

Triumph of Chaos: Errata 1.3

(C) =Clarification or
correction, NEW=New
rule

CHANGE from 1.21

This Errata is incorporated in the ToC Living Rules v1.3 August 2006.

5.12 (C) Campaign Game Setup

*Izhevsk (Siberian Army 2) is in region 635, not 625
*Lugansk (Austrian Corps 1) is in region 225, not 213

There is NO Tsar Box on the game map – just place the Tsar by the Game Track.

5.2: 1919 Scenario

5.221 (C) At Start Forces - WHITE

WHITE:

Lieska 135: WHITE Fin C2
Satka 512: Si Cos Cav Army 1, Dutov
Helsinki: Fin Army 1 and Fin Tank Corps
Murmansk 717: Br Hamp corps
Archangel 732: BR Roy Fus, 9th, Arch corps

Strategic Reserve:

Br Res C1, Finland C2, Estonia C2, Cz Leg CE1
White Fin C1 & 3, Cz Leg CE1, Si Elite C1,2,
Si Cos Cav C1, Don Cos Cav C1, Don Cos C3,
Don Cos Elite C1, Russian C5, 6, 7, 9, Rus Elite C3,

5.222 (C) At Start Forces – RED

Tsaritsyn: RED 10 Army (not dead), Stalin L,
RED C7, Cheka C1
Moskva: Lenin L, Lat Rifle C2

5.26 Victory Conditions (NEW)

WHITE achieves an automatic victory if it controls either Petrograd or Moskva OR if it achieves 14 VPs at anytime.

RED wins if it has at least 14 VPs by the end of scenario, all of the RED Home VCs AND 3 of the following 5:

- 1) Controls all Baltic (Estonia, Lithuania and Latvia) VCs
- 2) Controls all Ukrainian and Makhno VCs
- 3) Controls all Don VCs
- 4) Controls all VCs in both the Urals North and Urals Central
- 5) Polish Faction controls no more than 1 VC outside of Poland.

Any other result is a WHITE victory.

Note: For additional play balance, players may add a requirement that RED secretly selects its 3 selections at the very end of Turn 5 (which must be met at the end of the game for a RED victory – in addition to the 14 VPs)

5.261 Determining Sides (NEW)

“Bid” VPs are immediately entered on the Game Track.

5.281 Cards “previously” played as events (NEW)

16 (Dutov Arrives) [Addition to ACs listed]

5.282 At Start Hands (NEW)

WHITE begins with AC 1 & 2 in their hand.
RED begins with AC 16 & 24 in their hand.
(Optional rule: Neither side or both begins with no ACs in their hand). Both sides then draw enough ACs for the required hand size of 7.

5.38 Other 1918 Scenario Rules (NEW)

Subjugation (rule 8.6) may not be used.

7.55 (C) VP step of Logistics Phase

Conduct any required IN-Fighting die rolls now.

8.111 WHITE Operations Bonus (NEW)

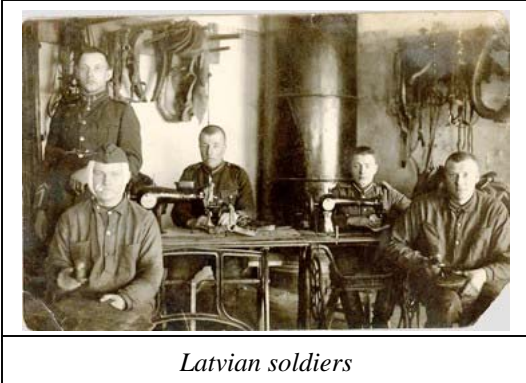
If WHITE leads or is tied in VCs at beginning of Action Phase (and turn 1 they are considered to lead for the purposes of this rule) AND RED placed at least one Action Card with a Card Value of 5 in a Political Box during the Political Phase, WHITE may play any AC during their first Action Phase as "operations" and activate 5 spaces. {Note: Essentially, a bonus of 3 free ops if WHITE plays an Action Card with a Card Value of 2}.

8.1321 (C) "If Faction controlled..."

If a FCM occupies the control box, it is considered "controlled" for preventing movement of the FCM due to various Action Cards (ex: AC#8)

8.14 (C) Setting up Factions

If a side gains control in the Political Phase, setup at the end of the Political Phase (rule 7.3); if during an Action Phase, setup at moment of gaining control. Regarding forces of Factions that are CP restricted when the CP withdraws, setup occurs during the FOLLOWING Political Phase. When multiple Factions must be setup at one time, determine order by random die roll.



8.142 (C) First Round Restriction

If an enemy attacks a newly controlled Faction, the restriction is lifted immediately. The attacked units and Leaders may immediately use their capabilities.

8.151 Losing Control of a Faction (NEW)

If a side loses control of the CP, these forces remain on the map (until CP withdraws via MP withdrawal – and they are considered supplied).

8.152 The Other Political Box.

Special PC 66 "Anarchy in Russia"

Replace all PCs in Political Boxes (PBs) with 2 PCs from to be drawn deck for each PB. If PC 64 or PC 65 appear, replace with another PC. Reshuffle all decks after phase."

8.152 (C) Nest of Spies PC#64

If PC#64 occurs in Turn 1, RED is considered "ahead" in VCs i.e. roll of 1-5 benefits RED, only a roll of 6 benefits WHITE

8.316 (C) Czech Legion Rule

WHITE Influence Bonus: The Czech Legion begins the game in control of one Victory City in the East Region.

8.316 (C) Gajda Putsch

Si Army 2, 3 and 4 are subject to the effects of the Gajda Putsch (not Si Army 1).

8.317 (C) Finland

Finnish Civil War section:
Viborg=Viipuri (124). Hango = Turku (128).

8.321 & 14.31 (C) Poland Faction RS Bonus

Poland receives 1 Faction Replacement Steps (RS) for use with the Polish Faction forces per turn per each Polish VC controlled by the controlling side (of the Polish Faction) and 2 RS per Polish VC if any enemy RED or WHITE

army (not controlled Faction) occupies a space in Poland.

8.321 Polish-WHITE Cooperation (NEW)

White may never stack nor attack with Polish Forces (including multiple hex combat). If forced to stack together, White units are eliminated.

8.321 Polish Response Table (NEW)

Poland may only move into the Faction's region that triggered the intervention (following the usual one round delay - rule 8.142).

Additionally, if triggered by a RED move into Ukraine, and WHITE has played AC#36 (Preparations for Haller), Poland may move into a RED controlled West Ukraine the following game turn after intervention is triggered (when these conditions are met).

Eliminate the die roll modifier on the Polish Response Table that is +1 if FCM of Faction in RED Influence Box: It is NEVER possible to move thru a neutral territory.

8.324 Ukrainian Peasant Armies are Insurrection Armies Rule (NEW)

If Ukrainian Peasant Armies go Peasant Revolt, treat them like Insurrection Armies (IA) (rule 16.34) and they are not considered Ukrainian, but RED or WHITE (depending on which side gained control during the Revolt).

8.53 (C) Conquering a Faction

The intent behind the rule is that a Faction can only be conquered by the enemy side (to the side controlling the Faction).

8.62 (C) Subjugation effects

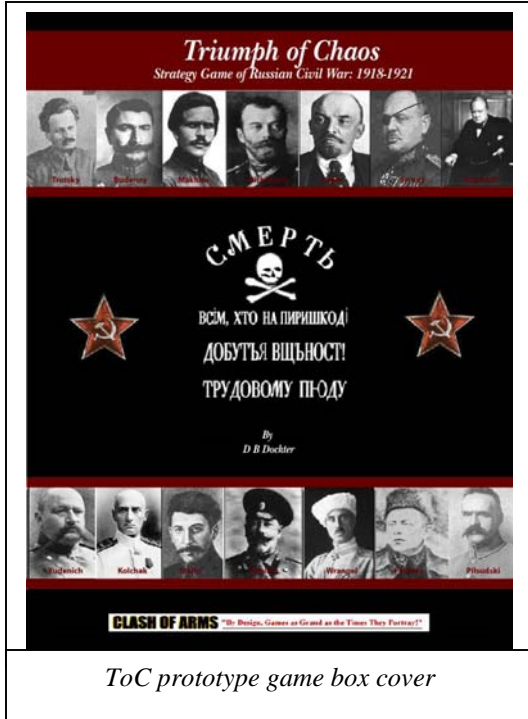
Ignore the Political point – no positive modifiers are produced

9.23 (C) Initiative Cards

Initiative Cards played to cancel an enemy combat activation marker must be played after the enemy designates hexes for combat or movement activation and prior to the enemy beginning movement.

10.1 Road 2 (NEW)

Make the Road 2 rule MANDATORY and applicable for both armies and corps (not leaders). Optionally, play without the Road 2 rule.



ToC prototype game box cover

10.221 (C) WHITE Multiple space activation in one round

Space 504 is Orsk on the map, not Omsk, and Yekatoerinodar is 310, not 314.

11.1 (C) General Combat Rules (Voluntary attacks)

Once a side declares after all its movement is completed, "Hex A is attacking enemy Hex B", the attack must proceed (with exception of the People Army rule).

11.32 (C) Combat Shifts

The chart should list a shift of 2AL for attacker out of supply, not 2DL. The chart on the map is correct.

12.32 (C) Out of the Strategic Reserve box – RED

Red Fin corps may not be SR'd to Finland until the border restrictions (rule 16.45) are lifted.

14.31 (C) VCs: Capture of enemy home region

1 RS to the capturing side if VC captured during the Action Phase.

14.31 WHITE RS Western Allies Bonus (NEW)

WHITE receives 1 RS per each of the USA, France and Britain faction controlled during the Logistics Phase (so 3 RS maximum for

controlling all three). France is CP restricted, so no RS from France while the CP has not withdrawn.

14.31 Ukraine and Poland RS Bonuses (NEW)

Ukraine and Poland Faction Replacement Steps (RS) Poland receives 1 Faction RS (for use with Polish units) for each controlled Polish VC and Ukraine receives 1 Faction RS (for use with Ukrainian units) if either RED or WHITE declared war on Ukraine and it has not been subjugated.

14.41 Army Placement WHITE: BAF: North Army (NEW)

North Army may be rebuilt in any Baltic port, East Prussia, Murmansk or Archangel.

15.14 Counterattack (C)

No terrain combat shifts or combat modifiers are generated in a counterattack.

15.41 Wrangel Arrives (NEW)

Upon WHITE controlling 601 (Tsaritsyn) or 819 (Voronezh) for the first time during a replacement phase, WHITE receives Wrangel free (no RS cost) at either controlled VC.

16.1 (C) VCs: Capturing an Enemy VC

The moment an a side captures (occupies) during the Action Phase an enemy controlled Victory City, it receives a free IP...

16.21 Lenin (NEW)

Lenin is NOT subject to an Accusation In-fighting Chit.

16.24 Socialist Revolutionary Army (C)

If the Socialist REV Army (SRA) (WHITE AC#1) is stacked with a white unit(s) when it mutinies (and goes RED), immediately conduct a combat. If SRA loses (suffers the same or more LFs), it is eliminated. If SRA wins, WHITE retreats its units per the retreat guidelines.

16.281 Peoples' Armies (NEW)

Prior to the instant of a combat involving any space containing Peoples armies 1,2,3 & 4, roll a die: On a roll of 1-3: Eliminate the army (place in dead pool...and corps from the reserve), 4-6: No effect *Die Modifiers (RED may only apply one modifier): Stacked with Cheka unit: +3, with a leader: +2, with elite unit: +1, +1 if defending* If RED is attacking, RED may call off the attack, after seeing the results of the die roll above.

16.36 Action Cards: (NEW)

AC#4 Switch Sides Units (C)

"...A similar unit (mutiny corps if corps, mutiny army if army) may replace any enemy unit in the target space. If a corps is utilized as the replacing unit, the associated mutiny army may never enter play. Replaced units go to the Dead Box (plus the associated corps from the Strategic Reserve if army was eliminated). The armies are in full supply (unless placed during winter - in which case they are in limited supply) during the entire turn.

If the army must be placed in an adjacent space (enemy unit remains in the target space), the space selected by the placing player should be in supply. If not, the enemy may select the space.

Once both armies have been placed, no further "switching of sides" may occur."

Targeted enemy unit of the switch side attempt must be adjacent to a friendly unit.

RED AC#37 Violation of Ukraine

PREREQ: Poland WHITE Controlled and Ukraine uncontrolled, RED AC#44 not played and it is 1919.

WHITE AC#2 "Poles, Finns or Cossacks"

Rule 8.142 First Round Restriction applies.

RED AC#9 & AC#40 "Faction Passivity/Inaction" (Optional): Factions may be activated in their home region.

16.37 Timing Restraint on Green, Insurrection Armies (IAs) or Partisans (NEW)

Neither side may play AC#6, AC#29 or Action Cards that generate IAs as an event during the last two Action Rounds of a turn. As an optional rule, ignore this rule, for a more "cut throat" game.

16.43 (C) Kronstadt

The connection with Petrograd is a rail line.

16.513 (C) In-Fighting (Defeatism)

In contrast to any other In-fighting chit required die rolls, Defeatism is rolled during the Action Phase for each required combat.

16.515 Ending In-Fighting Rule (NEW)

Eliminate +2 for elimination of Lenin – In-Fighting continues for the game.

16.74 White Tide (NEW-Optional)

WHITE receives a +1 to Cavalry Surprise for WHITE units drawing supply from 301 (Sevatopol), 310 (Yekaterinodar) or 324 (Rostov) providing WHITE controls a RED home VC by the end of Turn 2, WHITE has more VCs than RED AND Wrangel has arrived (rule 15.41). Subsequently, WHITE loses "White Tide" immediately (for the game) when WHITE has less VCs than RED or Wrangel is eliminated.

17.0 (C) Example of Play

The chart is incorrect. The outcome of the RED PB is 2H (Red selects 2 cards since they allocated a 2 Card Value AC).



*Ukrainians proclaiming independence...
Christian Herald May 22, 1918*



Pilsudski and Petlura