

Liberty Roads clarifications and errata (30 January 2011)

Clarification – Defender’s choice of terrain: the player can only pick from the terrain present in the hex he occupies. If a river hexside is present, its modifier applies in addition to the terrain present in the hex.

Clarification – Rail movement can’t be used to move a unit off the map

Clarification- ‘Monty’ marker: A British unit that uses the marker to replace a step loss may be adjacent to an enemy unit.

Clarification- A support marker that must be placed on a supplied unit stays in place even if that same unit moves away during the Allied turn.

Clarification- After a KG has been created, it can in turn be used (or may have to be used) to satisfy any additional step losses called for.

Errata – When Antwerp, Rotterdam or Amsterdam are captured, the decrease in Fuhrer Approval is both the cost for the loss of the named city **and** the loss of a major port.

Errata – Rule 10.3.8 the attack value “1” of a rebuilding unit is the value on its **reduced** side.

Errata – Units that employ strategic movement cannot attack that same turn

Clarification- D-Day support markers: A marker can only cancel out one of the opponent’s markers. Example: the D-Day Allied marker ‘Partisans’ can only be used to cancel out one German ‘Reserve’ marker, even if the German player has pulled and placed both of them in the same hex.

Errata –Fortitude: there are no modifiers for German unit release after the August ’44 turn, the effects of Fortitude automatically end

Errata – Rebuilt HQ units arrive in the England or Med box for the Allied player, and in any major German city for the German player.

Errata – Hex 3807: the hexsides between 3807 and 3706, 3707, and 3808 are impassable to all units.