Razz if he is alone.

**Aftermath:** Razz quickly coordinated the effort and sent the men of the 249th along fire trails to locate ten balloon bombs and neutralize them before they started any fires. On the radio circling overhead, a single Piper Cub spotted the chutes and gave the coordinates to the searching troops in the dense woods near Mt. Emily. But strange hoots and howls were being heard and reported. Razz had heard these occasionally in the quiet of long nights. But these howls were aggressive sounding. Soon rocks could be heard flying through the trees and sticks banging on trees. Soon, isolated rifle shots were heard and then shouts followed by blood curdling howls. In their panic and confusion, the National Guardsmen accidentally set off one of the balloon bombs. Razz hopped in his jeep and drove wildly back to his tower as escaping soldiers found their way out of the forest and back to the tower. Circling overhead, the pilot of the Piper Cub could see soldiers fleeing in panic from something. The in a clearing he saw a giant, hairy manlike creature...a Sasquatch. As he watched at least three of the creatures surrounded a group of fleeing soldiers and killed them all before melting back into the dense forest. Back at the tower, wounded and terrified soldiers scrambled into their trucks and screamed for the drivers to get them the hell out of there. Up in the tower, Razz scanned the edge of the woods for any surviving soldiers. There would be no more survivors. Recovery teams would find nearly thirty dead soldiers throughout the forest around Mt. Emily. No sign of their attackers would be found. The local newspapers would label the casualties the result of exploded balloon bombs. Only Howard “Razz” Gardner would decades later tell the true story of the day Sasquatch fought the US Army.

