

Air-Mech Strike Force Proposal: Big Questions Persist

Air-Mech-Strike: 3-Dimensional Phalanx by the Air-Mech-Strike Study Group (Airborne)*, Turner Publishing Company, Paducah, Ky., 2000, 312 pages, \$24.97 hard bound.

Flip this book over to the back cover and you will see that some real heavyweights have contributed glowing blurbs. They exhort the unsuspecting to "Read this book... a must read... a monumental work... the authors are worthy successors to [Gavin and Howze]." I can only conclude that these distinguished gentlemen either did not actually read the book, or are far less discerning than I previously had thought.

This study does, in fact, contain the kernel of an intriguing notion: that we have the technology and resources now to create an airmobile mechanized force capable of tactical, operational, and even strategic maneuver. Moreover, we could and should begin developing a future force that exploits mechanized airmobility, using advanced helicopter and wing-in-ground technology to deliver future combat systems tailored to their airborne carriers. The ultimate vision is of huge aircraft deploying across oceans with an armor task force of 20-ton future combat vehicles, crews, and infantrymen in its belly. As these are discharged, a fleet of full-tilt-rotor 'speed cranes,' self-deployed from continental bases, picks up tanks, IFVs, crews, et al, and flies them directly onto the objective. At the LZ, the task force deftly disengages from its carriers and rolls across plains/mountains/jungles/towns to tear into a stunned and reeling enemy.

In the nearer term, the authors argue, the Army should forget all this IBCT nonsense. For considerably less cost, we could equip Air-Mech-Strike (AMS) battalions with a mix of off-the-shelf M113A3 and German Wiesels that could be airlifted by the current helicopter fleet. Suitably equipped with a mixture of weaponry and sensors, these would provide a third dimension of maneuver for every brigade — a proposed heavy division would have three brigades, each with an airmobile cavalry squadron and AMS battalion, alongside 'legacy' BFV and M1 battalions.

Neat stuff, to be sure, and ... maybe... feasible. But if the authors are to be complimented on forwarding an imaginative solution to the perceived problem of an Army grown too heavy for its own good, they must also be condemned for a poor argument shoddily presented.

While the book is chock-a-block with tables of organization, vehicular vital statistics, and quotes from Sun Tzu, there is precious little discussion of logistics or tactics. Yes, it may

be possible to airlift a battalion of four-ton 'armored' vehicles armed with machine guns, Javelins, and grenade launchers deep into the enemy's rear, with scouts mounted on ATVs or motorbikes. In some situations, it might even be desirable, but the authors do not make a convincing case for it. In the handful of pages dedicated to tactics, they state that an AMS commander requires "an expanded over-match in tactical awareness" to "defeat 80 percent or better of his opposing force through over-the-horizon indirect fires from precision munitions." Of course, if we could do that, the need for maneuver, airmobile or otherwise, would be virtually eliminated. The enemy, needless to say, is conveniently blundering about in massed formations or crouching passively in buildings and trench lines.

Logistics is treated even more cavalierly. The effort to refuel, rearm, man, and maintain a mechanized battalion by air in all weather, while that battalion is fighting and maneuvering through the enemy's rear, is simply not addressed beyond the vaguest generalities.

The authors are also enamored with a wide variety of toys to supplement AMS mobility. Some have real value — like the mechanized mules described to help move the infantryman's ever-expanding load. Others have been considered and discarded by the Army in the past, for very good reasons. The Flyer 21, for example, is basically a dune buggy with weapons appended. It, along with scout motorbikes and ATVs, are neither survivable nor reliable enough for combat service, a fact determined during the mid-80's flirtation with the high-tech motorized division. One suggested weapon even caused me to flash back — the Elevated TOW System, mast-mounted, electrically-driven, and carried atop a light armored vehicle for crew protection. Remembering my service with the late, unlamented ITV, I had to take smelling salts and lay down for an hour.

Finally, the authors would like to compare their efforts to the Howze Board, which formulated plans for the air-mobilization of infantry, and to draw upon history to show that AMS is the inevitable next step in future warfare. As Bernard Brodie said, "The phrase 'history teaches,' when encountered in argument, usually portends bad history and worse logic." That is certainly true here.

And it is history that the authors must overcome in their efforts to convince the Army that their vision is correct. No air-delivered land force, with one exception, has ever scored an operational success (and there are damn few tactical successes to note, for that matter). The one exception was the

German capture of Crete in 1941, an operation, by the way, that so gutted the elite Nazi Airborne that it was never employed operationally again. The AMS Study Group may have the germ of a great concept, and they have certainly outlined 'what' can be done, but this book will leave skeptics unconvinced as to 'why' it should be.

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**Turner Publishing lists the following as authors of the study: David L. Grange, Huba Wass DeCzege, Richard D. Liebert, John Richards, Michael L. Sparks, and Charles Jarnot.*

Triumphant Fox: Erwin Rommel and the Rise of the Afrika Korps by Samuel W. Mitcham, Cooper Square Press, New York, New York, 2000, 224 pages, 8 maps, \$17.95.

The Desert Fox continues to cast his long shadow over the military history field with Samuel W. Mitcham's new book about Field Marshal Erwin Rommel, the latest in a continuing historical controversy. David Fraser's recent best-selling book lauded Rommel's life and military exploits, but numerous military historians have countered this view with serious — sometimes scathing — criticism of Rommel's military abilities. They cite his inability to grasp the operational and strategic realms of warfare as fatal flaws, rendering his tactical prowess as nothing more than good feed for the Nazi propaganda machine.

The attacks leveled against Rommel, Mitcham contends, stem from a recent trend in the history field to "cast stones at the individual who stands head and shoulders above the crowd." In short, Mitcham believes that Rommel deserves the hero status heaped upon him by Hitler and Churchill alike.

The Triumphant Fox begins with a brief chapter detailing the events leading up to Germany's involvement in North Africa. Then Mitcham retraces Rommel's career, beginning in the WWI Italian campaign, then his years at the Infantry School during the interwar years, his observations as Hitler's aide about the 1939 campaign in Poland, and his command of the famous 7th Panzer "Ghost" division in France in 1940.

Rommel, who relied on experience rather than intellectual theory, had been extraordinarily successful as a junior infantry commander in WWI. Mitcham astutely points out that those experiences showed him that if he trained his units hard enough, he could push them relentlessly and count on the fact that

his enemy would break before his troops collapsed from exhaustion. This thinking shaped his tactical and operational decisions as a panzer commander in the invasion of France and had a great deal to do with his command philosophy in the African theater. This might account for Rommel's lack of concern with logistics and fuel supplies during that campaign.

Coverage of the African campaign is relatively narrow in scope, extending from early 1941 until the New Year of 1942. In the introduction, the author explains that this is his third volume in an ongoing study of Rommel's campaigns. He sets out to depict Rommel's opening campaign in Africa fairly, emphasizing his achievements and prowess while acknowledging his shortcomings. Rommel's initiative upon arrival paid huge dividends and far exceeded Hitler's expectations as he drove the English all the way to Egypt and surrounded the fortress of Tobruk. He skillfully depicts Operation "Battleaxe," and illustrates that Rommel not only could master the attack, but deftly defend and counterattack with devastating results. Mitcham does level criticism at Rommel for his tactical decisions at the final battle of Sidi Rezegh, which ultimately forced Rommel to withdraw his siege of Tobruk. Sidi Rezegh ended Rommel's first campaign in Africa, and Mitcham closes his book with Rommel's well-orchestrated retreat.

Mitcham's prose is concise, yet descriptive. This compact book probes deeply into Rommel as a commander, soldier, leader, husband, and citizen, providing a good picture of Rommel's personality, rather than giving us only a drab rundown of his battlefield exploits. By getting to know the man, Mitcham allows us to better understand his military decisions. While his analysis of Rommel's temperament as a commander is good, it could have gone further. Sometimes Rommel's initiative, had it not been successful, could have been considered insubordination, and could have cost him dearly. His unrelenting pressure on his direct subordinates sometimes crossed the dangerous line of stifling the very initiative he prized. Mitcham could have explored the duality of these traits more fully. While Mitcham does not praise these characteristics, he could have explored them further, including their negative impact. The author uses a wide variety of primary sources, sprinkled with sufficient secondary sources to provide him with a wide range of perspectives on his subject.

In a final analysis, Mitcham achieves his objective of rebutting Rommel's critics: his tactical genius more than made up for his operational and strategic deficiencies. Without falling in love with his subject, Mitcham portrays Rommel for what he really was: perhaps the greatest tactical military mind of this century, though not without his shortcomings.

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A Hundred Miles of Bad Road – An Armored Cavalryman in Vietnam 1967-68 by Dwight W. Birdwell and Keith William Nolan, Presidio Books, Inc., Novato, Calif., 2000, 218 pages, soft cover, \$17.95.

The "bad road" is Highway 1, the main supply route from Saigon to the Cambodian border. The experiences are those of the co-author, Dwight W. Birdwell, who is a tank-er in Troop C, 3/4th Cavalry, 25th Infantry Division. The mission is convoy security, "running the road," and the unit uses M48A3s and M113 APCs. The enemy, the VC, relies on guerrilla tactics and roadblocks, only once attacking in force before Tet.

Birdwell is a Specialist 4th Class who started out in a tank crew as a gunner. But in Vietnam, the targets are so close that no gunner is regularly needed: the tank commander just points the tube and fires it himself, and the gunner sits on top of the turret with an M16 or M79 grenade launcher to help return fire while the loader keeps the rounds coming.

Tankers used sandbags for protection from fire and hung runway matting on the sides of the tanks to take the first hit from any RPGs. The rules of engagement allow for return fire only when fired upon, and breaking the rules of engagement, like firing without permission, is a constant worry, especially for career people.

On January 31st, 1968, word comes over the radio that there's a squad of VC breaking into the wire at Tan Son Nhut Air Base. Two platoons, including Birdwell's, are dispatched. This was no routine incursion, but the beginning of the Tet Offensive. What those tankers really faced was the 271st Regiment, 9th VC Division.

A ferocious battle begins, the point platoon is knocked out, and Birdwell's platoon is badly hit. When his tank commander is severely wounded, Birdwell takes over the tank and, after a short time, his is the only tank returning fire. This is a heart-pounding battle account.

Birdwell fires the main gun himself from the cupola using an improvised lanyard so he doesn't have to drop down into the turret to fire, and fires everything available from HEAT to anti-personnel canister rounds, as well as firing the .50 caliber cupola-mounted machine gun. At one point in the course of the battle, Birdwell can't understand why his driver won't respond to his commands, only to find out later that his own microphone has been shot off the side of his helmet by the intense enemy. After Birdwell exhausts all 90mm rounds and has burnt out the barrel of the .50 caliber, he continues firing with his M16 and finally orders his crew to abandon the tank when reinforcements arrive.

After Tet, everything deteriorates. Discipline and morale fail, and the platoon no

longer functions as a unit. Birdwell attributes this to the depletion of the professional NCO corps, and the turnover of personnel from casualties.

Birdwell also says that, by that point, everyone had realized that we weren't trying to win the war anymore and the enemy wasn't quitting, so survival became the main effort after Tet. Drug use and racial tension develop, as they were developing in the States at the time. Morale suffers from reports of anti-war protests and troopers felt abandoned. Some begin abusing citizens. At one point, Birdwell tries to intervene when an old man is being interrogated and beaten, and tries to stop the beating of some other prisoners, but instead gets beat up by our own people. As well as showing great courage, Birdwell seems a very decent man who comes through the war with his integrity and beliefs intact.

Birdwell finds it hard to believe how disconnected some senior officers are from the troops in the field and what they face. A new division commander actually orders the troopers to remove sandbags and runway matting from their tanks and wants the turrets shined with diesel fuel!

Finally, Birdwell has had enough. While he had been thinking of staying in the Army, he now wants out. He experiences an incredible number of close calls, and not just in combat. When he leaves a barracks building, a rocket comes through the roof moments later with devastating results. One night, after he has a premonition to get out of the shack he is in, and just after he does, a driverless M48 runs over it. He knows his luck has run out.

For his action at Tan Son Nhut, Birdwell is a potential candidate for the Congressional Medal of Honor or the Distinguished Service Cross, but receives a Silver Star instead, and he hears later that two disgruntled crew members interfered with the write-up for his award. Birdwell receives a second Silver Star for his combat action at An Duc. He has been promoted to Spec 5 and tank commander, but in spite of all his success as a soldier, Birdwell never gets converted to sergeant or makes E-6.

This book is well-written by Birdwell and Nolan, and I liked what it had to say. It offers a firsthand account of armor combat in Vietnam with continuity and coherence, which allows the reader to see the change in operations and troop morale before and after Tet. It kept me engaged, and even with taking notes for this review, it was a three-night read. The book has an appendix with a listing of troopers who are KIA or who later died of wounds, and a glossary. There are also black and white photos.

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Nine Battles to Stanley by Nicholas van der Bijl, Pen and Sword Books, 1999, 208 pages plus 16 pages of photographs, glossary, appendices, and 18 maps), \$36.95 online, ISBN: 0850526191.

This is a book about the land battles conducted during British recapture of the Falkland Islands in 1982. The author was 3 Commando Brigade's military intelligence officer for the campaign.

The first five chapters set the stage for the nine battles. The author starts with a good description of the politics and actions that lead up to the Argentine invasion of the Malvinas (their name for the Falkland Islands) and then describes the invasion itself. He then provides a good description of the forces that will fight the battles. In Chapter 4, he tells of the recapture of the outlying South Georgia Island by the Special Air Service (SAS), Special Boat Service (SBS) and the Royal Marines. He then describes how SAS and SBS elements conducted advance forces operations before the main British landings.

The next six chapters are the meat of the book and describe the ground fight to recapture the Falklands. It walks the reader through the amphibious landings at San Carlos, the advance and capture of Goose Green, the advance and capture of the outer and inner defenses of Stanley and culminates in the final battle for Stanley itself and the surrender. Eighteen maps, which are scattered throughout the book, are well designed and allow the reader to visualize the ground during the various portions of the campaign.

The author offers an honest look at the campaign and discusses the bad as well as the good. During Special Forces' operations, there were planning and other problems that resulted in unnecessary loss of life. In the author's opinion, this was at least partly caused by the elitism of the SAS. During the capture of Goose Green by the 2nd Parachute Battalion, he describes leadership and impatience problems that may have been a partial cause for the death of the commanding officer. He also keeps reminding the reader of the effects caused by a lack of military intelligence personnel.

Bottom line: A well-written and interesting book that is worth reading. I was fortunate enough to have read a number of the British after-action reports soon after the Falkland Islands were recaptured. The events and concerns described in them seem to match what is in the book, so I think it is generally accurate. However, I offer one warning to the reader. In Chapter Three, Mr. van der Bijl makes a glaring error (at least to an armor officer) by mixing up the main armaments of the Scorpion AFV and the Scimitar AFV. This would seem to indicate that either there was a lapse in proofreading or he got his facts wrong. It left me with some doubt as to the accuracy of some of his other details.

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Agincourt by Christopher Hibbert, Cooper Square Press, June 2000, maps and illustrations, 176 pages, \$16.95.

*This story shall the good man teach
his son;
And Crispin Crispian shall ne'er go by,
From this day to the ending of the world,
But we in it shall be remembered.*

-King Henry V, IV, iii.

Nine thousand men and a young monarch sailed from the port of Solent, England, on August 11, 1415; three days later they began an invasion of France. This invasion would lead to the greatest battle of the Hundred Years War and an epic moment in English history — the battle of Agincourt.

Historian Christopher Hibbert, author of *Agincourt*, has created a splendid and readable account of the historic battle. Hibbert details the events which led to the invasion, explores the strategies invoked by the two armies, and examines the armor and armament of the different classes of fighters involved in the struggle.

What sets Hibbert's account apart from previously published accounts? Quite simply, the book is much more than an account of tactics employed during the battle; it is a great read. Readers will find a wealth of information tucked inside a compelling tale. Ten chapters describe Henry V's actions prior to Harfleur, the siege and fall of Harfleur, the march to Calais, the battle of Agincourt, and the young king's triumphant homecoming.

Hibbert's prologue reviews Henry V's (HV) justification for launching the invasion and provides insight into the effort and expense expended to secure an "army by contract." The author also outlines the army's organization and describes the various classes of fighters and their weapons in the book's prologue.

The inclusion of Harfleur and the march to Calais were welcome additions. Many texts give short shrift to these events, focusing more on the final battle. Hibbert's detailed accounts of both armies and how they come to arrive at Agincourt gave me a new appreciation for the fight. The author documents HV's determination to enforce discipline in his army, a determination that results not so much from a wish to protect the French from looting, etc., but rather from a need to unify an army which is essentially a mix of armies and forces. This strict discipline is made famous in Shakespeare's play *Henry V*, when the young monarch hangs a co-conspirator from his rebellious youth for looting.

Hibbert explains the forces which motivate HV to ignore the advice of his staff and march his ever-shrinking force (now 6,000 more or less fit men — less than 1,000 men-at-arms and scarcely more than 5,000 archers) to Calais. The depleted English force departs Harfleur with eight day's worth of

rations and begins a cat-and-mouse chase with the formidable French force (approximately 60,000) on the northern bank of the Somme. Eventually, the English cross the Somme, but the French force moves to block the road to Calais and force the battle.

Hibbert sets the stage for the battle well, guiding readers through both camps and vividly describing the condition and mood of the combatants. He does a fine job of dissecting the three-hour fray in a blow-by-blow fashion, weaving analysis throughout and describing the terrain in detail, noting its significance in this particular battle. The author also sheds light on Henry V's butchering of French prisoners, an event that has been variously interpreted over the years.

In summary, this is a well-written account and a must for those interested in gaining a better understanding of this great battle and the events and armies that shaped it. I found the author's illustrations helpful, especially the map of the battlefield and its depiction of how the forces were arrayed. I enjoyed the passages taken from Shakespeare's *Henry V*, but found the French passages minus translations distracting. (I cursed myself for my failure to recall more of my high school French).

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Guide to Military Operations Other Than War: Tactics, Techniques & Procedures for Stability & Support Operations: Domestic & International by LTC Keith E. Bonn, USA (Ret.) and MSG Anthony E. Baker, USAR (Ret.), Stackpole Books, Mechanicsburg, Pa., 2000, 448 pages, \$19.95, paperback.

Keith E. Bonn and Anthony E. Baker are both retired Army soldiers who have created a book with the intent of helping prepare military professionals and civilian agencies for the complex and often highly politicized Military Operations Other Than War (MOOTW). Both authors have served in a variety of positions and locations that give them excellent qualifications to write a book about this complicated topic.

The book begins with an overview of MOOTW and its characteristics. Right from the beginning, it is obvious that this book is written like a textbook. If you were teaching a course on MOOTW, this would be an ideal text. The parts and chapters follow a very logical pattern and lead from the general and theoretical to the practical and specific.

The textbook nature of this book is both its strength and weakness. I received this book to review in January and began to read it immediately. By July, I was skimming through the chapters. It is *that* dry. While the information contained is useful and very informative, it is not very engaging. I read this while in the safety of Fort Irwin, Calif., with no expectation of deploying to a MOOTW anytime soon.

Therefore, there was no personal urgency. If I were to foresee a deployment to a security and stability operation on the horizon, this book would be of use and I expect would take on a greater interest.

The best and most interesting parts of the book were in Part III: Tactics, Techniques, and Procedures (TTPs) for MOOTW. This section describes tasks, conditions, and standards for training a force in developing MOOTW skills, describing, for example, techniques of searching a building, reacting to a civil disturbance, or conducting a show of force. Numerous aids accompany the text,

for example a diagram of a prisoner exchange point and a convoy operations order.

The other useful section, and in a day-to-day environment of professional reading the most useful, was Part IV: An Encyclopedia of Prominent NGOs and Federal Agencies Involved in MOOTW and the Acronym and Glossary Appendices. These provide some of the most comprehensive lists of acronyms and the most succinct and concise discussion of different agencies and their role in MOOTW.

The information presented in this book has importance to both civilian scholars and mili-

tary professionals. I think it would be of use in preparation for a MOOTW deployment, but is not designed as "light reading." I only recommend this book to dedicated professionals who read for information's sake. The higher level, the more useful it will be. The average platoon leader would probably not be spending his time well to read this, but a brigade plans officer or a member of a division staff will probably find the information and TTPs invaluable.

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Software

Panzer General III: Scorched Earth by Mattel Interactive (developed by SSI), est. \$29.95.

Extra information at www.ssonline.com or www.panzergeneral3.com.

Requires Windows 95/98, 266 MHz Pentium II or faster, 32 MB of RAM minimum, 4X CD-ROM, 3D card recommended. Supports internet, modem, and LAN play.

Reviewed on IBM PC with Pentium Celeron 300A, Windows 98, 64 MB RAM, and 16 MB 3D graphics card.

Panzer General III: Scorched Earth is the fourth release in the venerable Panzer General series, sporting the new 3-D engine first introduced in the Western Front-based *Panzer General II: Assault*. *Panzer General III* is a heavily abstracted, turn-based simulation of operational combat on the Eastern Front. Like its predecessors, it uses an I-go, You-go turn format built around a straightforward interface and simple game mechanics. Despite this simplicity in design, combined arms and effective maneuver are integral to successful game play. Victory is determined by how efficiently the missions are completed, with time taken, kill ratios, and victory locations being important factors.

Coverage is broad, with several famous confrontations, such as the Korsun Pocket and Operation Barbarossa's assault on Smolensk, included amongst the 24 stand-alone scenarios — oddly, Stalingrad and Kursk are not included. The game also contains four campaigns, each loosely linked to a prominent general of the Eastern Front (Zhukov or Konev for the Soviet Union, Manstein or Guderian for Germany). Picking one of these four generals determines the direction and difficulty rating of the campaign, but the scenarios played are only thematically related to a particular general's history.

To its credit, *Panzer General III* manages to capture the feel of a war game considerably more accurate in scope. All the familiar historical units are included, each presented in the correct historical context. As the war

goes on, new units become available. Early on in campaigns, the Soviet Union is limited by obsolete equipment and poor leadership, reflecting the Stalinist purges. As the war goes on, the boot is shifted to the other foot, with the Germans outnumbered and out-gunned. Units, such as tanks, bombers, infantry and artillery, are rated according to a range of attributes — anti-personnel strength, anti-armor strength, defensive-strength, range and movement, for example. The ratings are abstracted, approximating relative effectiveness, and similar license is taken with the ideas of scale and time. Units are not sized historically. There are no armored divisions, for example, just tank units that embody an amount of combat power. In the same vein, hexes and turns are arbitrary in size and length, as are the maps themselves.

To ease newcomers into the game, a tutorial comprised of four short scenarios is included that explains how to assemble and deploy a force, the rudiments of movement and fire, and notions of supply and morale. While statistical accuracy might be lacking, much effort has been put into getting the feel of the tactical game right: infantry are most effective in closed terrain (cities, towns and woods), where they can close with opposing units; artillery will suppress enemy forces prior to a ground attack; careful use of reconnaissance will not only prevent friendly forces from being ambushed, but will also reveal optimum avenues of approach to the objective.

Perhaps the most refreshing element of *Panzer General III* is the focus on leaders and leadership. Every unit is assigned a leader, with the leader rated for his promotion level (experience) and his class (tank leader, infantry leader and so on). Leaders determine the number of actions available to their units, and also provide units with a range of action types, such as dig-in, resupply, and refit. As a leader's promotion level rises, he gains access to veteran orders that are unique to his class — an armor unit led by a veteran armor leader can adopt a hull-down position to increase its defensive value; a veteran air leader can call on his

bombers to bunker-bust their way through enemy positions — and also has a chance to receive special or enhanced units. Leaders can also develop special talents as they gain experience. The consequence of all this is that careful use of one's leaders is an important path to victory. Few other war games have given the brass such status.

Visually, *Panzer General III* is quite stunning (with 3-D terrain depiction and dynamic weather). Honestly, I tend to prefer war games where graphics are simple enough to represent the game succinctly but without fuss. Fortunately, while it is fetching, the 3-D landscape isn't so garish as to distract from analysis and planning.

Minor flaws in the game are the rather rudimentary supply model and a tendency for the maps to be too large for the given number of units employed. But these can be overlooked, given the intended audience. Not so easy to dismiss is the poor quality of the AI opponent. Although the multi-player facility makes playing against a human possible, I still find that most of my games are versus the computer. Unfortunately, the AI provided a passable challenge at best, its attacks tending towards the piecemeal and its defense predictable.

Nevertheless, *Panzer General III* is perfectly suitable as a quick diversion for experienced wargamers, and a challenge for those newer to the genre. It achieves exactly what it sets out to: providing a simple, easy, enjoyable introduction to computer wargaming. The focus on leadership is a welcome change, and the intuitive interface and authentic feel will provide novices with a rich sense of atmosphere and history. In addition, careful design ensures that, to win, beginners need to learn the importance of combined arms and maneuver, valuable lessons if they are to graduate to more accurate and challenging arenas.

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