

Non-Solicited Review

by j. DOHM

Quartermaster General

By: *Griggling Games*

Players: 2-6

Time: 90-120 minutes

MSRP: \$49.95

I don't review games very often, but when I do, I review good ones...

Quartermaster General is the game that board gamers have been missing ever since *Avalon Hill* was put on the backburner by *Hasbro*. I, like many strategy enthusiasts, have been missing my World War II fix. This game completely fulfills that need.

Quartermaster General sits you down in the command chair right next to the war chiefs of the greatest generation smack dab in the middle of WWII. You and up to six players can play one or more countries from the Axis and Allies, as you go on a 20 round quest to rack up as many victory points as you can. Your ultimate goal is to use your armies to seize enemy supply lines and bask in the glory of triumph!

Game play is a mix of Euro-style and classic American strategy. It uses a piece placement mechanic alongside decks of cards to provide a random element. The game is simple to pick up, but becomes more intricate as each country's strategy unfolds. The game has a two end game conditions: a twenty round clock and a condition called Sudden Victory, which involves what amounts to a way to avoid negative play experience from a dominant board state.

(Sudden Victory is actually something I wish I had in Axis and Allies, just to avoid the 8th hour of game play after Japan had clearly carjacked the United States through the Alaskan Conquest strategy and left Britain dangling like worm.)

This game has several features that make the play experience solid. My favorite feature is the card mechanic. Quartermaster General operates off of a card draw engine with each country having its own cards.

Do you remember in *Risk* how angry you felt when someone was dealt all of Australia off the draw?

That sort of stupid nonsense doesn't happen in *Quartermaster General* because the game designers had the forethought to contain the random element to card draw and make your

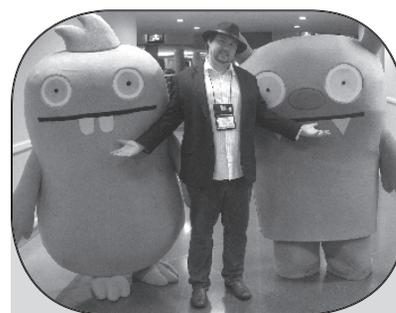
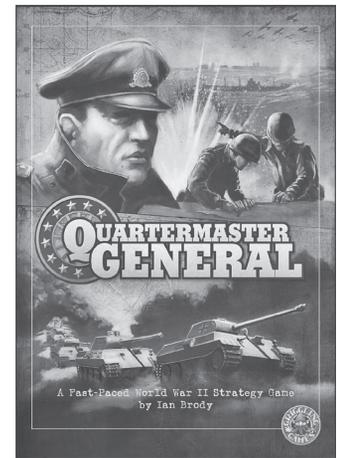
country's strategy explicit from the opening hand. Also, the turn sequence is structured very well. It's easy to understand the parameters of your turn and plan accordingly.

As far as product quality, I was satisfied with the weightiness of the game package. The box is heavier which made me feel like I was buying \$49.95 worth of war gaming. The game art is very good giving it the classical feel of older WWII strategy games. As an older board-gamer, I appreciate the nod to its predecessors. Overall the print quality is good.

I don't normally do reviews. I'm a brand manager and generally deal with business-to-business operation. So, why did I do this one?

Simply put: I hate it when games that are clearly a cut above the rest get lost in the shuffle of endless crowd-funded, sub-par cannon fodder.

If you are a retailer and not carrying this game, you are clearly missing out on revenue from your historic strategy game enthusiasts! Pick up *Quartermaster General* from your distributor today! 🧑



J.A. "Dread" Dohm has been a fixture in the Adventure Gaming Industry since the 1997. He has experience in every area of the

Industry, but most notably in publishing, game design, screenwriting, and retail asset management. Dread owns Industrial Dream Mills, makers of Steamfortress Victory RPG, and is currently serving as Greater Games Industry's Brand Manager. If you have questions, he can be contacted at ggicadsales@gmail.com.