

WAR STORIES® - LIBERTY ROAD

World War II: The Western Front 1944

INTRODUCTION

Get ready for a fun, strategically challenging ride. War Stories® offers a realistic fog of war in a World War 2 tactical setting, providing many historical details and extras in an elegant and easy-to-learn system.

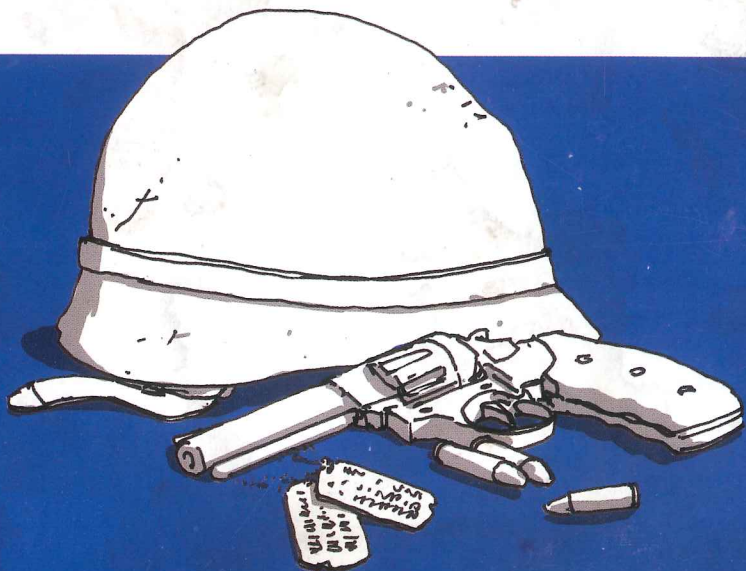
In War Stories you are the commander issuing orders to infantry squads and armored fighting vehicles. Each game presents a scenario using a modular map with different terrain that regulates movement and impacts combat in a unique system that does not require charts or endless modifiers. Players receive a secret set of instructions with hidden deployment and objectives. Unit blocks have a variety of information that regulates their ability to move, fight and remain cool under fire.

War Stories also offers "rule breaking" asset and event cards. These enable War Stories to have additional complexity with minimal rules weight: the rules and effects are on the cards themselves. Assets are special equipment, troops, and abilities that a player has access to during the battle, such as machine guns, infiltration

units, and the ability to lay mines. Events are random things that happen and create memorable moments on the battlefield such as reinforcements arriving, a gust of wind that starts a wildfire, or a damaged vehicle suddenly brewing up.

Getting started with War Stories is simple. Each player takes a faction and decides which scenario to play. Players separate their pieces and the defender builds the event deck for the scenario and sets up their pieces and fog of war markers in the deployment zone. Then the attacker sets up and play begins. Each side has access to at least four order tokens, any of which they can use each turn. These provide opportunities to move, shoot, and regroup, based on the abilities and doctrine of each nation. Play is fast-paced as the combatants alternate taking orders, trying to achieve their objectives. The game continues until one side meets their scenario requirements or the Time's Up card is revealed from the event deck. Whoever achieves the most objective points is the winner!

"We are going to have peace even if we have to fight for it." - Dwight D. Eisenhower



GAME COMPONENTS

5 DOUBLE-SIDED MAP BOARDS

Each mapboard is made up of areas and hexes. Areas are groups of hexes that, together, represent one unit of movement. Hexes are used for placing and orienting units, and for measuring combat distance. All terrain effects are baked into each area. Roads cut movement costs in half while rivers and ponds are impassable. The difference between areas and hexes are important; the game uses these terms very precisely so be comfortable with and on the lookout for them.

24 DOUBLE-SIDED TERRAIN OVERLAYS

Like the mapboards the terrain overlays regulate movement in areas that are larger or smaller depending on the type of terrain. In addition they have combat effects: all overlays block line of sight, and most additionally impact the action in ways such as: cover, fortification, destructible, flammable.

38 GREY GERMAN UNIT BLOCKS (14 small infantry blocks, 24 large vehicle blocks)

37 GREEN ALLIES UNIT BLOCKS (12 small infantry blocks, 25 large vehicle blocks)

1 STICKER SHEET for blocks (1 sticker per block)

Unit blocks hold lots of information, provide for fog of war, and allow simple tracking of unit status. How blocks are placed within hexes communicates important things. The hex edge the block sits on is used to establish line of sight when this unit is shooting or being shot at. For the player who owns the unit, each block has icons on between 2 and 4 of the edges that communicate the condition of the unit and how it may order during a turn. The icon on the top of the block as it sits on the map indicates the current condition.

ALL UNITS

The top of the block shows which side the unit fights for, and what their valor rating is. Valor ranges from zero to three medals. This is used any time the unit is required to perform a valor check.



The middle of the block has a drawing and the name of the unit.

The bottom of the block shows the unit's ratings:

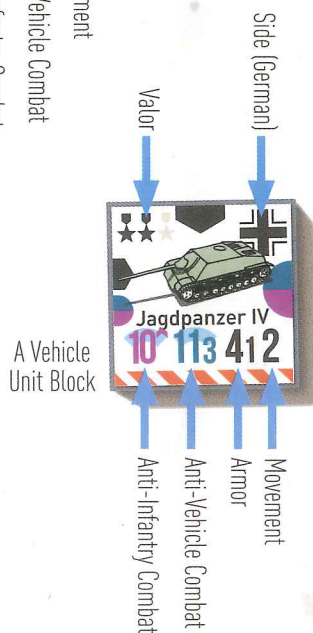
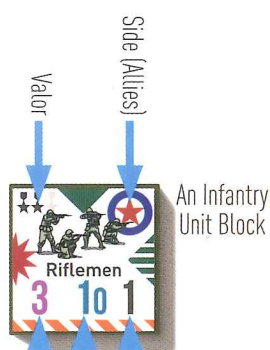
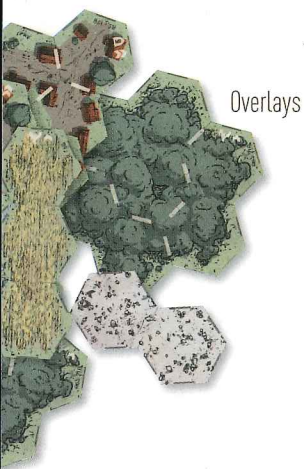
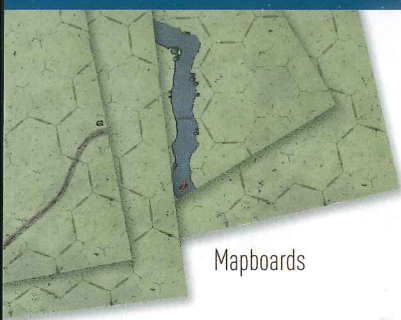
Combat range when firing at infantry. Some also have an upshift indicator (▲), giving them an "upshift" to their combat results.

Combat range (large number) and firepower rating (small number) when firing at vehicles. If the firepower rating is higher than the armor being fired at, the attack receives an upshift. If the firepower is equal to the armor being fired at, there is no modifier. If the firepower is less than the armor being fired at, the attack receives a downshift equal to that difference.

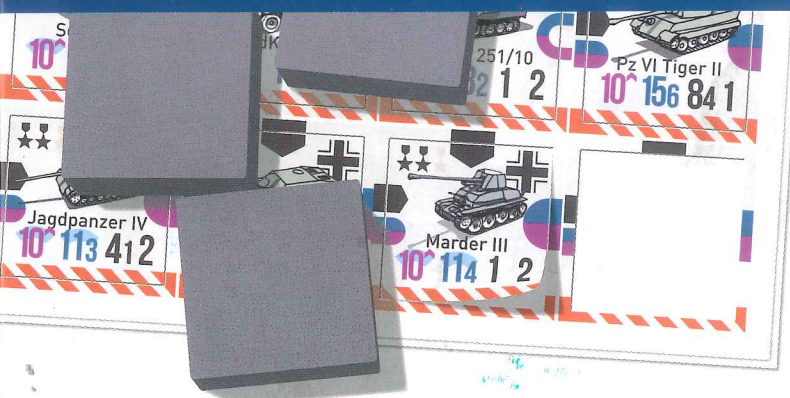
A blue arc behind a combat rating (◡), against either infantry or vehicles, indicates the unit is restricted to a forward field of fire. Consult the diagram on page 16.

Armor ratings for the front (large number) and rest of the tank (small number) of the vehicle. These are compared to the firepower of an attack as explained above.

Movement rating indicates how many areas this unit may move in a turn. Some units have a portage rating to transport units in cover.



"Sweat saves blood." - Erwin Rommel



Before the first game, attach 1 sticker to the front of each block. The vehicle stickers go to the larger blocks, the infantry stickers to the smaller ones.



Attach the German stickers to the grey blocks and the Allies stickers to the green blocks.

The edges of a block show what orders the unit is able to complete:

INFANTRY

Ready - Unit may move or fire at full strength, after which they are turned to spent

Spent - Unit may make a reduced strength move, moving just a single hex, or fire at reduced strength by suffering a downshift in combat. They can be turned back to ready by using a regroup.

Reduced - Unit is permanently reduced and, until eliminated, may only move or fire at reduced strength

Suppressed - Unit is suppressed and may only move or fire at reduced strength. Units may also become broken in which case they are placed face-down on the board



Infantry Ready



Infantry Spent



Infantry Reduced

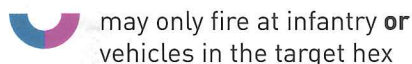
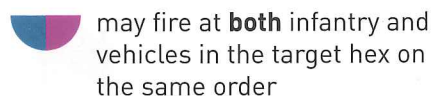


Infantry Suppressed

VEHICLES

Move - Unit may move at full strength

Fire - Unit may fire at full strength



Support - Unit may move and fire at reduced strength. Reduced strength movement for vehicles is one hex per movement point. As with infantry, reduced strength fire receives a downshift.

Suppressed - Unit is suppressed and may only move or fire at reduced strength. Units may also become broken in which case they are placed face-down on the board



Vehicle Move



Vehicle Fire



Vehicle Support



Vehicle Suppressed

56 PLAYER MARKERS, 28 FOR EACH PLAYER

40 Unit markers, placing one on a unit and the other on an off-board asset card with equipment controlled by that unit. This tracks which units are in control of which assets. You may also use these on units on the board as a bluff so your opponent does not know which if any units have special equipment. In that case, for example, place the number 1 marker next to a unit but the corresponding number 1 is not attached to anything.

10 Order markers, using one each turn to indicate the order you choose to prosecute for your part of the turn. The orders are different for the Germans and Allies, and all of the orders are available to you on every turn.

6 Ambush markers, placed by ambushing unit(s) off the map that corresponds to the same numbered fog of war ambush marker.

Ambush markers



Order markers



Unit markers





Battlefield damage markers



Vehicle damage markers

56 COUNTERS

15 BATTLEFIELD DAMAGE MARKERS

Blaze, Haze, Smoke, Wreck. These are placed on the board when the indicating asset or event is played, or when a vehicle is eliminated it is replaced by a wreck.

12 VEHICLE DAMAGE MARKERS

One of these is randomly chosen by the owner of a vehicle when it is reduced. They look at it and place it face-down by the vehicle. The other player does not know what damage your vehicle has taken unless they take a spotting action. When a reduced vehicle is reduced for a second time it is destroyed.

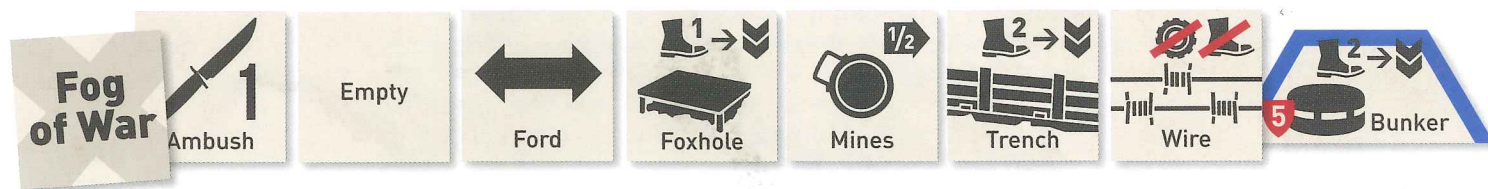
29 FOG OF WAR MARKERS

Placed on the board by the defender as indicated on their scenario sheet.

A maximum of one marker may be placed in each area. The specific hex it is placed on may or may not matter, depending on the rules for that asset.

Ambush - A unit is hidden in the hex and may be activated on the defending player's turn. Alternately, if it is revealed by the normal movements of the attacker the ambushing unit may take an immediate action upon being revealed.

Bunker - Provides a defensive bonus to any two infantry in that hex. Forward field of fire only.



Fog of War markers

Empty - Simply a bluff to confuse; there is nothing there.

Ford - Enables crossing of a river in the hex the ford is placed.

Foxhole - Provides a defensive bonus to any one infantry in that hex.

Mines - Reduces the first enemy to enter the area and forces all the rest to only move in the area at reduced speed.

Trench - Provides a defensive bonus to any two infantry in that hex.

Wire - Infantry and wheeled vehicles may not enter a wired area. If a tracked vehicle enters a wired area remove the wire marker.

33 ASSET CARDS

This includes 4 attacker assets, 6 defender assets, 11 German assets and 12 Allied assets. Each scenario includes some of these, breaking the rules of the game and providing goodies for each player. The scenario sheet you are playing indicates which player is the attacker and defender, so these assets may be used by the correct player. Make sure that you mark which units have control of which assets with your numbered unit markers. There are five different types of asset cards:

Equipment - May be used by any infantry or vehicle, as indicated

Fortification - Defensive structure for infantry

Obstacle - Defensive obstacles that impact the battlefield

Strategic - A catch-all for other assets

Weapon Team - Powerful weapons only for use by weapon teams



Defender Asset

Attacker Asset

German Asset

21 EVENT CARDS

Each turn there will be one event that impacts the action on the battlefield. The event is triggered in one of two ways: if a combat chip is drawn that has an event icon on it play stops and the top event card is drawn and immediately resolved. Or, if no event was triggered by combat chips during either player's turn, then the second player simply draws and resolves the top event at the end of their turn.

Events are organized based on the target unit for the event. If an event is triggered by firing at an opponent then the unit being fired at and the player who controls it are the target for the event. If an event is triggered by taking a valor check then the unit attempting the valor check and that player is the target. There is no target unit when drawing the event at the end of the turn.

There are four types of events: infantry events, vehicle events, player assets, and the time's up event. If there is a target unit for the event, depending on whether that unit is an infantry/weapon team or vehicle, resolve the corresponding event. If the battlefield conditions are not present for the event to have any impact then consult the action icon next to the event. This indicates whether it is the attacking or defending player that receives the indicated number of bonus actions. If the player receiving the actions is the player currently ordering they must wait until their first order is complete and then take this as an extra order using any of their forces they choose - including those just ordered. If the player receiving the actions is not the player currently ordering they take their actions immediately, continuing to interrupt the other player's turn until their action is complete.

Player assets and time's up events always resolve immediately when drawn and do so under any circumstance.

24 COMBAT CHIPS, 1 BLACK DRAWBAG

The combat chips go into the bag and are drawn out to determine combat results as well as valor checks. The valor is the same on both sides of the chip so either side may be referenced for valor checks. For resolving attacks you instead consult the side of the chip which corresponds to the type of unit being attacked: infantry (boot icon) or vehicle (tank icon). After applying any unit, asset or terrain modifiers to the initial result on the chip determine the final combat result and resolve it.

2 16 PAGE SCENARIO BOOKLETS

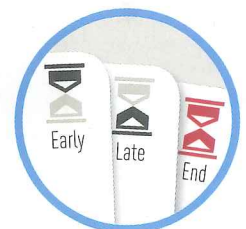
Each player, the German and Allies, has their own scenario booklet which helps guide setup and establishes the rules and conditions for each game. We recommend starting with the first one and progressing through in order. For maximum fog of war goodness you should play the same side every time until you've gone through all of the scenarios. While War Stories is at its best when each scenario is first played and the enemy position largely unknown the scenarios may continue to be played just like other tactical games where the scenario specifics are known to all.

2 PLAYER AIDS

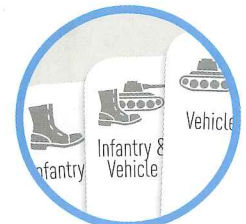
Each player, the German and Allies, has their own player aid with a key relating to all of the icons used in the game, how each turn works, and helpful charts for planning your attack based on the firepower and armor of the enemy. The player aid also serves as a shield to obscure your asset cards and reinforcements.

1 20 PAGE RULE BOOK

This one's obvious: you're holding it!



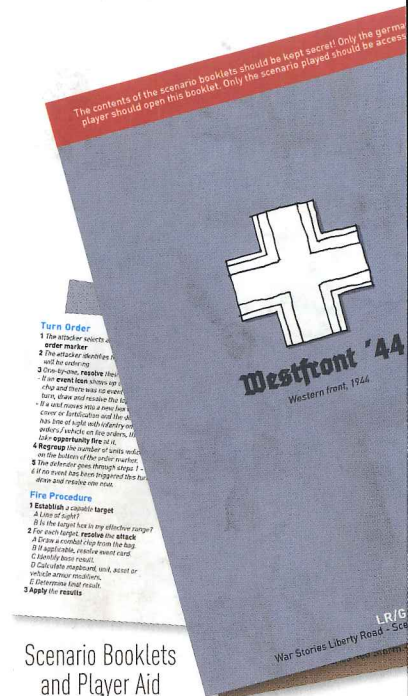
Early, Late and End Event



Infantry, Infantry & Vehicle and Vehicle Event



action icon



Scenario Booklets and Player Aid

Combat Chips



Event Cards



- Determine who will play the Germans and who will play the Allies. Each player, then, takes all of their **unit blocks**, **scenario booklet** and **player aid**. Decide which scenario you are going to play and identify which player is thus the attacker and defender.
 - Separate the **markers** into five piles: battlefield damage (hex-shaped), vehicle damage (triangles), fog of war (squares), and player markers (circles; Germans and Allied separately). Keep the battlefield damage near the board handy for both players. Place all of the vehicle damage markers on their unknown side, mixing them up so neither players knows which is which. The attacker takes their player markers while the defender takes both their player and fog of war markers.
 - Separate the **asset cards** into four piles: attacker, defender, German and Allied. The attacking player takes the attacker cards and those of their nation; the defending player takes the defending cards, those of their nation, as well as the **event cards**.
 - Place all of the round **combat chips** in the **combat bag** and mix well.
 - Using the codes indicated, set up the **maps and overlays** for this scenario. Each player should be sitting toward the edge of the map on the bottom of the illustration in their scenario booklet. This illustration of the map also provides additional information:
-
- ## 20 - Eine namenlose Schlacht
- 20 - A Nameless Battle
- The counter-attack is fierce. They've to keep pushing us even further. We essential to our operation. The 6th support, but we need to keep the ene
- ### Your Objectives
- Destroy four Enemy units: 7 VP
 - Get at least two units off the northwest m
 - Take control of all town structures: 4 VP
- The countryside just south of a small town:
-

In the upper left corner is an arrow indicating the **direction** the **wind** is blowing. If there are blazes on the map and an event indicates that blazes might spread each one would do so into the single adjacent hex in the indicated direction from the blaze.

When appropriate, numbers on or next to the map specify the location of the corresponding **objective(s)**.

Shaded areas indicate your **deployment zone**, where you set up your units.

The map may only be left or entered from edges or hexes without a red line.

If the scenario uses special **scenario events** or **special rules**, they are listed in this box, alongside instructions as to where specifically the **fog of war** markers may be placed.

The text in this box provides additional background information.



20 - Eine namenlose Schlacht - 5. S

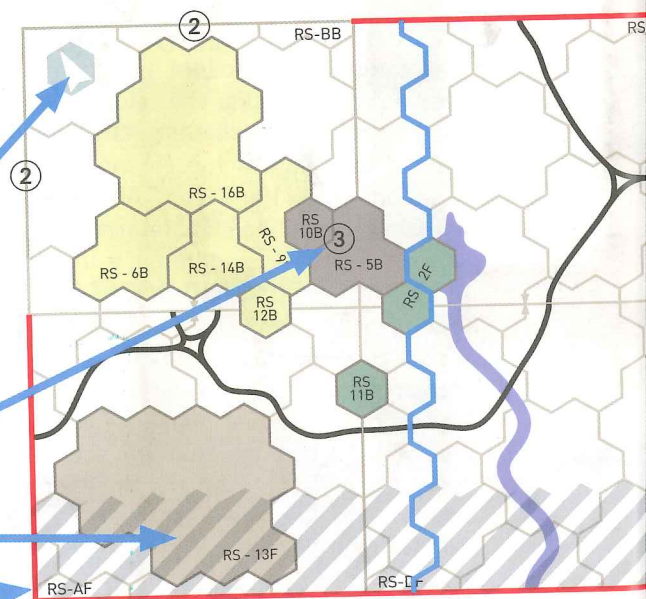
20 - A Nameless Battle - September 5,

The counter-attack is fierce. They've pushed past t
to keep pushing us even further. We have fought ha
essential to our operation. The 6th Army is advanc
support, but we need to keep the enemy off-balance

Your Objectives

- ① Destroy four Enemy units: 7 VP
- ② Get at least two units off the northwest map edge: 6 VP
- ③ Take control of all town structures: 4 VP

The countryside just south of a small town:



Scenario Events & Special Rules

Reinforcements 1 enter at (A)

The Trench is set up face-up anywhere in your deployment zone.

Fog of War markers may be placed in any area east of the blue line.

5 Early
3 Late
5 Late +

The Unnamed Battle was part of Germany's Operation Gustav, made up of offensive for the purpose of filling the background box of the example scenario sheet in the rules book. The content of the scenario booklets is to be considered secret and only the mission you are playing at the moment should be accessed.

In this scenario, the German player is the defender.

September 1942

the River and may be able to be used, and this town is being quickly to give us



Defender

Deploy

Elements of the 4th Panzer Army, Army Group South



3x Grenadiers ★★
1x Grenadiers ★★
1x Weapon Team ★★



1x Pz II F ★★
1x Pz III J1 ★★
1x Semovente 47/32 ★★



2x 7.5cm Pak 40 AT Gun



1x Smoke



1x Trench



Reinforcement 1
1x Pz II F ★★
Early Deck

Fog of War

6x

Empty

2x



- 6 Consult your secret **objectives, units and assets** for the scenario and prepare a strategy.

Objectives: The winner of the scenario will have earned the most victory points from completion of their objectives.

Units: Your units will be moving and firing, trying to overcome the opponent and achieve the scenario's objectives.

Assets: Your assets fall into one of five different types:

Equipment: These are upgrades to one or more of your units, making them more effective. In some cases they are single-use only. Indicate which unit(s) have the equipment by putting a numbered unit marker on the asset card and the corresponding marker next to the equipped unit on the map. When a unit carrying equipment is eliminated their equipment remains on the hex as indicated by the marker. Any unit from either side that starts or ends their move in that hex may attempt to take it by passing a valor check. If the valor check is passed they take and now may use the equipment. If it is failed the equipment is removed from the game.

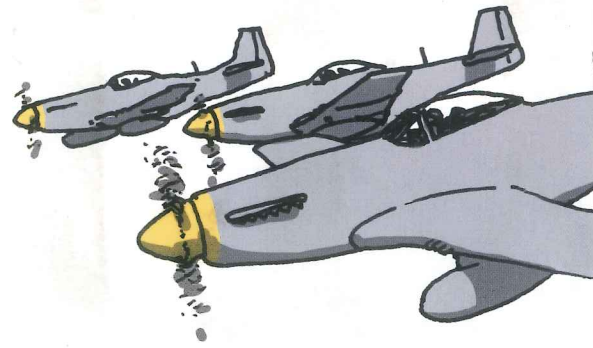
Fortification: Defender-only assets that provide exceptional protection for the defender's unit(s).

Obstacle: Defender-only assets that make it more difficult for the attacker to traverse the battlefield. They may also confer defensive benefits. These are part of the fog of war, and appear on fog of war markers which are revealed when an attacker's unit first enters the area in which they are located.

Strategic: This includes things like ambush, which are set up at as part of the fog of war; intelligence, which gives the attacker insight into the defensive position; or off-map weapons of tremendous power such as artillery and dive bombers.

Weapon Team: Crewed weapons such as machine guns, mortars and towed anti-tank guns that are manned by a weapon team. As with equipment, indicate which weapon team crews each asset by putting a numbered marker on the asset card and the corresponding marker next to the weapon team on the map. Weapons may only be crewed by the weapon team they started the scenario with.

"Wars may be fought with weapons, but they are won by men. It is the spirit of men who follow and of the man who leads that gains the victory." - George S. Patton



Equipment
Equipment
Single II



Fortification



Obstacle



Strategic

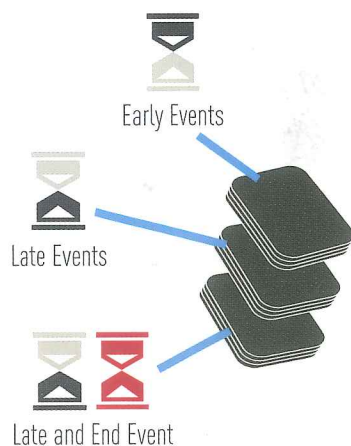


Weapon Team



7 Early
4 Late
2 Late + End

Only the defender has this event deck composition diagram on his scenario sheet.



How to create the Event Deck

- ⑦ The **defending player places** the **units** and **fog of war markers** in their respective deployment zones as indicated on their scenario sheet. There is never a stacking limit for units in hexes; only one fog of war marker may be in each area and the specific hex within the area will usually matter (consult the corresponding asset card for the rules on that asset). Units that have equipment and weapon teams must have a marker placed next to the unit with the corresponding marker on the asset card it pertains to. Like units, asset cards are hidden information.
- ⑧ The **attacking player places** the **units** within the deployment zone indicated on their scenario sheet. Same process as the defender except that the attacker does not have fog of war markers, and may not place units in an area that has a fog of war marker.
- ⑨ The **defending player creates** the **event deck**. Only that player knows how many events are in play; this is secret and important information! To create it:

A Remove the **Time's Up event**, then separate the remaining event cards into **early** and **late** piles, shuffling both.

B Have your **opponent** give you any **strategic assets** to add to these piles based on their scenario setup, without revealing to you what they are. They would, for example, give you an asset and say "this is early," meaning it will be added to the early pile in step D below.

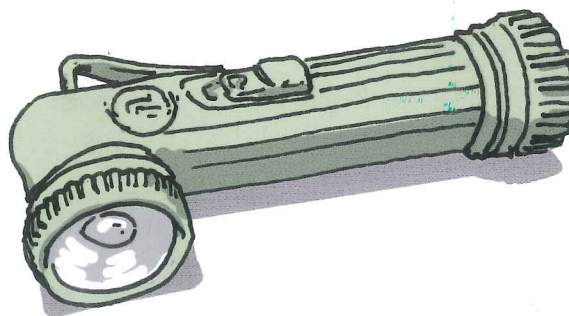
C Consult your **own** scenario sheet and combine any **strategic assets** you need to add with those of your opponent.

D **Prepare the early, late and late+end event piles.** This will be accomplished by shuffling the indicated number of event cards for each of the three game phases into three separate piles.

First, identify how many strategic assets are being added to each pile. Any strategic asset contributed by you and/or your opponent is added into the appropriate deck and counts as one of those events. *For example, if the scenario calls for seven early events and you and your opponent are each contributing one asset to it, take five early events in addition to those two assets and shuffle them together to make the early event pile. The Late+End pile always includes the Time's Up event. Separately shuffle the three piles you've created.*

E Once the three piles are correct and shuffled, **stack them into a single pile** with the early events on top, followed by the late events, and then the late+end event cards on the bottom. Along with spicing up the battle this deck serves as the timer for your scenario.

You are now ready to begin!



TAKING ORDERS & TURNS

ORDERS

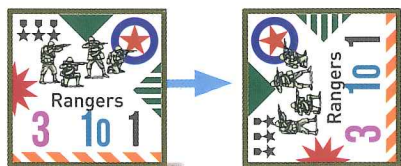
The game begins with the attacking player choosing one of their orders - usually an order marker, but in some cases an asset card - and resolving it. Units are ordered one at a time, and each unit must complete its activation before the next unit may activate. Once their order is complete the defending player repeats the same process. When the second player's order is complete the turn is over. Players may use the same order again and again, or change orders from turn-to-turn. You may pick from all of your orders on each turn. Each side has slightly different orders that reflect the training of their troops and combat doctrine of the moment.

Each order has two functions: **first** it indicates whether it allows the **activation** of infantry, vehicles or both types of units, and how many of those units you may activate. You are not required to order the full number of units allowed by the order. Some orders restrict you to ordering "NEARBY" units, which means a group of units that occupy adjacent areas.

Second, the marker also shows the maximum number of units you may **regroup** at the end of your turn. Each regroup allows an infantry to be changed from spent to ready, or a vehicle to be changed between any of move, fire or support that they are rated for.

Infantry and vehicles function differently. **Infantry** are a group of men who are less coordinated than the crew of a vehicle. They are also susceptible to moments of exhaustion or lost focus that the vehicle being manned by a tightly integrated crew is not. As such, after an infantry unit in a ready state activates, the block must be turned to the spent side indicating that it may only function at a reduced level. Reduced strength infantry moves are a single hex while reduced strength vehicle moves are the number of hexes equal to their movement rating; all reduced strength fire suffers a combat downshift. As a result, infantry will frequently need to be regrouped - spending a regroup point to turn the block back from its spent to ready side - in order to operate at full effectiveness.

Vehicles, on the other hand, can continue moving or firing at full effectiveness without being regrouped. They only need to be regrouped when the crew is being asked to shift from full strength movement to full strength firing, or to be on a support order that enables them to move and fire at reduced strength. In any of these cases turn the block side so that the status you want the vehicle to be operating in is on the top.



After firing, turn the infantry block from the ready to the spent side.



After firing, a vehicle remains on fire orders ready to fire at full strength once again.



An Allied order marker:
This one allows to activate up to 4 infantry units and then to regroup up to 2 units.



Activate X infantry



Activate X vehicles



Activate X infantry or vehicles



Regroup X units



Infantry Ready



Infantry Reduced



Infantry Spent



Infantry Suppressed

INFANTRY

Ready - May either move or fire at full strength - An intact unit ready to take optimal action. After either moving or firing in a ready state the infantry must immediately be turned to a spent state indicating they need to regroup in order to regain full effectiveness.

Spent - May either move or fire at reduced strength - An intact unit that is not fully cohesive. Units moving or firing in a spent state do not further degrade, but reduced strength actions are substantially weaker than full strength.

Reduced - May either move or fire at reduced strength - A unit that has lost a meaningful number of soldiers and will permanently perform at reduced strength. This is the result of a ready or spent unit suffering a reduced combat result. Any further disruption they suffer - a result of eliminated, reduced or suppressed - eliminates them.

Suppressed - May either move or fire at reduced strength - An intact unit that is operating cautiously given the battlefield conditions they have been subjected to. This is the result of a ready or spent unit suffering a suppressed combat result. To return back to ready they must, instead of moving or firing during an order activation, attempt to rally (see page 11). If they suffer an eliminated or reduced combat result they are eliminated. If they are suppressed again they become broken.

Broken - Move only, at reduced strength - An intact unit that is ineffective and in danger of fleeing the battlefield. This is the result of a suppressed unit suffering another suppressed combat result. When units are broken their blocks are turned face-down. To return back to suppressed they must, instead of moving or firing during an order activation, attempt to rally (see page 11). Any further disruption they suffer - a result of eliminated, reduced or suppressed - eliminates them.

VEHICLES

Vehicles are more robust than infantry. Reduced vehicles may be suppressed without being eliminated. Eliminating a vehicle requires either an eliminated combat result, two reduced combat results or further degradation from a broken state.

Move - May move at full strength - The crew is positioned and ordered to support rapid, optimal movement.

Fire - May fire at full strength - The crew is positioned and ordered to support rapid, accurate fire.

Support - May move and fire at reduced strength - The crew is operating flexibly, supporting simultaneous combat and maneuver.

Suppressed - May either move or fire at reduced strength - A unit that is operating cautiously given the battlefield conditions they have been subjected to. This is the result of a unit suffering a suppressed combat result. To return back to move, fire or support they must, instead of moving or firing during an order activation, attempt to rally (see page 11). If they suffer a reduced combat result and have not yet been reduced they remain suppressed but draw a vehicle damage marker for the reduction. If they are suppressed again they become broken.

Broken - Same as infantry

WEAPON TEAMS

Weapon Teams are small teams of infantry that are crewing a weapon. Other than firing that weapon they are ill equipped to succeed against full infantry squads and armored fighting vehicles. As a consequence they are eliminated on either an eliminated or reduced result. They are able to be suppressed and rally from it. Suffering another suppressed result while already being suppressed eliminates them.



Weapon Team Ready



Vehicle Move



Vehicle Fire



Vehicle Support



Vehicle Suppressed

SPECIAL ORDERS

When playing an order you may elect to either rally or spot with a chosen unit instead of moving or firing.

RALLY

Rally is available only to suppressed or broken units, attempting to return them to a more effective combat state. Units in a suppressed or broken state may attempt to rally by being activated during an order and, instead of moving or firing, making a valor check: draw a combat chip and compare the valor on the top of the chip to the valor on your unit block. If your unit's valor is equal to or greater than the valor indicated on the chip the unit rallies. If your unit's valor is less than the valor indicated on the chip the attempt was unsuccessful and nothing happens. You may only attempt to rally each unit once per turn. Results of a successful rally attempt:

For a suppressed unit, returns infantry and weapon teams to the ready state; vehicles return to their owner's choice of any available move, fire or support.

For a broken unit: returns them to the suppressed state.

SPOTTING

Spotting is available to any unit that is not suppressed or broken and has line of sight to a hex containing enemy units or a fog of war marker. The spotting unit may, instead of moving or firing on their order activation, reveal everything in the spotted hex. This flips over the fog of war marker, reveals all unit stats, any assets, and/or allows the owner of the spotting unit to read the rules of any related card. Be careful to maintain unit's states when revealing or viewing it, so you don't get confused about their block side or hex side. Spotting is important because it is otherwise difficult to gain information about your opponent's force disposition. Infantry units that spot are not spent.

URNS

A full turn includes both players' orders. It also includes playing an event card. Event cards bring cinematic battlefield happenings to life, while also serving as the scenario timer; when the Time's Up event is revealed, the scenario immediately ends. Each event card has two parts, the primary event indicated by the main text and the secondary event indicated by the attacker (▲) or defender (◀) icon and number. The secondary event only occurs if the primary event is not applicable to the situation on the battlefield or if the event was simply drawn at the end of the turn. In that case the indicated side may order that number of units.

Events are split into early and late events - those that happen early in the battle, and those things that happen later - as well as into infantry events and vehicle events. Consult the infantry event if the target of the attack or valor check is an infantry unit or the vehicle event if the target is a vehicle. Just one event is triggered each turn. This can happen in two ways:

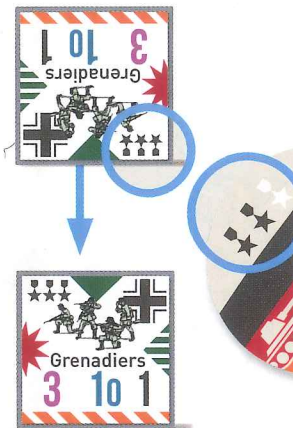
1. When pulling a combat chip. If the chip has the event icon on it, draw the top event card and resolve it immediately, treating the unit being attacked or attempting the valor check as the "focus" of the event card unless the card indicates otherwise; this determines whether the infantry or vehicle section of the event is consulted and, in some cases, where its effect takes place.

An attack that was interrupted by an event always takes place after the effects of the event card, if possible.

Only one event is triggered each turn so ignore any subsequent event icons after the first one.

2. If no event was triggered by a combat chip during the turn. At the end of the turn the last player to act draws the top event card and plays it. The exception is if it is the Time's Up! event, in which case the game is immediately over.

Once both players have prosecuted an order and one event has been played the turn is over and the next one begins.

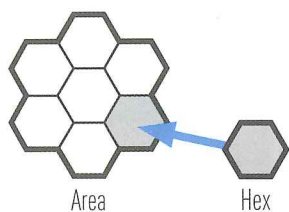


The secondary event of this card allows the defender to activate 1 unit.



One event is resolved every turn. They are either triggered by drawing a combat chip with an event icon or, if no such chip is drawn during the turn, drawn by the defender after both players orders are complete.



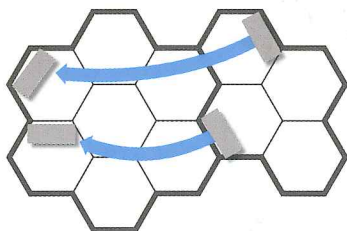


MOVE ORDERS

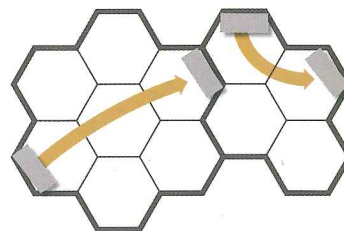
Moving units around the map in War Stories is regulated by the unit's movement rating and the areas on the map. An area is a group of hexes - as few as one or as many as seven - which are grouped together. Areas are naturally modeled around the terrain it represents, making it more or less difficult to traverse. Even the same terrain may vary in area size as not all terrain is created the same on the battlefield. The edges of the map board has partial hexes which may not be entered or travelled through. They are completely out of play.

Units are rated to move up to 1, 2 or 3 areas per activation at full strength, as indicated on the unit block.

At full strength, units may move in increments of 1 movement point. A full movement points allows a unit to:



Move into a new area directly adjacent to the **hex** it currently occupies and into any hex in that new area, **or**



Remain in its current area and move into any other hex within that area.

At reduced strength, infantry units may only move one hex while vehicles may move one hex for each point of movement rating.

At the end of the movement activation, the activated unit must establish a facing. Place it on the hex edge corresponding to the direction it should face in relation to the hex center.

Regular movement is solely handled by areas: there are absolutely no modifiers beyond what is on the base map pieces, terrain overlays, asset cards and markers used in the game that sit on top of the map. Some icons that impact movement:



Impassable by infantry, Impassable by all vehicles, Impassable by wheeled vehicles, Impassable by all units - Infantry and/or vehicles may not enter the indicated hexes. Rivers and ponds are map examples; roadblocks and tank traps are asset examples.

x2 movement - For each regular movement point a unit spends entirely on a road it may immediately spend a free bonus movement point on that road.

1/2 movement - This icon always affects a whole area. For movement purposes, each hex of this area is considered to be its own area.

"Discipline strengthens the mind so that it becomes impervious to the corroding influence of fear." - Bernard Montgomery

Units naturally seek out the best terrain for a combat situation within a hex, regardless of their hex facing. As such they always inhabit the best defensive position available in the hex regardless of the specifics of the art.

Units must stop moving when entering a hex containing enemy units. Once the current order is completed any hexes that contain units from both players will engage in close combat which is explained on page 14, until only one player has unit(s) remaining in the hex.

PORTAGE

Infantry may travel on or inside a vehicle. Every vehicle in War Stories may transport one infantry unit. The vehicle is limited to reduced movement and the infantry unit on board does not receive a cover benefit from the vehicle. The infantry must be visibly travelling on the board with the vehicle, making it obvious such a transport is occurring.

Additionally, some vehicles are designed for the rapid, safe transport of troops. These are indicated by one or more dots next to their movement rating. This indicates they may transport that number of units, providing those units with cover, at full strength movement. These vehicles may simply have a unit marker next to them on the board with the corresponding unit marker located with the infantry blocks off-board. It is thus invisible to the opponent that you are in the process of transporting infantry with that vehicle unless your opponent takes a spotting order on the vehicle's hex.

It costs one full movement point for an infantry unit to get on or off a vehicle in the same hex. Since units must complete their full order one-at-a-time this precludes a vehicle from moving, picking up infantry and moving again on the same turn. However, this does not prevent a vehicle from having infantry mount or dismount before or after it has or will move.

COMBAT DURING MOVEMENT

There are three types of combat triggered by movement: opportunity fire, ambush combat and close combat.

OPPORTUNITY FIRE

Infantry and weapon teams in a ready state, and vehicles on fire orders, may take opportunity fire during their opponent's orders. Opportunity fire may be taken at units that move into an open ground hex. The moving unit may be targeted for opportunity fire so long as the firing unit has line of sight to any hexside in the target hex. Infantry being targeted are not flanked, and vehicles being targeted defend with their front armor. Each opportunity firing unit may only make one such attack per turn. After the opportunity fire is declared the target's movement is paused and the firing unit resolves combat normally, at reduced strength. If the target unit is reduced or suppressed it ends its move in the hex in which it paused with any facing of that player's choice. Infantry that opportunity fire are spent as usual. Weapon teams and vehicles remain in their ready and fire states, respectively, after taking opportunity fire. Reduced units may not take opportunity fire.

AMBUSH COMBAT

When an attacker's unit enters an area which has a Fog of War/Ambush marker, or moves into a hex adjacent to the hex with such a marker, the defending player reveals the marker, removes it, and places its associated unit in the marker's hex in its ready state for infantry or any of move, fire or support for a vehicle. This ambushing unit may immediately take any action, as if it had been activated normally, interrupting the attacking unit's move.

On their turn the defending player may activate a hidden ambush unit. Remove the fog of war marker, replace it with the unit in any state, and ordering it as normal.

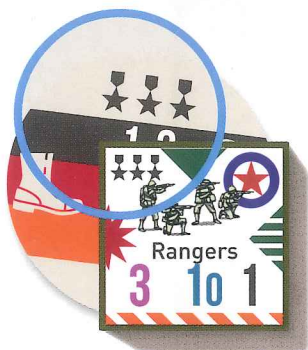


The SdKfz 251 may transport up to 2 units.



May opportunity fire.





The Rangers above have a total value of 6, winning this close combat round against the Grenadiers below, who have a total of only 4.



In a close combat attack by the Grenadiers above, the Grenadiers, with a total of 4 valor, would win, immobilizing the M10 TD below with its total of 3 valor.



The M10 TD above has a total close combat value of 10, the Jagdpanzer IV below a total of 12. The Jagdpanzer IV would win this close combat.



CLOSE COMBAT

Close combat occurs at the end of one player's orders for the turn after which there are units from both players in the same hex. It continues until there are only units from one player remaining in the hex. The ordering player chooses which hex is resolved first, and that hex must be fully resolved before moving onto another. The moving player wins all ties in the procedure below.

- ① The moving player indicates which unit they will use for the first round of close combat.
- ② The defending player chooses which unit they will use for the first round of close combat. Both players reveal their units and any equipment or assets they have attached.
- ③ Combat between those two units resolves:

Infantry vs. Infantry: Each player draws a combat chip and adds the valor indicated on the chip to the valor of their unit. The unit with the lower total reduces their unit. If the reduced unit is still alive their opponent then reduces their unit as well. If this reduced unit is also still alive return the combat chips to the bag and repeat the process until only one of the units remains.

Infantry vs. Vehicle: If the vehicle is capable of anti-infantry combat, each player draws a combat chip and adds the valor indicated on the chip to the valor of their unit. If the vehicle's total is higher than the infantry's then the infantry is eliminated. If the infantry's total is higher than the vehicles' then the vehicle is automatically immobilized. If the vehicle is incapable of anti-infantry combat it is automatically immobilized. Once a vehicle is immobilized it is eliminated if it has already suffered a reduction during the game. If the vehicle is still functional the infantry escapes to an adjacent hex of that player's choice without any enemy units in it. If there is no such hex the infantry is eliminated.

Vehicle vs. Vehicle: Each player adds together their unit's valor, anti-vehicle firepower, movement and both front and rear armor. Compare the two results:

The higher vehicle's total is 2x or greater than the lower vehicle's total: The lower vehicle is eliminated

The higher vehicle's total is greater than the lower vehicle's but less than 2x greater: the lower vehicle is reduced. If the lower vehicle is not eliminated by the reduction then the higher vehicle is also reduced. If this reduced unit is also still alive return the combat chips to the bag and repeat the process until only one of the units remains.

- ④ If the enemy still has one or more units in the same hex with the surviving unit from the previous round of close combat they must select another unit to attack it and resolve combat once again. This continues until only one player has surviving units in the hex. If there are other hexes with units from both sides move on to resolve those.

Special vehicle vs. vehicle "swarm combat" rule: When your opponent has a vehicle allocated for close combat you may elect to attack it with as many of the vehicles you have in the hex as you choose. There are two differences to the combat resolution compared to one-on-one vehicle vs. vehicle close combat:

First, the player who is swarming with multiple vehicles is adding all of those vehicles' factors up into a single total that is used. However, the valor ratings of these units is not included, even though the other player still includes valor in their total.

Second, in the resolution, any "reduced" result suffered by the swarming player is an eliminated result instead. The player being swarmed gets to pick which unit is eliminated.

If the swarming player wins, has more than one vehicle still operational, and their opponent still has unit(s) in the hex, the swarming player chooses one single vehicle among the swarmers to participate in the next round of close combat.

FIRE ORDERS

Most World War 2 battlefield combat took the form of firing weapons at the enemy. When conducting a fire order follow these steps:

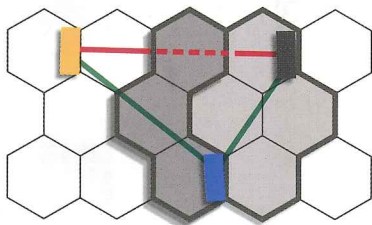
1 - ESTABLISH A VALID TARGET.

To determine **line of sight** the **hex side** of the firing unit must be able to draw a straight line to the **hex side** of the targeted units without crossing terrain that blocks line of sight. **All terrain overlays** that sit on the map block line of sight if located between units. (See example 1 and 2). **Fog of war markers** with the "blocks line of sight" icon also block line of sight.

If the hex containing the firing unit has terrain that blocks line of sight then you may not trace line of sight through that hex, only from the edge the firing unit is sitting on. If the hex containing the target unit(s) has terrain that blocks line of sight then you may not trace line of sight through that hex, only to the hexside containing the target(s). (See example 1).

HIGHER ELEVATION

Hills and the one or more crests that sit atop them are **higher elevation**. Whereas other line of sight blocking terrain is treated as a dense cluster that completely blocks line of sight, a hill or crest is open. Units on higher elevation can trace line of sight or be traced across the rest of their hill or crest. (See examples 2 and 3). Units on a hill or crest enjoy an upshift when they fire; if infantry or weapon team they also receive a downshift when they are fired upon.



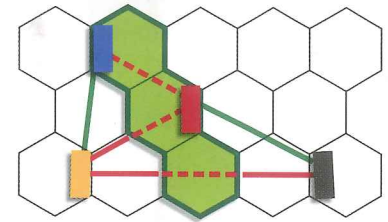
Example 3: The blue unit is on the crest, on higher elevation than both other units. The black unit is on higher elevation than the yellow unit. The yellow and blue unit have LoS at each other up-and-down the hill. The blue and the black unit have LoS at each other up-and-down the crest. The LoS between yellow and black is blocked by the crest.

Additionally while all infantry and most vehicles enjoy a 360° field of fire some units, assets or fortifications are restricted to a forward field of fire (). These may only target hexes in their forward field of fire, marked blue in the diagram on page 16.

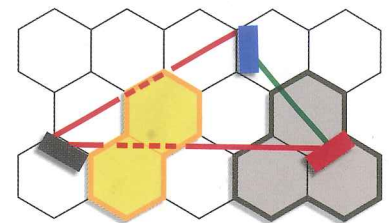
To determine whether the firing unit is capable of firing at units in the targeted hex, first make sure it has purple anti-infantry and/or blue anti-vehicle combat ratings on its block or via an assigned asset, depending if the target is infantry, vehicle(s) or both. Then, make sure the number of hexes from the firing unit's hex - but not counting that hex - between and including the target hex is less than or equal to their **effective range** rating for anti-infantry and/or anti-vehicle firing. For example, if the anti-infantry effective range is 10 the target hex may be no more than 10 hexes away from the firing unit. Units may fire up to twice the distance of their effective range but these attacks suffer a downshift.

Infantry are always able to fire at **all** units in the target hex so long as they are valid targets. Vehicles, depending on their block's specific fire order, may only be able to fire at the infantry in the hex, or the vehicles in the hex, or possibly at both. Firing always impacts the entire hex, so every infantry and/or vehicle in the target hex that the firing unit is capable of attacking will separately be targeted by the attack, including friendly units.

"The morale of the troops taking part was astonishingly high at the start of the offensive. They really believed victory was possible - unlike the higher commanders, who knew the facts." - Gerd von Rundstedt



Example 1: The yellow and blue unit have LoS at each other. The red and the black unit have LoS at each other. All other LoS are blocked by the forest.



Example 2: The red unit on the hill, on higher elevation, and the blue unit have LoS at each other up-and-down the hill. All other LoS are blocked by the field.



This unit is restricted to a forward field of fire. See diagram page 16.



Anti-Infantry Combat
Range: 14 Hexes
1 Upshift (^)



Anti-Vehicle Combat
Range: 12 Hexes
Fire Strength of 3



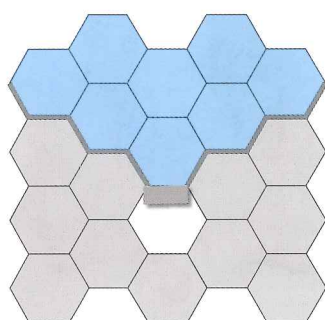
Armor Rating
Front: 2
Side and Rear: 1

vehicle side icon



event card icon

fire modifiers on terrain:
1 upshift, 1 downshift and 2 downshifts



All attacks from grey hexes count as flank attacks. All blue hexes are in the unit's forward field of fire (↔).

2 - FOR EACH TARGET, RESOLVE THE ATTACK

Draw a combat chip from the bag. Consult either the infantry or vehicle side, corresponding to the type of unit you are targeting. If it is the first combat chip drawn with an event card icon then pause the attack, draw the top event card, and resolve it focused on the targeted unit for its resolution. Otherwise, find the range of numbers on the combat chip which includes the **number of hexes** away the target is from the firing unit. This is your base result; some chips simply say ALL meaning any combat distance begins with this result. This, then, may be modified via **"upshifts"**, which are good for the attacker or **"downshifts"**, which are good for the defender to determine the final combat result. Calculate the final shifts using this process, with each upshift cancelling out each downshift:

- If the firing unit is firing at **reduced strength** apply one downshift.
- Consult the **terrain** and any markers on top of it being occupied by the attacker and defender. Apply any upshifts (▲) in the firing hex or, if the target is an infantry, downshifts (▼, ▼) in the target hex.
- Consult the drawing at left, if you are firing from a gray hex (including the grey hexlines; extrapolate the range as needed), then it is a **flank attack**. Against infantry, add an upshift to the combat resolution. Against vehicles, fire on their rear armor.
- When firing at infantry, if the firing unit or the asset it is using for the attack has upshift(s) on their **anti-infantry fire rating** (▲), apply them.
- When firing at vehicles, compare the anti-vehicle firepower rating of the firing unit to the relevant **armor** - front or rear - of the target. If the firing unit's firepower is higher than the target's armor rating, add an upshift. For each number that the firing unit's firepower is lower than the target's armor rating add one downshift.



Example 1: The M5 Stuart, on the left, is firing at the Grenadiers, on the far right. They are 5 hexes away, well within the M5 Stuart's effective range against infantry of 14. The distance of 5 falls within the 5-9 row on the infantry side of the drawn combat chip. However, the M5 Stuart benefits from one upshift against infantry (^), so the result of the attack is 'reduced' instead of 'suppressed'. Turn the Grenadiers block to its reduced side.



Example 2: The M5 Stuart, on the left, is firing at the Jagdpanzer IV, on the far right. It is 8 hexes away, just within the M5 Stuart's effective range against vehicles of 8. This distance falls within the row 2+ on the vehicle side of the drawn combat chip. However, the M5 Stuart managed to get into the flank of the German tank, so its firepower against vehicles of 2 is compared to the Jagdpanzer's rear armor of 1. It is higher and the M5 Stuart gains one upshift, suppressing the Jagdpanzer. Turn the Jagdpanzer block to its suppressed side.



Now, apply the results of the attack:



Eliminated

The target unit is eliminated from the game and taken by the player that destroyed it. In the case of a vehicle, replace the eliminated vehicle with a wreck marker.



Reduced (infantry)

Turn the infantry block to its reduced side, where it must remain until it is eliminated by any future eliminated, reduced or suppressed result. Weapon teams are eliminated on any reduced result.

Reduced (vehicle)

Randomly select a vehicle damage marker. Look at it, then place it unrevealed on your reduced unit. This may limit your vehicle's function for the rest of the scenario. Your opponent may discover the nature of this reduction by having a unit spot the vehicle. Any further reduction automatically eliminates the vehicle and replaces it with a wreck marker.

Effects of the markers

Commander Dead - Vehicle may no longer attack infantry units

Crew Injured - Vehicle may either move or fire at reduced strength, and not both on the same turn, for the rest of the game

Gun Damaged - Vehicle may not fire for the rest of the game

Immobilized - Vehicle may not move for the rest of the game

Reduced/No Penalty - Vehicle is reduced but still functions normally

Turret Jammed - Vehicle may only fire from its forward arc for the rest of the game



Suppressed

The target unit must pass a **valor check**. If it passes by drawing a combat chip with equal to or less than as many medals showing as the unit there is no effect. If the combat chip has medals greater than the unit then the effects depend on the unit's current state:

Infantry

Ready or Spent - Flip block to suppressed

Reduced - Eliminate unit

Suppressed - Put block face-down to indicate broken

Broken - Eliminate unit

Vehicle

Move, Aim, Support or Reduced - Flip block to suppressed

Suppressed - Put block face-down to indicate broken

Broken - Eliminate unit



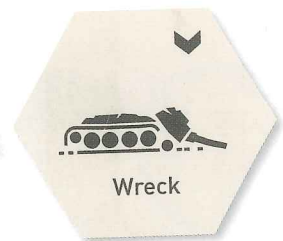
Miss

No Effect

DESTRUCTIBLE OBJECTS

The battlefield in War Stories is not static. Some terrain and assets may be **destroyed** by anti-vehicle weapons and assets. These are indicated by the icon to the right on the hex or marker on the board. In order to destroy this terrain a unit with anti-vehicle firepower must fire at the destructible object instead of firing at units. Combat is resolved the same way except terrain in the hex with the destructible object does not provide it combat downshifts, nor does it block line of sight. Any infantry in a hex with an object that is destroyed is immediately reduced.

Some terrain is **flammable** and can create a blaze, triggered by event and/or asset cards. Any infantry in a hex that becomes ablaze are immediately reduced. All units in a blaze hex may not activate again this turn and must immediately retreat to an adjacent hex without enemy units. Any units unable to retreat are eliminated. Blazes are impassable for all units.



wreck marker



Vehicle damage marker,
front and back



This unit fails its valor check and must apply the suppressed effect.

 Destructible,
strength of X

 Flammable

wooden houses,
destructible,
strength of 3

stone houses,
destructible,
strength of 5



End Event

END OF THE GAME

The game ends immediately when the time's up event card is revealed, or when one side has no more units or ambushes remaining on the board. Each player counts how many VP they achieved via their objectives and compare the totals. The player with the most VP wins. In the case of a tie the game is a draw.

Example: The Time's Up Event is revealed. The game is over and both players reveal their secret objectives: Heiko, the German player destroyed exactly 4 Allied units and managed to take control of all town structures. He has a total of $7 + 4 = 11$ victory points.

Dirk, the Allies player destroyed 5 German units and prevented the German player from crossing the river. He has a total of $9 + 3 = 12$ victory points.

A close win for the Allies!

Your Objectives

- ① Destroy four Allied units: 7 VP
- ② Take control of the road junction in the west: 6 VP
- ③ Take control of all town structures: 4 VP

Your Objectives

- ① Prevent any German units from crossing the river: 9 VP
- ② Destroy all 6 German StuGs: 5 VP
- ③ Destroy more German units than they destroy of ours: 3 VP

PLAYING WITH MINIATURES

War Stories is designed to work well with miniatures. To use the War Stories game but replace blocks on the board with miniatures just use unit markers by the minis on-board to indicate which blocks off-board they correspond to. The blocks themselves, then, may sit on or next to relevant asset cards. The blocks continue to provide the stats and unit status to keep the game going being turned as if they are on the board itself.

If you also want to replace our maps with terrain that you construct in order to emulate the scenario you will need to make sure that the terrain effects built into the War Stories system are preserved. These are essential to the system. Remember that every terrain overlay that sits on the board blocks line of sight. Additionally, most overlays and some parts of the base map board have combat impact as well.

For resolving combat, hexes in War Stories equal 100m of territory.

The War Stories area movement system is the most intricate aspect to model with a custom-built 3d environment. Since even the same type of terrain does not necessarily allow movement at a uniform rate you will need to either use terrain pieces that for each piece represent an area, or figure out some way to mark or identify area boundaries within the environment that you build.

Otherwise, the unit blocks for stats, asset cards, event cards and combat chip system are fully compatible with your miniatures play.

GAME CREDITS

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"I never worry about action, only inaction." - Winston Churchill

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DESIGNER'S NOTE

One of the philosophical choices with War Stories was to make the first play of each scenario be a unique, surprising, and fun experience, right out of the box. The scenarios are intended to deliver the most richness when no one truly knows what is happening on the other side. While the scenarios are replayable I've optimized for the first play and not the tenth. World War 2 tactical games generally pride themselves on optimizing for the tenth, so I am eager to see how War Stories is evaluated in that context. Longer term I have some ideas for drafting and points-based scenario creation but it will take some time with War Stories out in the wild being played and understood before this can be anything more than a mere idea.

Getting involved in the War Stories design some years ago, and taking it over entirely about a year ago, provided a delicious opportunity to bring a variety of innovative ideas to a popular thematic corner of gaming. The original design introduced unit blocks and event cards which were a smart foundation for a different kind of game experience that could be light on rules but heavy on strategy and tactics. From there I brought to life my ideas for biaxial movement and firing systems, chit pull combat resolution, the dual scenario book structure and defensive fog of war and asset cards. These contributions helped the game become mine instead of just something I was working on.

Over the course of its development War Stories benefitted from a variety of insightful and talented contributors. When I got involved with the project I was enthusiastic about World War 2 history but not an expert. Realism and adherence to history were critical in the game's development. In different ways the key developers played an essential role in assisting my education and contributing directly to the historical design. At the same time, the key playtesters were essential to evolving War Stories from concept to a system that works. I am most thankful to these and all of the contributors, each of which made a mark.

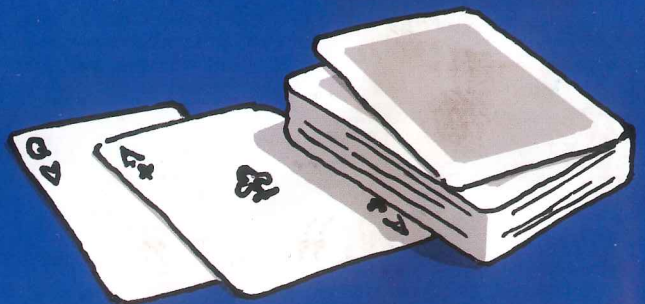
I hope War Stories provides a good time while bringing to life this terrible, interesting war that - more than any before it or since - reshaped the face of human history.

Dirk Knemeyer, Granville, OH, April 20, 2014

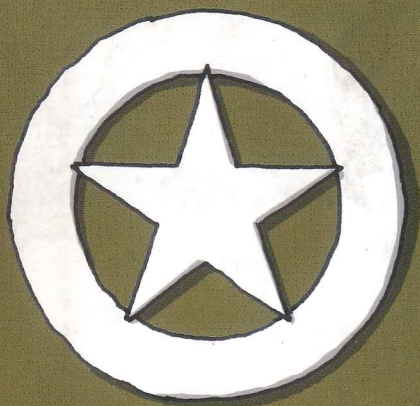


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The contents of the scenario booklets should be kept secret! Only the Allied player should open this booklet. Only the scenario played should be accessed.



Invasion of Normandy 1944

Invasion of Normandy, 1944

LR/WA

War Stories®: Liberty Road - Scenario Booklet / Western Allies

5 June 1944, Conversation with Lance Corporal Dawson

The wind brews up causing you to shiver momentarily. The sun finally disappeared just a few minutes ago but there is no moon to be seen. You take a short drag off your dwindling Player's Navy Cut and look expectantly down the beach. Dawson's late.

Your daily routine of meeting here at sundown goes back well beyond your two weeks stationed at Fort Henry. You met in Catterick, part of the massive conscription after Dunkirk. Both of you grew up by the ocean - he in Dartmouth, you in Bournemouth. You went to Africa together and both came back alive. Now, your next adventure is about to begin. Thinking about that compels you to take the folded paper back out of your pocket to read once again. You flip open your Zippo and begin:

DRAFT - General Eisenhower's Address - 6 June 1944

Soldiers, Sailors and Airmen of the Allied Expeditionary Force! You are about to embark on a great crusade, toward which we have striven these many months. The eyes of the world are upon you. The hopes and prayers of liberty loving people everywhere march with you. In company with our brave Allies and brothers in arms on other fronts, you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over the oppressed peoples of Europe, and security for ourselves in a free world.

Your task will not be an easy one. Your enemy is well trained, well equipped and battle hardened, he will fight savagely.

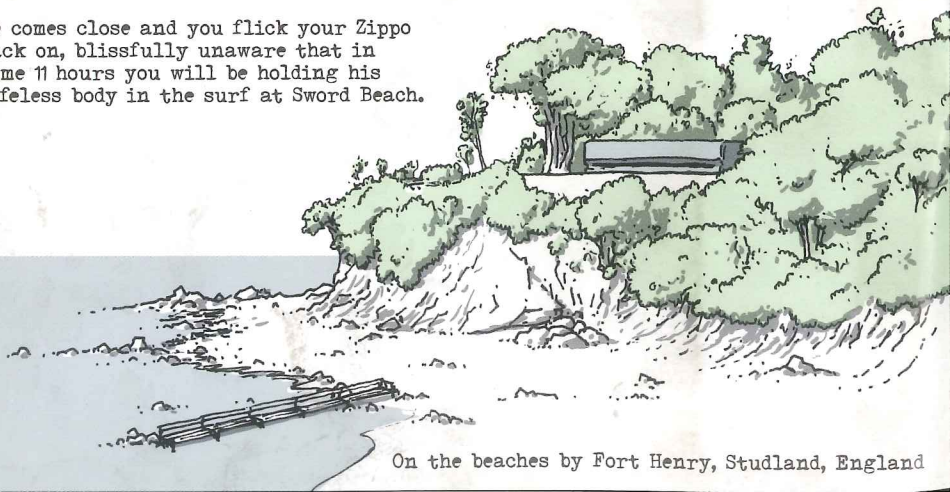
But this is the year 1944! Much has happened since the Nazi triumphs of 1940-41. The United Nations have inflicted upon the Germans great defeats, in open battle, man to man. Our air offensive has seriously reduced their strength in the air and their capacity to wage war on the ground. Our home fronts have given us an overwhelming superiority in weapons and munitions of war, and placed at our disposal great reserves of trained fighting men. The tide has turned! The free men of the world are marching together to victory!

I have full confidence in your courage, devotion to duty and skill in battle. We will accept nothing less than full victory! Good Luck! And let us all beseech the blessings of Almighty God upon this great and noble undertaking.

You let the words sink in and try to imagine the general - a man whose voice you've never heard - saying these words in just a few short hours.

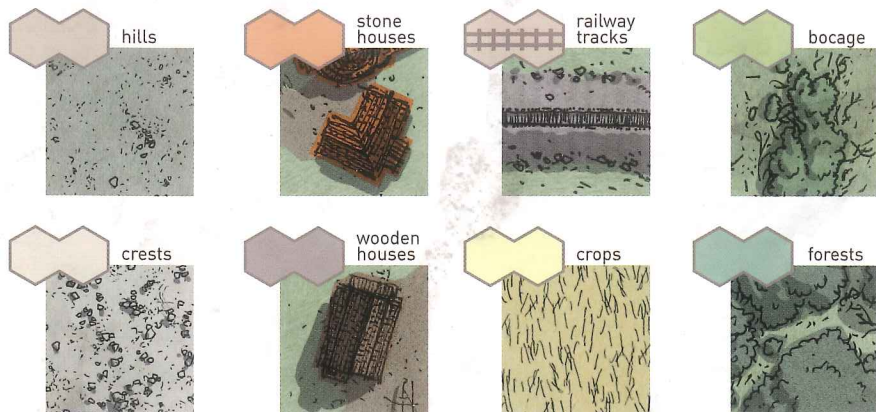
"Oy, mate!" Dawson's smiling face emerges from the gloaming and immediately starts into his latest scheme. "So, I've been thinking a lot about Vera from last week. I can get out tonight and try to see her before we deploy." You nod and interrupt: "Oy Harold. I've got something to show you "

He comes close and you flick your Zippo back on, blissfully unaware that in some 11 hours you will be holding his lifeless body in the surf at Sword Beach.



On the beaches by Fort Henry, Studland, England

The miniature map for each scenario details which mapboards and overlays to use and how to assemble them. Each mapboard and overlay is identified by a unique ID which you will find in one of the corners on the piece itself. All IDs end in F for front, or B for back, to specify which side of the piece to use. The colours of the overlay representations on the miniature maps tell you for which kind of terrain to look:



Additionally, the miniature map details a few other things, as for example where to set up your units and the wind direction:



This arrow points north.



This arrow shows the wind direction for this scenario.



The circled numbers relate to the numbered objectives.



The circled letters relate to special rules described in the special rules section of the scenario.



The shaded area marks all hexes in which you may set up your units for the scenario.

In each scenario, you are either attacker or defender. You find this information in the upper right corner of each scenario sheet:



Attacker

You are the attacker in this scenario. You begin the game.



Defender

You are the defender in this scenario. You place fog of war markers and assemble the event deck.

In the Deploy section of each scenario, you will find all units and assets that are available to you for this scenario. They are ordered into one of the following categories:



All infantry units
(20x20mm blocks)



All vehicle units
(25x25mm blocks)



All equipment and
equipment (single use) cards



All weapon cards



All other asset cards that are
not shuffled into the event deck



All asset cards that are shuffled
into the event deck

Each unit you have available is listed with its valour. The valour levels are:



conscript



regular



veteran



elite



1 - Operation Epsom - June 26, 1944

Operation Epsom - June 26, 1944

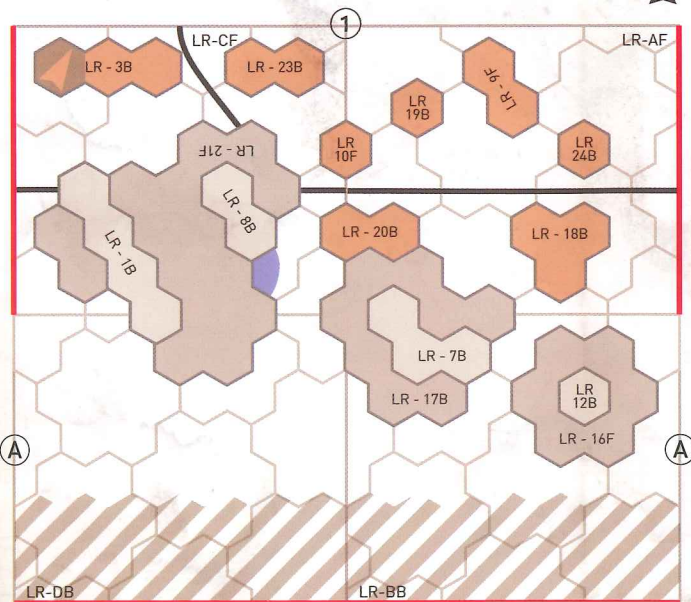


Caen remains of paramount importance. We have a new offensive planned, and your speed and power are essential to it. Smash the enemy and help us break through to seize Caen!

Your Objectives

- ① 2 VP per Allied unit exited off the north edge of the map.
- ② 1 VP per German unit eliminated.

In the hills just outside of Caen, France.



Deploy

Elements of the Royal Scots Greys, British 2nd Army



4x M4A2 Sherman [75] ★★
1x Sherman Firefly ★★★
1x M5 Stuart ★★



1x White Phosphorous



Reinforcements 1
1x Cromwell Mk IV ★★★
and
1x 17pdr SP Achilles ★★★
Early Deck

Scenario Events & Special Rules

Reinforcements 1 enter at (A)

The Battle for Caen raged from June 6-August 6, 1944. Caen was a critical logistical hub, identified by Allied planners as crucial to the liberation of France. However German planners also recognized its strategic importance and used disproportionate armor strength in its defense. Operation Epsom was among the larger clashes for Caen, costing the Germans more than 100 precious tanks.

2 - Leading the Charge - July 3, 1944

Leading the Charge - July 3, 1944



We've got a long road ahead of us. We've established our beachheads and moved significant force into France, but it is only the beginning. We now must force our way through the Bocage, which won't be easy. Advance steadily and destroy the enemy.

Your Objectives

- ① Capture and hold the farmhouses: 5 VP
- ② Exit one unit off the northwest corner of the map: 5 VP
- ③ 1 VP per German unit eliminated.

Deploy

Elements of the 82nd
Airborne Division, U.S.
1st Army



2x Rangers ★★ ★
1x Rangers ★ ★ ★
2x Riflemen ★ ★ ★
1x Weapon Team ★ ★ ★



1x Humber Mk IV ★☆☆

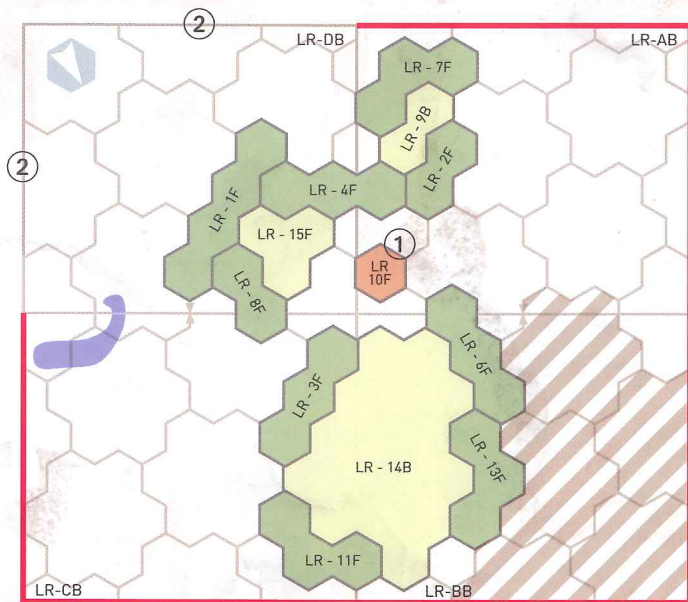


1x M2 Mortar



1x Intel

In the bowels of the Bocage, Normandy, France.



Scenario Events & Special Rules

The Battle of the Hedgerows was a bloody, month-long effort by the Allies to expand operationally into France. The hedgerows and their associated marshy terrain provided ideal defensiveness for the Germans. Progress was slow and difficult, and the defenders had orders to hold the advantageous terrain at all costs.



3 - Through the Chokepoint - July 4, 1944

Through the Chokepoint - July 4, 1944

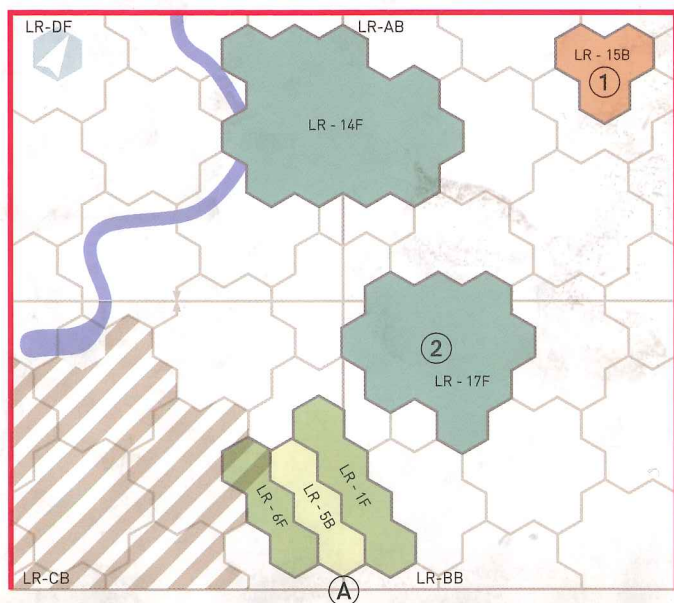


Alright men, time to get out of the bushes and trees and capture some real ground. Advance on and capture the village, to give us a strong wedge to operate from.

Your Objectives

- ① Have one or more units in the farm at the end: 7 VP
- ② Have sole control of the central trees at the end: 5 VP
- ③ 2 VP per German unit eliminated.

Just outside the Marais de la Sensuriere, France.



Scenario Events & Special Rules

Reinforcements 1 enters at (A)

The U.S. VII Corps was charged with advancing through and seizing a narrow isthmus around Marais de la Sensuriere. With limited room to operate and well-conceived German defenses, progress was slow and costly. After three days of heavy fighting only about 2,000 meters were gained.

Deploy

Elements of the 83rd Infantry Division, U.S. 1st Army



1x Rifleman ★★



3x M4A2 Sherman (75) ★★
2x M4A2 Sherman (75) ★★
2x M18 Hellcat ★★
1x M18 Hellcat ★★
1x M18 Hellcat ★



1x Bangalore Torpedo
1x Intel



Reinforcements 1
1x M10 TD ★★
and
1x M10 TD ★
Late Deck

1x M7B1 Priest
Late Deck

1x P-38 Lightning
Late Deck



4 - On to Saint-Lô - July 11, 1944

On to Saint-Lô - July 11, 1944

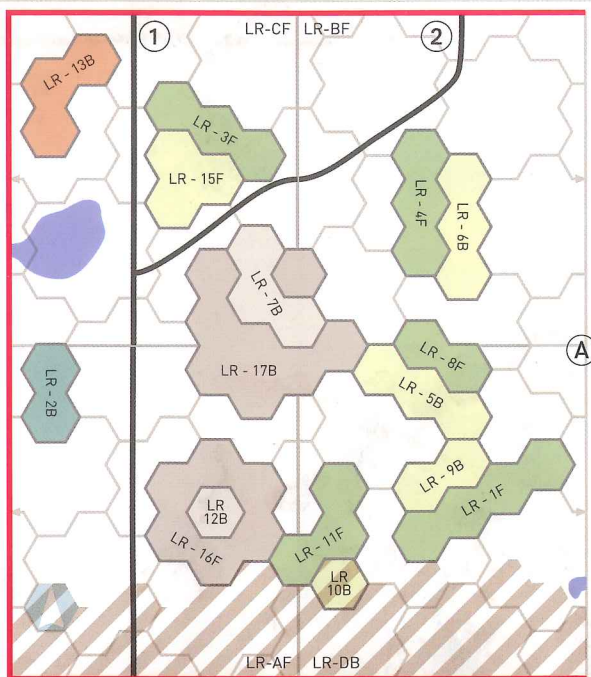


Saint-Lô is critical to the general's plans. The way there will take much of the first army and will not be easy. You are part of this valiant effort. Advance, destroy and push back the enemy.

Your Objectives

- ① Hold the northernmost road entrance by the village at the end: 7 VP
- ② Hold the southernmost road entrance by the village at the end: 5 VP
- ③ 1 VP per German unit eliminated.

Heading toward Saint-Lô, France.



Scenario Events & Special Rules

Reinforcements 1 enter at (A)

The strategic crossroads of Saint-Lô was an early German target in 1940 and devastated by Allied bombing in 1944. Surrounded by tactically advantageous hills, Saint-Lô was over 95% destroyed during the war and led to the now-legendary quip, "We sure liberated the hell out of this place."

Deploy

Elements of the 2nd
Battalion, XIX Corps, U.S.
1st Army



4x Riflemen ★



3x M4A2 Sherman (75) ★
1x Sherman Firefly ★
1x M4A2 Sherman (75) ★★
1x Humber Mk IV ★



1x Rhino Tank
1x White Phosphorous
2x M9 Bazooka



1x Intel



Reinforcements 1
2x M18 Hellcat ★★
Late Deck



5 - Operation Cobra - July 25, 1944

Operation Cobra - July 25, 1944

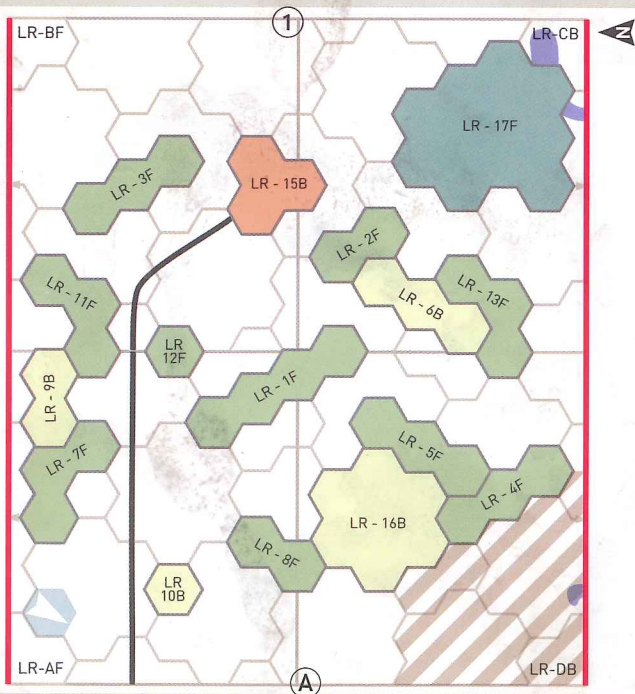


We have the chance to break through the German defenses and surround some of their best divisions. Your orders are to advance and achieve a breakthrough, destroying as many enemy units as possible along the way.

Your Objectives

- ① 2 VP per unit exited off the east map edge.
- ② 1 VP per German unit eliminated.

In the Bocage outside of Saint-Lô, France.



Scenario Events & Special Rules

The special event triggers a second P-38 Lightning attack.

Reinforcements 1 enter at (A)

Operation Cobra was the decisive offensive to end the Battle for Normandy in favour of the allies. Taking advantage of Germany's focus on the city of Caen the United States punched through defenses around Saint-Lô and broke into Brittany, leading to a rapid collapse of the German defense in Normandy.

Deploy

Elements of the 2nd
Armored Division, U.S.
1st Army



2x Riflemen ★ ★



2x M4A2 Sherman (75) ★ ★ ★
1x M4A2 Sherman (75) ★ ★ ★
1x M5 Stuart ★ ★



1x White Phosphorous



Reinforcements 1
1x Humber Mk IV ★ ★ ★
Late Deck

1x P-38 Lightning
Early Deck

1x Special Event
Late Deck



6 - Operation Lüttich - August 7, 1944

Operation Lüttich - August 7, 1944



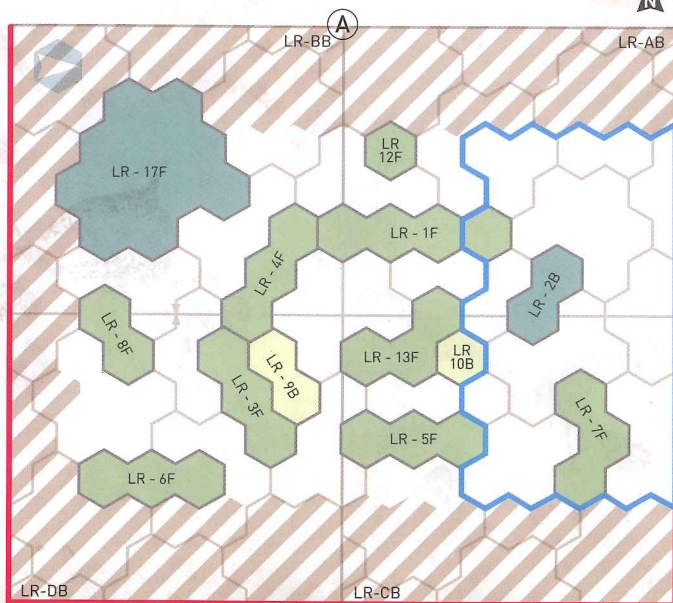
Defender

The Germans attacked early this morning, and are pushing at us with ferocious might. We have air superiority and our bombers are going to set them back on their heels. You must defend aggressively and, if the enemy begins to falter or retreat, advance and destroy them!

Your Objectives

- ① Prevent any German units from exiting off the map: 5 VP
- ② 1 VP per German unit eliminated.

Just outside of Mortain, France.



Scenario Events & Special Rules

Fog of War markers may be placed in any hex within the blue square.

Reinforcements 1 enters at (A)



5 Early
5 Late
3 Late+End

Operation Lüttich was a strategically disastrous German counter-offensive. As the Battle for Normandy ground to a close - with the Allies sure to emerge victorious - Hitler demanded his forces attack as opposed to make a tactical retreat. By the time the week was over the Falaise Pocket was sealed with over 50,000 German troops and numerous and invaluable materiel trapped inside.

Deploy

Elements of the 30th Infantry Division, U.S. 1st Army



2x Riflemen ★★
2x Weapon Team ★★
1x Weapon Team ★★



1x M18 Hellcat ★★
1x M18 Hellcat ★★
1x M18 Hellcat ★★
1x M10 TD ★★



2x M9 Bazooka



2x 3-inch Gun M5
1x M1919 Browning



Reinforcements 1
1x M3 Halftrack ★★
loaded with
2x Riflemen ★★
and
1x M3 Halftrack ★★
loaded with
2x Riflemen ★★
Late Deck

1x M7B1 Priest
Early Deck

Fog of War

3x

Empty

1x



Ambush



7 - Operation Totalize - August 8, 1944

Operation Totalize - August 8, 1944

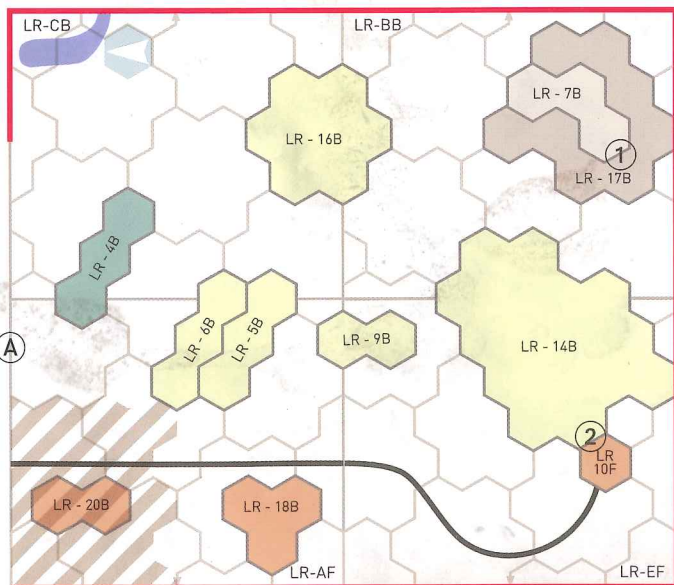


The Germans are faltering and command sees an opportunity to break through and set them back. Advance and destroy the enemy.

Your Objectives

- ① Be in sole control of the hill at the end: 9 VP
- ② Be in sole control of the farm and field at the end: 5 VP
- ③ 1 VP per German unit eliminated.

Around Verriers, France.



Deploy

Elements of the 4th
Canadian Armored
Division, Canadian 1st
Army



4x M4A2 Sherman [75] ★★
1x M8 Greyhound ★★
1x M3 Halftrack ★★
loaded with
2x Riflemen ★★
1x M10 TD ★★
1x 17pdr SP Achilles ★★



Reinforcements 1
1x Sherman Firefly ★★
Early Deck

Scenario Events & Special Rules

Reinforcements 1 enters at ①

Operation Totalize was part of the attempt to close the Falaise Pocket and trap significant German force within. The Canadians tasked with the attack were not adequately prepared, making operational and tactical errors which led to the attack being a failure.



8 - Operation Tractable - August 14, 1944

Operation Tractable - August 14, 1944

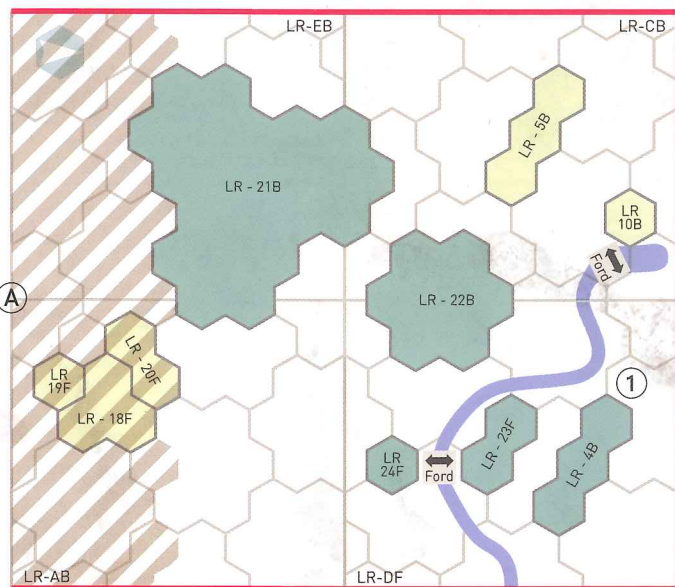


The first objective in this operation is the town of Potigny. To contribute to that we need to force a crossing of the Laison River.

Your Objectives

- ① 2 VP per Allied unit across the river at the end.
- ② 1 VP per German unit eliminated.

Around the Laison River outside of Falaise, France.



Deploy

Elements of the 1st
Polish Armored Division,
Canadian 1st Army



- 4x M4A2 Sherman (75) ★★
- 1x Sherman Firefly ★★
- 1x Sherman Firefly ★★
- 1x Sherman Firefly ★★
- 1x M4A3E2 Jumbo Sherman ★★
- 1x Humber Mk IV ★
- 1x Cromwell Mk IV ★★
- 1x M3 Halftrack ★
- loaded with
- 2x Riflemen ★



1x Satchel Charges



Reinforcements 1
1x 17pdr SP Achilles ★★
Early Deck

1x P-38 Lightning
Late Deck

Scenario Events & Special Rules

Reinforcements 1 enter at (A)

Operation Tractable was the Canadian and Polish portion of the Allies finally closing the Falaise Pocket by capturing the town of Falaise.



9 - Elbeuf - August 25, 1944

Elbeuf - August 25, 1944



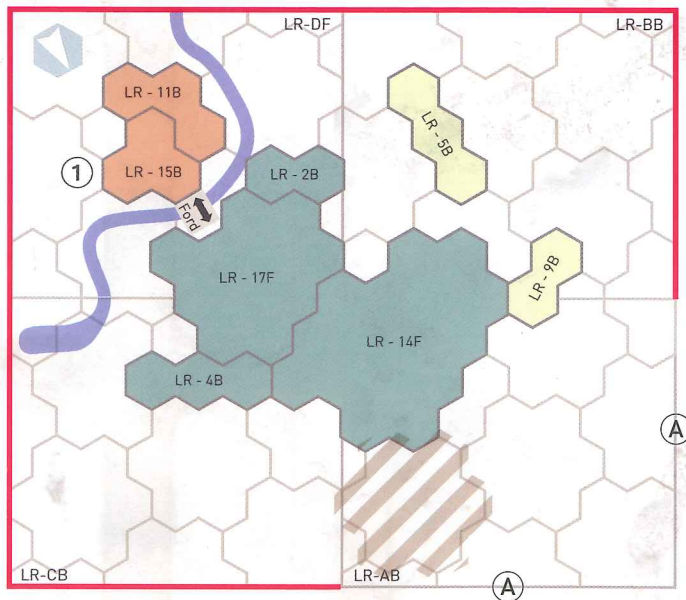
Attacker

Get into Elbeuf to link up with the British and Canadian forces. Advance quickly, engaging and destroying the enemy so they cannot retreat behind the Seine.

Your Objectives

- ① Have no German unit across the Seine at the end: 5 VP
- ② 1 VP per German unit eliminated.

Just outside of Elbeuf, France on the Seine River.



Deploy

Elements of the 2nd
Armored Division, U.S.
1st Army



- 1x M4A2 Sherman [75] ★★★
- 1x M4A2 Sherman [75] ★★
- 1x M4A2 Sherman [75] ★★
- 1x Sherman Firefly ★★
- 1x M4A3E2 Jumbo
Sherman ★★
- 1x M18 Hellcat ★★★
- 1x M3 Halftrack ★★
loaded with
2x Rangers ★★
- 1x M3 Halftrack ★★
loaded with
1x Rangers ★★
and
1x Rifleman ★★



Reinforcements 1
2x M18 Hellcat ★★
Late Deck

1x M71B Priest
Early Deck

Scenario Events & Special Rules

Reinforcements 1 enters at (A)

Operation Overlord concluded with the last German units crossing the Seine River on August 30, 1944. Elbeuf, a town on the Seine, was among the important spots locked down by Allied units in their push to the river.



'10 - Montelimar - August 21, 1944

Montélimar - August 21, 1944

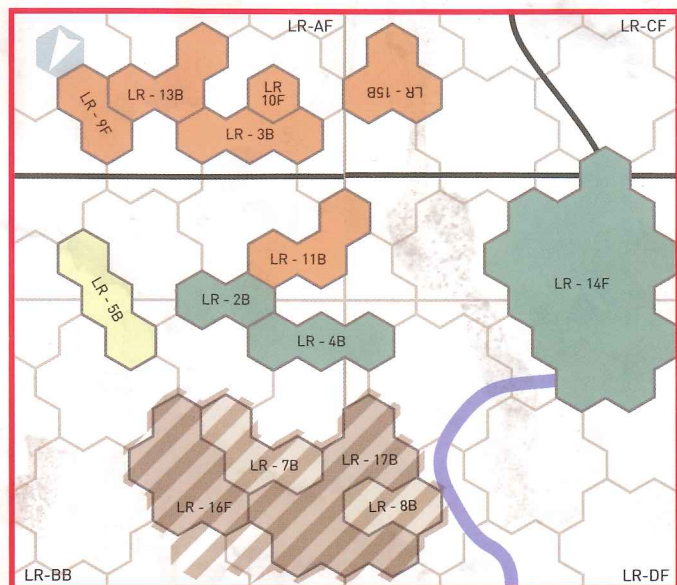


We've outflanked the German retreat and are holding the high ground north of Mont limar. We are almost out of supplies so we need to simply hold our ground, destroy any German units we are able, and wait for supplies to arrive.

Your Objectives

- ① Prevent any German units from exiting off the north of the map: 5 VP
- ② 1 VP per German unit eliminated.

Outside of Montélimar, France.



①

Scenario Events & Special Rules

Fog of War markers may be placed in any full area south of the hills and north of the road. You are in poor supply for this scenario.

4 Early
6 Late
4 Late+End

The German retreat from southern France was harried by the unexpectedly rapid advance of motorized U.S. units. This prevented the Germans from setting up a defensive position on the Rhône River and forced them to simply flee to Germany.

Deploy

Elements of Taskforce
Butler, U.S - 7th Army



2x Riflemen ★★
2x Weapon Team ★★



1x Sherman Firefly ★★
1x M4A2 Sherman ★★
1x M10 TD ★★
1x M10 TD ★★
1x M5 Stuart ★★



2x M9 Bazooka



1x M1919 Browning
1x 3-inch Gun M5



Reinforcements 1
2x M4A2 Sherman (75) ★★
1x M4A3E2 Jumbo
Sherman ★★
Late Deck

Reinforcements 2
2x M18 Hellcat ★★
and 1x M18 Hellcat ★★
and 1x M18 Hellcat ★★
Late Deck

Fog of War

2x Empty

3x Wire

3x



Mines



'11 - Aardenburg Road - October '12, 1944

Aardenburg Road - October 12, 1944

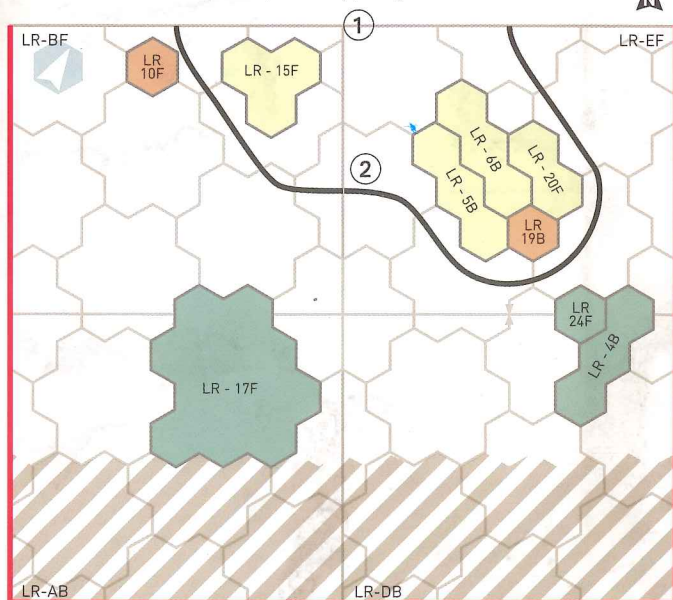


The bridgeheads are closed, so now we need to advance and take back the Scheldt. Get across the Aardenburg Road and destroy any opposition you face.

Your Objectives

- ① 2 VP per unit exiting off the north map edge.
- ② 1 VP per unit on the German side of the road at the end.
- ③ 1 VP per German unit eliminated.

Around the Aardenburg Road, Antwerp, Belgium.



Scenario Events & Special Rules

Operation Switchback was a key part of the Battle of the Scheldt, to free the port of Antwerp. The Allies logistically needed a deep water port on the north of the continent making Antwerp an important strategic target. The fighting was bloody and the gains hard-won in this successful operation.

Deploy

Elements of the 3rd
Infantry Division,
Canadian 1st Army



3x Riflemen ★★
1x Riflemen ★★
1x Weapon Team ★★



1x Daimler Mk II ★★
1x M3 Halftrack ★★
loaded with
2x Riflemen ★



1x White Phosphorous
1x M1A1 Thompson



1x M1919 Browning



1x Intel



1x M7B1 Priest
Early Deck



12 - South Beveland - October 24, 1944

South Beveland - October 24, 1944



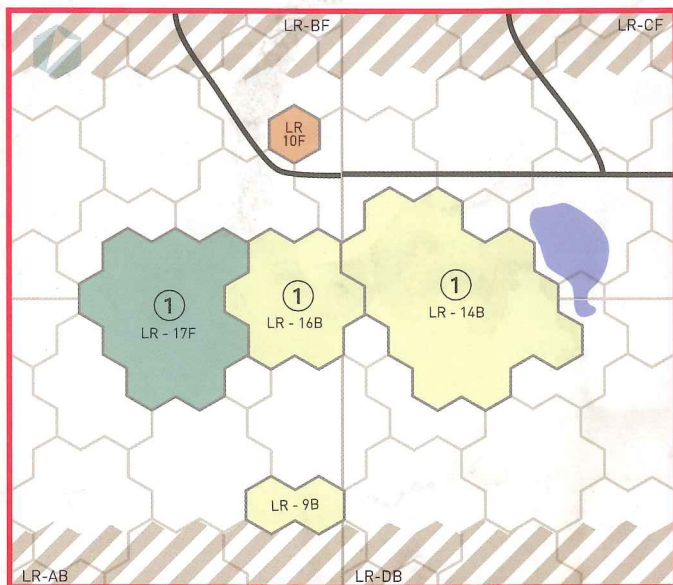
Attacker

The Canadian 2nd Infantry Division is bogged down, struggling with the dense defenses on South Beveland. You will break this by outflanking the enemy, undermining their position.

Your Objectives

- ① Remove all German units and Fog of War from the central fields and trees: 4 VP
- ② 2 VP per German unit eliminated.

Just north of South Beveland, The Netherlands.



Deploy

Elements of the British (Lowland) Infantry Division, 1st Canadian Army



4x Riflemen ★★
2x Riflemen ★★
2x Rangers ★★
1x Weapon Team ★★



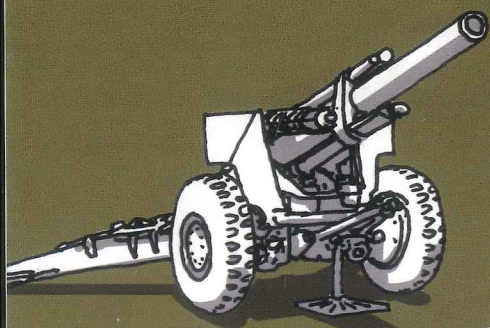
1x M1A1 Thompson
1x Flamethrower
1x Satchel Charges
1x Bangalore Torpedo



1x M2 Mortar

Scenario Events & Special Rules

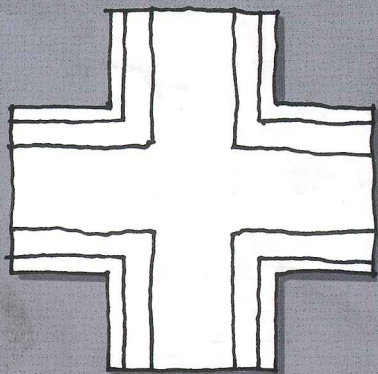
Operation Vitality, part of the Battle of the Scheldt, had Canadian and British soldiers cooperating to clear the South Beveland peninsula. The formidable defenses were thwarted by the British amphibious landing from the rear, cracking the German position.



LR/WA

War Stories®: Liberty Road - Scenario Booklet / Western Allies

The contents of the scenario booklets should be kept secret! Only the German player should open this booklet. Only the scenario played should be accessed.



Westfront '44

Western front, 1944

LR/G

War Stories®: Liberty Road - Scenario Booklet / Germans

1 June 1944, Briefing by General Walther Buhle

As Buhle continues yet another briefing you think back to your teenage years in Drossen over a decade past. It was not so long, and yet seems more than a lifetime. Beginning your apprenticeship in metalwork at the Springmeier Works, toiling for Franz Hartmann, taking the first tentative steps toward a simple life. Serving the Führer promised boundless glory and you happily left behind the humble trades.

"Now, onto our western defenses," Buhle continues. His words catch your ears as this interests you. "The spring is coming to an end with no invasion. There were ample opportunities and favourable weather for such an attack, so we remain vigilant but begin planning for 1945 instead of 1944. Our fortifications will be upgraded in some key places. Let us talk about some of these." 1945. Many months to better prepare. You begin thinking about the orders you need to give to your reporting officers, but drift back into your past again.

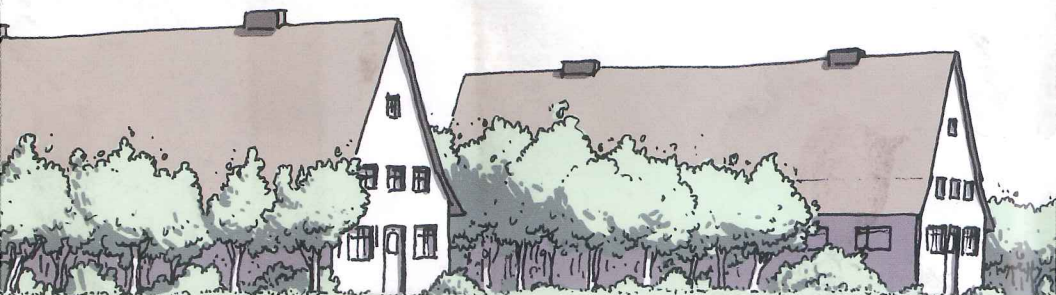
Becoming Leutnant was your proudest moment, even. The dress tunic crisply pressed. The wool smell and scratch both impossibly fresh. You would be part of restoring glory to the Reich. Our Reich. The Third Reich. A question for Buhle interrupts your dreaming:

"General, these plans sound fine and good but what of Generalfeldmarschall Rommel's perspective that an invasion will come at Pas-de-Calais, and it will come soon?" This sort of interrogative is unusual. Buhle shrugs.

"We all respect the Generalfeldmarschall of course," he begins, in a tone that does not particularly suggest respect. "But there are many of us who draw these conclusions. Many of us who stay ahead of our enemy." The questioner, an Oberst you don't recognize, seems nonplussed with the answer. "And naturally, the Führer himself, our supreme commander, feels most strongly. I trust that makes the situation plainly clear?" With a touch of fear the Oberst nods and shrinks back ever-so-slightly.

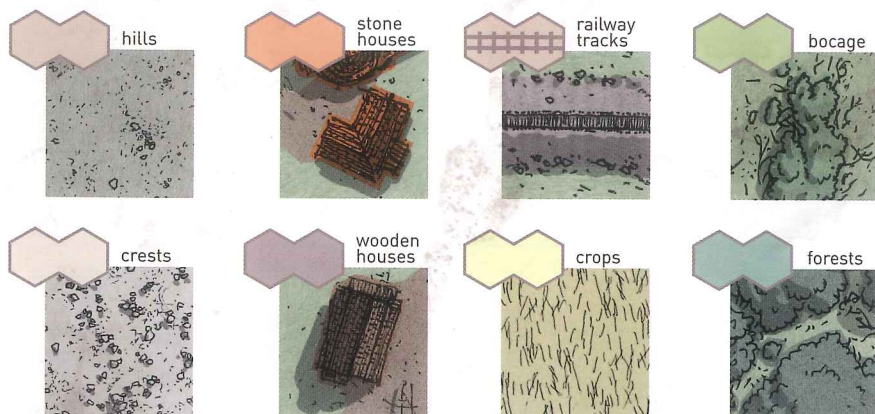
You again lose the thread of the briefing but think back to some of your own men who are not unlike the Oberst. The confidence men had in their leaders, and especially their Führer, is no longer as it was early in the war. As conditions decline, as the situation becomes worse, it is more common to be questioned. To face younger men, boys really, who do not remember the world before Der Führer. They have no memory of hunger bordering on starvation. Of a shattered Weimar. Of the French haughtily occupying our beautiful Rhineland. They only remember the times of plenty. They forget who made those go away. They lack faith in the fact that he, that we, cannot be defeated. Will never be defeated!

You sense that Buhle is getting toward the end and now begin planning how to address those same men. To assure them that 1944 will be quiet on the western front. That they will bide their time. That they must keep faith that our Führer will never let us down.



OKW Headquarters, bunker complex "Zeppelin", Winsdorf, Zossen, Germany

The miniature map for each scenario details which mapboards and overlays to use and how to assemble them. Each mapboard and overlay is identified by a unique ID which you will find in one of the corners on the piece itself. All IDs end in F for front, or B for back, to specify which side of the piece to use. The colours of the overlay representations on the miniature maps tell you for which kind of terrain to look:



Additionally, the miniature map details a few other things, as for example where to set up your units and the wind direction:



This arrow points north.



This arrow shows the wind direction for this scenario.

1

The circled numbers relate to the numbered objectives.

A

The circled letters relate to special rules described in the special rules section of the scenario.



The shaded area marks all hexes in which you may set up your units for the scenario.

In each scenario, you are either attacker or defender. You find this information in the upper right corner of each scenario sheet:



Attacker

You are the attacker in this scenario. You begin the game.



Defender

You are the defender in this scenario. You place fog of war markers and assemble the event deck.

In the Deploy section of each scenario, you will find all units and assets that are available to you for this scenario. They are ordered into one of the following categories:



All infantry units
(20x20mm blocks)



All vehicle units
(25x25mm blocks)



All equipment and
equipment (single use) cards



All weapon cards



All other asset cards that are
not shuffled into the event deck



All asset cards that are shuffled
into the event deck

Each unit you have available is listed with its valour. The valour levels are:



conscript



regular



veteran



elite



1 - Operation Epsom - 26. Juni 1944

Operation Epsom - June 26, 1944

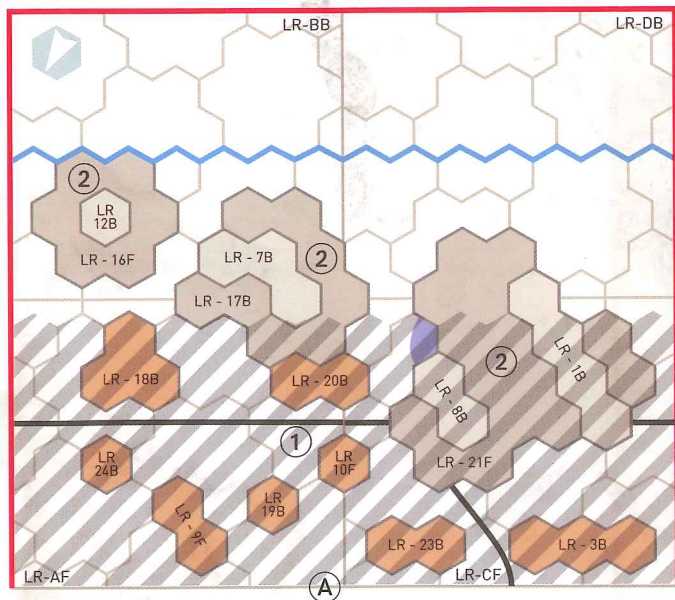


The British are preparing an offensive. Use your superior firepower to hold the higher ground and destroy them as they attack.

Your Objectives

- ① Prevent any Allied units from advancing beyond the road: 7 VP
- ② 2 VP per hill solely occupied by Germans at the end.
- ③ 1 VP per Allied unit eliminated.

In the hills just outside of Caen, France.



Scenario Events & Special Rules

Fog of War markers may be placed in all full areas north of the blue line.

Reinforcements 1 enter at (A).



3 Early
7 Late
3 Late+End



Deploy

Elements of the 12th SS
Panzer Division, Army
Group B



1x Panther G ★★ ★
1x StuG III G ★★ ★
1x StuG III G ★ ★ ★



Reinforcements 1
1x Pz IV 
and
1x Pz IV 
Late Deck

Fog of War

6x

Empty

2x





2 - Die Speerspitze - 3. Juli 1944

Leading the Charge - July 3, 1944

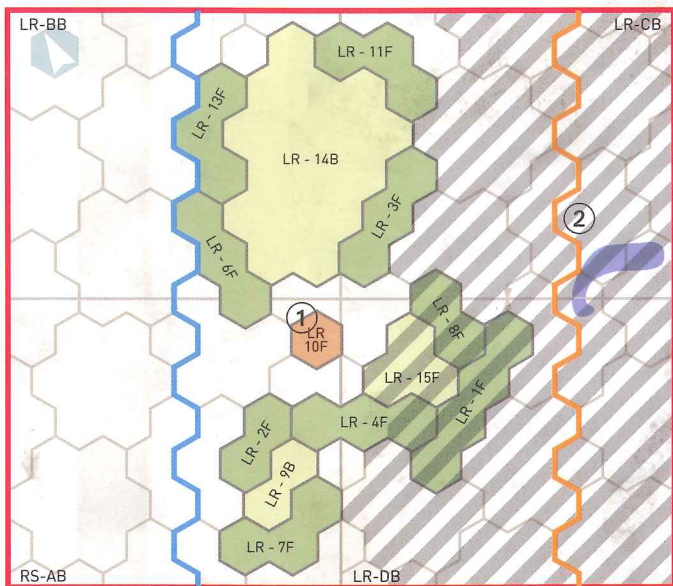


Your men are still green but are getting a taste for the fighting. Keep them alert and, if the enemy engages, slow their advance and destroy whoever you can.

Your Objectives

- 1 Capture and hold the farmhouses: 5 VP
- 2 Prevent enemy units from advancing west of the orange line: 3 VP
- 3 1 VP per Allied unit eliminated.

In the bowels of the Bocage, Normandy, France.



Deploy

Elements of the 353rd
Infantry Division, Army
Group B



3x Grenadiers ★★
1x Weapon Team ★★



1x Pz II L ★★



1x MG 42

Scenario Events & Special Rules

Fog of War markers may be placed in all full areas west of the blue line.



5 Early
5 Late
2 Late+End

The Battle of the Hedgerows was a bloody, month-long effort by the Allies to expand operationally into France. The hedgerows and their associated marshy terrain provided ideal defensives for the Germans. Progress was slow and difficult, and the defenders had orders to hold the advantageous terrain at all costs.

Fog of War

3x

Empty

3x



Ambush

2x



Wire



3 - Durch das Nadelöhr - 4. Juli 1944

Through the Chokepoint - July 4, 1944

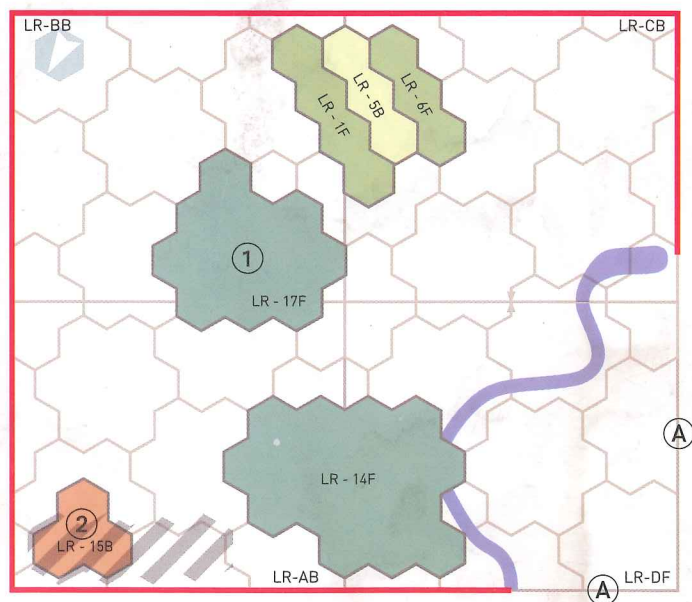


The Americans are struggling to advance, and we have intelligence that indicates they will attempt to seize your solid ground to make their efforts easier. Dig in and prevent them from controlling the area.

Your Objectives

- ① Prevent any Allied units from ending up in the central trees: 6 VP
- ② Keep at least one unit in the farm at all times: 2 VP
- ③ 1 VP per Allied unit eliminated.

Just outside the Marais de la Sensuriere, France.



Scenario Events & Special Rules

Fog of War markers may be placed in any area that is part of map boards AB and DF.
German reinforcements enter at (A).

4 Early
6 Late
4 Late+End

The U.S. VII Corps was charged with advancing thru and seizing a narrow isthmus around Marais de la Sensuriere. With limited room to operate and well-conceived German defenses, progress was slow and costly. After three days of heavy fighting only about 2,000 meters were gained.

Deploy

Elements of the Panzer
Lehr Division, Army
Group B



1x Pz V Panther G ★★
1x Pz IV J ★★
1x Pz IV J ★★
1x Pz IV J ★★
1x SdKfz 234/2 Puma ★★



Reinforcements 1
1x Pz VI Tiger I ★★
Late Deck

Reinforcements 2
1x Pz VI Tiger II ★★
Late Deck

Fog of War

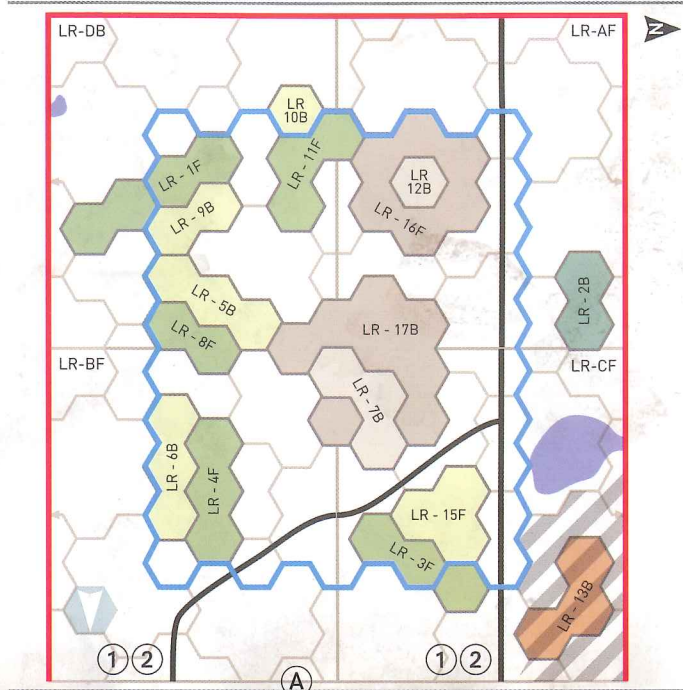


Keep up the fight: we are slowly being pushed back but our defense is valiant and our enemies are struggling for every meter. Inflict casualties, and do your best to prevent their advance.

Your Objectives

- ① Hold both road entrances on the east of the map: 9 VP
- ② Hold one of the road entrances on the east of the map: 3 VP
- ③ 1 VP per Allied unit eliminated.

Heading toward Saint-Lô, France.



Scenario Events & Special Rules

Fog of War markers may be placed in any area completely bound within the blue square.

Both crests block each other's line of site.
Reinforcements 1 and 2 enter at (A).



5 Early
5 Late
3 Late+End

Deploy

Elements of the 116th
Infantry Division, Army
Group B



2x Grenadiers ★☆☆
1x Weapon Team ★★☆☆



1x Pz IV J ★★ ★



1x MG 42



Reinforcements 1
1x Jagdpanzer IV ★★☆☆
and
1x Jagdpanzer IV ★☆☆☆
Early Deck

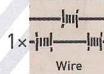
Reinforcements 2
1x StuG III G ★★
and
1x StuG III G ★★
Late Deck

Fog of War

5x	Empty
----	-------



1x

 $1 \times \frac{1}{2} \text{ mol} = \frac{1}{2} \text{ mol}$ 

The strategic crossroads of Saint-Lô was an early German target in 1940 and devastated by Allied bombing in 1944. Surrounded by tactically advantageous hills, Saint-Lô was over 95% destroyed during the war and led to the now-legendary quip, "We sure liberated the hell out of this place."



5 - Operation Cobra - 25. Juli 1944

Operation Cobra - July 25, 1944

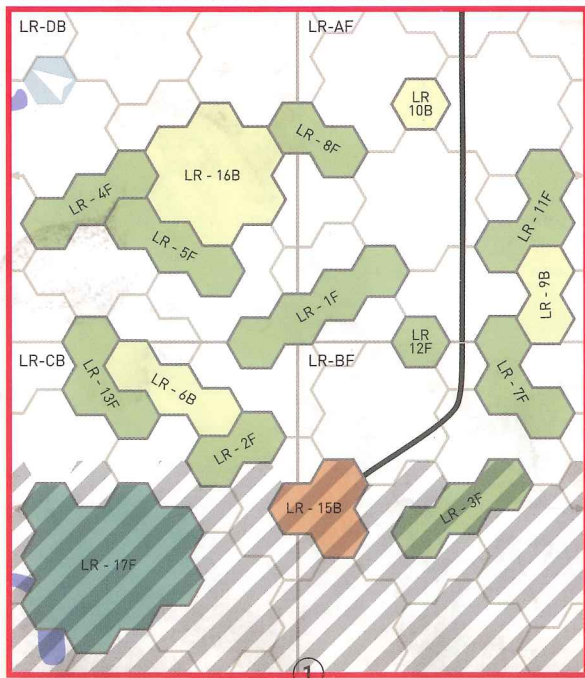


The Americans are launching a major assault and we must hold our defensive positions. Hold the line and inflict casualties on the attacking force.

Your Objectives

- ① Prevent any allied units from exiting off the east map edge: 6 VP
- ② 1 VP per Allied unit eliminated.

In the Bocage outside of Saint-Lô, France.



Scenario Events & Special Rules

Fog of War may be placed in any area that is at least partially on map boards LR-BF and LR-CB.

8 Early
4 Late
2 Late+End

Deploy

Elements of the 275th
Infantry Division, Army
Group B



2x Grenadiers ★★
1x Grenadiers ★★
1x Weapon Team ★★



1x StuG IV ★★
1x StuG IV ★★



1x MG 42



1x 30cm Nebelwerfer 42
Early Deck

Operation Cobra was the decisive offensive to end the Battle for Normandy in favour of the allies. Taking advantage of Germany's focus on the city of Caen the United States punched through defenses around Saint-Lô and broke into Brittany, leading to a rapid collapse of the German defense in Normandy.

Fog of War

6x

Empty

2x



Mines



6 - Unternehmen Lüttich - 7. August 1944

Operation Lüttich - August 7, 1944

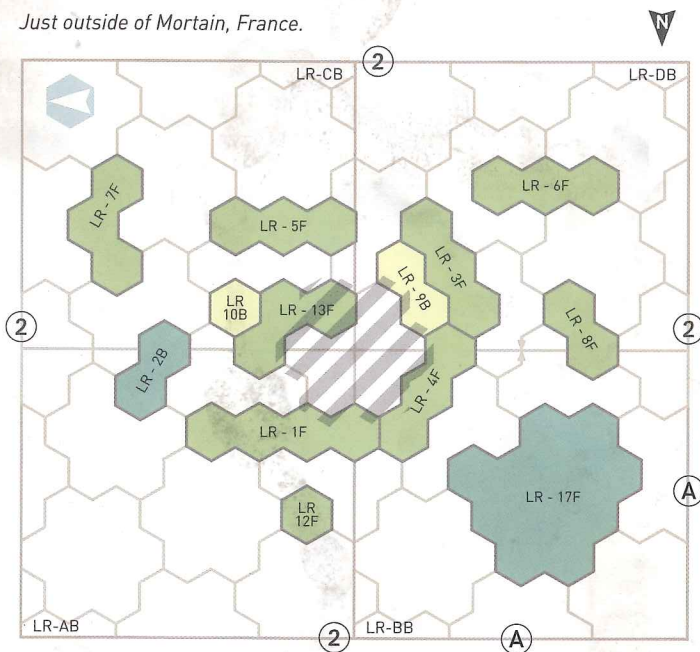


We know the best thing to do is retreat, but Der Führer insists that we attack. We must hope we do not get caught in the pocket developing around us. Advance, attack and fight for your lives men.

Your Objectives

- ① 1 VP per Allied unit eliminated.
- ② 2 VP per German infantry exited off the map.

Just outside of Mortain, France.



Deploy

Elements of the 116th
Panzer Division, Army
Group B



2x Panzergrenadiers ★★★
2x Panzergrenadiers ★★



1x Pz V Panther G ★★★
1x Pz IV J ★★
1x Pz IV J ★★



Reinforcements 1
1x Pz VI Tiger II ★★★
Late Deck

Scenario Events & Special Rules

Reinforcements 1 enter at ①

Operation Lüttich was a strategically disastrous German counter-offensive. As the Battle for Normandy ground to a close - with the Allies sure to emerge victorious - Hitler demanded his forces attack as opposed to make a tactical retreat. By the time the week was over the Falaise Pocket was sealed with over 50,000 German troops and numerous and invaluable materiel trapped inside.



7 - Operation Totalize - 8. August 1944

Operation Totalize - August 8, 1944

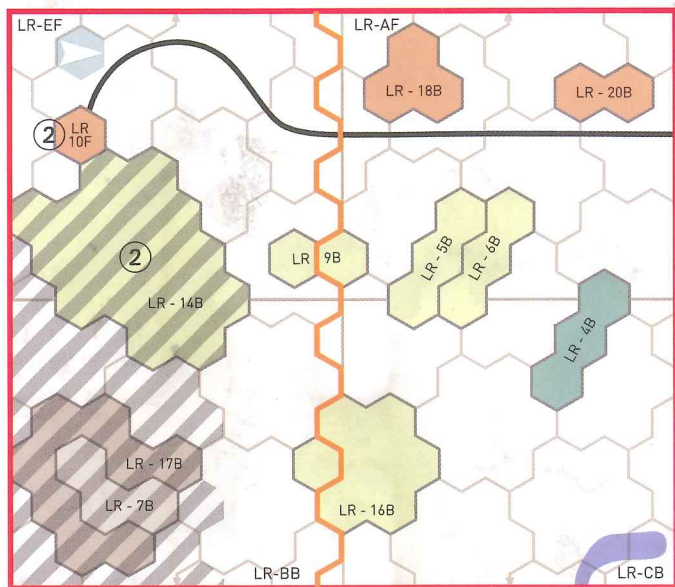


You role in our defenses is an important one. Hold those farms and villages against the oncoming armored assault. We will have you covered from Verriers Ridge and will deploy armored reinforcements as necessary.

Your Objectives

- ① Have no Allied units west of the orange line at the end: 9 VP
- ② Be in sole control of the farm and field at the end: 5 VP
- ③ 1 VP per Allied unit eliminated.

Around Verriers, France.



Scenario Events & Special Rules

Fog of War markers may be placed in any area south of the road but east of your deployment zone.



5 Early
5 Late
2 Late+End

Deploy

Elements of the 89th
Infantry Division, Army
Group B



2x Grenadiers ★ ★ ★ ★ ★
1x Weapon Team ★ ★ ★ ★ ★
2x Weapon Team ★ ★ ★ ★ ★
2x Weapon Team ★ ★ ★ ★ ★



1x Marder III 
1x Marder III 



1x MG 42
2x 8.8cm Pak 43
2x 8cm Granatwerfer 34
Mortar



1x False Flag


Fog of War

3x Empty



2x



2x  Wire



8 - Operation Tractable - 14. August 1944

Operation Tractable - August 14, 1944

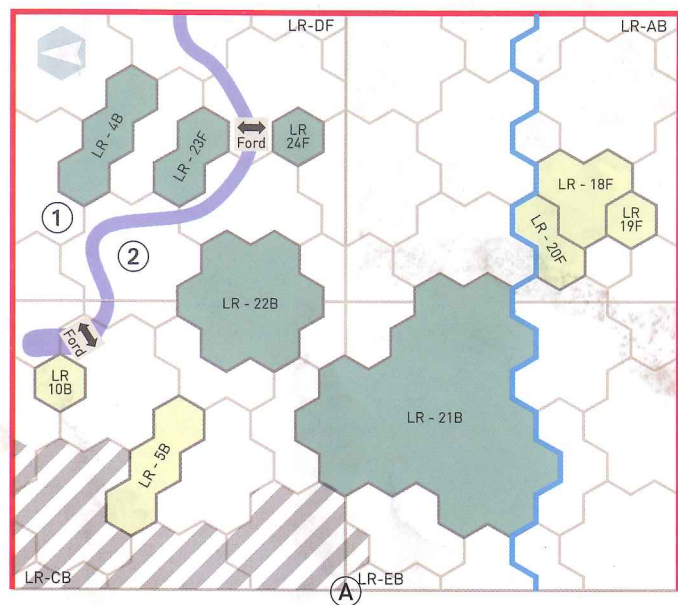


The enemy is advancing, and we don't want them to cross the Laison River. Prevent them from doing so and use those 88's to destroy them in the process.

Your Objectives

- 1 Prevent any Allied units from being across the river at the end: 7 VP
- 2 Have 3 surviving units on the Allied side of the river at the end: 5 VP
- 3 1 VP per Allied unit eliminated.

Around the Laison River outside of Falaise, France.



Deploy
Elements of the 102nd SS
Heavy Panzer Battalion,
Army Group B

1x Pz VI Tiger II ★★
1x Pz VI Tiger II ★★
1x SdKfz 251 ★
loaded with
2x Panzergrenadiers ★★



1x 30cm Nebelwerfer 42
Early Deck

Reinforcements 1
1x Pz VI Tiger I ★★
and
1x Pz VI Tiger I ★★
Late Deck

Scenario Events & Special Rules

Fog of War markers may be placed in any area west of the river and east of the blue line.
Ford markers are placed face-up as indicated.
Reinforcements 1 enter at (A)



4 Early
6 Late
4 Late+End

Operation Tractable was the Canadian and Polish portion of the Allies finally closing the Falaise Pocket by capturing the town of Falaise.

Fog of War

5x

Empty

1x



Tank Trap

1x



Mines

1x



Wire



9 - Elbeuf - 25. August 1944

Elbeuf - August 25, 1944



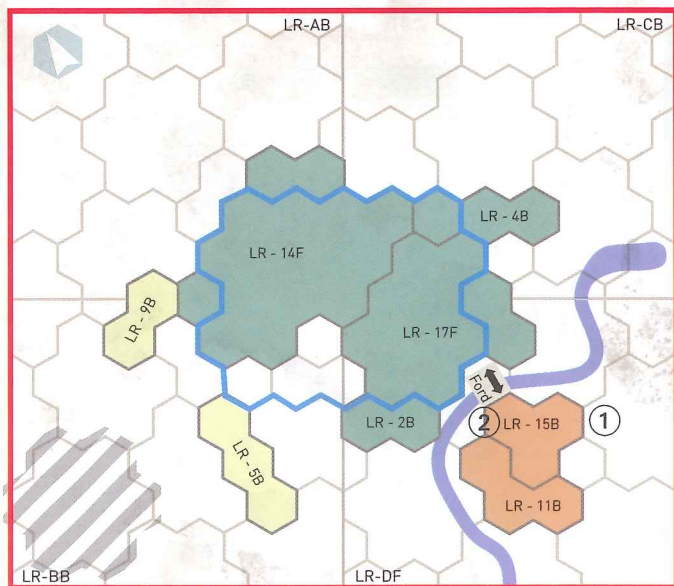
Defender

We're nearing the Seine and, despite bluster from the top, anything more than retreating behind it is completely unrealistic. Do your best to slow and destroy the enemy, but retreating safely is the first priority.

Your Objectives

- ① Have a unit across the Seine at the end: 5 VP
- ② Be the first to cross the ford in the Seine: 3 VP
- ③ 1 VP per Allied unit eliminated.

Just outside of Elbeuf, France on the Seine River.



Deploy

Elements of the 2nd SS
Panzer Division, Army
Group B



2x Panzergrenadiers ★★★
2x Panzergrenadiers ★★



1x Pz VI Tiger I ★★★
1x Pz IV J ★★★
1x Pz IV J ★★



Reinforcements 1
1x Pz V Panther G ★★
Early Deck

Reinforcements 2
1x Pz V Panther G ★★★
Late Deck

Scenario Events & Special Rules

Fog of War markers may be placed in any area completely within the blue square.
The ford marker is placed face-up as indicated.



5 Early
5 Late
3 Late+End

Operation Overlord concluded with the last German units crossing the Seine River on August 30, 1944. Elbeuf, a town on the Seine, was among the important spots locked down by Allied units in their push to the river.

Fog of War

4x Empty

1x



Ambush

1x



Mines

1x



Tank Trap



10 - Montélimar - 21. August 1944

Montélimar - August 21, 1944



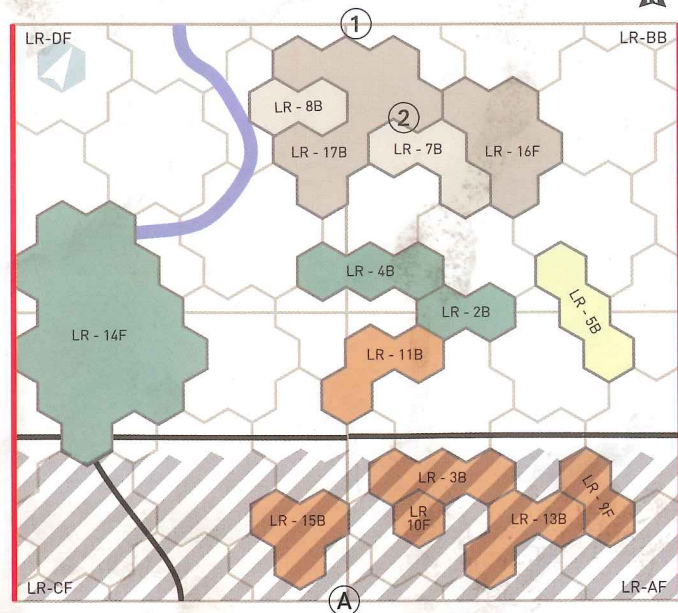
Attacker

It appears we are abandoning our plans to set up a defensive position at the Rhone. We have the opportunity to cut advanced enemy units off from supply and must do so. You must advance and cut their supply, of course destroying any of them you are able in the process.

Your Objectives

- ① 2 VP per German unit exited off the north map edge.
- ② 1 VP per German unit on the hill at the end.
- ③ 1 VP per Allied unit eliminated.

Outside of Montélimar, France.



Scenario Events & Special Rules

Reinforcements 1 enters at (A)

Deploy

Elements of the 11th
Panzer Division, Army
Group G



- 1x Pz VI Tiger I ★★
- 1x Pz II L ★★
- 1x Pz III N ★★
- 1x StuG III G ★★
- 1x StuG III G ★★
- 1x Sdkfz 251/10 ★★
- loaded with
- 2x Panzergrenadiers ★★
- 1x Sdkfz III G ★★
- loaded with
- 2x Panzergrenadiers ★★



1x Hartkernmunition.



- Reinforcements 1
- 1x Pz V Panther G ★★
- and
- 1x Pz V Panther G ★★
- and
- 1x Pz V Panther G ★★
- Late Deck

The German retreat from southern France was harried by the unexpectedly rapid advance of motorized U.S. units. This prevented the Germans from setting up a defensive position on the Rhône River and forced them to simply flee to Germany.



11 - Die Straße nach Hardenburg - 12. Oktober 1944

Aardenburg Road - October 12, 1944

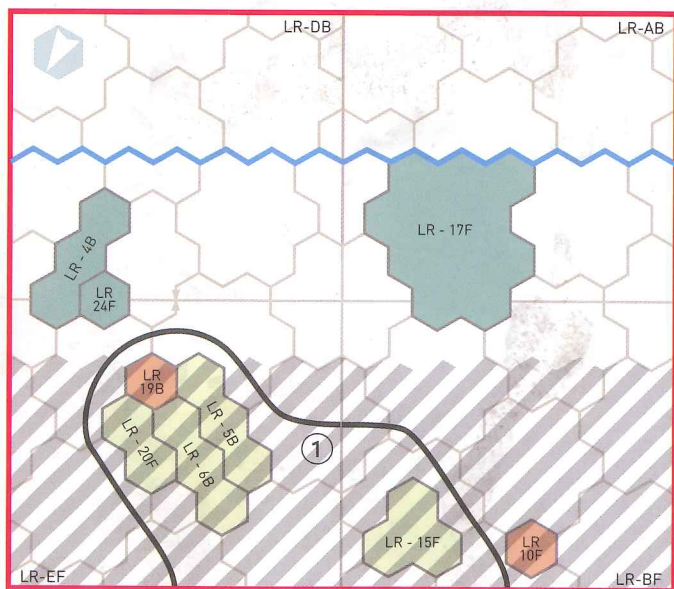


The Canadians have closed the bridgeheads and now are advancing. Set up a position around the Aardenburg Road to defend and prevent the enemy from bypassing.

Your Objectives

- ① 1 VP per German unit inside our side of the road at the end.
- ② 1 VP per Allied unit eliminated.

Around the Aardenburg Road, Antwerp, Belgium.



Scenario Events & Special Rules

Fog of War markers may be placed in any full area north of the blue line.



5 Early
5 Late
2 Late+End

Deploy

Elements of the 64th
Infantry Division, German
15th Army



3x Grenadiers ★★☆☆

2x Grenadiers ★★☆☆

2x Weapon Team ★☆☆☆



4x Panzerfaust 30



1x MG 42
1x 8cm Granatwerfer
34 Mortar




1x Hs 129
Panzerknacker
Late Deck

Fog of War

6x	Empty
----	-------

1x



1 x  Wire



12 - Süd-Beveland - 24. Oktober 1944

South Beveland - October 24, 1944

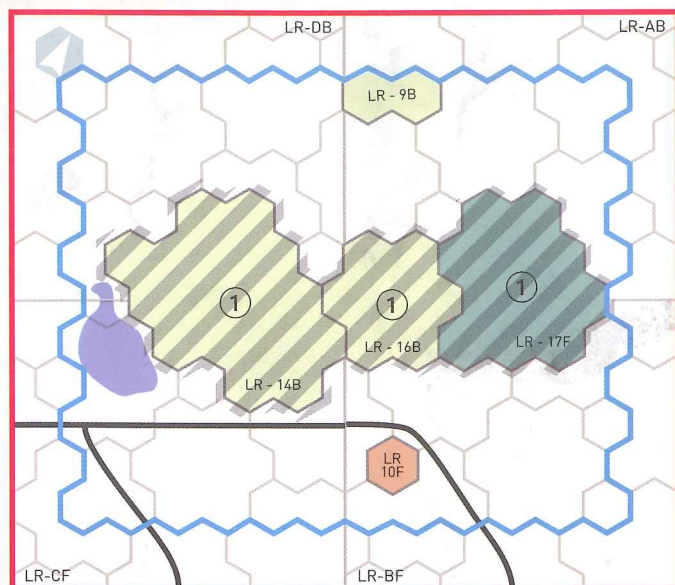


The enemy is struggling to penetrate our fine defenses at South Beveland. Keep up the good work and hold your position at all costs.

Your Objectives

- ① 1 VP per German unit in the central fields or trees at the end.
- ② 1 VP per Allied unit eliminated.

Just north of South Beveland, The Netherlands.



Deploy

Elements of the 202nd
Marine Artillery Battalion,
German 15th Army



- 3x Grenadiers ★★
- 1x Grenadiers ★★
- 1x Weapon Team ★★
- 1x Weapon Team ★★
- 1x Weapon Team ★★



- 2x MG 42
- 1x 8cm Granatwerfer
- 34 Mortar



2x Bunker

Scenario Events & Special Rules

Fog of war markers may be placed in any areas entirely inside the blue square.



- 4 Early
- 4 Late
- 3 Late+End

Operation Vitality, part of the Battle of the Scheldt, had Canadian and British soldiers cooperating to clear the South Beveland peninsula. The formidable defenses were thwarted by the British amphibious landing from the rear, cracking the German position.

Fog of War

3x Empty

2x

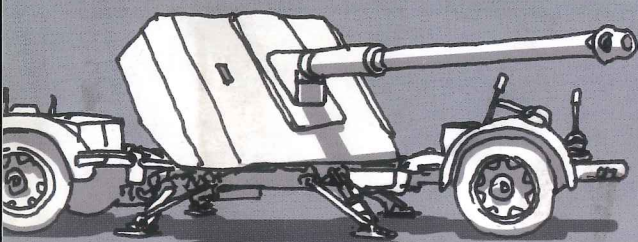


2x



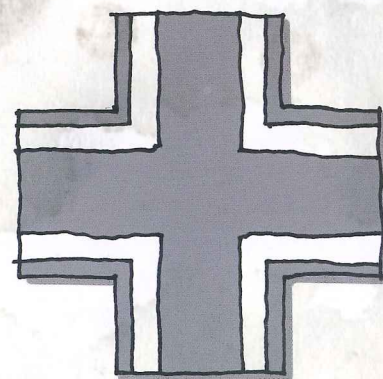
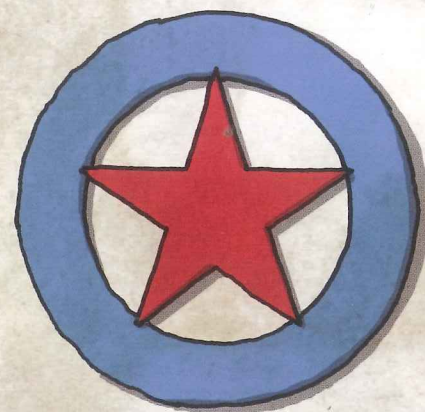
1x





LR/G

War Stories®: Liberty Road - Scenario Booklet / Germans



Unit Overview

		Range vs Infantry	Firepower vs Infantry	Range vs Vehicles	Firepower vs Vehicles	Arc of Fire	Front only	Front Armor	Rear Armor	Movement
German Units	Grenadiers	3		1	0					1
	Panzergrenadiers	3	^	1	0					1
	Weapon Team	2		0	0					1
	Brummbär/4	10	^	5	6	veh	4	1	1	
	Jagdpanzer IV	10	^	11	3	X	4	1	2	
	Marder III	10	^	11	4	X	1	1	2	
	Pz II L	10	^	8	1		2	1	3	
	Pz III N	10	^	8	2		2	2	2	
	Pz IV J	10	^	11	3		2	1	2	
	Pz V Panther G	10	^	14	5		5	2	2	
	Pz VI Tiger I	10	^	13	5		5	4	2	
	Pz VI Tiger II	10	^	15	6		8	4	1	
	SdKfz 234/2 Puma	10	^	10	2		2	1	3	
Allied Units	SdKfz 251	10	^	1	0	X	1	1	2	
	SdKfz 251/10			8	2	X	1	1	2	
	StuG III G	10	^	11	3	X	4	2	2	
	StuG IV	10	^	11	4	X	4	1	2	
	Riflemen	3		1	0					1
	Rangers	3		1	0					1
	Weapon Team	2		0	0					1
	17pdr SP Achilles	6	^	14	5		2	1	2	
	Cromwell Mark IV	6	^	10	3		3	2	3	
	Daimler Mk II	6	^	1	0		1	1	3	
	Humber Mk IV	6	^	8	2		1	1	3	
	M3 Halftrack	18	^	1	0		1	1	2	
	M4A2 Sherman (75)	14	^	10	3		3	2	2	
	M4A3E2 Jumbo Sherman	14	^	10	3		6	2	2	
	M5 Stuart	14	^	8	2		2	1	3	
	M8 Greyhound	18	^	8	2		1	1	3	
	M10 TD	14	^	12	3		2	1	2	
	M18 Hellcat	14	^	11	4		1	1	3	
	Sherman Firefly	14	^	14	5		3	2	2	

Close Combat

Infantry vs infantry - Both units draw a combat chip and add the **valor from unit and combat chip**; The unit with the lower total is reduced; if it survives, the other unit is reduced as well; repeat until only one unit is left.

Infantry vs Vehicles - Both units draw a combat chip and add the **valor from unit and combat chip**; If the infantry's total is higher, the vehicle is immobilized; If the vehicle's total is higher, the infantry is eliminated; Surviving infantry escapes.

Vehicle vs Vehicle - Both units add together their **valor, anti-vehicle firepower, movement** and both **front and rear armor**. If the higher result is 2x or greater than the lower, the lower unit is eliminated; If it is less, the lower unit is reduced; If the lower unit survives, the higher unit is reduced; If the higher unit survives, the lower unit is eliminated.

The moving player wins all **ties**.

Vehicle Damage Marker Symbols

- Gun damaged** - Vehicle may not fire for the rest of the game.
- Immobilized** - Vehicle may not move for the rest of the game
- Commander dead** - Vehicle may no longer attack infantry units
- Turret jammed** - Vehicle may only fire from its forward arc for the rest of the game.
- Crew injured** - Vehicle may either move or fire at reduced strength and not both on the same turn for the rest of the game.
- Reduced/No Penalty** - Vehicle is reduced but still functions normally

Unit Icons

- Vehicle **Move**
- Vehicle **Fire** at Infantry **and** Vehicles
- Vehicle **Fire** at Infantry **or** Vehicles
- Vehicle Fire and/or Move at **reduced strength**
- Infantry **Ready**
- Infantry **Spent**
- Infantry **Reduced**
- Unit **Suppressed**
- Fire upshift against Infantry
- Forward field of fire only

Terrain effects

- Blocks Line of Sight** - if trying to attack a unit, if this is between you and the target then you may not make the attack; this is ignored by some units such as a mortar; all terrain overlays have this feature
- Provides Cover** - defensive infanthy gets 1 column downshift
- Provides Fortification** - defensive infantry gets 2 column downshifts
- Provides Fire Advantage** - any fire attack made from this terrain benefits from a 1 column upshift

- Destructible X** - X is a number; by firing anti-vehicle weapons at this terrain, you may destroy it; it has an armor value of X
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 - C** Flank attack on infantry () or vehicles (rear armor)?
 - D** Attacking unit/weapon has against infantry?
 - E** Attacking firepower higher () or lower (, 1 per) ?

3 Apply the results

- Eliminate target unit**
 - Remove unit from play; Attacking player collects block
 - Replace vehicles with a wreck marker
- Reduce target unit**
 - Unreduced Infantry: Turn block to reduced side
 - Unreduced Vehicles draw a damage marker
 - Weapon Teams and reduced units are eliminated
- Suppress target unit**
 - Target unit must pass a valor check; if it fails: Unsuppressed units are turned to their suppressed side
 - Suppressed units are broken and placed face down
 - Broken units are eliminated
 - Reduced infantry is eliminated
- Miss**
 - No effect

Unit Overview

		Range vs Infantry	Firepower vs Infantry	Range vs Vehicles	Firepower vs Vehicles	Arc of Fire	Front only	Front Armor	Rear Armor	Movement
German Units	Grenadiers	3		1	0					1
	Panzergrenadiers	3	^	1	0					1
	Weapon Team	2		0	0					1
	Brummbär/4	10	^	5	6	veh	4	1	1	
	Jagdpanzer IV	10	^	11	3	X	4	1	2	
	Marder III	10	^	11	4	X	1	1	2	
	Pz II L	10	^	8	1		2	1	3	
	Pz III N	10	^	8	2		2	2	2	
	Pz IV J	10	^	11	3		2	1	2	
	Pz V Panther G	10	^	14	5		5	2	2	
	Pz VI Tiger I	10	^	13	5		5	4	2	
	Pz VI Tiger II	10	^	15	6		8	4	1	
	SdKfz 234/2 Puma	10	^	10	2		2	1	3	
Allied Units	SdKfz 251	10	^	1	0	X	1	1	2	
	SdKfz 251/10			8	2	X	1	1	2	
	StuG III G	10	^	11	3	X	4	2	2	
	StuG IV	10	^	11	4	X	4	1	2	
	Riflemen	3		1	0					1
	Rangers	3		1	0					1
	Weapon Team	2		0	0					1
	17pdr SP Achilles	6	^	14	5		2	1	2	
	Cromwell Mark IV	6	^	10	3		3	2	3	
	Daimler Mk II	6	^	1	0		1	1	3	
	Humber Mk IV	6	^	8	2		1	1	3	
	M3 Halftrack	18	^	1	0		1	1	2	
	M4A2 Sherman (75)	14	^	10	3		3	2	2	
	M4A3E2 Jumbo Sherman	14	^	10	3		6	2	2	
	M5 Stuart	14	^	8	2		2	1	3	
	M8 Greyhound	18	^	8	2		1	1	3	
	M10 TD	14	^	12	3		2	1	2	
	M18 Hellcat	14	^	11	4		1	1	3	
	Sherman Firefly	14	^	14	5		3	2	2	

Close Combat

Infantry vs infantry - Both units draw a combat chip and add the **valor from unit and combat chip**; The unit with the lower total is reduced; if it survives, the other unit is reduced as well; repeat until only one unit is left.

Infantry vs Vehicles - Both units draw a combat chip and add the **valor from unit and combat chip**; If the infantry's total is higher, the vehicle is immobilized; If the vehicle's total is higher, the infantry is eliminated; Surviving infantry escapes.

Vehicle vs Vehicle - Both units add together their **valor, anti-vehicle firepower, movement** and both **front and rear armor**. If the higher result is 2x or greater than the lower, the lower unit is eliminated; If it is less, the lower unit is reduced; If the lower unit survives, the higher unit is reduced; If the higher unit survives, the lower unit is eliminated.

The moving player wins all **ties**.

Vehicle Damage Marker Symbols

- Gun damaged** - Vehicle may not fire for the rest of the game.
- Immobilized** - Vehicle may not move for the rest of the game
- Commander dead** - Vehicle may no longer attack infantry units
- Turret jammed** - Vehicle may only fire from its forward arc for the rest of the game.
- Crew injured** - Vehicle may either move or fire at reduced strength and not both on the same turn for the rest of the game.
- Reduced/No Penalty** - Vehicle is reduced but still functions normally

Unit Icons

- Vehicle **Move**
- Vehicle **Fire** at Infantry **and** Vehicles
- Vehicle **Fire** at Infantry **or** Vehicles
- Vehicle Fire and/or Move at **reduced strength**
- Infantry **Ready**
- Infantry **Spent**
- Infantry **Reduced**
- Unit **Suppressed**
- Fire upshift against Infantry
- Forward field of fire only

Terrain effects

- Blocks Line of Sight** - if trying to attack a unit, if this is between you and the target then you may not make the attack; this is ignored by some units such as a mortar; all terrain overlays have this feature
- Provides Cover** - defensive infanthy gets 1 column downshift
- Provides Fortification** - defensive infantry gets 2 column downshifts
- Provides Fire Advantage** - any fire attack made from this terrain benefits from a 1 column upshift

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 - No effect

4

NEARBY

2

3

1

2

1

3

NEARBY

1

ALL

10

10

8

8

5

2

Bunker

5

2

Bunker

Empty	Empty	Empty	Empty	<div>1</div> <div>Foxhole</div>	<div></div> <div>Wire</div>	<div>1/2</div> <div>Mines</div>	<div>1</div> <div>Ambush</div>	<div>1/2</div> <div>Mines</div>
Empty	Empty	Empty	Empty	<div>1</div> <div>Foxhole</div>	<div></div> <div>Wire</div>	<div>1/2</div> <div>Mines</div>	<div>2</div> <div>Ambush</div>	<div></div> <div>Wire</div>
<div></div> <div>Ford</div>	<div></div> <div>Ford</div>	<div></div> <div>Tank Trap</div>	<div></div> <div>Tank Trap</div>	<div>1</div> <div>Foxhole</div>	<div></div> <div>Wire</div>	<div>1/2</div> <div>Mines</div>	<div>3</div> <div>Ambush</div>	<div></div> <div>Tank Trap</div>

1

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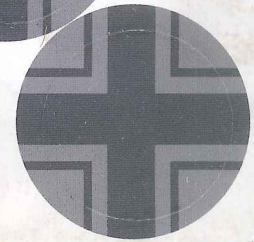
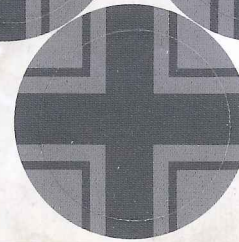
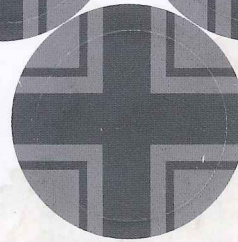
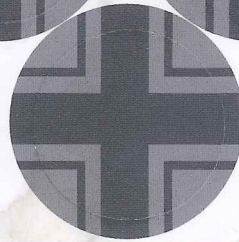
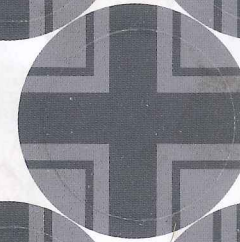
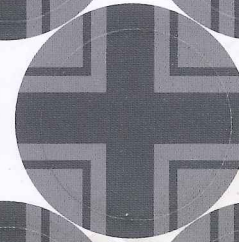
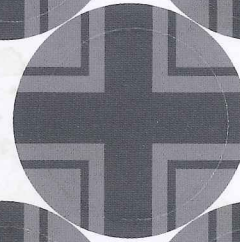
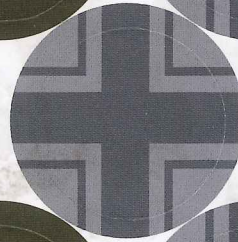
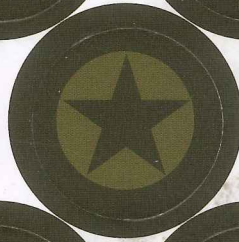
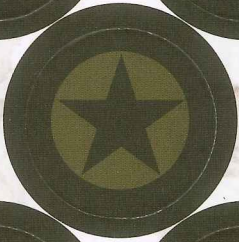
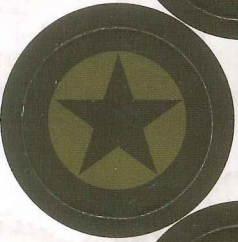
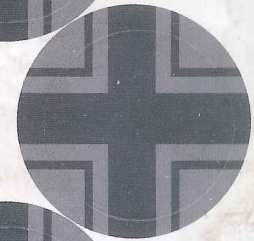
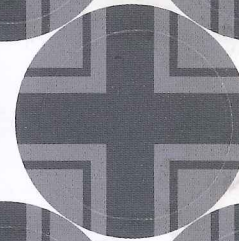
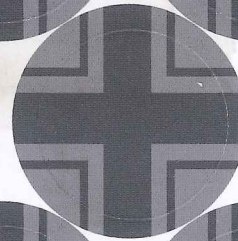
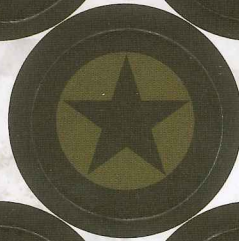
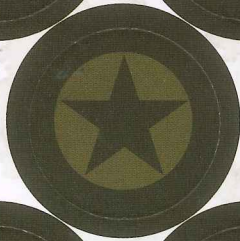
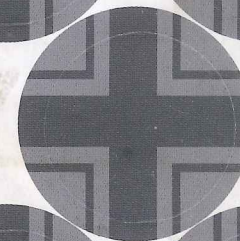
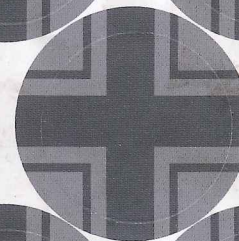
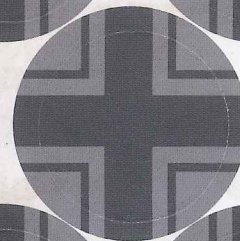
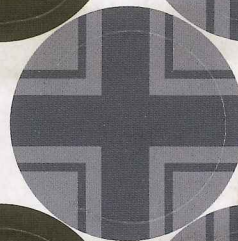
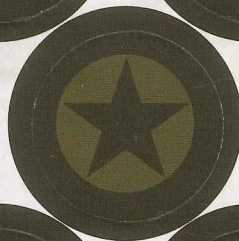
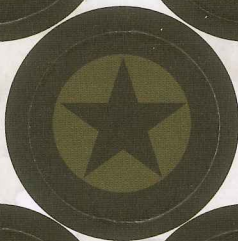
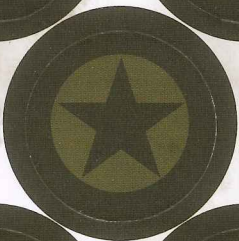
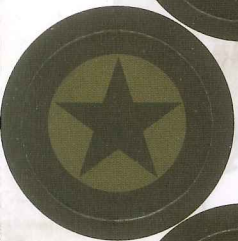
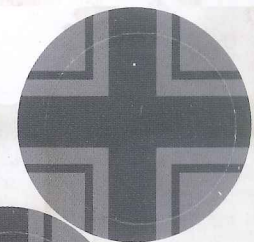
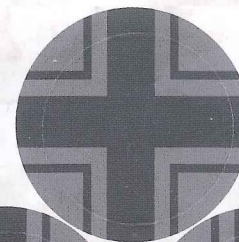
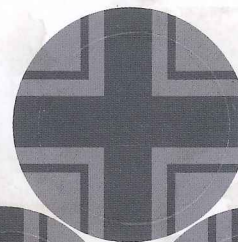
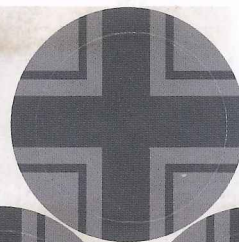
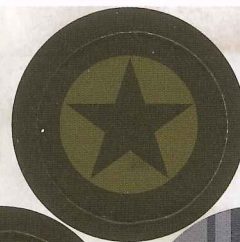
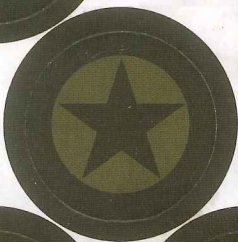
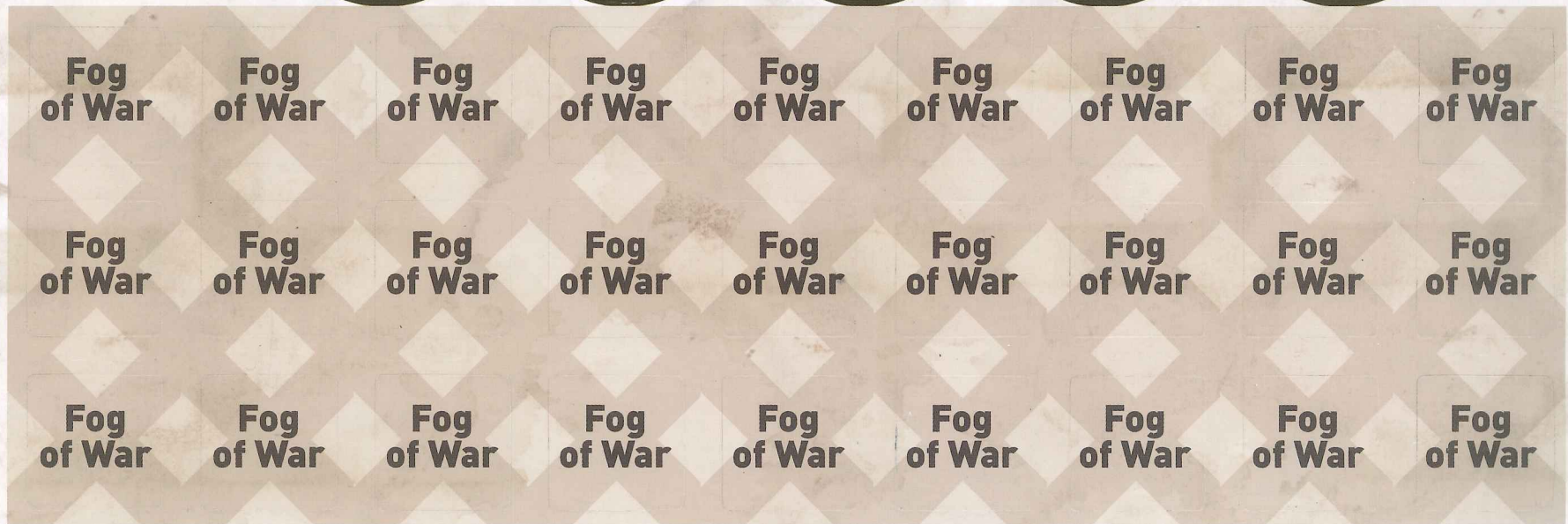
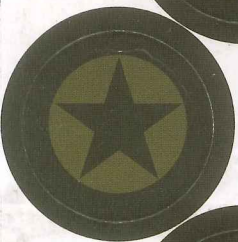
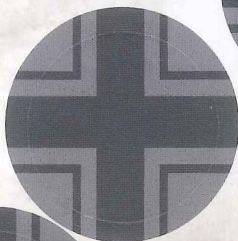
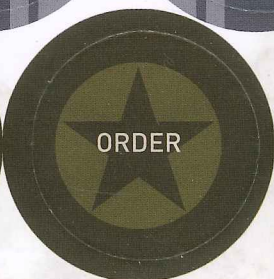
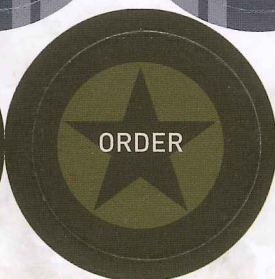
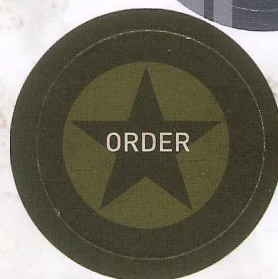
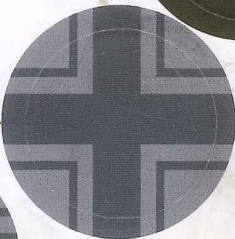
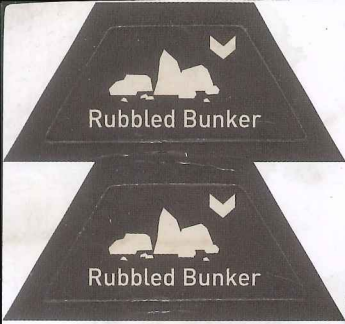
3

Ambush

Ambush

Ambush

Ambush







1-3 4 5 6+

1-4 5 6 7+

1-5 6+

1-7 8 9-10 11+

1-9 10+

1+

1-7 8 9+

1-7 8-9 10+

1-9 10 11+

1+

1 2 3 4+

1-2 3 4 5+

1+

1 2 3+

1 2+

1-2 3-7 8+

1-3 4-10 11+

1-4 5-10 11+

FAIL 1+

FAIL 1+

FAIL 1 2+

FAIL 1-2 3+

FAIL 1-4 5+

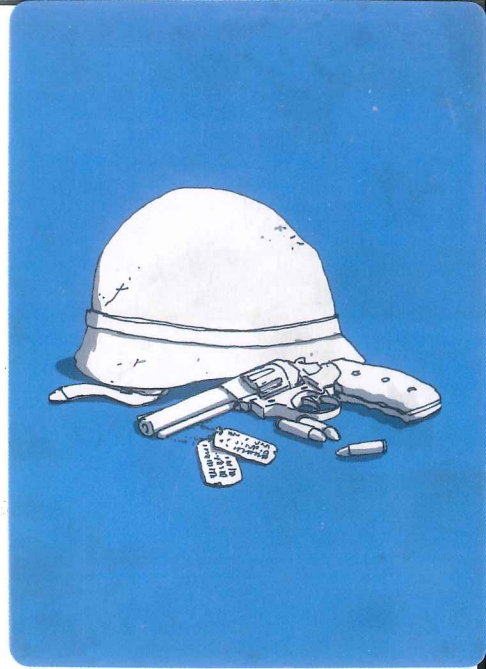
1-6 7+

Unknown

Smoke

Wreck

 SdKfz 251 10 10 12	 SdKfz 251/10 82 12	 Pz II L 10 81 213	 SdKfz 234/2 10 102 213	 Pz III N 10 82 2 2	 Pz IV J 10 113 212	 Pz IV J 10 113 212	 Pz IV J 10 113 212	 Pz V Panther G 10 145 522
 Pz V Panther G 10 145 522	 Pz V Panther G 10 145 522	 Pz VI Tiger I 10 135 542	 Pz VI Tiger I 10 135 542	 Pz VI Tiger II 10 156 84 1	 Pz VI Tiger II 10 156 84 1	 StuG III G 10 113 422	 StuG III G 10 113 422	 Marder III 10 114 1 2
 Marder III 10 114 1 2	 Jagdpanzer IV 10 113 412	 Jagdpanzer IV 10 113 412	 StuG IV 10 114 412	 StuG IV 10 114 412	 Brummbär/4 10 56 41 1	 M3 Halftrack 18 10 1 2	 M3 Halftrack 18 10 1 2	 Humber Mk IV 6 82 1 3
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 M18 Hellcat 14 114 1 3	 M18 Hellcat 14 114 1 3	 M18 Hellcat 14 114 1 3	 M18 Hellcat 14 114 1 3					
 Grenadiers 3 10 1	 Grenadiers 3 10 1	 Grenadiers 3 10 1	 Grenadiers 3 10 1	 Grenadiers 3 10 1	 Panzer-grenadiers 3 10 1	 Panzer-grenadiers 3 10 1	 Panzer-grenadiers 3 10 1	 Panzer-grenadiers 3 10 1
 Weapon Team 2 00 1	 Weapon Team 2 00 1	 Weapon Team 2 00 1		 Riflemen 3 10 1	 Riflemen 3 10 1	 Riflemen 3 10 1	 Riflemen 3 10 1	 Riflemen 3 10 1
 Rangers 3 10 1	 Rangers 3 10 1	 Rangers 3 10 1	 Weapon Team 2 00 1	 Weapon Team 2 00 1	 Weapon Team 2 00 1			

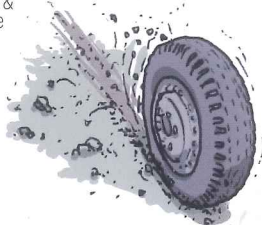




Momentum



LRARS-10



The ordering player takes a second order this turn after both turns are completed.



Eyes Like a Hawk



LRARS-8



If the attacker's current or last ordered unit passes a valor test, reveal the nearest fog of war marker within its line of sight.

Adjust the current attack by a downshift.



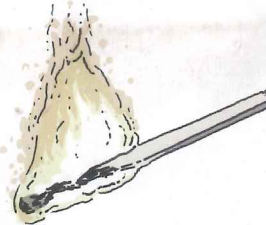
Over-Penetration



Flash Fire



LRARS-9



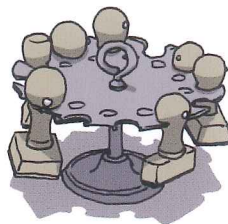
If the targeted hex is flammable it turns into a blaze.



Pogues



LRARS-2



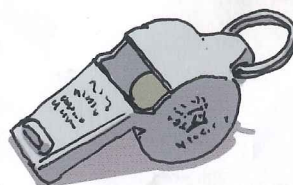
The defender's next reinforcement arrives at the end of the turn after it is supposed to arrive.



Double Time



LRARS-4



Any infantry moving at full strength for the rest of this order do not become spent.

Affects the nearest hex of either side that contains both vehicle(s) and infantry. One of those infantry, chosen randomly, is reduced or - if already reduced - eliminated.



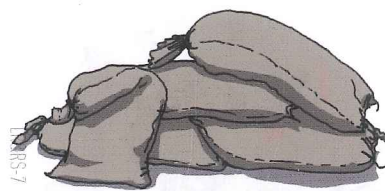
FUBAR



Take Cover!



LRARS-7



Place a foxhole in the targeted infantry's hex unless it is a building or water. If inapplicable, place it in the hex of the focus of this card, if possible.

No conscript or regular vehicle units may activate for the rest of this order, including the firing vehicle.



Hesitation



Hurry Up & Wait



LRARS-3



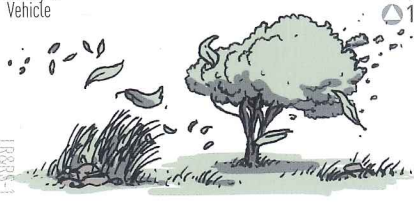
The attacker's next reinforcement arrives at the end of the turn after it is supposed to arrive.



Breeze



LRARS-1



Remove all haze, then reduce all smoke to haze. Blazes spread in the scenario's wind direction to the adjacent hex if it is flammable.



Awkward Squad



LRARS-4



Make the nearest ready infantry unit spent.

If the targeted vehicle has a damage marker remove it.

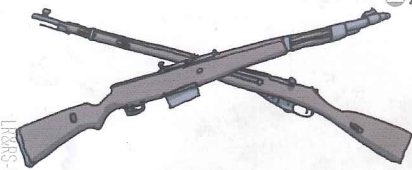


Miraculous Repair





Crossfire



After resolving this attack on your intended target make additional reduced strength attacks at any enemy infantry in the hexes adjacent to the intended target.

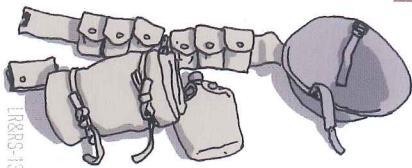
Each vehicle yet to activate this order must first pass a valor check or skip its order, including the firing vehicle.



Bottomed Out



Desertion



Eliminate your nearest reduced conscript or regular. If two are equally near the active player decides which is affected.

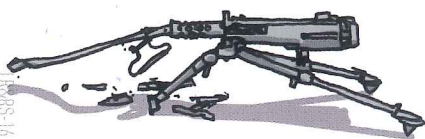
Replace the nearest wreck with a blaze. If two wrecks are equally near the active player decides which is affected.



Cooking Off



SNAFU



You must randomly eliminate one of your asset cards.

Unless it passes a valor check, eliminate the nearest reduced vehicle and replace it with a blaze. If two units are equally near, the active player decides which is affected.



Brewing Up



Barrel Change



Your nearest machine gun weapon team may not fire for the rest of this order if you're playing Germany, or for the rest of this turn and all of next turn if another nationality.

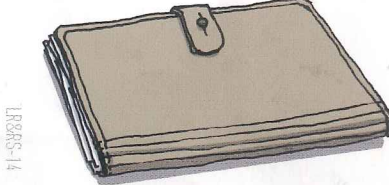
Each vehicle yet to activate this order must first pass a valor check or skip its order, including the firing vehicle.



Changing Gears



Plan B



At the end of your order one of your units may take an additional order.

Resolve this attack against rear armor.



Lucky Shot



Breeze



Remove all haze, then reduce all smoke to haze. Blazes spread in the scenario's wind direction to the adjacent hex if it is flammable.

Each vehicle yet to activate this order must first pass a valor check or skip its order, including the firing vehicle.



Friendly Fire



After resolving this attack on your intended target make additional reduced strength attacks at any enemy infantry in the hexes adjacent to the intended target.

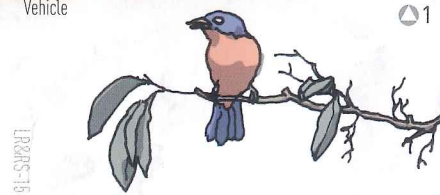
The nearest unredacted vehicle becomes reduced; place a commander killed damage marker. If two vehicles are equally near, the active player chooses which is affected.



Head Shot



Momentary Lull



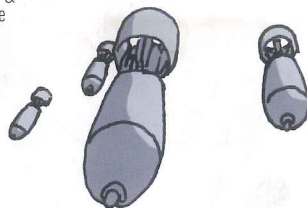
You may attempt to rally a suppressed unit.

Unless it passes a valor check, eliminate the nearest reduced vehicle and replace it with a blaze. If two units are equally near, the active player decides which is affected.





Mayhem



LR/AS-12

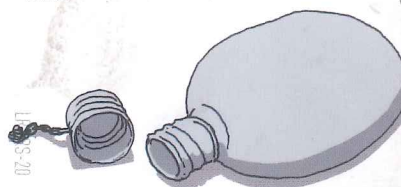
The active player's order ends immediately after the current attack is resolved.



Running on Empty



LR/AS-20



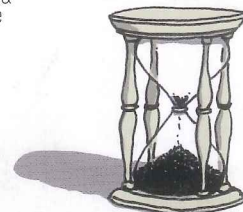
If either side is in poor supply none of its units may move or fire next turn.



Time's Up



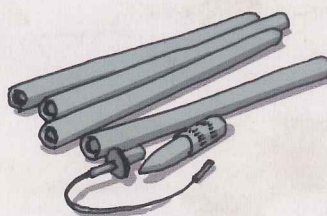
LR/AS-11



The game is over. Immediately determine the winner.



Bangalore Torpedo

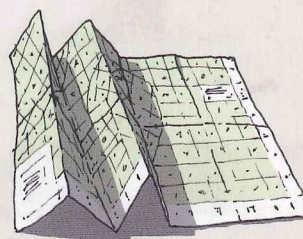


Assign to an Infantry unit during setup.
They may eliminate an obstacle they are adjacent to by using an order activation and becoming spent.

LR/AA-1



Intel

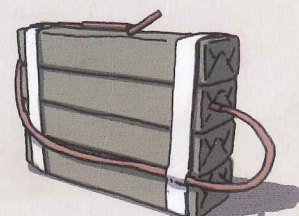


Before taking your first turn reveal any two of your opponent's fog of war markers.

LR/AA-2



Satchel Charges

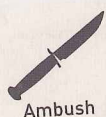
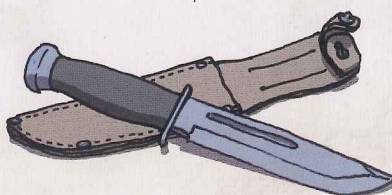


Assign to an infantry unit during setup.
Eliminates a vehicle if used in a successful close combat.
OR Use against a destructible object in the same hex.

LR/AA-3



Ambush

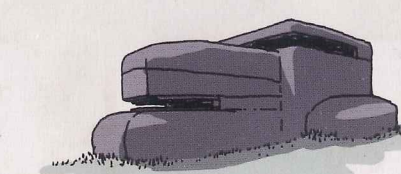


Include an ambush fog of war marker in your scenario deployment and place the corresponding marker on your ambushing unit, off board.
When the marker is revealed or you activate that unit, replace with the corresponding block from your reinforcements.

LR/AA-1



Bunker



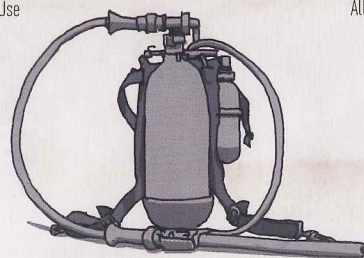
Place in open ground, fields, or woods in your deployment zone.

May be occupied by up to two infantry units, who may not close combat. Only specifically designated weapon team assets may be fired from a bunker - and they may only fire from its three front hexsides. Units which are outside the bunker receive cover.

LR/DA-5



Flamethrower



Assign to an infantry unit during setup.
May be used when initiating close combat in non-flammable terrain. First eliminate one of your opponent's infantry, even if in a bunker, and reduce one vehicle.
OR Use that unit's order to place a blaze in flammable terrain in one adjacent hex. Unit always moves at reduced speed.

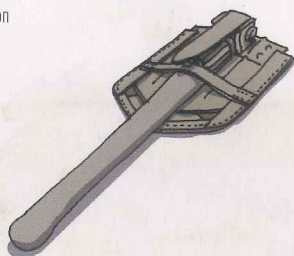
LR/AA-4



Foxhole



Defender
1941-45



Include a foxhole fog of war marker in your scenario deployment. Place in open ground, fields or woods. The foxhole may be occupied by a single infantry unit.

LR/DA-6

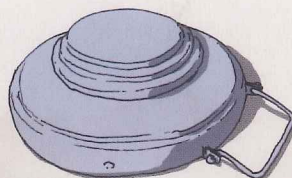


Obstacle

Mines



Defender
All



Include a mines fog of war marker in your scenario deployment. The first enemy unit to enter the mine's area reveals the mines and becomes reduced. All future enemy moves in the mined area are at reduced strength.

LR/DA-2

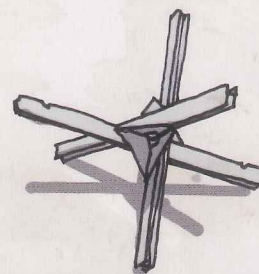


Obstacle

Tank Trap



Defender
1939-45



Include a tank trap fog of war marker in your scenario deployment. Place it on a specific road segment or bridge within an area. Vehicles may not use this section of road/bridge until the tank trap is destroyed.

LR/DA-4

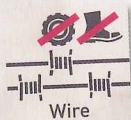
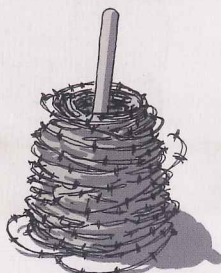


Obstacle

Wire



Defender
All



Include a wire fog of war marker in your scenario deployment. Infantry and wheeled vehicles may not enter a wired area, losing their turn if they attempt to. Fully-tracked vehicles entering a wired area remove it.

LR/DA-3

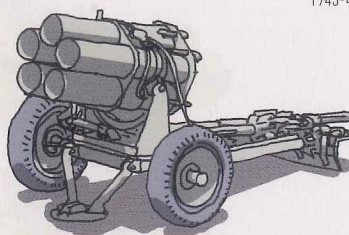


Strategic

30cm Nebelwerfer 42



German
1943-45



Add to event deck and use once when drawn.

Target all units in a hex with LOS to one of your units. All units in that hex and adjacent hexes not in cover are suppressed. Then attack the target hex, ignore cover and rear armor for vehicles. Flammable terrain becomes ablaze.

8⁺

Infantry (Off Map)

84

Vehicle (Off Map)

LR/DA-4

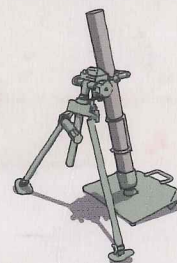


Weapon
Team

8 cm Granatwerfer 34 Mortar



German
All



Assign to a weapon team during setup.

May fire if target can be seen by any friendly unit in the same or an adjacent area. Targets all units in hex, ignore cover and rear armor on vehicles. This weapon team moves at reduced speed and does not get the cover or fortification benefits of its hex.

24⁺

Infantry

241

Vehicle

LR/DA-11

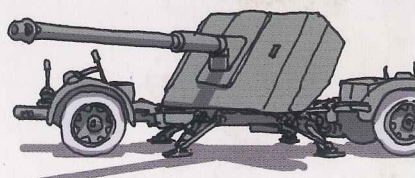


Weapon
Team

8.8 cm Pak 43



German
1943-45



Assign to a weapon team during setup.

Immobile, must be set up for entire scenario; may change hex facing, however.

206
Vehicle

LR/DA-10

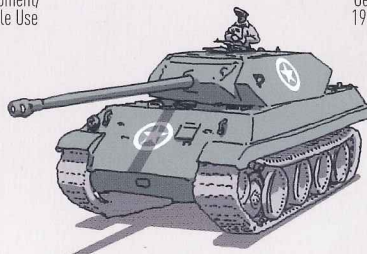


Equipment/
Single Use

False Flag



German
1944-45



Assign to a vehicle during setup.

If you do not previously activate that unit, when the enemy moves into an area adjacent to it, immediately end their order and take your next order. Resolve an event card if necessary. This vehicle must be the first unit you order.

LR/DA-6

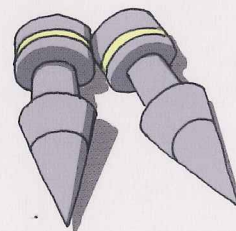


Equipment/
Single Use

Hartkernmunition



German



Assign to a vehicle during setup.

Add +3 to anti-vehicle fire strength and reduce its effective range by half (rounded up).

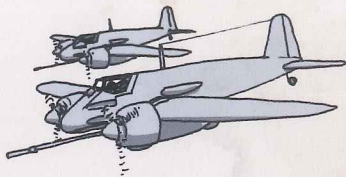
LR/DA-7



Hs 129 Panzerknacker



German
1942-45



Add to event deck and use once when drawn.

All enemy units not in cover are suppressed. Using range to target below, either:

Target all infantry units in a straight line of hexes across the map

OR Target one vehicle's rear armor, flammable terrain becomes ablaze.

8⁺

Infantry (Off Map)

85

Vehicle (Off Map)

LR/GA-5

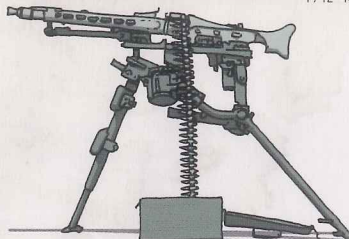


Weapon
Team

MG 42



German
1942-45



Assign to a weapon team during setup.

They move at reduced speed. May fire from a bunker.

10⁺

Infantry

100

Vehicle

LR/GA-9

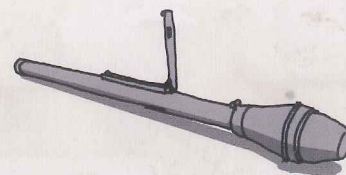


Equipment/
Single Use

Panzerfaust 30



German
1943-45



Assign to an infantry unit during setup.

Destroys instead of reduces a vehicle in a successful close combat.

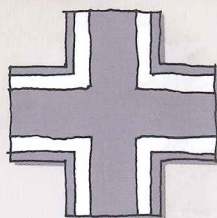


Strategic

Reinforcements 1



German
All



Add to event deck.

German Reinforcements 1 enter in the designated area.

LR/GA-2

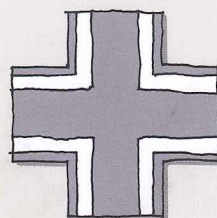


Strategic

Reinforcements 2



German
All



Add to event deck.

German Reinforcements 2 enter in the designated area.

LR/GA-3

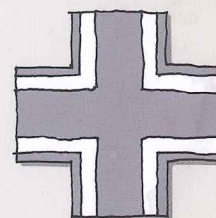


Strategic

Scenario Event



German
All



Add to event deck.

Follow the instructions for the German Scenario Event.

LR/GA-1

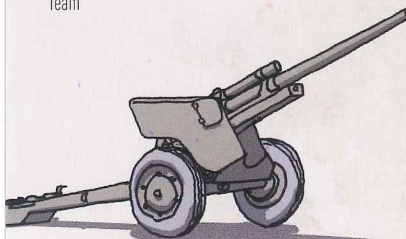


Weapon
Team

3-inch Gun M5



Allies
1943-45



Assign to a weapon team during setup.

Immobile, must be set up for entire scenario; may change hex facing, however.

155

Vehicle

LR/WA-12

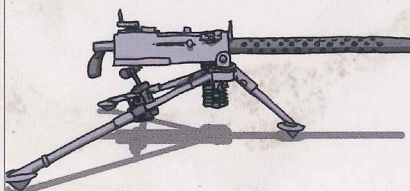


Weapon
Team

M1919 Browning



Allies
All



Assign to a weapon team during setup.

They move at reduced speed. May fire from a bunker.

14⁺

Infantry

140

Vehicle

LR/WA-10



Equipment

M1A1 Thompson



Allies
1943-45



All infantry units are armed with M1A1 Thompsons.

Use when firing into an adjacent hex.

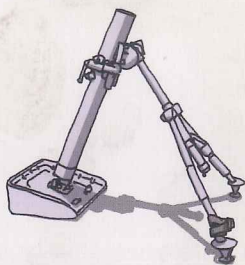
1⁺

Infantry

LR/WA-9



M2 Mortar



Assign to a weapon team during setup.

May fire if target can be seen by any friendly unit in the same or an adjacent area. Targets all units in hex, ignore cover and rear armor on vehicles. This weapon team moves at reduced speed and does not get the cover or fortification benefits of its hex.

18⁺

Infantry

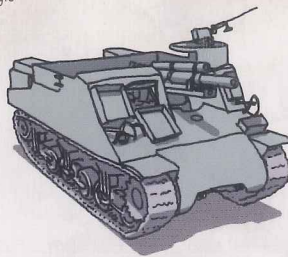
18¹

Vehicle

LRWA-11



M7B1 Priest



Add to event deck and use once when drawn.

Target all units in a hex with LOS to one of your units. All units in that hex and adjacent hexes not in cover are suppressed. Then attack the target hex, ignore cover and rear armor for vehicles. Flammable terrain becomes ablaze.

4⁺

Infantry (Off Map)

64

Vehicle (Off Map)

LRWA-4



M9 Bazooka



Assign to an infantry unit during setup.

Pass a valor check to perform a normal attack.

OR Destroys instead of reduces a vehicle in a successful close combat. No upshifts when attacking destructible objects.

13

Vehicle

LRWA-8



P-38 Lightning



Add to event deck and use once when drawn.

All enemy units not in cover are suppressed. Using range to target below, either:

Target all infantry units in a straight line of hexes across the map

OR Target one vehicle's rear armor, flammable terrain becomes ablaze.

8⁺

Infantry (Off Map)

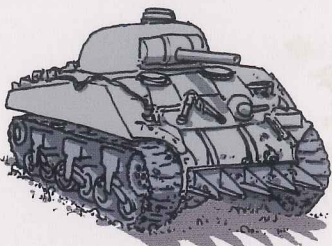
85

Vehicle (Off Map)

LRWA-5



Rhino Tank



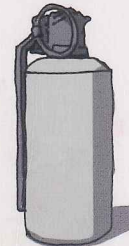
Assign to a tank during setup.

Tanks that begin the turn adjacent to a hedgerow hex may use their order to move into the hex and remove that hex of hedgerow. Place a rubble marker on it.

LRWA-6



White Phosphorous



Available to all of your units in this scenario with anti-vehicle firing capability.

Instead of firing normally units may place a smoke marker. Infantry may place it in an adjacent hex; vehicles may place it anywhere they are able to shoot at. Units in white phosphorous are suppressed and cannot recover until they first move into a new hex.

LRWA-7



Reinforcements 1



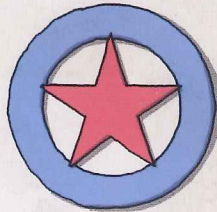
Add to event deck.

Allies Reinforcements 1 enter in a designated area.

LRWA-2



Reinforcements 2



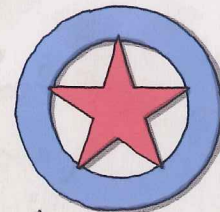
Add to event deck.

Allies Reinforcements 2 enter in a designated area.

LRWA-3



Scenario Event



Add to event deck.

Follow the instructions for the Allies Scenario Event.

LRWA-1

