1410
KORONOWO
WOJNA POLSKO-KRZYŻACKA

KORONOWO 1410

The Grand Master, paying no attention to the rest of the army, charged headlong with his knights at the Polish forces. He intended to claim the glory of victory for himself, regardless of the risk. His flag with the black cross flew proudly above the white cloaks of his brothers.

Their first target were the Tartar lines covering the rest of the army. Then, his cavalry clashed with the Polish troops, who refused to yield.

After the victory at Grunwald, Polish knights had a sense of invincibility and thought little of the Teutonic Order's might. The Polish commanders only waited for the reckless Teutonic Knights to attack with their forces divided. They took immediate advantage of the situation, and the Polish forces struck Kuchmeister with an entire flank. After several charges, the Grand Master was surrounded. The Polish knights captured his banner, which caused quite a stir among the other units. Kuchmeister himself managed to escape the encirclement, but his knights perished.

INITIAL SET UP:

POLES:
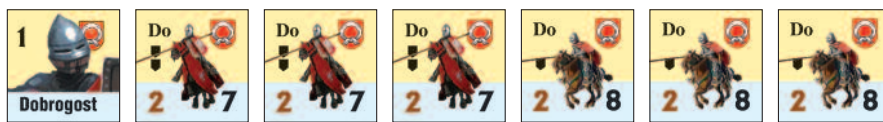
2915

2915 (1)

od 2117 do 2123 ×7

2319

2319 (1)

2322

2322 (1)

2711 (1), 2413 (1), 236 (1), 3010 (1), 3307 (1)
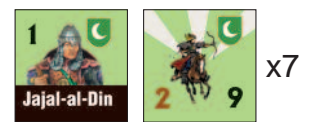
2028   4625   4918   4310   4020

FOOTNOTES:

– Initiative: Poles.
– During the first movement phase, Poles can use 1/2 of their movement points.
– Scenario length: turns **1–20**.
– In the 5th, 10th and 15th turn, no combat can take place, and troops must be moved (taking into account their current state) to their starting hexes. Scattered troops return to the game.
– The Battle of Koronowo consisted of a series of clashes with intermittent fighting (with rest breaks). For this purpose, appropriate "Fatigue" indicators have been assigned to specific commanders and the player controlling them will have to decide if they want to bring weakened units into the battle or wait until they are rested. "Fatigue" applies only to the Teutonic Order.

Bolko – 8
Saxony – 8
Czech – 7
Maisen – 6
Bavaria – 6
Rhineland – 5
Thuringia – 4
Kuchmeister – 3

– In the first three turns, only the Polish troops and Kuchmeister's units can move and participate in combat.
The Polish forces cannot attack any other units apart from Kuchmeister's cavalry.
– Morale: **+1** (first position).

1

TEUTONS:

Kuchmeister — 3

1817 (1)
1820 (1)
1722 (1)

Czech — 7

2702 (2)

Bolko III — 8

2009 (1)

Bavaria — 5

2006 (1)

Rhineland — 4

2304 (1)

Meissen — 6

2201 (1)

Saxony — 8

2307 (1)

Thuryngia — 3

2606 (1)

VICTOTY CONDITIONS:

POLES

– Automatic victory when the Polish Morale indicator is at **+3**.
– For each commander killed   **3** VPs
– For each cavalry unit destroyed   **2** VPs

TEUTONS:

– Automatic victory when the Teutonic Order's Morale indicator is at **+3**.
– For each commander killed   **3** VPs
– For each cavalry unit destroyed   **2** VPs
– For each infantry unit destroyed   **1** VP

BOLKO

The Kuchmeister's defeat was a complete surprise to the allied troops. Bolko immediately reoriented his troops and tried to cover the Teutonic Order's flank from the south. However, he had no chance of winning the battle on his own. The remaining units waited for the situation to unravel.

But the Poles, lifted by victory, did not intend to stand idly. They immediately charged at Bolko's knights and engaged them in a ferocious melee. The right Polish flank absorbed the attack of the Teutonic Knights and bravely stood their ground in the battle. For a moment, the Teutonic Order gained the upper hand, but after several charges of the reserves, the Poles reclaimed control over the battlefield.

Kuchmeister, standing behind his forces, was helpless. Just a few hours earlier, he had wanted a glorious battle, but now he was trying to find someone to put the blame on, failing to admit his own errors.

INITIAL SET UP:

POLES:

2915   2915 (1)   915 (1)

1819 (1)   2319   2320   2220   3501   3502

1419 (1)

2711 (1), 2413 (1), 2316 (1), 3010 (1), 3307 (1)
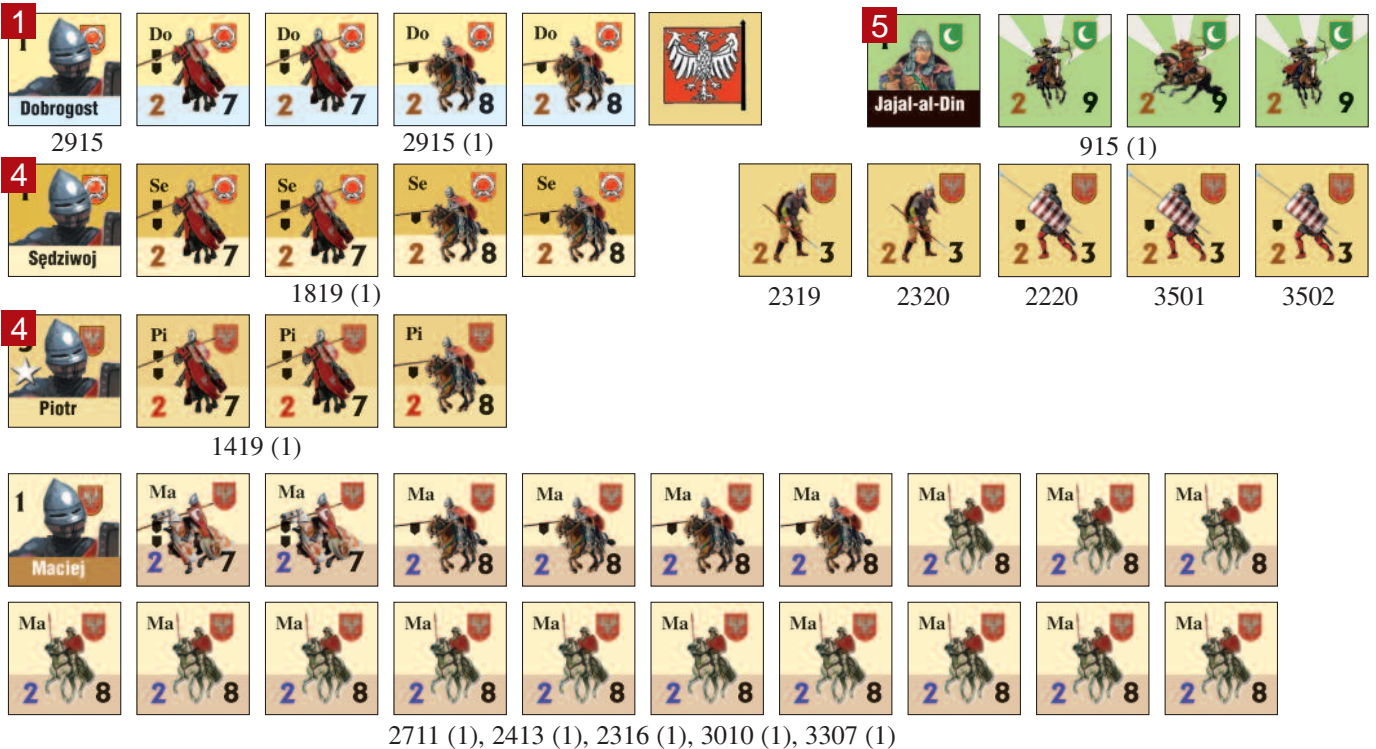
FOOTNOTES:

— Initiative: Poles.

– Scenario length: turns **6–20**.

– In the 10th and 15th turn, no combat can take place, and troops must be moved (taking into account their current state) to their starting hexes. Scattered troops return to the game.

– Kuchmeister moves until turn 11.

– Fatigue:

Bolko - **5**, Saxony - **3**, Czech - **3**, Maisen - **2**, Bavaria - **4**, Rhineland - **1**, Kuchmeister – **9**.

Jajal-al-Din - **5**, Sędziwoj - **4**, Piotr - **4**, Dobrogost - **1**.

– Morale: **+1** (first position for the Poles).

9 · Kuchmeister · 1502

K ⚫⚫ 2 7 · 1502

1 · Thuryngia · Tu 2 8 · Tu 2 8 · Tu 2 7 · Tu 2 7 · Tu 2 7 · 2606 (1)

3 · Czech · Cz 2 7 · Cz 2 7 · Cz 2 7 · Cz 2 8 · Cz 2 8 · Cz 2 8 · Cz 2 8 · Cz 2 8 · 2702 (2)

5 · Bolko III · Bo 2 7 · Bo 2 7 · Bo 2 8 · Bo 2 8 · Bo 2 8 · 1514 (1)

4 · Bavaria · Ba 2 7 · Ba 2 7 · Ba 2 8 · Ba 2 8 · Ba 2 8 · 1912 (1)

1 · Rhineland · Na 2 7 · Na 2 7 · Na 2 8 · Na 2 8 · Na 2 8 · 2304 (1)

2 · Meissen · Mñ 2 7 · Mñ 2 7 · Mñ 2 8 · Mñ 2 8 · Mñ 2 8 · 2201 (1)

3 · Saxony · Sa 2 7 · Sa 2 7 · Sa 2 8 · Sa 2 8 · Sa 2 8 · 2307 (1)

VICTOTY CONDITIONS:

POLES

– Automatic victory when the Polish Morale indicator is at +3.	
– For each commander killed	3 VPs
– For each cavalry unit destroyed	2 VPs
– For a captured banner	3 VPs

TEUTONS:

– Automatic victory when the Teutonic Order's Morale indicator is at +3.	
– For each commander killed	3 VPs
– For each cavalry unit destroyed	2 VPs
– For each infantry unit destroyed	1 VP
– For a captured banner	3 VPs

THE RETREAT

Fleeing westward was the only thing the Teutonic Order and its allies could do. However, their way out was cut off by the Polish troops. Kuchmeister brought the Silesian banners to his aid, but they were also blocked by the Poles.
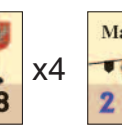
The Knights of the Order cared for no one, intending only to escape. Honourable captivity was not an option since they were not be sure their brethren would clean out the treasury to buy back their freedom. Thus, the weakened cavalry moved to a final charge.
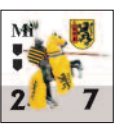
But the Poles also no longer had much strength at their disposal. Fighting on two fronts, they had to manoeuvre their forces very carefully. This seemingly victorious battle could still have turned into a tragic defeat casting a shadow on the victory at Grunwald.

INITIAL SET UP:

POLES:

1808 (1)

1703 (1)

2216 (1), 2512 (1), 2810 (1), 3107 (1)

1401 (1)

2322 (1)

3301

1808 (1)

TEUTONS:

905 (2)

4513 (1)

3427 (1)

905

3625 (1)

3823 (1)

4218 (1)

4020 (1)

4316 (1)

FOOTNOTES:
– Initiative: The Teutonic Order.
– Scenario length: turns **13–20**.
– Fatigue:
  Bolko - **5**, Saxony - **3**, Czech - **3**, Maisen - **2**,
  Bavaria - **4**, Rhineland - **1**, Kuchmaister – **9**.
  Jajal-al-Din - **5**, Sędziwoj - **4**, Piotr - **4**,
  Dobrogost - **1**.
– Morale: **+1** (first position for the Poles).

VICTOTY CONDITIONS:

POLES	
– For each Teutonic Order unit remaining on the board	**1** VP

TEUTONS:	
– For each unit moved off the western edge of the board	**1** VP

COMBAT TABLE

2 x D6	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1
2	-	-	B1	B2-1	B2	-1/B2	-1/B3R	-1/B4R	-1/B4R	-1/B5R	B5R	-1/B5R
3	-1/-1	-	-1/B1	B1-1	B2-1	B2-1	B3	-1/B3	-1/B4	-1/B5	-1/B5	-1/B5-1
4	-1/-	-1/-1	-	B1	B2	B2	-1/B2	B3-1	B3	B4	B5	B5-1
5	A1	-1/-	-1/-1	-1/B1	B1-1	B2	B2-1	B2	B3-1	B3	B4-1	B5
6	A1-1	A1R	-1/-	-	B1	B1-1	B2	B2-1	B2	B3-1	B3	B4
7	A1-1	A1-1	A1	-1/-1	-1/B1	B1	B2	B2	B2-1	B2-1	B3-1	B3
8	A1	A1	A1-1	-1/-	-	-1/B1	B1-1	B2	B2	B2	B2	B3-1
9	A2-1	A2	A1	A1	-1/-1	-	B1	B1-1	B2	B2	B2-1	B2
10	A2-1	A2-1	A1	A1-1	-1/-	-1/-1	-1/B1	B1	B1-1	B2	B2	B2-1
11	A3-1	A3	A2-1	A1	A1	-1/-	-	-1/B1	B1	B1-1	B2	B2
12	A4-1R	A3-1R	A2-1R	A1R	A1-1	A1	-1/-1	-1/-1	-1/-1	-1/-1	-1/B1-1	-1/B2-1
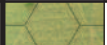
COMBAT SCATTER

Combat result	Unit Type				
	Infantry	Infantry ⬇	Cavalry	Cavalry ⬇	Cavalry ⬇⬇
B1/A1	1	-	-	-	-
B2/A2	1-2	1	1-2	1	1
B3/A3	1-3	1-2	1-3	1-2	1
B4/A4	1-4	1-3	1-4	1-3	1-2
B5/A4	1-5	1-4	1-5	1-4	1-3

PURSUIT

Hexes from Commander	1 x D6	Result
1	1	PO
2	1-2	PO
3	1-3	PO
4	1-4	PO
5	1-5	PO

Terrain Influence for Moove and Combat

Terrair:		Terrain Influence		Combat
		Infantry	Cavalry	
clear		1	1	-
stream		+2	+4	-1
forest		2	4	-2
slope		+1	+2	-1
swamp		prohibited	prohibited	1/2 A