

Russians in THIRD REICH

By Scott Daniels

Those gamers having trouble with THIRD REICH owing to a disproportionate number of German victories may find the solution in a modification of the Russian Force Pool. The Force Pool included in the game is a compromise force not particularly related to history, but intended to provoke some action in a multi-player game. The designer's apparently perceived a need to make the Russians weak enough to prove a German invasion, but gives them enough strong units to allow them to do something besides wait for the German assault. A Russian Player who mobilizes what was historically available to Russian would have many more units, but by no means as many good ones. To more accurately simulate this, remove all ground units from the Russian pre-war forces except the 1-3 infantry factors, but replace what was removed with 1-3 units on a factor for factor basis. Also, add 40 more 1-3 units to the available for building pool. The Russians may not construct all of the bigger units until the run after the German invasion. This will allow the Russians, and then historically mobilized, to really cover the border in depth, but makes military adventures somewhat more difficult. If the Germans have not invaded by Fall 1941, the big units may be constructed, but only three per turn. The Finns are almost unbeatable except by attrition, and Turkey is too much to bite off. The only easy grab is Persia, and that is never too exciting. The German invasion is now the slow grind it should have been. The Russians will probably not have as much fun, but they are at least doing what they should have been doing all along.