The Quartermaster General WW2 Total War Expansion provides players with a great number of new play options, without dramatically increasing the play time.

- Air Forces bring a whole new dimension to the conflict. Air Forces help defend Armies and Navies in the same space, or attack adjacent Air Forces in battle.
- Chinese and French forces alter the opening setup and add many new strategies.
- Bolster cards, played directly from hand, add a new level of tactics.
- Alternate "what if" cards represent historical strategies that were considered but never executed, like Operation Sea Lion, the invasion of Britain.

You must own a copy of Quartermaster General WW2 – Second Edition to use this expansion.

What's new in the Total War Expansion?

This expansion replaces first edition Air Marshal and Alternate Histories from Griggling Games, Inc. You'll notice a few changes from the originals, including:

New cards: In addition to some new and reworked cards, Deploy Air Force cards have been renamed Air Power cards.

Gain air superiority: Air Forces may now attack each other directly.

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A game created by **Griggling Games, Inc.**
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Made in China. Warning. Not suitable for children under three years. Small parts.

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Components

- Rulebook
- 165 cards
  (Germany: 27, Japan: 28, Italy: 24, United Kingdom: 29, Soviet Union: 24, United States: 33)
- 5 wooden Army pieces
  (France: 3, China: 2)
- 2 wooden Navy pieces
  (France: 2)
- 13 wooden Air Force pieces
  (Germany: 2, Japan: 2, Italy: 1, United Kingdom: 2, Soviet Union: 1, United States: 3, France: 1, China: 1)
- Punch-out counter sheet includes:
  - 1 France Home marker
  - 1 China Home marker
  - 1 Soviet Union Home marker
  - 2 Supply/No Supply markers
  - 1 Player Aid

Incorporating the New Cards

There are 5 cards which are substitute cards for the base game. These cards have the exact same title, and the word "Substitute" is printed on them. Remove these cards from the base game, and use the substitute cards in their stead. The substitute cards are: *Dutch East Indies*, *Free France*, *Free French Allies**, *American Volunteer Group Expands*, and *Ledo and Burma Roads**.

* Note that these two cards have switched decks.

After making these substitutions, shuffle the rest of the new cards into their respective decks.

Total War Turn Sequence

1. **Play Step:**
   Play or discard one card from your hand.
2. **Air Step** (Optional)**:**
   Deploy or marshal an Air Force, or gain air superiority.
3. **Supply Step:**
   Remove your unsupplied pieces from the board.
4. **Victory Step:**
   Collect Victory Points.*
5. **Discard Step:**
   Discard any number of cards from your hand. Deduct 1 Victory Point if you do not discard at least 1 card.
6. **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.*

Changes to Quartermaster General Rules

Apply the following changes to the **Quartermaster General WW2** rules when playing with this expansion (indicated page numbers refer to the base game rulebook):

Setup
(See *Setup*, page **3**.)

When using the Total War Expansion, each country begins the game by drawing 12 cards from its deck and discarding 5, resulting in an opening hand of 7 cards. In addition, place a French (blue) Army in Western Europe and a Chinese (brown) Army in China.

Turn Sequence
(See *Turn Sequence*, page **8**.)

When using the Total War Expansion, an Air step is added after the Play step.

Discard Step
(See *Turn Sequence*, page **8**.)

During your Discard step, you must either discard at least 1 card from hand, or your team deducts 1 Victory Point.

Reallocate Resources
(See *Reallocate Resources*, page **11**.)

When using the Total War Expansion, Reallocate Resources only requires you to discard 3 cards from hand. Furthermore, Reallocate Resources is considered a standard (not optional) rule.

New Markers
The Total War Expansion includes a few markers to use as reminders of the effect of specific Soviet Union cards.

- Soviet Union Home marker, to use when the Soviet Union Home space is moved;

- Two double-faced Supply/NoSupply markers, to use when the Supply status of a space is modified.

New Card Types

The Total War Expansion includes two new card types: Air Power and Bolster.

You cannot use an Air Power or Bolster card as the card you must play during your Play step (although Bolster cards may be triggered during the Play step). However, you may discard an Air Power or Bolster card with no effect to satisfy the Play step requirement.

Air Power

Air Power cards may be used in the Air step, to deploy an Air Force or gain Air Superiority (see *Air Forces* and *The Air Step*, page. **6**).

Bolster

Bolster cards may be used directly from hand as reactions to game play. (The trigger for the reaction is specified on the card). Unlike Response and Status cards, Bolster cards do not have to be played to the table prior to being used.

Use of a Bolster card is always optional. Once used, Bolster cards are discarded. Many Bolster cards can be used out of turn; this means you may have fewer than seven cards in hand when beginning your turn. Many Bolster cards specify that you must discard one or more cards from your hand or draw deck. These cards are discarded in addition to the Bolster card, unless the card text indicates otherwise.
Some Bolster cards require you to discard a specific type of card from hand. In this situation, the card type is revealed, but any additional text is kept secret from the other players.

Example: The United States plays *Fleet Deployed to Pearl Harbor*. After building the Navy in the East Pacific (**A**), it discards the Bolster card *A Great, Sleeping Giant* from hand. The United States discards the top card of its draw deck to build an Army in New Zealand (**B**).

Fleet Deployed to Pearl Harbor
Recruit an Army in Hawaii; then build a Navy adjacent to Hawaii.

A Great, Sleeping Giant
Use when you build a Navy in a space with "Pacific" in the title. Discard the top 1 card of your draw deck to build an Army or Navy in an adjacent space.

Example: Japan plays the Bolster card *Yamamoto aboard the Yamato*. In order to play this card, Japan discards the Response card *Destroyer Transport*. Japan should show the other players the "Response" header on *Destroyer Transport*, but not show the name or game text of the card.

Yamamoto aboard the Yamato
Use at the beginning of your Play step. Discard a Response card from your hand to deploy an Air Force in a space with your supplied Navy.

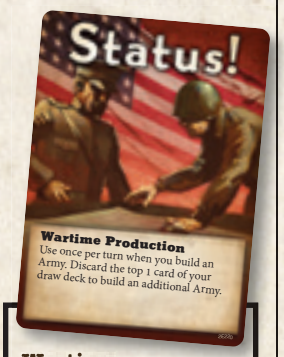
France and China

When using this expansion, the forces of the Allied nations of China (brown) and France (blue) are now represented with their own Armies, Navies, and Air Forces.

China and France are not represented by additional players and do not have their own separate decks. Play involving French and Chinese pieces is always specified on a card. Cards that refer to a player's pieces (or actions) without specifying the country refer to that Allied country's own pieces, and not the French or Chinese pieces.

For example, the United States card *Wartime Production* cannot be used to build a Chinese Army, nor can it be used in reaction to a Chinese Army being built.

China and France score victory points independently of the United States and the United Kingdom. Thus France can score Victory Points during the Victory step of the United Kingdom's turn even if the United Kingdom's Home space is occupied — the step is not skipped for France. Likewise, if Western Europe is occupied by an Axis army but the United Kingdom is not, France must skip its Victory step (exception, *Government in Exile*), but the United Kingdom still scores.



Wartime Production
Use once per turn when you build an Army. Discard the top 1 card of your draw deck to build an additional Army.

France

- During setup, place a French Army and the France Home marker in Western Europe.
- French pieces must trace their own supply lines, as a separate country from the United Kingdom.
- The Home space for France is Western Europe. The *Government in Exile* card moves the French Home space to the United Kingdom if Western Europe is occupied by an Axis Army.
- During its turn, the United Kingdom scores points and checks supply for French pieces.
- During the Air step, the United Kingdom player may discard a card from hand to marshal a French Air Force (in addition to deploying or marshaling a United Kingdom Air Force). The United Kingdom player repositions the French Air Force should the situation arise.

China

- During setup, place a Chinese Army and the China Home marker in China.
- Chinese pieces must trace their own supply lines, as a separate country from the United States.
- The Home space for the Chinese is China.
- During its turn, the United States scores points and checks supply for Chinese pieces.
- During the Air step, the United States player may discard a card from hand to marshal a Chinese Air Force (in addition to deploying or marshaling a United States Air Force). The United States player repositions the Chinese Air Force should the situation arise.

Air Forces

Air Pieces

A country can never have more than one Air Force in a space. Each country with an Army or Navy in a space can also have an Air Force in that space.

An Air Unit is supplied if it is in the same space as a supplied Army or Navy from the same country.

Reposition

If at any time your Air Force is in a space without an Army or Navy from the same country, you must immediately move it to an adjacent space occupied by a supplied Army or Navy (from the same country). If there is no such space, the Air Force is removed from the board. You may not reposition to a space that already contains an Air Force from the same country.

The Air Step

During the Air step, you may do one of the three following actions:

— **Deploy Air Force:** Discard an Air Power card and place one of your country's available Air Forces in a space with one of the same country's supplied Army or Navy pieces.

OR

— **Marshal Air Force:** Discard any card from your hand and select one of your supplied Air Forces on the board. You may move that Air Force to any space with one of the same country's supplied Army or Navy pieces — even the same space, to trigger a reaction.

OR

— **Gain Air Superiority:** Discard an Air Power card and eliminate an enemy Air Force in a space adjacent to one of your supplied Air Forces. You may gain air superiority in a space where there is no enemy Air Force in order to trigger a reaction.

Air Forces in Battle — Defense

When your Army or Navy would be removed from the board due to a battle, you may remove an Air Force from the same country in the same space instead, as a reaction. If you do not choose to remove the Air Force and it is left in the space without a supplied Army or Navy from the same country, the Air Force must be repositioned (or removed). This reaction is not available if the Army or Navy is eliminated instead of battled.

Germany has an Army in Ukraine, and the Soviet Union has an Army and Air Force in Moscow. Germany plays a *Land Battle* to remove the Soviet Army, but the Soviet Union uses the Air Defense reaction, sacrificing its Air Force instead, so the Soviet Army remains in Moscow.

Air Forces in Battle – Attack

When an opponent uses the Air Defense reaction, you may remove your own supplied Air Force adjacent to the space battled in order to remove the Army or Navy originally targeted by the battle.

Germany has an Army and Air Force in Ukraine, and the Soviet Union has an Army and Air Force in Moscow. Germany plays a *Land Battle* to remove the Soviet Army, but the Soviet Union uses the Air Defense reaction to remove its Air Force instead. Germany then uses the Air Attack reaction, removing its own Air Force and the Soviet Army.

Experimental Constructed Deck Rules

These rules allow players to construct their own decks to try different or specific strategies. Instead of using the full decks created when you incorporated the Total War Expansion cards, secretly choose the cards you wish to use in this game until the deck is the size indicated on the following chart. The other cards are not used in this game.

Note that you may choose the 5 substitute cards provided in this expansion, but not the substituted base game cards.

When using the Constructed Deck rules, players do not lose a Victory Point when they do not discard a card during the Discard step. (Essentially, the Discard step is unchanged from the base game.)

When using the Constructed Deck rules, Reallocate Resources costs 4 cards to use.

	Deck Size
Germany	50 cards
Italy	38 cards
Japan	43 cards
Soviet Union	42 cards
United Kingdom	47 cards
United States	50 cards

Extended Game Play Example

Germany has an Army in Germany and Eastern Europe; and has *Wolf Packs*, *Dive Bombers*, and *Blitzkrieg* on the table.

The Soviet Union has an Army in Moscow, Russia, Ukraine and an Air Force in Russia. *Stalingrad* is face down on the table.

Tactical Innovations
Use at the beginning of your Play step. Discard your Status card from the table to place a Status card from your hand on the table.

At the beginning of the Play step, Germany announces the intention to use the Bolster card *Tactical Innovations*. (Germany intends to discard *Wolf Packs* to place *Bias for Action* on the table.)

The United Kingdom uses *Bletchley Park* as a reaction to the use of *Tactical Innovations*; the United Kingdom discards 1 card from hand in addition to *Bletchley Park*. *Tactical Innovations* is discarded without effect.

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

Bletchley Park
Use when the Axis declares its intention to use a Bolster card, but before any text is resolved. Discard 1 card from hand to discard the Axis Bolster card without resolving its text.

During the Play Step, Germany plays *Land Battle* against Ukraine. The Soviet player decides to use *Stalingrad* rather than lose the Army. Germany could use *Dive Bombers* to battle in Russia, but decides against it. This ends Germany's Play Step.

During the Air Step, Germany uses an *Air Power* card to place an Air Force in Eastern Europe. Germany then uses the Bolster card *Ju-87* to battle Russia. This requires Germany to discard a card from the top of its draw deck.

The Soviet Union could remove its Air Force in Russia to save the Army, but decides to save the Air Force. The Soviet Union's Army in Russia is removed. The Soviet Union uses a Reposition reaction to move its Air Force to Moscow.

Germany announces its intention to use *Blitzkrieg* to build an Army in Russia. However, the United Kingdom uses *Keep Calm and Carry On* as a reaction to Germany's use of a Status card. The United Kingdom discards a card from hand (in addition to *Keep Calm and Carry On*), to spoil Germany's *Blitzkrieg*.

Without any other adjacent armies to battle, Germany's *Dive Bombers* cannot be used this turn (since the Army in Ukraine is still protected by *Stalingrad*).

If the United Kingdom had not used *Keep Calm and Carry On* to cancel the Blitzkrieg, Germany would have an Army in Russia and could have used *Dive Bombers* against Moscow.

It should be noted that at the end of the German turn, the United Kingdom has only 3 cards remaining in hand.

Ju-87
Use when you deploy or marshal an Air Force. Discard the top 1 card of your draw deck to battle a land space adjacent to that Air Force.

Dive Bombers
Use once per turn when you battle a land space. Discard the top 1 card of your draw deck to battle in the same or adjacent land space to the one battled.

Blitzkrieg
Use once per turn when you battle a land space. Discard the top 1 card of your draw deck to build an Army in the space battled.

Keep Calm and Carry On
Use when the Axis declares its intention to use a Status card, but before any text is resolved. Discard 1 card from your hand to prevent the Axis from using that Status card this turn.

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WGF101
SPAD XIII

WGF102
SOPWITH CAMEL

WGF103
ALBATROS D.VA

WGF104
FOKKER DR.I

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WGF002A
WW1 RULES AND ACCESSORIES PACK

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WGS401
SUPERMARINE SPITFIRE MK.I

WGS402
MESSERSCHMITT BF.109 E–3

WGS403
HAWKER HURRICANE MK.I

WGS404
JUNKERS JU.87 B–2

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WGS003A
BATTLE OF BRITAIN STARTER SET

Card Distribution with Base Set & Expansion Cards

	Germany	Italy	Japan	United Kingdom	Soviet Union	United States
Build Army	6	4	4	5	9	5
Build Navy	2	4	7	6	1	5
Economic Warfare	8	4	5	2	–	9
Event	13	11	–	14	9	15
Land Battle	8	5	3	4	7	4
Response	–	6	19	9	8	–
Sea Battle	2	2	4	5	2	4
Status	14	8	7	10	11	14
Air Power	5	3	5	4	3	6
Bolster	10	7	8	7	8	10

Pieces Distribution with Base Set & Expansion Pieces

	Army		Navy		Air	
Germany		7		3		2
Italy		4		3		1
Japan		5		5		2
United Kingdom		5		5		2
Soviet Union		7		1		1
United States		5		6		3
France		3		2		1
China		2	–			1