

## RULEBOOK

• Page 13: Added 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/all Agents/ units from Position B to Position C as long as you leave at least one behind to secure an escape route'.
- 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 349: Change instruction to 'Discard card 35'.

# MISSION BOOK 2

- Entry 219: Remove 'Draw card 7'.
- 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 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 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 671: Change instruction to 'Discard map 3.3'.

#### **EQUIPMENT DECK**

- Card E3: Change text to 'Can only be used indoors when told you can use it'.
- 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'. Removed day entry.
- Card 35: Change 'Return' to 'Visit'. Removed day entry.

- 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.