

Lost Patrol Living FAQ

Last update 20th February 2014

If you do not find the answer to your query here then please post a comment on <http://quirkworthy.com/2013/01/20/living-faq-lost-patrol>

Errata

- The game is 2 player only. The box front is incorrect when it says that it's a game for 2-4 players.

FAQ

The following are dealt with in 3 steps rather than the more common 2. As well as a *Question (Q)* and an *Answer (A)* I've included a *Discussion (D)* section so that I can talk around the topic as needed. This might explain why a rule is as it is, the history of its development or the tactical implications among other things. The intention is to give you a better insight and understanding into the decisions behind the rules as well as the rules themselves.

Q: Why can't the Space Marines win? Is the game broken?

A: The Space Marine Scouts **can** win - it's just hard. The game is definitely not broken.

D: This is the most common (in fact the only) question I've been asked more than once about Lost Patrol. It comes from the questioner's assumption that games will always be fair, and my assumption that people knew what **Death Worlds** were all about. I really should have explained more clearly.

Lost Patrol shows the last few survivors as they struggle to escape from the clutches of a jungle Death World. In the 40K background, Death Worlds are not nice places. In fact, you're very, very likely to end up dead when you visit them - hence the name. The game reflects this lethality, with the Scout player losing far more often than he wins. This is the challenge. Even surviving long enough to get the escape pod onto the board can be tricky.

This is all as intended. The problem was that I didn't explain it clearly enough so some people weren't sure.

If you want to measure your relative skills against your opponent you can always play the game twice (swapping sides between games) and see who survives with the most models or gets closest to the end with the Scouts. The

game plays in half an hour or less, so playing more than once isn't usually an issue.

Q: When the Lurker player starts or grows a stack can they choose to only place a single counter even if they have more available?

A: Yes.

D: This might be worth considering if you had an odd number of counters on a stack and wanted to top up to 6. This gives you the possibility of getting the bonus +1 by rolling the same number as you have in your stack, which 7 counters wouldn't. On the other hand, if you're anticipating having to move, perhaps having 7 in the stack would be better.

Q: Can the Lurker player choose to move some of a stack, leaving counters behind?

A: No.

D: Lurkers are pack hunters and won't split groups when they hunt (which is all the time). Lurker stacks move all together and cannot leave counters behind. Similarly, if you move into a hex containing other Lurker counters you must merge them with the moving Lurkers to form a single stack, and if you want to continue moving you will take the whole of the enlarged stack with you.

Q: When the path on a tile is blocked by another tile does it count as a dead end or can a new stack of Lurkers start there as it is the "end of a path"?

A: It's a dead end.

D: Lurkers can only start new stacks at the end of a path. This is defined in the rules as "a tile that leads off into the unknown" - in other words the last tile in a path that leads off the map. If the tile's path is blocked by another tile then it doesn't lead anywhere, and far from being the unknown you know it leads into a wall of jungle. The "unknown" here refers to the blank space where a new tile will go when the turn sequence requires it. It is unknown because you don't know what tile you will draw.