

Lost Patrol or Rumble in the Jungle

Still another great variant to enhance your gaming experience

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V1.5

“Let’s not waste any time, Sergeant. We need to find that crashed dropship and get out as quickly as possible before the Genestealers and everything else in this forsaken jungle consumes us.”

Here is how I am modifying the rules of Lost Patrol to give your Scouts a decent chance of holding their own against the denizens of the jungle and living to talk about it.

Meet your newly modified Scouts:



Sergeant “Rock” ●

Action Pts. - 3

Health. - 4

Weapons:

Chainsword - Close assault only.

Kills 1 Genestealer/Action Pt. on 3+.

Bolt Pistol - Hits on 4+/Range 3

Special Action:

Medical Kit - Free restore of 1 Health to any trooper in same tile as Rock, including himself.



Heavy Trooper “Jocko” ●

Action Pts. - 3

Health - 4

Weapon - Flamer/Grenade Launcher

Flamer – Hits on 3+/Range 1

Grenade Launcher - cannot fire into an adjacent tile. Can fire 2-4 tiles away. Any Trooper must have LOS to the tile being attacked. Roll for each Genestealer in the tile. Hits on 4+.



Trooper "Buck" ●

Action Pts. - 3
Health - 4
Weapon - Heavy Bolter
Hits on 4+/Range 3
Special Action:
 1 Free fire roll if
 does not move.



Trooper "Buzz" ●

Action Pts. - 3
Health. - 4
Weapon. - Heavy Bolter
Hits on 4+/Range 3
Special Action:
Frag Grenades -
 1 Free grenade/turn
Hits on 4+ /Range 2
Must have LOS. Roll 1d6
for each Genestealer in the tile.



Trooper "Bob" ●

Action Pts. - 3
Health - 4
Weapon - Sniper Rifle
If fires before moving,
Hits on 3+/Range 3+.
If moves & then fires, hits on 4+
Special Action:
Combat knife. - 1 free
1st attack when assaulted
by 1 or more Genestealers.
Kills 1 Genestealer on 4+.

Movement and attacks use action points now for both your Troopers and Genestealers (aka G's). You can use any combination of attacks or movement to complete your turn. Movement for Troopers (or Scouts...however you want to call them) is from one tile to an adjacent tile on a pathway. Scouts cannot move across paths through jungle (as in the normal rules).

Each Attack consist of rolling 1d6 against an adjacent or distant G (or other target, that will be explained shortly) within line-of-sight (LOS) range to determine the outcome. Consider rolls that "miss" to be non-lethal hits that haven't killed your target yet. Weapons like the Chainsaw and the Flamer can only be used on enemies adjacent to the Scout...what is called close assault. Heavy Trooper Jocko's Grenade Launcher is an indirect fire weapon, so long as another Scout can see the enemy and Jocko is within range of 2-4 tiles. Jocko can also fire the Grenade Launcher directly at an enemy if he can see the target.

When using Buzz or Jocko's grenade ability, each action allows you to roll the die multiple times, based on the number of G's in the tile. When using Jocko's grenade launcher, if you have additional action points, you can repeat the attack, rolling the die multiple times based on the number of G's in the tile attacked.

Example: Buzz uses his “free” frag grenade Special Action. There are 3 G’s, two tiles away and in LOS of Buzz. Roll 1d6 three times, one for each G, to determine how many kills you made. When Jocko uses his Flamer, one action point is used for each individual G in the adjacent tile. The Flamer is not considered an area wide weapon, but more like a focused, highly flammable gel that is sprayed onto an individual G, to engulf it in flames and turn it into a molten pile of bones and smoldering ooze. So, if there are two G’s in a tile, Jocko would need to use 2 action points to attack them with his Flamer.

Your Scouts now have Health. Use a 1d6 die for each Scout and place it on their card (printouts provided) with 4 health as their starting level. Each Scout has a colored circle on their card. Put a similar colored circle on the base of the Scout model for easy recognition.

Note that Sergeant Rock can restore 1 health to any and all Scouts that are in the same tile as he is in for no action points. Tip: moving Sgt. Rock from one tile to another where Scouts are located can help in restoring health levels at the expense of using movement action points.

Your Scouts start off in the Drop Zone Tile. This tile and the Drop Ship tile are the only tiles that all 5 Scouts may occupy at the same time. For any other tile, the maximum number of Scouts is 3. Also, LOS is blocked to Scouts shooting into and beyond a tile with 3 or more Scouts.

You do not have to use all of a Scout’s action points before selecting another Scout to move or attack. This will allow you to coordinate and maximize your Scout’s abilities. Just come up with a method to keep track of how many actions each Scout uses during their turn.

Genestealers:

Each individual Genestealer has 2 Action Points to use; movement and or attack. G’s are stealthy predators. They don’t move real fast but have the ability to use the jungle to hide their numbers and block LOS. Once they get close enough, they can easily overwhelm an individual Scout, if unsupported, and quickly reduce his health.

No more assault and adding up points for the number of G’s in a tile. When a G moves into or starts its turn in an adjacent tile next to a Scout, it attacks one Scout of its choosing with 1d6 in that adjacent tile (the Genestealer does not move into the same tile as the Scout is in). On a roll of 5+ it hits and causes one health point to be subtracted from the Scout’s total health value. Refer to the Optional Rules Section of this file for Genestealer attack strengths. Reduce a Scout’s health to zero and he is dead.

There can be a maximum of 3 G’s in a tile and they can move through any tiles without restrictions. G’s cannot move through tiles occupied by Scouts, nor can they move

through tiles occupied by 3 G's. They do not have to follow paths. Likewise, Scouts cannot move through tiles occupied by G's.

Example: 3 G's are two tiles away from a Scout. Each G uses 1 movement action point to move into the tile adjacent to the Scout. With the remaining action point, each G can perform 1 attack. So that's 3 rolls of a 1d6...one for each G.

Note to self.....kill Genestealers before they get too close to your Scouts. You have at your disposal a lot more fire power than before (with the original rules) and can mow them down before they have the opportunity to increase their numbers and overwhelm you (they can still overwhelm you in other ways, but more about that, later).

Scouts can only attack G's they see on jungle paths that are in their LOS. Scouts cannot attack across jungle sides to attack an adjacent tile with G's in them. However, G's can attack adjacent Scouts through jungle tile sides.

Setting Up The Game:

1. Separate out the Landing Zone tile and the Drop Ship tile.
2. Mix up all the other jungle tiles face down.
3. Take 5 of them and add the Drop Ship tile to it, then mix those 6 tiles up facedown and place aside for later.
4. Place the Landing Zone tile in the middle of the play area.
5. NEW RULE: All tiles placed, stay on the play area and do not disappear when you lose LOS to them. You are creating a random jungle map that will be your permanent play area.
6. Starting with one hex side of the Landing Zone tile, flip a jungle tile over and place it to create a path connection between the two tiles. If the tile path is straight, flip over another random tile and connect it. Keep connecting straight path tiles until you turn over a curved path tile. Whenever you flip over a curved path tile and place it down, place 2 FACE DOWN jungle tiles in a straight line, extending away from the curved path tile. This ends your placement of path tiles for this side of the Landing Zone tile.
7. Proceed to the next Landing Zone tile side in a clockwise direction, revealing the first connecting path tile and then determining whether you can place another path tile face up (if the tile is straight) or if curved, ending with 2 face down tiles. See example below.



Starting at the 12 o'clock position and proceeding clockwise, a curved tile is first placed down. Since LOS is blocked beyond the curve, 2 facedown tiles are placed, in a straight line pointing in the same direction as the end of the curved path.

The 2 o'clock tile is a split path tile. The left path shares the tile with the 12 o'clock tile, so you need to place a second tile beyond that shared tile to continue the 2 facedown tile pattern. The right split path requires 2 more facedown tiles.

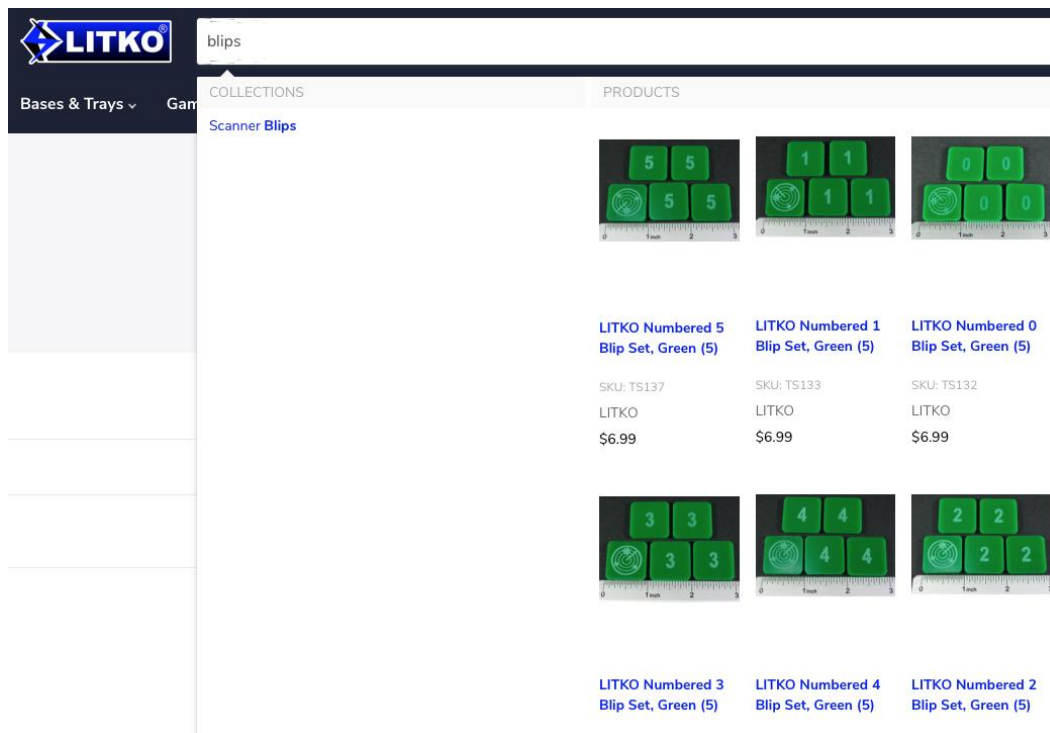
The 4 o'clock face up tile is another curved tile, so 2 more facedown tiles are placed.

At the 6 o'clock position, you placed a straight tile first, followed by another straight tile, face up. Since LOS continues down straight tiles, you turn over a 3rd tile which is a curved path tile. You place 2 more facedown tiles in a straight line, connected to it.

The last two Drop Zone tile sides follow the same rules for placement and sharing of tiles as previously explained.

Sometimes you will have more tiles to place, other times, paths will be blocked and you cannot place additional facedown tiles. Place any leftover tiles face down on top of the 6 tiles you set aside. These tiles serve as additional tiles to place, as more of the map is revealed by your Scouts.

8. Place your 5 Scouts in the Landing Zone tile facing outward down a path.
9. NEW RULE: Blip Counters. All your Scouts are equipped with motion detectors and Comms that allow them to locate and share the position of approaching Genestealers from around the periphery of the jungle map you have created. You can use various types of custom-made markers, chips or coins that all look the same on one side and have a numerical value written on the opposite side. I recommend using the Litko green blips (see below). For a normal game you will use values from 1 to 3. You can make the game easier or harder by varying the amount and values of the blips.



I purchased four of each blip value from 0-5. To start a normal game, select two 3-blips, four 2-blips and four 1-blips. Put them in a bag.

10. Start at the end of a path on one of the facedown tiles and roll 1d6. On a roll of 4+ place a random blip counter on the outside edge of the tile (not on the tile, but off its edge as shown in the example below). Continue around the ends of the tile paths, rolling and placing blip counters.



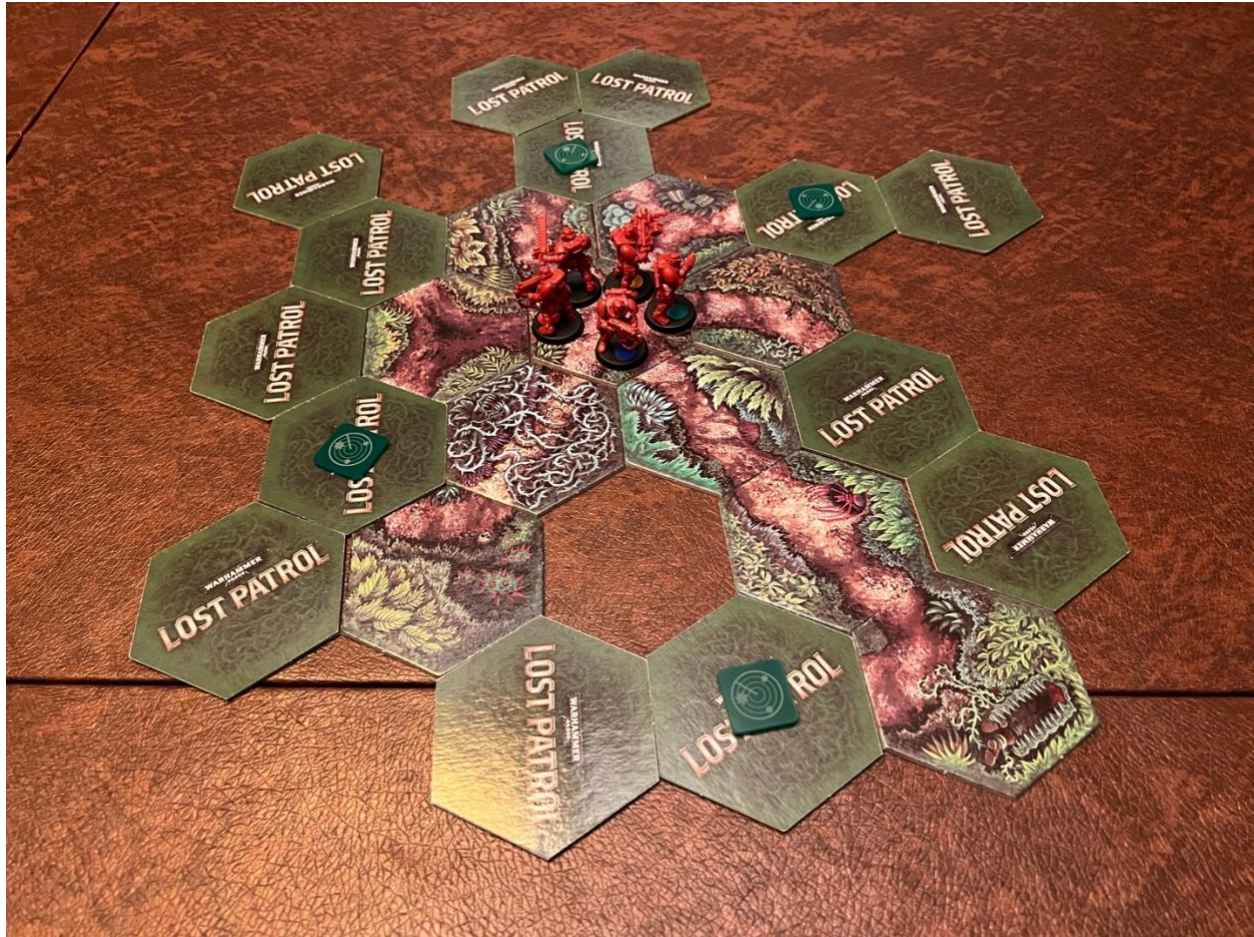
Blip counters represent unknown numbers of G's. The true amount will be known to you when one of your Scouts moves into an adjacent tile and reveals one or more tiles (based on LOS down a tile) and allows you to see the blip counter. You are only allowed one blip counter per tile. Only after the number of G's have been revealed can you combine them up to a maximum of 3 G's per tile.

Now that you are set up....here's the play order:

NEW RULE: Play Order

1. Genestealers move first. First move and/or attack with any G's that have been revealed on the map. Starting with the closest to a Scout. After that move blip counters in any order. If a blip counter moves into a Scout's LOS, turn over the blip counter and place that number of G's on the tile.
2. Scouts move and attack second, using their weapons and abilities. If a Scout's movement reveals hidden tiles, turn them over. If it is a straight path tile, place the top tile down immediately from your reserve of tiles. Continue placing tiles down if more tiles reveal straight paths. Only when a curved tile path is revealed do you stop and PLACE 1 FACE DOWN TILE at the end of the tile path.

3. Roll for the appearance of new Blip Counters on the periphery of end trail tiles.
4. Start the next round of battle.



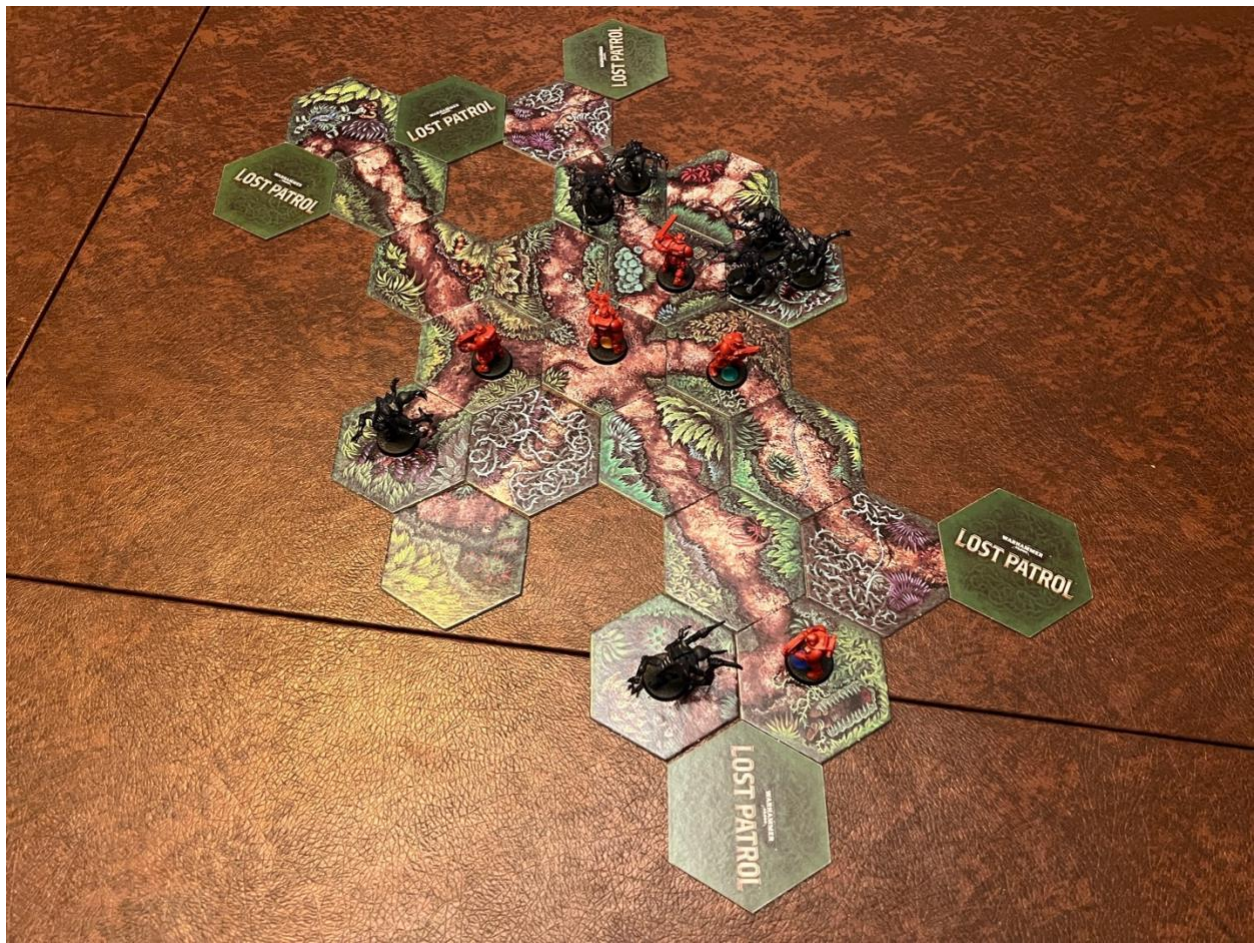
The example above shows the Genestealer's move. Each blip counter uses 2 action points to move onto and through adjacent tiles. Since none of the Scouts has LOS to any of the blip counters, none are revealed.



During the Scout's turn, they have chosen to move into adjacent tiles, revealing facedown tiles and blip counters. Try and join newly revealed jungle tiles with its adjacent tile as best as possible. Sometimes dead ends will be created or tiles will be disconnected from any possible link. For disconnected tiles, mix them back up with your remaining reserve tiles. Place 1 facedown tile at the end of any newly revealed curved path tile. As each blip counter is revealed, replace them with Genestealer miniatures.

Most of the time, your Scouts will not be expending movement actions at the expense of being able to attack G's. Some paths early on, may not have G's on them and then it would be advantageous to push down a path, revealing as many tiles as possible. You will need to take chances sometimes and split up your Scouts to explore as much of the jungle as possible. That Drop Ship is out there someplace.

This last photo (below) shows the Genestealer miniatures on the map, after revealing the blip counter values.



The Jungle Fights Back – Optional Rules that add a lot more excitement

Genestealer Types:

When you assembled your Genestealer miniatures, you hopefully put different arms on your miniatures. Some with all claws and others with one knife or two knives in their claws. Depending upon how the G's are constructed will determine their attack strength.

All claws – Attacks with 5+

One knife – Attacks with 4+

Two knives – Attacks with 3+

When a blip counter is revealed, randomly select the number of G's to appear in the tile. Now your Scouts will face G's with different attack strengths.

Tangleweed:

There are 6 Tangleweed tiles out of the 30 total jungle tiles. Tangleweed poses an impediment to movement and if you linger too long in one of those tiles, you will be ensnarled and killed.

NEW RULE: You must expend 1 additional action point to move out of a Tangleweed tile. No die rolls as in the original rules. To cross a Tangleweed tile you will need to expend 1 movement action point to move into the Tangleweed tile, then expend a 2nd action point to keep from getting caught in its tendrils, and then a 3rd action point to move out of the tile into the adjacent open tile.

Sometimes you will have no choice but to move into a Tangleweed tile and end your Scout's turn there. Place an ensnarled marker (like a small colored cube) next to the Scout's base. On the Scout's next turn, expend 1 action point to remove the marker and a 2nd action point to move out of the Tangleweed tile. If for some reason, you continue to stay in the same tile, add a 2nd marker at the end of the Scout's turn. Once you acquire a 3rd marker, the Tangleweed has successfully trapped and consumed you. There is no escape!



Cannibal Plants:

When you look at the detailed graphics on each tile, you will find 6 tiles containing fearsome looking Piranha-like plants, reminiscent of Audrey, from “Little Shop of Horrors”.



NEW RULE: Whenever a Scout enters a jungle tile with a Cannibal Plant, roll 1d6 die. On a 5+, the Scout is injured by the plant and loses 1 health point. If the Scout begins its turn in a jungle tile with a Cannibal Plant, roll a 1D6 5+ for the results of the plant’s attack.



As you can see, some jungle tiles contain both Tangleweed and Cannibal Plants. It’s just not safe to linger very long in some of these tiles.

Baby Genestealer Nest:

There is one tile with a large hole in the middle of the path and surrounded by Tangleweed. This is a Baby Genestealer Nest.

When you were assembling your Genestealer miniatures, you found 3 smaller figurines. There was no mention of them in the rulebook. I assumed you placed them next to infestation markers.

Sometimes the Nest tile will be revealed at the end of 1 or 2 straight path tiles (consider yourself lucky). Other times, you will round a corner and stumble onto the nest. Once revealed, place 1 Baby G on top of the hole. If you are able to move out of LOS of the nest during your turn, the sentry Baby G will not move or call up 2 more Baby G's to join it. However, if it sees a Scout at the beginning of the Genestealer turn, it will call up 2 more Baby G's and they will move and attack the closest Scout.

Baby G's are nasty little creatures that have 2 action points. Baby G's move directly into a Scout's tile to attack them. They move along paths only. Their bite releases a neurotoxin that will paralyze a Scout and render him immobile. Use 1d6 and they hit on a 5+. Subsequent successful attacks by Baby G's reduce the Scout's health by 1. They have voracious appetites and need to feed often. Baby G's are destroyed the same way adult Genestealers are killed.

Place the paralyzed Scout's playing piece on his side in the tile. He cannot move or attack. The only way he can be saved is for Sgt. Rock to get to him in time and use his free Med Kit Action. The paralysis will be removed and you gain immediate access to your Scout's action points. Any health point damage remains, until removed in the following turns by Sgt. Rock.



You need to destroy that Baby G Nest, otherwise, each Genestealer turn, killed Baby G's are recycled back and appear on top of the Nest at the beginning of the next Genestealer turn.

To destroy the Nest you can use Buzz's Frag Grenade Special Action or Jocko's Grenade Launcher and/or Flamer Weapon. Buzz can throw his grenade from 1 or 2 tiles away onto the Baby G Nest tile. It destroys the nest with a 4+ hit. Jocko's weapons work the same way as in normal attacks on Genestealers to destroy the Nest.

Once destroyed, place one of the spare Scout miniatures solid bases on top of the nest to seal it off.

Something to remember: if one of your Scouts is paralyzed and there are Baby G's in the same tile, you need to fire into the tile to kill the Baby G's, potentially also hitting the Scout. If you use any grenades, you must also roll to see if the Scout is hit.

Giant Spider:

Another one of the jungle tiles contains a large spider sitting in the opening of its subterranean den.



Find yourself a plastic spider miniature or print one up on your 3D printer (we all have those now, right?). There is just one Giant Spider. I didn't think you would enjoy round after round of baby spiders streaming out of the den. The Giant Spider is sensitive to vibrations and might activate when a Scout enters the spider's tile...so tread lightly. Roll a 1d6 and on a 4+ the spider comes out of its den, immediately attacking the unlucky Scout. Place your Giant Spider miniature on the tile once activated. On a roll of 5+ the Scout is bitten and paralyzed.

Special Note: You can use Trooper Bob's Jungle Knife Action to get a 1st attack in before the spider attacks. Bob can also use this same action against the first Baby G that attacks him. These are special actions Bob can use like with a Genestealer attack.

The Giant Spider has 2 Action Points....move and/or attack. It stays on paths and will continue to move and attack any Scouts in its LOS. During the beginning of the Genestealer's turn, if the Giant Spider has paralyzed a Scout and there are no other Scouts in LOS, it will drag the Scout into its den if it has enough Action Points. Bye bye Scout! If the Giant Spider paralyzes a Scout on a different tile, it will attempt to move back to its den, carrying the Scout with it. Take the spider miniature off the tile, it has gone back into its den with the captured Scout.

A Scout can kill the spider in its den with Buzz's frag grenade Special Action or Jocko's Grenade Launcher or Flamer. The same die roll hit values apply here.

The Giant Spider, when out of its den, can be killed by any Scout attack that rolls a hit. Likewise, for the Giant Spider to attack a Scout, it must be in the same tile as the Scout. Again, Sgt. Rock needs to use his Med Kit to administer an antidote and bring the Scout back into action.

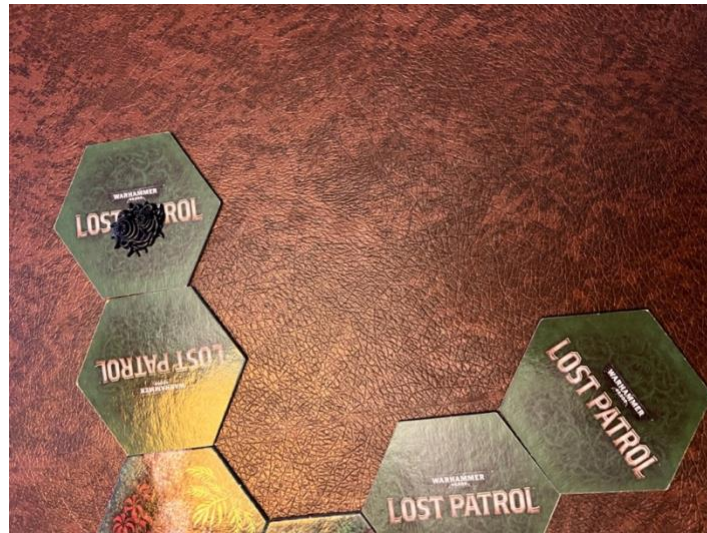
Infestation Marker:

NEW RULE: The Genestealer no longer uses an action point to drop an Infestation Marker. The Infestation Marker is now a "Pile of Poop" dropped by Genestealers. It is a pheromone attractant that increases the odds of more Genestealers appearing at the end of the path tile.

Anytime you roll for a blip counter to appear at the end of a tile path and you roll a 6, place a "poop counter" on the last path tile (whether revealed or not). The blip counter still appears off the edge of the tile. On subsequent blip counter rolls, any tile with a poop counter on it increases the odds of Genestealers appearing. Before, you had to roll a 4+...now you roll a 3+ for a blip counter to be placed. You

only need to roll a 6 once for any end path tile. If you roll a 6 on an end path tile that already has a poop counter on it, just ignore placing a counter. You only need to place a blip counter there.

Poop Counters can be removed by Scouts moving into the same tile as the poop counter. Remove it at no cost. Just make sure you clean your shoes off...you don't want to turn into a walking Genestealer attractant.



The Drop Ship Tile:

So you finally located the Drop Ship and the important files. Congratulations. Sometimes it will be easy, other times nail-biting crazy. Now you still need to assess and repair the damage to the ship. But you are not out of the jungle yet. Before you can leave, you have to get every Scout onto the Drop Ship Tile and then start the countdown. No one is left behind, right?

Roll a 1d6 after all remaining Scouts are on the Drop Ship tile. The number you roll is the amount of turns it will take before you can blast off this nightmare of a planet. Place a die in the Drop Ship tile to remind you how many turns are left each time. Keep playing turns. The Genestealers are going to be swarming your position. Most of the time the Drop Ship will be the last tile on a path. If that occurs, you won't have to deal with G's coming from behind anymore. They will just attack from the adjacent path tile. If there happens to be a second tile behind the Drop Ship, then G's will appear from that end tile. Hopefully, you will have enough firepower left to keep them at bay.

No Guts, No Glory!!

After Action Report:

I think I made enough adjustments to the core rules of the game to give the Scouts an even shot at winning the game. You can adjust the Blip Counter values to make the game easier or more difficult.

For an Easy Game - One 3-blip counter, three 2-blip counters and four 1-blip counters.

Normal Game – Two 3-blip counters, four 2-blip counters and four 1-blip counters.

Hard Game – Four 3-blip counters, four 2-blip counters and four 1-blip counters.

The Optional Rules will add more layers of difficulty. I like using the Tangleweed, random G attack strengths and Pile of Poop rules all the time. You can decide for yourself if you want to use some or all of the Baby G Nest, Giant Spider and Cannibal Plants rules.

Solo vs 2-Player Rules:

Both types of games play pretty similar, the major difference is with a human player. Blip counters are concealed to the Scout player but are known by the G player. This allows the G player to control movement and combine blip counters when revealed to maximize an attack. The G player also rolls and moves for the other jungle creatures that might be in play.

One takeaway from play-testing the game with the new rules is that you should try not to leave a Scout isolated from his team. Sometimes you will be able to explore an empty row of path tiles because no G's appeared at the end of the path trail. Most of the time you will need to be within 1-2 tiles of another Scout to provide support if you are not able to kill enough G's during your turn or a Scout's health gets dangerously low. Also, Jocko's Grenade Launcher weapon is very useful in reaching tiles to support other Scouts and take out G's.

If you find you are having a difficult time winning, you can always up the Health value of the Scouts.

Enjoy yourself and I hope these rule variants add more enjoyment and play balance to Lost Patrol.