UNDAUNTED

NORTH AFRICA

A GAME BY DAVID THOMPSON & TREVOR BENJAMIN

ILLUSTRATED BY ROLAND MACDONALD

RULEBOOK



It's the summer of 1940 and the North African Campaign has begun. The Long Range Desert Group (LRDG), a reconnaissance and covert operations unit of the British Army, has just been formed, tasked with penetrating enemy lines to provide intel and stage raids. Lead these brave soldiers in a series of daring missions, or command the Royal Italian Army's formidable forces to stamp out these incursions once and for all. Take charge amidst the chaos of desert warfare, outmanoeuvre the opposition across open sands and rocky terrain, and remain undaunted.

In *Undaunted: North Africa* you are in command of either a group of desert warfare specialists or a unit of the conventional Italian army. Across a series of missions, you must strive to claim, hold, or destroy key objectives. Each scenario has a different landscape of tiles, which you will have to master in order to gain advantageous positions and achieve your objectives. You will be playing cards from your personal deck to control your men, but as injuries mount you will have to bolster your deck with new cards to reinvigorate your tiring soldiers.

IF YOU'VE PLAYED UNDAUNTED: NORMANDY

Undaunted: North Africa is the second game that uses the Undaunted system. If you've played *Undaunted: Normandy*, you'll be very familiar with the concepts in this game. However, it is different enough that you should read through these rules in full. Here's a summary of some of the key differences to look out for:

Scale: in *North Africa*, each combat counter represents a single soldier, rather than a unit of soldiers.

Casualties: in *North Africa*, if a combat counter is removed from the board, all the corresponding combat cards are removed from the game. Combat counters that leave the board cannot spawn again, as they could in *Normandy*.

Asymmetry: in most missions in *North Africa*, the objectives and unit composition of the LRDG and the Italian forces are far more asymmetrical than in *Normandy*.

Control: in *North Africa*, you can take control of a tile that an enemy combat counter is on if they don't already control it.

New content: *North Africa* introduces new actions, soldier types, vehicles, structures, and more!

COMPONENTS

This section is intended as reference.

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

A. 42 LRDG forces cards
B. 3 LRDG vehicle cards
C. 11 LRDG combat counters
D. 16 LRDG control markers



E. 40 Italian forces cards
F. 3 Italian vehicle cards
G. 10 Italian combat counters
H. 16 Italian control markers



I. 3 objective markers
J. 24 Damage markers
K. 4 escape markers
L. 22 board tiles
M. 6 structure markers
N. 1 initiative marker
O. 4 ten-sided dice



CARDS

Cards in your deck represent soldiers on the battlefield, a leader commanding them, other assets at your disposal, or the chaos and confusion of battle. 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 soldiers and vehicles across the board, destroy structures, take control of crucial objectives, and fire upon the enemy. Command cards, such as the Platoon Sergeant or Lieutenant, will let you bolster your forces by adding cards from your supply to your deck – but with every injury you take from enemy fire, you must permanently remove a card from your deck.



LRDG cards



Italian cards



Combat cards

Combat cards represent the soldiers in your platoon. Each is associated with a combat counter.

1. **Title:** the soldier's role in the unit.
2. **Initiative:** the value of the card when it is used to bid for initiative.
3. **Squad designation:** the squad of the soldier. Many combat cards do not 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. **Specialism:** skills the soldier possesses that enable him to operate certain vehicles. Only the Italian Tank Driver, Tank Crewman, and Tank Gunner have specialisms.

Command cards

Command cards represent commissioned officers and NCOs in your unit, or assets not represented on the board, such as the Italian Recon Aircraft. They are not associated with a combat counter.

1. **Title:** the rank of the officer or the type of asset.
2. **Initiative:** the value of the card when it is used to bid for initiative.
3. **Squad designation:** the squad of the soldier. Many command cards do not have a squad designation.
4. **Actions:** the possible effects from playing the card.
5. **Name:** the name of the soldier or asset, which has no gameplay effect.
6. **Command stars:** the indication that this is a command card.





Fog of War cards

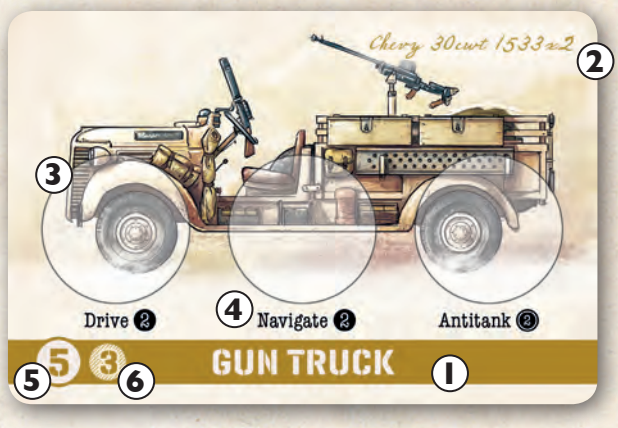
Fog of War cards represent breakdowns in communication that are caused by the chaos of battle, made worse by enemy deception tactics and by spreading the unit over a large area. Fog of War cards cannot be used for anything except to bid for initiative. To remove them from the deck, you need a Scout, Staff Sergeant, or Recon Aircraft.

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

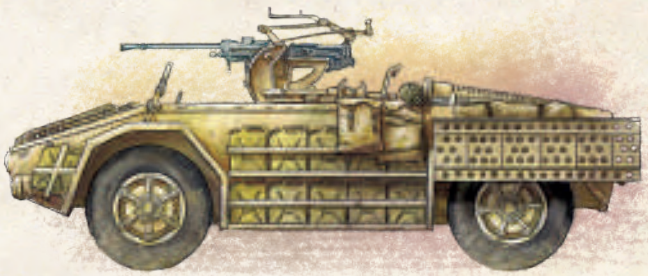
Vehicle cards

Vehicle cards are used to track the position of soldiers within vehicles, the additional actions available to those soldiers, and the damage vehicles have taken. Unlike other cards, Vehicle cards are never placed in your deck or supply. Instead, they are placed face up in front of players during setup.





1. **Title:** the type of vehicle.
2. **Vehicle make:** the make of the vehicle, which has no gameplay effect.
3. **Seats:** spaces that can be occupied by a soldier.
4. **Vehicle actions:** actions that a soldier in that seat can take instead of an action on the soldier's combat card. For example, a soldier in the middle seat of the Medium Tank can take the Antitank (3) action.
5. **Integrity:** the amount of damage required to destroy the vehicle.
6. **Critical threshold:** the amount of damage required to disable the vehicle.
7. **Seat requirements:** the vehicle seats in which only soldiers with a particular specialism can take vehicle actions. Only the Italian Medium Tank has seat requirements.



TOKENS



LRDG scouted



LRDG controlled



Italian scouted



Italian controlled

Control markers

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

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



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.



Escape markers

Escape markers indicate tiles from which you can escape the field of battle. The scenario will tell you which combat counters are allowed to escape from these tiles.



Initiative marker

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



Damage markers

Damage markers are used to track the damage dealt to vehicles.



Structure markers

Structure markers represent buildings, assets, and infrastructure of tactical significance. Each scenario will tell you which structure markers to use and which board tiles to place them on.

1. **Structure defence:** the value you must roll to destroy the structure with a Demolition action.
2. **Objective points:** the strategic value of the structure. The marker is worth this many points to the Italian player if they control the tile that the structure is on. The marker is worth this many points to the LRDG player if they blow up the structure.

Combat counters

Combat counters represent soldiers and vehicles on the board, which you will control using your combat cards.

1. **Title:** the soldier's role or the vehicle type.
2. **Squad designation:** the soldier's squad. Many combat counters do not have a squad designation.
3. **Regular defence:** the value your opponent must roll to successfully hit this counter with an Attack, Strafe, or Suppress action. The Medium Tank has no regular defence value, so it cannot be hit with regular attacks.
4. **Armoured defence:** the value your opponent must roll to successfully hit this counter with a Demolition or Antitank action. Soldiers have no armoured defence values, so they cannot be targeted by those attacks.
5. **Ready/suppressed:** the soldier's status. If the counter is face down, it is suppressed. The soldier cannot take other actions until the counter has been flipped to its ready side.
6. **Ready/disabled:** the vehicle's status. If the counter is face down, the vehicle is disabled. Soldiers in disabled vehicles cannot take vehicle actions until the vehicle has been repaired.







BOARD TILES

The board tiles represent the dunes, plains, and settlements across which your unit will be fighting. Each scenario tells you which tiles to place and where to place them.

1. **Tile designation:** the unique designation of the tile, which always has a number and a letter. Each tile has an A side and a B side, but the number is the same on both sides. The designation is only used during setup.
2. **Cover bonus:** the bonus that is added to a soldier's defence when he is attacked on this tile.
3. **Rough terrain:** vehicles cannot enter tiles that display this symbol.

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: Landing Ground 7, 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 side 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. Return all unused tiles to the box.

3. **Place objective markers:** Place the objective markers as indicated in the scenario book. Return all unused objective markers to the box.

4. **Place structure markers:** Place the structure markers as indicated in the scenario book. Return all unused structure markers to the box.

5. **Place escape markers:** Place the escape markers as indicated in the scenario book. Return all unused escape markers to the box.

6. **Choose a side:** Each player chooses a side and takes all the cards, combat counters, and control markers indicated in the scenario book for their chosen side.

7. **Place tokens:** Place all combat counters and control markers on the spaces indicated in the scenario book. Some combat counters may start on vehicle cards. Make sure that all tokens are the correct side up and in the correct seat. Place the damage markers in a shared supply within reach of both players.

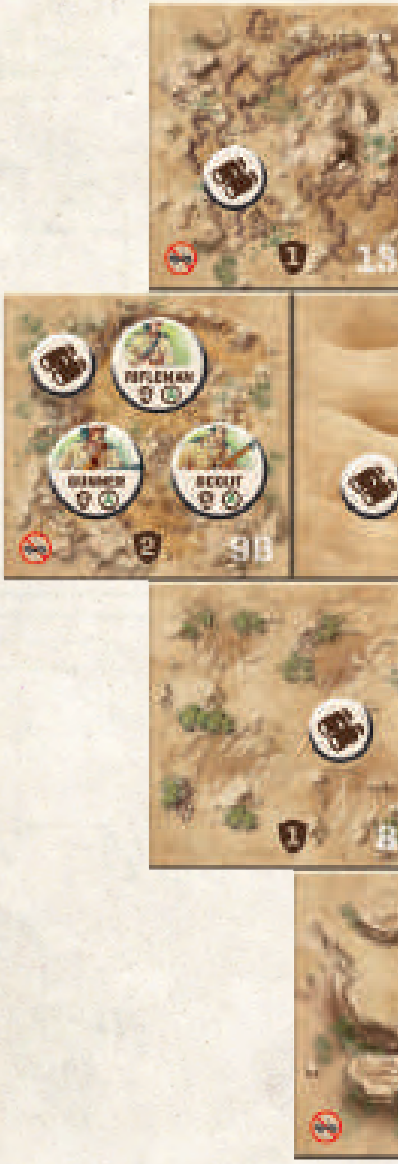
8. **Take initiative:** Give the initiative marker to the side indicated in the scenario book.

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

10. **Assemble supplies:** Find all the cards marked (S) 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.**

11. **Place vehicle cards:** Find all the cards marked **T** for your side and place them in front of you, face up.

12. **Return remaining cards:** Return all leftover cards for your side to the box.





Starting deck



Scenario 1: Landing Ground 7

with the LRDG 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 soldiers, 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 one 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, flipping it to the side that matches their faction. That player will take actions first during 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 in their 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.
When you play a card, you can use it to do **one** of the following:

- **Card action:** choose one of the listed actions and perform it in full.
- **Vehicle action:** if the soldier is in a vehicle seat, choose one of the vehicle actions linked to the seat and perform it in full. (You cannot perform vehicle actions in a vehicle that has been disabled.)
- **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.

Card actions in vehicles

When a soldier is in a vehicle, he can perform support and combat actions as normal. For those purposes, the soldier counts as being on the tile that the vehicle is on.

Entering and exiting vehicles

When you play a combat card, you may **either** enter or exit a vehicle **or** reposition your soldier in the vehicle. You can do this before **or** after resolving the card effect.
Enter: move the soldier from a tile to an unoccupied seat in a vehicle that is 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.
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 to take a 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 Soldiers

If a soldier's combat counter is face down – showing its suppressed side – that soldier is suppressed and cannot perform actions.
If you would have taken an action with a suppressed soldier, flip that counter face up to its ready side but don't take the action. Place the card in your play area as normal.
Suppressed soldiers can still hunker down, but doing so doesn't flip the counter to its ready side.

Disabled Vehicles

If a vehicle combat counter is face down – showing its disabled side – soldiers in that vehicle cannot perform vehicle actions. The only way to ready a disabled vehicle is to take the Repair action (see 'Support Actions').

Hunker down

When you hunker down, return that card to your supply. It is removed from your deck until you take a Bolster action to return it to the deck.
Be careful when hunkering down with a card that has the Bolster action, as you might not be able to add it to your deck later!
You cannot hunker down with Fog of War cards.

ACTIONS

MOVEMENT ACTIONS

Drive X

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

Move X

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

Scout X

Move the soldier's combat counter up to X tiles.
If any tile you move to or through does not have one of your control markers on it, place a control marker there on its scouted side. For each control marker you have 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 soldier's combat counter up to X tiles.
The tiles you move to or through do **not** need to be scouted or controlled by your side.

SUPPORT ACTIONS

Bolster XA

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. You can play those cards 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 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.

Inspire XA

Choose up to X cards from your play area and return them to your hand. You can play those cards as normal this turn.
If the card specifies a squad, you must take cards from that squad only.

Navigate X

Choose up to X tiles. Each tile must be adjacent to at least one other chosen tile, and at least one of them must be adjacent to the soldier who is taking the action.
If any of your chosen tiles 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 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.

Recon

Choose a Fog of War 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. 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.

Repair

Remove a damage marker from a vehicle that is on the same tile as the soldier who is 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 X

Choose up to X tiles. The tiles do not need to be adjacent.
If any of your chosen tiles 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 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.

COMBAT ACTIONS

Attack (X) / Strafe (X) / Demolition (X) / Antitank (X) / Suppress (X)

When you perform any of the combat actions listed above, take the following steps:

1. CHOOSE TARGET

Choose an enemy target for the attack:
For an **Attack**, a **Strafe**, or a **Suppress** action, choose any enemy combat counter on the board with a regular defence value. **The only combat counter without a regular defence value is the Medium Tank.**
For an **Antitank** action, choose any vehicle combat counter on the board.
For a **Demolition** action, choose a vehicle combat counter or a structure marker **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.

Attack (X) → (Y) Defence

Antitank Attack (X) → (Y) Armoured Defence

Demolitions (X)(X) → (Y) Structure Defence / (Y) Armoured Defence

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 target.
Most vehicles have both a regular and an armoured defence value. For an Attack, a Strafe, or a Suppress action, the base defence is the regular defence value. For an Antitank or a Demolition action, the base defence is the armoured defence value.
Cover bonus: the value printed on the tile that the combat counter is on.
No cover bonus is granted for a Demolition action.
Range bonus: the number of tiles from the defender to the attacking combat counter. Count the defender's tile, but don't count the attacker's tile.
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 other dice are successful does not matter.
A die showing '0' is always successful, no matter how high the total defence value.

4. DETERMINE RESULTS

The results of the attack depend on the type of target:

SOLDIER - If the attack is successful, you have inflicted an injury!

Your opponent must find a card that matches the attacked combat counter 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 for that soldier in their hand, they must remove it from their **discard pile**.
3. If they don't have a card for that soldier 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 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 a Suppress action, 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, you have inflicted damage!

First, choose one soldier in the vehicle to take an **injury**. Follow the steps under 'Soldier' above.
Next, place one 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 that the vehicle is on. Then remove the vehicle combat counter and card from the game.
If the attack was a Suppress action, no damage or injury is inflicted. Instead, choose one combat counter in the vehicle and flip it to its suppressed side. If it is already suppressed, the attack has no effect.

STRUCTURE - If the attack is successful, you have destroyed the structure!

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.

You only ever inflict one 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.



HILLS

Some tiles have '3/1' listed as their cover bonus. These are hill tiles, and they have a variable cover bonus.
The cover bonus is 1 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 the attack is a Strafe action. Otherwise, the cover bonus is 3.

EXAMPLE ROUND

It's the start of the first round of Scenario 6: Vulnerable Encampments, and both David and Trevor draw a hand of four cards from their decks. Both players choose one of their cards and reveal it simultaneously:

David 



Trevor

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









Trevor wants to advance his Medium Tank to tile 12A, which is closer to the objective on tile 6B. However, he can't drive his vehicles into spaces that don't contain his control markers. Instead, he

starts by playing the Scout card. Before doing anything else with the card, he **exits** his Scout from the vehicle, moving it from the Scout Car to tile 19A. Trevor can still take an action with the card, so he chooses to use the **Scout** action to move the Scout combat counter. He can move the soldier by as many as two tiles, but he decides to move it by only one space, to tile 12A. Because 12A has no Italian control markers, he places a marker there with its 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, Trevor plays his Tank Driver, using the **Drive** vehicle action indicated by the seat to move the Medium Tank into the now scouted 12A.

With his Machine Gunner, Trevor wants to make progress with advancing his Scout Car. He could **switch seats** with the Rifleman in the driver's seat, but then he wouldn't be able to do anything else with the card. Instead, he decides to **reposition** his Machine Gunner in the empty seat left by the Scout, and then use the **Navigate** vehicle action. Doing so lets him choose up to two tiles, as long as the first tile is adjacent to the vehicle and the second is adjacent to the first. Trevor chooses tiles 17A and 16B. Because he doesn't have a control marker on 16B, he places a marker there and takes his second Fog of War card for the turn.

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 Medium Tank before it can cause too much havoc. He cannot make a regular attack with his Saboteur, as the tank is too heavily defended to be vulnerable to small arms fire. He will need to use his Demolition action instead, but he cannot do so from the tile he is on. David decides to **Stalk**, moving his Saboteur to 12A.



Next, David uses his Warrant Officer to **Inspire** his Saboteur. This lets him return the card he has just played to his hand. Using the card he has just picked up, he uses the **Demolition** action against the Medium Tank!

Having chosen his target, he works out the Medium Tank's total defence value by adding its armoured defence of 5 to any cover or range bonuses. Because Demolition actions ignore cover bonuses and his Saboteur is on the same tile as the tank, neither bonus adds anything to the defence value of 5.

The Saboteur's Demolition action has a value of 2, so David rolls two dice. He scores a 5 and an 8 – it's a hit!



Trevor now needs to take damage on his Medium Tank. First, David chooses one soldier in the tank to take an injury. He chooses the Tank Driver. Trevor has no cards in his hand, so he checks his discard pile for a Tank Driver and removes it from the game. Then, he places one damage marker on the Medium Tank card – it can only take two more damage markers before it's disabled!

David's final card is a Fog of War card, which he can't do anything with. He ends his turn by moving the Fog of War card and the cards he has played into his discard pile. Now that both players have taken their turns, the next round begins.



GAME END

Each scenario in the scenario book specifies the victory condition that each side must reach. As soon as the condition is reached, the game ends immediately, without completing the round. The possible victory conditions are to claim objectives, to escape, or to neutralise enemies.

Claim objectives

The scenario will tell you how many objective points you need 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 total required.
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 will tell you which of your combat counters need to escape in order to win. You will need to escape with 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, find all their associated vehicle and combat cards. This includes any cards that are face up on the table, in your hand, deck, and discard pile, and in the supply. Remove all those cards from the game. Then place the combat counters in front of you to show that they have escaped.
If a combat counter is removed from the board because it has been injured or destroyed, it has not escaped.

Neutralise enemies

The scenario will tell you which enemy combat counters you need to neutralise in order to win. You will need to neutralise 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 neutralise a combat counter, 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, but rare, 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. In the case of a tie, the player with the initiative marker wins.

Historical Note

Undaunted: North Africa is based heavily on the Long Range Desert Group (LRDG) in World War II. 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 squads in the game has been tweaked in favour of gameplay. The soldiers depicted might not look exactly like the LRDG or Italian soldiers did. Throughout the development of the game, historical accuracy was one value among several, and the core aim was always to create a game that might emulate *the experience* of being in command of a military unit, rather than the exact reality. Should you rush forward to take out a vital objective, or is it better to suppress the defending forces first? Should your scouts focus on your lines of communication, expand your effective range, or engage in deception tactics? Should you engage your opponent's troops or try to avoid them entirely? These are the decisions forced upon you in *Undaunted: North Africa*.

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. The names of the Italian and LRDG soldiers 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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20 21 22 23 24 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

take a vehicle action

switch seats

or

hunker down.

Before or after each card:
enter, **exit**, or **reposition**.

ACTIONS

MOVEMENT

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

SUPPORT

Bolster (X)(A)**:** 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 soldiers and already controlled).
Inspire (X)(A)**:** return (X) cards from play area to hand (matching squad).
Navigate (X)**:** scout (X) spaces next to each other, starting with an adjacent tile. Take a Fog of War for each newly scouted tile.
Recon: remove a Fog of War in hand from the game and draw a card.
Repair: remove a damage marker from a vehicle in the current space. Ready the vehicle if damage is less than critical threshold.
Surveil (X)**:** Scout any (X) spaces. Take a Fog of War for each newly scouted tile.

COMBAT

Attack (X) / Strafe (X) / Demolition (X) / Antitank (X) / Suppress (X)

1. **Choose target**

   Choose enemy combat counter.

2. **Determine total defence value**

   Base defence (regular / armoured / structure)
   + tile cover bonus (not for Demolition)
   + number of tiles away (not for Strafe)

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 result:**

   Soldier (injured)

   Remove from game a matching card from first place found in order of: hand, discard, deck. If card is not found, remove combat counter from board and cards in supply from game. If Suppress, instead make target suppressed.

   Vehicle (damaged)

   One soldier in vehicle is injured (as above).
   Place damage marker on vehicle card. If damage equals or exceeds critical threshold, disable vehicle. If damage equals or exceeds integrity, destroy vehicle.
   If Suppress, instead make one soldier in vehicle suppressed.

   Structure (destroyed)

   Place structure in front of you (claiming any points shown).





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