

A Unit's Battle History, Warts and All

South Albertas: A Canadian Regiment at War by Donald E. Graves, Robin Brass Studio, Toronto, 1998. 408 pp. Maps, photographs, illustrations, notes, appendices, and index. ISBN 1-896941-06-0. \$47.95 (hardcover).

That official regimental histories rarely appear on graduate level reading lists in either the military or civilian worlds is hardly cause for surprise. Writers who strive to cast certain events and people in the best possible light tend to leave too many skeletons in closets and, worse yet, sometimes hide them willfully, leaving only a sanitized collage of anecdotes whose collective "we were the best" theme rarely holds up under closer scrutiny. Readers weary of such transparent spin-doctoring will find *South Albertas: A Canadian Regiment at War* well worth their time, for author Donald Graves largely avoids it. Graves, a heritage consultant whose previous books include *Two Wars of 1812* battle studies and *Normandy 1944: The Canadian Summer*, relies heavily on interviews, letters, and unpublished reports (including German sources) to set extant official records straight. He writes not only of a better than average World War II tank outfit and its heroes, but of its demons: paralyzing fear, questionable command decisions, and bitter memories. The result is a rare combination: a first class beer-and-popcorn read that is thoroughly researched, well illustrated, balanced in its conclusions, and — most important for today's armor leaders — full of insights which are still useful.

Originally raised in June 1940 as infantry, the South Alberta Regiment did not see action as the 29th Canadian Armoured Reconnaissance Regiment until July 1944, when it landed in Normandy with other follow-on elements of General Harry Crerar's First Canadian Army. From that point forward, the SAR's luck usually fluctuated between bad and rotten. During 19-22 August, the regiment was isolated from other elements of the Canadian 4th Armoured Division's 10th Infantry Brigade — in Falaise Gap during the breakout attempt by the German Seventh and Fifth Panzer Armies. Subsequent operations in Belgium, Holland, and the Rhineland contributed to an already steep AFV loss rate; in the last instance, 61 tanks out of an authorized strength of 72 were knocked out during a single month. In the historian's search for the guilty, Commonwealth generals fare poorly, especially MG Chris Vokes of the 4th Armoured and LTG Guy Simonds of II Canadian Corps, both of whom habitually

ordered ill-conceived armored assaults over unfavorable terrain and blamed subordinates when those operations failed. Although the cases against Vokes and Simonds are well argued, the reader is left to wonder how much more progress would have been made by experienced armor commanders in the First Canadian Army's AO which, from September 1944 until February 1945, was the polder-strewn North Sea littoral. For all of the South Albertas' major actions, excellent maps and terrain photographs are included.

Graves bases the South Albertas' claim to outstanding regiment status on its own KIA count: a lower total than that of any other tank regiment in the Fourth Armoured despite the involvement of all in intense combat. Several explanations flow from this statistic. First, the SAR was more cohesive when under fire because of its unusually long pre-deployment training period and because an atypically high percentage of its lieutenants came from within its own ranks. As for field grade commanders, the South Albertas had but one commanding officer from Normandy to Germany, except for brief periods, and the squadron commanders had all been with the regiment since 1940. One other benefit was accidental: the troopers' early infantry training yielded unusually effective cooperation with supported infantry later on. There were less favorable — and more typical — circumstances as well. The high casualty rate among troop commanders is one. With inadequate time to brief their tank commanders, Canadian lieutenants, like their American counterparts, were compelled to ride at the head of the column far too often. The Canadian Armoured Corps' choice of tank is also important: its Shermans were just as thinly armored and combustible as their American cousins.

Inclusion of the theater-wide context will prove a significant plus for readers less familiar with operations of the 21st Army Group. The author's explanation of that formation's slow progress near Caen — that Montgomery was consciously facilitating an American breakout by tying up as many German armored formations as possible — is essentially Monty's own taken at face value, but readers in search of a countervailing view can easily consult Stephen Ambrose's *The Supreme Commander* or Eisenhower's *Crusade in Europe*. Graves also contends that troops from the rural west tended to be more self-reliant and mechanically inclined than urban easterners. Although centered on a grain of truth, this generalization is arguably as tenuous when

applied to Canadians as it is when applied to Americans; readers familiar with the history of our own 4th Armored Division — a formation whose ranks contained a significant percentage of New Yorkers — may take exception to it. At any rate, *South Albertas* rests on a foundation of sound research rather than hyperbole. Good history in an attractive package, it is suitable for coffee tables and professional libraries alike.

JOHN DALEY
Pittsburg, Kansas

General John Buford: A Military Biography by Edward Longacre, Combined Books, Conshohocken, Pa., 1995. 312 pages, \$24.95 (hard cover).

But for his unfortunate death from typhoid only six months after his well-known stand at Gettysburg, General John Buford might have emerged from the Civil War as the leading Union cavalryman of the conflict. In less than sixteen months as a field commander, he had established so solid a reputation that he was Sherman's choice to lead the cavalry of his western army. Unfortunately, fatal disease intervened.

In the vast realm of Civil War biographies, this is one that needed writing. Buford's Civil War operations demonstrate that he was ahead of his time in a readiness to abandon the heavy cavalry tactics of Europe and adapt light cavalry methods to the American countryside. His experience with the First and Second Dragoons on the western frontier no doubt contributed to his flexibility of mind.

John Buford was ready for the challenges of West Point when he entered the Military Academy in 1844. He had prepared himself academically and was in excellent physical condition, much the result of many hours on horseback. A cadet lieutenant in his senior year, he graduated a respectable sixteenth in the 1848 class of 38 members. His class standing was enough to gain him his preferred service in a mounted unit. Reporting to the First Dragoons in the fall of 1848, Buford served only a year with the regiment before being transferred to the Second Dragoons. During the 1850s, he was often assigned as a staff officer, but had risen to captain commanding a company by the time the Civil War broke out. During his years as a dragoon, he had gained an appreciation for the importance of horse soldiers being able to fight equally well mounted or dismounted.

Unlike many of his contemporaries who left the Regular Army for higher level appointments in volunteer organizations, Buford made no such change and was appointed assistant inspector general with the regular rank of major. In the coming months, he was to scrutinize the formation and training of volunteer units, reporting fairly and accurately, but pulling no punches where criticism was deserved. It was June, 1862, before Buford was able to break loose from staff duty and join General John Pope's army in Virginia. In July, with the relief of a brigade commander, Buford was given the command and advanced to brigadier general.

Until August, Buford was a part of the cavalry actions in Northern Virginia, honing his brigade into an efficient scouting and fighting force. With the reappointment of McClellan to command the Army of the Potomac after the Second Battle of Bull Run, Buford was appointed Chief of Cavalry of that Army. It was a staff job, though, and Pleasanton would command in the field. Needless to say, he found the job frustrating, even more so after Burnside took over command from McClellan.

In March, 1863, Buford was finally back with troops, this time as brigade commander of the Reserve Cavalry Brigade of the Army of the Potomac. His brigade was composed of the First, Second, Fifth, and Sixth United States Cavalry plus the Sixth Pennsylvania. While many of the Regular Army officers of the pre-war days had transferred to the Volunteers at higher ranks, a number of officers, and some former noncommissioned officers, remained in the regiments. Buford's first major action in command of this brigade was participation in Stoneman's raid during the Battle of Chancellorsville. Soon afterward came the great cavalry clash at Brandy Station, where Buford's brigade, as well as others, showed how the Union cavalry had finally become a match for Stuart's horsemen.

It was, of course, at Gettysburg, that Buford gained lasting fame. All his instincts and experience led to his recognition of the critical terrain west of town. The responsiveness of his troopers to his leadership resulted in the brigade holding its position against Confederate infantry until the timely arrival of Union reinforcements.

In the post-Gettysburg months, Buford commanded a cavalry division, participating in the cavalry fights in Northern Virginia. Physically worn out by the campaigning, by fall he could feel himself "winding down like an old clock." In fact, he was deathly ill, and in November was invalided to Washington, where he died on December 16, 1863.

Edward Longacre is already an established expert on Civil War cavalry and this book should add to his reputation. He shows an appreciation for the tactical talents of Buford, talents which led Buford to handle his brigade and division with skill matching that of any Union cavalry leader. Longacre has written a highly readable book that fills a gap

in Union cavalry history and can remind cavalrymen of today of the basis for modern cavalry tactics.

PHILIP L. BOLTÉ
BG, USA, Ret.

M1 Tank Platoon II by Microprose. Requires IBM PC 133mhz Pentium, Windows 95 with DirectX v5.0, 16MB RAM, SVGA Graphics, 200MB HD Space, 4X CD-ROM drive, joystick, mouse and DirectX compatible soundcard. \$39.99 (latest on-line price).

Recommended: IBM 200mhz Pentium, 32 MB RAM, 3Dfx graphics capability. For multiplayer: null modem cable (2 players), 28.8+ modem (2 players), LAN with IPK protocol (2-5 players).

Reviewed on: IBM 133mhz Pentium with Windows 95 and DirectX v5.0, 48 MB RAM, 4X CD-ROM drive.

The long awaited sequel to *M1 Tank Platoon*, *M1TPII* claims to be the "definitive simulation of modern ground warfare." When I first loaded and tried to play *M1TPII*, I was sure that it was NOT what it claimed to be. The game contained so many bugs and feature omissions that I actually shelved it. Then I heard that Microprose had released a patch file that fixed many of the problems that made the game unplayable. I won't list all of the problems in the 1.0 version, but **do not** play this game until you have downloaded and installed the v1.1 patch available at www.microprose.com.

After reading 2LT Smith's review of *iM1A2 Abrams* in the March-April issue of *ARMOR* and playing *M1TPII*, I thought that the games must be remarkably similar. Feature for feature, *M1TP2* and *iM1A2* are almost identical. I bought *iM1A2* in the sales rack for \$9.99 and compared the two. *M1TPII* is definitely the better of the two.

In *M1TPII*, you command a platoon of M1A2 tanks through a series of training, battle, or campaign scenarios. You can also play in a multi-player mode with four players acting as the tank commanders and platoon leader, and the fifth player controlling OPFOR.

The heart of the game is the interaction between the tank simulation and the tactical battle simulation. The tank simulation is the better of the two by a wide margin. You can control your tank from the TC's positions (open hatch, vision blocks, CITV, GPS-E) or the gunner's position (GPS or GAS), as well as monitor your platoon's status using the IVIS. Graphics and realism are superb; vehicle turrets fly off when killed, secondary ammunition explosions continue after vehicles are killed, vehicle smoke generators and smoke grenades screen your movement (or the enemy's); even the Velcro for attaching

MILES belts to the turret front is visible on your tanks! *M1TPII* is excellent as a tank simulation, and the "switchology" is present at a realistic level, to include automatic input of lead, ammunition selection, and engagement procedures.

The other aspect of *M1TPII*, the tactical control of the remainder of your platoon, as well as attached units, is not as well modeled as the tank simulation aspect. The IVIS in the TC position is not functional beyond situational awareness; you must move to a map screen to tactically control your units. Unfortunately, this screen is very simple and not as "sexy" as the tank simulator. Even worse, to effectively command your platoon, control attached units, monitor the enemy situation, and control indirect fire and close air support assets, you must spend most of your time on the map screen. This has the sad effect of making most of your experience playing *M1TPII* reminiscent of playing *Kampfgruppe* on an old Commodore 64 computer! The functionality of the mapscreen should have been included in the IVIS portion of the TC's position, which would have allowed you to monitor the tactical situation and command your units while still feeling like you are inside the tank.

Despite the problems, *M1TPII* is thoroughly enjoyable and engrossing. You progress through the training, single battle, and campaign modes in crawl-walk-run fashion, building from stationary single tank versus stationary targets engagements to commanding a full armored cavalry troop at 73 Easting, culminating in commanding assorted units through a fully interactive campaign.

In the training mode, you are presented with a series of scenarios at Fort Knox that train you in individual tank gunnery techniques, followed by a "rotation" at the National Training Center where you are trained in platoon command and control, close air support, and indirect fire support culminating in a combined arms exercise.

In the single battle mode, you can fight battles ranging from 73 Easting to Fulda Gap, or fight in a battle randomly generated by the computer. The campaign game is the highlight of your training experience. You can fight in the Gulf War II, North Africa, Russian Far East, the Balkans, or Central European campaigns. In a campaign game, you generate your own platoon, which you can track by individual crew position. Platoon management through awards, promotions, and duty position assignment is an important aspect of the campaign game.

The multiplayer mode offers the most potential for the use of *M1TPII* as a training aid. In this mode, four players can act as the TCs within the platoon, while the fifth (the company commander?) runs the OPFOR. While it is possible to play over the internet, it is not recommended; a dedicated LAN works best. The only serious limitation to *M1TPII*'s use as a training aid is the lack of a scenario

editor that would allow the trainer to define the parameters of a scenario. Perhaps someone out there in a TOE command could experiment with this capability and report on it. The flexibility and independence of being able to conduct platoon level gunnery and tactics with five networked multimedia computers and five \$40 simulations is worth checking out.

Overall, *M1TPII* is a highly realistic and playable simulation that has the potential to provide an off-the-shelf training product that could be included in an innovative training program. If Microprose is as responsive to the problems identified by players in the 1.0 version, future patches could improve the utility of *M1TPII* as a training aid. Personally, I am more than happy just playing it. Back to my tank platoon fighting Gulf War II...

CPT JERRY A. HALL
Colorado Springs, Colo.

i Panzer'44 by Interactive Magic, \$39.95. Requires Windows 95, Pentium 133+, 16 MB RAM, 50 MB Hard Drive Space, and 4X CD-ROM.

Recommended Pentium 200+, 32 MB RAM, 8X CD-ROM+, 3D Accelerator.

CITVs, laser rangefinders, stabilized fire controls... WHO NEEDS 'EM!!! *Ipanzer'44* takes you back to a time when tanks were made of pure steel, as were the men inside them. Following up on their successful *iM1A2* (see March-April 1998 review), Interactive Magic leaves behind all the armored warfare technology of today for the brutal simplicity of yesteryear.

Ipanzer'44 takes place in 1944 during World War II's most critical days. Russia launches Operation Bagration and the Germans attempt a desperate counterattack against the allies in the Ardennes. *Ipanzer'44* covers both of these historic operations and gives the player the chance to operate one of the premier tanks of World War II.

Interactive Magic focuses on the primary medium tank used by each side during World War II. You come face-to-face with the Russian T-34, the powerful German PzKpfw V, more commonly known as the Panther, and the dependable American medium tank, the M4A3 Sherman. For history or armored warfare lovers, this is paradise.

You have the choice of commanding a tank platoon (and other support units) from any of these countries in either a Eastern or Western Front scenario. The Americans and Germans can slug it out in the snow-covered Ardennes Forest. The Soviets and Germans struggle for control across the green rolling plains of Belorussia. Both scenarios offer single battles or long-term campaigns.

Installation of the simulator is simple. The program practically installs itself with little input from the operator. The start-up sequence has some motion picture clips that add to the overall feel of the time era. Once in the tank, controls are easy to use and master. The accuracy of the turrets is impressive. You actually see the turret machine guns inside the turret ring. The driver's compartment is even more realistic, as I started to feel claustrophobic in the T-34's driver compartment! These tanks were made with fighting in mind, not the comfort of the crew. Jumping from position to position is simple, and the tanks respond to your commands. You can actually feel the muscle versus machine struggle to control these war beasts as you maneuver across the open terrain. Reports from the field blare across the radio when any of your vehicles are under fire. Your loader responds to your ammunition commands and reports (in the appropriate accent of your selected nationality) when a round is loaded.

Interactive Magic uses a similar format to their *iM1A2* series. *Ipanzer'44* uses a user-friendly map to control the overall battlefield. In addition to your tank platoon, you can select from a full complement of supporting units, ranging from tank destroyers to artillery units to AT guns. You control your entire combined arms team (if you wish) maneuvering against an impressive computer enemy.

The computer AI is just as tricky and impressive as *iM1A2*. I watched as a Soviet SU-85 assault gun platoon set up a firing line and proceeded to pound my Panther platoon. While trying (and not succeeding) to penetrate their frontal slopes, a platoon of fast-moving T-34's maneuvered around my flank and ruined my whole day. Artillery plays a big part in the game as well. I was amazed when I first sent out a forward observer in an American jeep to scout for oncoming German tanks. When the two-man crew (yes, you can actually see a soldier standing at the .50 cal machine gun) spotted the German recon forces, a voice rang out from the computer "Commencing Artillery Fire!" To my surprise, the FOs called for and adjusted 155mm artillery fire! But beware, the other side has this same capability and a FO in a stand of trees makes for a long and costly operation.

Damage is both realistic and accurate. I watched in horror as a charging Panther set afire four out of my five Sherman tanks (Americans had five tanks per platoon) as I uselessly hit the Panther's front slope with what might as well have been spitballs. The T-34 is a tough opponent with its speed and firepower. You'll find the Shermans require more skill to use in order to hit the flanks and rear of the better armored German tanks. You have historical ammunition to choose from as well. The German HVAP (High-Velocity, Armor Piercing) works great on just about all vehicles. AP, APHE, HE and smoke

rounds are available, along with the coax machine gun and the bow machine gun.

The terrain graphics have improved in *Ipanzer'44* compared to *iM1A2*. Stands of thick forests are impenetrable to tanks but infantry and anti-tank squads can maneuver through undetected. Scattered trees and realistic elevation effects gives the game a nice feel. The interior of the tanks were designed from actual photos. External accuracy is complete down to the proper number of roadwheels. At times the tanks appear boxy, but I was able to identify a T-34 from an SU-85 at 1,000 meters without a problem.

I played *Ipanzer'44* on a 200mhz Pentium without a 3-D accelerator. I found the controls to be somewhat jerky and slow to respond. I'm not sure how the game plays on something hotter than a simple Pentium (i.e. MMX or Pentium II) but I would suspect smoother operations, much like *iM1A2* plays. As mentioned earlier, the graphics seem to lapse during certain times of the games. Although you have both a coax and bow machine gun, I missed having a commander's machine gun on top of the turret. Picky, but there are lots of running infantry on the ground to deal with!

iPanzer'44 includes a multi-player capability that allows budding tankers to fight head-to-head or cooperate over a network or the Internet. Fighting another person always increases the unpredictability and enjoyment of the game. However, *iPanzer'44* has plenty of difficulty levels and a computer AI that will keep you on your toes.

If you want to experience the simplicity and power of World War II armored combat, *iPanzer'44* is the game for you. For any tanker, history buff or simulator guru, this is a game in which history not only leaps to life before your very eyes; it executes an action right battle drill and tries to run you over!

MIKE SULLIVAN
Captain, Infantry
Ft. Knox, Ky.

Rommel's Greatest Victory, The Desert Fox and the Fall of Tobruk, Spring 1942 by Samuel W. Mitcham, Jr., Presidio Press, Novato, Calif., 1998. pp. 243 w/index. \$27.95 (in hardback only).

Although the popularity of the "traditional" battle-narrative has faded somewhat in the past decade, this book illustrates that the genre is still viable, when well written. Mitcham, a professor of history at Hendersonville State University in Louisiana, has obviously done his homework. The book is a solidly researched, clearly written, and straightforward account of the battle of Tobruk. This battle, fought in the Libyan desert

for the important fortified port city needed by both the British and the Germans, represents the high-point of Erwin Rommel's combat command.

Although the book offers little in the way of overview or deep analysis, it may serve soldiers well as an example of how "leadership from the front" was executed by one of the masters of maneuver of the Second World War. Mitcham does a credible job, although relying mainly upon secondary sources, in bringing the backgrounds and influences of the various leaders to light. However, in some ways his infatuation with Rommel pokes through a little too clearly. The background on Rommel himself sheds no new light on the man and has a somewhat "legendary" quality to it.

This is a book about commanders, "Great Men," and that is as far as it goes. If you are looking for a book about what life for the common soldier serving in the Afrika Corps or the British Army was like, look elsewhere. Mitcham rarely dips below the level of lieutenant colonel in his narrative. If there is a general fault with the work, I would say that it is this. Since the appearance of John Keegan's classic work, *The Face of Battle*, it has now become common to include at least a chapter in most battle narratives about what life was like for the men on the ground, the fighters, and not just the decision-makers. Such an addition might have doubled the value of this book. His description of the environment of combat in North Africa was somewhat shallow.

For all that, I found the book a worthwhile addition to my general biography section. There are plenty of clearly illustrated maps that accompany the text well and help define the operational flow of the battle, and that alone nearly justifies the cost of the book. Some human-interest stories are interspersed throughout the text also. (Who would have guessed that the Afrika Corps had a regimental commander that occasionally rode into battle wearing a Scottish kilt and wielding a broadsword? Who says that only the British tolerate eccentrics in their command structure?)

Finally, there are the periodic examples of field innovation that serve as one of the primary utilities of history for professional soldiers. For example, one British regimental commander, forced to withdraw under fire with Grant tanks (whose 75mm main gun was hull mounted) improvised a reverse bounding overwatch covered by the tanks' own smoke shells that managed to save the majority of his command from destruction. (Lesson #1: Don't buy tanks with hull mounted main-guns. Lesson #2: A wide range of munitions is a nice thing to have in a pinch.)

ROBERT L. BATEMAN
CPT, Infantry
Westpoint, N.Y.

Stalingrad, The Fateful Siege: 1942-1943 by Antony Beevor, Viking Penguin Books, 1998, 512 pp. \$35.

The Tiger Tank by Roger Ford, MBI Publishing, 1998, 96 pp. \$17.95.

Pzkwf VI "Tiger" I (Sd.kfz.181), The Original Tiger Tank Manual, translated by Wulf-D. Brand, Self-published by the author (Teutonia Publications, P.O. Box 3061, Newport News Va., 23603), 1997, \$48 including shipping world-wide.

Thunderbolt: General Creighton Abrams and the Army of His Times by Lewis Sorley, Brassey's Inc., 1998, 448 pp., \$21.95 (Paperback edition).

Sherman - A History of the American Medium Tank by R.P. Hunnicutt, Presidio Press, 1978, 575 pp. \$100.

Because of the scope of our magazine, some books recently received deserve mention, but not a full-scale review. Among them is Antony Beevor's *Stalingrad: The Fateful Siege: 1942-43*, which topped the non-fiction best-seller list in London for months after its original publication in March. It is not hard to see why. Beevor not only capitalizes on much new information available in Russia about this turning-point battle in WWII, but casts the campaign's immense complexity in some of the best writing that's appeared in this genre.

Describing the onset of Operation Uranus, the great Soviet counterattack that began the encirclement of the German Sixth Army, he writes, "...The Soviet cavalrymen, with sub-machine guns slung across their backs, cantered on their shaggy little Cossack ponies over the snow-covered landscape almost as fast as the tanks. The T-34s, with their turrets hunched forward on their hulls, looked equally impatient to be at the enemy..." How freshly written that is, but anyone who has seen old news films of T-34s on the Eastern Front would have to agree. Yes, they do look sort of impatient and their turrets do look hunched forward.

Aside from the wonderful writing, the book is interesting to armor/cavalry readers for its presentation of the Soviet deep-attack doctrine that ultimately put a quarter of a million Germans in the sack, and for its descriptions of armor use, and limitations, when the earlier German campaign bogged down in a bitter city fight.

Finally, the book is another reminder of the almost unimaginable *scale* of World War II. In an era where the loss of a few hundred men (Lebanon) or even a platoon (Mogadishu) is considered reason enough to cut a commitment short, it is mind-boggling to consider that World War II went on for two years after this epic struggle. To lose 100,000 men today would bring down a government.

Roger Ford's book on the Tiger tank is another effort by a fine writer who first came to my attention with his earlier book, *The Grim Reaper*, an excellent, well-written history of the machine gun. This large-format book on Germany's Tiger tank sets off Ford's writing with 70 fine black and white photographs, 10 color illustrations, and a clean, attractive layout and typography. Unlike many book captions that do little more than restate the text, the captions in this book actually add interesting detail. Some chapters discuss the Tiger's development history, others its service record and technical details. Every aspect of this famous heavy tank is covered, making it an indispensable addition to the libraries of armor modelers, but at a modest \$17, this book should also find many readers among historians, combat developers, and armor soldiers who want to understand the Tiger's breakthrough design.

The Tiger was a pretty sophisticated vehicle for its time, and introducing soldiers to it presented a training challenge. The Germans met this requirement with the *Tigerfiibel*, a manual issued to Tiger crewmen. To make the manual accessible, the technical information was presented in the form of cartoons, short rhymes and maxims, with plenty of drawings of half-naked frauleins to keep the enlisted interest up. (Think pre-P.C. Connie Rodd, familiar to '60s-era veterans...) Along with the cartoons, there were finely drawn line illustrations of the various parts to be maintained. Brand, the translator, faced a formidable challenge, especially in translating the rhymed material from German into English while maintaining the rhyme. A weird and unusual book.

Lewis Sorley's biography of General Creighton Abrams, originally published by Simon & Schuster, was very positively reviewed by General Donn A. Starry in the September-October 1992 *ARMOR*. It would be hard to improve on the review by Starry, who served with Abrams and included many interesting personal vignettes in the review. This issue of the magazine also included an extended excerpt from Sorley's book, which is recently out in a paperback edition from Brassey's.

Also newly available again is *Sherman, a History of the American Medium Tank*, by R. P. Hunnicutt, an engineer, former infantryman, and holder of the Gold Medallion of the Order of Saint George, who has made a life's work of documenting the history of American armor in a series of high quality, large format books. Authoritative, extensively illustrated, and beautifully produced, these books are everyday references for anyone working in this field. The 1978 volume on the Sherman covers all of the variants, U.S. and foreign, and weighs in at almost 6 pounds. Expensive, but worth it.

JON CLEMENS
Managing Editor