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# v1

**Mar 2020**

Game: **UNDAUNTED: NORMANDY**

Publisher: **Osprey Games (2019)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

# UNDAUNTED
## NORMANDY

## SETUP

A **unit** is a group of soldiers represented by 3 to 5 **combat cards** and a single **combat counter**, all with the same title and squad designation.

Choose a **scenario** from the scenario book (playing them in order is recommended). Place the **tiles** as indicated and return unused tiles to the box. Place the **objective markers** as indicated and return all unused objective markers to the box.

Both players choose a side and take all the cards, **combat counters**, **control markers**, and **spawn markers** indicated for their chosen side. Place all tokens on the spaces indicated, ensuring they are the correct side up. Return any unused spawn markers to the box. Give the **initiative marker** to the side indicated.

Check the **Starting Cards** table for your side, take all the cards marked **D** (deck), shuffle them, and place the deck facedown in front of you. Take all the cards marked **S** (supply) for your side nearby, faceup and sorted by card title. The content of your supply is open information. Return all leftover cards for your side to the box.

## HOW TO PLAY

Play is in a series of **rounds**, each consisting of 3 **phases**.

### 1. DRAW CARDS

**Both players draw 4 cards from their deck** to form a hand.

Whenever you need to draw a card and your deck is empty, shuffle your discard pile into a deck.

### 2. DETERMINE INITIATIVE

**Both players secretly select 1 card from their hand and reveal it simultaneously**.

The player who selected the card with the highest **initiative** takes the initiative marker and will perform actions first this round. On a tie, the player who has the initiative marker keeps it. Both players discard their card.

### 3. PLAYER TURNS

**The player with the initiative marker plays cards from their hand, one at a time**, into a play area in front of them.

Once they have no more cards in their hand they can or wish to play, their turn ends. Move all cards left in their hand and all cards in the play area into their discard pile. You cannot save cards in your hand for future rounds.

**The player without the initiative then takes their turn**.

Each card played can be used to do one of the following:

- **Card action:** Perform one of the listed actions in full.
- **Hunker down:** return the card to your supply.

### FOG OF WAR

You cannot play Fog of War cards during your turn, but you can select one when determining initiative. The only way to remove a FoW card from your deck is through a Scout's **RECON** action. Normally a FoW card stays in your hand until the end of your turn, when discard it as normal.

### SUPPRESSED

If a combat counter is facedown, that unit is **suppressed** and cannot perform actions.

When you would have taken an action with a suppressed unit, flip the counter faceup to its **ready** side, but don't take the action. Place the card in the play area as normal.

Suppressed units can still **HUNKER DOWN**, but doing so doesn't flip the counter to its ready side.

### PLACING COMBAT COUNTERS

When you would take a card action with a combat card and the corresponding counter is not on the board, immediately place the counter on the board on the space with the relevant spawn marker. Then perform the action as normal. Do not place a combat counter when you **HUNKER DOWN**.

### HUNKER DOWN

When you **HUNKER DOWN**, return that card to your supply. It is then removed from the deck until you choose to take a **BOLSTER** action to add it to your deck again. You cannot hunker down with FoW cards.

## ACTIONS

When an action's name is followed by (X), it means the action has a numerical value. When it is followed by (X)(A), it means the action has a numerical value and may also have a squad (A, B, or C).

## MOVEMENT ACTIONS

### MOVE (X)

Move the unit's combat counter up to **X tiles**. The tile you move onto must be scouted or controlled by your side. If you move your mortar combat counter, remove your target marker from the board.

### GUIDE (X)

Move *any* combat counter up to **X tiles**. The tile you move onto must be scouted or controlled by your side. If you move your mortar combat counter, remove your target marker from the board. You cannot move a suppressed combat counter.

### SCOUT (X)

Move the unit's combat counter up to **X tiles**. If either tile you move onto does not have one of your control markers on it, place a control marker there on its **scouted** side. For each control marker placed, take a FoW card from your supply and place it in your discard pile. If you need to take more FoW cards than are available in your supply, take as many as are available.

### STALK (X)

Move the unit's combat counter up to **X tiles**. The tile you move onto does not need to be scouted or controlled by your side.

## SUPPORT ACTIONS

### BOLSTER (X)(A)

Take up to **X cards from your supply** and add them to your discard pile. If the card specifies a squad, only cards from that squad in your supply may be taken.

### COMMAND (X)

Draw up to **X cards from your deck** and add them to your hand (they can be played as normal this turn). If your deck runs out of cards before you have finished drawing, shuffle your discard pile into a deck and continue drawing.

### CONCEAL

**Take a FoW card from your opponent's supply** and place it in their discard pile. If there are no FoW cards in their supply, this action has no effect.

### CONTROL

**Take control of the tile that the unit's combat counter is on** by flipping the control marker to the **controlled** side. If your opponent controls that tile, flip their control marker back to its scouted side. You cannot take control of a tile that an enemy combat counter is on.

### INSPIRE (X)(A)

**Choose up to X cards from your play area and add them to your hand** (they can be played as normal this turn). If the card specifies a squad, only cards from that squad in your play area may be taken.

### RECON

**Choose a FoW card from your hand and remove it from the game**. Then draw a card from your deck (which can be played as normal this turn). If your deck is empty, shuffle your discard pile into a deck and continue drawing. If you have no FoW cards in your hand, you cannot take this action.

### TARGET

**Place your target marker on a tile 3 or more tiles away from your mortar combat counter**. If your target marker is already on a tile, move it to another. If you move your mortar combat counter, remove your target marker from the board.

## COMBAT ACTIONS

ATTACK (X)  SUPPRESS (X)  BLAST (X)

When you perform a combat action:

### 1. CHOOSE TARGET

Choose a target for the attack:

**ATTACK** or **SUPPRESS:** choose any enemy combat counter on the board.

**BLAST:** all combat counters on the tile with the target marker are targeted, including any of your own counters. Perform a separate attack against each combat counter on that tile, taking the steps below for each counter. If the target marker is not on the board, the **BLAST** action cannot be taken.

### 2. DETERMINE TOTAL DEFENCE VALUE

Total the combat counter's **base defence** (on the counter), the **cover bonus** (the number of tiles the counter is on, and the **range bonus** (the number of tiles away from the attacking counter that the defender is, not including the attacker's tile). No range bonus is applied to a **BLAST** action.

### 3. ROLL ATTACK DICE

Roll the number of dice equal to the value of the **ATTACK**, **SUPPRESS**, or **BLAST** action. If any of the dice show a number **equal to or greater than the defender's total defence value**, the attack is successful (how many successes does not matter).

A die showing 0 is always successful, no matter how high the defender's total defence value.

### 4. DETERMINE CASUALTIES

If the attack is successful, you have inflicted casualties on the selected unit. Your opponent must find a card from the attacked combat counter's unit and remove it from the game.

**1.** If possible, they must remove the card from their **hand**.

**2.** If they don't have a card of that unit in their hand, they must remove it from their **discard pile**.

**3.** If they don't have a card of that unit in their discard pile, they must remove it from their **deck**. They must then shuffle their deck.

**4.** If they don't have a card of that unit in their deck, they must instead remove the combat counter from the board.

You only ever remove 1 card after an attack, no matter how many dice were successful. You can always check cards that you have removed from the game. You cannot check your opponent's removed cards.

**If the attack was a suppress action, no casualties are inflicted.** Instead, flip the attacked combat counter to its suppressed side. If it is already suppressed, the attack has no effect.

### HILLS

Some tiles have 3/1 listed as their cover bonus. These are hill tiles, which have a variable cover bonus.

If a combat counter on a hill tile is attacked by another combat counter on a hill tile (whether the tile is the same or different), or if the attack is a **BLAST** action, the cover bonus is 1. Otherwise, the cover bonus is 3.

### REMOVING COMBAT COUNTERS FROM THE BOARD

As units suffer casualties, they may have their combat counters removed from the board. By bolstering them and later playing them, these units may return to the board.

When a combat counter returns to the board, it is placed on the tile with the appropriate spawn marker, not the tile it was removed from.

## GAME END

Each scenario specifies the victory condition each side must achieve. As soon as the condition is achieved, the game ends immediately, without completing the round. The possible victory conditions are capturing objectives or pinning your opponent's force.

### CAPTURING OBJECTIVES

The scenario will specify the number of **objective points** required for victory. To claim this victory, the total objective points on all the tiles you control must equal or exceed the required total.

### PINNING THE ENEMY

If your opponent has no riflemen combat counters on the board, you have successfully **pinned** the enemy. If both sides are pinned but neither side has won, the game ends and the player with the most objective points wins. In the case of a tie, the player with the initiative marker wins.

### BEYOND ALL HOPE

It is possible that you can no longer win the scenario by scoring the required objective points. If this happens, you count as pinned. If your opponent's objective is to pin you, they immediately win.

If your opponent's objective is to capture objectives, count how many objective points they currently control. If your opponent controls more than you, they immediately win. Otherwise, keep playing until your opponent controls more objective points than you (at which point they win) or until they are pinned, at which point the winner is decided in the same way as when both sides are pinned.

# UNDAUNTED
### NORMANDY

## 1. DRAW CARDS

**Both players draw 4 cards from their deck** to form a hand. Whenever you need to draw a card and your deck is empty, shuffle your discard pile into a deck.

## 2. DETERMINE INITIATIVE

**Both players secretly select 1 card from their hand and reveal it simultaneously**. The player with the highest **initiative** takes the initiative marker and performs actions first this round. On a tie, the player with the marker keeps it. Both players discard their card.

## 3. PLAYER TURNS

**The player with the initiative marker plays cards from their hand, one at a time**. Their turn ends once they have no more cards in their hand they can or wish to play. Move all cards left in their hand and all cards in the play area into their discard pile. **The player without the initiative then takes their turn**.

Each card played can be used to make a **card action** or **hunker down**.

**FOG OF WAR** You cannot play FoW cards during your turn, but you can when determining initiative.

**SUPPRESSED** A **suppressed** (facedown) unit cannot perform actions. When you would have taken an action with it, flip the counter faceup to its **ready** side, but don't take the action (place the card in the play area as normal). Suppressed units can still **HUNKER DOWN**, but doing so doesn't flip the counter to its ready side.

**PLACING COMBAT COUNTERS** If the corresponding counter is not on the board, immediately place the counter on the board on the space with the relevant spawn marker, then perform the action as normal. Do not place a combat counter when you **HUNKER DOWN**.

**HUNKER DOWN** Return that card to your supply. You cannot hunker down with FoW cards.

### ACTIONS

## MOVEMENT ACTIONS

**MOVE** ⊗ **Move the unit up to X tiles**. The tile you move onto must be scouted or controlled by your side. If you move your mortar counter, remove your target marker.

**GUIDE** ⊗ **Move *any* unit up to X tiles**. The tile you move onto must be scouted or controlled by your side. If you move your mortar counter, remove your target marker. You cannot move a suppressed combat counter.

**SCOUT** ⊗ **Move the unit up to X tiles**. If either tile you move onto does not have one of your control markers on it, place a control marker there on its **scouted** side. For each control marker placed, take a FoW card from your supply and place it in your discard pile. If you need to take more FoW cards than are available in your supply, take as many as are available.

**STALK** ⊗ **Move the unit up to X tiles**. The tile you move onto does not need to be scouted or controlled by your side.

## SUPPORT ACTIONS

**BOLSTER** ⊗Ⓐ **Take up to X cards from your supply** and add them to your discard pile. If the card specifies a squad, only cards from that squad in your supply may be taken.

**COMMAND** ⊗ **Draw up to X cards from your deck** and add them to your hand (they can be played as normal this turn). If your deck runs out of cards, shuffle your discard pile into a deck and continue drawing.

**CONCEAL** Take a FoW card from your opponent's supply and place it in their discard pile. If there are no FoW cards in their supply, this action has no effect.

**CONTROL Take control of the tile the unit is on** by flipping the control marker to the **controlled** side. If your opponent controls that tile, flip their control marker to its scouted side. You cannot take control of a tile an enemy unit is on.

**INSPIRE** ⊗Ⓐ **Choose up to X cards from your play area and add them to your hand** (they can be played as normal this turn). If the card specifies a squad, only cards from that squad in your play area may be taken.

**RECON Choose a FoW card from your hand and remove it from the game**. Then draw a card from your deck (which can be played as normal this turn). If your deck is empty, shuffle your discard pile into a deck and continue drawing.

**TARGET Place your target marker on a tile 3 or more tiles away from your mortar combat counter**. If the target marker is already on a tile, move it to another. If you move your mortar combat counter, remove your target marker.

## COMBAT ACTIONS

### 1. CHOOSE TARGET

**ATTACK** or **SUPPRESS**: Any enemy combat counter.

**BLAST**: All combat counters on the tile with the target marker, including your own. Perform a separate attack against each counter on that tile. If the target marker is not on the board, the **BLAST** action cannot be taken.

### 2. DETERMINE TOTAL DEFENCE VALUE

Total the counter's **base defence**, the tile's **cover bonus**, and the **range bonus**. No range bonus for a **BLAST** action.

### 3. ROLL ATTACK DICE

Roll dice equal to the value of the **ATTACK**, **SUPPRESS**, or **BLAST** action. If any of the dice show a number **equal to or greater than the defender's total defence value**, the attack is successful. 0 is always successful.

### 4. DETERMINE CASUALTIES

Your opponent must find a card from the attacked combat counter's unit and remove it from the game.

1. If possible, they must remove the card from their **hand**.
2. Otherwise they must remove it from their **discard pile**.
3. Otherwise they must remove it from their **deck** (then shuffle their deck).
4. Otherwise remove the combat counter from the board.

**If the attack was a suppress action,** instead flip the attacked combat counter to its suppressed side. If it is already suppressed, the attack has no effect.