WAR STORY
OCCUPIED FRANCE

RULEBOOK
- **Page 13:** Add sentence at the end of Time paragraph 2, 'If you are unable to advance time further, skip this instruction'.

MISSION BOOK 1
- **Entry 108:** Change instruction to 'Turn to entry 383'.
- **Entry 119:** Change instruction to 'Check total short-range Firearms at Position B + long-range Firearms at Position D'.
- **Entry 142:** Change option 1 to read 'You may move any Agents/units from Position B to Position C as long as you leave at least one behind to secure an escape route'.
- **Entry 177:** Change 'Discard card 35' to 'Discard cards 26 and 35'.
- **Entry 181:** Change table header to 'CHECK Firearms at Positions A + B + C'.
- **Entry 200:** Change table header to 'CHECK highest Firearms at Position C'.
- **Entry 271:** Change instruction to 'Check total short-range Firearms at Position B + long-range Firearms at Position D'.
- **Entry 349:** Change instruction to 'Discard card 35'.
- **Entry 352:** Change instruction to 'Check total short-range Firearms at Position B + long-range Firearms at Position D'.
- **Entry 359:** Change first table of instructions to read 'Add 2 tracking points' and remove 'Advance Time' instruction.
- **Entry 445:** Change instruction to 'Check total short-range Firearms at Position B + long-range Firearms at Position D'.
- **Entry 477:** Add grey box above 'ON THE ENCOUNTER MAP', reading 'You may use the concussion grenade here'.
- **Entry 481:** Add grey box above 'ON THE ENCOUNTER MAP', reading 'You may use the concussion grenade here'.
- **Entry 496:** Add 'Circle Q' instruction to the second table.

MISSION BOOK 2
- **Entry 109:** Change table header to 'Check total Firearms at Position A + Position C'.
- **Entry 219:** Change first instruction to 'Draw map 2.4'.
- **Entry 346:** Add blue cube icon to 'Else row', as well as instruction 'Select them'.
- **Entry 492:** Remove 'Draw card 7'.

MISSION BOOK 3
- **Entry 136:** Change first row of 'IF/ELSE' table to read 'If all Agents at Position C are mortally wounded: Turn to entry 116'.
- **Entry 284:** Change first row of 'IF/ELSE' table to read 'Turn to entry 385'.
- **Entry 319:** Change instruction to 'Discard map 3.3'.
- **Entry 543:** Change instruction to 'Discard map 3.3'.
- **Entry 554:** Change 'Turn to entry 348' to 'Turn to entry 372'.
- **Entry 585:** Change 'Turn to entry 348' to 'Turn to entry 372'.
- **Entry 593:** Change Position D sentence, 'Do not assign any Agents to it yet', to, 'You must assign the Agent escorting Heidenreich here. Do not assign other Agents here'.
- **Entry 601:** Change 'Turn to entry 348' to 'Turn to entry 372'.
- **Entry 626:** Change 'Turn to entry 348' to 'Turn to entry 372'.
- **Entry 635:** Change 'Turn to entry 348' to 'Turn to entry 372'.
- **Entry 637:** Change first instruction to 'Add 1 black cube (noise) each to Position A and B unless that Position is empty.'
- **Entry 671:** Change instruction to 'Discard map 3.3'.
- **Entry 683:** Change 'Turn to entry 348' to 'Turn to entry 372'.

EQUIPMENT DECK
- **Card E3:** Change first sentence of INDOORS to 'Can only be used indoors when told you can use it'.
- **Card E8:** Change name to 'MG-42'.
- **Card E8:** Change to long-range, not short-range.

MISSION DECK
- **Card 16:** Remove day entry.
- **Card 24:** Change second sentence to 'It seems to have had regular visits from German soldiers in the last few weeks'.
- **Card 26:** Change 'Return' to 'Visit'. Remove day entry.
- **Card 35:** Change 'Return' to 'Visit'. Remove day entry.