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Thankyou! Peter (Universal Head)

v1

Feb 2021

Game: **UNDAUNTED: NORTH AFRICA**

Publisher: **Osprey Games (2019)**

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

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



UNDAUNTED

NORTH AFRICA

SETUP

Each **combat counter** represents a single soldier.

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, structure and escape markers** as indicated and return all unused markers to the box.

Both players choose a side and take all the cards, **combat counters** and **control markers** for their chosen side. Some combat counters may start on vehicle cards. Place all tokens on the indicated spaces, ensuring they are the correct side up (and in the correct seat if in a vehicle). Give the **initiative marker** to the indicated side.

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. Place all the cards marked **S** (supply) for your side nearby, faceup and sorted by card title. Place all the vehicle cards marked **T** for your side and place them in front of you, faceup.

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 (flipping it to the side that matches their faction) 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.
- **Vehicle action:** If the soldier is in a vehicle seat in a vehicle that is not disabled, choose one of the vehicle actions linked to the seat and perform it in full.
- **Switch seats:** If the soldier is in a vehicle seat, swap his position with another soldier in the same vehicle.
- **Hunker down:** Return the card to your supply.

A soldier in a vehicle can perform normal support and combat actions, and counts as being on the tile that the vehicle is on.

ENTERING AND EXITING VEHICLES

When you play a combat card, before or after resolving the card effect, you may either **enter** or **exit a vehicle** or **reposition your soldier in the vehicle**.

Enter: Move the soldier from a tile to an unoccupied seat in a vehicle on the same tile. A soldier cannot enter a vehicle that has your opponent's soldiers in it. If the vehicle card is currently in front of your opponent, place it in front of you instead.

Exit: Move the soldier from the vehicle seat to the tile that the vehicle is on.

Reposition: Move the soldier from the vehicle seat to an unoccupied seat in the same vehicle. If you want to move the soldier to an occupied vehicle seat, you must use the card to switch seats (forgoing taking a card or vehicle action).

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 to take a **RECON** action. Normally a FoW card stays in your hand until the end of your turn, when you 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.


DISABLED VEHICLES

If a vehicle combat counter is facedown (disabled), soldiers in that vehicle cannot perform vehicle actions. The only way to ready a disabled vehicle is to take the **REPAIR** action.

HUNKER DOWN

When you **HUNKER DOWN**, return that card to your supply, thus removing it from the deck until you 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 , it means the action has a numerical value.

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

MOVEMENT ACTIONS

DRIVE

Move the vehicle up to **X** tiles. The tiles you move onto must be scouted or controlled by your side. You cannot move to or through tiles with a .

MOVE

Move the soldier's combat counter up to **X** tiles. The tiles you move onto must be scouted or controlled by your side.

SCOUT

Move the soldier'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

Move the soldier'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

Take up to **X** cards from your supply and add them to your discard pile. If the card specifies a squad, you must take cards from that squad only.

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 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 soldier's combat counter is on by flipping the control marker to its **controlled** side. If your opponent controls that tile, flip their control marker back to its **scouted** side. If your opponent controls that tile and has a soldier there, you cannot take control of the tile. If an empty vehicle is on the tile, you can still take control of the tile.

You can take control of a tile that an enemy combat counter is on if they don't already control it.

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, you must take cards from that squad only.

NAVIGATE

Choose up to **X** tiles; each must be adjacent to at least one other chosen tile, and at least one must be adjacent to the soldier who is taking the action. If any of them do not contain your control markers, place a control marker in each tile on its **scouted** side. For each control marker you have 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.

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.

REPAIR

Remove a damage marker from a vehicle that is on the same tile as the soldier taking the action.






If the soldier is in a vehicle, you can only repair the vehicle he's inside. If the vehicle was disabled and there are now fewer damage markers than the number shown on its critical threshold, flip the vehicle to its ready side. You cannot repair a destroyed vehicle.

SURVEIL



Choose up to X tiles; they do not need to be adjacent. If any of them do not contain your control markers, place a control marker in each tile on its **scouted** side. For each control marker you have placed, take a FoW card from your supply and place it in your discard pile.



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

COMBAT ACTIONS

When you perform a combat action (**ATTACK**  **STRAFE**  **DEMOLITION**  **ANTITANK**  **SUPPRESS** ):

1. CHOOSE TARGET

ATTACK, STRAFE, or SUPPRESS : Choose any enemy combat counter on the board with a regular defence  (anything but the medium tank).

ANTITANK : Choose any vehicle combat counter (armoured defence ) on the board.

DEMOLITION : Choose a vehicle combat counter (armoured defence ) or a structure marker (armoured defence ) on the same tile as the soldier taking the action.

You can never directly target a combat counter on a vehicle card. You must instead target the vehicle that the soldier is in.

2. DETERMINE TOTAL DEFENCE VALUE

Total the target's **base defence** (on the target), the **cover bonus** of the tile 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 cover bonus is granted for a **DEMOLITION** action.
No range bonus is granted for a **STRAFE** action.

3. ROLL ATTACK DICE

Roll the number of dice equal to the value of the combat 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 the defender's total defence value.

4. DETERMINE RESULTS

You only ever inflict 1 injury with an attack, no matter how many dice are successful.

You can always check cards that you have removed from the game. You cannot check cards that your opponent has removed.

SOLDIER: If the attack is successful, your opponent must find a card that matches the attacked combat counter and remove it from the game.

If possible, they must remove the card from their hand. If they don't have a card for that soldier in their hand, they must remove it from their discard pile. If they don't have a card for that soldier in their discard pile, they must remove it from their deck, then shuffle their deck. If they don't have a card for that soldier in their deck, they must instead remove the combat counter from the board and remove all the matching cards from the supply.

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

VEHICLE: If the attack is successful, choose 1 soldier in the vehicle to take an injury, as above. Then place 1 damage marker on the vehicle card. If the number of damage markers is equal to or above the vehicle's **critical threshold**, the vehicle is **disabled**: flip the vehicle combat counter to its disabled side.

If the number of damage markers is equal to the vehicle's **integrity**, the vehicle is **destroyed**: move all combat counters from the vehicle card to the tile the vehicle is on. Then remove the vehicle combat counter and card from the game.

If the attack was **SUPPRESS**, no damage or injury is inflicted. Instead, choose 1 combat counter in the vehicle and flip it to **suppressed**. If it is already suppressed, the attack has no effect.

STRUCTURE: If the attack is successful, remove the structure marker from the board and place it in front of you. If it has any **objective points** listed, you score those points.

HILLS

Tiles with 3/1 listed as their cover bonus are **hill** tiles. 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 **STRAFE** action, the cover bonus is 1. Otherwise, the cover bonus is 3.

GAME END

Each scenario specifies victory conditions. As soon as the condition is reached, the game ends immediately, without completing the round. The possible victory conditions are:

CLAIM OBJECTIVES

The scenario specifies the number of **objective points** required for victory. To claim this victory, the total objective points on all the tiles you control and on the structure markers that you've destroyed must equal or exceed the required total.

The only way for the LRDG to claim objective points from structures is to destroy them. The only way for the Italians to claim objective points from structures is to control the tile they are on.

ESCAPE

The scenario tells you which of your combat counters need to **escape** in order to win; either specific combat counters or a certain number of combat counters.

To escape with a combat counter, you must take a movement action that would move the counter from a space with an **escape marker**.

Only the combat counters specified by the scenario are allowed to escape.

When one or more combat counters escape, remove from the game all their associated vehicle and combat cards, including any cards faceup on the table, in your hand, deck, and discard pile, and in the supply. Then place the combat counters in front of you to show that they have escaped.

A combat counter removed from the board because it has been injured or destroyed has not escaped.

NEUTRALISE ENEMIES

The scenario tells you which enemy combat counters you need to **neutralise** to win; either specific combat counters or a certain number of combat counters. To neutralise a combat counter, you must remove it from the board by inflicting injuries or damage as normal. When you do so, place it in front of you to show that you have neutralised it. If a combat counter is removed from the board because it has escaped, you have not neutralised it.

BEYOND ALL HOPE

It is possible that you can no longer complete your victory condition.

If your opponent's victory condition is to neutralise enemies, they immediately win.

If your opponent's victory condition is to claim objectives, count how many objective points you have each claimed. If your opponent has claimed more objective points than you, they immediately win. Otherwise, keep playing until they have claimed more points than you (at which point they win) or until they are unable to claim the necessary objective points. In the second case, the player who has claimed the most objective points wins. On a tie, the player with the initiative marker wins.

UNDAUNTED

NORTH AFRICA

HOW TO PLAY

1. DRAW CARDS

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

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 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 do one of the following:

- **Card action:** Perform one of the listed actions in full.
- **Vehicle action:** If the soldier is in a vehicle seat in a vehicle that is not disabled, choose one of the vehicle actions linked to the seat and perform it in full.
- **Switch seats:** If the soldier is in a vehicle seat, swap his position with another soldier in the same vehicle.
- **Hunker down:** Return the card to your supply.

A soldier in a vehicle can perform normal support and combat actions, and counts as being on the tile that the vehicle is on.

VEHICLES When you play a combat card, before or after resolving the card effect, you may either **enter** or **exit** a vehicle or **reposition your soldier in the vehicle**.

Enter: Move the soldier from a tile to an unoccupied seat in a vehicle on the same tile. A soldier cannot enter a vehicle that has your opponent's soldiers in it. If the vehicle card is in front of your opponent, place it in front of you instead.

Exit: Move the soldier from the vehicle seat to the tile that the vehicle is on.

Reposition: Move the soldier from the vehicle seat to an unoccupied seat in the same vehicle. If you want to move the soldier to an occupied vehicle seat, you must use the card to switch seats (forgoing taking a card or vehicle action).

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 **ready**, but don't take the action. Suppressed units can still **HUNKER DOWN**, but this doesn't flip the counter to its ready side.

HILLS Tiles with 3/1 listed as their cover bonus are **hill** tiles.

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 **STRAFE** action, the cover bonus is 1. Otherwise, the cover bonus is 3.

ACTIONS

MOVEMENT ACTIONS

DRIVE (X) Move the vehicle up to X tiles. The tiles you move onto must be scouted or controlled by your side. You cannot move to or through tiles with a .

MOVE (X) Move the soldier's combat counter up to X tiles. The tiles you move onto must be scouted or controlled by your side.

SCOUT (X) Move the soldier'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.

STALK Move the soldier'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, you must take cards from that squad only.

COMMAND (X) Draw up to X cards from your deck and add them to your hand. 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 soldier's combat counter is on (flip the control marker to its **controlled** side). If your opponent controls that tile, flip their control marker to its **scouted** side. If your opponent controls that tile and has a soldier there, you cannot take control of the tile. If an empty vehicle is on the tile, you can still take control of the tile.

INSPIRE (X)(A) Choose up to X cards from your play area and add them to your hand. If the card specifies a squad, you must take cards from that squad only.

NAVIGATE Choose up to X adjacent tiles (at least one must be adjacent to the soldier taking the action). If any of them do not contain your control markers, place a control marker in each tile on its **scouted** side. For each control marker you have placed, take a FoW card from your supply and place it in your discard pile.

RECON Choose a FoW card from your hand and remove it from the game. Then draw a card from your deck. If your deck is empty, shuffle your discard pile into a deck and continue drawing.

REPAIR Remove a damage marker from a vehicle that is on the same tile as the soldier taking the action. If the soldier is in a vehicle, you can only repair the vehicle he's inside. If the vehicle was disabled and there are now fewer damage markers than the number shown on its critical threshold, flip the vehicle to its ready side. You cannot repair a destroyed vehicle.

SURVEIL Choose up to X tiles anywhere. If any of them do not contain your control markers, place a control marker in each tile on its **scouted** side. For each control marker you have placed, take a FoW card from your supply and place it in your discard pile.



COMBAT ACTIONS




ATTACK  STRAFE  DEMOLITION  ANTITANK 
SUPPRESS 

When you perform a combat action:

1. CHOOSE TARGET

ATTACK, STRAFE, or SUPPRESS : Any enemy counter with a regular defence  (anything but the medium tank).

ANTITANK : Any vehicle counter (armoured defence .

DEMOLITION  : A vehicle counter (armoured defence  on the same tile as the soldier taking the action.

You can never directly target a combat counter on a vehicle card; you must target the vehicle that the soldier is in.

2. DETERMINE TOTAL DEFENCE VALUE

Total the target's **base defence**, the **cover bonus** of the tile the counter is on, and the **range bonus**.

No cover bonus for a **DEMOLITION** action.
No range bonus for a **STRAFE** action.

3. ROLL ATTACK DICE

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

4. DETERMINE RESULTS

You only ever inflict 1 injury with an attack, no matter how many dice are successful.

SOLDIER

If the attack is successful, your opponent must find a card that matches the attacked combat counter and remove it from the game.

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

If they don't have a card for that soldier in their hand, they must remove it from their discard pile.

If they don't have a card for that soldier in their discard pile, they must remove it from their deck, then shuffle their deck.

If they don't have a card for that soldier in their deck, they must instead remove the combat counter from the board and remove all the matching cards from the supply.

If the attack was **SUPPRESS**, no injuries are inflicted. Instead, flip the attacked combat counter to its **suppressed** side.

VEHICLE

If the attack is successful, choose 1 soldier in the vehicle to take an injury, and follow the steps above. Then place 1 damage marker on the vehicle card. If the number of damage markers is equal to or above the vehicle's **critical threshold**, the vehicle is **disabled**: flip the vehicle counter to its disabled side.

If the number of damage markers is equal to the vehicle's **integrity**, the vehicle is **destroyed**: move all combat counters from the vehicle card to the tile the vehicle is on. Then remove the vehicle combat counter and card from the game.

If the attack was **SUPPRESS**, no damage or injury is inflicted. Instead, choose 1 combat counter in the vehicle and flip it to its suppressed side.

STRUCTURE

If the attack is successful, remove the structure marker from the board and place it in front of you. If it has any **objective points**, you score those points.