Panzer General 2 Guide | fda6a06a496111a2a18eec8ef0d46c85

Panzer General In his classic work, On War, Carl von Clausewitz wrote, “As we shall show, defense is a stronger form of fighting than attack.” A generation of nineteenth century officers, nurtured on the study of the experiences of Napoleon and conditioned by the wars of German unification, had little reason to accept that view. The offensive spirit swept through European armies and manifested itself in the regulations, plans, and mentality of those armiehe events of 1939, 1940, and 1941 in Poland, France, and Russia respectively again challenged Clausewitz’ claim of the superiority of the defense and prompted armies worldwide to frantically field large armored forces and develop doctrines for their use. While blitzkrieg concepts ruled supreme, it fell to that nation victimized most by those concepts to develop techniques to counter the German juggernaut. The Soviets had to temper a generation of offensive tradition in order to marshal forces and develop techniques to counter blitzkrieg. In essence, the Soviet struggle for survival against blitzkrieg proved also to be a partial test of Clausewitz’ dictum. In July 1943, after arduous months of developing defensive techniques, often at a high cost in terms of men and material, the Soviets met blitzkrieg head-on and proved that defense against it was feasible. The titanic, grinding Kursk operation validated, in part, Clausewitz’ views. But it also demonstrated that careful study of force organization and employment and application of the fruits of that study can produce either offensive or defensive victory. While on the surface the events of Kursk seemed to validate Clausewitz’ view, it is often forgotten that, at Kursk, the Soviets integrated the concept of counteroffensive into their grand defensive designs. Thus the defense itself was meaningless unless viewed against the backdrop of the renewed offensive efforts and vice versa. What Kursk did prove was that strategic, operational, and tactical defenses could counter blitzkrieg.
Fantasy General New collection of essays promising to re-energize the debate on Nazism's occult roots and legacies and thus our understanding of German cultural and intellectual history over the past century.

Blast Corps Those aren't Tonka Trucks, and this ain't no sandbox. When nuclear holocaust is at stake, you'll do what it takes to clear the quickest path. Destruction & Demolition . . . No problem. Tips & Strategies . . . We've got 'em! Inside you'll find: • Operating tips for every piece of equipment at your disposal • Exclusive maps for the main levels • Gold-medal strategies for every main and bonus level • All buildings, satellite dishes, vehicles, and scientists revealed • And much more! This game is one delicious, vicious circle—no sooner do you save the Earth than you have to blast off for the Moon and other planets. Avoid the Big Bang with Blast Corps Unauthorized Game Secrets! About the Author Anthony James is the author of Twisted Metal 2 Unauthorized Game Secrets, Vandal Hearts Unauthorized Secrets and Solutions, and Deception Unauthorized Game Secrets (all from Prima).

USA Photography Guide 2 This book contains some 600 entries on a range of topics from ancient Chinese warfare to late 20th-century intervention operations. Designed for a wide variety of users, it encompasses general reviews of aspects of military organization and science, as well as specific wars and conflicts. The book examines naval and air warfare, as well as significant individuals, including commanders, theorists, and war leaders. Each entry includes a listing of additional publications on the topic, accompanied by an article discussing these publications with reference to their particular emphases, strengths, and limitations.

Panzertruppen

American Book Publishing Record Hitler's tank divisions were his most lethal weapons during World War II. From success to failure, in victory and defeat, each division played a role in Hitler's campaign against the Allies. Examines vehicles, armor quality, manpower, and leadership and includes a comprehensive index of individuals, units, battles, and campaigns First guide to chronicle the history of each division from its inception to its destruction Includes a career sketch of every panzer divisional commander

Hitler's Last Days First it was BattleTech. Then it was MechWarrior. Now MechWarrior 2, the ultimate Mech game, has escaped from the tabletop dimensions of its forebears into cyberspace. MechWarrior 2: The Official Strategy Guide is the key to victory!

Pacific General Panzer General players can greatly influence the entire course of World War II. Success allows greater choice of subsequent campaigns. Failure could lead to a desperate defense of Berlin as early as 1939. This "official" guide
teaches players the historically accurate combat tactics. Players will learn how to train/develop combat units to full potential.

MechWarrior 2

WOrld War II Goes to the Movies & Television Guide Like the other books in the Holts' acclaimed Battlefield Guide Series (see inside front cover for details) this is much more than just a guidebook. It charts in fascinating detail what happened at each recommended stop and brings alive, with cameos and personal recollections, the dramatic events of September 1944.??It is the very first detailed guide to chart the entire MARKET-GARDEN Corridor - from Leopoldsburg in Belgium and over the important bridges at the Scheldt-Taas Canal, the Wilhelminal Canal, the Zuid Willemsvaart Canal, the Maas and the Waal to the Bridge at Arnhem over the Lower Rhine - the 'Bridge Too Far'.??There are stories of gallantry, despair, humour, fear and dogged persistence??- here was a hidden execution ground and cemetery in Belgium??- here Pfc Joe Mann threw himself onto a grenade to save his buddies??- here the 504th PIR made the daring crossing over the Waal??- here was Diogenes, the Germans' menacing secret bunker??- here twin brothers of the British Airborne were killed together??- here Colonel Johnny Frost clung on for 4 desperate days??This third edition includes:??• An UPDATE Section with GPS locations, new/changed Memorials, Museums and Tourist Information?• An Approach Route and five recommended timed Itineraries?• Sketch maps in all the Itineraries?• Memorials to the liberating Allies and the suffering Civilians?• Museums, sites of DZs and LZs?• Allied and German Cemeteries and Information on their War Graves Associations?• Historical background to and summary of the Operation?• Holland after the battles to the present day?• Information on Veterans' and Commemorative Associations and Events?• Useful tourist information?• Full colour illustrations throughout

Lighthouse A mechanical Birdman, otherworldly gadgets, and a sinister Dark Being -- these are but a few of the stumbling blocks to solving the mystery of the disappearance of eccentric Dr. Krick and baby Amanda. Whether you need a gentle nudge or outright solutions, Lighthouse: The Official Strategy Guide has it: The whole story, including character backgrounds Blow-by-blow walkthroughs of every section Diagrams and puzzle schematics All the little secrets that make the game extra-excellent! The forces of light and dark are pitted against each other in a fight for the world. Don't let the light go out!

WarBreeds The Good, The Bad, and the CodeBoy Over 14,400 New Codes Including Nintendo 64: ·Aidyn Chronicles ·Mario Party 3 ·Tony Hawk's Pro Skater v1.1 Game Boy: ·Dragon Warrior 3 ·Pokemon Crystal ·Roswell Conspiracies ·WWF Betrayal Game Boy Advance: ·Castlevania: Circle of the Moon ·Fire Pro Wrestling ·Pinobee: Wings of Adventure ·Super Mario Advance PlayStation: ·Alone in the Dark: The New Nightmare ·Mat Hoffman's Pro BMX ·NFL GameDay 2002 ·Tomb Raider Chronicles PlayStation 2: ·Gaunlet: Dark Legacy ·NASCAR Heat 2002 ·Red Faction v1.1 ·Twisted Metal: Black *IMPORTANT:
You must own a GameShark Video Game Enhancer to use these codes!

Prima's Authorized GameShark Pocket Power Guide This outstanding overview of D-Day makes clear its great importance in military and world history, identifies mistakes committed on both sides, and explains all aspects of the 1944 Allied invasion of France and the Normandy Campaign that followed. • Emphasizes the monumental significance of D-Day but also stresses the extent of the operation, the mistakes committed on both sides, and why it and the Normandy Campaign that followed were ultimately successful • Provides information that is accessible to high school and undergraduate students and will interest general readers interested in World War II history • Includes 9 key primary source documents, four appendices, a bibliography of books on the subject, and a timeline of critical events

Panzer General

Soviet T-34 Tank Manual The publisher of The Boardgamer magazine created five special issues devoted entirely to one game within the Avalon Hill catalog. They were known as Unofficial Player guides, but were considered the best collection of new information, variants, scenarios, rules variations, errata, inserts, and new articles written for these games. Fans loved the materials, because it delivered new life into a game that was forgotten by Avalon Hill, but still cherished by the players. This item is the collection of all five guides for 1776, PanzerBlitz, Panzer Leader, War at Sea, and B-17 Queen of the Skies. Below is a description of each guide: A. This player's guide, the first in a series of five, is dedicated to the naval wargame War At Sea The articles include: Victory In The Atlantic - Strategic Considerations and a Variety of British Opening Moves Admirals Raedar and Doenitz Would've Been Proud - Axis Play In War At Sea Mediterranean Strategies - The Exciting Approach To War At Sea Why I’m A “Barents On One” Believer - Allied Opening Strategy For War At Sea Underwater Strategy - Use of U-Boats In War At Sea Ten Hints Everyone Ought To Know By Now - Quick Tips For War At Sea War At Sea - Beginner’s Tip Sheet - Prepared For Avaloncon ‘97 Rules Clarifications For War At Sea - As Of July 1, 1999 Improving Yahtzee At Sea - A War At Sea Variant References From The General - War At Sea Articles Through The Years War At Sea Series Replay #1 - Barents On 1 Challenged War At Sea Series Replay #2 - The North Sea Gambit War At Sea Series Replay #3 - The Rubber Match War At Sea Series Replay #4 - The Mediterranean StrategyAvaloncon/WBC Statistics - From the 1991 - 1998 Tournaments B. In this player's guide, the second in a series of five, is dedicated to the revolutionary war game 1776. The articles include: The American Revolution - And The Boardgaming Hobby Command Pressures Revisited - Leader For 1776 Partisan Leaders - For 1776 1776 Elite Units, Artillery and Naval Rules - and General Rule Observations Wilmington - The Forgotten City In 1776 1776 Clarifications - and PBeM Play Conventions Trouble Areas - Realistic Supply Movement In 1776 The 1776 Thesis - Strategy In 1776 A New 1776 Thesis - The 1776 Thesis Analyzed Contrasting Games On The Revolution - American Revolution, 13: The Colonies In Revolt, and 1776 The Invasion Of Canada Scenario Revisited - Modifying 1776's Scenario #1 The British Southern Campaign - A 1776 Short Campaign Game
Berlin Battlefield Guide

The Soviet T-34 was one of the finest tanks of the Second World War and the mainstay of Soviet armoured units throughout the war. Most nations underestimated the scale and quality of Soviet tank production before the Second World War and the Germans were no exception. They were certainly not prepared for the T-34, which they encountered during Operation Barbarossa (the German invasion of Russia) in 1941. Its combination of firepower, mobility, protection, and ruggedness led German Panzer General Paul von Kleist at the time to call it "The finest tank in the world."

Another legendary Panzer tactician and general, Heinz Guderian, also confirmed the T-34's "vast superiority" over existing German armour of the period.
The Boardgamer Avalon Hill Player's Guide Collection A comprehensive look at World War II battle sites in the German capital. On April 16, 1945, the Red Army unleashed a colossal offensive against Berlin with the aim of destroying Hitler’s armies in the East and capturing the German capital before the Western Allies. Over two million soldiers confronted each other in the last act in the war against Nazi Germany. In the course of the next three weeks, relentless Soviet assaults crashed against a desperate, sometimes suicidal defense, and the historic city was turned into a vast battleground. This was the climax of an awful conflict. It represented the death struggle of Hitler’s Third Reich and the supreme achievement of Stalin’s forces, and the story of the battle has fascinated students of warfare ever since. Yet this epic contest can only be understood by visiting the sites of the battle on the ground, on the outskirts of the city, in the suburbs, in the city center where the final dramatic combat took place. And this is the aim of Tony Le Tissier’s definitive guide to the Battle of Berlin.

Computer Gaming World

The History of the Panzerwaffe By early 1945, the destruction of the German Nazi State seems certain. The Allied forces, led by American generals George S. Patton and Dwight D. Eisenhower, are gaining control of Europe, leaving German leaders scrambling. Facing defeat, Adolf Hitler flees to a secret bunker with his new wife, Eva Braun, and his beloved dog, Blondi. It is there that all three would meet their end, thus ending the Third Reich and one of the darkest chapters of history. Hitler's Last Days is a gripping account of the death of one of the most reviled villains of the 20th century—a man whose regime of murder and terror haunts the world even today. Adapted from Bill O'Reilly's historical thriller Killing Patton, this book will have young readers—and grown-ups too—hooked on history. This thoroughly-researched and documented book can be worked into multiple aspects of the common core curriculum.


Toward Combined Arms Warfare The sequel to the mega hit Panzer General, Panzer General II is played across four campaigns of linked scenarios. Michael Knight reveals all the strategies needed to earn victory medals as you play alone or over a LAN or the Internet.

The Berlin 1945 Battlefield Guide The book itself provides background on the campaign and the units involved, a detailed breakdown of the battalion, its structure and equipment, its battle service at Villers-Bocage, and its service in the war after that point. Maps will be used to show the location of each element on the battlefield.
Online Games Guide Kenneth Macksey’s highly regarded biography of Generaloberst Heinz Guderian gives clear insight into the mind and motives of the father of modern tank warfare. Panzer General shows Guderian as a man of ideas equipped with the ability to turn inspiration into reality. A master of strategy and tactics, he was the officer most responsible for creating blitzkrieg in World War II. Guderian built the Panzerwaffe in the face of opposition from the German General Staff and personally led the lightning campaigns by tanks and aircraft that put a large part of Europe under domination by the Third Reich. Kenneth Macksey, a tank man himself for more than twenty years, reveals the man as a brilliant rebel in search of ideals and a general whose personality, genius, and achievements far transcended those of Rommel. As well as throwing light on the crucial campaigns in Poland, France, and Russia, this biography illuminates the struggles within the German hierarchy, both in the military and in the Nazi Party, for control of the Panzer forces. Based on information from the extensive family archives, Panzer General demonstrates why Guderian was so admired by some while denigrated by others.

NetGames 2 Quake! is destined to be the smash-hit sequel to Doom and Doom II. Now, this guide provides strategies necessary to complete the game, plus inside information about how the computer artificial intelligence creates opportunities for success. Maps for early levels are included, along with hints as to where "encounters" and "treasures" lurk, and more.

The Boardgamer Magazine Player Guides This highly detailed, absorbing battlefield guide is the ideal companion for anyone considering visiting the site of Hitler's "Gotterdammerung" in April-May 1945. Using his in depth knowledge as a historian and battlefield guide, David McCormack vividly describes the apocalyptic struggle played out amongst the ruins of a once great city. The author's intimate knowledge of the ground ensures that the Wagnerian climax of the Third Reich is presented in a series of dramatic tableaux which capture the regime's final convulsive death throes. Prepare for a fascinating journey across the Berlin battlefield as it is today. The Berlin 1945 Battlefield Guide: Part Two-The Battle of Berlin-is the essential guide to understanding both Hitler's downfall in Berlin and Stalin's greatest triumph.


D-Day: The Essential Reference Guide In September of 1939, the world was astounded by Germany's ability to defeat Poland in less than a month. With the world still puzzled by the suddenness of this event, Denmark, Norway, Holland, Belgium, and France fell in rapid succession to the German onslaught, leaving Britain in shock. Greece and Yugoslavia were rapidly overrun during April of 1941, while German-Italian forces advanced rapidly in North Africa. Russia's turn was next, when German forces began pulverizing their forces in June of 1941. How had Germany achieved victory after victory, often
against numerically superior enemy forces? The answer came in two words—Panzer and Blitzkrieg. When and how had Germany built its Panzer forces and trained them for the Blitzkrieg? When was each Panzer unit formed? What was their organization? Why were Panzer units disbursed among the Panzer-Divisions, leichte Divisions, and Armee-Korps? When were the various types of Panzers developed? What were their armament, armor protection, capability? How many of each type were produced? What tactics did they use? How successful were they in combat? This is the only book that provides detailed answers to these and other questions related to how German tankers fought in World War II. Tom Jentz found the answers to these questions by digging through original records for the past twenty-five years. The content of this book is derived solely from these original records consisting of war diaries, reports, and technical and tactical manuals written during the war. The story is told as recorded by those responsible for decisions in developing the Panzertruppen and by those who fought in the Panzers. As work on this book progressed it became apparent that the story of the Panzertruppen was divided into two distinctly separate phases; offensive and defensive. This first volume presents the offensive phase up to October 1942. A second volume is planned that will cover the defensive phase to the end of the war. Tom Jentz is also the author of Germany's Panther Tank: The Quest of Combat Supremacy (available from Schiffer Publishing Ltd.).

Reader's Guide to Military History The final years of World War II saw the legendary Panzerwaffe face its most difficult challenges, with Allied troops landing at Normandy and storming across the continent and the Russians gaining the upper hand on the Eastern Front. As Germany fought fiercely to hold on to the advantages gained in the early years, they relied heavily on the Panzer IV, the Panzer V Panther and the StuG III - the backbone of their infamous armoured divisions - to hold back their advancing opponents. This second volume on the Panzerwaffe offers a comprehensive guide to the final years of Germany's most famous fighting force, covering the further use of the Panzer IV, the role played by the StuG III assault gun and the battlefield debut of the formidable Panther. Explosive combat reports and rare archive photographs help uncover the final years of the Panzers, from their defence against the D-Day landings and the role they played in the Ardennes Offensive to their valiant last stand in Berlin.

Game Design Workshop

Panzer Legions With this expansion disk to WarCraft II: Tides of Darkness, players can extend their WarCraft experience as they delve into the Orcs homeland for the first time to experience an entirely new set of challenges. Players can compete in head-to-head battles against as many as eight players.

WarCraft II A complete film guide to motion pictures and television shows that pertain to the war.

A Guide to Battles Hitler's tank divisions were some of his most feared troops and most lethal weapons during World War II.
From success to failure, in victory and defeat, each division played a role in Hitler's campaign against the Allies. This is the first guide to chronicle the history of each division from its inception to its destruction. With painstaking research and attention to detail, Mitcham describes the formation and organization of each, then discusses its overall combat history. He also includes a career sketch of every panzer divisional commander. Includes a comprehensive index of individuals, units, battles, and campaigns.

1st SS Panzer Corps at Villers-Bocage This well-organized comprehensive treatment of the popular Panzer General Gamewill include strategies for military and fantasy role-playing gamers. This is a difficult and complex game to play as it places the player in a fantasy universe. Every unit and scenario will be covered.

World War II Goes to the Movies & Television Guide Volume I A-K Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design.

Revisiting the "Nazi Occult" It's a jungle out there. Danger is lurking around every corner. One wrong step could be your last. Only Prima's "Online Games Guide gives you the skills you need to survive in the intense online gaming world. Inside you'll find: - Detailed walkthroughs for each game - Advanced tips for tense multiplayer situations - Exclusive previews of upcoming online titles, and much more! - Quake - MechWarrior 2 - Command & Conquer: Red Alert - - Master of Orion II - Duke Nukem 3D - WarCraft II - Diablo - Panzer General - BattleTech: Solaris - SubSpace - The "Online Games Guide is all you need to attack the future--and win! About the Authors Joe Grant Bell is the author of "Command & Conquer: Red Alert--Secrets and Solutions Unauthorized among other Prima Entertainment titles. Mark Walker is a computer and automotive journalist, as well as the author of Prima's "WarCraft II: Beyond the Dark Portal--Official Secrets and Solutions. Brian Boyle is a technical editor and has been writing software reviews for a number of years. Michael Knight is a technical editor and the author of Prima's "Steel Panthers II: The Official Strategy Guide.

Soviet Defensive Tactics At Kursk, July 1943 Complete campaign summaries for the Tanu Ascendancy and the Magha Uprising All the statistics on creatures, weapons, and structures Strategies for base construction, defense, and assaulting enemy bases Every tip you need to be victorious in the Skirmishes Extensive multiplayer tips for online and LAN gameplay Foreword by the Vice President and General Manager of Red Orb EntertainmentAbout the Author Michael Knight is a technical editor for Prima and the author of Steel Panthers III: The Official Strategy Guide and Panzer General II: The
Quake Strategy Guide This fascinating book tells the stories of the most dramatic, memorable, and important conflicts in world history, from Agincourt, Lepanto, and Trafalgar, to Gettysburg, Stalingrad, and the Somme. It begins with the battle of Megiddo fought by the ancient Egyptians and takes the reader through to the Second Gulf War of 2003. On the way it encompasses almost 300 battles from around the world - from the Middle East, Asia, and Africa, to Europe and the Americas. All the battles are grouped within chapters which tell the wider story of a particular era or region, for instance the ancient world or the Americas. Each chapter includes an informative introduction that sets out the historical, tactical, and technological context, and looks at current debates. Individual battles are placed clearly within the wars and campaigns of which they formed a part, making it possible for the reader to follow the details of the battle, and at the same time to understand its military and historical implications. Battlefield summarizes the very best of contemporary scholarship on battles and war in an accessible, engaging narrative. Detailed maps portray the course of famous battles and campaigns, and a range of illustrations - many from contemporary sources - bring the narrative to life. An extensive index gives the reader quick access to historical figures, locations, battle formations, and much more. This is an indispensable guide for history students, military enthusiasts, and professionals working in the field, and an ideal book for anyone with an interest in what Winston Churchill called 'punctuation marks in history'.

Panzer General II The publisher of The Boardgamer magazine created five special issues devoted entirely to one game within the Avalon Hill catalog. They were known as Unofficial Player guides, but were considered the best collection of new information, variants, scenarios, rules variations, errata, inserts, and new articles written for these games. Fans loved the materials, because it delivered new life into a game that was forgotten by Avalon Hill, but still cherished by the players. This item is the collection of two of these five guides for PanzerBlitz and Panzer Leader. Below is a description of each guide: A. In this player's guide, the third in a series of five, is dedicated to the classic, Eastern Front armor wargame Panzerblitz. The articles include: More New Expressions For A Familiar Face - Do Your Own Panzerblitz Prokhorovka - New Scenarios For Panzerblitz Historical Addendum To Prokhorovka - Historical Orders Of Battle For Each Scenario Panzerblitz Clarifications - and Question Box Variations On A Theme - For Panzerblitz Tournament Situations - Part II - And An Analysis Of The Situations The Pieces Of Panzerblitz - Part 2 References From The General New Expressions For A Familiar Face II - Still More Situations For Panzerblitz Operation Wintergale - The Relief Of Stalingrad Beyond Situation 25 - Yet More New Scenarios For Panzerblitz More Historical Corrections - To Panzerblitz Situations References From The Boardgamer Other Products From The Boardgamer Insert: Countersheet - Additional Panzerblitz Counters - Required To Play Scenarios In This Issue B. In this player's guide, the fourth in a series of five, is dedicated to the classic, Western Front armor wargame Panzer Leader The articles include: More New Expressions For Another Familiar Face - Do Your Own Panzer Leader The Battle For The Remagen Bridge - New Scenarios For Panzer Leader
Major and Mrs Holt's Battlefield Guide to Operation Market Garden Here's your chance to be a hero! Whether leading the Allied or Axis forces, "Pacific General: The Official Strategy Guide offers unbeatable strategies for land, air, and sea invasions with: Victorious strategies for either side A history of the Pacific theater Hints for exploiting ALL weather conditions in ALL terrain Tips on anticipating the AI's every move And much more!About the Authors Rod Harten is a technical editor for Prima and a contributor to Prima's "3D Action Gamer's Bible. Michael Knight has developed and written computer war-game scenarios and is the author of "Steel Panthers: The Official Strategy Guide (Prima).

The Panzer Legions Includes 112 photos/illustrations and 21 maps. The German Afrika Korps blazed a trail across the deserts of North Africa under their dashing leader Erwin Rommel, the Desert Fox, although finally defeated by far superior Allied Forces they set the gold standard for desert operations. This book is of great historical value and even in the present day it is still considered of great value by the American military who still seek for improvements in their ways of desert doctrine “Analysts continue to assess the data from Operations Desert Shield and Desert Storm as a means of improving the military's ability to function efficiently in desert terrainThe information gleaned from this effort will enhance the already considerable body of knowledge on the subject derived from the historical recordWhen contributions in the latter category are located or rediscovered, they should be given the dissemination they merit “Such is the purpose of publishing Desert Warfare: German Experiences in World War IIOrganized by Major General Alfred Toppe and written with the assistance of nine German commanders who served in North Africa, the manuscriptrepresents a collaborative attempt to determine “as many factors as possible which exerted a determining influence on desert warfare,” Issues addressed include planning, intelligence, logistics, and operations. Described and analyzed are the German order of battle, the major military engagements in North Africa, and the particular problems of terrain and climate in desert operations. Not unlike many of the U.S. units engaged in the war with Iraq, the Germans in North Africa learned about combat operations in the desert only after they arrived on the scene and confronted the desert on its own terms. For this reason alone, as well as for the insights it offers, Desert Warfare requires the serious consideration of those responsible for preparing the U.S. military for any future conflict in desert terrain.”