

## APPENDICES

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## Appendix A

### List of Recommended Books

The following list of books is provided to enhance your reading program. Most of these books are available through the Marine Corps Association.

#### Understanding War

*The Defense of Duffer's Drift*, by MajGen Ernest B. Swinton.  
*FMFM 1 Warfighting*, Marine Corps Combat Development Command (Warfighting Center).  
*The Forgotten Soldier*, by Guy Sajer.  
*Forward Into Battle: Fighting Tactics From Waterloo to Vietnam*, by Paddy Griffith.  
*Killer Angels*, by Michael Shaara.

#### History of Tactics

*British Light Infantry in the Eighteenth Century*, by Colonel J.F.C. Fuller.  
*Death to the French*, by C.S. Forrester.  
*Dynamics of Doctrine: The Changes in German Tactical Doctrine During the First World War*, by Cpt Timothy T. Lupfer, USA.  
*Storm Troop Tactics: Innovation in the German Army 1914-1918*, by Bruce I. Gudmundsson.  
*On Infantry*, by John A. English.

#### Maneuver Warfare Tactics

*Attacks*, by Erwin Rommel.  
*Maneuver Warfare Handbook*, by William S. Lind.  
*Panzer Battles*, by MajGen F.W. von Mellenthin.

#### Education and Training

*Battle Leadership*, by Capt Adolf von Schell.  
*Common Sense Training*, by LtGen Arthur S. Collins, USA.  
*IP 6-5 Tactical Problems for Squad Leaders*, Marine Corps Combat Development Command. Also, *IP 6-4 Tactical Problems for Plt. Ldrs./Co. Cmdrs.*, and *IP 6-3 Tactical Problems for Battalion Commanders*.  
*What now Lieutenant?*, by Cpt Frank Williams, USA.

## Appendix B

### List of Wargames<sup>1</sup>

Wargaming can contribute significantly to your tactical decision making ability. Much progress has been made in recent years to make both board and computer wargames more realistically simulate combat decision making. Recent wargames include fog, friction, and a more realistic application of time. The Marine Corps uses several wargames, like *Tacwar* and *Steelthrust*, to train troop leaders and staffs.

The following is a list of some currently available commercial wargames. These games are relatively inexpensive and easy to play. Some of the computer games may be played by 1 or 2 players.

#### BOARD GAMES

Beginner	Publisher
Onslaught	TSR/SPI
Tank Leader	West End Games
Test of Arms	GDW
Bull Run	Tango
Gettysburg	Tango
Flight Leader	Tango
Russian Campaign	Tango
Omaha Beach	Victory
Intermediate	
Firepower	TAHGC
Panzer Command	Victory
Fire Team	West End
Panzergruppe Guderian	Tango
Advanced	
Assault Series	GDW
Squad Leader	TAHGC
Advanced Squad Leader	TAHGC

**COMPUTER GAMES**

Fire Brigade  
Battalion Commander  
Under Fire!  
Kampfgruppe  
Halls of Montezuma  
Antietam  
Gettysburg  
Chickamauga

**Publisher**

Panther Games  
SSI  
Avalon Hill  
SSI  
SSG  
SSI  
SSI  
GDW

1. This list was provided by Capt Eric Walters of the II MEF Wargaming Center.