

WORLD_{at}WAR

The Strategy & Tactics
of World War II

#44 | OCT—NOV 2015



★ FEATURES

6

Night Fight: **Night Combat on the East Front**

The German Army found many ways to overcome the challenge of night operations. Their night operations can be divided into three categories: maintaining the initiative, surprise/deception, and retrograde movement.
by Roger Mason

16

I Remember: **On Patrol in Luzon**

The author enlisted in the US Army in April 1941 after receiving a letter from his cousin, who was in the Navy and stationed at Cavite in the Philippines. He'd written: "Herb, there's going to be a war breaking out over here, and if you don't hurry up and enlist, it's going to start without you."
by Herbert Hunt, as told to Paul Maggioni

24

A Tale of Two Corps: **US II Corps & II SS Panzer Corps**

This article provides an examination of the similarities and differences between the US II Corps and the II SS Panzer Corps and what led to victory for one and defeat for the other.
by Charles L. Crow

38

The Battle of Buq Buq

The British advance in Operation Compass was spearheaded by cavalry units of 7th Armoured Brigade, heirs to regimental honors that dated back to the 17th century.
by Wayne R. Austerman

48

Did Mahan's Dead Hand Guide **Pacific Strategy, 1941-45?**

An analysis of how the war in the Pacific would have been fought through the strategic guidance of Alfred Thayer Mahan.
by Jim Bloom

DEPARTMENTS

14

Design Corner

by Joseph Miranda

56

Media Reviews

58

Game Preview **Night Fight (Solitaire)**

60

Obs Post

• **Movers & Shakers**

Joseph Goebbels
by John Perry

• **Behind the Lines**

Hitler's Other East Front HQ
by Roger Mason

• **Technology Backdate**

Balloon Bomb Warfare
by Jon Cecil

• **Pacific Backwaters**

Coastwatcher Ruby Olive Boye
by Paul B. Vanni

GAME EDITION RULES

Night Fight: East Front **Tactics (Solitaire)**

by Roger Mason

NEXT ISSUE (#45)

On Sale October 2015

- **Panzers East**
- US Pershing Tank
- The Black Sheep Squadron
- US Escort Carriers

READER SUBMISSIONS

We welcome interesting and concise stories about virtually any aspect of military history. We also welcome **Media Reviews** (of any type) for *Strategy & Tactics*, *World at War* and *Modern War* magazines. We value critical analysis over summaries alone. Maximum word count is 500. Contact the editor directly.

Please use the Editorial contact form on our corporate site:
<http://www.strategyandtacticspress.com/wpsite/contact/>

Please submit all other questions or comments to our free online forum at DecisionGames.com

WORLD AT WAR (USPS ISSN 19439806) is published bi-monthly by Decision Games, 2804 Mosasco St. Bakersfield CA 93312. Periodical Class postage paid at Bakersfield, CA and additional mailing offices.

WORLD AT WAR (© 2015) reserves all rights on the contents of this publication. Nothing may be reproduced from it in whole or in part without prior permission from the publisher. All rights reserved. All correspondence should be sent to World at War c/o Decision Games, P.O. Box 21598, Bakersfield CA 93390.

POSTMASTER

Send address changes to WORLD AT WAR,
PO Box 21598, Bakersfield CA 93390.

Strategy&Tactics Press

PUBLISHER

Dr. Christopher Cummins

ASSISTANT PUBLISHER/ ART DIRECTOR

Callie Cummins

SENIOR EDITOR

Ty Bomba

EDITOR

Joseph Miranda

ASSISTANT ART DIRECTOR

Lise' Patterson

DESIGN

Lise' Patterson & Chris Dickson

COPY EDITORS

Tyson Arnold, Brian Blad, Paul Bessemer, Ken Brown, Jason Burnett, Lee Enderlin, William Hay, J.R. Hoyne, Bob Killeen, Michael Kundert, Steve Levan, William Lindsay, Kyle Lockwood, John Monahan, Timothy McAllister, Jonathan Nikitas, Mike Quartarolo, Jon Richards, Bernard Sell, Jeff Wilson, Robert Zmuda

CARTOGRAPHIC EDITORS

Paul Bessemer, Dave Carson, Bob Killeen, Chris Perello & Rand Waldron

MEDIA COLUMN EDITOR

Chris Perello

MAP GRAPHICS

Joe Youst

WEBMASTER

Chris Dickson

ADVERTISING

Callie Cummins
CallieCummins@strategyandtacticspress.com



Beyond the Urals

Beyond the Urals:



The Final Campaign in Russia, 1942

\$25 plus shipping

A two-player strategic-level simulation of a campaign that might have been in Russia during World War II. **Beyond the Urals** postulates that the Germans had defeated the Red Army in their 1941 invasion of the Soviet Union, but failed to force the capitulation of the Soviet Union itself.



shop.decisiongames.com