

What's Inside 'Monty's Desert Battles'

It's new!

The latest Rapid Fire book is 'Monty's Desert Battles' by Richard Marsh.



In 80 information-packed, full colour pages we give you all the info you need to build the armies that fought the final and most important battles of the desert war. All this is illustrated by over 80 photos of models and figures especially created by Richard for this book. Maps of the key actions are handily positioned on the inside covers to give you the 'big picture' and they're backed up by a concise background history of what happened after 'Monty' took command of 8th Army and went 'head to head' with Rommel.

Orbats

After this introduction you get 30 pages of graphic orders of battle for 8th Army and the German and Italian forces of Panzer Army Afrika - from division to company level - all scaled down for the RF rules. These include 8th Army's late 1942, anti-tank-focused organisations for motor, infantry and the new lorried infantry battalions, plus orbats for the first self-propelled artillery regiments. There are also orbats for minefield task forces and all the British tank units at El Alamein, with loads of variety and the first British use of the Sherman tank.

The German orbats cover all of Rommel's units, with 21st and 15th Panzer Divisions, 90th and 164th Light Afrika Divisions and the Ramcke Brigade. They include the unique 1942 'Few men, many weapons' company/battalion organisation. The Italian orbats cover armour, bersaglieri, infantry and the Folgore Parachute Division, including the 'AS' organisation that gave Italian infantry better anti-tank support down to company level.

Rules

The Alamein Rules section gives players new optional rules to better reflect the desert war in 1942 and includes defending with and clearing the formidable 'Alamein' minefields. Many of these rule variations can also be used for other RF periods. Also provided are simple 'divisional level' rules for playing bigger battles. Photographs illustrate key rules in action.

Tactics

This explains how both sides attacked and defended during this crucial period, when the desert armies grew, received new weapons and units, and developed revolutionary new tactics. Included are graphic representations of armoured and infantry formations, so you can realistically move your units on the table, and a classic 'Battle of El Alamein' attack and defence layout, the first time this has been produced for 20mm scale games. This is also backed up by photos of defensive positions.

Scenarios

The eight detailed scenarios in this section range from battalion to divisional level, covering everything from massed armoured attacks to infantry night assaults, and minefield gapping to encounter battles. Fight Alam Halfa, the famous 'Snipe' action and the last stand of the Ariete Division. Background history, maps, orbats, special rules and supporting photos provide all the info you need to make it easy to set up and play each game.

Gaming Guide

Ideas for more scenarios, info on terrain and how to model it, and illustrated figure and vehicle modelling and painting guides are all in this final section, including detailed information on which paints to use to get the effects shown in the photographs. Last of all is a 'Useful Reading' list to get you started on your own research or just help you get the 'feel' of this fascinating period.

Buy Monty's Desert Battles now and enter a new era of table top WWII warfare.

