QUARTERMASTER GENERAL F.A.Q

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By Ian Brody

RULES QUESTIONS:

GENERAL

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.

SUPPLY (PAGE 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 in that Armies can be built there without being adjacent to another supplied piece.

For which countries do the Canada and Szechuan Supply Space markers work?
Supply Space markers only work for the countries to which they apply – Canada for the United Kingdom, Szechuan for the United States of America. Other countries cannot draw supply or gain victory points by occupying these territories.

CARDS (PAGE 12)

If you do not have any cards in hand, you do not lose a Victory Point if you cannot play a card on your Play Step.

LAND/SEA BATTLES (PAGE 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 (PAGE 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 (PAGE 16)

Can I play more than one card during my turn?

No, 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.

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*

Conscripts) would happen prior to a reaction to the card effect (like *Defense of the Motherland).*

> Please note that this is different than earlier rulings on this subject. For example, a desperate German can use Conscription to attempt to discard a Build Army. Likewise, the United States can use a card just discarded to *Flexible Resources.*

SCORING & VICTORY (PAGE 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.

USING STATUS AND RESPONSE CARDS DURING PLAY (PAGE 16)

Can you clarify the timing a little bit?

Oh, I should have done this a lot sooner. As the rules explain, players take turns using Status and Response cards, but certain situations have arisen where a complex series of card play requires a better explanation of the timing. In the expansion we are planning, timing will become much more critical so it is worth getting this worked out now.

If folks are completely confused by this I'll keep answering questions! (But always provide specific card examples when asking.)

First off, let's define a *"*Reaction*"* as the use of a Response or Status card due to some situation (e.g. when a land space is battled).

Rule 1
The team that did not cause the situation to arise gets to use a Reaction first. If the use of a Reaction isn't due to a player action but is a game mechanic (e.g., at the beginning of a Step), the player whose turn it is, is considered to have caused the situation to arise.

Rule 2
Reactions are resolved immediately after a situation arises, and may be "nested" inside each other due to Reactions caused by Reactions. For example, the *Rasputitsa* card might be used in Reaction to an Army built by a *Blitzkrieg* card. If you pass up an opportunity to use any of your Reactions in response to a situation, you can't change your mind later. For example, if the German player used *Blitzkrieg* to build an Army in Ukraine and then used *Bias for Action* to battle an Army in Moscow, the Soviets could not use the *Rasputitsa* card after the *Bias for Action*, but would have to use it immediately after the *Blitzkrieg*.

Rule 3
If your team has more than one Reaction to use for a particular action, these are used one at a time, with the teams taking turns.

Example:
Germany has an Army in Germany, Eastern Europe, and the Balkans. The Soviets have an Army in Ukraine, Russia, and Moscow. Germany has Dive Bombers, and Blitzkrieg face-up on the table. The Soviets have two face-down response cards (*Stalingrad*, *Rasputitsa*)

Sequence:

- The Germans play a *Land Battle* and remove the piece in Ukraine.
- The Soviets must use *Stalingrad* now if they want to save the piece in the Ukraine. They do not use *Stalingrad* at this time, thinking to save it for another turn.
- The Germans can either use *Blitzkrieg* or *Dive Bombers*; the German player discards a card and uses *Dive Bombers* against Russia.
- The Soviet player cannot now use *Stalingrad*, since they already passed up the opportunity to use a Reaction to the initial land battle (and do not have the *Leningrad* card). The Soviets pass.
- The Germans now use *Blitzkrieg* to build an Army in Ukraine. *Blitzkrieg* could have been used in either Ukraine or Russia; in the former, the Blitzkrieg is used as a second Reaction to the initial Land Battle, in the latter, *Blitzkrieg* is used as a Reaction to the Dive Bombers.
- The Soviets use *Rasputitsa* in Reaction to the Blitzkrieg, to prevent the Army from being built

If a card has more than one action, like the Japanese Surprise Attack card, Reactions are used after each action on the card.

Some cards specify a duration (e.g. “until the end of the turn”), for which they will continue to work until that time; however a card that cancels another card always takes precedence. By the way, it doesn’t mean that at the end of the turn the piece is removed, it means that it cannot be removed this turn, so fighting it again is of no use. It is important to note which cards protect a unit until the end of the turn.

Certain cards, like Rasputitsa, specify “Immediately”. This indicates this reaction can only be used immediately after the (Axis) Army is built or recruited. It cannot be played on the table and used to remove an Army built or recruited on an earlier turn – building and recruiting are actions, and would not be specified on the card if the Response could be used just to remove an Axis Army at any time.

USING BATTLE CARDS AGAINST EMPTY SPACES (PAGE 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.

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.

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.

Conscription
The Build Army card must be in the discard pile prior to you using this card. 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.

Wolf Packs
This card is DOES add to Japanese *Submarine* cards (think Gruppe Monsun), but cannot be used with the United Kingdom *Malta Submarines*.

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.

UNITED KINGDOM

Australia Forms the Directorate of Manpower
This should read: You may build Armies directly in Australia without being adjacent to your supplied piece.

Free France
Remember, you must build, not recruit, the Army.

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.

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
Note that this card does not give the United Kingdom the ability to build Armies in Canada without tracing a supply line elsewhere. Also note that Canada is only a Supply Space for the United Kingdom. No other country can draw supply or earn victory points from the UK Supply source marker. If the United States or Soviet Union has an Army in Canada along with the United Kingdom, only the United Kingdom collects Victory Points, and collects the full two Victory Points.

Resistance
Remember, you must battle, not eliminate.

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.

SOVIET UNION

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

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.

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.

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

UNITED STATES

American Volunteer Group Expands
Szechuan is only a Supply Space for the United State. No other country can draw supply or earn victory points from the US Supply source marker. If the United Kingdom or Soviet Union has an Army in Szechuan along with the United States, only the United States collects Victory Points, and collects the full two Victory Points.

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.

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.