

KURZĘTNIK 1410



Many historical studies and analysis have already been written about the potential possibility of fighting the battle of Kurzętnik in 1410. We will allow ourselves to present this "hypothetical" battle in the form of a game. Polish-Lithuanian troops approached the crossings from the south-east and their intention was to cross the river Drwęca while avoiding the possibility of being destroyed during the crossing.

Meanwhile, the Teutonic Knights prepared their positions well. Along the main river, mostly along the royal road, they placed archers and crossbowmen. These units were entrusted with the task of softening the Polish forces during their cross-

ing the river. Soon after, the Teutonic cavalry could launch effective counterattacks with its best forces. The plan of defending the crossing was very simple and contained no surprises. The Teutonic Knights wanted to break the Polish-Lithuanian army in small groups.

How could King Jagiełło oppose it? First, he should carry out the crossing in parallel on several sections. There were numerous fords on Drwęca, which had to be mustered in order to be able to think about further success. Only after that it was possible to think about a further attack on the main forces of the Teutonic order.

SETUP:

POLES:
Cavalry x 21, Crossbowmen, Archers x 6
Jagiełło, banner
south bank, 6 hexes and more
from the river

LITHUANIA:
Cavalry x 21, Witold, banner
south bank, 9 hexes and more
from the river

TATARS
Cavalry x 7, Dzalal south bank

TEUTONS:
v **Jungingen**, banner Cavalry x 30
north bank of river Drwęca,
8 hexes range from the river and more.
Crossbowmen x 10
north bank of river Drwęca,
4 hexes range from the river and more.
Archers x 10
north bank of river Drwęca,
4 hexes range from the river and more.

Footnotes:

- Crossing the ford costs +3 MP (cavalry) and +1 MP (infantry)
- Crossing the ford on the main road costs +1 MP (for all units)
- Game starts on the turn 1

REINFORCEMENTS:

POLES (P):
3 turn 1 x Archers, 10 x Cavalry
5 turn 1 x Archers, 10 x Cavalry
7 turn 10 x Cavalry
9 turn 10 x Cavalry
11 turn 10 x Cavalry
13 turn 10 x Cavalry
15 turn 10 x Cavalry
Starting with turn 16 – 3 infantry units
for each turn. Commanders and banners

can enter the game with any turn, one
commander and one banner per turn.

LITHUANIA
4 turn 5 x Cavalry, 2823
6 turn 5 x Cavalry, 2823
8 turn 5 x Cavalry, 2823
Commanders and banners can enter the
game with any turn, one commander and
one banner per turn.

TEUTONIC KNIGHTS
4 turn 10 x Cavalry
6 turn 10 x Cavalry
8 turn 10 x Cavalry
10 turn 10 x Cavalry
12 turn 10 x Cavalry
14 turn 10 x Cavalry
16 turn 10 x Cavalry

VICTORY CONDITIONS:

- For each commander killed 16 VP
- For each destroyed cavalry unit 4 VP
- For each crossbowmen unit destroyed 3 VP
- For each archer unit destroyed 2 VP
- For each infantry unit destroyed 1 VP
- For controlling the ford on the main road 30 VP

TERRAIN INFLUENCE

terrain:	move		Combat
	infantry, tabor	cavalry / commander	
clear	1	1	-
road	1	1/2	-
ford	+1	+3	+1
slope	+1	+1	
forest	2	3	
wet	3	3	1/2 A