

F.A.Q.

GENERAL



Are the re-roll bonuses one-time use or permanent ?

Re-roll bonuses remain active until they are returned to the display board following a score change.

In campaign mode, at the end of a scenario, which resistance cards are carried over to the next one ?

Only resistance cards with a single icon (anonymous resistance fighters) are carried over from one scenario to the next. Resistance cards with multiple icons (prominent figures of the resistance) are discarded (they have not reached History) unless they are in a player's own deck, among the 3 he chose to keep for the next scenario.

Can you freely choose these resistance fighters from those in the scenario played, or must you choose them from those you would have recruited ?

No, only the cards a resistance player has in their own deck can be kept. Not from the reserve (resistant cards on the resistance board). Example: if a player has no resistance cards in their own deck, they keep none.

Do these 3 resistance fighters go into the resistance deck or the player's object deck ?

These cards go into the player's own object deck for the next game.



Is taking the re-roll token mandatory, or is it optional ?

This choice is optional. Each Resistance player has only 3 slots to place bonus tokens. The re-roll token may result in the permanent loss of a skill. In multiplayer mode, this re-roll token can be assigned to the player of your choice.



Does a "Heroism" result obtained with the Gestapo or Militia dice cancel out all results from the other dice ?

No, a "Heroism" result cancels only one Gestapo or Militia result. Example: with 2 Gestapo's "Arrest" results and 1 "Heroism" result, the resistant fighter must make 1 confession because the "Heroism" result cancels only one "Arrest" result.

SCENARIO 2

Is the second Mission card, the one on the bottom, supposed to be open information, or should it remain hidden until the mission on top is completed ?

No, it is not known and will be revealed upon completion of the mission above. For practical reasons, during setup, you can first place the 5 cards face down and then place the other 5 cards face up on top of them.

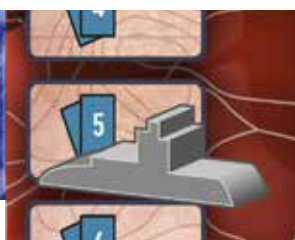
Does the U-Boat track play a role in Scenario mode alone ?

No, it is only useful in Campaign mode.

With the U-Boat track in campaign mode, which cards can be kept for later ?

The U-Boat track indicates the total number of cards with 1 skill icon that can be kept. If the total number of those cards exceeds the U-Boat level, players must agree together which cards will remain in the players' hands or be added to the next draw pile. The 2+ skill cards are not concerned by U-Boat.

If using the Spies and/or Lysander modules, see below section «modules».



Due to the U-boat's position, only 5 cards may be kept for the next scenario. Resistance figures (with multiple ability icons) cannot be kept if they are on the river.

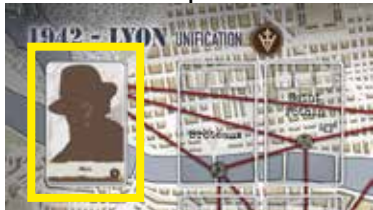
SCENARIO 3

The setup instructions say to place 5 cards on the river, not 6. Why ?

This is a typo, you should place 6 cards.

Does Max have to start in the top corner of the diagram/board space, and is the “I” in the setup image misplaced or misleading ?

Max has a dedicated space on the left side of the board.



In Scenario 3, does the standard Escape action apply only to captured fighters still on the board, and not to those who have already been sent to Prison ?

In this scenario, the standard Escape action applies only to resistance fighters placed on the board. The player performing the action chooses which card to take back into their hand.

If the freed resistance fighter has a red target marker, it is permanently discarded by the player.

(This last rule reflects the harshness of the organization : a resistance fighter might be freed so he wouldn't talk more. But he could still be terminated by the resistance for his betrayal, and in order to prevent his recapture.)

If a Resistance fighter confessed during a previous interrogation and therefore already has a red target marker, but later rolls a “Heroism” result during another interrogation, does that fighter still return to the player's hand ?

A «Heroism» result cancels a «Confession» result and follows the same rules as «Raid» and «V-mann». But BEWARE: The resistance card is removed from the board, but it is discarded permanently because it is a coerced informer. This resistance fighter escapes but is nevertheless eliminated by the resistance. (This corresponds to historical reality)

During a 3-dice interrogation : I rolled 2 confessions and 1 heroism.

The “heroism” result cancels one confession only, but the question arises as to whether this “Heroism” alone is enough to allow the resistance fighter to escape.

This is a very rare case. I'd be inclined to say that the heroism face allows it ! If we interpret the rule strictly, he escapes. In this example, the «Heroism» face allows only 1 of the 2 “confessions” to be removed, enabling the resistance fighter to escape. But he betrayed someone to the Gestapo. Therefore, he makes 1 «confession» (another resistance fighter will be arrested), a red target is placed (this can count towards a medal objective), and then his card is removed from the board and permanently discarded.

SCENARIO 4

Which regions correspond to these two support tracks ?

The upper track corresponds to the northern zone/Lebensraum, and the lower track corresponds to the southern/Italian zone.



SCENARIO 5

I see end-of-scenario instructions to prepare for the next scenario. Are there any scenarios after scenario 5?

Officially no, but you never know... there are still things to tell.

Alpine Expansion

GLIERES and the occupier's movement towards the Pertuis pass—does that reveal the secret objective?

Indeed, it could provide a strong clue for the resistance fighters, but it could also be used as a bluff.

What about the Progression on the VERCORS plateau, and zones A, B, and C mentioned by the medals and rules?

The idea behind this scenario was to reflect historical reality as closely as possible. The occupying forces were extremely violent during this historic assault, with the resistance holding its ground due to the unique geological features of the Vercors plateau. The plateau fell following the arrival of German gliders in the heart of the Vercors. The representation of concentric zones A, B, and C (to be transferred onto the game board) represents the siege effect on the Vercors plateau.

A is the peripheral zone, B the intermediate zone, and C the central zone.

In the game, a progress marker located in zone A, B or C can place a target marker (with an exaction) on any location within that same zone (even a remote village). Regarding the Schäfer group, it is an airborne division (by Glider) and it can intervene with exaction only when the token reaches the end of its track, in zone C (the central zone).



Symbol of the parachute of the VERCORS plateau under the second mission cards?



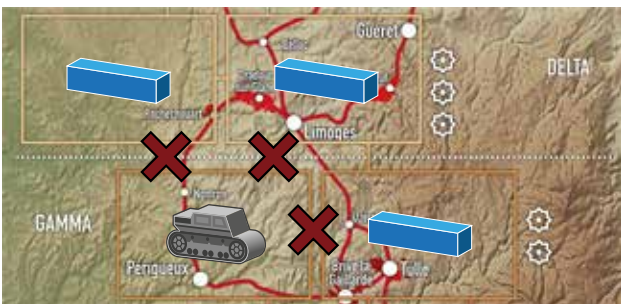
Again, it is to correspond to the historical reality told in the newspaper. The uprising of the Vercors plateau was initiated following the announcement of a possible parachuting of American airborne troops in order to create a bridgehead. Unfortunately the Americans did not come and the resistance fighters died with weapons in hand.

In terms of play, this means that if two parachute symbols appear following the resolution of the missions, we imagine that the American troops are parachuted. It's cosmetic and symbolic but without any game effect...

D-Day Expansion

How do you block the tank vehicle in the D-Day expansion to earn a medal?

It follows the same rules as in scenario 5. If all mission cards are blocked (front and sides) and there are no more visible mission cards at the rear, the tank armored column is blocked. As long as this situation hasn't occurred, the occupying force can still remove barricades (with 3 Wehrmacht cards played for Breton scenario, or all the exaction-target tokens placed for Das Reich).



MODULES SPY and LYSANDER

How to use the Abwehr card?

The Abwehr card can be played by the occupier OUT OF their turn. That is, during the turn of a resistance player who has just played a planning action. In Solo, it's slightly different (see below)

At the end of scenario 2, are the resistance fighters of the SPIES and LYSANDER modules, which offer 1 skill of your choice among several, concerned by the U-Boat rule?

No. These are historically prominent resistance fighters (multiple printed icons), unlike anonymous ones (only 1 printed icon). They are not directly affected by the U-Boat rule (maximum number of 1-skill resistant cards to preserve). However, remember, those historical resistant only carry over from one scenario to the next if they are kept among the 3 in the players' own deck (cf. general).

Note: all cards placed on the Free France HQ are also exempt from the U-Boat rule and arrests. This is an additional way to preserve a resistance fighter (even an anonymous one).

SOLO / COOPERATIVE : managing the

Preamble

Liberation is suitable for a more family-friendly audience due to the simplicity of its rules. It was particularly important to us to create a simple and fluid solo mode so that it could be enjoyed by as many people as possible. As a result, the difficulty level has been set fairly low. However, there are many ways to make this game mode more challenging. Some of you have actually offered some very good suggestions.

The difficulty level is primarily due to the relative effectiveness of the RAID cards.

We designed a difficulty curve where the effectiveness of the RAID cards increases progressively. In the first scenario, there are 6 locations, so a 1-in-6 chance that the raid will be effective ; 1-in-5 chances in scenario 2 ; 1-in-3 chances in scenario 3, and in that scenario, the risk is high with the hunt for Jean Moulin. Then the raid effectiveness goes back down with 4 locations in scenario 4, and 8 with the scenario 5. It's clear that in this liberation of Paris scenario, raids are really no longer the order of the day.

To meet the expectations of seasoned solo players, I suggest two difficulty levels that I have personally tested:

1. Draw 2 location cards instead of one if a raid is revealed.
2. Ignore the location card with a raid ; consider the raid successful and roll the dice immediately. (Cooperative: this targets the next resistant player to take his turn). This mode will give you cold sweats!

When a mission bonus allows me to look at and remove a card from the Occupant's hand :

do I remove a card from the Solo deck, from the location deck, from either one, or only from among the cards that haven't been played yet ?

In multiplayer mode, this refers to the player's hand; to match this state in solo, you must choose a card from the upcoming cards (Locations or Automa).

What is the rule for the Automa's re-roll tokens in solo mode ?

Must the Automa use the re-roll tokens, and if so, how should it decide when to use them?

The potential of the raises must be used in the most advantageous way for the occupant.

Should the Automa's Medal card remain hidden, or should it be open information from the start ?

The Medal card is visible and determines the end of the game for the Automa.

Is the rule for carrying over U-Boot cards from Scenario 2 perhaps too generous or too extreme for solo play ?

I agree with that. I'm counting on you to provide your feedback. Perhaps a different scale should have been used for solo mode...

How should the Oberführer card be used in solo mode ?

I humbly admit that I have never used this card in solo play. I therefore suggest creating 2 sets (location + solo card) when this card is revealed. (i.e 2 actions)

With the Lysander module, how should the Storch solo card be used ?

You must draw 3 additional location cards and apply them to the Solo card.

With the Spies module, how should the Abwehr solo card be used in solo play?

The ABWEHR card (solo/automa) prevents the resistance fighter from performing sabotage, evasion, or deception immediately after the card is revealed. However, these plans will become possible again once the automa plays its next turn.

In the Vercors scenario : Using the Marius Meyere card in Solo mode as a deception card?

Your suggestion could be applicable. This character was added during the campaign, so it hasn't been tested much, since we have Marius's grandson among our backers.