



# QUARTERMASTER GENERAL F.A.Q.

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## FOREWORD TO THE FAQ

*Thank you for buying and playing **Quartermaster General**.*

*I will immediately apologize for the length of this FAQ. Obviously in the last 2 years we've learned a lot about the game, and understand where we might have written things more clearly. Having said that, I decided to err on the side of clarity, not brevity, so in fact there are very few "errors" being corrected, but explanations provided. Therefore, even where a vast majority of players have understood the intent of the rules, I have answered questions that have come up over time. (I have not included every clarification ever made, since most of the time questions are answered by directing a person to the relevant passage in the rulebook, and to further clarify the point could only introduce the possibility of confusion where none previously existed.)*

*In general, the simplest and plainest reading of the rules and cards should be used, where clarifications provided herein do not suffice.*

## BASE GAME RULES CLARIFICATIONS

Playing a card is what you do with one card during the Play Step – you take it from your hand, then use and discard the card or place it on the table as appropriate.

Using a card is carrying out the activities described on the card. Status and Response cards are played on one turn and used on another.

If you use a Status card that starts "Instead of playing a card from your hand", it means to substitute the activity on the card for the Play step, thus you do not play a card from hand.

### PIECES (P.9)

*Can I voluntarily remove my own piece during another player's turn?*

Yes. You can remove your own piece at any time.

### SUPPLY (P.10)

*Can I always trace supply to my Home Space? Do I need to occupy my home space to draw supply to it?*

The Supply Space to which a piece traces supply must be occupied by an Army of that country, **even the Home Space**. Example: Italy has an Army in Italy and one in the Balkans. The Army in Italy is removed due to a land battle by the United Kingdom player. If Italy cannot build an Army in its home space on its own turn, the Army in the Balkans is removed.

## ***Can I build units that trace supply to a Supply Space other than my Home Space?***

Yes – consider two build rules:

- A unit must be built “in supply”
- A unit must be built adjacent to another supplied piece from the same country, except if building in their Home Space. Cards like *Lord Linlithgow*... make the designated spaces like the Home Space, thus allowing Armies to be built there without being adjacent to another supplied piece.

## ***For which countries do the Canada and Szechuan Supply Space markers work?***

Supply Source markers only work for the countries to which they apply – Canada for the United Kingdom, Szechuan for the United States of America. **This also applies to the Supply Source markers provided in Alternate Histories.** ALL of these markers are country specific; the space is **only** considered a supply space for that country. Other countries cannot draw supply or gain victory points by occupying these territories.

Teammates’ pieces do not reduce the number of Victory Points earned. For example, if the United Kingdom has Mackenzie King Drafts the National Resources Mobilization Act on the table, the United States could not earn Victory Points from Canada, and if the United States and the United Kingdom both had an Army in Canada, the United Kingdom would still score 2 Victory Points.

## **CARDS (P.12)**

### ***What happens if I don’t have any card in hand?***

You do not lose a Victory Point if you cannot play a card on your Play Step. You also do not need to discard the top card of your draw deck. You just skip your play step.

### ***If I am out of cards in hand and in my draw deck, can I use a status card like Conscription?***

Yes you can, but since you cannot discard the cards, you would lose a victory points for each card you could not discard.

## **LAND/SEA BATTLES (P.14)**

A battle is thought to take place in a space and (usually) against a piece (see page 17 for battling an empty space). Battles occur in the space targeted, not in the space occupied by a piece adjacent to the battle. When a card refers to spaces adjacent to a battle or build, it refers to the spaces adjacent to the targeted space. Note that you still must observe the rules for battle if a card allows you to battle an adjacent space (e.g. the initiating piece must be in supply).

The space that the battle takes place “in” is the space targeted. An adjacent space would be adjacent to the targeted space. Note that you still must observe the rules for battle if a card allows you to battle an adjacent space.

A Land Battle always targets a Land Space. A Sea Battle always targets a Sea Space. The type of adjacent supplied piece is not important.

## **RESPONSE (P.15)**

### ***Can I use a response card that is in my hand?***

No, Response cards must be played on the table, face-down, as the Play Step of your turn; only then are they usable. You cannot use the effects directly from your hand.

## **CARD PLAY (P.16)**

### ***Can I play more than one card during my turn?***

No (unless the card played directs you to play another card). The singular “a card” is precisely that. In the rules, *playing* a card is what you do on your Play Step. “Using” a card is taking advantage of the game text. Putting a Response or Status card on the table constitutes the action of your Play step for that turn. The card could potentially be useful during the same turn, but you do not get to play another card from hand during your Play step.

### ***At what point does a card I’m using get discarded?***

A card is discarded immediately, before its game text is resolved. Any reactions to a discard (e.g. *Women Conscripted*) would happen prior to a reaction to the card effect (like *Defense of the Motherland*).

## **USING STATUS AND RESPONSE CARDS DURING PLAY (P.16)**

Earlier versions of the FAQ included a longer explanation of the timing rules. This longer explanation was included in *Air Marshal*. To prevent contradiction, please refer to these rules for timing clarifications. If you do not own a copy of *Air Marshal*, the rules are available on the Griggling Games site as well as on BoardGameGeek.com. Also please read the *Air Marshal* section below since any clarifications to timings will be included there, to correspond with the rules text.

## **USING BATTLE CARDS AGAINST EMPTY SPACES (P.17)**

This rule should be expanded to include any time you may battle. For example, you may use *Bias for Action* to battle an empty space.

## **SCORING & VICTORY (P.18)**

### ***Can you clarify paragraph 4?***

This should read, “However, if no Step is specified...” Cards like *Plunder* and *Submarines* will score Victory Points if your home space is occupied, while cards like *Mare Nostrum* will not.

### ***If two friendly countries share a Supply space but one of the countries’ Home space is occupied by an enemy, does the other country score 1 or 2 Victory Points?***

Just 1.

***Does a card like Lord Linlithgow..., which allows you to build in a space like it was your Home space, also allow you to treat that space as a Home space during scoring?***

No; if the United Kingdom was Axis occupied, you would not score even if you have an Army in India and *Lord Linlithgow...* on the table. However, cards that actually move the home space, like *Government in Exile* (AH), do provide that capability.

## **EXAMPLE 2 (P.21)**

***Doesn't the Navy in the South China Sea need to be next to an Army?***

There is an Army in Australia, not depicted.

***Is there a mistake in the example? How can Destroyer Transport be used to build in India?***

**There is a mistake in the example in the rules!** *Destroyer Transport* can only be used to build adjacent to the battled Sea space. While Japan did battle the Bay of Bengal, it would have had to trigger *Destroyer Transport* immediately after that battle, and at that point India was still occupied. Only as a second reaction to the initial *Sea Battle* could *Destroyer Transport* be used.

## **MAP CLARIFICATIONS**

- The line separating the North Pacific from the East Pacific ends at the border between the Pacific Northwest and the Western United States; the North Pacific and the Western United States are not adjacent, nor are the Pacific Northwest and the East Pacific.
- Japan is not adjacent to Vladivostok.
- Yes, Kazakhstan and the Philippines are misspelled.

## **AIR MARSHAL EXPANSION**

### **REACTION RULES (AM - P.5)**

Add this bullet to the end of this list:

- You may never use the same reactions twice to the same trigger.

Example, you cannot use *Stavka Forms Artillery Corps* twice during the same land battle, but you could use it twice in the same turn, say in conjunction with *Frontal Assault*.

As noted in these rules, “immediately” should be understood as “immediately after”. However, a card that “immediately” removes an enemy piece that is just built does not negate the fact that the piece *was* built. Thus the player who’s piece was just removed may still play a reaction due to the trigger that the piece was built (like *Bias for Action*). For example, Germany has an Army in Eastern Europe and the Soviet Union has Armies in Moscow and Ukraine. If the Soviets used *Rasputitsa* to remove a German built in Russia, Germany could still use *Bias for Action* and battle the Army in Ukraine, since there is a piece in Eastern Europe.

# ALTERNATE HISTORIES EXPANSION

## REALLOCATE RESOURCES (AH - P.5)

You (still) cannot reallocate resources to get Event or Bolster cards from your Draw deck. (This question has come up from players wishing to use Reallocate Resources to get Event and Bolster cards to build/deploy French and Chinese pieces.)

When using the Constructed Deck rules, Reallocate Resources costs 3 cards to use.

## CARD CLARIFICATIONS

### GERMANY

#### *The Autobahn*

1/ Note, the Armies must be built, so at each instance of (re)building an Army, you must be able to trace supply. 2/Only Armies on the board at the time this card is played may be (re)built. If, by using *Bias for Action* and *Blitzkrieg*, you should end up building an additional Army, you may NOT (re)build this Army elsewhere.

#### *Bias for Action*

You may use this card to battle an empty space.

#### *Broad Front*

If the Soviets use Air Defense, a Soviet Army may be battled a second time.

#### *Conscription*

This will often mean you will not lose a card from your hand during the turn. If you didn't discard during your turn, resist the temptation to draw a card at the end!

#### *Dive Bombers*

"...an adjacent space" refers to the space battled. Remember, a battle must follow the normal battle rules, so the additional battle would need to also be in a space adjacent to your supplied Army or Navy. You may use this card to battle an empty space.

#### *Production Initiative*

You do not have to declare which Status card you are searching for in advance. If you have no Status cards in your draw deck, the only effect of the card is to be able to view and shuffle your draw deck.

#### *Rationing*

If you have just one card in hand, you cannot use Rationing. You cannot voluntarily deduct a Victory Point to put the one card back on your draw deck.

#### *Swedish Iron Ore*

You receive no bonus Victory Points if you have an Army in Scandinavia but no Navy in the Baltic.

#### *Wolf Packs*

This card is DOES add to Japanese *Submarine* cards (think Gruppe Monsun), but cannot be used with the United Kingdom *Malta Submarines*, as the German player decides when this card works.

## **JAPAN**

### ***Imperial Designs***

This card will only provide +1 Victory Point, even if there is a Japanese Army in both Iwo Jima and Philippines.

### ***Banzai Charge***

“...an adjacent space” refers to the space battled. Remember, a battle must follow the normal battle rules, so the additional battle would need to also be in a space adjacent to your supplied Army or Navy.

### ***Kamikaze***

This can only be used immediately after an Allied Navy is built. It cannot be used at any time to remove an Allied Navy.

## **ITALY**

### ***Anti-communist Sentiment***

This card will only provide +1 Victory Point, even if there is an Italian Army in both Russia and Ukraine.

### ***Giuliani, Cappellini, and Torelli***

The Axis players do get to inspect their own cards placed on the draw deck.

It is possible to draw this card as a result of playing this card.

## **UNITED KINGDOM / FRANCE**

### ***Australia Forms the Directorate of Manpower***

This should read: You may build Armies directly in Australia without being adjacent to your supplied piece.

### ***Bletchley Park***

If used against *Tactical Innovations* the German Status card on the table that is discarded stays discarded.

### ***Loyal to the Crown***

This can only be used immediately after an Axis Army is recruited or built. It cannot be used at other times to remove an Axis Army, so you can't play it down on your turn and immediately use it on your turn. *Loyal to the Crown* does not prevent the Axis Army from being built, but immediately eliminates it, so other responses due to an Army being built (e.g. *Bias for Action*) are allowed.

### ***Lord Linlithgow Declares India to be at War***

This should read: You may build Armies directly in India without being adjacent to your supplied piece.

### ***Mackenzie King Drafts the National Resources Mobilization Act***

See note about Supply Source tokens on page 4.

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### ***Polish Sovereignty***

See note about Supply Source tokens on page 4.

### ***Rationing***

If you have one card left in hand and no cards in your draw deck, you cannot use Rationing and deduct a Victory Point to take the card back into hand. Per page 12, if your Draw Deck runs out you have to look to your hand and at that point the instantaneous effect of Rationing has expired.

### ***The Royal Navy***

“...an adjacent space” refers to the space battled. Remember, a battle must follow the normal battle rules, so the additional battle would need to also be in a space adjacent to your supplied Army or Navy.

### ***Senegalese Tirailleurs***

See note about Supply Source tokens on page 4.

## **SOVIET UNION**

### ***General Winter***

This card can remove a maximum of 2 Armies, not 2 per space!

### ***Government Evacuates to Kuibyshev***

See note about Supply Source tokens on page 4.

### ***Shvernik’s Evacuation Council***

This card does not prohibit the building of an Army adjacent to a supplied Navy, but the Navy still needs to trace a supply line to a supply space.

### ***Rasputitsa***

This can only be used immediately after an Axis Army is recruited or built. It cannot be used at other times to remove an Axis Army, so you can’t play it down on your turn and immediately use it on your turn. Rasputitsa cannot be used to prevent a 2 Home space win for the Axis in Moscow. The Axis wins before the card is used. Rasputitsa does not prevent the Axis Army from being built, but immediately eliminates it, so other responses due to an Army being built (e.g. *Bias for Action*) are allowed.

### ***Frontal Assault***

“...an adjacent space” refers to the space battled. Remember, a battle must follow the normal battle rules, so the additional battle would need to also be in a space adjacent to your supplied Army or Navy.

### ***German-Soviet Treaty of Friendship, Cooperation, and Demarcation***

You do not need to build these Armies in order.

### ***Stavka Forms Artillery Corps***

Any additional Armies removed are considered to be battled. This card does not render *Romanian Reinforcements* or *Monte Cassino* useless; it just implies that it battles every Army in the space. This card MAY be used more than once per turn, in

conjunction with both a Land Battle and Frontal Assault, in different spaces, but cannot be used twice in the same battle.

It is important to remember that this card is used like other Status cards, in reaction to a situation, after the defender reacts, and that players take turns, and cards are resolved instantaneously. Thus, if the Soviets battled a German Army with an Air Force, Germany would have to use Air Defense before Stavka was invoked, thus the Army is removed. However if Italy was then able to use *Romanian Reinforcements*, the Italian Army would survive since it was placed after Stavka's effect expired. But only if Germany used Air Defense, since otherwise *Romanian Reinforcements* would have to be used prior to Stavka.

### ***Asian Reserves***

You may take just 1 Build Army card if you wish.

## **UNITED STATES**

### ***American Volunteer Group Expands***

See note about Supply Source tokens on page 4.

### ***Amphibious Landings***

You may use this card more than once per turn.

### ***Arsenal of Democracy***

These must be United Kingdom pieces (not French).

### ***Fleet Deployed to Pearl Harbor***

All three actions are build actions, done in order, so it is unlikely you will receive all three pieces, unless there's a friendly Army adjacent base to the North Pacific. Normally players will only end up being able to build the Navy in the East Pacific and the Army in Hawaii.

### ***Magic***

Since it is not required in the rules for the American or Japanese player to track the order that the face-down Response cards are played, when a Japanese Response card is discarded, it is selected randomly among those on the table. Players may agree beforehand to keep track of the order in which these are played in which case the United States player may select the Response card based on this knowledge.

### ***Oil Embargo***

Each country must discard 3 cards if the United States has Flying Fortresses in play, but removing a piece avoids having to discard all 3 cards.

### ***Theater Shift***

Note, the Armies must be built, so at each instance of (re)building an Army or Navy, you must be able to trace supply.