
UNDAUNTED

NORMANDY

**SCENARIO DESIGNED BY
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SCENARIO BOOK

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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