LOST UFO
Hunting for a downed Alien Spacecraft
Part 1: Building Models
By John Treadaway

INTRODUCTION

The game is based on the TV show *UFO* from 1970. Produced by the Andersons (of *Thunderbirds* fame) this live action SF show is often seen as the 'poor sibling' of *Space 1999*, which is a shame: the UFO show actually predated 1999 by more than five years although – in it's initial configuration – the later show was designed as a direct sequel to UFO (set in the early eighties) but was swapped out into a stand alone series after some of the modelling work for the putative *UFO2* had been finished (items like the Eagle Transporters and big moon base). The popularity of the original series waned when it started sliding a little in terms of 'mission creep' (the show took a six month production break slightly after half way through the run and the directors and screen writers spent a little too much time watching shows like *The Prisoner* and the quality of *UFO* suffered accordingly!).

Anyway, potted history aside, the show itself was a quite alarmingly unpleasant story of Alien visitors coming to earth and taking away humans for the purposes of harvesting spare body parts to keep themselves (or – more accurately – their enthralled ex-human servitors) alive. A special team of super-secret people (SHADO: Supreme Headquarters Alien Defence Organisation) have bases around the planet with an HQ hidden under a film studio in the UK. They also have a base on the moon with space-launched interceptors as a first line of defence against the Alien's flying saucers. I've written a game based on that moon-based interdiction, details of which can be found on in various issue of this very magazine. Additionally, I've worked with other gamers from my group on an offshoot game with a 'land attack' on Moonbase: that game was called *Dark Side of the Moon* and – once again – that game has been covered in this magazine so you can see I'm quite keen on the source material... The question for me was: is there any meat left on the bones? What happens if the Alien craft get past the Quick Reaction Force style interceptor launch on the moon?

EARTHBOUND

Well, in the source material, after a failure by the Moonbase interceptors, SHADO has a fleet of subs with an attached fighter aircraft on the nose, each capable of stealthy sea launch. These are called SkyDivers 1 through 4 (there are at least four by the time the show ends) with the detached aircraft called SKY and then numbered for the submarine (so SKY1 Sky2 etc). I duly added a Sky phase to the Interceptor game: a last ditch attempt as the UFOs hit the atmosphere. But what happens after *that*...

If the pesky aliens get past the space *and* air defences, the SHADO folks send in teams of operatives in tracked APCs called Mobiles. These operate in teams of four, generally, comprising a Command Mobile and three Combat Mobiles, each with a crew of only three but with a remote turreted automatic cannon and a mortar as weapons. The crew carry assault rifles and – occasionally – a shoulder launched missile weapon.

In the event that a UFO has landed – usually in some remote – often wooded location or sometimes even under water in a shallow lake – these tracked Mobile vehicles and their crews are transported clandestinely to the area via air or in plain, unmarked transport vehicles with a mission to either recover a UFO or it's crew or – failing that – to kill and/or destroy them before they can abduct any more of the locals.

This is the scenario that I thought worth playing. But how?

ENTER LOST PATROL

Games Workshop produced a board game about twenty years ago called *Lost Patrol* which they revamped in 2016 with plastic figures: five Space Marines, some alien Gene Stealers and some nest models. The game included simple rules and a series of hexagon tiles which – when laid in a random fashion – showed a developing path through a jungle with the objectives being the finding of an escape capsule on the last tile of the 'deck' (if you were a Marine) or the annihilation of said Marines by the opposition. Rules were simple, quick and bloody and – for the Marines – an almost impossible game to win.

So difficult was the game that lots of rule modes came out both in *White Dwarf* and by fans to up the abilities of the Marines (by making them Terminators and/or arming them to the teeth). However – from my quick perusal of eBay – most of the boxed games have been raided for the plastic miniatures and then sold *without* models. Not really a problem for me...

What I wanted was the tiles and the rules: sure I could download all sorts of rule modifications and copies but I thought it only fair to put my hand in my pocket first. And what I really wanted were the *tiles*. I also figured that there might be lots of you out there with a set of these tiles and who might want to repurpose a set. But – where to get models? And in what scale?

MODELLING

I've been trying to do this for a number of years and the landscape for gaming (pun intended) has changed a lot. I was originally involved with a game thirty years ago where one of the team painted up some superb (roughly) 28mm scaled **Imai** plastic kits of SHADO Mobiles and they are still available if your wallet is deep enough. What will happen if you try that is that everyone who sees the game will tell you they are **Dinky** die-cast models and how they had one as a boy but 'lost the missile' so you might not think that worth the effort. The **Dinky** die-casts are – therefore – an alternative. They can be had fairly cheap and bashed up – again on the likes of **eBay** – and they'll need repainting anyway as they came in entirely the wrong colours. Figures for all of these in 28mm – including Aliens and SHADO personnel (or reasonable facsimiles of both) are sold by **Crooked Dice**.

As a third alternative for large scale games, a company called **Product Enterprises** made a beautiful (if over-weathered) set of Mobiles in three variants in about 1/43rd but they are even more expensive and figures to accompany them will be problematic.

So how about going smaller and cheaper? A company called **Konami** make a (roughly) 1/100th scale, perfectly finished Mobile. These are a Japanese 'sweet toy' (collectables that came with a package of some horrible sweets) and are sold fully painted and assembled and made of some hard resin with clear windows and a pair of crew figures inside but all marked as SHADO 1.

These are – again – available on **eBay** and that's what I wanted to use (though they re currently running at about £36 each) but – if they are beyond your budget or – more sensibly – you want to just use the tiles from the game set (and the 1/100th ones are *way* too big for the **GW** *Lost Patrol* tiles) – you can play the game with just use card counters or – thanks to new technology – you could find someone with a 3D printer and print some out! We found some on a quick scan of the web (details at the end of this article) and a friend printed out a set of mobiles using PLA plastic. Being less than an inch long (so roughly 6mm or 1/300th in size) they were a bit rough using PLA and a resin printer

would do a far better job. What the 3D ones were was certainly good enough for testing the game out in a smaller scale using the game tiles before I decided to make the switch to a larger scale for gaming, especially if I take the game to a show.

Well, as 15mm ws where I was aiming this, I used the **Konami** models and scratch built a command aerial array from the bits box with a nice dish from **Brigade**. I added some custom designed decals that I had previously worked up in a drawing programme on my PC and had them printed off in white ink. To facilitate this change of marking I very carefully scraped off some of the original markings using a scalpel and sprayed over the areas to finish them using some metallic sprays that I had specifically colour matched to the vehicles at a car repair specialists that mix up spray cans to the customer's specifications. That was only *partly* successful as the four mobiles I owned were *all* a slightly different shade of metallic dark silver...

These white decals went down very well with *Microsol* and *Microset* and – after some matt varnish – I had four mobiles with the correct markings: SHADO 1, SHADO 2, SHADO 3 and SHADO CONTROL.

TERRAIN BUILD

As the scale I chose was 1/100th (or 15mm) just because that's the size of models I had easily available and the biggest size I thought I could comfortable make the hexagonal bases, I now needed to make tiles.

These tiles to suit the AFVs were a special commission from **Warbases**. They were very helpful when I asked for slightly bigger bases than they normally sell and they custom cut some in 125mm across, 3mm thick HDF. These were first drawn on using a felt tip to reproduce the **GW** game tiles exactly. Then cork and sheets of simple brown corrugated cardboard was all hot glued on to provide some low relief.

They were then textured over the card and around the cork using terrain basing material of my own preparation. This is a 1/3 each of three components: brown household acrylic paint, PVA and sand. So that I could see where I was laying them (by having them in a different colour) the paths were delineated using **Colour Party's** excellent *Basetex*. In the end I airbrushed over those paths as they were too much of a light sand in colour and I needed to make them a little less strident but – to be honest – I could have just picked the right colour from the large *Basetex* range in the first place! However, as ever with a project of this kind, I was working with what I had to hand. I also added some twigs as 'fallen branches' to block paths.

The bases were airbrushed, drybrushed and washed using **Army Painter** colours (including their airbrush range) and then a series of flock items added from my stock of supplies, along with lots and lots of large tufts.

I wanted the bases to look 3D but they had to be usable and not too 'proud': I wasn't planning to shuffle these like the card tiles from the game but I still didn't want them to be so full up with scenery that I couldn't easily turn them over to allow the randomising of the tiles before laying them out (a fundamental component of the world building aspect of the game.)

Finally, to make sure that – when inverted – everything didn't just fall off, this was all held in place with some spray on **Geek Gaming** scenery fixing glue. I used an entire bottle of the stuff and it seemed to hold pretty well.

TILE MIX

There are thirty tiles in the **GW** box and that's what I've reproduced – *exactly* – but, as I said, in a larger size and in 3D. There are bends, straights 'Y' junctions, a dead end plus a six way **Start Tile** and an **End Tile**. This is the location of the target of the SHADO exploration: a downed UFO.

FIGURES & AFV MODS

Figures were from **Brigade Models** (*Star Ship Crew*) for the SHADO figures and *Yenpalo* for the Aliens plus I built an aerial for the Command Mobile from the Brigade spares box.

There are three sets of three SHADO (one is actually a **GZG** conversion to carry a missile launcher) and the Aliens had their rather detailed visors removed with a burr in my Dremel tool and them a blob of cyano glue dropped in to each to represent the rounded visor the Aliens have.

All were painted, for the most part, with **Army Painter's** new *Speedpaints* and mounted on coins for a quick and easy win. I had a **Konami** UFO; I scratch built an 'escape pod' (for Aliens to pop out of) and I had models of SKY1 for flypasts in the same scale. The individual Alien figures are mounted on pennies and trios of SHADO infantry were stuck on 2p pieces (surely the best use for these metal disks nowadays) although the four AFVs remain un-based: unless I have a very good reason (like a towed artillery piece) I try and avoid basing 15mm AFVs. The vehicles – including the SKY1 (**Konami** make one of those too, though the pre-painted one I'm using is by **Product Enterprises** as it's slightly bigger) – all stick to that 1/100th (or so) scale.

Painting the infantry involved a temporary card base for the models and a spray of white primer. The Aliens were painted in *Blood Red* for their very 'sixties' look to their space suits, with uniform details like helmet and some panels and packs (after a spray matt varnish) painted in *Sterling Silver* which was given a wash afterwards with *Dark Tone* on the metallic parts. Then (as the sanded-down helmets lack detail) a black oval was painted for the visor and then another silver one on top of that to leave – essentially – a black ring. Finally the Aliens had two top coats which I wanted to remain glossy so they went on *over* the matt varnish. These were a visor 'lens' painted on using *Green* **Tamiya** *Clear Lacquer* and their weapons which – though already silver – were highlighted with chrome ink. The guns the aliens carried in the TV series were *very* shiny indeed and I wanted to reproduce this faithfully. For this I use **Molotow** *Liquid Chrome Refill*: twenty quid for a 30 ml dropper bottle but the shiniest chrome paint I've *ever* seen.

Back to the ***Speedpaint***, the SHADO Mobile crews had uniforms in either *Pallid Bone* or *Highlord Blue*, all with white details (belts and boots – remember: *'60s...*). I used *Crusader Skin* for exposed flesh and highlighted the weapons in silver I did a little toning with some washes and I was done. All were based using my own brown texture paint and sprinkled with some **Geek Gaming** *Base Ready* with more tufts added.

The only scratch build vehicle I had to make was, as I said earlier, the Alien escape pod. This is a silver ball with lots of other small balls around the outside: not a difficult ask on the 'make it from the spares' box front.

I started with a small (20mm) expanded polystyrene craft ball. Into that I stuck 16, round-headed sowing pins (which I had shortened the shaft of so that they wouldn't poke right through the ball...). I lined these up in a circle by eye and then set about hardening my ball. I did this by painting it in three layers of UV resin. The ball was stuck – temporarily – on a scalpel tip and then each coat was painted on as smooth as I could achieve it (with an old brush that I knew was going to be ruined) and then

'frozen' hard with a UV torch. by the third coat it had covered the ball with a hard shell and flowed onto the pin heads enough to 'glop' them permanently into place.

I spray primered and then spray silvered the ball, mounted it on a 2p piece with some basing compound and gave it a tonal wash and I was down with the escape pod.

FINALLY: ON TO THE GAME

This I'm going to leave for next month. So: stay tuned to find out if the SHADO team locates the UFO and – if they do – whether it takes off, blows up or if they capture their first one intact and reveal its alien technology. Or – alternatively – maybe the humans all get captured and turned into spare parts to be taken back to Proxima Centauri! It's all good wholesome fun...

LOST UFO

Hunting for a downed Alien Spacecraft
Part 2: It's in the trees!
By John Treadaway

INTRODUCTION

Last month I outlined the history, rationale and terrain build for a game based on the TV show **UFO** from 1970 by Gerry and Silvia Anderson. This month I'll go into the rules for a 'lay the scenery as you go' game for two players (and adaptable for solo play) using a SHADO team with four AFVs comprising a Command Mobile and three Combat Mobiles, each with a crew of only three but with a remote turreted automatic cannon and a mortar as weapons. The crew carry assault rifles and – for one team – a shoulder launched missile weapon.

MISSION

A UFO – packed with Aliens bent on harvesting human organs from unsuspecting victims – has landed in some remote wooded location. A SHADO team have a mission to either recover the craft or it's crew or – failing that – to kill and/or destroy them before they can abduct any more of the locals. To do this I am borrowing ideas from **Games Workshop's** *Lost Patrol* board game.

ADAPTING LOST PATROL

Firstly, I'm not going to reproduce the entire rules for **Lost Patrol (LP)** in full here. For a start, that might well be deemed *unscrupulous*. If you want a set of rules – and a set of tiles – look in your loft, garage (wherever) to see if you already have a copy, or just buy a set. As an alternative, search on line to see if anyone else has produced a set of rules. Er... like **I** did. What I am going to do is reference the **GW** rules and the changes I've made to make it work, starting with the box contents. There are thirty tiles in the **GW** box and that's what I've reproduced – *exactly* – but, as I said last month, in a larger size and in 3D. There are bends, straights, 'Y' junctions, a dead end plus a six way Start Tile and an End Tile: the location of the UFO and the game objective.

OBJECTIVES OF THE GAME

This is a two player game – SHADO and Aliens – although it can be played solo. The SHADO player has three Gun/APC Mobiles each with a Crew teams and one Command Mobile with no deployable Crew Members. The player may also have one flypast from a SKY1 aircraft, which may make a strafing run and open fire at ground targets already detected.

The SHADO player must work to locate a crashed UFO for recovery (hint: it'll be on the *last* tile of the 30 tile 'deck') before the Aliens kill the teams and or destroy the Mobiles.

FORCES

SHADO has:
- 1 Command Mobile (in *LP* this would be the Sergeant)
- 3 Gun Mobiles (in *LP* this would be the Marines or – in some 'on line' modifications – Heavy Marines)
- 3 Infantry teams, each with two or three figures on a base (in *LP* this would be most like the Scout Marines)
- 1 Sky aircraft (in *LP* this has no analogue: more later)

The Aliens have:
- 12 individual Alien troopers (in *LP* these would be the Gene Stealers)
- A single Escape Pod (in *LP* this would be a Nest)
- A UFO (to put on the final hex: this equates to the *LP* Escape Pod but don't get confused as to which is which!)

Starting positions are: all four Mobiles are placed in a six way deployment Start Tile with all crew teams aboard the Mobiles (just placed on the backs of the models). However, that's just for the initial deployment, when the game starts.

VEHICLES & UNITS: BOTH TEAMS

VEHICLES	MOVE/ ACTIONS	HITS ROLL	DAMAGE ON	SPECIAL BONUS	NOTES	
Gun Mobiles *using Cannon*	2 Actions	1d6 for *each* Alien on tile	4, 5 or 6	Cannon fire OR Mortar Fire; Covering Fire; Lock the doors! Hose them Down	Can fire either mortar or canon in a turn for one action each – but not both. If in a adjacent hex as another SHADO unit it gives +1 d6 covering fire for firing attacks and +1 against abductions.	
Gun Mobiles *using Mortar*		2d6 against Aliens on tile, *irrespective* of how many aliens	5 or 6			
Command Mobile	2 Actions	1d6 for *each* Alien on tile	6	Open Fire; Command Boost; Tactical Info.	Strafing Run: May call in Air Cover with a Sky 1 strafing run for 1 action.	
Standard Infantry teams	2 Actions	1d6 for *each* Alien on tile	6	Not stopped by heavy going. May only move once per turn for one action. May be carried by Mobile to travel further. May em-buss or de-buss at any time for free.		
Sky aircraft	1 Action	2d6 against Aliens *or* SHADO on three tiles	5 or 6 (6 against SHADO)	May fire at any three hex tiles in a line. All 6's hits are also	Will hit against all units – Aliens and SHADO on any three selected	

		consecutive times *irrespective* of how many		SHADO hits if any present	tiles in a strafing run
Infantry with Missile Launcher	2 Actions	2d6 against Aliens on tile, *irrespective* of how many aliens	4, 5 or 6		One of the infantry teams can be substituted for an infantry team with a Missile Launcher

ALIENS TYPE	ACTIONS	ABDUCTION SCORE	SHOOTING ATTACKS	SPECIAL
Aliens	4 Actions for whole team	2 per each Alien in tile during abduction	Shoot into adjacent hex 1d6 for each Alien – hit on a 6 – against SHADO infantry only	May place Escape Pod
Escape Pod	1D6-1 number of Aliens, minus a further one for each subsequent turn. Also Minus one for adjacent SHADO units.			
UFO	1D6 Roll off at the end of the game to try and escape!			

PLACING THE BOARD

To start the game, the Aliens player places Forest Tiles randomly around the Start Tile. The Alien player begins by specifying which open path edge a new Tile is then placed on and then revealing the topmost Tile from the Tile stack. Tiles can be rotated on placement but tile rotation has to allow for an unblocked route if this possible (or as *few* paths must be blocked as is possible). This process is continued until all the paths that can be seen from the Start Tile are in place. If a straight path Tile is placed next to the Start Tile, the SHADO player's unit can see right along it, so another Tile must be placed on that tile's path edge as well. If that Tile is also a straight path, further Tiles will need to be revealed until the path turns, divides or comes to a dead-end. Once no more paths can be seen from the Start Tile the game is ready to begin. Place the four SHADO Mobiles (henceforth 'Mobiles') and the three infantry teams (on their backs representing 'em-bussed' troops) in the Start Tile and the first Turn can commence.

Note – although the Start Tile can handle all four mobiles (and em-bussed teams), all *other* tiles are limited to a **fewer number of units**: this is the Tile's 'stack limit'. SHADO may not deliberately move more of their own Units onto a Tile than it can hold (not even to drive past each other), but sometimes they will be driven into Tiles following Abductions – refer to **Overstacked Tile** rule below.

THE FOREST IS REVEALED

As the SHADO forces move from Start Tile in search of the UFO, the Forest is slowly revealed by the Alien player by placing additional Tiles. A Mobile or SHADO infantry team (herein 'Infantry') on a Tile is assumed to be able to see along all the paths that lead from that tile to the adjoining Tile or Tiles with 360 degree vision. Upon the conclusion of a SHADO Move Action, the Alien player draws a new

Tile and places it to reveal the path's continuation: this may require two or more Tiles to be placed consecutively until the path eventually turns, divides or ends.

During Abductions the SHADO units may occasionally be knocked-back onto a Tile with an unobstructed path. The Alien player then is required to draw additional Tiles and places them to continue the path until it is once again obstructed (as if in the *'Forest Builds'* Phase 2).

THE FOREST IS UNCHARTED

The Forest is an uncharted wilderness and occasionally it may grow into a loop from which the SHADO units cannot escape no matter what they do. This means the SHADO units will not be able to reach the UFO and the SHADO Player forfeits the game. Another batch of Aliens escape with more human captives!

THE UFO

The UFO tile is the **last Tile in the stack**. Once this is placed on the table, then no further Tiles can be placed. In this game, tile are not removed but **stay on the table**.

PLAY

Play proceeds Turn-by-Turn until a SHADO unit locates the UFO; or all SHADO units are lost or killed. Each Turn consists of five phases, resolved in the following sequence:

PHASE 1	PHASE 2	PHASE 3	PHASE 4	PHASE 5
The SHADO units take their Actions: Mobiles and Infantry Move and Fire	The Forest Builds: new tiles are added depending on visibility from SHADO units	The Aliens take their Actions: they move, they place Escape Pods or Shoot	Abductions: The aliens attempt to Abduct SHADO units	Resolve Overstacking on tiles

PHASE 1: SHADO ACTIONS

During the SHADO units Action Phase, each SHADO unit may make a total of two consecutive Actions: either **Fire** or **Move**. This is called its 'Activation'. As there are three different unit types they may proceed as following:

- A **Gun Mobile** can either Move and then Fire, Move twice, Fire and then Move, or Fire twice. Any of these combinations will take up two actions and this completes its activation. Although it does not affect the Mobile's Activation, at any point an Infantry Unit may 'hop on to' a Gun Mobile (em-buss) at no Action cost to hitch a ride and then hop off again but in cannot fight when on board the Mobile.

- A **Command Mobile** can do all that a Gun Mobile can do but with less effective shooting (no cannon and no mortar) and no Infantry transportation. It can also call in a Sky 1 strike for 1 action.

- An **Infantry Unit** can either Move and then Fire; Fire and then Move, or Fire twice to complete an Activation. It **cannot move twice**. Infantry are not impeded by heavy going and treat such tiles as a regular tile. Infantry may be carried by a Mobile to travel further: it may em-buss **or** de-buss at any time for **free**.

Resolve each SHADO units Activations **one at a time**, completing all actions of a unit (Infantry or Mobile) before moving onto the next unit.

MOVING SHADO UNITS

In Phase 1 a single Move action progresses a Mobile or Infantry onto a tile adjacent to their current tile, following the path. By expending **two** Move actions a Mobile (not an Infantry unit) can move **two** tile spaces. A Unit cannot move off the Forest paths, neither into the Forest nor off the tiles. In the event that a Move Action reveals an unobstructed path, the Alien player draws additional Tiles in Phase 2 and places them to continue the path until it is once again obstructed.

SHADO units can move onto Tiles containing Aliens, or past them irrespective of stacking limits. SHADO infantry can – in their own 'activation' – hop on *and* off a Mobile at *no cost* (in terms of Actions). This means that they may de-buss; shoot **twice** and get back into a vehicle on the same tile all in their own activation part of the phase.

HEAVY GOING

Sometime the Forest paths are blocked by fallen trees – these are deemed 'Heavy Going' (they would be 'Tangle Weed' on the **LP** tiles). While SHADO Mobiles can move onto Heavy Going Tile with no issue, attempting to move off of one requires a check to see whether the vehicle is stuck. Bowl a d6. 1,2 or 3 and they are stuck and their Move Action wasted. Stuck SHADO Mobile units can expend further Actions in an attempt to escape the tile. SHADO infantry, however, can **ignore** these obstructions and treat them as a regular tile. They also have no effect on Shooting, Line-of-Sight, Abductions nor Alien movement.

SHOOTING AT ALIENS

Mobiles and Infantry can shoot at any Aliens they can see (and – with Mortars – even if they cannot see them). Each shot uses an Action. Each Unit type fires with different effects – the Gun Mobiles have two options.

Standard Gun Mobiles

These have three functions. They transport infantry teams (hopping on and off to extend their movement) but they can also fire either their cannon **or** their mortar (but not **both** in the same turn). They can also give covering fire and are better at resisting abduction attempts (the Aliens have to force the doors open...).

- **Cannon fire:** the Cannon uses 1d6 for **each Alien on tile** and hits on a 4, 5 or 6. It can only fire down visible paths with line of sight but that is the only limit to this: with a straight run a cannon might fire three or four hexes as far as it can see. It is a 360 degree weapon.
- **Mortar Fire:** the Mortar uses 2d6 against the Aliens on tile, irrespective of their numbers, and hits on a 5 or 6, however it may only fire into any of the adjacent six hexes but can do so, *irrespective of visibility* or forest cover. Any adjacent hex tile is a legitimate target.
- **Covering Fire:** If a Gun Mobile is in a adjacent hex to another SHADO unit and has **line of sight** it gives that unit a +1d6 covering fire for firing attacks. **Example:** a three dice attack on three

aliens from one Gun Mobile's cannon, would get a fourth dice added from Covering Fire from another Mobile (or a Command Mobile) on an adjacent hex. ***Note:*** *that the Mortar and Cannon can also receive extra dice as bonuses from the Command Mobile for its **Tactical Info**, if in range, and that these bonus dice are **cumulative**.*

- ***Abductions:*** *"Lock the doors!"* Any tile with a mobile in ***(including the Command Mobile)*** receives a +1 on the dice roll against abductions.
- ***Hose them Down:*** If a Gun Mobile is in a adjacent hex (***not*** the same hex) to another SHADO unit (infantry or Mobiles) it gives +1 against abductions. 'Interlocking fields of fire', or some such... All of these 'Abduction Plusses' are also cumulative.

Command Mobile

This Unit is specialised in what it can do.

- ***Open Fire:*** as it isn't fitted with a cannon or mortar, it is – effectively – relying on the infantry weapons of the crew: when firing it rolls 1d6 for *each* Alien on a tile, with hits on a 6. This is a line of sight weapon and may fire in 360 degrees. It will still get extra dice if it has covering fire from a Gun Mobile.
- ***Command Boost:*** *"They're coming!"* Because of its superior tech, it automatically gives +1 to any dice rolls for any SHADO unit (including to itself) if no more than 1 empty hex tiles between it and any other SHADO unit during an adduction attempt.
- ***Tactical info:*** It can give an extra dice to any unit firing it's mortar, cannon or infantry weapon if no more than 1 empty hex tiles between it and any other SHADO unit. So a two dice attack on two aliens from one Mobile's cannon, would get a third dice added from Tactical Info if within range.
- ***Air Cover:*** *"Call in a Strafing Run":* Instead of moving or shooting, it may spend an action requesting a SKY1 strafing run. This can only be achieved three times with a successful roll during the game. The first time a strafing run is called for, it happens if a 4,5 or 6 is rolled. The Second time, on a 5 or 6, the last time on just a 6 (SKY1 must be low on fuel!). *I use two counters placed on the model's base to keep a track of this.*

Infantry Teams.

These can fire with only side arms:
- ***Five Rounds rapid:*** when firing each unit rolls 1d6 for *each* Alien on tile, with hits on a 6. This is a line of sight weapon and may fire in 360 degrees.
- ***Missile Launcher:*** One of the infantry teams a Missile Launcher. This fires as 2d6, irrespective of the number of Aliens, and hits on a 4, 5 or 6. It is a 360 degree weapon.
- ***Abduction:*** "*Back to the Vehicle!" A* SHADO infantry team which is out in the open – either in a tile on its own or outside a mobile – gets no advantage. However, if the unit gets *into* a mobile then – when an abduction attempt takes place – the tile receives a +1 on the dice roll against abductions.

SKY1

- ***Incoming!*** Calling SKY1 takes an Action from a Command Mobile. SKY1 may nominate three hexes in a row that have actually been placed on the table (so: no gaps) and each hex takes 2d6 against Aliens on tile, irrespective of how many aliens. Any 6's scored ***also*** count as a kill against any SHADO units that occupy that run of hexes including if they are double occupying a tile – ie some SHADO units and some Aliens in the same tile *(motto: don't fire into a hex with your own troops in unless you are desperate...)*

RESULT OF FIRE AGAINST ALIENS

A SHADO unit can shoot at Aliens and Escape Pods in their unobstructed, line-of-sight, expending one action to do so. Each time a SHADO unit achieves a hit an Alien (or the Escape Pod) is removed (Alien player's choice) and that figure is put back into the 'pool' – who knows how many are out there! The forest is swarming with them...

PHASE 2: THE FOREST BUILDS

Tiles must be placed that can be seen by the SHADO players and must **not** be placed to block where this can be avoided: if there are two choices as to which way they can go and one blocks a path, chose the *other* way. If playing solo, and a an option materialises that needs a decision, just roll a dice. The Forest's paths are convoluted but – unlike in the **LP** game – *they stay where they were left*: this is Canada, *not* an Alien planet... Once the tiles are laid they stay down.

PHASE 3: ALIEN ACTIONS

During the Alien actions part of each turn, the Alien player must take **four actions**. These can be any mix of actions desired by the Alien player; however, a Alien cannot forfeit any of their four Actions. You'll notice that – unlike in **LP** – there is now a rule providing the means for Aliens to shoot at the SHADO units from adjacent tiles only: although they can shoot at them, their ambition is to carry away human bodies for organ transplants!

- **Optional Rule: an extra Alien Action**
  Four Actions usually gives an easier win for the SHADO players – especially after they gain some practice. Giving the Aliens **five actions** makes it a much tougher game for SHADO!

PLACE AN ALIEN

For each Action used, put a single Alien Figure at the end of a path, or place an Escape Pod. Bowl a dice to place some Aliens at the Escape Pod if it is already in play. This costs no Actions

PLACE AN ALIEN ESCAPE PODS

Escape Pods may be ejected from the mother UFO and may land *anywhere* in the forest. Only one of these can be on the table at any one time. This placement costs one Action but costs no *further* actions as long as it is in play. An Alien player designates any unoccupied Tile and rolls a dice. Out pop a number of Aliens equal to a modified dice roll: in the first turn it is that 1d6 minus 1 Alien for the total number of SHADO units in *adjacent* tiles (including the tile it is placed on). ***Example***: if a pod is dropped next to a Mobile which with an infantry unit in the rear, that's two SHADO units, so it rolls 1D6-2 Aliens in it's first Phase 3 when it is placed. Each **subsequent** Phase 3, in each turn after that that the Escape Pod is in place, this total is **reduced by one** so the following turn it would be 1D6-3 (unless the SHADO units move away). On that basis, eventually the pod will empty of Aliens. I keep a track of this with a series of six counters placed next to the model, one for each turn. This is a way of getting Aliens in closer to the SHADO units as they don't need to be placed at the end of a path and remember that – once placed – they do not cost an action to roll the dice to get more Aliens! If the SHADO team destroy the pod the ALIENS may launch another but not until the first one is destroyed: two pods may not be on the table at the same time.

MOVING ALIEN(S)

Unlike SHADO units, Aliens need not follow the forest paths but – at the cost of one Action – are able to move from their current Tile onto any adjacent Tile (though not through empty 'voids' where no tiles

have been placed. They can move as a group from one tile to another (one action for each tile for the group) or may separate up (one action for each Alien/tile movement). While moving to attack for an abduction, they can temporarily ignore stacking limits. This means that, for example, six or eight Aliens can attack a SHADO unit on a tile if they can organise that.

SHOOTING WITH ALIENS

Aliens may shoot into any adjacent tile. Multiple Aliens get multiple dice but each 'volley' of shots costs just one Action. So – if four Aliens fired into a tile with a SHADO unit – for one Action expended they would get four d6. Shooting into an adjacent hex gets hits on a 6 but against SHADO infantry *only*. Their shots bounce off the Mobiles. Shooting takes place in the Alien Actions *Phase 3* before Abduction attempts.

PHASE 4: RESOLVE ABDUCTIONS

Once the Alien has finished their Actions (creation, movement and or shooting), any left on the same Tile as a SHADO unit can attempt to overpower and Abduct someone. This is entirely up to the Alien player: they don't *have* to Abduct but may choose to hide in the undergrowth if desired. Aliens can also attempt to Abduct any SHADO unit that has been driven back into a Tile already containing an Alien; *however, multiple Aliens can still only make one Abduction attempt per Turn.* They abduct Infantry and Mobiles with equanimity: they break into the vehicles and abduct the crews...

ABDUCTION SCORE & RESULTS

The Alien players adds up the number of Aliens attempting to abduct and the SHADO player rolls dice to determine an Abduction's outcome.

Score:
Each Alien counts on the tile as a **score of 2**.
Against that, the SHADO units roll **2D6,** regardless of the number of units – Mobiles or infantry – present. However, add up any circumstantial bonuses...

- *Command Boost:* The Command Mobile grants a +1 modifier against abductions if no more than 1 tiles between it and any other SHADO unit being abducted. So adjacent and one *further* (even across voids where to paths have been laid out: extrapolate!)
- *Hose them Down:* If a gun Mobile is in a adjacent hex to another SHADO unit it gives +1 against abductions.
- *Lock the Doors:* Any tile with a Mobile in gets a +1 modifier against abductions.
- *Back to the Vehicle:* Any tile with an Infantry Unit *inside* a mobile gets a +1 modifier against abductions.

So – potentially – that's a maximum of **Plus 4** to add to **2D6.**

Results:
- If the *Aliens score the highest* modified roll, the Abduction is won by the Aliens. A single SHADO unit is Abducted (removed) which is the SHADO players choice and the rest are driven back onto any permissible tile(s).
- If the **SHADO player's score the highest** modified roll, the Abduction is won by SHADO. The a Aliens are driven off! They lose an Alien (Alien player's choice) and the rest are driven off into any adjacent tile(s).

- If the Aliens and SHADO's highest modified rolls are the *same*, the Abduction is deemed a Draw. A stand off! Both Aliens *and* SHADO are all scattered as they run for cover. Bowl a dice to see who goes first as that might be important...

A SHADO unit can only be driven back into a Tile to which they could normally move: Mobiles and Infantry must be pushed back along paths; however, Aliens can be pushed into the Forest in any direction.

Heavy going does *not* inhibit a model being driven back: a SHADO unit does not make checks when being driven out of a tile which is so blocked. Driven back Aliens and SHADO units need not remain together. *Example:* if a single Mobile was successful in defeating 3 Aliens in an abduction attempt, 1 Alien would be eliminated whilst the remaining 2 could be moved into the same or different Tiles, adjacent to the Tile in which the attempted Abduction took place. Placement can be important as it can be used to force an Overstack or to push targets into better firing lines, or even into further Abduction spots.

PHASE 5: RESOLVE OVERSTACKING

The Start Tile is especially large and has room for all SHADO units (with the Infantry in the four Mobiles) and Aliens. All other tiles are limited to fewer units. This is the **Tile's Stack Limit**.

Regular tiles are limited to:
- 2 Mobiles and 2 infantry units *or*
- 1 Mobile and 3 Infantry units
  plus
- 4 Aliens

Sometimes Units will be driven into Tiles following Abduction attempts and this can result in tiles becoming Overstacked. If, at the end of Phases 5, a Tile is determined as 'Overstacked' (with – say 3 or 4 Mobiles) excess Units are removed: they lose vehicles or infantry (as is the SHADO player's choice) so maybe a Mobile reversed into a ditch and is stuck forever or perhaps the infantry fell into a lake or were just captured and abducted by Aliens lurking in the woods... Each player can choose which of their own Units that are lost.

Any Aliens (or the Escape Pod) that are forced to overstack have been shot or driven off. However, the Aliens go back in the pile.

*Note that a tile that contains, for example, 2 Mobiles, 2 Infantry (the maximum) plus 4 Aliens is **not** over stacked... The Aliens are hiding in the trees ready to pounce*

WINNING

The last tile is the one with the UFO on it. When the SHADO players see it they may drive for it. The Alien player can't generate any Aliens from it as it's in a dead end (and they're all out getting victims) so – in that last turn – there will be a rush: how many units can SHADO get onto the UFO tile? The maximum would be four – two Mobiles with two infantry or one Mobile and three infantry. If the SKY1 runs haven't all been used up (and you have a command mobile present somewhere on the table and with an Action to spare) you might try to call in a SKY1 run as well). So the SHADO player might have a possible maximum of five D6 (on a lucky day) if SKY1 also turns up. They are rolled, and individual

dice scores noted and – against that – the Alien player rolls only *one* dice: the highest individual dice score (*not* the total) is determined and the following applied:

- **UFO beats the SHADO rolls by 2 or more:** The UFO takes off and escapes but not before destroying one SHADO unit remaining on the ground with it's powerful beam weapon. A *Big Win* for the *Alien Player*.
- **UFO beats the SHADO rolls by 1 or more:** The UFO takes off and escapes a win for the *Alien Player*.
- **They get the same roll:** UFO blows up and cannot be captured. A draw...
- **SHADO rolls beats the UFO roll by 1 or more:** UFO blows up and cannot be captured but SHADO recovers several Alien Bodies: a win for *SHADO*.
- **SHADO rolls beats the UFO roll by 2 or more: The** UFO is captured intact on the ground with the odd Alien captive alive: a *Big Win for SHADO*.

OPTIONAL RULES
Tile placement
- Try mixing up the last tile – make it one of the last 5 rather than always the very last one. This might make the ending less predictable.

Commands
- The Command Mobile can grant one additional Action to one other SHADO unit within their two-tile command radius. This would favour the SHADO team.

Aliens
- Give the Aliens the 'Five Action' option mentioned earlier. This makes it easier to rush the SHADO team.
- Maybe the Escape Pod doesn't have a -1 for adjacent SHADO Units... Nasty!

CONCLUSIONS
This makes for a fast paced game that lasts about an hour. There's a reasobnable chance that the SHADO team will win if you use the four alien action option. If you chose the five alien action mode, it can be a very closely run thing: SHADO will certainly need luck and planning to stop the Alien menace... It can be played with printed vehicles and counters for the figures using the tiles in the **GW** game box, or you can build tiles and play in 15mm like I did or go 28mm and make me very jealous!

Many thanks is dues for all of the play testing help I received and the material support from companies who helped me realise this.

LINKS
Rules download or original Lost Patrol game: *southernbermanblog.blogspot.com/2019/08/lost-patrol-fan-rules.html*
Original UFO Games by my group: *werelords.com/ufo*
3D models if you have a printer: *stlfinder.com* – (search for "UFO TV series")
Tiles *Warbases:* *warbases.co.uk*
Texture paint *Colour Party:* *colourpartypaint.co.uk*