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ON THE COVER
February 1945. (From left) Gens. Omar N. Bradley, Dwight D. Eisenhower and George S. Patton Jr. survey the damage in Bastogne, Belgium, during the Battle of the Bulge.

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The “Incorrigible Rogue” of the Royal Warwickshire Regiment

This unlikely hero uttered an enduring motto that exemplifies the spirit of the British Regiment.



NATIONAL ARCHIVES

Today’s war in Iraq prompts countless acts of courage, as ACG reports in its “Uncommon Valor – Real Heroes” section of *Dispatches* (p. 10). But a 1916 conflict in Iraq (then known as Mesopotamia) between Britain and the Ottoman Empire brought forth an unlikely hero. During battle, a soldier of the Royal Warwickshire Regiment uttered a rallying cry



Above: British troops march through Mesopotamia during World War I. The British lost over 90,000 men during their campaign in the region. **Left:** The cap badge of the Royal Warwickshire Regiment.

that soon became famous. However, the origin of the phrase and the Mesopotamian campaign during which it was introduced have largely been forgotten.

IMPERIAL WAR MUSEUM/INS 5521

Only two of the Stonewall Brigade's eight Civil War commanders survived the war.

A regiment of Virginians from the Stonewall Brigade cheers for their namesake, Confederate Gen. Stonewall Jackson, in the summer of 1862.



The Cambridge Five

Britain's infamous spy ring gave a new, sinister meaning to the phrase "old school ties."



Great Britain and the USSR may have been wartime allies during World War II, but their "marriage of convenience" did not prevent the Soviets from recruiting British citizens to commit treason against the United Kingdom.

The most infamous group of British spies to pass secret information to Moscow during World War II and the early years of the Cold War became known as the Cambridge Five, men who had become committed Communists while attending Britain's prestigious University of Cambridge in the 1930s.

THE FIVE

Some controversy remains about the identities of the British citizens who comprised the Cambridge Five, since many Britons spied for the USSR during the same time frame. However, the evidence overwhelming points to these five men:

KIM PHILBY (1912-88). While studying history and economics at Trinity College, Cambridge, Philby became a Communist and began working for the Comintern (Communist International), a front organization promoting the Stalinist line worldwide. Recruited by the OGPU (predecessor of the NKVD), Philby spied for the USSR during the Spanish Civil War (1936-39). He joined Britain's Secret Intelligence Service (SIS, later MI6) in 1940, achieving high rank and serving in sensitive positions before being dismissed in 1951 after he was compromised by the expo-

sure of fellow agent Donald Maclean. Incredibly, MI6 retained Philby as a contract worker until 1956. Suspicions continued to surface, however, and after a key Soviet agent with knowledge of Philby's spying activities defected to the West in 1962, Philby disappeared in Beirut in January 1963. He later resurfaced in Moscow and lived out the rest of his life in the USSR. In 1965 Soviet authorities awarded Philby the Order of the Red Banner, one of the Soviet Union's highest medals.

DONALD MACLEAN (1913-83). A descendant of England's King Charles II, Maclean studied modern languages at Trinity College, Cambridge, where he became a Communist and was recruited by Soviet intelligence (probably through Anthony Blunt). He began working for the British Foreign Office in 1934, and from 1944-48 he was secretary of the British Embassy in Washington, D.C., where he also served on the Combined Policy Committee on Atomic Development. Maclean passed to his Moscow handlers sensitive details about communications between American presidents and British

prime ministers as well as progress reports on the atomic bomb project. These reports, combined with technical intelligence obtained by Soviet "atomic spies" (see *Spy Wars*, January 2009), materially aided Stalin's atom bomb project and provided the Soviets with important knowledge regarding the extent of the United States' atomic arsenal. Information gathered from Soviet defectors and other sources placed Maclean under suspicion in 1951. Philby, not yet suspected of spying and well placed to intercept FBI and MI6 communications, warned Maclean, who defected to the USSR in May of that year (along with Guy Burgess). Maclean subsequently became a colonel in the KGB (see *Spy Wars*, November 2008), received the Order of the Red Banner of Labor, and worked for the Soviet Foreign Ministry. He died of a heart attack in Moscow in 1983.

GUY BURGESS (1911-63). After attending Eton (and briefly, the Royal Naval College), Burgess won a scholarship in history to Trinity College, Cambridge, where he excelled in academics and met other Cambridge Five members. Although Burgess hid his communist ties (he publicly joined a pro-Nazi organization in 1934), he used his position as secretary to the British deputy foreign minister to access secret documents, which he promptly passed to Moscow. Posted to the British Embassy in Washington, D.C., in 1947, Burgess shared an apartment with Philby while continuing to spy for the USSR. Burgess' behavior – alcoholism and homosexuality – attracted the attention of the FBI.

(Above, from left)

Anthony Blunt, Donald Maclean, Kim Philby, Guy Burgess and John Cairncross comprised the infamous British spy group the Cambridge Five. These men proved particularly valuable to their Soviet handlers since four of them worked in the British intelligence service during and after World War II and the fifth was a British diplomat.

“Hell, let’s have the guts to let the sons of bitches go all the way to Paris,”
Patton interjected. “Then we’ll really cut ’em off and chew ’em up.”



February 1945. (From left) Gens. Omar N. Bradley, Dwight D. Eisenhower and George S. Patton Jr. survey the damage in Bastogne, during the Battle of the Bulge. One of the defining moments of Patton’s career was when “Old Blood and Guts” turned his 3d Army 90 degrees and attacked into the German flank in December 1944.

SPECIAL FEATURE

PETER

THE MILITARY GIANT WHO CREATED THE RUSSIAN EMPIRE
AND CHANGED WESTERN HISTORY.

THE

BY RALPH PETERS

GREAT



You
Command
54

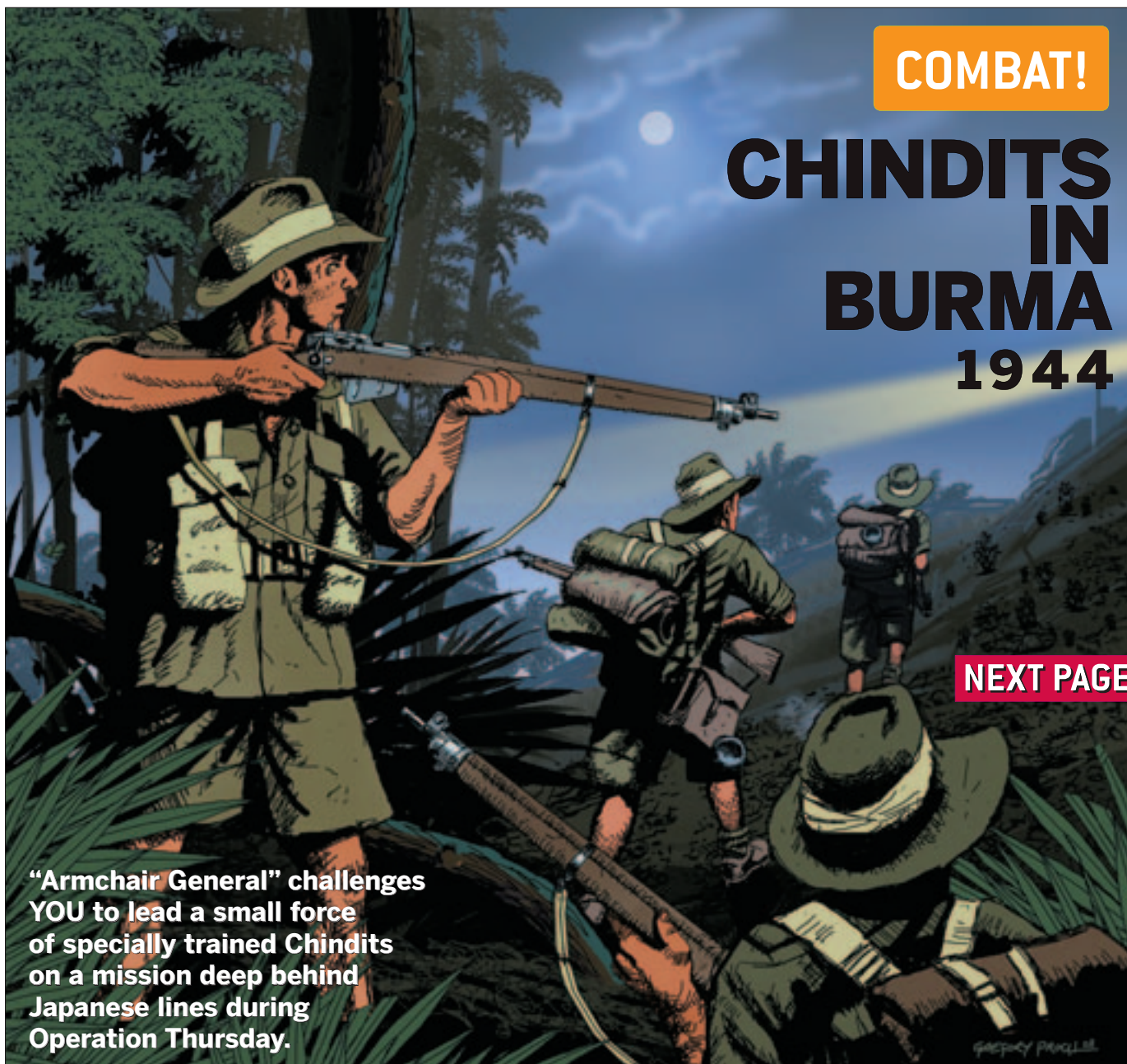


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Next,
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INTERACTIVE



COMBAT!

CHINDITS IN BURMA 1944

NEXT PAGE

“Armchair General” challenges YOU to lead a small force of specially trained Chindits on a mission deep behind Japanese lines during Operation Thursday.

GREGORY PROCH

Choose the correct course of action as British special operations forces fight behind Japanese lines in the Burmese jungle.

You are Lieutenant Tony Buklin, leader of a platoon of Chindits, British Indian Army soldiers specially trained to conduct behind-the-lines operations in the treacherous terrain of Burma. The appalling conditions in the jungle and the skill and tenacity of your Japanese opponents combine to make combat missions extremely difficult and dangerous. Moments ago the harsh realities of fighting in this forbidding environment were hammered home as you watched in horror while Japanese anti-aircraft guns shot down a C-47 transport plane towing a glider that carried half of your 20-man platoon. Both aircraft suddenly burst into flames and crashed into the jungle, killing the crews and 10 of your men. Although the Waco glider in which you were riding managed to set down safely in a clearing near your objective, you now have only nine Chindits, plus the Waco's two American pi-

lots, with which to accomplish your mission.

Several kilometers to the east, the main Chindit force will soon land as part of Operation Thursday, an offensive intended to support 14th Army commander General William Slim's plan to drive the Japanese from northern Burma. (See *What Next General?*, September 2007 *ACG*.) To the west is the main enemy force, a Japanese regiment. Your primary task is to blow up a key bridge south of Lone Tree Hill and prevent these Japanese troops from advancing eastward to threaten the Chindit landing.

TIME/DATE:
3 a.m., March 5, 1944

LOCATION:
Burmese jungle behind Japanese lines

MISSION: Destroy a bridge and block the main Japanese force from advancing against the main Chindit force

UNIT: 10-man Chindit squad (all that is left of a platoon), plus two glider pilots

ENEMY: Six-man Japanese anti-aircraft gun emplacement supported by a Japanese regiment within striking distance

However, now that your depleted unit is on the ground, you face a more immediate problem: What to do about the enemy gun emplacement at the top of the hill, where six Japanese soldiers armed with rifles and grenades man a pair of anti-aircraft machine guns that dominate not only the sky but also the knoll and its approaches.

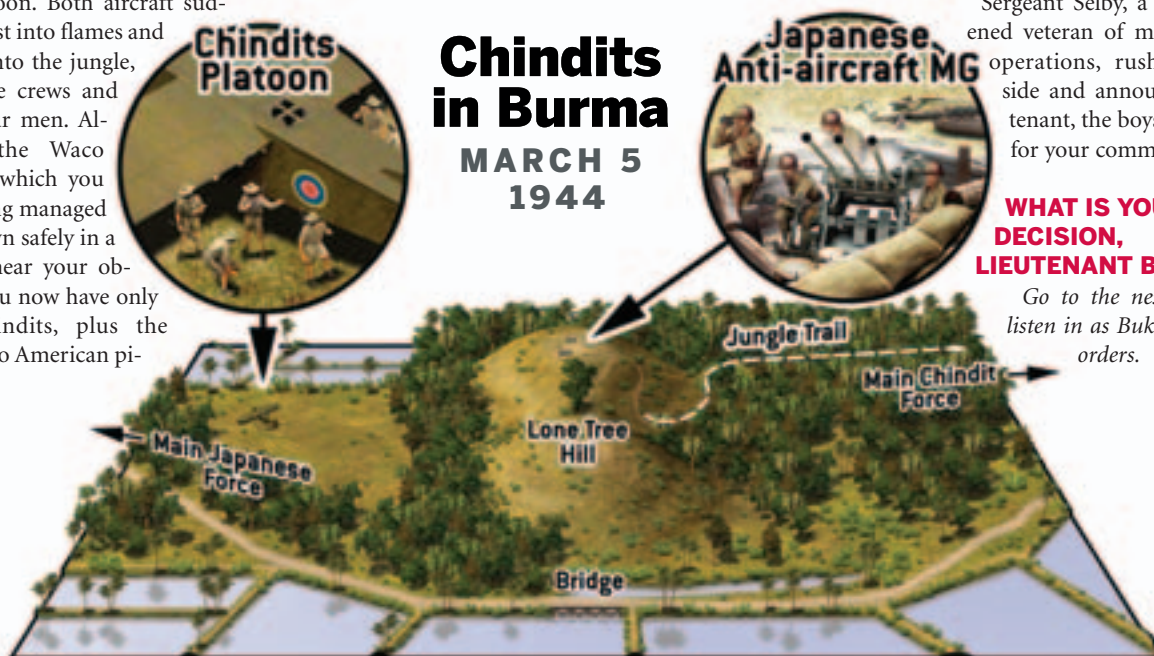
While your squad possesses two Sten submachine guns and a Vickers heavy machine gun, plus satchel charges for the bridge, most of your Chindits are armed only with No. 4 bolt-action Enfield rifles. You must decide whether to expose your squad by trying to eliminate the

enemy anti-aircraft machine guns right away, or whether to ignore the firepower threat and immediately launch your force toward the bridge.

Sergeant Selby, a battle-hardened veteran of many Chindit operations, rushes to your side and announces, "Lieutenant, the boys are waiting for your command."

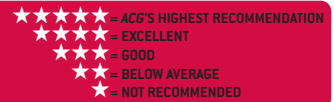
WHAT IS YOUR DECISION, LIEUTENANT BUKLIN?

Go to the next page and listen in as Buklin issues his orders.



Lt. Buklin	Sgt. Selby								0 25 meter 75 100	N
									0 25 yard 75 100	
Webley M&V Revolver		.303 Enfield No. 4 Rifles	Sten Submachine Guns	Vickers Machine-gun Team	U.S. Glider Pilots .45-cal. M1911 Pistols					

GREGORY PROCH



REVIEWS VIDEO GAME REVIEW

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Call of Duty: World at War

After a brief sojourn on the explosive battlefields of the next war, *Call of Duty* has once again come home to World War II – with a bang!

Aside from its perhaps overly familiar locale, the game is as good as it gets.

Players can choose from a gritty, single-player campaign or a robust multiplayer suite. In solo mode, the gamer

assumes the role of an American warrior fighting his way through battles in the Pacific or a Soviet soldier carrying the war out of Russia and onto German soil. The scenarios with the American, however, are the most difficult – the Japanese are simply the most challenging opponents ever seen in *Call of Duty*. They hide in spider holes, snipe from behind waving palm fronds, and attack with a sudden, single-minded determination that keeps players perched on the edges of their gaming chairs.

World at War's multiplayer suite is packed with excitement and suspense, too, offering online or split screen cooperative play for up to four soldiers. The missions are the same ones seen in the solo struggle, but

the number of enemies increases with each additional participant. Unique to multiplayer in this version of *Call of Duty* are “death cards,” which players can uncover in each level to unlock “cheats” (for lack of a better word) that offer advantages (such as single-shot kills) to those who possess them.

Additionally, players who meet certain challenges (such as killing

100 enemies with an M-1911 .45-caliber pistol) in cooperative multiplayer mode can earn experience points that count in their competitive ranking. More points translate into a higher ranking, cooler weapons and accessories (like advanced sights), and more perks with which to customize a character. While there are perks to fit almost any gaming style – big, beefy and deadly, or fast and stealthy – the catch is that only four can be applied at a time.

Call of Duty: World at War is a great package. Although it is a return to World War II, it is far from a rehash of it. ★

Mark Holt Walker is a retired U.S. Navy commander. He has authored or contributed to over 40 books, and he designed the critically acclaimed board wargames “Lock ’n Load” and “World at War.”



A Marine wielding a Thompson submachine gun targets a Japanese rifleman. These Japanese are the toughest *Call of Duty* opponents to date.



Sherman tanks get in on the action. Throughout the game, players should be on the lookout for “death cards” that offer them certain advantages.



Yanks charge a Japanese emplacement. The visuals in *World at War* are so realistic that players can almost feel the bullets whiz by.



ARMCHAIR GENERAL

ACG RATES THIS GAME



- Released November 2008
- Published by Activision
- Rated Mature
- MSRP \$49.99-\$59.99
- Developed by Treyarch
- Formatted for PC, Xbox 360, PS3, PS2

CALL OF DUTY: WORLD AT WAR