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# UNDAUNTED

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NORTH AFRICA

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ILLUSTRATED BY ROLAND MACDONALD

**SCENARIO BOOK**

# SCENARIO 12: THE PRIZE

## Benghazi-Barce-Marawah Road

North-eastern Libya – November 1941

While supporting Operation Crusader, the LRDG were tasked with offensive operations along the coastal road, the enemy's main resupply route. The relief of a besieged Tobruk was at stake, and the British were throwing everything they had at a much needed victory. Numerous attacks took place over several weeks. The LRDG frequently attacked motor pools, where they were able to destroy precious supplies and valuable equipment.



### LRDG OBJECTIVE

Neutralize the Italian Tank.



### ITALIAN OBJECTIVE

Neutralize the LRDG Pilot Truck or Patrol Truck.

The Medium Tank starts with 2 damage markers on it.

## STARTING INITIATIVE: LRDG

### STARTING CARDS:

Table: **T** Deck: **D** Supply: **S**

| LRDG              |                        |
|-------------------|------------------------|
| Lieutenant        | <b>D</b>               |
| Warrant Officer   | <b>D</b>               |
| Staff Sergeant    | <b>D S S S</b>         |
| Sergeant          | <b>D S S S</b>         |
| Antitank Rifleman |                        |
| Engineer          | <b>D S S S</b>         |
| Machine Gunner    | <b>D S S S</b>         |
| Saboteur          | <b>D S S S</b>         |
| Scout             | <b>D S S S</b>         |
| Sniper            |                        |
| Fog of War        | <b>D D S S S S S S</b> |

| ITALY                  |                   |
|------------------------|-------------------|
| <b>D</b>               | Platoon Sergeant  |
|                        | Recon Aircraft    |
| <b>D</b>               | Squad Leader      |
| <b>D S S S</b>         | Rifleman          |
| <b>D S S S</b>         | Scout             |
| <b>D S S S</b>         | Machine Gunner    |
| <b>D S S S</b>         | Antitank Rifleman |
| <b>D</b>               | Tank Commander    |
| <b>D S S S</b>         | Tank Crewman      |
|                        | Tank Driver       |
| <b>D S S S</b>         | Tank Gunner       |
| <b>D D S S S S S S</b> | Fog of War        |

|              |          |
|--------------|----------|
| Pilot Truck  | <b>T</b> |
| Patrol Truck | <b>T</b> |
| Gun Truck    |          |

|          |             |
|----------|-------------|
| <b>T</b> | Medium Tank |
| <b>T</b> | Scout Car   |
|          | Light Truck |

## SPECIAL RULES

**Roadblocks:** You can move onto the tile with roadblocks (19A), but you cannot move LRDG vehicles away from those tiles unless you destroy the roadblock (with a Demolition action).

# SETUP



## TILES

1B | 2B | 3B | 4B | 5B | 6B | 7A | 8A | 9A | 11A | 12A | 13B | 14B | 15B | 16A | 17B | 18A | 19A | 20B | 21A | 22B

