

# ToCv2 Errata & FAQ

**FEB 2, 2020** (reflects living rules 2.2)

**Herr Dr** (6 pages)

**Q. 3.18 Resource Centers** Text on top page 6 indicates RED begins with 10 Resource Centers (RCs) and WHITE with 5? Should not that be 8 for RED and 7 for WHITE ?

A. You are correct: RED begins with 8 RCs, WHITE with 7 RCs. Some very late adjustments were made after final play testing.

**Q. 3.21 Leaders.** Rule indicates that a die roll of a "5 or 6" returns a leader to their normal state. 12.73 indicates that a roll of "1 or 6". Which is correct? A. 12.73: A "1 or 6" die roll during the appropriate step in the Logistic Phase returns a leader to their normal state.

**Q. 3.21 Leaders. Krasnov.** Is Krasnov a cavalry leader: his leader card says yes, but nothing on this counter. A. He IS!

**Q. 3.22 Units...Far East (FE)...are there other units that may enter the Far East?** A. Regarding Far East, see 13.41 for a few additional units that are allowed to operate in the Far East.

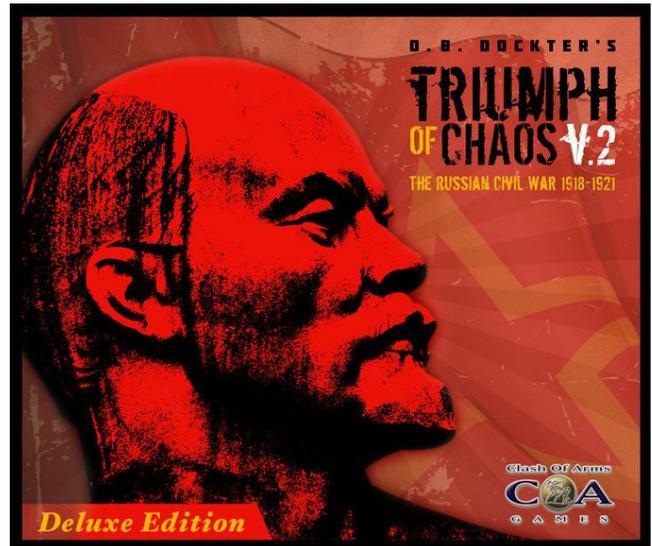
Q. And, rules say Reduced Unit is indicated by "R" on the backside - it looks like either the word "reduced" or a diagonal line and small picture of Lenin or the Tsar denotes reduction. Correct?  
A. You are correct regarding denoting reduced units.

**Q. 3.24 WHITE Camps** Are Baltic and BAF the same as NW (Northwest)? A. Yes. A few stray references to Baltic and BAF we missed in the editing.

**Q. 3.3 Factory & Port Capacity** What are factories? A. Same as Resource Centers: the edit didn't catch all of those pesky factories.

## Q. 5.4 Logistic Phase: Wrap Up

Corrections: Item 3. Conduct a 1d6. Beginning on the first 1920 turn, roll a die. On a "1", remove the following far east forces from the game:  
Japanese, Chinese and RED Mongolian armies.



Item 4. Roll a die for each green unit, green leader. If result is 1-2, eliminate. Roll a die for each Insurrection Army: eliminate on a 1, unless the IA currently occupies a VC.

**Q. 6.21** Text in 6.21 refers to AC#18, but card pictured is WHITE's AC#1 - what gives?

A. You are correct. It should read: "6.21 Sample Card: Each side has its own deck of Action Cards (ACs). Below is AC#1 from the WHITE deck".

**Q. 7.25...**Should first line under "WHITE: Multiple Regions" read "WHITE may \*not\* activate ..."? Adding "not"?

A. Yes: Should be: 7.25 "Multiple Regions and WHITE Linkup: WHITE may **NOT** activate more than one space in more than one region until WHITE Linkup achieved."

**Q. 8.421 Special Asset Surprise...**Combat Playaid indicates attacker may attempt surprise if attacker has more Special Assets than the defender...while rulebook indicates surprise is attacker has SA and defender does not. Which is correct? Playaid: attacker needs more SAs than defender.

**Q. 10.1 Attrition Supply...**What is the effect of attrition supply? A. A unit is NOT eliminated for being out of supply (if it has attrition supply). Players still check to see if these units have limited supply or are out of supply when activating or an instant prior to combat and suffer the related effects.

**11.1 Reinforcements: General Principles: Tula & Smolensk** RED may also use Tula and Smolensk (marked on the map) for placement. And, a player can always place an army in the Causalities Box.

**WHITE camp restrictions:** Siberian or Siberian Cossacks in Urals North or Urals Central, Don Cossacks in Don, AFSR in Don or Kuban. If White Linkup (7.25) occurs, these restrictions are ended.

**Q.11.2 Generating RS...Factions**

TWO RS for Central Powers may be spent to repair units containing dots in upper right hand corner, but not to rebuild units. Republic and Countries units may NOT be repaired outside of their home region.

**CHANGE: Bonus Western Allies RS:** WHITE receives 1 RS per each of the USA, France and Britain controlled factions, **if WHITE AC#1 (Kolchak's Coup) has been played as an event.**

**Q.12.1 Basic Leaders Capabilities:**

**Withdrawal** If force successfully withdraws, may the attacker automatically advance? Yes. And, then if the advancing force contains a leader, that leader may attempt Pursuit. If successful, place a combat marker and attack adjacent enemy occupied space(s).

**Q.12.1 Basic Leaders Capabilities:**

**Exploitation** Add cavalry as a prerequisite for conducting exploitation.

**Q.12.3 Death? Alternative State?**

**Inactivity?** 15.71 is referenced. Shouldn't that be 12.71 Yes.

**Q.12.5 Removal of Leaders Regarding involuntary removal of leaders...does having a leader eliminated from death (rolling a "6" when attempting to use a leader capability per 12.3...and then being unlucky enough to roll a subsequent "6") cause a loss of VPs?**

A. No. Rule should read: Involuntary Removal: If a RED or WHITE leader (not Faction) is eliminated involuntarily due to OOS or failure to retreat (if an enemy unit enters its space), the controlling side loses a number of VPs equal to the leader's rating (ex: Trotsky costs RED 4 VPs). Exception: Lenin: Cost is 4 VPs.

**Q.12.73 WHITE Leaders** WHITE leader roster table shows Red Prince Archduke Wilhelm as an insurrection leader. His counter shows him apart of Ukraine faction. Which is correct? A. Ukraine.

**Q.13.1 VDG...**I've got a few questions about our friend Von Der Goltz (VDG): can you clarify the bugger for me?

A. Sure. VDG is part of NW...but he may go green...and that's how those 2 green armies would get into the game! And I'll add this to 13.1: "If VDG goes green as a result of a die roll on W29 or R25, flip VDG leader to green side, replace VDG armies with green armies and eliminate VDG corps from game. If green armies already in play, eliminate all VDG forces from the game."

**Q.13.31 Far East Recruitment Table** I can't find the bugger. A. Ignore it. Far East Recruitment Table was a very late kill and rests on the cutting room floor.

**Q.13.33 Insurrection Armies.** Elimination during wrap up. IAs are eliminated on a die roll of "1": no die roll if IA occupies a VC.

Insurrection Army Roster				
Insurrection Army	Side	Enters	Where placed	Special rules?
Ant (Antonov) 1 and Ant 2, Tokmakov leader	WHITE	W52	742, 520, 635, 636	May also place in 826 (historical location of a revolt)
Izhevsk	WHITE	W20	635, 636	
Karelian	WHITE	W20	124 or 709	
Prometheus 1	WHITE	W23	Kuban or Don	
Kronstadt 1 & 2	WHITE	W48	Kronstadt	13.42: Kronstadt VC not active until played
South Urals	RED	R7	Urals Central	
RED Mongolian	RED	R48	Mongolia (E or W)	13.41 Far East
Far East	RED	R46	RED VC: East, Urals, Far East	Any controlled RED VC
<b>Treat like</b>				
Insurrection Army	Side	Enters	Where placed	Special rules?
Chinese	WHITE	R48	Manchuria (E or W)	13.1 (variable entry) 13.41 Far East
Ungern	WHITE	W51	912	May go green via R35
German Mutiny	RED	15.53 WHITE control ... maybe	RED controlled space in North or Central	15.53: If WHITE gains CP, RED places.
Ukraine Peasant Armies	Varies	15.38 Ukrainian Entry	210 or 211 if green, otherwise 206, 207, 214, 220, 223, 225, 226, 231	15.38: If become enemy armies (peasant revolt), treat as I.A.s

**Q.13.41 Far East: Japanese Supplement and 13.41** says Japanese Involvement Track begins in the WHITE space...but map shows that Japan begins on a GREEN setup space. So, is it WHITE or GREEN? A. GREEN

**Q.13.41 Far East...Activation Restrictions & Cost...***indicates no VC credit until Central Power withdrawal. That doesn't seem to be match with the initial VC count for WHITE. Is that correct?*

A. NO. Control of VCs in the Far East counts beginning Turn 1. WHITE controls both Victory Cities (VCs) in the Far East at the beginning of the game.

**13.14 Far East Restricted Spaces Map and rules seem to conflict. Could you clarify?**

Entry to various FE spaces is restricted to the forces indicated:  
East & West Manchuria, East Mongolia: WHITE  
Far East 1,2,3: RED  
Sea of Japan: Japanese

**13.52 In Fighting: NO VC counter** Rulebook says -2 VC penalty, counter indicates -4 VP. Which is correct? A. Counter

## SUPPLEMENT

**Q.14.1***Victory Center and Resource Center initial counts...can you clarify?*

**Correct Initial VC count:**

**RED = 9:** RED has 9 home region VCs, however two are WHITE controlled at start {630 Kazan & 623 Samara}...and RED does control 333 Migulinskaya and 523 Perm)

**WHITE = 10:** WHITE has 10 home region VCs, however RED controls 333 and 523 ...and WHITE controls 630 and 623

**Correct initial RC count:**

**RED = 8:** Petrograd and Moskva (both count as 2), Tula 817, Saratov 823, N.Novogorod 642, Perm 523

**WHITE = 7:** Sevastopol 301, Novorossiysk 308, Taganrog 338, Izhevsk 635, Omsk 528 (and that counts as 2) and Vladivostok 901

**Where the hell is Kovrov?** 14.1...under Place Info Markers...Resource Centers..."Kovrov".

A. Kovrov should be TULA (just sw of Moskva). How the hell I missed that, given the number of times I set the game up myself using those rules, I'll never know.

*Related...Place Control Markers...in the example...Isn't 322 WHITE Controlled : it is WHITE occupied? And where is 327?*

A. Yes, 322 is WHITE Controlled. 327 does not exist. This rule line was lifted from ToCv1.5 rules; with a redesigned map for ToCv2, a few locations changed - hence the mistake.

*There seems to be some mismatch between map and information on the back of some of the Siberian WHITE corps regarding their set up locations...what is correct...map or counter backs?*

A. Counter backs (the setup space is indicated). Apologies for the needless confusion. To recap:

226: Au 2A...space is Donetsk  
501: Si Cos Cav c1  
504: Si Cos c1  
526: Si c1 {along with Si A(1)}  
607: Si Cos3  
608: Si Cos2

615: Red c7 should be placed here (the only counter with incorrect setup space on it)

**14.3 Victory:** There are two possible paths to victory: "sudden death" or "end-of-game":

## Sudden Death Victory

**EITHER SIDE: 5-35-5:** When a side gains control of 5 enemy home Victory Cities (VCs) or gains at least 35 Victory Points (VPs) and, in both cases, has control of ALL of their home VCs, that side rolls a die. On a result of 5 or 6, that side (with 5 enemy home VCs or 35 VPs) immediately wins the game. Modify the die roll by 1 for each turn of meeting either victory condition (controlling 5 enemy home Victory Cities or having 35 VPs). For example, WHITE has at least 35 VPs for two consecutive turns. WHITE only needs to roll a 4, 5 or 6 to win. One exception: a victory die roll of a natural "1" never results in victory.

**WHITE: Control of Moskva OR Petrograd:** If WHITE controls of Moskva or Petrograd, roll a die. On a result of a 5 or 6. WHITE wins. Modify the die roll by 1 for each turn of continuous control. For example, WHITE has controlled Moskva for two consecutive turns. WHITE only needs to roll a 4, 5 or 6 to win. One exception: a victory die roll of a natural "1" never results in victory.  
**RED:** Control all home region AND WHITE home region VCs (Far East not required).

### End of Game Victory

If WHITE controls at least 5 WHITE home region VCs (increased by the number of Polish VCs RED controlled or by 2 if RED Polish VC Control triggered "Peace") at the end of the game, WHITE wins. If not, RED wins.

**15.13: Army Occupation. Clarification:** The Polish Faction Control Marker (FCM) does NOT lock, ever, while in Red Control. (Note: since RED may never control Polish forces, no RED forces are set up. Hence, the army occupation rule preventing loss of faction control does NOT apply)

**Q.15.27 Socialist Revolutionaries PIT...Final Resolution...Roll a die for EACH SR unit to determine their permanent resolution: WHITE, RED or elimination...okay, so I roll a die, then what?**

A. Final Resolution: The SR Political involvement Track is removed from the game when:

- 1) Central Powers withdraws OR
- 2) SRs enter the RED or WHITE commit box

In the case CP withdrawal, roll a die for EACH SR unit to determine their permanent resolution: WHITE, RED or elimination. Apply the modifier listed (if any) in the SR (Socialist Revolutionary) PIT (Political Involvement Track) for each die roll: -2, -1, none, +1, +2. If result is "1", unit becomes RED. If result is "6", unit becomes WHITE. If "2>5", eliminate unit.

In the case of #2, no die roll is required: they units are permanently RED or WHITE depending upon which commit box they occupy.

One exception: Kappel. Kappel automatically goes WHITE. If he happens to be stacked with a unit that goes RED, place Kappel with the closet WHITE army.

**Triumph of Chaos v2 DELUXE! Errata/Clarifications: FEB 2, 2020**

**15.26** Rulebook refers to 8.13. Should be 15.13

**Q.15.27 Japan PIT Map** (bottom right hand corner) says Japanese PIT becomes active after Kolchak's coup. Rule 15.27 says after play on AC36 by either side. Which is correct?

Both. I'll update 15.27 to reflect.

**Q.15.27 Poland & Ukraine PIT Rules** indicate "...if enemy forces enter either Poland or Ukraine...", I assume this is not triggered during initial setup of Ukrainian forces when various enemy units can be triggered?

A. Correct. Intent of the rule is to apply to enemy units that move into ("enters") Ukraine or Poland.

**CHANGE: No Backsliding:** Once a PIT has reached a higher level of involvement for Ukraine or Poland, it may NOT backslide (move to lower level of involvement). For example, if Poland reaches Limited, it may NOT move back to Poland Only. Same with Limited CO-OP; in that it may NOT move back to Limited. In the case of Ukraine, once the level of involvement is Ukraine Only, involvement may NOT move back to Ukraine NO ACT.

**Q. 15.31 General [Faction] Rules...Conquering Republics...what are subjugation armies?**

A. Apologies for the confusion: they were eliminated in ToCv2: the rule reference is a lost thread from ToCv1.5.

**15.35** Rules refers to Katerynoslav. Should be Yekaterinoslav

**15.36 Transcaucasia:** RED Trans Cau army is in supply while in Transcaucasia.

**Q.15.37 Turkistan Rules** indicates R28 generate Turkistan c2 and c3. Is that correct?

A. No; Turkistan has only has two corps. Additionally, RED Turkistan army: Generated via R42.

**Q.15.38 Ukraine Ukraine...non cooperation restriction.** Although it only mentions WHITE, doesn't the restriction apply to both RED and WHITE? A. Yes.

**Q.15.38 Ukraine** Rules indicate there are two Polish Ukraine Legion armies; I can only find one A. Reference is incorrect: only one.

**Q.15.38. Ukrainian Variable Setup.** Can you walk me through it?

A. Follow the table; begin with Petilura and work down the table. REB CPBu Army was replaced by Peasant Army 3 at the last moment. Resolve the fate of the Peasant Army 3 with Peasant Armies 1 & 2. Treat Peasant Armies as Insurrection Armies (see 13.33). No Ukrainian Green army may be set up in 218.

**15.39 West Ukraine** indicates that W24 triggers the West Ukraine Special Asset. It is not indicated on the AC. Does it actually trigger the Special Asset? A. No. That was a late change. Instead, if WHITE gains control, roll a die: 1-2: Place Special Asset in South SA box 3-6: Not used in game.

**Q.15.42 Extra Baltic armies** WHITE Action Card#37 indicates "Place Estonia, Latvia and Lithuania 2nd armies in each WHITE controlled Baltic faction". But 15.42 indicates you roll for them. Which is correct?

A. WHITE AC#37 applies when WHITE controls a Baltic Faction. I will eliminate rule reference in 15.42 that indicates there is a die roll. Intent was that only WHITE could have access to these additional armies.

**Q.15.43 Finland** ...what's that R2 indicator on the Finnish counters? A. They are blessed: Finnish units ignore the Road 2 rule.

### **15.44 Poland**

15.44 refer to RED being able to play R46 to gain a separate peace with Poland. Is that correct? A. No. Remove it.

**RED Polish Levy:** If a Polish unit enters a RED home region, rolls a die: the result is the number of RS RED immediately receives.

**Polish Setup Chart.** Only 2 Polish elite corps are listed. Should there be 3? Yes.

**CHANGE: PEACE:** Peace with Poland occurs in two ways: RED Polish VC Control or play of WHITE AC#46.

**RED Polish VC Control:** If RED controls both Polish VCs with RED forces (i.e. RED has invaded a WHITE controlled Poland), peace occurs during the Logistics Phase Peace with Poland segment. If RED controls 1 Polish VC, peace MAY occur depending upon a die roll on table below:

RED VC Polish Peace Table. Roll a die: 1-3: PEACE, 4-6: No effect... *DRMs: +1 WHITE control of France, +1 WHITE control of Britain*

Effect of RED Polish VC Control Peace: Poland goes permanently neutral for the remainder of the game (and may not be entered) . RED receives 3 VPs per game turn.

**Play of WHITE AC#46:** Play of W#46. WHITE rolls a die during each Logistics Phase - Polish Peace Segment. If die roll is less than or equal to the number of VCs outside of Poland currently occupied by Polish forces, peace has occurred. Poland, West Ukraine, Belarus and Lithuania all go permanently neutral for the remainder of the game (may not be entered by ANY forces). Any forces in these areas are moved (by controlling player) to the closest friendly supplied spaces that would not result in over-stacking.

WHITE receives a one time VP bonus equal to the amount of VCs WHITE controlled in Poland, West Ukraine, Belarus & Lithuania doubled (so, a maximum of 10 VPs) at the time of peace PLUS 2 VPs per turn thereafter.

**Q.15.52 Britain** In the reinforcement/replacement section, Omsk is indicated as space 514. Shouldn't it be 528, knucklehead? And, setup says 5 corps, shouldn't it be 3 - since Slavo-Brit corps arrives via W28, RBEF RES c1 arrives via W38?

A. Yes...Omsk is 528. And, Yes, only 3 set up: Murmansk, Archangel and Vladivostok.

**15.53 Central Powers** Replacement (CP Faction). TWO RS for Central Powers may be spent to repair units containing dots in upper right hand corner (an exception), but not to rebuild units. Treat the Germany Mutiny army as an insurrection army.

Since being published, I've decided (thank you Bob H), more juice to WHITE. Made a number of tweaks in tables (better modifiers for WHITE)...tweaked a few ACs (ex: dreaded Faction Inaction)...and

developed a table to give WHITE a little more early "umph". Add this table to the rules:

<b>15.53 CP WITHDRAWAL: Herr Heinzmann Effect</b>			
<i>The moment CP withdraws, consult this table:</i>			
Die Roll	# of Britain, France & USA Factions WHITE Controlled		
	1	2	3
1	NYET	1B	2B
2	1B	1B 1R	2B 1R
3	1B	2B	3B 1R
4	1B 1R	2B 1R	3B 2R
5	1B 1R	2B 2R	3B 3R
6	1B 2R	2B 3R	3B 4R

<b>Key</b>	<p>1B = WHITE may push 1 FCM on FCT 1 box: BUT... not into or out of control. A FCM may be pushed more than one box.</p> <p>1R = WHITE immediately gains 1 RS If Kolchak on map (and in supply) OR Tsar rescued (and in supply).</p> <p>FCM = Faction Control Marker</p> <p>FCT = Faction Control Table</p> <p>RS = Replacement Step</p>
<b>Die Modifiers</b>	<p>TSAR alive +1</p> <p>AC R9 "Deal with the Devil" played as event +1</p> <p>If WHITE controls 3 or more RED home VCs +1</p> <p>If RED controls ANY Western Ally -1</p> <p>If WHITE controlled CP when withdrew -1</p> <p>If WHITE controls 2 or less RED home VCs -1</p>

**Q.15.54 Czech Legion** 15.54 indicates you make NOT trace supply thru neutral Czech units. However, 10.1...Full Supply indicates you may trace supply thru neutral Czech units. Which is correct? A. 10.1: You MAY trace supply thru neutral Czech units. I will correct 15.54.

**15.55 France** Despite the dot in the upper right hand corner, French corps may be rebuilt.

**15.56 USA Setup** Substitute the PB 3 corps for the Siberian corps. Set up Graves in Vladivostok.

**Optional: Makhno:** When Makhno faction is conquered, do NOT remove Makhno forces. They go GREEN. Treat them as insurrection armies for the Wrap Up Segment Item 4

## CARD CLARIFICATIONS/CHANGES

### Political Cards (PC)

**PC1...Kill the Whole Lot** Playing this card does NOT kill the Tsar. See 13.1 regarding the Tsar's execution...or rescue.

**PC47 "Fear of German Expansion"** has no effects of the card listed. Why? Well the "official reason" is that sometimes politics is all show and bluster ..."noise". As we know, PCs can be generated randomly; in this case, the event did not impact the political situation.

*Triumph of Chaos v2 DELUXE! Errata/Clarifications: FEB 2, 2020*

### Action Cards (AC)

**R1,R2,R3** If any of these cards are played for the Peoples Armies, RED is NOT able to play the next action card in the sequence. For example, RED plays R1 for Peoples Armies, RED may NOT play R24 as an event.

**R2: CHANGE:** Die Roll on table indicated:

1: POL FCM 1L, 2-4: No Effect, 5-6: UKR FCM 1R

**R10,R11 "Improved Training"** Cards should be "Shift RED Reinforcement Track 1R (1 right)

**R34, R38, R40 CHANGE:** WHITE may attempt to activate a space containing a faction subject to "no activation" indicated on the cards. Roll a die... 1-2: WHITE may activate the desired space (and spends an activation) 3-6: may not activate the space...and the activation is lost. Additionally, if RED attacks a faction (or enters its home region), the faction is released from the restrictions of the card.

**W1 Delete** "Remove Shift 1L Soc Rev's and RED Far East Recruitment Table. Enables 1 RS each per turn per WHITE controlled Britain, France and USA.

**W4** Once the Czech Legion FCM locks, it locks (nothing will move it; including W1)

**W6** Remove the "drm+1 of W2 played".

**W7 CHANGE:** VDG WHITE does not need to only have the CP controlled; it meets the VDG prerequisite if the CP FCM is also in WHITE Influence or Neutral

**W24 CHANGE:** PREREQ section: R34 NOT played and Kolchak eliminated or not in play (NOTE: I've removed W4 as one of the prerequisites). Additionally, the card will allow WHITE to gain control of Finland during the Political Phase.

**W29** Should be VDG armies 1, 2 plus VDG leader plus VDG c1 & c2 (no elite in counter mix)

**W41** May NOT be played during final two action rounds of a turn.

**W45:** Remove roll for Polish Levy from the card.

**R4, R29, W15, W40:** Switch Side ACs may be played on any adjacent enemy army EXCEPT Major Powers, Poland, Finland, Makhno, Green and RED's CHEKA.

**R22, R39, W23, W39 Rule citation error:** These cards refer to a rule section 16. An error. Late change in structure of rules (renumbered Political Rules that had placed them into section 8 with ToCv1...was an inside). Consequently, R22 and W23 refers to 13.3, while W39 and R39 refer to 13.5.

**R30, W25:** May not be used to force enemy to attacked an uncontrolled Czech Legion or Socialist Revolutionaries (although, what a diabolical idea from a ToC player!)