

G.I. JOE Deck-Building Game Raise the Flag Campaign Expansion FAQ & Errata

Renegade Game Studios

Q: In Top Secret Entry #5, the setup instructions state that you should to remove Story Mission cards from “Envelope 3”.

A: This should read “Envelope 2”.

Q: In Top Secret Entry #7, the instructions say to retrieve the BATs, but do not specify their location.

A: They are located in Envelope 3.

Q: In Top Secret Entry #37, the instructions say to retrieve the 6 Naval Carbines from Envelope 6.

A: This should read “8 Naval Carbines”.

Q: In Top Secret Entry #30, it reads “Put Story Missions 7 & 8 into play at the start of the next turn. Do not put Story Mission 9 into play until BOTH Missions are completed.”

A: This should read, “Put Story Missions **16 & 17** into play at the start of the next turn. Do not put **Story Mission 18** into play until BOTH Missions are completed.”

Q: The components list says 86 mission cards. Where are they located?

A: The 86 mission cards are spread throughout the included Top Secret envelopes. You will open these gradually as you play!