

## Triumph of Chaos Errata 1.5



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

### CHANGE from 1.4

#### 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, 9<sup>th</sup>, 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 MakhnoVCs
- 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.

## Возстающая Украина.



### 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

### 8.312 Baltics Political Phase Restriction (NEW)

RED Political Phase Restriction: RED must play RED AC#10 to remove this restriction before it may gain control of a Baltic Faction during the Political Phase.

### 8.315 Central Powers FCM Movement (NEW)

Allied (Brit, France, USA) FCMs may not move closer to the side controlling the CP (at the beginning of a Political Phase) during that Political Phase.

### 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 condition 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 Vassal Module

**10.221 (C) WHITE Multiple space activation in one round**  
Space 504 is Orsk on the map, not Omsk, and Yekatoerino-dar 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.

**13.4 (NEW) OOS Stack Activation**  
Activating an OOS stack costs 1 Activation for each leader or unit.

**14.11 (NEW) RED Army Reinforcements**  
Reinforcing RED armies enter flipped unless a leader is present in the reinforcing space. This restriction is permanently removed once RED controls all its home region VCs or it is 1920.

**14.31 Replacement Bonuses**  
**VCs: Capture of enemy home region (C)**  
1 RS to the capturing side if VC captured during the Action Phase.

**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.

**Central Powers:** WHITE Control of the CP generates 2 RS for WHITE. RED Control of the CP results in WHITE subtracting 2 RS from the WHITE RS total at the beginning of the Logistics Phase.

**Ukraine and Poland: (NEW)** Ukraine and Poland receives 1 Faction Replacement Step (RS) for each controlled VC. Additionally, if a side declared war on Ukraine, that Faction receives an additional Faction RS per controlled VC. In the case of Poland, that Faction receives an additional RS per controlled VC if there is an enemy unit within Poland. Finally, a side receives 1 RS (for use with RED or WHITE forces) for each controlled Ukrainian VC.

**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.

**15.52 Voluntary Leader Removal (C)**  
Non-OOS leaders may be voluntarily removed during a player's Action Round for 1 VP.

**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, roll a die:

Roll	Result
1-3:	Eliminate the army (and replacing corps)
4-6	No effect

*Note:* If RED is attacking, RED may call off the attack, after seeing the results of the die roll above.

*Modifiers:* May apply one of these: Stacked with Cheka unit: +2, with a leader: +1, with elite unit: +1  
Additionally, if defending, another +1 modifier

### 16.34 Insurrection Armies (IA) (NEW)

IAs are considered to have supply for Attrition purposes (they may not be eliminated OOS). They still suffer the OOS penalty during combat if OOS. Central Powers and Czech Legion forces (armies, corps and leaders) are the only other forces with this benefit. So, will be adding a rule in section 8.316 (Czech Legion) and 8.315 (Central Powers) called "Attrition Supply".

### 16.36 Action Cards: (NEW)

#### WHITE AC#2 "Poles, Finns or Cossacks"

Rule 8.142 First Round Restriction applies.

#### WHITE and RED 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.

#### WHITE AC#9 Czech Legion Commits (NEW)

Place the Czech Legion Army 3 with any supplied Czech unit and the Corps 3 in the SR.

#### RED AC#9 Faction Passivity and AC#40 Faction Inaction (NEW)

If a Faction subject to either card is attacked at any point in the Action Phase, those restrictions are immediately lifted on that Faction. Optional: Restrictions are also lifted if an enemy occupies the home region of the Faction.

#### RED AC#10 Blustering in the Baltics (NEW)

RED may choose to play this card as (1) the listed event or the following: (2) RED may gain control of Estonia, Latvia and Lithuania during the Political Phase (ignore other effects of the card). NOTE: If RED does not play this AC for choice (2), RED may not gain control of the Baltics during the Political Phase.

#### WHITE AC#12 Appeal for Foreign Intervention

When played by as an event, none of the Major Powers may move from WHITE Control during the Political Phase for remainder of the game

#### WHITE AC#28 Faction Reinforcements (C)

WHITE receives ALL units listed for whichever Factions it controls at that time.

#### RED AC#37 Violation of Ukraine

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

#### WHITE AC#44 White Eagle Fights (C)

Condition #2: RED force is ANY RED army, corps or leader.

### 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.

### 16.514 RED Voluntary In-Fighting Chit Violation (NEW) RED may only choose to violate the Trotsky, Stalin or Lenin In-Fighting Chits.

### 16.515 RED Ending In-Fighting Rule (NEW)

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

### 16.523 WHITE Voluntary In-Fighting Chit -VC = - FMC (NEW) RED may not shift FCMs into RED control.

### 16.524 WHITE Voluntary In-Fighting Chit Violation (NEW) WHITE may only choose to violate the Siberian, Don Cossacks, Siberian Cossacks or Other In-Fighting Chits.

### 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).