

Continued from page 5

sequently Jagiello had to content himself with gains less extensive than the victory of Tannenberg might have led him to expect.

Nevertheless, the Treaty of Torun signed in February 1411, saw the Order paying a three year war indemnity and handing over Samogitia to Lithuania. Jagiello's son, Casimir IV, presided over the Peace of Torun in 1466 by which time the Order ceased to be independent and the Grand Master became a Polish vassal.



I think it must be rather difficult for us placid Anglo-Saxons to appreciate the extent to which other countries are stirred by old defeats. I used to think that the Irish were daft enough harping on about the Battle of the Boyne, until I went to College in North Wales and was constantly exhorted to 'Remember 1284' by the Nationalists. (For those of you who can't quite recall 1284, among the things that happened that year was the death — stabbed in the back while drinking (by the English of course) — of the last Prince of Wales). Anyway, Tannenberg seems to have galled the Germans in much the same way. Ludendorff revealed in 1919 that he chose the name for his 1914 victory over the Russians quite deliberately although other place names would have done better, just to level the score.

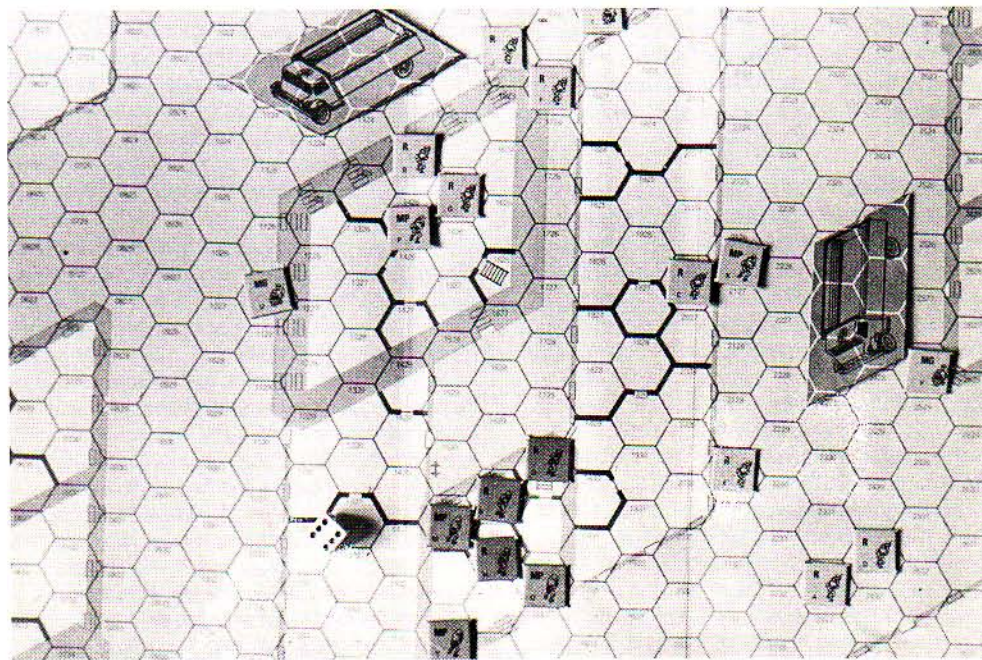
An immense monument shaped as a Teutonic castle was erected on the site of the first battle, and it was here that Hindenburg's ashes were laid in 1934. The final levelling was done in 1939, when one of the first acts of the German forces entering Cracow was to destroy the monument Paderwski has erected in 1910, melting the bronzes for guns and smoothing the ground so that no trace of it remained.

Martin Davis

RESISTANCE: a new scenario for Sniper

Bob Latter

Resistance workers set up in the building (not entire block) containing hexes 1533 and 1730. Draw *one* preservation chit which is kept secret until the game is over. This is the number of men they use, blank=6. The types are MP then R alternately, e.g. chit drawn — 5, resistance workers — MP, R, MP, R, MP. Resistance workers also get blanks to make up a total of 9 units. Units are placed anywhere in the building, any level and kept *face down*.



The opening phase of a 'Resistance' Scenario

The Germans: 3MG, 2MP, 8R, 2 Lorries (satchel charge if chosen). They enter in lorries from any road entry hex. Move at full speed.

Resistance men do not move until the Germans are sighted with one exception: throw the die each move and when a six is thrown a telephone call warns them of a raid and they may move.

Victory points: resistance men get a % for the men they get off the board (in any direction) and a bonus of 5% for every dead or incapacitated German. Wounded or incapacitated resistance men count as ½ a man, dead as ¼. Example: chit as before — 5 men, 4 blanks. 2 men off unhurt carrying one dead man. 2 Germans killed. 2¼ out of 5 — 45% plus 10% for two dead Germans — 55%. Example: 1 chit drawn so 1MP plus 8 blanks. The man gets off, no dead Germans. So 1/1 — 100% (I know you can get more than 100%, but so what?!)

Victory degrees. Resistance — 100% plus, overwhelming victory; 75% — 99% victory; 50% — 74% draw; 25% — 49% defeat; 0% — 24% disaster.

Panic levels: Germans 1, Resistance 1. Only operative after Resistance sight, or are informed of, Germans. No preservation levels.

I would welcome any comments on play balance etc, as I have a fiendish follow-up in mind, if this is of interest. Note that really it is just a combination of block taking and cordon, with perhaps a hint of ambush if the phone rings early. Blank counters or upside down units are only exposed when fired on, *affected* by grenade blast or effecting fire. Exposed blanks are removed.

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(Note that resistance workers should be face down)