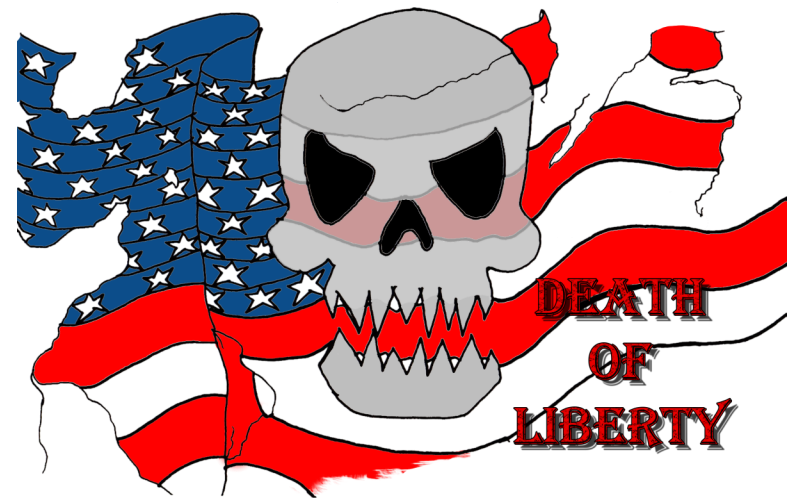




RULEBOOK



DEATH OF LIBERTY

THE STORY

Five years ago marked the end of a 15-year bloody world war that started with the unheard of defeat of the largest world power; The United States of America. The man that lead to this defeat of America calls himself Caesar; his goal was to end the constant threat of war between the world powers which would ultimately destroy the world. Utilizing his vast resources, and limitless access to advanced weaponry, his orbital weapons platforms were the instrument of salvation in this new world which is now controlled and governed by the New Dominion. His international regime.

However, peace is not won so easily, while under the disguise of a peaceful world, Caesar's regime is under threat by the newly united global resistance. Led by the former United States President; the resistance has grown to become an immediate threat to Caesar's rule!

Now the final battle has begun. In the end only one will survive. Will it be the New Dominion, or will it be the Resistance.

This is **Death of **Liberty**!**





DEATH OF LIBERTY

GAME SETUP (CONT'D)

- ⇒ All resistance commanders, 3 strike cards.
- ⇒ Caesar draws 1 strike card for each general on his/her team.
- ⇒ Caesar places his/her Orbital Weapon on the board according to placement number matching the selected weapon.

GAME PHASES

Each round in Death of Liberty is played through 3 phases. Deployment, Movement/Fortification, Attack. At the end of each attack phase (Unless otherwise stated; do an end game check)

DEPLOYMENT PHASE

- ⇒ During this



DEATH OF LIBERTY

OBJECTIVE

In Death of Liberty both teams' primary goal is to find the enemy leader and destroy them by taking over the country where they are hiding.

GETTING STARTED

The Game Setup:

- ⇒ Players choose a side: New Dominion or Resistance
- ⇒ Each team decides on a leader:
 - ⇒ President—for the Resistance. Red player meeple
 - ⇒ Caesar—for the New Dominion Black player meeple
- ⇒ For the Resistance: The non-leader players are called Commanders, they will pick up the Blue player meeples
- ⇒ For the New Dominion: The non-leader players are called Generals. They will pick up the Green player meeples
- ⇒ Shuffle and deal out the country cards to each commander/general (1 each). Then the two leaders each choose 1 card from the remaining stack.





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GETTING STARTED (CONT'D)

- ⇒ Each team then chooses among the selected cards who will get which card. (This may end up with each person not ending with the initial card they were dealt.)
- ⇒ Caesar will roll a 1d6 to select his/her Orbital Weapon. (This is based on the number of players... see below/1d6 will represent the Orbital Weapon number. 6=any weapon)
 - 2-3 players: 0 Orbital Weapons
 - 4-5 players: 1 Orbital Weapons
 - 6-7 players: 2 Orbital Weapons
 - 7+ players: 3 Orbital Weapons

GAME SETUP

- ⇒ Caesar rolls a 3d6 and picks up that many army units.
- ⇒ Deploy the units selected in any fashion on any number of countries on the map.
(New Dominion already controls the world.)
- ⇒ Resistance commanders & New Dominion generals, each roll 1d6 and select that many army units.
- ⇒ The President and Caesar each roll a 1d6 and select that many army units.



DEATH OF LIBERTY

GAME SETUP (CONT'D)

- ⇒ Caesar rolls a 3d6 and picks up that many army units.
- ⇒ Deploy the units selected in any fashion on any number of countries on the map.
(New Dominion already controls the world.)
- ⇒ Resistance commanders & New Dominion generals, each roll 1d6 and select that many army units.
- ⇒ The President and Caesar each roll a 1d6 and select that many army units.
- ⇒ Starting with the New Dominion, 1 general selects a country on the map and places all of their army units inside that country.
- ⇒ Then 1 of the Resistance commanders does the same. (Can not be the same place that a new dominion general has already placed units into.)
- ⇒ (Alternate turns until all non-leader players have placed their units.)
- ⇒ Caesar and the President then adds their units into any of the countries that has units from their team already there.
(Can split between all owned areas)