

Triumph and Tragedy 1st Edition Errata Sheet

Dear Reader,

thank you very much for buying our rule set „Triumph and Tragedy“. Unfortunately, some minor mistakes escaped our attention and made it into the final version; they'll be eliminated in the second print run. Until then, please note the following:

p.12, „Ranged Combat Modifiers“ table:

„Target moved double this turn“ should read „Target moved fast this turn“.

p. 14, “Melee/Close Combat”, right column

Clarification: a charging unit may be shot at by any unit which a) is eligible to shoot at the chargers, not only the charged unit, b) which declared a shooting action in this activation and c) has a higher initiative than the chargers.

p. 20-21, “Vehicles”

Clarification: Any model of the original vehicle crew PLUS any Leader or Hero of a transported unit may play a “Special Action” related to driving – this is an exception to the rule that Special Actions are generally reserved for characters. Note though that unskilled drivers have to use the “Raw” score of 8 for any Skill checks pertaining to driving.

p. 23f., „Aircraft“

Clarification: Inexplicably, we did not explain what happens when an aircraft uses a „Special Action Card“. An aircraft, in contrast to ground-mounted MGs, must use a special action to clear a jammed gun, and to do this MUST be on the table. Just place the plane as usual, play the card, and then the plane just moves in a straight line over the table. Of course, it might be prudent to stay clear of any enemy AA assets, so you might just skim the edge of the table; however, the enemy will ALWAYS have a chance to fire at the plane while the pilot is distracted, provided he is within range.

p. 25, „Hand Grenades“, right column

The reference in the second paragraph should, of course, read (2"/50mm), not (1.5"/40mm).

p. 28ff., “Force Construction and Organisation”

The cost of a horse is 5 points. Any Hero may be given a horse; all models which are part of a unit may only be given a horse if the rest of their unit is equipped with horses as well.

p.33, „Fog“

The „Fog“ entry should, of course, also include a -1 Firing penalty, but only for non-automatic weapons.

Finally, on a happier note, our website (which was merely a project at the time of printing) should be up and running by the release date of these rules (November 3rd, 2007), and can be visited at “<http://www.triumph-tragedy.de>”. In the future, we'll publish new scenarios, rules and more on our website, so please pay us a visit!

Yours, Christian