

# LOST UFO PLAY SHEET

## SETUP

Place the **6 way tile** in the centre of the table. Place all 4 mobiles with 3 crew units on that tile. This is the only time they can stack this densely.

Then begin cycling the phases until the end on the game.

## PHASE 1

SHADO units move and shoot. Each has **2 actions**. MOVE/MOVE\*; MOVE/SHOOT; SHOOT/SHOOT; SHOOT/MOVE. Infantry only move once (so don't get to do the MOVE/MOVE\*) but can get in and out of the mobiles for free. In the very first turn they won't be able to move anywhere directly. Stick to paths but the infantry can ignore blocked/heavy going.

## PHASE 2

The forest builds. All visible tiles are placed up until the end of a straight turns into a bend. Use a clockwise order and bowl a dice if there are optional placements. They cannot be placed to deliberately cause dead-ends but sometimes its inevitable. This carries on until the last tile - the one with the UFO on it - is revealed.

## PHASE 3

Aliens deploy; 4 or 5 actions (depends how tough you want to make it). Placement is at the end of paths, 1 action per placement. Movement is 1 action per group of Aliens, irrespective of number. The Escape capsule can be placed anywhere for one action but bowls random numbers of Aliens (reducing by one each turn) every turn for free. It loses one Alien with each SHADO unit that is adjacent. Aliens can move off path.

## PHASE 4

Abduction. Aliens try and shoot and or abduct SHADO personel.

## PHASE 5

Dispersment and or overstacking. If the Aliens Win the abduction they may remove a SHADO unit (SHADO player's choice) and disperse the remaining ones to adjacent hexes. The reverse if SHADO wins. If they draw then both sides are dispersed. Any that end with an over stack (more than 4 Aliens or SHADO (2 mobiles and 2 infantry) are lost.

VEHICLE	ACTIONS	HITS ON A ROLL OF	DAMAGE	BONUS	NOTES
MOBILE CANNON	2	1d6 PER ALIEN ON TILE	4,5 OR 6	ABDUCTION PLUSSES	FIRE CANNON OR MORTAR DON'T SWAP. REMEMBER TO GIVE COVERING FIRE IN ADJACENT HEX
MOBILE MORTAR	2	2d6 IRRESPECTIVE OF ALIENS	5 OR 6		
COMMAND MOBILE	2	1d6 PER ALIEN ON TILE	6	COMMAND	COMMAND RADIUS 2 HEXES. STRAFING RUN
INFANTRY TEAM	2	1d6 PER ALIEN ON TILE	6	ABDUCTION PLUSSES	ONLY ONE MOVE BUT MAY BUSS OR DEBUSS FOR FREE
INFANTRY MISSILE	2	2d6 IRRESPECTIVE OF ALIENS	4,5 OR 6		
SKY 1	1	2d6 IRRESPECTIVE OF ALIENS	5 OR 6 (6 ON SHADOO)	1 ACTION FROM COMMAND MOBILE: 4/5 OR 6	
ALIEN TYPE	ACTIONS	ABDUCTION SCORE	SHOOTING ATTACKS		SPECIAL
ALIENS	4 OR 5	2 FOR EACH ALIEN IN ABDUCTION	SHOOT ADJACENT HEX: 1d6 PER ALIEN		ONLY SHOOT SHADO INFANTRY
ESCAPE POD		1 d6 ALIENS, MINUS 1 FOR EACH TURN, MINUS 1 FOR EACH SHADO UNIT ADJACENT. REMOVE AFTER 5 TURNS			
UFO ESCAPE ROLL ONLY		1 d6 FOR UFO AGAINST 1d6 FOR EACH SHADO UNIT IN UFO HEX PLUS 1d6 SKY1 STRIKE IF SUCCESFUL ROLL			

### ABDUCTION BONUS TALLY

SHADO roll 2D6 and try to equal or beat the Alien score or 2 abduction points per Alien.  
**+1** for each of the following:

- Lock the Doors (mobile on tile)
- Back to the vehicle (infantry in a mobile)
- Hose them down (gun mobile adjacent hex)
- Command boost (command mobile within 2)

### CAPTURING A UFO: WINNING

SHADO and the Aliens roll dice when they can get units into the last tile with the UFO.  
 Bowl 1 SHADO dice (**S**) for each unit (so maximum 4: 2 mobiles and 2 infantry) plus you may try and call a SKY1 for a 5th dice. Alien player (**A**) bowls **just 1 dice**.

- **A** beats best **S** by 2: **UFO takes off destroys a SHADO mobile (big Alien win)**
- **A** beats best **S** by 1: **UFO takes off (Alien win)**
- **A** score equals **S**: **UFO blows up (DRAW)**
- **S** score beats best **A** by 1: **UFO blows up but body recovered (SHADO win)**
- **S** score beats best **A** by 2: **UFO captured intact with live Alien (big SHADO win)**