

# Flamethrower Island Shambattle

## *Welcome to 1962*

The naughty Professor Ja and his henchman, Jeg-Den-Tosk, are working in a secret laboratory on an island in the Caribbean. Recently, Jeg-Den-Tosk had a falling-out with his girlfriend, Gogo Floozet. Along with one of Professor Ja's technicians, she escaped, but not before both saw where the professor kept his formulas.

The two escapees informed the Government, and they have sent Agent James Illya Phelps to save the day. He is accompanied by a force of commandos. Also, both Gogo and the technician have come along because only they know where the Professor has hidden his formulae.

There is one problem: the Mastermind has turned a Marmon Harrington tractor into a two-man tankette. This tankette is painted to look like a monster alligator, and it shoots flames.

### **Spy Agent:**

You must bypass the Jungle and the tank, and then take on the Mastermind's forces. You must capture the facility. One of the Spy Pals must be present for you to capture the formulae. You must also try to destroy the facility and capture the Professor

### **Mastermind side:**

Keep the Spies from taking the laboratory. At all costs, keep Spy Pals out of the lab!

## **The Armies**

### **Mastermind:**

Flame Tank  
12 submachine gunners  
3 officers with pistols  
3 technicians with pistols  
2 tank crewmen with pistols  
Nefarious Mastermind: Professor Ja  
1 Henchman (his name is Jeg-Den-Tosk)

### **Spy and Commandos:**

20 submachine gunners  
5 officers with pistol  
Spy Agent  
2 Spy Pals – Gogo and the escaped technician  
3 grenades

## You need: Spy Agent Shambattle Rules

### You must make:

- 6 wooded areas (about 9" by 8")
- 4 Hills (Egg shaped, 8" by 8" Use foam – they are 1 ½" to 2" high))
- 2" Trails (cut strips)
- 3" road (cut strips)
- Lagoon (3" to 4" blue strips)

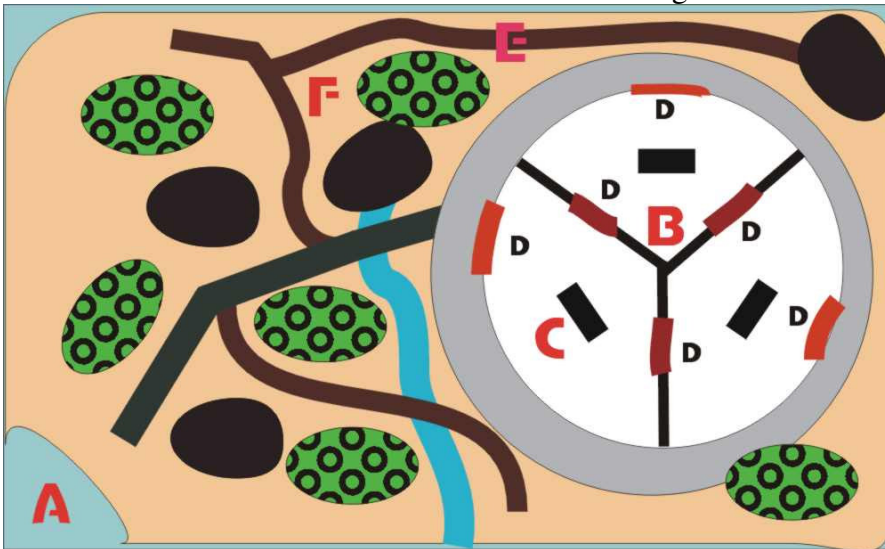
The lair – 2' circle

The area around the lair – 2' 6" circle

Black lines in the lair are walls

Areas marked D are doors

Black lines in lab rooms are consoles – same as last game.



### Set Up:

- Place the tank and 3 soldiers at E
- The Spy Troops form at A
- Place one technician in each room of the Laboratory
- Mastermind starts game at B, Henchman at C
- Place 3 soldiers in each room.
- Place 3 soldiers at F
- Place one console in the middle of each room, as shown by black dash on map

New Rules for This game:

## **Movement:**

FULL MOVE on trains, in Lab and in Grey area around lab.

HALF move through woods and on hills

PART MOVE on Sand colored areas

You cannot move into or through the lagoon (blue). You can cross it by staying on the road or trail.

## **The Tank:**

The tank is a small, two-man armored vehicle. It has a flamethrower and a submachine gun inside. The submachine gun is located in the conning tower (it is not a turret, it does not swivel.) It is fired through the vents. The flame shoots from the “mouth” in front of the vehicle.

The tank is armored. The armor in front and the sides can resist all gunfire. The rear deck is not as heavily armored

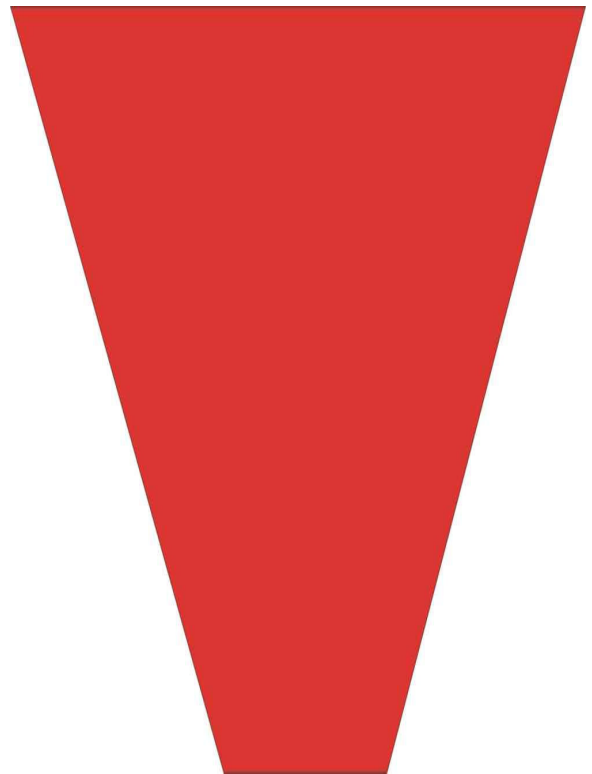
The submachine gun in the tank can be only fired at targets along the tank’s side or rear. If the cone is used, the narrow end of the cone is placed on that side of the conning tower.

The tank would likely be as small or smaller than a World War 1 Renault “Char d’ assault”.

### **The Flamethrower**

The flamethrower issues from the front of the tank in a cone of fire that is 4 inches long, and widens from 1 to 3 inches. This uses a lot of fuel, so the tank can only fire four shots of flame before it is out of fuel. **(See cone image to left)**

A flamethrower can be used against targets in the woods. It cannot be fired at men on or behind a hill. It cannot be fired at men inside the laboratory. Men in the woods each get a Saving roll, however.

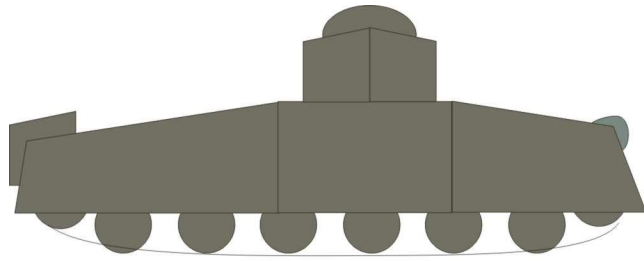


### **Flaming woods**

After a Flamethrower hits the woods, anyone in them must move out on his next turn. The woods are considered on fire and cannot be used for the rest of the game. Use a token to denote which woods have become impassable.

## Tank Movement

In this game only, the tank can move a FULL move each turn. It cannot move into woods. It cannot move onto hills. It cannot get through the lagoon. A tank may not enter the gray areas around the lab, though it can fire at targets in the gray area.



## Attacking a tank

A man can throw a grenade or hit the rear deck with the machine gun cone may force the crew out.

The problem is not aiming at the tank

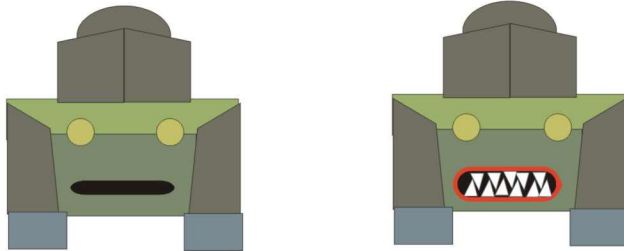
– it is breaking the armor. If you hit the tank, you need to roll 5 or 6 to damage it.

Since a submachine gun cone automatically hits, when the man is close enough to use it, you need only roll to damage the tank

With a grenade, you must roll to hit first, and then roll to damage the tank.

The crew will escape a damaged tank. They come out the coming tower and can move a Short move from the side of the tank. They may not shoot on the same turn they escape the tank. Crewmen cannot remain in a damaged tank.

Tank crewmen have pistols, but are NOT officers.



## Grenades:

The hand grenade has two uses. It can be used to damage a tank, and it can be thrown into a room in the lab.

A grenade can be thrown in the open as far as a Part Move. In this game, it can only be thrown at a tank. The thrower must be at least a Short Move from the tank, since he would get hit by the explosion. On a roll of 5 or 6, the grenade lands on the tank. Any other roll and the tank falls off.

A grenade can be thrown into a lab. You can only use it if none of your men are inside the room. The grenade thrower must be standing at the door. He rolls a die. In 1, 2 or 3 it falls Short. Every man on the near side of the Console does a Saving roll. If it goes 4, 5 or 6 it falls Long. Every man on the far side of the Console must do a Saving roll.

A soldier carrying a grenade should have a marker, such as a penny. If he is shot, the grenade is lost.

## Saving Roll:

Men who are caught in woods that get flamed, or are in the part of a lab that gets hit with a Grenade, must roll to see if they survive the attack. Each such man rolls a die. On 5 or 6 he is safe. On anything less, he is removed.

### **Cover:**

Men firing from the woods are considered to have Cover. Men firing from behind Consoles also have cover. Men firing around the side of a hill have Cover. The walls of the lab are thin, and so do not offer cover.

Technicians: a technician can use a pistol, but he cannot fight with Combat Judo. Capturing all three Technicians and evacuating them to A gets you the formulae.

### **To capture a lab:**

The Laboratory has three rooms. To destroy a room, you must eliminate or drive out all enemy personnel AND place at least one of your men in the room. On the next turn, it is considered destroyed. It cannot be repaired. Even if enemy troops come in or yours leave, a destroyed lab stays destroyed. When you have destroyed all three rooms, you have destroyed the lab.

### **To get the formulae.**

After destroying any room, you have a Spy Pal enter it. There are copies of the formulae hidden in each room, so it does not matter which room the Spy Pal enters. One or both Spy Pals may enter the lab. On the next move, they must evacuate to A. If the Spy Pals are eliminated before making it to A, the formulae is lost

### **To capture the Mastermind**

The same rules apply as in the last game, except that in this one, the Mastermind must be evacuated to A instead of a helipad.

### **For the Mastermind to win:**

Protect the lab from destruction. If he can keep one room safe before he eliminated the Spy Team, he has succeeded.

Keep the Spy Pals from getting the Formula to A

Keep the Spy Team from capturing his Technicians

Keep from getting captured