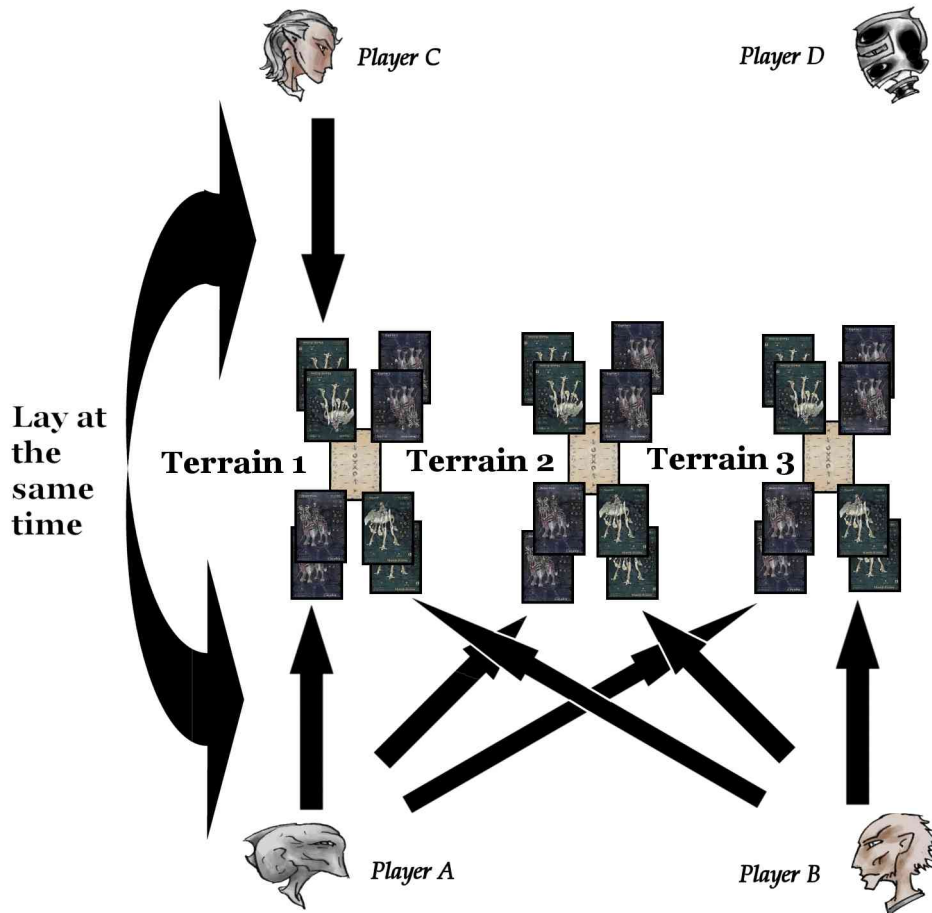


# Brothers in Arms

(A Team – 2 player vs. 2 player – Unit vs. Unit Game)



(Illustration 1)

Brothers in Arms is played with 4 players split into 2 Teams of 2. Each Team brings a 'Best of 3' Army to the table.

Each player has their own score card – MP Counter on the 50 square, Damage Counter on 0.

## Terrain Selection –

1. One player takes all the Terrain Cards and shuffles them. A player from the opposing Team cuts the deck and places the next 3 Terrain Cards between the players (see illu. 1)
2. Each Team has 1 veto over the each of the 3 revealed Terrain Cards. If a Team vetos a card it is placed to one side and the deck of Terrain Cards is cut again and the next Terrain Card takes its place

Instead of vetoing a Terrain Card a Team can cut the deck of Terrain Cards again and take the next Terrain Card. If this is a Terrain that can be Combined with the Terrain Card on the table then the player can choose to Combine the Terrain

## Army Setup –

Each player takes control of 1 of the 2 Units in their Team's army. Before placing any Troops the Teams decide between them either Terrain 1 or Terrain 3 and place their Set of Standard Cards behind this Terrain but leaving enough space for their Troops to be placed onto that Terrain. This influences which Troop Cards will be used if a round is a draw.

Simultaneously the players lay out their Units placing 1 column of their Unit behind each of the 3 Terrain Cards (see illu. 1). In illustration 1, player A and player C place their columns, at the same time, behind Terrain 1 then players B and D

place theirs – at the same time. Then players A and C place their columns, at the same time, behind Terrain 2 followed by players B and D and this is then repeated for Terrain 3.

The Army's Battle Master and Combat Master are placed behind the Troop Cards.

## Battle –

All the rules detailed for Unit vs. Unit combat apply but with the following amendments –

- Every round all players select and play a Mastery Card. Team mates can confer with each other
- Player A resolves his played Mastery Card against player C and player B against player D to see who wins, loses or draws as well as for reduction of the MP Counter
- If both players on the same Team win against their direct opponent then this Team is the Winner of the round and *both* players pick a Chosen Troop for the round

If one player on a Team wins and the other draws then this Team is still the Winner of the round. The player who won must select the Chosen Troop for the round from his Unit

If one player on *each* Team wins then these 2 players resolve the Mastery Cards they played as if they had played them against each other – but they do not reduce their MP Counter. If one of these players wins then their Team is the Winner of the round and the winning player must select the Chosen Troop for the round from his Unit. But if this is a draw then the round is a draw – see next

Example – Player A plays a '3' against player C's '1' so wins. Player D plays '11' against player B's '8' so wins. As a player on each Team has won, these 2 players compare their Mastery Cards. Player A played '3' and player D '11'. The '3' becomes '15' against '11' so player A wins and his Team wins

If all players draw then the round is a draw – see next

- When selecting a Chosen Troop players can only pick from their Unit and not from their Team mate's Unit

Once a Chosen Troop has been selected from on one of the Terrain Cards, another Chosen Troop can't be picked from that Terrain until the Troop Cards are unflipped. The exception to this is if both players on a Team get to pick a Chosen Troop in the same round they *must* pick these from the same Terrain Card

Once the Winner has selected a Chosen Troop then the Loser's Chosen Troop is the Troop opposite.

Example - Player A, the winner, selects his Troop Card on Terrain 2 as the Chosen Troop and so Player C's Troop Card on that Terrain will be the Loser's Chosen Troop

If the round is a draw, the Teams must pick the lowest valued Troop Card on the Terrain Card that their Set of Standard Cards is behind to be their Chosen Troop. Lowest value means lowest Mastery Level and if both Troop Cards have the same ML then the players can choose which one will be the Chosen Troop. If one of the Troop Cards is already flipped – i.e. has previously been selected as a Chosen Troop this Duration then the Teams move down the line of Terrain Cards until they reach one where no Troop Card is flipped and choose from there. Once a Chosen Troop has been picked the Teams move their Set of Standards Cards to behind the Terrain Card one along from the Terrain that their Chosen Troop is on – i.e. if the Teams' Chosen Troops are on Terrain 1 then the Set of Standard Cards are moved to behind Terrain 2 (that is if the players began the game by placing their Standards behind Terrain 1, otherwise the Standards are moved behind Terrain 3).

- All players absorb MP using their Troop Card that is on the same Terrain Card as the Chosen Troops
- Each Team has only one Battle Master and one Combat Master. The players on the Team must decide amongst them when and which of them will play their Secondary Mastery Card to bring these into play. Both players can play their Secondary Mastery Card in the same round only if one of them is playing to bring the Combat Master into play and the other is playing to bring the Battle Master into play

When the Combat Master is brought into play its bonuses are applied to the Chosen Troop that round no matter which player selects the Chosen Troop. If both players on the Team pick a Chosen Troop they can decide between them as to which Troop Card benefits from the Combat Master's bonus

- Damage is only done to the player on the losing side who has the Chosen Troop belonging to his Unit. In our example it is player C who takes Damage

- At the 'End of Duration' players can only Discard and Retire Troop Cards from their own Unit and not their Team Mate's
- After the 'End of Duration' players can move Troop Cards from one of their Units to the other. Players are free to move as many Troop Cards as they like *but* if the Units are at the Melee Combat Level no Troop Card can be moved that is in the Front Rank of the Unit
- When one player's Unit is defeated then that Team loses the game