

Conflict & Chaos:

ERRATA

CONTROL AND ROUND TRACKER MAT

ARVN Starting Production Points should be 22, not 23.

PARU Starting Production Points should be 13, not 23.

2) GAME BOARD/MAP - print errors prior to 23/08/2021

US Control Markers missing from the following territories;

** Bangkok, Nkhon Phanom, Ubon Ratachathani.

PARU Control Markers missing from all Thailand territories.

ARVN Control Marker missing from Sadec.

Country names missing.

3) RULE BOOK

Page 2: Armored Personnell Carriers are NOT in game (removed from components list).

Page 7: Special Unit Rules and Placements: ARVN - "New ARVN units are placed in Saigon. If Saigon is controlled by Communist forces, ARVN may not place new units."

Page 7: Units and their Values: "**Helicopters are available to purchase by the US and ARVN player powers only."

Page 8: ANZUS: Anzus units deploy in Saigon, or if Saigon is controlled by Communist forces, Dixie Station.

Page 11: Special Political Rules and Effects: Anti Communist Forces: The Silent War (Cambodia and Laos): add to first line "(Units starting the game in these territories do not count unless they move and remain in Cambodia or Laos)"

Page 13: Bombers: "You may not conduct bombing on any territory you control"

Page 13: Bombers: Bombing the Ho Chi Minh Trail: "Bombing the Ho Chi Minh Trail is not considered invading and therefore does not allow the VC player to gain additional troops"

CLARIFICATIONS

Can Covert units move on the covert map?

No, covert troops remain in place. If they move, they are no longer covert and must be placed on the main board.

PARU has units starting the game on the Ho Chi Minh Trail. Are those territories US owned at the start of the game?

Those territories begin the game as 'contested'/occupied and not controlled. If the Communist forces do not take them by the end of the first round and PARU or other Anti Communist forces remain, they will be controlled by the US (or other Anti Communist force).