

Liberty Boys Playtest #2 7/8/17

- Missions: Secret. Reveal or turn to complete. Can only have 2. Can learn w/ infiltrate. Receive new missions in a town or city? Or just draw a new one?
 - Leader: If would be killed send back to HQ.
 - Reputation too cheap? Command (2x)
 - Start w/: 3 coins
 - Special Troop is a new type of unit you may muster. Only 1 unit of this type at a time.
 - Conveyance wants as 3 territories for control some at end of game.
 - What do supply lines do? You can transfer Move Supply supplies to a supply line you control. When? When you take the move action. Send any units and any supplies in to a controlled supply line.
- ② 2 players - take 2 actions each season?
- Initiate Battle from adjacent space? Can this be done? Probably no. They can only support attacking Army.
 - Civilian Casualties occurs before enemy can spend morale for re-roll