UNDAUNTED

NORMANDY

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RULEBOOK

It's the summer of 1944 and the Allies have landed in Normandy. Now you must lead your platoon forward as you push deeper into France to gain a foothold and drive back the German forces. You will face intense resistance, machine gun fire, and mortar bombardment, and it's up to you to turn the situation to your advantage. Take charge amidst the chaos of battle, hold fast in the face of opposition, and remain undaunted.

In *Undaunted: Normandy* you are in command of a rifle platoon, striving across a series of missions to claim and hold key objectives. Each scenario will have a different landscape of tiles, which you will have to master in order to claim the objectives and gain advantageous positions. You will be playing cards from your personal deck to control your units, but as casualties mount you will have to aquire new cards to reinforce your dwindling forces.



COMPONENTS

This section is intended as reference.

To start playing straight away, go to page 8 and refer to this section as needed.

A. 54 US cards
B. 11 US combat counters
C. 4 US spawn markers
D. 1 US target marker
E. 18 US control markers



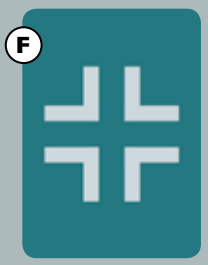








F. 54 German cards
G. 11 German combat counters
H. 5 German spawn markers
I. 1 German target marker
J. 18 German control markers







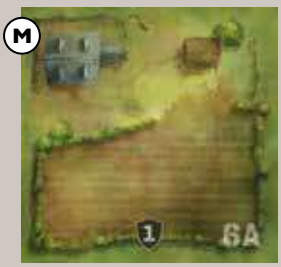




K. 1 radio marker
L. 1 initiative marker
M. 18 board tiles
N. 14 objective markers
O. 4 ten-sided dice





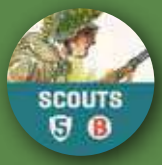






UNITS

A unit is a small group of soldiers represented by three to five combat cards and a single combat counter.
Combat cards and counters in the same unit have the same title and squad designation.





The unit of Scouts from squad B.

CARDS

Each card in your deck represents a soldier on the field, a leader commanding them, or the chaos and confusion of the battlefield. You will begin the game with some cards in your deck and others in your personal supply, as specified by the scenario. Playing cards from your deck will let you seize the initiative, move your units across the board, take control of crucial objectives, and fire upon the enemy. Command cards, such as your Platoon Sergeant, will let you bolster your forces by adding cards from your supply into your deck – but with every casualty you take from enemy fire, you must permanently remove a card from your deck.



US cards



German cards



Combat Cards

Combat cards represent the soldiers in your platoon, and each is associated with a combat counter.

1. **Title:** the unit type of the soldier.
2. **Initiative:** the value of the card when it is used to bid for initiative.
3. **Squad designation:** the squad of the soldier. The Sniper and Mortar cards don't have a squad designation.
4. **Actions:** the possible effects from playing the card.
5. **Name:** the name of the soldier, which has no gameplay effect.

Command Cards

Command cards represent the non-commissioned officers in your platoon. They are not associated with a combat counter.

1. **Title:** the unit type of the soldier.
2. **Initiative:** the value of the card when it is used to bid for initiative.
3. **Squad designation:** the squad of the soldier. The Platoon Sergeant and Platoon Guide cards don't have a squad designation.
4. **Actions:** the possible effects from playing the card.
5. **Name:** the name of the soldier, which has no gameplay effect.
6. **Command stars:** the indication that this is a command card.





Fog of War cards

Fog of War cards represent the breakdowns in communication caused by the chaos of battle, made worse by enemy deception tactics and by spreading the platoon over a large area. Fog of War cards cannot be used for anything except to bid for initiative, and to remove them from the deck you need Scouts.

1. **Title**
2. **Initiative:** the value of the card when it is used to bid for initiative.



TOKENS



US scouted



US controlled



German scouted



German controlled

Control Markers

Control markers designate which tiles you have scouted and which you control.

1. **Scouted:** your units can move onto this tile. Scouts and Snipers can move onto spaces you haven't scouted.
2. **Controlled:** your units can move into this tile, and you control any objective points on this space.



US target marker



German target marker

Target Markers

Target markers indicate where the mortars are currently aimed.



All US forces enter the board from this space.



All German units from squads A and B enter the board from this space.



US Mortar and Sniper units enter the board from this space.

Spawn Markers

Spawn markers indicate where combat counters will enter the board during play. The marker will indicate which units will enter from this space: all units, only units from specific squads, or only specific units.



Objective Markers

Objective markers indicate the strategic value of a tile. You control an objective if you have a control marker (control side up) on the same tile.



Radio marker

The radio marker is used in scenario 10: Critical Intelligence. The rules for it are listed in the scenario book.



Initiative marker

The initiative marker indicates which player has the initiative this round and takes their turn first.

Combat counters

Combat counters represent your units on the board, which you will control through your combat cards.

1. **Title:** the unit type.
2. **Squad designation:** the squad of the unit. Sniper and Mortar counters don't have a squad designation.
3. **Base defence:** the value your opponent must roll to successfully hit this unit with an attack.
4. **Ready/suppressed:** the status of the unit. If the counter is face down, it is suppressed and cannot take other actions until it has been flipped to its ready side.







BOARD TILES

The board tiles represent the hedges, villages, and open fields in which your platoon will be fighting. Each scenario will specify which tiles to place and where to place them.

1. **Tile designation:** the unique designation of the tile, always composed of a number and a letter. Each tile has an A and a B side, but the number is always the same on both sides. The designation is only used during setup.

2. **Cover bonus:** the bonus added to a unit's defence when it is attacked on this tile.



SETUP

1. **Choose a scenario:** Pick a scenario from the scenario book. We recommend that you play the scenarios in order, starting with scenario 1: La Raye, but they can be played in any order.

2. **Place tiles:** Find the tiles listed under the chosen scenario and place them as indicated. Each tile has an A and a B side, but the number is the same on both sides, so if you need to place tile 14B, it is on the other side of 14A. All unused tiles can be returned to the box.

3. **Place objective markers:** Place the objective markers as indicated in the scenario book. All unused objective markers can be returned to the box.

4. **Place radio marker:** If you are playing scenario 10: Critical Intelligence, place the radio marker as indicated. Otherwise, return it to the box.

5. **Choose a side:** Both players choose a side and take all the cards, combat counters, control markers, and spawn markers indicated in the scenario book for their chosen side.

6. **Place tokens:** Place all combat counters, control markers, and spawn markers on the spaces indicated in the scenario book. Make sure that all tokens are the correct side up. Any unused spawn markers can be returned to the box.

7. **Take initiative:** Give the initiative marker to the side indicated in the scenario book.

8. **Assemble decks:** Find the 'Starting Cards' table in the scenario book for your side, take all the cards marked Ⓓ, shuffle them, and place the deck face down.

9. **Assemble supplies:** Find all the cards marked Ⓢ for your side and place them nearby, face up. Sort the cards in your supply by card title. **The content of your supply is open information.**

10. **Return remaining cards:** All leftover cards for your side can be returned to the box.





Starting deck



Scenario 1: La Raye, with the US deck and supply set up according to the scenario book



Supply

HOW TO PLAY

Play takes the form of a series of rounds, during which both players will play cards to move units, attack the opposing forces, and grab objectives. Each round consists of the following three phases:

1. **Draw cards**
2. **Determine initiative**
3. **Player turns.**

Once the last phase has been completed, the round is over and the next round begins. This continues until a player has won.

DRAW CARDS

Both players draw four 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. Never shuffle cards in your play area into a deck.

DETERMINE INITIATIVE

Both players secretly select one card from their hand and reveal it simultaneously. The player who selected the card with the highest initiative takes the initiative marker. That player will perform actions first this round.
In the case of a tie, the player who has the initiative marker keeps the initiative.
Both players discard their chosen card.

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 that they can or wish to play, their turn ends. All cards left in their hand and all cards in the play area are moved into that player's discard pile. The player without the initiative then takes their turn in the same way.

You cannot save cards in your hand for future rounds.
Each card played can be used to do one of the following:

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

Fog of War

You **cannot** play Fog of War cards during your turn.
You **can** select a Fog of War card when determining initiative.
The only way to remove a Fog of War card from your deck is through a Scout's Recon action (see 'Support Actions').
Normally a Fog of War card will stay in your hand until the end of your turn, when you will discard it as normal.

Suppressed

If a combat counter is face down – showing its suppressed side – that unit is suppressed and cannot perform actions.
When you would have taken an action with a suppressed unit, flip that counter face up 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 combat counter is not on the board, immediately place the counter on the board on the space indicated by 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.
Be careful when hunkering down with a card that has the Bolster action, as you may not be able to add it to your deck later!
You cannot hunker down with Fog of War cards.

ACTIONS

When an action's name is followed by (X), that means the action will have a numerical value.
For example: **Move (1).**
When an action's name is followed by (X)(A), that means the action will have a numerical value and may also have a squad (A, B, or C).
For example: **Bolster (3) or Bolster (1)(A),**

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 Fog of War card from your supply and place it in your discard pile.
If you need to take more Fog of War cards than are available in your supply, take as many as there 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. Those cards 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. Do not shuffle any cards in your play area into your deck.

Conceal

Take a Fog of War card from your opponent's supply and place it in their discard pile.
If there are no Fog of War 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. Those cards 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 Fog of War card from your hand and remove it from the game. Then draw a card from your deck. That card can be played as normal this turn.
If your deck is empty, shuffle your discard pile into a deck and continue drawing. Do not shuffle any cards in your play area into your deck.
If you have no Fog of War cards in your hand, you cannot take this action.

Target

Place your target marker on a tile that is three or more tiles away from your Mortar combat counter.
If your target marker is already on a tile, move it to another tile.
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 any of the combat actions listed above, take the following steps:

1. CHOOSE TARGET

Choose a target for the attack:
For an **Attack** or **Suppress** action, choose any enemy combat counter on the board.
For a **Blast** action, 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

A combat counter's total defence value is the sum of its base defence, the tile's cover bonus, and the range bonus.
Base defence: the value printed on the combat counter.
Cover bonus: the value printed on the tile that the combat counter is on.
Range bonus: the number of tiles away from the attacking combat counter that the defender is, not including the attacker's tile.
No range bonus is granted against 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 dice are successful 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 one 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, and they 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.
Remember that 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.



EXAMPLE ROUND

It's the start of a round, and both David and Trevor draw a new hand of four cards from their decks. Both players choose one of their cards and reveal it simultaneously:

David 



Trevor

As Trevor played the card with the highest initiative value, he places the initiative marker in front of him and gets to play his cards first. Both of the cards are discarded.
Trevor has the following cards left in his hand:







Trevor wants to advance his Riflemen to tile 17B to secure the objective there, but he can't move Riflemen into spaces without his control markers. Instead, he starts by playing the Scout B card and chooses to use the **Scout** action to move the corresponding combat counter. The Scout action lets him move the unit by up to two tiles, so he first moves it to tile 3B, then to 17B. As 17B has no German control markers, he places a marker there with the scouted side up. Because he has placed one control marker, he takes one Fog of War card from his supply and places it in his discard pile.



The tile now scouted, he plays a Rifleman A card to **Move** his Rifleman unit into the now scouted 17B. Finally, he plays another Rifleman A card and uses the **Control** action to flip the control marker on that tile to the controlled side. Trevor has captured another objective point!



With no cards left in his hand, Trevor has to end his turn, placing all his played cards in his discard pile.

David's hand looks like this:



David wants to take out Trevor's Riflemen unit before it is able to take control of another objective. He could attack it with his Machine Gunner from where he is, but as the Riflemen have the added cover of the woods, hitting them would be very hard at that range. Instead, he plays his Machine Gunner C to **Move** to tile 2B, which stops Trevor taking control of that tile for as long the Machine Gunners are there.



Next, David uses his Squad Leader C card to **Inspire** his Machine Gunners. This lets him return the card he has just played to his hand, since both the cards are from squad C. Using the card he has just picked up, he **Attacks** the German Riflemen!

Having chosen a target, he works out the Riflemen's total defence value by adding its base defence of 4, the tile's cover bonus of 3, and the range bonus of 1, for a total of 8.

As his Machine Gunner's Attack action has a value of 2, he rolls two dice, scoring a 5 and an 8. It's a hit!





Trevor now needs to take casualties in his Riflemen unit, forcing him to remove a card from that unit. Since he has no cards in his hand, he checks his discard pile for a Rifleman A card and removes it from the game.

David's final card is a Fog of War card, which he can't do anything with, so he ends his turn by moving both the Fog of War card and the played cards to his discard pile. With both players having taken their turns, the next round begins.

GAME END

Each scenario in the scenario book specifies the victory condition each side must reach. As soon as the condition is reached, 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, but rare, 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.



THE PLATOON

The following section is a historical and strategic note about the game and is not required for gameplay.

In *Undaunted: Normandy*, you take the role of a platoon leader in command of a rifle platoon, modelled on the US Army rifle platoons of the Second World War. The platoons consisted of three squads and a command group and were sometimes supplemented with two specialised attachments in the form of a sniper and a mortar team.

Note that historically a mortar squad would not be attached to a rifle platoon but be part of a weapons platoon within the rifle company.

Each squad consisted of twelve men: a squad leader, an assistant squad leader, five riflemen, two scouts, and an automatic rifle team of three men. In the game, the role of the assistant squad leader has been incorporated into the Squad Leader card.

The command group consisted of five men: the platoon leader, the platoon sergeant, the platoon guide, and two messengers. The messengers have been omitted from the game.

RIFLE PLATOON
(41 PERSONNEL)

PLATOON COMMAND GROUP (5 PERSONNEL)	RIFLE SQUAD A (12 PERSONNEL)	RIFLE SQUAD B (12 PERSONNEL)	RIFLE SQUAD C (12 PERSONNEL)
1x Platoon Leader 1x Platoon Sergeant 1x Platoon Guide 2x Messenger	1x Squad Leader 1x Assistant Squad Leader 5x Rifleman 3x Automatic Rifle Team 2x Scouts	1x Squad Leader 1x Assistant Squad Leader 5x Rifleman 3x Automatic Rifle Team 2x Scouts	1x Squad Leader 1x Assistant Squad Leader 5x Rifleman 3x Automatic Rifle Team 2x Scouts



THE PLATOON - CONTINUED



Platoon Sergeant

The Platoon Sergeant is your second in command, assisting in controlling the direction and rate of advance of the platoon. It is also the most powerful card in the game. The Platoon Sergeant lets you play more cards in your turn or vastly bolster your deck.



Platoon Guide

The Platoon Guide prevents straggling and enforces orders concerning cover, concealment, and discipline. In the game it is a versatile card, letting you move any combat counter in the field or add any card you might need from the supply.



Squad Leader

The Squad Leader is responsible for the discipline, training, and control of his squad, and leads it in combat. This card amplifies the effectiveness of its squad by allowing you to bolster it or repeat already played cards.



Riflemen

Riflemen are the core of the platoon. These cards are the only ones in the game that can take control of objectives. As Riflemen are vital to claiming key locations, it is essential to keep these units alive!

THE PLATOON - CONTINUED



Scouts

Scouts perform reconnaissance for their platoon, investigating possible danger areas, seeking out the enemy, and preventing surprise hostile fire. They are highly versatile cards, allowing you to scout new tiles before moving your units, to re-establish communications (removing Fog of War cards from your deck), and to employ deception tactics to confuse the enemy.



Machine Gunners

Machine Gunners excel in attack and defence, with more firepower than Riflemen or Scouts and the ability to lay down suppressive fire to neutralise enemy units.



Snipers

Sniper are expert riflemen and effective infiltrators. This card has the highest attack and defence value in the game and is able to move through areas not yet scouted, making it an excellent unit for taking out important enemy targets.



Mortar

The 60mm mortar provided additional firepower for leading platoons. It is one of the most powerful cards in the game. It is slow to set up, requiring a separate action just to target a tile, but once ready it is hugely effective at taking out concentrated enemy forces and avoids any range penalties when firing.

Historical Note

Undaunted: Normandy is based heavily on the US Army rifle platoons of World War II and more specifically on the actions of the US 30th Infantry Division in Normandy from 10 June to 13 August 1944. This influence can be seen in the composition of your decks, the scenarios you will play, the illustrations used, and the mechanics of the game.

Note, however, that this is not a simulationist game. The core mechanic of deck-building is an obvious abstraction from the individual agency of the soldiers involved. The exact composition of the platoon in the game has been tweaked in favour of gameplay. The soldiers depicted might not look exactly as those of the 30th did. Throughout development, historical accuracy has been one value among several, and the core aim has always been to create a game that might emulate the *experience* of being in command of a platoon rather than its exact reality. Should you rush forward to grab hold of an objective or wait for supporting fire? Should your scouts focus on your own lines of communication, expand your effective range, or engage in deception tactics? Should you fall back in the face of overwhelming fire? These are the decisions forced upon you in *Undaunted: Normandy*.

Soldier Names

Names have been added to the cards in the game to add to the sense that you are in command of real soldiers and not pure abstractions. Some of the names in the US deck are based on those of the original playtesters of the game, but all other names have been generated from names that were common in the period and are not meant to refer to any person, living or dead.

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19 20 21 22 23 10 9 8 7 6 5 4 3 2 1

QUICK REFERENCE

Round Order

1. Draw four cards
2. Determine initiative

   Secretly choose a card. Highest initiative takes initiative marker.
3. Player turns

Starting with the player with initiative, play cards from your hand to:

take a card action

or

hunker down

ACTIONS

MOVEMENT

Move X: move unit up to X scouted tiles.
Guide X: move any unit up to X scouted tiles.
Scout X: move up to X tiles, scouting any spaces without control markers. Take a Fog of War for each newly scouted tile.
Stalk X: move up to X tiles (scouted or not).

SUPPORT

Bolster XA: take X cards from supply into discard pile (matching squad).
Command X: draw X cards.
Conceal: opponent must take a Fog of War if able.
Control: control current space (not allowed if occupied by enemy units).
Inspire XA: return X cards from play area to hand (matching squad).
Recon: remove a Fog of War in hand from game and draw a card.
Target: place/move target marker to a tile at least three away.

COMBAT

Attack X / Suppress X / Blast X

1. **Choose target**
   Choose an enemy unit (Blast targets all units on space with target marker).
2. **Determine total defence value**
   Base defence + tile cover bonus + number of tiles away (not for Blast).
3. **Roll attack dice**
   Roll X dice. If one or more dice equals or exceeds total defence value, attack succeeds (0 always succeeds).
4. **Determine casualties**
   Remove matching card from game, from first place found in order of: hand, then discard, then deck. If not found, remove combat counter from board. If Suppress, instead make target suppressed.