

Errata - Basic Box

Page 8 : The point deduction rule has been moved

Scoring scale: Scoring is done in the manner of a "tug-of-war".

- Each time the RESISTANCES complete a mission, the SCORE MARKER is moved to / symbol by the number of mission victory points.
- Each time the Occupier captures a RESISTANCE card, the SCORE MARKER is moved to / symbol by the number of the RESISTANCE card's SKILL symbol.

In this example, the marker is moved 2 places towards /.

In this example, the marker is moved 2 places to /.

If the RESISTANCE frees a prisoner, the OCCUPIER loses points and the score marker is moved / to the corresponding to the number of skill icons of the freed RESISTANCE member.

Page 8 : Clarification on the rule regarding the retention of raise chips.

Raise bonus

When the SCORE MARKER reaches the location of a ROLL token:

- If the marker is red, the OCCUPIER player takes the token in front of him.
- If the marker is blue, one of the RESISTANCE players takes the token and places it on one of the 3 slots on his board.

The re-roll token is used for any roll of the dice:

- Raise one of the dice (regardless of color)
- It is not possible to re-roll the same die twice.
- If the RESISTANCE frees a prisoner, the OCCUPIER loses points and the score marker is moved to / by the number of skills of the RESISTANCE.

If the marker goes back the other way and leaves the ROLL token area, the token is placed back on the SCORE BOARD.

The re-roll token(s) may only be in the possession of one side.

Re-roll tokens remain in place until they are repositioned on the scoreboard following a change in the score.

Page 9 : The second FAQ about skills is about Louis, not Marcel

During the campaign with Louis, can I choose different skill icons?
Yes, this skill is chosen at the start of each scenario.

Additional material for scenario 2:

Add the elements of the previous scenarios to those of Scenario 2:
4 RESISTANCE cards (R021 to R024) and 4 1-skill cards (R004).



4 MISSION cards (M021 to M024)



10 LOCATION cards (N021 to N025), 3 U-BOAT cards (N004) and 1 OBERFÜHRER card (N010).



Page 12 : Error in the numbers of the additional resistance cards (R021 to R024 instead of R025). The Oberführer (N010) is missing from the inventory and setup for Scenario 2.

Note: The OBERFÜHRER is present in all subsequent scenarios.


Page 20/21 : The round tokens are gray, not beige.

1 bonus token (J006), 2 grey tokens, 3 black dice and 10 black MILICE counters



Errata - Aide de jeu

1942 OCCUPIER: Possible Resistance Medal: 4 (not 3) spy missions.
Possible Resistance Medal: 16 skills (instead of 5 different ones).
Possible Resistance Medal: 12 mission points (instead of 3 skills of each type)

Possible Resistance medal 

The RESISTANT camp carries out 4 MISSIONS with the spy SKILL.

Resistance fighters complete MISSIONS to collect a total of 16 SKILL icons.


Earn a total of 12 points using the MISSION cards.

1943 RESISTANT: Complete a mission: target ONLY ONE BLUE target (not red) [...] and aim UP (not down) along the support track

Carry out a mission

Discard RESISTANCE cards with SKILL icons matching those of the MISSION.

Place a blue TARGET marker on the designated LOCATION and move the SUPPORT marker up into the area.



1944 OCCUPIER: REMOVE the sentence "...and move the support marker downward in the relevant area."

Exaction

Place a red TARGET marker on the designated area.



Errata - Extension D-day


Page 4 et 12: 10 mission cards (not 8) (MA01 to MA10, not MA01 to MA08)

10 cartes MISSION (MD01 à MD10).



Page 6: Operating cost per link

GETTING AROUND



In this scenario, RESISTANCE tokens can move from one location to another by following the links between PLACES. The cost of movement is 1 per link. It is possible to move on an unexplored MISSION map.

In this example, the RESISTANT player spends 1 OPERATION point to move.

Page 23: Incorrect illustration

Air support



Errata - Alpine Extension

Page 4 et 12: 7 (not 6) resistors (RA01 to RA07), instead of R051 to R056, and only 4 R008 boards.

The game equipment required for scenario 5 combines elements from the first 4 scenarios in the basic box:
7 RESISTANCE cards (RA01 à RA07) and 4 1-skill cards (R008).



Page 13: The inventory and installation of basic equipment do not include a reference to the survey maps (N008).

4 x V-MANN, 3 x RAID, 4 x WEHRMACHT, 4 x PURIFICATION,
4 x DÉCEPTION (N001 to N005), 4 x MILICE (N007) and 2
EXACTION cards.



Page 16: Description of the EXACTION action.

EXACTION

In this scenario, the OCCUPIER player may place TARGET markers by playing one or more EXACTION cards. The placement zone (A, B, or C) depends on the position of the progress marker.
Exception: The SCHÄFER Group is an airborne battalion; it operates only in zone C if its marker has reached the end of its track.

Page 23: Description of the OCCUPIER objectives for the Glières scenario

Stopping the rebellion



Reach the central position with 1 MILITIA unit and 1 WEHRMACHT unit.



Eradicate hope



Reach the central position and the Col de Perthuis with the MILITIA or the WEHRMACHT.

