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# GRUNWALD

BATTLE OF THE MASURIAN LAKES



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# GRUNWALD 2024

The fact that Soviet troops concentrated around Kaliningrad were about to strike south was hardly a surprise. The Germans, with their country devastated by a natural disaster, pleaded to their allies for help. However, the “unrivalled” Soviet army faced Polish defenders, who stood defiantly on their way.

At dawn on 17 September 2024, the Soviet onslaught came crashing down with full force across the border near Braniewo and Bartoszyce. The attacking forces used both

modern equipment and machines that were mothballed for decades.

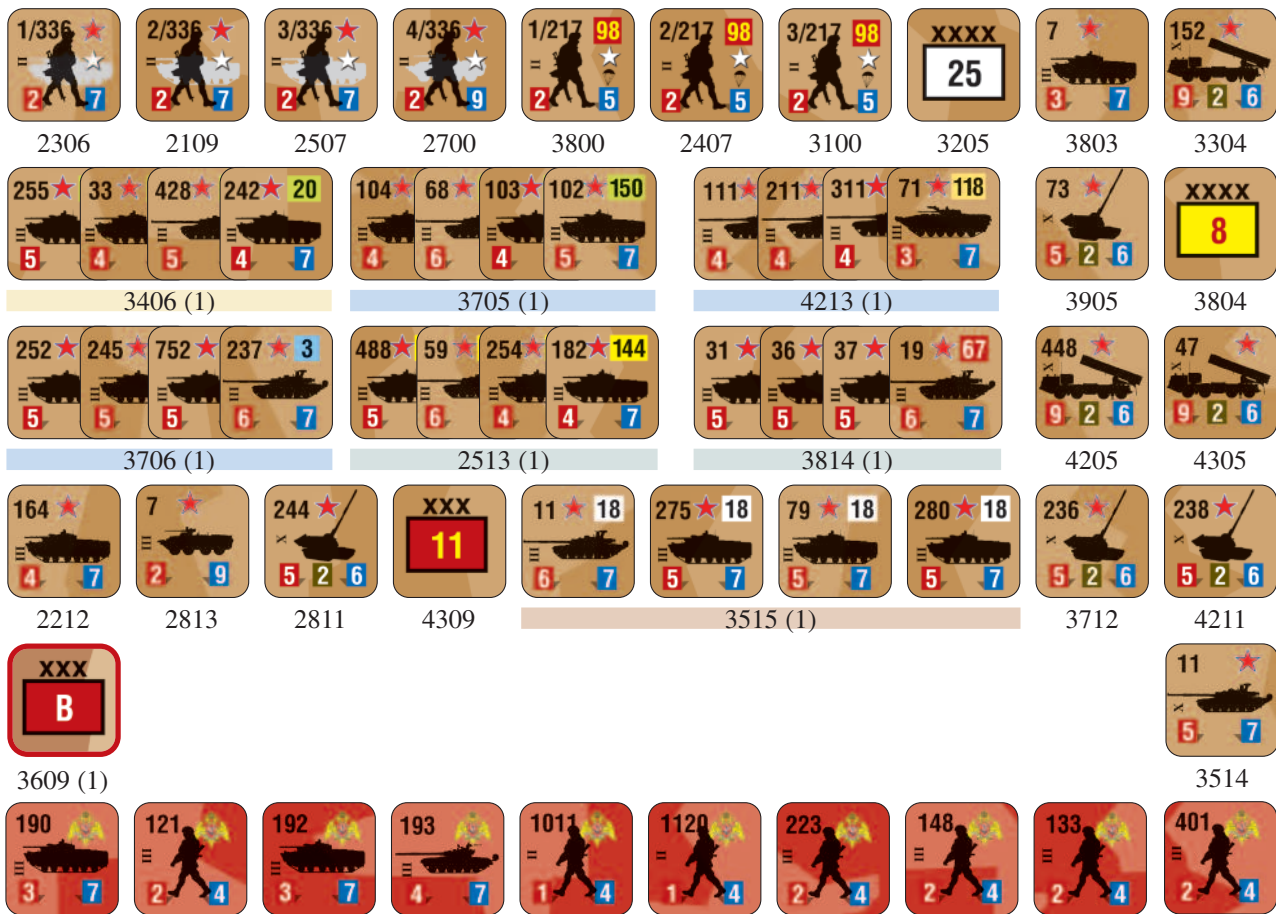
Immediately after crossing the Polish border, the enemy encountered resistance from the Territorial Defence Force supported by the reconnaissance elements of the 16th Division. Spike, Javelin, TOW and Piorun missiles launched towards the invading forces criss-crossed the sky. But despite their best efforts, the defenders were forced to retreat due to superior enemy numbers.

### SET UP:

#### POLES:



#### RUSSIANS:





FOOTNOTES:

- Initiative: the Soviets.
- Supply:  
Russians – Kaliningrad, S, R, P.  
Poles – A, H.
- Scenario length: 17–22 September 2024
- Each day, after the combat phase, the Poles must take any unit from the 9th or 20th Brigade off the map.
- Each day, during the Soviet movement phase, the Soviet player may transport one unit of the 336th Brigade by sea. Roll a die, result:  
1–2 – no effect,  
3–5 – loss of 1 strength level,  
6 – the unit returns to its starting hex.
- Each day, at the end of their combat phase, the Soviet player must lose 1 strength level in any of their own units (among those that have participated in combat or moved),
- [-4 strength levels] – a unit with 4 strength levels lost.





The entire unit (16<sup>th</sup> Division)





POLES:

REINFORCEMENTS:

	EW:	SPEC:		
17	2	2	2	2
18	2	1	+2	+2
19	2	1	+2	+2
20	1	1	+2	+2
21	1	1	+2	+2
22	1	1	+2	+2

RUSSIANS:

REINFORCEMENTS:

	EW:	SPEC:		
17	2	3	6	6
18	2	2	+4	+5
19	2	2	+4	+5
20	2	2	+3	+4
21	2	2	+3	+4
22	1	2	+3	+4



VICTORY CONDITIONS:

SOVIETS:

- For each city hex (in Poland) 2 VPs
- For each village hex (in Poland) 1 VP  
(only applies to the Soviets)



# "GATEWAY"

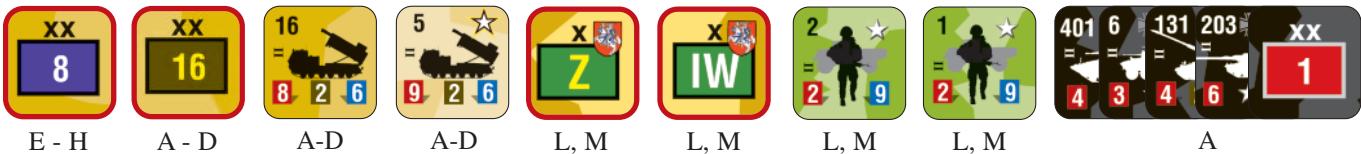
The last military operation in the Warmia and Masuria region in 2024 was a Polish counterattack on Soviet troops controlling the area of Olsztyn and Elbląg. Two strengthened Polish divisions began their assault from the south and west, trying to encircle the concentration of enemy forces defending Olsztyn. Another attack was to be launched at Braniewo and the state border.

Initially, the attack of the Polish corps was supported by a strong air force, but in view of all the events on the front, even a successful operation had to end in a deep withdrawal in August 2024.

The clashes were fought with mixed results, but the tactical advantage was on the Polish side.

## POCZĄTKOWE ROZMIESZCZENIE WOJSK:

### POLACY:



### FOOTNOTES:

- The game is a continuation of the "Grunwald 2024" scenario.
- The Polish units destroyed in the "Grunwald 2024" scenario are removed from the game.
- German units can only move on the following roads: S22 and 54 (in Poland) and A107 and A194 (in Russia) and up to 1 hex away from the road.
- Initiative: NATO.
- Scenario length: 23–29 September 2024
- Only those units of the 9th and 20th Brigades that were removed from the map in the previous scenario take part in the counterattack.
- After the end of the scenario, compare the VPs with the "Grunwald 2024" scenario. The player with the most VPs wins.

### RUSSIANS:

The Russians are in the same positions as at the end of the „Grunwald 2024” scenario.

## VICTORY CONDITIONS:

### POLES:

- For each city hex 2 VPs
  - For each village hex 1 VP
- (only applies to the Poles)



### POLACY:

#### REINFORCEMENTS:

	EW:	SPEC:		
23	2	2	6	6
24	1	1	+2	+2
25	1	1	+2	+2
26	1	1	+2	+2
27	1	1	+2	+2
28	1	1	+2	+2
29	1	1	+1	+2

### SOWIECI:

#### REINFORCEMENTS:

	EW:	SPEC:		
23	2	1	2	2
24	2	1	+3	+3
25	2	1	+4	+4
26	1	1	+5	+4
27	1	1	+6	+4
28	1	1	+5	+4
29	1	1	+4	+4



## VICTORY CONDITIONS:

### SOVIETS:

- For each city hex 2 VPs
- For each town 1 VP

### POLES:

- For each city hex 2 VPs
- For each town 1 VP

### UZUPEŁNIENIA:





# GRUNWALD 2025

The NATO offensive began on 15 May 2025. The cities of Szczecin, Wrocław and Poznań were captured after a quick crossing of the Oder River. The remnants of the East German army surrendered near Oleśnica. The Soviets retreated in disarray, unable to form any real defensive lines. The local inhabitants did what they could to cripple the logistics. Even mass arrests and executions of captured men could not forestall open rebellion against the Soviet occupiers. The puppet government led by Meller and other post-communists, issued an official statement to the European authorities, requesting them to respect democracy. The communique was left unanswered, and the communists moved their headquarters to Białystok.

The American V Corps spearheaded the assault towards Toruń and Olsztyn, composed of: the 8<sup>th</sup> Division (USA), supported by the 9<sup>th</sup> Brigade and 8<sup>th</sup> Division (Poland), the 1<sup>st</sup> Division (Germany), the 4<sup>th</sup> and 7<sup>th</sup> Czech Brigades and two Lithuanian Brigades.

The objective of the attack was capturing Olsztyn and Elbląg – the cities were to be encircled and cut off by rear units. A German division, which caused some “political” problems in the Western Pomerania, was to arrive in the area of operations from the west. Invoking their constitution, the Germans set up their own administration in the liberated cities (which until 1939 were part of the Third Reich), which immediately prompted strong reaction from the Polish communities.

## INITIAL SET UP:

### NATO:



### REINFORCEMENTS:



3 VI: A, B, C

### RUSSIA:



### NATO:

#### REINFORCEMENTS:

	EW:	SPEC:		
1	3	3	8	8
2	2	+2	+4	+5
3	2	+2	+4	+5
4	2	+2	+3	+4
5	2	+2	+3	+4
6	1	+1	+2	+3
7	1	+1	+2	+3
8	1	+1	+2	+3

### RUSSIA:

#### REINFORCEMENTS:

	EW:	SPEC:		
1	2	2	4	3
2	1	+1	+3	+3
3	1	+1	+3	+3
4	1	+1	+3	+2
5	1	+1	+2	+2
6	1	+1	+1	+1
7	1	+1	+1	+1
8	1	+1	+1	+1



### FOOTNOTES:

- Scenario length: 1–8 June 2025.
- Initiative: NATO
- Polish and German can never occupy the same hex. Additionally, they cannot attack together or move through one another’s positions.

# KRÓLEWIEC

The attack intended to eradicate the Soviet forces in the Kaliningrad region was launched on 9 June. The US V Corps was tasked with capturing Kaliningrad or, in case of failure to do so, cutting it off from the east.

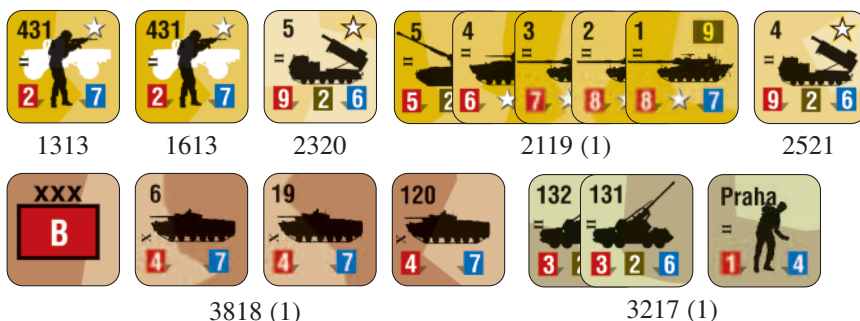
Allied troops reached the River Pregolya fairly quickly, but fording it took more than 48 hours. The Soviets had prepared this last line of defence rather well, and although they knew that the enemy would penetrate it, they intended to inflict heavy losses nonetheless.

Some friction was unavoidable, since General Rommel, the commanding officer of the German Division (the great-

grandson of the Desert Fox himself) was desperate to be hailed as the “liberator” of Kaliningrad (or should we say Königsberg). American military intelligence came into possession of maps from the German division’s headquarters with world war 2 insignia and documents serving as political justification for the reclamation of this area to Germany. The corps commander’s response was to move the Polish 9th Brigade to the Braniewo area with the task of controlling the S22 expressway. Taking these orders literally, the Polish forces controlled it so tightly that no German troops could use it.

## INITIAL SET UP:

### NATO:



### RUSSIA:



### NATO:

#### REINFORCEMENTS:

	EW:	SPEC:		
9	3	1	5	5
10	2	1	+3	+4
11	2	1	+3	+3
12	2	1	+3	+3
13	2	2	+3	+3
14	1	2	+2	+3
15	1	2	+2	+3
16	1	2	+2	+3
17	1	2	+2	+3

#### Footnotes:

- Scenario length: 9–17 June 2025
- Initiative: NATO
- Soviet units located up to 3 hexes from the border are fortified.
- The scenario could be a continuation of the “Grunwald 2025” scenario. In that case, it lasts until 17 September, with all the consequences from that scenario (i.e. loss of unit strength and territorial gains).
- Polish and German can never occupy the same hex. Additionally, they cannot attack together or move through one another’s positions.
- Some Belarusian units fight on NATO side.

## VICTORY CONDITIONS:

### POLES:

- Automatic victory for occupying a greater part of Kaliningrad.
- For each city hex 2 VPs
- For each town 1 VP (north of the Pregolya)







# GRY STRATEGICZNE WAR GAMES KRIEGSSPIELE JEUX DE GUERRE



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