

A GAME BY DAVID THOMPSON & TREVOR BENJAMIN

SOLO MODE BY DÁVID TURCZI & DAVID DIGBY

ILLUSTRATED BY ROLAND MACDONALD

**RULEBOOK**

In North Africa, the Long Range Desert Group (LRDG) is a thorn in the side of the Royal Italian Army, disrupting vital lines of communication and striking at strategic targets across the desert. In Normandy, US forces are braced against a German counterattack, determined to maintain their foothold in the region. The fighting is intense and the outcome balances on a knife-edge. With everything at stake, you desperately need reinforcements!

*Undaunted: Reinforcements* is a modular expansion that introduces new rules, scenarios, and units. Unleash the might of German and American tanks and see how your bolstered squads fare against them in *Undaunted: Normandy*, or make use of mines, assault aircraft, and other new units as you attempt to outfox your opponent in *Undaunted: North Africa*. Whether you have one or both of *Normandy* and *North Africa*, you'll be able to play *Undaunted* in a new four-player mode, or test your mettle in a solo mode by Dávid Turczi.

*Undaunted: Reinforcements* introduces new actions, soldier types, and vehicles, four new scenarios playable by two or four players, and a comprehensive solo mode.

**Armour and Armament** (pg 4) provides the rules for vehicles and specialists in *Normandy*.

**Under Cover of Night** (pg 6) provides the rules for mines and new actions in *North Africa*.

**Friendly Fire** (pg 8) provides the rules for resolving casualties and injuries suffered during your turn in *Normandy* and *North Africa*.

**Joint Operations** (pg 8) provides the rules for playing *Normandy* or *North Africa* with four players in teams of two.

**Enemy Unknown** (pg 10) provides the rules for playing *Normandy* or *North Africa* solo.

# COMPONENTS

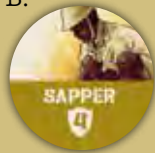


- A. 13 LRDG forces cards
- B. 3 LRDG combat counters

A.



B.



- C. 14 Italian forces cards
- D. 3 Italian combat counters

C.



D.



- E. 16 US forces cards
- F. 3 US vehicle combat counters
- G. 1 US spawn token

E.



F.



G.



- H. 16 German forces cards
- I. 3 German vehicle combat counters
- J. 1 German spawn token

H.



I.



J.



- K. 8 mine tokens
- L. 2 command tokens
- M. 4 objective markers
- N. 4 rough terrain tokens
- O. 150 solo cards

M.



K.



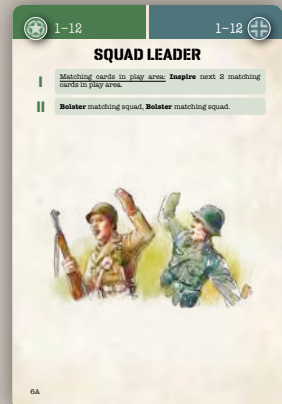
L.



N.



O.



# ARMOUR AND ARMAMENT


*Undaunted: Reinforcements* introduces vehicles, specialists, and new actions to *Undaunted: Normandy*, as well as four new scenarios.

## NEW UNITS


### Vehicles

For those familiar with vehicles in *Undaunted: North Africa*, it is important to note that vehicles in *Undaunted: Normandy* work differently. This is due to the different scale of *Normandy*.

Vehicles in *Undaunted: Normandy* work as normal units, with the following exceptions.

Vehicles do not have a regular defence value and **cannot be targeted by normal attacks**. Instead, vehicles have an armoured defence  value and can only be targeted by Antitank attacks. See *New Combat Actions* on the opposite page for more about the Antitank combat action.

Vehicles cannot be suppressed.

Vehicles cannot enter tiles that contain a  token.

### Specialists

*Undaunted: Reinforcements* introduces two types of specialists: US Grenadiers and German Submachine Gunners. If both players agree, specialists can be added to any scenario in *Undaunted: Normandy* and any of the *Normandy* scenarios from *Undaunted: Reinforcements*.



Specialists cannot be used in solo mode for scenarios from *Undaunted: Normandy*, but they can be used in solo mode for the *Normandy* scenarios in *Undaunted: Reinforcements*.

To use specialists: after completing setup, each player replaces two of the Rifleman cards from each unit in their supply with the two specialists of the same squad and faction. **Specialists are never placed in your starting deck.**

When you bolster a Rifleman unit, you may add specialists, standard Riflemen, or a combination of the two, depending on what is available in the supply.

Each specialist has a unique combat action that is not available to a standard Rifleman. The Riflemen unit can perform this unique action only when a specialist card is played.


When a Rifleman unit suffers a casualty, follow the normal process for determining casualties. If both a specialist and a standard Rifleman are found in the same area (play area, hand, deck, or discard), the player taking the casualty chooses which card is removed from the game.

## NEW SUPPORT ACTIONS

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### Advance

Choose any number of friendly combat counters on a single tile belonging to the specified squad. Move all the chosen counters onto an adjacent tile occupied by at least one friendly combat counter.



Vehicles cannot enter tiles that contain show the  symbol token.

You cannot move a suppressed combat counter.






## NEW COMBAT ACTIONS

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### Antitank

Antitank  works exactly as Attack , except that it can only target target a unit with an armoured defence value. A combat counter's total defence value for an Antitank action is the sum of the armoured defence, the tile's cover bonus, and the range bonus.

### Attack

Attack   works exactly as Attack , except that it must target a unit up to  tiles away. If  is 0, this action can only target a unit on the same tile.

### Grenade

Choose a tile up to  tiles away from the unit taking the action. All enemy units on the tile with a regular defence value are targeted. Perform a separate Attack  for each unit targeted.

## CHANGES TO SUPPORT ACTIONS

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### Control

Take control of the tile that the unit'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 unit there, you cannot take control of the tile.**

This means you **may** take control of a tile where your opponent has a unit, but **only** if they do not already control the tile.

This replaces the rules for the Control action as written in the *Undaunted: Normandy* rulebook and applies to all scenarios in *Undaunted: Normandy* and *Undaunted: Reinforcements*, whether you are playing with one, two, or four players.

# UNDER COVER OF NIGHT

*Undaunted: Reinforcements* introduces mines, new unit types, and new actions to *Undaunted: North Africa*, as well as four new scenarios.

## MINES

Mines are used in scenarios 201–204. Each scenario specifies which faction controls the mines in that scenario. **The controlling faction will never trigger or take damage from mines.**

Mines are not placed on tiles. Instead they are placed between two tiles, so that the token overlaps both tiles.

Mines have an anti-personnel side and an anti-armour side.



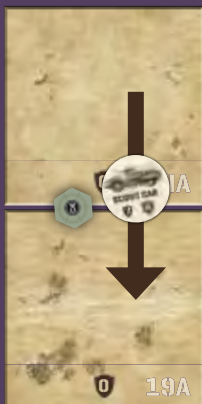
If a mine is on its anti-personnel side, it is triggered when an enemy unit with a regular defence value moves from one of the tiles the mine is overlapping to the other tile the mine is overlapping. When an anti-personnel mine is triggered, immediately resolve an Attack ③ against the unit that triggered it. The target receives no range or cover bonus to their total defence. If a unit takes a casualty because of a mine, its movement ends after passing over the mine, even if it would normally have been able to move further.

If a mine is on its anti-armour side, it is triggered when an enemy unit with an armoured defence value moves from one of the tiles the mine is overlapping to the other tile the mine is overlapping. When an anti-armour mine is triggered, immediately resolve an Antitank ③ action against the unit that triggered it. The target receives no range or cover bonus to their total defence. If a vehicle is damaged because of a mine, the owner of the mine chooses which soldier in the unit suffers the injury, and the vehicle's movement ends after passing over the mine, even if it would normally have been able to move further.

As per 'Friendly Fire' on page 8, if a soldier takes an injury, you should remove the card from your play area if possible.

If multiple mines are triggered at the same time, resolve the attacks one after the other.

After a mine has been triggered and the attack has been resolved, remove the mine token.



The Italian Scout Car moves across a tile boundary with a mine overlapping it, which triggers the mine. The LRDG player makes an Antitank ③ attack against the tank's armoured defence of 4 (as it gets no cover or range bonus).

The Scout Car is hit, so it takes damage, and then the LRDG player chooses which occupant of the Scout Car takes an injury. They choose the Italian Rifleman, so the Italian player first checks their play area before their hand, discard pile, and deck, and removes the first Italian Rifleman card they find from the game.



As the vehicle was damaged, the Scout Car ends its movement on tile 19A, even though it could normally have moved further with its Drive ② action.

Finally, the mine token is removed.

## NEW SUPPORT ACTIONS

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### Mine

**Choose one:** place up to  mines, or remove up to  mines. You cannot place and remove mines with the same action.


#### Placing a Mine

Take one mine token from your supply and place it on any of the edges of the tile that the unit is on, so that it overlaps that tile and one other tile. You may place the mine on its anti-personnel side or its anti-armour side. **Only** the mine-controlling faction can place mines.

#### Removing a Mine

Remove one mine token that overlaps the tile the soldier is on, and return it to the box. **Either** faction can remove mines.

### Air Support




Take  cards from your supply and place them into your hand. You may play these cards as normal on this turn.

**The only cards you may take with this action are Recon Aircraft and Assault Aircraft.**


## NEW COMBAT ACTIONS

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### Attack

This works exactly as Attack , except that it must target a unit up to  tiles away. If  is 0, this action can only target a unit on the same tile.

### Bomb

Choose any tile. All combat counters with a regular defence value are targeted, including your own counters. Perform a separate Attack  against each combat counter targeted. The targets receive no range bonus to defence. As per 'Friendly Fire' on the next page, when you inflict injuries on your own soldiers, you must first remove cards from your play area if able.

### Grenade

Choose a tile up to  spaces away from the unit taking the action. All enemy units on the tile with a regular defence value are targeted. Perform a separate Attack  against each unit targeted.

## FRIENDLY FIRE

The rules in this section apply to *Undaunted: Normandy* and *Undaunted: North Africa*.

When you take a casualty or an injury on your turn, you must find a card from the attacked combat counter's unit and remove it from the game. This is only possible through a Bomb or Mortar action, or by triggering a mine.

1. If possible, you must remove the card from your play area.
2. If you don't have a card of that unit in your play area, you must remove it from your hand.
3. If you don't have a card of that unit in your hand, you must remove it from your discard pile.
4. If you don't have a card of that unit in your discard pile, you must remove it from your deck. You must then shuffle your deck.
5. If you don't have a card of that unit in your deck, you must instead remove the combat counter from the board.

## JOINT OPERATIONS

This section explains how to play *Undaunted: Normandy* and *Undaunted: North Africa* with four players, in teams of two, using the eight scenarios provided in this box. The game is played exactly as the two-player game, with the following exceptions:

### SETUP

Each player has their own starting deck and supply, as outlined in each scenario diagram. However, they share a supply of Fog of War cards with their teammate.

One player on each team is designated as the **commander** and is given the command token. On each team, the commander will always be the player with the Lieutenant (LRDG) or Platoon Sergeant (US, Germany, or Italy) in their starting deck.

The role of commander will alternate between the players throughout the course of the game, as explained opposite.

**command token**





# HOW TO PLAY

As in the two-player game, play takes the form of a series of rounds. Each round consists of the three phases:

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

## DRAW CARDS

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The two commanders draw **four cards** from their deck to form a hand.

The two non-commanders instead draw **three cards**.

## DETERMINE INITIATIVE

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Only the commanders bid for initiative. They do so exactly as in the two-player game.

The team whose commander wins the initiative will take actions first during this round.

## PLAYER TURNS

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Players take turns as they would in a two-player game, in the following order:

1. The commander of the team with the initiative
2. The opposing commander
3. The remaining player on the team with the initiative
4. The remaining player on the opposing team.

### Transferring Command

When you would move your Lieutenant (LRDG) or Platoon Sergeant (US, Germany, or Italy) into your discard pile for any reason, instead place it in your teammate's discard pile. Then give them the commander token. From the next round, they will be the commander.

Remember that the commander draws more cards, bids for initiative, and always takes their turn before their teammate.

### Changes to Actions

- **Bolster**, **Command**, and **Inspire** *cannot* target your teammate's supply, deck, or play area.
- **Guide** *can* target your teammate's combat counters.
- Your teammate's combat counters are considered to be friendly for the purposes of **mines**, the **Grenade** action, and **entering vehicles**.

### Communication

Any communication with your teammate must be open, so that your opponents can hear. You may not communicate secretly, which includes passing notes and showing each other your cards.

# ENEMY UNKNOWN

This section explains how to play *Undaunted: Normandy* and *Undaunted: North Africa* solo, using any scenario from *Normandy*, *North Africa*, or *Reinforcements*. The game is played exactly as the two-player game, with the following exceptions:

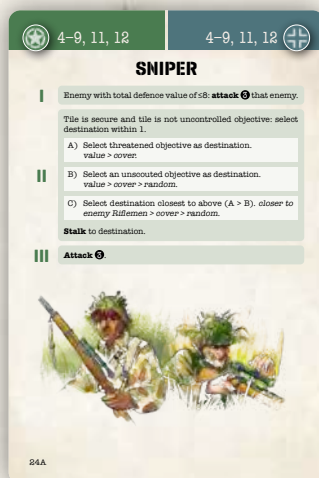
Because *Enemy Unknown* tries to simulate the experience of playing against a human opponent, it is substantially more complicated than the multiplayer game. If possible, we recommend that you familiarise yourself with the multiplayer game before playing the solo game.

## SETUP

Choose a scenario from *Normandy*, *North Africa*, or *Reinforcements*, and set it up as normal. If you choose a *Reinforcements* scenario, use the two-player setup rules. If playing a scenario from *Normandy* or *North Africa*, find its entry in the solo book included in this box. If playing a scenario for *Reinforcements*, the solo rules are included in the scenario book.

Choose the faction you wish to play as.

For each type of card in your opponent's starting deck and supply, find the matching solo card for the appropriate scenario and place the solo cards next to the play area. Your opponent will be played by a **bot**.



Each solo card lists which scenarios and factions it is used for.

Next, make any changes listed in the 'Changes to Setup' section.

Construct the bot's starting deck exactly as you would for a player, unless instructed otherwise.

Finally, shuffle all the cards in the bot supply into face-down **bolster decks** as described in the scenario's solo rules 'Setup' section.

# HOW TO PLAY

As in the two-player game, play takes the form of a series of rounds. Each round consists of the three phases:

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

## DRAW CARDS

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Draw four cards from your deck to form a hand, as normal.

## DETERMINE INITIATIVE

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Select a card from your hand, as normal. Then, draw the top card of the bot deck as its initiative bid.

Resolve the initiative bid as normal. If you win the bid, you will take your turn first. If the bot wins the bid, it will take its turn first. In addition, if the bot wins the bid, place the drawn card in its play area instead of in its discard pile.

## PLAYER TURN

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Take your turn as normal, with the following change:

### **Successfully Attacking a Bot Unit or Soldier**

If you successfully attack a bot unit, search the bot discard for a card that matches the attacked unit and remove the card from the game. If there are no matching cards in the bot discard, search the bot deck. If there are no matching cards in the bot deck, search the bot's appropriate bolster deck. If there are no matching cards in the bolster decks, remove the combat counter from the board. Then, if you have the initiative marker and you did not remove the combat counter from the board, also place a control marker on the attacked unit. A combat counter can have multiple control markers on it.

## BOT TURN

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Draw 3 cards and add them to the bot play area. Then arrange all the cards in the bot play area in initiative order, with the highest initiative card furthest to the left. Arrange cards of the same initiative value in the order they were drawn.

**If the bot won the initiative bid**, there will be four cards in total in its play area, including the card used for the initiative bid.

**If the bot did not win the initiative bid**, check if any of the bot combat counters have control markers on them. For each control marker, check if there is a card matching the unit in the bot play area. If there is, place that card in the discard pile. If there are multiple copies of the same card, only discard one per control counter. Whether or not there is a matching card, return the control marker to the supply.

Then, resolve each card from left to right, one at a time – that is, from the highest to the lowest initiative value. For each card, find **the first** line that applies on the matching solo card and resolve it. In the rare case that no line applies, the bot takes no action.

Whenever you resolve a card, place it in the bot discard pile. Repeat this process until there are no face-up cards in the bot play area.

## BOT ACTIONS

**2** 4-9, 11, 12

**1** **SNIPER**

**4** I Enemy with total defence value of  $\leq 8$ : **attack** that enemy.

Tile is secure and tile is not uncontrolled objective: select destination within 1.

A) Select threatened objective as destination. value > cover.

**4** II B) Select an unscouted objective as destination. value > cover > random.

C) Select destination closest to above (A > B). *closer to enemy Riflemen > cover > random.*

**4** III **Attack**

24A

**2** 4-9, 11, 12

**1** **SCOUT**

**3** When Scout moves onto an unscouted tile: **scout** it.

I Fog of War in bot play area: **recon**.

Tile is secure: select destination within 2.

A) Select threatened objective as destination. value > cover.

B) Select an unscouted and **5** controlled objective as destination. value > cover.

II C) GA is unscouted: select destination closer to GA. value > cover.

**Move to destination.**  
*Destination is 2 tiles away: select tile to move through. scouted > enemy occupied > enemy scouted > closer to enemy Riflemen > cover > random.*

**7**

III Enemy on same tile: **attack**

IV Roll. 1-6: conceal. 7-10: **attack**

**6**

14B

## Solo cards

1. **Title:** the soldier's unit type.
2. **Scenario designation:** the scenarios that the solo card is used for, depending on the faction of the bot.
3. **Special rules:** the rules that apply to this unit in this scenario.
4. **Lines:** the different effects a card might have when it is resolved.
5. **Sub-lines:** used to separate the different effects a line might have depending on what is happening in the game.
6. **Keywords:** bolded words that describe an action taken.
7. **Tiebreakers:** determine how to resolve a line or sub-line effect that could be resolved in multiple ways. Tiebreakers are always listed in italics, in the order they should be applied.

## Resolving Solo Cards

Most lines begin by stating a condition, which is underlined and followed by a colon. If this condition is false, the line does not apply and you do not resolve it.

If the condition is true, or could be true, read through the rest of the line and resolve the relevant action. If the action cannot be resolved, treat the line as if the condition were false and instead continue to the next line. This might be because performing the action would break the rules (such as driving onto tiles with rough terrain), because it wouldn't achieve the aim of the line (such as a unit not getting any closer to its intended target) or because it would have no effect (such as navigating through already scouted tiles). **The bot will only take a control action if it would result in the bot claiming objective points.**

If a condition refers to a specific target (such as an enemy on the same tile), the line's action should be directed at that target unless otherwise specified.

If a line is more complex, it may be broken down into sub-lines, each with its own condition and effect. If there are sub-lines, find the first sub-line that applies and resolve it. If none of the sub-lines apply then the line itself does not apply either, even if its condition is true.

If an effect can be resolved in multiple ways, consult the tiebreakers listed at the end of the relevant line or sub-line. These are listed inside square brackets and in italics.

If an effect specifies that a unit should move closer to an X, and multiple tiles meet this criterion, choose the one that is closest to X. If multiple tiles are closest, consult the tiebreakers as normal.

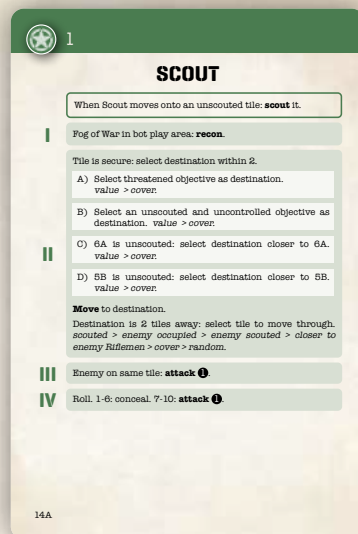
If you resolve a **then** **X** action, resolve line **X** on that card if it applies. If not, resolve the next line that applies.

Keywords are shown in bold and describe the action being taken. See the 'Changes to Bot Actions' section on page 16 for details on how to resolve each type of action.

Some solo cards have boxed text at the top. These rules always apply when the solo card is resolved.

Solo cards use a standardised set of terms to describe the game state and the actions you take. You can find a list of these words and their definitions in the 'Terminology' section on page 14.

When a keyword is used, **all the restrictions that apply to that action in the normal game also apply to the bot.** For example, if a solo card instructs you to move a unit, the bot may not move onto tiles that have not been scouted, even if this is not stated on the solo card. Similarly, if the bot scouts a tile, they must add a Fog of War card to their discard pile. In particular, note the change to the Control action listed on page 5 of this rulebook.



If a unit has access to a better version of the same action because of the vehicle seat it is in, it will use it instead. For example, if a Tank Crewman in a non-disabled Medium Tank is instructed to attack, it will always choose the Attack **2** vehicle action rather than its own Attack **1** action.

# TERMINOLOGY

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Unless a card says otherwise, bot actions always refer to the bot's own side. For example, 'scouted' refers to a tile scouted by the bot. Conversely, 'enemy scouted' refers to a tile scouted by you.

When resolving tiebreakers, 'value' refers to the tile that is worth the most objective points, and 'cover' refers to the tile with the highest cover bonus, unless a card says otherwise.

## Randomly

When instructed to resolve a decision randomly, assign numbers on the die to each possible course of action, so that each course of action has an equal probability of occurring. Then roll the die and resolve accordingly.

## Enemy

A combat counter belonging to you, the player.

### NORTH AFRICA ONLY

An unoccupied vehicle is not considered to be an enemy.

## Matching

A unit or card with the same squad as another card, unit, or spawn marker.

*A unit or card can be described as matching a card, unit, or spawn marker from another faction if both have the same squad.*

## Objective

A tile with an objective marker on it is considered to be an objective.

### **CONTROLLED OBJECTIVE**

An objective controlled by the bot.

### **ENEMY CONTROLLED OBJECTIVE**

An objective controlled by you.

### **OCCUPIED OBJECTIVE**

An objective that is not controlled and that has one or more combat counters on it.

### **THREATENED OBJECTIVE**

An objective where **all** of the following are true:

- The bot controls the tile
- The bot has no combat counters on the tile
- You have a unit with the Control action on the tile

## NORTH AFRICA ONLY

In scenarios where you are playing as the LRDG and your objective is to claim objective points by destroying structures, any structure on a tile that is controlled by the bot and has a demolition unit present is considered to be a threatened objective and is not considered to be secure, even if other bot units are on the tile.

## Population

The population of a tile is the number of enemy units on it minus the number of friendly units on it.

## Roll

Roll a die and resolve the action that matches the die result. If only one of the actions that match a die result could be resolved, resolve that action instead of rolling.

## Secure

A tile is secure as long as **at least one** of the following is true:

- The bot does not control the tile
- The bot has other combat counters on the tile
- You have no units with the Control action on the tile

## NORTH AFRICA ONLY

### Demolition Unit

A unit with a Demolition  action.

### Path to Victory

Some solo cards will refer to a path to victory. These paths are specific to each scenario and can be found in the relevant section of the scenario book.

## Select a Target

When instructed to select a target, choose a tile within the specified range. If no range is specified, use the unit's full movement range. If multiple tiles match the criteria, decide based on listed tiebreakers.

## CHANGES TO BOT ACTIONS

**Attack** ⓧ / **Antitank** ⓧ / **Grenade** ⓧ / **Suppress** ⓧ

**Strafe** ⓧ / **Demolition** ⓧ / **Bomb** ⓧ

**NORTH AFRICA ONLY**

When the bot takes a combat action, it targets the eligible unit with the lowest total defence value.

For an Attack, Bomb, Grenade, Strafe, or Suppress action, only units with a regular defence value can be targeted.

For an Antitank attack, only units with armoured defence value can be targeted.

For a Demolition attack, only units on the same tile as the attacker with an armoured defence value or a structure defence value can be targeted.

If multiple eligible units are tied for having the lowest total defence value, target the more **dangerous** unit. The units that are more dangerous are listed in the solo section for each scenario in the solo book or the scenario book included in this box.

### NORTH AFRICA ONLY

Vehicles are considered to be as dangerous as the most dangerous unit inside them.

If the bot successfully attacks a vehicle then it inflicts an injury on the most dangerous soldier in that vehicle, unless otherwise specified.

If there is still a tie, determine randomly which tied unit is targeted.

## Bolster

When bolstering from a specific deck, place the top card from the indicated bolster deck into the bot discard pile. If there are no cards in that bolster deck, bolster from another random bolster deck.

## Command

 ⓧ

Draw a card from the bot deck and add it to the bot play area. Place it to the left of all the cards with a lower initiative value, and to the right of all the cards with an equal or higher initiative value. If you would place it to the left of the card currently being resolved, instead place it immediately to the right of it.

Repeat this process until you have drawn ⓧ cards.



## Inspire

Turn the indicated cards in the bot play area sideways. After resolving a card that is turned sideways, turn it upright and resolve it for a second time. Then discard it as normal.

## Recon

Find a Fog of War in the bot play area and remove it from the game.

Then draw a card from the bot deck and add it to the bot play area, face down. It will not be resolved this turn. At the start of the bot's next turn, after drawing the three cards, flip all face-down cards face up. Then arrange them in initiative order as normal.

## Difficulty Setting

If you are finding this game mode overly challenging or too easy, you can change the difficulty setting using the below rules:

### Easy

The bot always discards the card it used for its initiative bid, even if it wins the bid.

### Hard

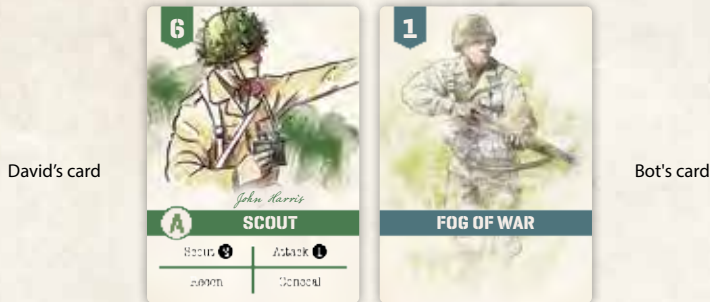
At the start of the bot turn, draw four cards and add them to the bot play area. If it wins the initiative bid, there will be five cards in total in the play area.



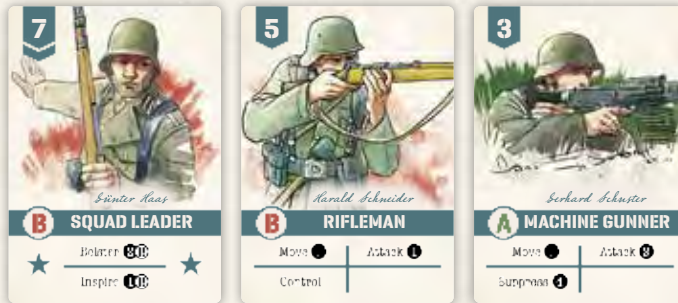
# SOLO PLAY EXAMPLE

David is playing *Undaunted: Normandy* Scenario 1: La Raye against the bot.

He draws a hand of four cards and selects his Scout to bid for initiative. He then reveals the top card of the bot deck, which is a Fog of War. Both cards are discarded and David takes his turn first.

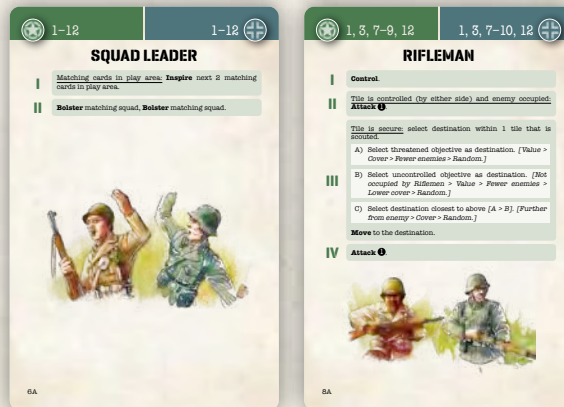


After David has completed his turn, he draws three cards for the bot, arranging them from left to right in initiative order in the bots play area.



David then checks to board to see if any of the bot's combat counters have control markers on them. There are a marker on both the Machine Gunner A token and on the Rifleman A token. As there is a Machine Gunner A card in the bot's play area, it is discarded. Then, he returns both control markers to the supply.

He then resolves the two remaining cards in the bot play area, from left to right.



First, he checks the first line of the Squad Leader solo card, which has the following condition: matching card in play area. As there is a matching card – that is, a card of the same squad – in the play area, that line will be resolved. There aren't two matching cards in the play area, so it only inspires one matching card – the Rifleman – which is turned sideways. The Squad Leader card is then discarded.

Then he checks the top line of the Rifleman card, which has no condition, only an action: Control. However, the Rifleman A counter is not on a tile worth any objective points, so it does not resolve that line (as it would have no effect).

The second line's condition reads: tile is controlled (by either side) and enemy occupied. The tile isn't controlled, so the condition isn't met, and this line is not resolved.



The third line's condition reads: tile is secure. As the bot doesn't control the tile, it is considered secure, and the line is resolved. The bot now selects a scouted destination within 1 tile, using the sub-lines to decide which tile to choose.

As the bot controls none of the adjacent tiles, they cannot be threatened, so sub-line A is skipped.

Next, three of the adjacent tiles have uncontrolled objectives (6A, 13B, and 16B), so sub-line B is used. To decide between them, David checks the tiebreakers, in order. 'Not occupied by enemy Riflemen' rules out 13B. 'Value' means that the bot chooses the tile with the highest objective point value, so it chooses 6A as its destination. The Riflemen Move to that tile.

Normally, the Rifleman B card would be discarded, but as it was inspired, it's instead turned upright and resolved again. This time, it can resolve its first line, so it Controls 6A, claiming 2 points for the bot. Then the card is discarded.

With no more cards in the bot play area, the bot turn ends and a new round starts.

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