**1918 - BROTHER AGAINST BROTHER: FREQUENTLY ASKED QUESTIONS**

**Gameplay**

Q: Which is done first, drawing new cards are placing reinforcements?

A: Each turn begins with drawing new cards. After that reinforcements are placed’

Q: When "playing a card in front of you", does it go face up or face down?

A: All played cards are placed face up i.e. in open view.

Q: What does phrase : A battle is fought until it is completed.” at the end of the page 10 mean?

A: It is actually somewhat redundant. It just means that battles are fought one at a time not simultaneously

Q: Can supply can be traced through multiple locations and can supply be traced through enemy controlled towns? Can supply be traced through towns with enemy units in them? How is a "connected town" defined?

A: As long as there is connection, length of the supply line is not an issue. However towns must be on players own control, supply do not run through enemy towns. Town is connected if there is either road or railroad connection to it.   
  
  
Q: Who controls the empty towns at the beginning of the game?

A: In the beginning of the game towns north of the initial front line are white unless occupied by red units and in south of the line vice versa.

Q: If a unit moves into a town that already contains some other units and attack adjacent town. Can these other (non-activated) units in the same town take part in the attack as well?

A: No, only activated units can attack. Units would not become activated if other units are moved on to them.

Q: Can unit attack (not move) attack unoccupied opponents town (no troops, but have opponents control marker)?

A: One can only attack units; by definition a control marker is not a unit, so it can not be attacked.

Q: Must unit be activated if it attacks but does not move?

A: Yes.

Q: Does attack require any movement points, i.e. can unit attack even if it has used all its` movement points?

A: Attack does not use movement points so yes, it can.

Q: Can unit consume all its` movement points and still attack and advance after attack?

A: Yes. Movement and advance after combat are handled separately.

**Cards**

Errata  
Card 04, "The Red Guard refuses to attack", reads "The Red Player's defence roll is automatically 1". It should read "The Red Player's attack roll is automatically 1"

Q: If attack roll is automatically 1 after card "The Red Guard refuses to attack” is used and red player uses card that gives him bonus (like 'Russian troops support the attack), is die roll still modified?

A: Yes. “The Red Guard refuses to attack” means that unmodified die roll is 1. It can be modified normally by cards.

Q: If an event with a notation, that one action point may be used is played when is it used?

A: Event takes place first. Immediately after that player can use one action point.

Q: Do those cards that have a lasting effect (like Red Guard refuses to attack) remain after change of the month?

A: Yes, unless specifically stated otherwise in card (like in red card 47, The Jaeger conflict)

Q: Card ”Arms delivery by train from St. Petersburg”, card mentions ”unbroken railway line”. Is railway is not broken even if there are no red troops but town is in red controlled area, is my assumption correct?

A: Yes, units are not needed, control is always sufficient.

**Germans**

Q: Can all German units in Gulf of Finland attack same time, like can 6 units attack to Helsinki.

A: Yes. Gulf of Finland is treated as one area and units can be activated at the same time.

Q: If German units remain in Gulf of Finland can they all later be activated with a AP.

A: Yes.

Q: Can Germans that attack from Gulf of Finland advance after combat?

A Yes, like in any attack (if successful enough) advance after combat is possible.

Q: Can German units that land move normally and attack?

A: Yes. First town where they land consumes one movement point and any advance after that either one (if moved by rail) or two (if moved by road)