
UNDAUNTED

NORMANDY

SCENARIO BOOK

SCENARIO 13: CASTLE ITTER

The last days of the war in Europe

Castle Itter – 5 May 1945

The Battle for Castle Itter was fought near the Austrian village of Itter on 5 May 1945, in the last days of the War in Europe. US soldiers joined forces with Wehrmacht infantrymen, an SS officer, an Austrian resistance fighter, and recently freed French prisoners of war to defend an Austrian castle against an attacking force from the 17th SS Panzergrenadier Division. It has been called the strangest battle of WW2 and is the only known instance of US and German forces fighting side-by-side.



COALITION OBJECTIVE

Pin German forces
(no German Rifleman A or B
on the board).



GERMAN OBJECTIVE

Control **3 objective points**.

STARTING INITIATIVE: COALITION

STARTING CARDS:

Deck: **D** Supply: **S**

COALITION SIDE	
US	
Platoon Sergeant	D
Squad Leader A	D
Rifleman A	D D S S S
Scout A	D S S
Machine Gunner A	D S S
Fog of War	D D S S S S S S S S
GERMAN	
Squad Leader C	D
Rifleman C	D D S S S
Scout C	D S S

GERMAN SIDE	
D	Platoon Sergeant
D	Squad Leader A
D	Squad Leader B
D D S S S	Rifleman A
D D S S S	Rifleman B
D S S	Scout A
D S S	Scout B
D S S	Machine Gunner A
D S S	Machine Gunner B
S S S	Mortar
S S S	Sniper
D D S S S S S S S S	Fog of War

SPECIAL RULES

Castle Itter: Tile 1B (Castle Itter) follows the same rules as a hill, with a variable cover bonus of 3/1.

Coalition: In this scenario, one player controls a coalition of German and US troops. All US cards, combat counters, and control markers, as well as all German squad C combat counters and cards, are controlled by the Coalition player. When the Coalition player shuffles their deck they should do so without looking at the card backs.

When you play a hand, discard,



1B

2A

3A

4A

5A

7A

8B

9A

10A

11B

12A

13A

14A

15A

16A

17B

18B

SCENARIO 14: NIGHT OWLS

Normandy

July 1944

Late in the evening a squad of US soldiers on a reconnaissance mission deep in the Normandy countryside are cornered by an enemy patrol and pinned down inside a small farmhouse. Under sustained fire, the unit has taken multiple casualties, including their squad leader. The remainder of the American platoon have been tasked with relieving the embattled squad and taking control of the nearby village.



US OBJECTIVE

Control **6 objective points**.



GERMAN OBJECTIVE

Control **6 objective points**.

STARTING INITIATIVE: US

STARTING CARDS:

US	
Platoon Sergeant	D
Platoon Guide	
Squad Leader A	
Squad Leader B	D
Squad Leader C	
Rifleman A	D D D
Rifleman B	D S S S S
Rifleman C	
Scout A	D
Scout B	D S S
Scout C	
Machine Gunner A	
Machine Gunner B	S S S
Machine Gunner C	
Mortar	D D
Sniper	S S S
Fog of War	D D D S S S S S S S

GERMANY	
D	Platoon Sergeant
	Platoon Guide
D	Squad Leader A
D	Squad Leader B
	Squad Leader C
D S S S S	Rifleman A
D S S S S	Rifleman B
	Rifleman C
D S S	Scout A
D S S	Scout B
	Scout C
S S S	Machine Gunner A
S S S	Machine Gunner B
	Machine Gunner C
	Mortar
	Sniper
D D S S S S S S S S	Fog of War

Deck: **D** Supply: **S** Return all Combat Cards not listed in the above tables to the box.

REMEMBER

The US Squad A has already lost multiple soldiers, including their Squad leader, and cannot be bolstered. This makes them particularly vulnerable to taking further casualties. Wiping Squad A off the board and taking the farmhouse (2B) is likely to be vital to German success in this scenario.

SETUP



TILES

1A	2B		4B	5B	6B	7B	8B	9A	10B	11B	12B	13B	14B	15B	16A		
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SCENARIO 15: ENTRAPMENT

The German counterattack is in full swing. In their bid to reclaim the gains made by the Americans under Operation Cobra, they lay siege to a vital intelligence post outside Mortain. With no reinforcements within range to support them, the besieged US forces need to repel the assault so that vital intelligence doesn't fall into German hands.

This is a fictional scenario, designed by Carlos, the winner of our scenario contest!



US OBJECTIVE

Pin the German forces (no German Riflemen on the board)



GERMAN OBJECTIVE

Control **6 objective points**.

STARTING INITIATIVE: GERMANY

STARTING CARDS:

Deck: **D** Supply: **S**

COALITION	
Platoon Sergeant	D
Platoon Guide	
Squad Leader A	D
Squad Leader B	S
Squad Leader C	S
Rifleman A	D D D S S
Rifleman B	D S S S S
Rifleman C	D S S S S
Scout A	D D S
Scout B	S S S
Scout C	
Machine Gunner A	D S S
Machine Gunner B	
Machine Gunner C	S S S
Mortar	
Sniper	S S S
Fog of War	D D D D S S S S S S

GERMANY	
D	Platoon Sergeant
D	Platoon Guide
D	Squad Leader A
D	Squad Leader B
D	Squad Leader C
D D S S S	Riflemen A
D D S S S	Riflemen B
S S S S S	Riflemen C
D S S	Scout A
D S S	Scout B
D S S	Scout C
S S S	Machine Gunner A
S S S	Machine Gunner B
D S S	Machine Gunner C
D S S	Mortar
	Sniper
D D S S S S S S S S	Fog of War

SETUP



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SCENARIO 16: THE BRIDGE AT LA FIÈRE

Merderet River

June 6, 1944.

Five hours before the D-Day landings began, a massive force of 6000 paratroopers jumped from 400 Skytrain troop carrier aircraft into an intended objective area of 10 square miles, either side of the Merderet River. Tasked with taking a Bridge that would prove critical for breaking out of the Normandy beachheads, the 1st Battalion of the 505th Parachute Regiment engaged German troops guarding the bridge under the cover of darkness. The resulting battle has been called “the bloodiest small unit action of World War II.”



US OBJECTIVE

Control 1 objective point.



GERMAN OBJECTIVE

Pin the US forces (no US Riflemen on the board).

STARTING INITIATIVE: US

STARTING CARDS:

US	
Platoon Sergeant	D
Platoon Guide	
Squad Leader A	D
Squad Leader B	D
Squad Leader C	
Rifleman A	D D S S S
Rifleman B	D D S S S
Rifleman C	
Scout A	D S S
Scout B	D S S
Scout C	
Machine Gunner A	D S S
Machine Gunner B	D S S
Machine Gunner C	
Mortar	
Sniper	
Fog of War	D D S S S S S S S S

GERMANY	
D	Platoon Sergeant
	Platoon Guide
D	Squad Leader A
D	Squad Leader B
	Squad Leader C
D S S S S	Rifleman A
D S S S S	Rifleman B
	Rifleman C
D S S	Scout A
D S S	Scout B
	Scout C
D S S	Machine Gunner A
D S S	Machine Gunner B
D D S	Machine Gunner C
	Mortar
	Sniper
D D S S S S S S S S	Fog of War

Deck: **D** Supply: **S** Return all Combat Cards not listed in the above tables to the box.

SPECIAL RULES

Paradrop: When the US player takes a card action with a combat card and the corresponding combat counter is not on the board, roll two 10-sided dice and sum the result. Place the combat counter on the matching board tile (if the result is 0, re-roll). Place a US scouted marker on the board tile, but do not add a Fog of War card to the US player's discard pile. Then perform the action with the combat card as normal. The US player does not use spawn markers in this scenario, but if a combat counter is removed from the board it can be replaced using this special rule. When placing tokens on tiles during step 6 of setup, **paradrop** US Riflemen A and B.

SETUP



TILES

2B	3B	4B	5A	6A	7A	8A	9A	10A	11A	12B	13A	14A	15A	16B	17B	18A	
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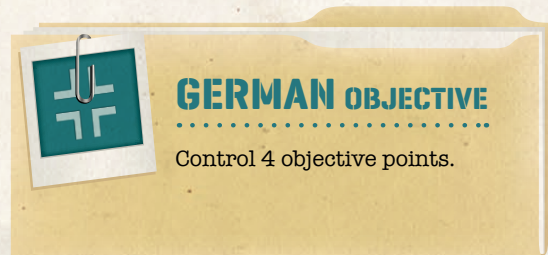
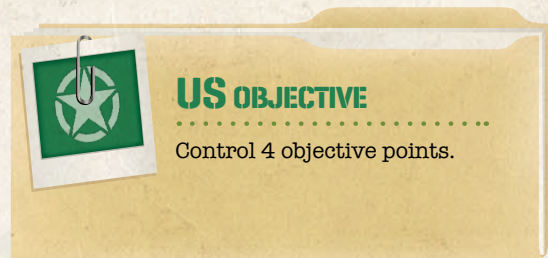
SCENARIO 17: BATTLE OF SAN PIETRO

Battle of San Pietro Infine

San Pietro - 15 December 1943

Between December 8th and 17th 1943, the small Italian village of San Pietro Infine became a focus for the Italian Campaign of World War II, with the Germans to the North and the Allied forces, joined by Italian soldiers, to the South. The heavily fortified German 'Winter Line' ran through the town and was a significant obstacle for the Allies, as it protected an important highway and blocked their advance on Rome.

The ten day engagement began with a direct attack led by the Fifth Army. After securing the peak of Mount Sambúcaro, an assault on Mount Lungo was planned for the 15th of December. After four successive Allied attacks and German counterattacks, the German soldiers were forced to retreat to more defensive positions to the North. At 12:30 on December 16th, for the first time during the war, Italian and US flags were waving on top of Mount Lungo.



If both sides are simultaneously pinned (no Riflemen on the board), the game ends.

The side with the most objective points wins.

STARTING INITIATIVE: ALLIES

STARTING CARDS:

Deck: **D** Supply: **S**

ALLIES	
Platoon Sergeant	D
Platoon Guide	S
Squad Leader A	D
Squad Leader B	D
Squad Leader C	D
Rifleman A	D S S S S
Rifleman B	D S S S S
Rifleman C	D S S S S
Scout A	D S S
Scout B	D S S
Scout C	D S S
Machine Gunner A	S S S
Machine Gunner B	S S S
Machine Gunner C	S S S
Mortar	S S S
Sniper	S S S
Fog of War	D D S S S S S S S S

GERMANY	
D	Platoon Sergeant
S	Platoon Guide
D	Squad Leader A
D	Squad Leader B
S	Squad Leader C
S S S S S	Riflemen A
S S S S S	Riflemen B
S S S S S	Riflemen C
S S S	Scout A
S S S	Scout B
S S S	Scout C
D D S	Machine Gunner A
D D S	Machine Gunner B
S S S	Machine Gunner C
S S S	Mortar
S S S	Sniper
D D S S S S S S S S	Fog of War

Return all Combat Cards not listed in the above tables to the box.

SPECIAL RULES

The US Squad C represents forces from the Italian 1st Motorized Group. Squad C can only be **Bolstered** by Squad Leader C (not the Platoon Sergeant or Platoon Guide). For all other purposes, treat Squad C as a normal US Squad.

SETUP



TILES

1B	2A	3B	4A	5A	6B	7B	8B	9A	10A	11B	12A	13B	14B	15B	16A	17B	18B
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