

# LIBERATION

*In the weeks following D-Day, the Allies continued to advance slowly from their ever-expanding beachhead, the only exception being the village of St.-Lô. Here the 29th Division has been bogged down for over a month, suffering more casualties outside St.-Lô than on Omaha beach. On July 17th, General Gerhardt, under great pressure from General Bradley, launches his final assault against the town, which is heavily defended by German Fallschirmjäger units.*

## OBJECTIVE:

The Americans immediately win if they control 5 buildings at the end of any game round. Otherwise, the player with the most VPs wins. If the Americans have not achieved their victory condition by the end of game round 8, players earn VPs as follows:

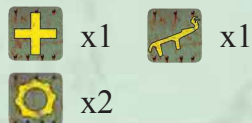
- Each nation earns 1 VP for each building it controls.
- The nation controlling the bridge earns 1 VP.

• If you occupy one of the hexes in a multi-hex building, you gain control of the building if there are no enemy squads in any of the adjoining building hexes. If squads from both nations are present in different hexes of the building, neither nation controls the building.

## AMERICAN SETUP

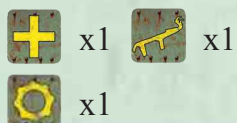
### DIVISION 1

- 8 Squad Bases
  - 25 Regular Infantry
  - 4 Elite Infantry
  - 1 Officer
  - 1 Machine Gun Crew
- 1 M3A1 Half-Track



### DIVISION 2

- 6 Squad Bases
  - 12 Regular Infantry
  - 4 Elite Infantry
  - 2 Officers
  - 1 Machine Gun Crew
  - 2 Mortar Crews
- 2 M3A1 Half-Tracks



- Starting Strategy Cards: 3

#### Strategy Decks

- Supply I
- Artillery I

#### Operations Cards

- Merciless Assault
- Lay Smoke

#### Deployment Zone

Any hex with a green border.

## GERMAN SETUP

### DIVISION 1

- 5 Squad Bases
  - 15 Regular Infantry
  - 2 Elite Infantry
  - 1 Officer
  - 1 Machine Gun Crew



### DIVISION 2

- 5 Squad Bases
  - 8 Regular Infantry
  - 6 Elite Infantry
  - 2 Mortar Crews
  - 1 Machine Gun Crew
- 1 SdKfz 251 Half-Track



- Starting Strategy Cards: 3

In addition, the Germans start with the "Sniper Attack" card from the Ground Support deck in their play area.

#### Strategy Decks

- Morale I
- Ground Support I

#### Operations Cards

- Desperate Defenders

#### Deployment Zone

Any of the hexes on maps 1A and 11A.





## SCENARIO DETAILS

- **Rounds:** 8
- **Starting Initiative:**  
Americans
- **Actions per Turn:**  
3 actions per nation

## REINFORCEMENTS

During the Status Phase of game round 3, the Americans receive the following reinforcements:

- 2 M4A1 Sherman Tanks

## SPECIAL RULES

- Engineer units only need to spend 1 movement point to place a smoke marker in their hex (instead of 2 movement points indicated by the card).
- Americans set up first.
- Americans start with 3 command.
- Americans must draw one artillery strategy card in their starting mix and place it their play area.

## TERRAIN FEATURES

- The stream is *Shallow*.

