Ian Brody's Quartermaster General WW2

"An army marches on its stomach." — Napoleon Bonaparte

Quartermaster General: WW2 — Second Edition is a fast-paced game that puts YOU in command of the major powers of the Second World War. In Quartermaster General, supply is crucial to keep your armies and navies fighting; destroy your enemies' supply lines and their forces will surrender!

During a game of Quartermaster General, you will play one or more countries on either the Axis or Allied team, and try to score as many Victory Points for your team as you can. After up to 20 rounds of play, the team with the most Victory Points wins the game. You earn Victory Points by occupying the starred Supply spaces, or as indicated on the cards. (For more details, see the *Scoring & Victory* section.)

From 2 to 6 people can play. Players compete as teams:

— **Axis:** Germany, Japan, and Italy

— **Allies:** United Kingdom, Soviet Union, and United States

What's New in Second Edition?

— First Edition's optional "Tournament Victory" is now standard; that is, if one team is ahead of the other by 30 or more points at the end of a full round, the game ends immediately. You can no longer win by occupying two enemy Home spaces.

— Many cards have been changed or altered, some just for clarity. Don't assume you know a card's text from First Edition. Furthermore, an additional four cards have been added to the game.

— A few lines on the map have been moved.

— Discarding and deck depletion rules have changed a little. Now when your draw deck runs out, you no longer have to (nor are you able to) lose cards from hand; you must lose Victory Points.

— The Reallocate Resources rule allows players to get a crucial card when needed.

— The United States now has 6 Navies.

If you have played before, we're certain you'll enjoy the changes. If you are new to the game, you're certain to get an even better game than the award-winning first edition!

Credits

Retain this information for your records.

Contents

Components

— Game board

— Rulebook

— 220 cards (Germany: 41, Japan: 34, Italy: 30, United Kingdom: 40, Soviet Union: 34, United States: 41)

— 33 wooden Army pieces (Germany: 7, Japan: 5, Italy: 4, United Kingdom: 5, Soviet Union: 7, United States: 5)

— 23 wooden Navy pieces (Germany: 3, Japan: 5, Italy: 3, United Kingdom: 5, Soviet Union: 1, United States: 6)

— Punch-out counter sheet includes:
   — 4 Victory Point markers
   — 1 Game Round marker
   — 1 Player Aid

Player Assignments

	2 players	3 players	4 players	5 players	6 players
Player 1	Germany, Italy, Japan	Germany	Germany	Germany	Germany
Player 2	United Kingdom, United States, Soviet Union	United Kingdom, United States, Soviet Union	United Kingdom, United States	United Kingdom	United Kingdom
Player 3		Japan, Italy	Japan, Italy	Japan, Italy	Japan
Player 4			Soviet Union	Soviet Union	Soviet Union
Player 5				United States	Italy
Player 6					United States

Setup

First, players choose which countries they'll play. All six countries are played every game; when playing with fewer than six players, some players play multiple countries. (See *Player Assignments* chart for recommended assignments.)

When you play multiple countries, you play the different countries separately, keeping a separate draw deck, hand, and discard pile for each country. Any time game text refers to "you" or addresses the player in some manner, it refers to the country and not the person. For example, if you are playing both Germany and Italy, you cannot discard cards from Italy's draw deck to satisfy the requirements of the German *Blitzkrieg* card.

Place each team's "+0" Victory Point marker on space 0 of the Victory Point track. Place the Game Round marker on Round 1 of the Game Round track.

For each of your countries:

— Place one Army in the country's Home space.

— Shuffle the country's deck and draw 10 cards.

— Discard 3 cards, leaving a hand of 7 cards.

Pieces

Each country may only have one piece per space, although different countries on the same team may each have a piece in a space. Pieces from countries on different teams may never occupy the same space. Navies may only occupy sea spaces; Armies may only occupy land spaces.

A country receives a fixed number of pieces for the game; if all are in play, no more are available to be recruited or built. Pieces removed from the board for any reason become available; at any time you may remove your own piece from the board, even on another player's turn. However, you cannot be compelled to remove a piece by a teammate.

Army	Country	Navy
	Germany	
	Japan	
	Italy	
	United Kingdom	
	Soviet Union	
	United States	

Country Profiles

Axis

Germany

41 Cards
7 Armies
3 Navies
Home Space: Germany

Germany's deck is loaded with potent Status cards to fuel a conquest of the United Kingdom or the Soviet Union. But don't spend too much time getting things organized – the Allies will be at your doorstep before you know it.

Build Army	Land Battle	Build Navy	Sea Battle	Economic Warfare	Event	Response	Status
6	7	2	2	6	6	0	12

Japan

34 Cards
5 Armies
5 Navies
Home Space: Japan

Japan has an array of Response cards designed to confuse the Allies about its real capabilities. You'll want to take the time to set up the combinations to spring a potent surprise attack just at the right moment.

Build Army	Land Battle	Build Navy	Sea Battle	Economic Warfare	Event	Response	Status
4	3	6	4	2	0	11	4

Italy

30 Cards
4 Armies
3 Navies
Home Space: Italy

Italy must support Germany in conquering the Soviet Union or the United Kingdom, while using its own Status cards to gain Victory Points. Italy has the fewest cards, so be careful about discards!

Build Army	Land Battle	Build Navy	Sea Battle	Economic Warfare	Event	Response	Status
4	4	3	2	2	6	4	5

United Kingdom

40 Cards
5 Armies
5 Navies
Home Space: United Kingdom

The key to playing the United Kingdom is to marshal the empire's forces without losing the United Kingdom in the meantime. You have limited Build Army and Land Battle cards, so be careful when planning invasions!

Build Army	Land Battle	Build Navy	Sea Battle	Economic Warfare	Event	Response	Status
5	4	5	5	2	6	7	6

Soviet Union

34 Cards
7 Armies
1 Navy
Home Space: Moscow

The Soviet Union must initially play very carefully, only shifting into an offensive posture once Moscow is safely secured, possibly with the help of your teammates. Consider saving your Land Battle cards for when some of your offensive Status cards are in play.

Build Army	Land Battle	Build Navy	Sea Battle	Economic Warfare	Event	Response	Status
8	6	1	2	0	6	5	6

United States

41 Cards
5 Armies
6 Navies
Home Space: Eastern United States

While arguably the most powerful country, as the United States you must support your Allies while building up your own forces. You must also judiciously divide your force between the European and Pacific theaters of operations.

Build Army	Land Battle	Build Navy	Sea Battle	Economic Warfare	Event	Response	Status
5	4	5	4	5	10	0	8

Game Board

The game board is a map of the world with land and sea spaces. Adjacent spaces share a common border. The map wraps around east to west, like a cylinder.

Game Board Features
A. Supply spaces (gold star icons)
B. Straits (anchor icons)
C. Victory Point track
D. Game Round track
E. Boxes on east/west edge spaces indicate which spaces are adjacent

Straits

A strait is indicated on the game board with an anchor icon. The anchor appears on the land space that allows control of the strait, and the arrows indicate which two sea spaces are connected by the strait. If the strait is open, then the two sea spaces are considered adjacent; otherwise, the spaces are not considered adjacent.

- Each strait is only open to one team at a time.

- A strait is open to the Allies if no Axis Army occupies the land space that controls the strait.

- A strait is open to the Axis if an Axis Army occupies the land space that controls the strait.

Example: Germany has a Navy in the Mediterranean Sea (**a**) and an Army in North Africa (**b**). Italy has a Navy in the Mediterranean (**c**). The United Kingdom has a Navy in the North Sea (**d**). The United Kingdom player cannot battle either Navy in the Mediterranean because an Axis Army occupies North Africa. Italy can battle the United Kingdom Navy because its teammate Germany has an Army in North Africa and therefore the Axis controls the straits.

Map Clarification

Spaces that meet at exactly one point are not considered adjacent. Specifically, the Middle East and the Balkans are not adjacent, and the Black Sea and Mediterranean are not adjacent.

Order of Play

A game can last up to 20 rounds. Every round, each country takes a turn in the following order:

1. **Germany**
2. **United Kingdom**
3. **Japan**
4. **Soviet Union**
5. **Italy**
6. **United States**

At the end of each round (after the United States turn) the Game Round marker is advanced.

Turn Sequence

1. **Play Step:** Play or discard one card from your hand.
2. **Supply Step:** Remove your unsupplied pieces from the board.
3. **Victory Step:** Collect Victory Points.*
4. **Discard Step:** Discard as many cards as you want from your hand.
5. **Draw Step:** Draw until your hand has seven cards.**

* Skip this step if your Home space is occupied by an enemy Army.
** Response and Status cards on the table are not in your hand.

Using Victory Points Markers

 If your Victory Point total reaches 100 so that the marker is back on 0, flip the Victory Point marker to the "+100" side, and proceed around the track again. If your total reaches 200 Victory Points, get your side's other Victory Point marker and place it on the "+200" side, and likewise flip this if your total reaches 300 Victory Points.

Supply

At any moment, a piece is either in *supply (supplied)* or *out of supply (unsupplied)*.

In order to be in supply, an Army or Navy must trace a line of the same **country's** Armies and/or Navies to a Supply space which is occupied by the same country's Army. **You cannot use another country's pieces to trace supply. You do not need to trace supply to your own country's Home space, just to any Supply space occupied by your Army.**

Navies have an **additional** requirement, beyond the above; Navies must have a "port". In game terms, this means each Navy must be adjacent to a land space occupied by an Army from **any** country on the same team. This Army does NOT need to be in supply.

During the Supply step of a country's turn, that country's unsupplied pieces are removed. Pieces of other countries are not affected.

Understanding Supply

Quartermaster General is a game about supply. Army and Navy pieces represent not only the front-line forces, but the trucks, merchant marines, and other support necessary to keep your troops fighting.

You cannot trace supply through a teammate's pieces because for the most part countries did not use the same equipment.

The additional requirement for Navies reflects the limited carrying capacity of ships at sea. Navies need to regularly dock at a nearby port to replenish food, water, and fuel, but these supplies are not specialized by country.

Supply Example

The United States has a Navy in the East Pacific (**A**) and an Army in the Western United States (**B**). The United Kingdom has an Army in Australia (**C**) and a Navy in the South China Sea (**D**).

The United States cannot build a Navy in the Central Pacific until it gains a base, as a piece cannot be built if it would be unsupplied. One solution would be to build an Army in Hawaii on one turn, and build the Navy the next turn. Another solution would be for the United Kingdom to build an Army in New Guinea or the Philippines, on its turn.
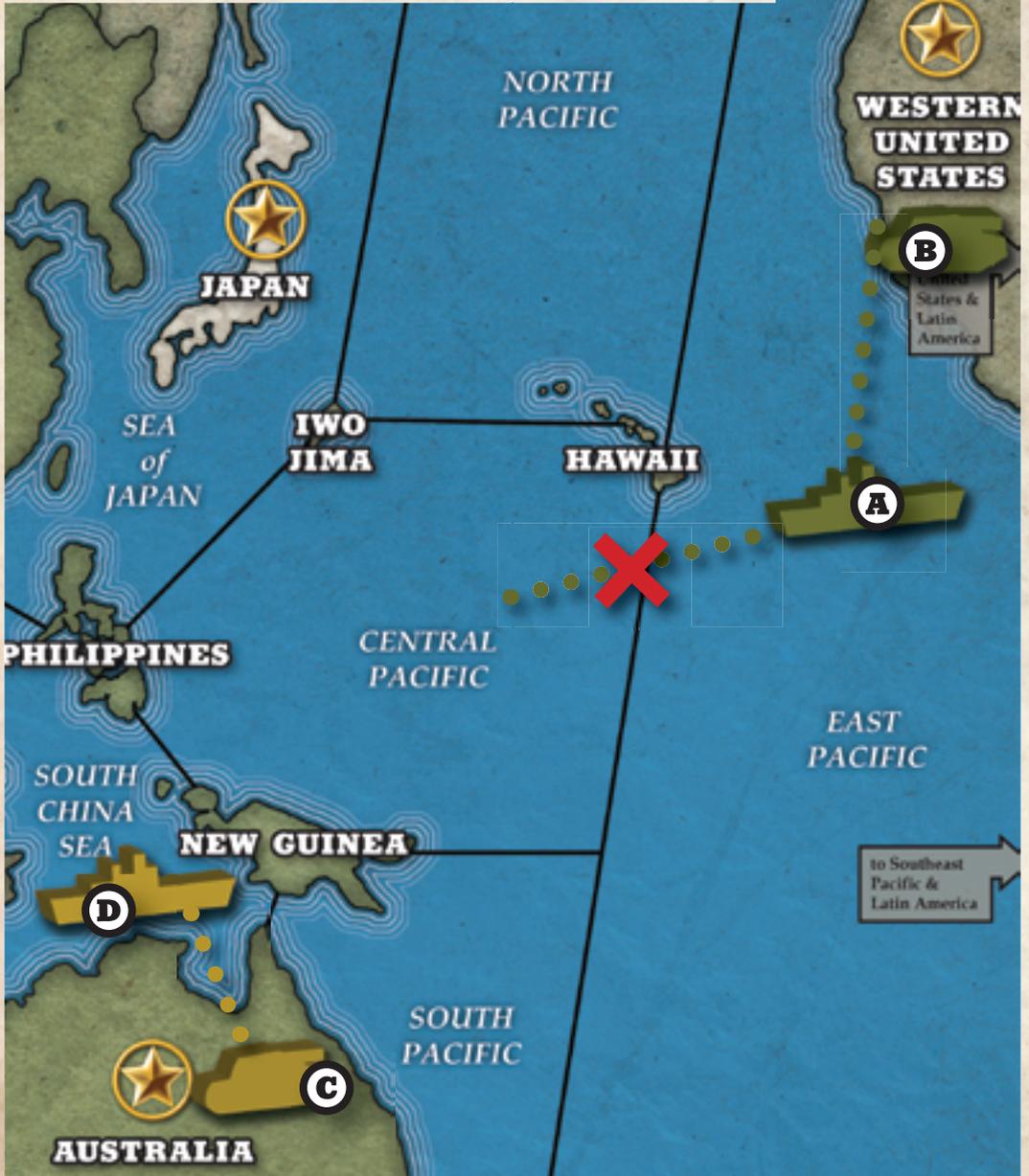
Cards

Each country has a separate draw deck of cards, hand of cards, a discard pile, and (perhaps) face-down Response cards and face-up Status cards on the table.

If your draw deck is depleted, you no longer draw cards but otherwise continue playing. Likewise, if your hand and deck are depleted, you continue playing to collect Victory Points and check supply.

Whenever you must discard from your hand but your hand is empty, discard the top card(s) of your draw deck instead. This includes the 1 card you must play during your Play step – **if you cannot play or discard a card during your Play step, your team must lose 1 Victory Point.**

If you must discard cards from your draw deck but your draw deck is empty, your team loses 1 Victory Point for each card you were unable to discard.

Discards may be the result of enemy play or your own. For example, you are playing the Soviet Union with two cards in your hand and none in your draw deck; you also have the Status card *Frontal Assault* in play. You play a Land Battle card from your hand, and then invoke *Frontal Assault*, which requires discarding two cards from your hand. You discard the last card from your hand; if you were able to, you would then discard the top card of your draw deck, but since that is also empty, the Allies must lose 1 Victory Point.

You cannot voluntarily lose Victory Points to avoid discarding cards.

Who Can See What?

You cannot show or disclose the cards in your hand or your face-down Response cards to other players, even teammates. Other players may know the number of cards in your hand and the number of Response cards on the table. (When a Response card is turned over and used, it is placed face up on top of the discard pile.)

The top card of your discard pile and any played Status cards are known to all players.

Unplayed cards discarded from your hand, cards discarded from the top of your draw deck, and unused face-down Response cards may all be discarded to the bottom of your discard pile to keep them a secret from the other players.

Card Example

Here is the United Kingdom at the end of their third turn.

— In the first turn, the United Kingdom played a Response card, now face down (**A**).

— Then, in the second turn, the United Kingdom played the Status card *Lord Linlithgow Declares India to Be at War*, face up (**B**).

— In the third turn, the United Kingdom used a *Build Army* card. The card is now on top of the discard pile (**C**).

— Draw Deck (**D**).

— Closed hand of 7 cards (**E**).

Optional Rule: Reallocate Resources

Reallocate Resources allows you to discard 4 cards from your hand to search your draw deck for a card and add it to your hand. You may only choose a Build Army, Build Navy, Land Battle, or Sea Battle card.

Reallocate Resources is only allowed at the beginning of your Play step, before playing a card, and can only be used once per turn.

You do not need to declare what type of card you want before searching your deck, but you must reveal the card selected to the other players.

Afterwards, shuffle your draw deck.

Card Types

Build Army: Place one of your country's available Armies in a land space adjacent to one of the same country's supplied pieces, or in that country's Home space. An Army must be in supply the moment it is built. Remember, however, at no time may a country have two Armies in the same space, and at no time can Armies from enemy teams occupy the same space.

Build Navy: Place one of your country's available Navies in a sea space adjacent to one of the same country's supplied pieces. A Navy must be in supply the moment it is built. Again, at no time may a country have two Navies in the same space, and at no time can Navies from enemy teams occupy the same space.

Land Battle: Select a land space adjacent to one of your own supplied Army or Navy pieces; then select one enemy Army from that space and remove it from the board. You may battle an unoccupied land space, but you cannot battle a space occupied by a friendly Army. A Land Battle card is used to battle a land space, even if your piece adjacent to the land space is a Navy. A battle takes place in the space targeted, not in the space occupied by your own piece.

Sea Battle: Select a sea space adjacent to one of your own supplied Army or Navy pieces; then select one enemy Navy from that space and remove it from the board. You may battle an unoccupied sea space, but you cannot battle a space occupied by a friendly Navy. A Sea Battle card is used to battle a sea space, even if your piece adjacent to the sea space is an Army. A battle takes place in the space targeted, not in the space occupied by your own piece.

Event: The text on each Event card specifies what will happen when it is played.

Response: When you play a Response card, place it face down on the table. The text on a Response card indicates when it may be used and what it does. Placing a Response card on the table is your Play step for that turn. **A Response card must have already been placed on the table in order to be used!** When you want to use it, reveal it to the other players. Unlike a Status card, a Response card is discarded after one use.

Economic Warfare: The text on an Economic Warfare card specifies what will happen when it is played. These cards generally force your opponents to discard cards. Remember, if a country runs out of cards and is forced to discard, their team must lose Victory Points instead! There is no requirement that an opponent still occupy their own Home space for Economic Warfare cards to work against them.

Status: When you play a Status card, place it face up on the table. The text on a Status card indicates when it may be used and what it does. Placing a Status card on the table is your Play step for that turn; you cannot play a Status card and another card (unless the card text says otherwise). For example, you cannot use *Guards* during the same Play step that you place it on the table. You are never forced to use your own Status cards. Status cards stay on the table and are potentially useful throughout the game unless discarded by another card.

Guards
During your Play step, instead of playing a card from hand, discard 2 cards from your hand to play a Build Army card from your discard pile.

Card Play

On the Play step of your turn you MUST play (or discard) one card, even if it cannot be of any use. There are certain situations where you cannot or would not want to use a card for its normal purpose. In such a case you can just discard it with no effect: you can always discard a card to meet the Play step requirement, regardless of the card text.

If a card has two or more actions, these actions are performed in the order presented on the card. When a card specifies that several actions occur in a sequence, each follows the next. For example, if a card allows you to build two Armies, the second Army can trace supply through the first. Actions are resolved one at a time (although the entire card text is known to all, once revealed).

One benefit is not (typically) a prerequisite for another. For example, *Tito's Partisans* allows the Soviets to eliminate an Axis Army in the Balkans and then recruit a Soviet or United Kingdom Army in the Balkans. If the space is unoccupied when the card is played, the Soviets can still recruit an Army in the Balkans.

Tito's Partisans
Eliminate an Axis Army in the Balkans; then recruit a Soviet or United Kingdom Army in the Balkans.

If the game text on a card directs you to build or battle, use the rules for build and battle cards (but you don't have to play one of those cards if the game text instructs you to perform one of these actions).

Some cards specifically direct you to build or recruit a teammate's piece: this is not a misprint! However, unless the card indicates another country, a card always refers to the pieces and cards of its own country.

Using Status and Response Cards during Play

Status and Response cards must be played onto the table during the Play step of your turn before being used – they can't be used directly from your hand. (Playing a Status or Response card on the table is your Play step for the turn). Once on the table the card is available to be used whenever conditions permit.

Use or applicability of Status or Response cards is always at the discretion of the country of the card, not necessarily the country that is affected.

The text of many Status and Response cards specifies a condition or prerequisite for use (its *trigger*) and may also specify a cost for use (for example, a discard). Any trigger and cost must be completed before the card's effect (the reaction) takes place.

Examples of triggers include "when you battle a land space" and "during your Victory step".

Other Status cards change some aspect of game play while these cards are on the table.

RAF
Use when your piece in or adjacent to the United Kingdom is about to be removed. Do not remove that piece this turn.

Usually the use of Status and Response cards is fairly obvious – however, there may be times when the interaction between cards may become tricky. Below are rules for resolving these situations.

Reaction Rules
You are never required to use a reaction when a trigger occurs.

— Reactions are resolved immediately when their trigger occurs. For example: A "beginning of the Play step" reaction cannot occur once a card play is declared for the step.

— You may only use a Status card once per trigger (or only once per turn, if specified on the card).

— The two teams take turns reacting to any trigger, with the team that did not cause the trigger going first. If the trigger is a game mechanic (for example: "the beginning of your Play step"), then the team of the country that is taking its turn goes second.

— If a team has multiple reactions to the same trigger, only one is used at a time. Then the other team has a chance to use a reaction.

— A team with multiple reactions to the same trigger can use them in the order it chooses, as long as the other side has a chance to react in between.

— Reactions may trigger other reactions, which must be resolved before additional reactions to the original trigger are used.

(See *Extended Card Play Examples* for more details.)

Timing Particulars
— **Discards** occur immediately, before any other activity stated on a card.

— If a card's text does not have a specific duration, its effect occurs immediately and then ends; however, many cards have a duration that lasts until the end of the turn (ex. *Stalingrad*).

— A card that specifies "immediately after" may only be used when its trigger occurs, and is used as a reaction. For example, *Rasputitsa* may only be used immediately

RESPONSE!

Stalingrad
Use when your Army in Ukraine is about to be removed. Do not remove that Army this turn.

after an Axis Army is built or recruited; it may not be used to remove an Army placed on a previous player's turn.

— The beginning of your turn is prior to the Play step. Anything that happens at the beginning of the turn must be completed prior to the Play step.

— The beginning of a step is prior to the action of that step.

— Some cards specify that something happens during a step, meaning at the same time as the action of that step.

Using Teammates' Cards
You cannot use another country's Status or Response cards unless specified in the text of the card.

Card Play Particulars

Build vs. Recruit

This game distinguishes between *build* and *recruit*. Using an Event, Status, or Response card to *build* a piece is just like playing a Build Army or Build Navy card to build a piece — that is, the Army or Navy being built must be in supply. When you *recruit* a piece, you put it in the space specified regardless of supply considerations. (Of course, the piece might be removed in your Supply Step.)

Battle vs. Eliminate

The game also distinguishes between *battle* and *eliminate*. A *battle* is carried out like a Land Battle or Sea Battle. When a piece is *eliminated*, it is simply removed from the board regardless of other considerations.

Using Build Cards without Building

At times, you may wish to use a Build Army or Build Navy card without actually building a new piece. Typically this is done to trigger a Status or Response card. In this case, you may designate an existing supplied piece (Army or Navy as appropriate) to be the newly-built piece without having to remove the piece first.

Using Battle Cards against Empty Spaces

Similarly, you may use a Battle card to battle an empty space in order to trigger a Status or Response card. You cannot battle a space occupied by a piece from your own team.

"Instead"

When a card directs you to do something "instead" of something else, that action completely replaces the other action. For example, if you use the Status card *Conscription*, you satisfy the requirement to play or discard a card during your Play step. However, you cannot use it the same turn you play it, since you must use your normal Play step action to place the card on the table.

Scoring & Victory

As teams, the Axis and the Allies accumulate Victory Points throughout the game. Each side keeps track of their score with a Victory Point marker that is moved along the track on the edge of the map.

During the Victory step of a country's turn, gain 2 Victory Points per starred Supply space where that country alone has an Army, and 1 Victory Point per Supply space where that country and another country both have Armies.

In addition, certain Status cards may provide Victory Points during the Victory step.

If an enemy Army occupies a country's Home space, that country skips the Victory step of its turn. That country cannot gain ANY Victory Points during the Victory step of that turn, even from cards.

However, Victory Point awards on cards that do not specify a step (such as some Event and Economic Warfare cards) are scored immediately, even if a country's Home space is occupied.

Victory is always determined for an entire side (Axis or Allies), not individual players or countries.

There are two ways to win, Sudden Victory or Scoring Victory.

Sudden Victory

If at the end of a complete round of play after the United States' turn, one team is ahead by 30 or more Victory Points, the game immediately ends and that team wins.

Scoring Victory

At the end of round 20 the team with more Victory Points wins. In the unlikely event of a tie, the Axis team wins.

Extended Card Play Examples

Example 1

It is Germany's turn. Germany has Armies in the Balkans, Eastern Europe, and Germany. The Soviet Union has an Army in Ukraine, Russia, and Moscow, and two Response cards on the table. Germany has the Status cards *Dive Bombers* and *Blitzkrieg* on the table.

1. Germany plays a *Land Battle* card and chooses to remove the Soviet Army in Ukraine.

2. The Soviets are prepared for this move. The *Stalingrad* Response card is revealed and discarded, spoiling the German attack. Note that the *Stalingrad* card not only saves the Army for now, but provides protection for that Army for the rest of the German turn.

Stalingrad
Use when your Army in Ukraine is about to be removed. Do not remove that Army this turn.

3. Germany decides to discard a card from its draw deck to use the *Dive Bombers* Status card. Even though the Soviet Response card prevented its Army from being removed, the battle is still considered to have taken place, so the trigger condition for *Dive Bombers* is met.

Since the Soviet Army in the Ukraine cannot be removed this turn, Germany heads north and battles the Soviet Army in Russia. The Soviets do not respond; the Soviet Army in Russia is removed from the board.

Dive Bombers
Use once per turn when you battle a land space. Discard the top card of your draw deck to battle in the same or adjacent land space to the one battled.

4. Germany now decides to use the *Blitzkrieg* card, discarding another card from its draw deck, and builds an Army in Russia.

Blitzkrieg
Use once per turn when you battle a land space. Discard the top card of your draw deck to build an Army in the space battled.

5. The Soviet Union chooses to reveal and discard the Response card *Rasputitsa* and removes the German Army from Russia.

Rasputitsa
Use immediately after an Axis Army is built in or adjacent to Moscow. Eliminate the Army just built.

Extended Card Play Examples

Example 2

It is Japan's turn. Japan has Armies in Japan, China, and Southeast Asia and a Navy in the Sea of Japan, and several Response cards on the table. The United Kingdom has Armies in Australia and India and Navies in the South China Sea and the Bay of Bengal, as well as several Response cards on the table.

1. Japan plays a *Sea Battle* card to battle the Navy in the Bay of Bengal.
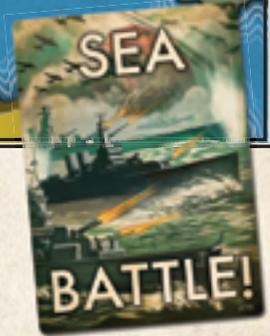
2. The United Kingdom uses the *Destroyers* Response card to prevent that Navy from being removed.
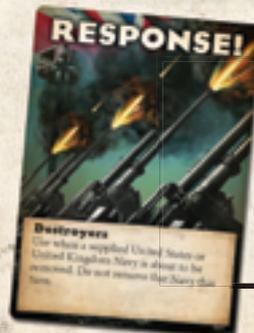
Destroyers
Use when a supplied United States or United Kingdom Navy is about to be removed. Do not remove that Navy this turn.

3. Japan uses the *Surprise Attack* Response card, first to battle the United Kingdom Navy in the South China Sea, then the Army in India. The United Kingdom does not respond, so both its Navy and Army are removed.

Surprise Attack
Use when you battle a sea space. Battle a sea space; then battle a land space.
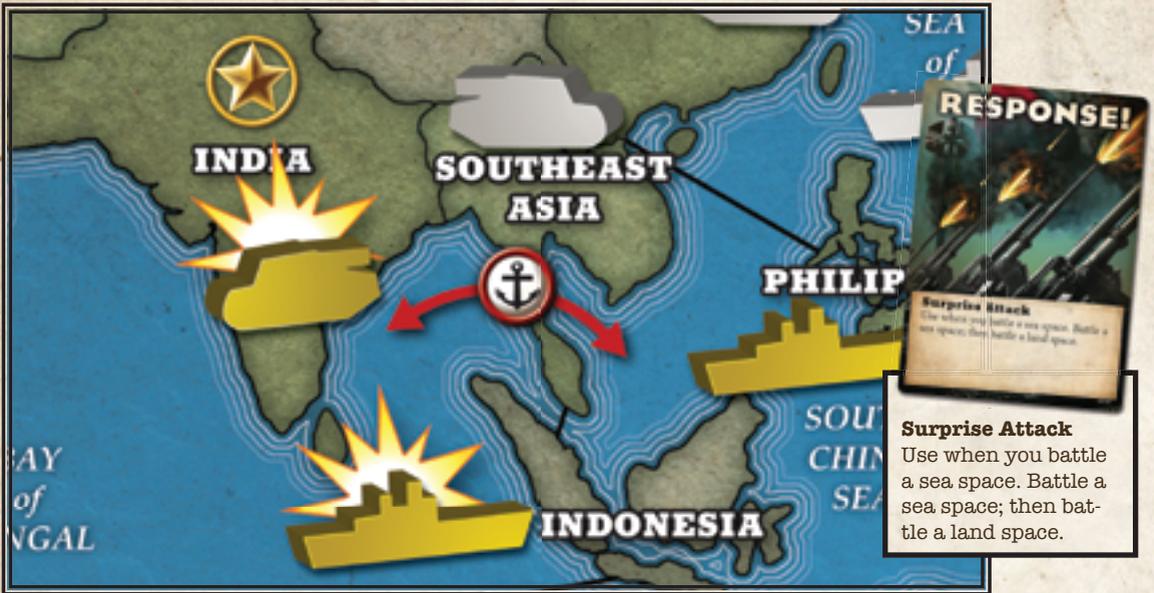
4. Japan then flips the *Destroyer Transport* Response card (also in response to its battle in the Bay of Bengal), and builds an Army in India.

Destroyer Transport
Use when you battle a sea space. Build 1 or 2 Armies adjacent to the space just battled.

5. The United Kingdom flips the Response card *Loyal to the Crown* to immediately eliminate the Japanese Army just built.

Loyal to the Crown
Use immediately after an Axis Army is built in India, Australia, or Canada. Eliminate the Army just built.

6. Japan is entitled to build a second Army by *Destroyer Transport*, and builds it in India.