

## **The killing game**

Type de contenu : Texte

Type de médiation : sans médiation

Type de support : Volume

Titre(s) : The killing game : a thousand years of warfare in twenty battles / Anthony Tucker-Jones

Auteur(s) : Tucker-Jones, Anthony

Publication : Stroud : The History press, 2018

Description matérielle : 1 vol. (319 pages-[16] pages de pl.) : ill., cartes ; 24 cm

ISBN : 0-7509-8348-5

978-0-7509-8348-8

EAN : 9780750983488 rel.

Classification décimale Dewey : 355.009

Note sur les bibliographies et les index : Bibliographie pages [298]-310. Index

Note sur le contenu : Cacophony of war Introduction: The killing game 1. The Vikings are coming: Fulford Gate 1066 2. Chivalry in armour: Northallerton 1138 3. Destruction of the Crusaders: Homs 1281 4. Triumph of the bow: Crécy 1346 5. When Roses clash Bosworth 1485 6. Rape of the New World: Tenochtitlan 1521 7. Bastion of Christendom: St Elmo 1565 8. No surrender, no quarter: Magdeburg 1631 9. Turning point: Lostwithiel 1644 10. Sword v. musket: Falkirk 1746 11. An army divided: Wavre 1815 12. Spear v. rifle: Isandhlwana 1879 13 Tank v. tank: Villers-Bretonneux 1918 14. Blitz but no Krieg: Britain 1940 15. Storming the beaches: D-Day 1944 16. The great river crossing: The Rhine 1945 17. A very modern siege: Khe Sanh 1968 18 Triumph in the air: Bekaa Valley 1982 19. A show of force: Khafji 1991 20. Asymmetric warfare: Tora Bora 2001 21 Softwar & cyberwar: the new battlefields

Résumé ou extrait : La jaquette indique : "The second millennium of mankind has been characterized by almost incessant warfare somewhere on the face of the globe. The Killing Game serves as a snapshot of the development of warfare over the past 1,000 years, illustrating the bravery and suffering mankind has inflicted upon itself in developing what we call the 'Art of War'. Here military historian Anthony Tucker-Jones selects twenty battles that illustrate the changing face of warfare over the past thousand years - from the Viking shield wall to long bows and knights, the emergence of gunpowder and finally the long-range faceless warfare of today. This is a look at the killing game and its devastating impact."

Sujet - Nom commun : Art et science militaires -- Histoire

Batailles -- Histoire