

QUARTERMASTER GENERAL

Quartermaster General is fast-paced WWII game. Each country has a unique deck of cards to deploy its forces and bring the fight to the enemy.

The key to success in Quartermaster General is overcoming the inherent “back and forth” introduced by the one card play per turn. The most obvious way is by ganging up two or three countries against one enemy, while holding off the other two - divide and conquer. Another way is to make the best use of your cards and combinations to change the game pace in your favor. For example, the Germans have several status cards that allow them to take a second action, like build an Army in a space just battled.

Your first couple of games of Quartermaster General may hold some big surprises as you discover the capabilities of each deck. The game starts with one of your biggest decisions – which seven cards will you keep for your opening hand? Your choice will affect your strategy for the rest of the game.

The number of cards in your deck represents your country’s resources. Don’t be too hasty to discard cards, as you may find uses for them later; on the other hand, you have to know when to toss a card that is keeping you from getting the cards you need more. Italy can least afford to discard extra cards, and will likely only do so a couple times during the game. The United States has a large deck but will need to discard cards to activate potent Status cards.

Don’t be too eager to ignore your Economic Warfare, but it is difficult to base a win solely on Economic Warfare. As the Axis player, you must be careful to keep the American units (and bombers) at bay, or you may find yourself out of cards a turn or two short of the end of the game!

Finally, always be aware that Victory Points are counted every round. Setting up Armies in Supply Centers early will provide points throughout the game. Likewise, remember that denying the enemy a Supply Center offers as many points as occupying one yourself.

