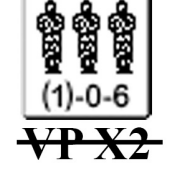


# THE LIBERATORS: MULTI-APPLICABLE SCENARIO PARAMETERS

Apply to all scenarios of *Hazardous Movement Pack 6*

|                                                                                    |                                                                                                                                                                                                                    |
|------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | <b>TL1</b> Kindling is NA.                                                                                                                                                                                         |
|    | <b>TL2</b> A Crew may never <i>gain</i> Control of a Building.                                                                                                                                                     |
|    | <b>TL3</b> Units of both sides may automatically set up <b>Concealed</b> in Concealment Terrain (i.e. any OB-given Concealment counters are <b>Dummies</b> .)                                                      |
|   | <b>TL4</b> Radio / Phone Breakdown is NA, and Battery Access for the <b>first</b> Fire Mission is <b>automatic</b> . Accordingly, one black card from that side's Draw Pile is removed prior to the start of play. |
|  | <b>TL5</b> Double CVP or EVP for Prisoners is <b>NA</b> .                                                                                                                                                          |
|  | <b>TL6</b> A unit that is entrenched may use <b>Assault Movement</b> to exit its Location <i>without</i> being fired on in the Location containing the Entrenchment.                                               |

**Map HZ3 Clarification:** Portions of a Building that “bleed over” into an adjacent hex (EX: hexside F2-G3) exist for purely aesthetic reasons. Barring any other Obstacles, LOS drawn along that hexside is **still clear** (EX: LOS exists between F3 at Level 1 and G2). Black bars (EX: hexside J2-J3) **still block LOS** as per B23.71.

