

# **'Tank Battles in Miniature Vol.2: A Wargamers' Guide to the Russian Campaign 1941-1945'**

**By Bruce Quarrie**  
**Review by Paul Le Long**

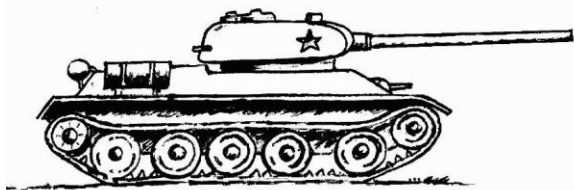
This really is a super book – nearly 200 pages packed full of interesting stuff – history, rules, soldiers' eye-view accounts, technical data and advice on converting the campaigns to the tabletop. Although the book concentrates on the Russian campaign, this book would be useful to the general reader/wargamer interested in armoured warfare.

I'm just going to go through the book in order and tell you what you get. After a brief introduction, we are given a chapter entitled "The Russian Campaign adapted for wargaming" which does exactly what it says, talking about scales, table size, weather, movement rates and the variety of vehicles used in the campaign.

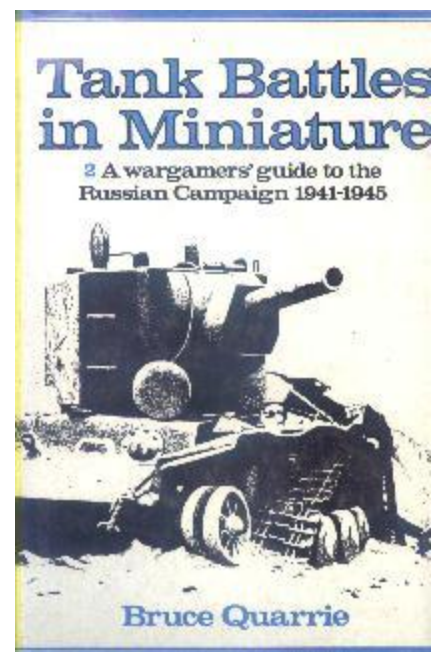
Then we have a chapter entitled "What it was Really Like!" As with other volumes in this series, this chapter gives you a soldier's eye-view of the campaign and presents things like movement, visibility, communication and combat in a very immediate fashion. This time the "eye-witness" accounts are taken from Sven Hassel's novel "March Battalion," with notes and corrections by Quarrie. It sounds odd to dress up extracts from a novel as an eyewitness account, but it does work and there is a lot of flavour in this chapter.

Chapter 3 is a 20-page narrative of the campaign with some nice maps and again presented in a nice, readable style – a good potted history. Then we move on to two chapters on organisation and tactics -- first German, then Russian. These chapters are gold – alongside the discussion we have several diagrams describing tactics, formations and so on, and tables outlining the organisation of, for example, a panzer division in 1941 and another from 1943.

Chapter 6 "Terrain and Climate" presents a nice map of the different climate zones within the Soviet Union and a table that tells you what the weather will be like in each zone, depending on the month. The effect of weather on movement is discussed and there is also another soldier's eye-view description of this and a discussion on terrain and how to model it. This is followed by a short chapter on lines of communication and supply.

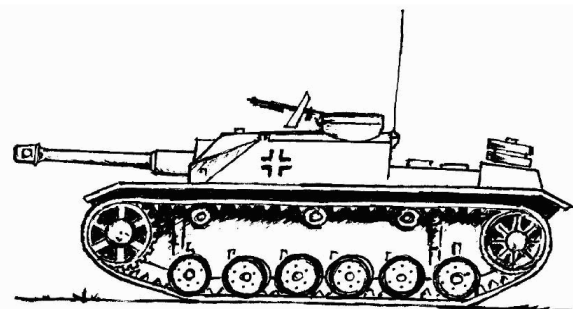


Chapter 8 is "Tanks and other AFV's used in Russia" and Chapter 9 is "Firing Tank and anti-tank guns." In total, these chapters comprise 51 pages. Each vehicle is set out with weight,



crew, ammunition carried, armament, armour, speed, range and so on. The guns are all rated for calibre, muzzle velocity, effective range, armour penetration at effective range and rate of fire. This represents an impressive data book; I don't know if it is exhaustive but at 51 pages I don't imagine much has been missed. As a final touch, the author has (as in some of his other books) broken down vehicle armour and gun penetration into a simple system, rating everything from A to F with some simple rules for shooting at and damaging vehicles.

Chapter 10 is entitled "Aerial attack and anti-aircraft fire" and includes data on various aircraft (German and Soviet) with rules on aerial dogfights, ground-to-air fire and ground attack from the air. I haven't tried the rules so I can't comment but this is a longer discussion on air warfare than you usually get in wargaming books of this type. The aircraft data alone is of value.



After a short chapter on armoured trains, we move to Chapter 11 "Infantry movement and firepower" which provides organisation tables for infantry divisions and a good discussion of various infantry organisations, weapons and tactics. There are also some rules for using infantry. Then, a chapter follows on "Infantry support weapons" which gives us data on things like guns, mortars, and howitzers, self-propelled artillery, a discussion of direct and indirect fire and some rules for artillery.



The book finishes off with several short chapters on partisans and guerrilla warfare, armoured recovery and maintenance, minefields, dragons' teeth and board games, with an appendix on availability of models.

As I said earlier, this really is a super book, campaign narrative, data-book, soldier's eye-level accounts, wargames rules, discussion of organisation, tactics and how to transfer it all to the tabletop – you get it all here. It really is a treasure-trove of information.

Very highly recommended.

Details:

- **Hardcover:** 200 pages
- **Publisher:** P.Stephens (30 April 1975)
- **ISBN-10:** 0850591929
- **ISBN-13:** 978-0850591927

This book is out of print but is available from Amazon at the staggering price of £36.49.