

exchange (bearing in mind that, since Russia can reenter the war after it has surrendered, the circumstances of Russia's defeat might be very important).

Question two, which postulates a Russo-American war against Germany, with Japan and Britain conquered, is equally difficult. If Germany does not invade Russia, the Red Army is even stronger because of the research rules, which allow Russia to expand its force pool. Russia's research capabilities can also become quite large, although Stalin is unlikely to get the bomb much sooner than he did historically. Atomic war again looms in this scenario, although it might prove difficult for the United States to deliver the bomb without developing the very expensive trans-Atlantic rocket (which might not be ready until after the 1948 election).

The Mediterranean strategy, raised in question three, is still an unknown quantity. It raises a real possibility of the United States disengaging from the European war, but probably not to the extent that the United States would sign a separate peace. What does Germany then do with the time gained? As mentioned earlier, an untouched Russia is a fearsome foe.

I've already alluded to the risks inherent in the "Germany First" strategy referred to in question four. In Global War games, heroic defense by either Germany or Japan might allow the other to make decisive gains on the other side of the world. The most prudent Allied strategy is a balanced approach, but I suspect many A3R players will be unable to resist the temptation to try to obliterate one or the other of the Axis powers by concentrating the American forces in either Europe or the Pacific. Stay tuned...

CONCLUSION

In this article, since it appears in an issue of the GENERAL devoted to A3R, I've focused more on the impact of RSN on its European counterpart than on the Pacific theater game itself.

Ultimately, devotees of ADVANCED THIRD REICH will have a choice between that game, RISING SUN or the combined Global War game (the rules to which will be included in RISING SUN). Which of the three will be played may depend as much on the time and opponents available as on the taste of the players. When all is said and done, I hope ADVANCED THIRD REICH/RISING SUN players will be able to spend many enjoyable hours exploring new and unanswerable questions of "what if..."



UP FRONT

This issue, another multi-player scenario usable with a single UP FRONT game and its BANZAI and DESERT WAR expansions. In keeping with our theme of the war in Europe, herewith an Appenine Peninsula scenario depicting an Allied assault on one of the strongholds which Churchill had once described as being part of "the soft underbelly" of occupied Europe...

28-6/A. TOUGH OLD GUT —

1st: 6



(Elite) 1, 4, 12, 15, 17, 19, 25, 26 and 32
Reinforcements: 2, 6, 10, 27, 33 and one Demo Charge

(Elite) 1 – 16 and 28, begin Scenario with the Pillbox card (SSR A.3)

1 – 6, 8 – 10, 24, 25, 33, 42 and one Radio

3 – 5, 7 – 9, 11, 12, 17 – 23, 31, 34 and one Radio



No cards are removed from the Action Deck.

SPECIAL RULES:

A.1 Minefields are Cover cards for all players. Sniper cards may be used normally by the defending players; both attacking players must treat Snipers as Cover cards.

A.2 The German forces are *Fallschirmjaeger*; they are considered to be Elite, and are entitled to the German Elite Troop capabilities (UP FRONT Rule 39). [NOTE: The use of German personality cards armed with assault rifles is not an anachronism; rather, it is meant to simulate those paratroopers armed with the FG-42 (*Fallschirmjaeger-Gewehr*) assault weapons, an earlier multi-purpose assault weapon which could double as an LMG.] In addition to his normal hand, the German player receives one –3 Buildings card which he may place on any of his groups during Prepare for Play.

A.3 The Italian forces are *Bersaglieri*; they are considered to be Elite, and are entitled to the Italian Elite Troop capabilities (DESERT WAR Rule 50.5). In addition to his normal hand, the Italian player receives the Pillbox card, which must be placed on Italian Group B during Prepare for Play.

A.4 This Team Play scenario requires only one UP FRONT game, with both the BANZAI and DESERT WAR expansions. The Allied players may choose which of the Axis forces the Americans and British will engage before the start of play. After they have declared their choices, the Allied players will set up first, then the Axis players will set up. All other normal rules for Team Play apply.

A.5 In this Team Play game, the British player completes his turn, then the American player; this completes the Allies' portion of a turn. The Axis then play, with the Italian playing first and the German playing last. This completes an entire turn.

A.6 After play begins, the Allies must maintain Radio Contact (41.7) if they wish to compare their hands and discuss strategy. The Axis players are considered to start the game in Radio Contact and remain so until one of the following occurs:

A.61 The Italian Pillbox has suffered an attack which has pinned any or all of its occupants;

A.62 The German AFV has been destroyed. Note that the reinforcement AFV may not reestablish Radio Contact. Once lost, Radio Contact between the Axis players may never be regained.

A.7 Marsh cards are cover cards for all players. Sniper and Minefield cards are cover cards for both Allied players only; they may be used by the Axis players subject to the normal rules for those cards.

A.8 VICTORY CONDITIONS: Allied Victory Conditions vary depending upon the opponent as follows:

A.81 Versus the Germans: The Allies must advance any four personality cards in one or more non-infiltrated groups to Range Chit Four (4), in terrain which will reduce the Fire Strength of an attack against them, or by "breaking" the German squad.

A.82 Versus the Italians: The Allies win by eliminating all Personality cards in the Pillbox, or if the Pillbox is vacated. If the German player is still in the game, then any other result, including "breaking" the exposed remainder of the Italian force, is insufficient for Allied victory and results in an Italian win. If the German force has been defeated during a previous full turn, the Italians may also be defeated by breaking their squad as well as by clearing the Pillbox.

A.12 VARIANT RULES: Allow/Require the Allied and/or Axis players to maintain "Radio Contact" not through Radios, but through runners. This requires the Individual Transfer between games of one man, from one Team nationality to the other. Immediately upon the man's acceptance into the other group of his Team's nationality, the players of that Team are considered to be in Radio Contact for the remainder of that turn *only*. Only one man at a time can be used to fulfill this requirement, and the same man must be used as the runner for his respective nationality as long as he remains in the game and unwounded.