FITNA FAQ

RULES

4.0 STACKING
Enemy units cannot stack together. So does this mean that units of different players may never stack together?

Generally, units of different players may not stack together. However, there are exceptions for Scenarios 10 & 11:
- Russian units are stacked with Syrian units at set up.
- Lebanese and Iranian Hezbollah units (controlled by the Iranian player) may stack with Syrian units. However, the Hezbollah units are controlled by the Iranian player, and so the Syrian player must ask the Iranian player's permission to move and fight (attack) with Hezbollah units that are stacked with Syrian units.

8.0 THE CARDS
Is the number and type (Event/Asset) of cards in a player's hand public?

No, each player must keep the number and type of cards secret – other players may not request this information, especially when discarding a card from another player's hand (through play of #40, Fake News, #65 Rebellion in Hejaz, #66 Houthi Insurgency, #69 Qatar Ban, #79 Raid on Fordow, #80 Third Intifada, #83 Operational Gulf Storm). The only exceptions are when #37 Cyber War and #38 Mukhabarat are played.

8.1 ASSET CARDS
When are Asset cards played?

If an Asset card states "current battle" then it is played during an offensive (see 18.3 Assets). This also applies to #17 and #18 IEDs and Bonus #2 My name is Bond.

Other Asset cards are played reactively as soon as another player plays a relevant card. For example #24 Kurdish Rivalry can be played when any player plays a Peshmerga Event card.

8.2 EVENT CARDS
When exactly are the Event and Asset decks reshuffled?

The draw piles are combined with the discard piles and reshuffled at the beginning of turns 3, 6, 9 and 12. If a draw pile runs out of cards at any point, then the discard pile is reshuffled immediately (this is in addition to the reshuffling every 3 turns).

12.1.1 EVENTS
Must the card played in the Events segment be Event cards or can they be Asset cards?
Only Event cards can be played in the Events segment.

12.1.5 OFFENSIVES
In the sequence of play (12.1.5.Offensives) it is written that we "remove isolated markers from units whose supply lines have been re-established". Is it correct that this is immediate and not at the end of the step? And that the resupplied units can attack right away attack without the 2 column shift penalty?

Yes, the isolated markers are removed immediately.

12.1.7 ADJUST CARDS
Is there a way of getting rid of unwanted cards? Can players discard them in any way, to get new and more useful cards or are they stuck with the cards they've drawn until they find a way to use them? The question regards especially Assets cards, which are sometimes very situational in their utility.

You cannot discard cards, but you can use an Asset card for its Operational Points during the Planning segment.

12.1.6 STRATEGIC MOVEMENT
Can the IS Al-Baghdadi unit or Kurdish Peshmergas used strategic movement after they have been activated by a card?

No, there is no strategic movement for IS and Kurds.

17.2.2 AIRMOBILE CAPACITY
Is airmobile assault allowed for an out of supply unit?

No.

18.5 LOSSES
Who decides which IS or Kurdish unit(s) take losses when they are attacked by an active player?

If a player is controlling the units (IS using the optional rules in Scenarios 2, 3 & 4; Kurds in Scenario 7) then that player decides on losses. If the faction is non-player, then the player whose country the space is in decides on losses.

18.6 RETREATS
Can static units retreat?

Yes, units without a movement allowance (the Kurdish static units) must retreat if they are attacked and the Combat Result is DR or DR*. However, they can never retreat into a space that is not controlled by the same faction (see 26.3).

Defending units…cannot retreat into an uncontrolled space, unless this space is free of enemy units. What does 'uncontrolled space' mean?

An uncontrolled space is one not controlled by the faction in question. A defending unit must retreat into an adjacent space controlled by the player who controlled the target space. If they cannot do so, then they may retreat into any adjacent space that contains no units, irrespective of which faction controls that space. The retreating unit then takes control of the space it retreated into.

In the case of Kurdish units, they must retreat into a space controlled by the same Kurdish faction, except in Scenario 7 where they may retreat into any space controlled by the Kurdish player.

19.0 ENTRENCHMENTS
Entrenchment markers are removed if the defender is pushed out of the area. But what happens if the initiative player leaves an entrenchment, either through movement or attack?

In both cases, the entrenchments are destroyed and the markers are removed.

23.2 COUP IN SYRIA/23.3 COUP IN IRAQ

They are placed in the Force Pool of the Turkish/Saudi player (depending on the Scenario).

23.3 COUP IN IRAQ
Does an Iranian player have to roll for Al-Quds units?

No. Only Iraqi units are rolled for, with the exception of those marked with an 'L' to indicate that they are loyal.

25.1 IS COUNTERS
IS Decoys are removed from the game. Does that mean they are not placed in the Force Pool to return later?

Exactly, they are permanently removed from the game.

27.1 US MILITARY INTERVENTION
The player controlling US forces immediately draws 2 cards, launches air strikes against enemy spaces and then places 6 units on the map. This can occur when spaces are attacked – does this happen as soon as an offensive is declared? If not all 6 of the US units can be placed, due to there being too few eligible spaces, what happens to these units?

No, it happens just after resolution of the offensive (including any potential breakthrough by armoured units).

If not all units can be placed normally, then they can be overstacked but must respect stacking at the end of the controlling player's next phase).

CARDS

Card #16 (Diversionary Attack):
1) Can it be used only while attacking or also in defence?
2) The results of the battle apply to it, but "this armoured unit cannot be used to absorb losses". So, does it mean that this diverted unit is immune to losses from EX and DS results?
3) Can this card be used when there is just one armoured unit defending the area, thus bringing the defender strength to 0?

1) This card can only be used when attacking.
2) The armoured unit that is targeted does not take losses from EX and DS results – but the unit must retreat if the Combat Result was DR, DR* or DS or of the Combat Result for EX or EX* and all defending units (other than the armoured unit) were eliminated.

3) Yes, it can. In this case the Combat is still resolved, and any result except for AR or AR* causes the armoured unit to retreat.

Asset cards #25 (Air Superiority), #26 (Sam Umbrella), #28 (Raptors Clean the Sky) and #29 (Area Denial Strategy) state that they cancel the effects of any hostile aircraft mission during this turn. Which cards do they apply to?

Only the following cards can be countered by all of the above cards:
- #10-15, #32 (Close Air Support)
- #35-36 (Air Strikes)
- #42 (Israel Strikes Syria)
- #79 (Raid on Fordow)

- #85 (Air Campaign)
- #91-92 (UAVs)

Stealth card #28 (Raptors Clean the Sky) can only be countered by card #29 (Area Denial Strategy).

Stealth card #82 (Carpet Bombing) can only be countered by cards #28 (Raptors Clean the Sky) and #29 (Area Denial Strategy).

Cards #27 (Counter-Insurgency) and #47-49 (Strikes on IS) cannot be cancelled because IS is a common threat to everyone.

Cards #76 (Strikes on Syria) and #83 (Operations Gulf Storm) cannot be cancelled as they involve cruise missiles.

Event card #34 (Humanitarian Truce): "no player is allowed to attack this space or launch an offensive from it." Does this mean that a player is under the same restrictions when activating IS or Kurdish units?

No for IS units – any player can attack IS units at any point or activate IS units with play of a Daesh card. Yes for Kurdish units – a player cannot attack the space during the Humanitarian Truce if it contains Kurdish units, nor can those units launch an offensive.

Event card #38 (Terrorist Campaign): can the player targeted by this card attack IS units using Peshmerga units?

Yes.

Event card #74 (Euphrates Shield): How does this card work? Can the Turkish units attack further into Syria? What happens to Turkish units that are eliminated?

Search for the 3 Turkish units listed on the card and create a stack from them. Choose either Jarabalus or Dahuk. Remove all units from the chosen location and place them back into the Replacements of the owner(s). Place the stack of 3 Turkish units into the location. The player taking control of these Turkish forces can use them as wished, but needs to trace a line of friendly-controlled spaces to a Turkish supply symbol.

Turkish units that are eliminated became available as replacements in the Force Pool of the player who played Euphrates Shield.

Event card #84 (Entente Cordiale): The pro-Western player receives units – which player is pro-Western?

It depends on the Scenario:
- Scenario 1: Syrian rebels
- Scenario 2: Syrian rebels and Iraq
- Scenarios 3 & 4: Iraq
- Scenario 5: Saudi Arabia
- Scenarios 6: Iraq
- Scenario 7: the card is removed from the game
- Scenario 8: Saudi Arabia
- Scenarios 9 & 10: the card is removed from the game
- Scenario 11: Saudi Arabia

Yes.

The card text of the Peshmerga and Daesh cards contradicts the rules. Which is correct?

The rules are correct. For the Peshmerga card choose a unit from the Kurdish Force Pool. For the Daesh card randomly pick 3 counters (face down) from the IS Force Pool.

SCENARIOS

Are Syrian units beginning in Latakia and Tartus OOS because they cannot trace supply to a Syrian supply symbol (Aleppo and Damascus)?

In scenarios 1 and 2, before the Russian direct intervention in Syria, Tartus and Latakia are not sources of supply for Syrian forces and so Syrian units isolated there are OOS. In all other scenarios (after the Intervention of Russia in Syria), Russian sources of supply can supply SYRIAN (only) units as well, meaning that Tartus and Latakia can then supply Syrians units.

In Scenario 2, who controls Dahuk in northern Iraq?

The Iraqi player.

According to 21.0 Caveats, Israeli units may not attack or strike Russia units, unless the latter have attacked or struck Israeli units. In Scenario 10, can Jordanian units attack Russian units before Russian units have attacked Israeli units?

Yes, Jordanian units can attack Russian units at any time. The restriction specifically refers to Israeli units rather than those controlled by the Israeli player.