BALKAN WARS: PRELUDE TO DISASTER, 1912-1913

Designer: Joseph Miranda • Developer: Keith Schlesinger • Map Artist: Mark Simonitch •Counters: Callie Cummins & Christine Lockwood

(1) INTRODUCTION

BALKAN WARS is an operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. The rules are intended to be used as an integrated whole, but certain rules sections receive an advisory in **bold italics** indicating that they are probably unsuitable for beginners, competitive tournament players, and solitaire enthusiasts who wish to avoid being slowed down or confused by complex rules and procedures.

There are two scenarios, one each for the First Balkan War and the Second Balkan War. In the first war, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman Empire for control of the Balkans. In the second, Bulgaria fights its former allies for possession of the spoils from the just concluded contest. In both, the possibility of Great Power intervention and even a genuine World War casts its shadow over the situation.
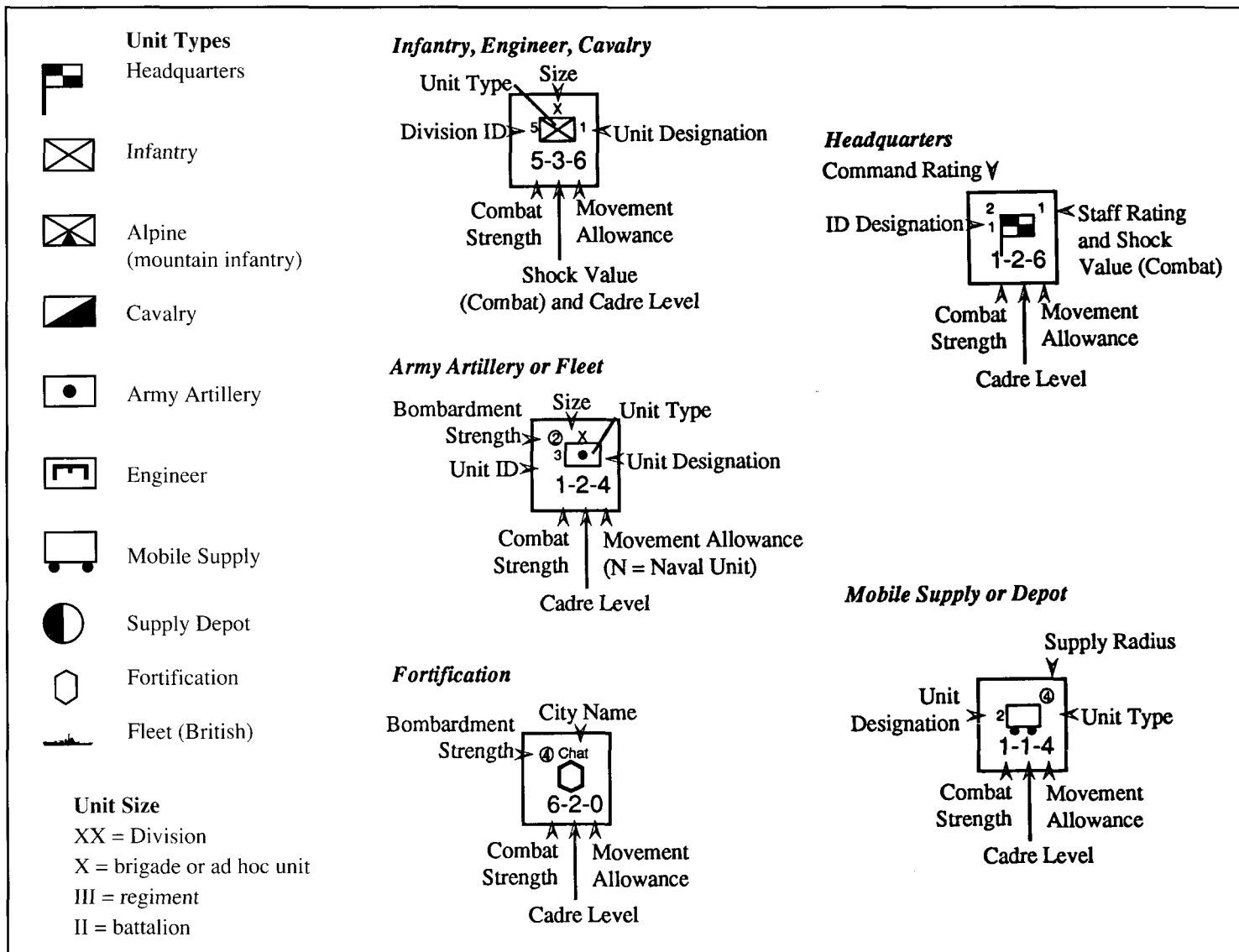
IMPORTANT REMINDER: Before punching out any counters, photocopy the front side of the countersheet to preserve a record of all unit values and assure proper scenario setups.

1. General Course of Play

Each side commands the forces of a coalition of belligerent countries, depending upon the scenario. The game is played in turns representing one week of real time. During a turn, a side may move its units, attack, and then attempt to rally its demoralized units. Combat is resolved on the Combat Results Table; this uses an odds ratio modified for troop performance, quality, terrain, and the like. Also important in each turn are Political Events; these bring into play the wide variety of diplomatic and strategic factors which had a decisive effect on the operations of the war.

2. Game Scale

Each game turn equals one week. Each hex is approximately 15 kilometers across (about one day's march). Each regiment is about 1-4,000 men. Each brigade is about 2-8,000 men. Each division is about 5-10,000 men.

Unit Types

Headquarters

Infantry

Alpine (mountain infantry)

Cavalry

Army Artillery

Engineer

Mobile Supply

Supply Depot

Fortification

Fleet (British)

Unit Size
XX = Division
X = brigade or ad hoc unit
III = regiment
II = battalion

Infantry, Engineer, Cavalry

Unit Type — Size
Division ID — Unit Designation
5-3-6
Combat Strength | Movement Allowance
Shock Value (Combat) and Cadre Level

Army Artillery or Fleet

Bombardment Strength — Size — Unit Type
Unit ID — Unit Designation
1-2-4
Combat Strength | Movement Allowance (N = Naval Unit)
Cadre Level

Fortification

Bombardment Strength — City Name
6-2-0 Chat
Combat Strength | Movement Allowance
Cadre Level

Headquarters

Command Rating
ID Designation — Staff Rating and Shock Value (Combat)
1-2-6
Combat Strength | Movement Allowance
Cadre Level

Mobile Supply or Depot

Supply Radius
Unit Designation — Unit Type
1-1-4
Combat Strength | Movement Allowance
Cadre Level

3. Game Equipment

A complete game of **Balkan Wars** should include the following:

One game map
One set of game rules
240 die cut counters
One set of player aid sheets
At least one six-sided die(*)
13 spare markers or coins(*)

(*) Players must provide their own. It will help to have two differently colored dice to speed up some game procedures.

Most activity on the **map sheet** takes place on the Operational map. A hexagonal grid has been superimposed on the mapsheet to regularize movement and placement of units, and to delineate terrain types. Units are placed in hexes, and must remain within the hex boundaries at all times. Note that there are two sets of national borders on the map, one representing the situation in 1912, the other 1913. See the Terrain Effects Chart on the map for details. Additionally, an area is printed on the map representing off-map portions of the Ottoman Empire.

The **counters** (square cardboard playing pieces) represent the armed forces available to fight in the Balkans. There are two basic types of counters in the game: *units*, which represent military forces; and *markers*, which are used to record various game functions and other information.

Various **Game Charts and Tables** are used to conduct certain game functions, and to simplify certain game procedures.

4. Military Units

There are no Turkish or Greek fleets in the game. These are handled abstractly using Amphibious Operations (5.7) and the "Naval Engagement" event (#61-62).

Sample Units

NOTE: all units have national symbols on the back, which can be used to hide a unit's identity until it is revealed. See Fog of War (12) for details.

5. Game Markers

Note that markers indicate one thing on the front and another on the back. Use whichever side is needed for the current game function.

Game Turn: indicates the current turn on the turn track.

"D": indicate units which have become Demoralized.

⊓⊓⊓ : indicate units which have become entrenched.

OOC: indicates unsupplied attacking unites during combat.

Railhead: Used to indicate the furthest extent of a player's usable rail net when employing the optional "rail cutting" rule. See Combat Supply (6.1).

In addition, players must provide one coin or spare marker for each nation listed on the Diplomatic and National Morale Displays. When using coins on the National Morale

Display, place each coin on its "heads" side at the start to indicate a normal morale state. Flip it over to the "tails" side after the country makes the one National Rally attempt (10.3) allowed during a game. When using spare counters on the National Morale Display, write the word "NORMAL" on the front and "RALLIED" on the back. *These markers may be printed in a future issue of S&T, if space becomes available.*

6. Charts and Tables

• **Combat Results Table:** used to resolve combat.

• **Diplomatic Conflict Table:** Used to conduct Diplomatic Conflict.

• **Diplomatic Display:** shows which Great Powers are allied to each side.

• **Enemy Prisoners of War box:** captured enemy units are kept here on the mapsheet.

• **Events Table:** Gives explanations of all Political Events.

• **Mobilization Costs Chart:** determines how many Mobilization Points must be spent to receive a unit.

• **Mobilization Pool:** Each side has a convenient location printed on the map to store units available for Mobilization.

• **National Identity Chart:** lists each country's color scheme and symbol used on military units.

• **National Morale Chart:** determines changes in National Morale due to Combat, capture of cities, and Mobilization. Printed on the map.

• **National Morale Display:** used to record each country's National Morale. Printed on the map.

• **Ottoman Off-Map Display:** holds Turkish units and Depot symbols in Asia.

• **Terrain Effects Chart:** Lists terrain types, movement costs, combat effects, and other pertinent information. Printed on the map.

• **Turn Record:** the Game Turn marker is used to indicate the current turn. The track determines when scenarios begin and end, as well as when players can perform Mobilization. Printed on the map.

• **Unit Identification Chart:** lists abbreviations found on the combat units. (Included with the Game Notes printed elsewhere in the magazine.)

7. Definition of Terms

Cadre Level: the general level of training, leadership and organizational efficiency of a unit.

Combat strength: the basic military strength of a unit when attacking or defending.

Command Rating: The ability of a Headquarters to take decisive military actions; in game terms: a headquarters may influence the movement, combat and rally of friendly units within a number of hexes equal to this rating.

Demoralization: a unit not currently in Good Order due to combat effects. Must be located beneath a "D" marker to indicate its status.

Division ID: the unit's superior military organization, of which it is a part. Included for historical flavor only.

Enemy Player: not the friendly player.

Friendly: the side performing the current player turn or other game function. The other side is the "Enemy."

Good Order: a unit that is not Demoralized, and can function normally.

Great Powers: Austro-Hungary, Germany, Italy, Russia, Britain and France.

Hidden: a unit on its back side, containing its nation's letter code and symbol. When using Fog of War rules, it may not be examined by the opponent until Revealed.

Movement Allowance: the basic number of clear terrain hexes a unit may move in a turn. Other terrain and Zones of Control (8) will reduce the number of hexes a unit actually enters during a friendly Movement segment.

Open Status: indicated by having the unit on its front side. This means the enemy player may freely examine it.

Revealed: a unit that is no longer hidden, according to the Fog of War rules. Flip the unit to its front side, containing all its numerical values and other information.

Staff Rating: this is ability of a Headquarters to conduct detailed planning and coordinate support. It forms a part of an HQ's Shock Value, and is also used to assist units to Rally.

Unit Designation: the unit's own identification, number or name. Some are historical, others are generic.

(2) SEQUENCE OF PLAY

Beginners & Competitors: skip those portions in bold italics.

GENERAL RULE: **Balkan Wars** is played in a series of **Game Turns**. Each Game Turn is divided into a **Diplomacy Phase**, two **Player Turns**, and an **End of Turn Phase**. The scenario designates which side is the "First Player" and which is the "Second Player." Each player turn is further divided

into a number of **segments**. The exact Turn Sequence is as follows—

DIPLOMACY PHASE

• Roll on the Events chart and immediately apply the result (3.1).

• Receive Great Power allied units (3.2) and deduct victory points for doing so (14.1).

• Players agree to Prisoner Exchanges (3.3).

• Receive National Morale Points based on allied Great Power Diplomatic Strength (3.4).

• The side with the greater allied Diplomatic Strength may declare a Diplomatic Conflict (3.5). (In case of a tie, the First Player does so.) If that side passes instead, the opponent has the chance to do the same. If both sides pass, the Phase immediately ends. Otherwise, resolve the Conflict. If the game does not end immediately after consulting the Diplomatic Conflict Table, proceed with the turn.

FIRST PLAYER TURN

• **Mobilization Segment:** On every turn marked "Mobilize" on the Turn Track, the First Player raises any new units and replaces losses (4). *Flip all units to their "Fog of War" sides even if no mobilization occurs (12).*

• **Movement Segment:** The First Player moves some, none, or all friendly units in accordance with the rules (5, 7, 8).

• **Combat Segment:** The First Player may attack with some, none or all friendly units as determined by the Combat rules. The First player checks the supply status of all friendly units prior to resolving each attack (6, 7, 8).

• **Rally Segment:** the First player attempts to rally any friendly Demoralized units (10).

SECOND PLAYER TURN

Exactly the same, except the "Second Player" performs all the segments.

END OF TURN PHASE

Move the game turn marker to the next space on the Turn Record Track, unless the marker is currently in a space marked "END SCENARIO." When this occurs, play ends and the winner (if any) is determined.

(3) DIPLOMACY

Beginners, Competitors, Solitaire players: skip this rule.

GENERAL RULE: During the Diplomacy Phase, the players determine whether a Special Event will occur, whether any Prisoner Exchange will happen, and what sort of diplomatic conflict will occur during the current game turn. The players may propose

and work out any sort of mutually agreeable Prisoner of War (POW) Exchange. Only units that have Surrendered and been placed in the appropriate Enemy Prisoners of War box are eligible to be exchanged.

1. Events

• One player rolls two dice and checks the Events Table. It does not matter which player performs this task; it is suggested that players alternate from turn to turn. Regardless of who rolls, the results may apply to either or both players.

• Treat the first number rolled (or one colored die) as the "tens" digit, the second number rolled (or differently colored die) as the "ones" digit. For example, a roll of "3" and "6" would be Event number 36.

• Follow the instructions for the event received. Apply all results listed after "[1]" to Scenario #1 (First Balkan War 1912-13). Apply all results listed after "[2]" to Scenario #2 (Second Balkan War, 1913)

• Unless otherwise specified, an Event may occur any number of times during the course of the game.

• Certain events will occur only if certain game conditions are in effect. If they are not in effect, treat the result as "No Event."

2. Great Powers

• Certain Events call for a major European nation (Austro-Hungary, Britain, France, Germany, Italy, or Russia) to intervene and become allied with one side or the other. If the indicated Great Power is currently neutral (i.e. there is no marker beneath its name on the Diplomatic Display located on the map), then the alliance takes place. Place a spare marker in the appropriate row under the country name to indicate with which player the power is allied.

• Allied Great Powers are useful in providing a side with additional Diplomatic Strength and Mobilization Points. See "National Morale" (#4 below) and Mobilization (4.1) for details.

• The side that gains Austro-Hungary, Britain, or Germany as an ally also has the option of receiving ALL of that country's combat units, but doing so will result in an immediate victory point deduction. The decision can be made during any Diplomacy Phase, as long as the Great Power is still an ally.

(1) The British fleet is placed in the friendly Mobilization Pool, and is used during the friendly Combat segment (6).

(2) The Austro-Hungarian 15th Moun-

tain Corps units are set up according to scenario instructions, and behave normally thereafter except that they may NEVER attack (or be attacked by) any Great Power units.

(3) The German Headquarters appears in Constantinople (or any Ottoman combat unit if Constantinople is enemy controlled), if Germany is allied to the Ottoman side. If Germany is allied to the Balkan League or Bulgaria, the HQ appears on any friendly City, or on any combat unit if all the cities are enemy-controlled. Thereafter, it behaves like a normal HQ except that it can influence any units belonging to the allied side. However, it NEVER affects other Great Power units.

• *Automatic Replacements:* any Great Power unit that surrenders or is eliminated is immediately placed TWO spaces down the line on the Turn Record Chart. (If a unit is lost during the Mar. I 1913 turn, it would be placed in the Mar. III space.) During the allied player's Mobilization segment, any friendly Great Power units in the current turn space are returned to play as follows—

(1) Austro-Hungary: place on the Austro-Hungarian Depot. If the unit is the Depot itself, place anywhere inside Austro-Hungary. It may receive another combat unit right away.

(2) Germany or Britain: place the same as in initial setup described above.

• An alliance persists until a result on the Diplomatic Conflict Table requires the Great Power to become neutral or change sides. See "Diplomatic Conflict" (#5 below). Great Power units stacked with units that become unfriendly due to Diplomatic Conflict (3.5) are redeployed according to the initial setup guidelines.

3. POW Exchange

• The players may arrange any terms and conditions they wish. There is no set formula for exchanging units. All units in the POW boxes are kept face up, so each side knows exactly which units are available for trade. Players may bargain favors, ceasefires, or whatever they wish so long as no specific rules are violated or annulled.

• Each returned POW unit is placed beneath a "D" (Demoralized) marker on any friendly controlled City or Town inside its home country. If no City or Town qualifies, then the unit is returned to the POW box.

4. National Morale

• Each turn, the player receives an additional

number of morale points equal to the total Diplomatic strength of all Great powers markers he controls. He can distribute these among any friendly countries as he desires. *Example:* a player has the marker of Britain, Diplomatic strength of "2"; he could give two additional Morale Points to any one of his countries, or one each to two different countries.

• Morale Points are expended for various purposes. See (10.3).

5. Diplomatic Conflict

• Each side determines its current allied Diplomatic Strength. Add the number of points listed under the allies on the Diplomatic Display, and ADD ONE (+1) for EACH of the following—

(1) Austro-Hungarian units are allied and have entered play

(2) German HQ unit is allied and has entered play

(3) British fleet unit is allied and has entered play

• The side with the higher total decides whether to declare a Diplomatic Conflict. In case of ties, the First player makes the decision. If that side decides not to do so, the opponent has a chance to do the same. If both pass, the Diplomacy Phase immediately ends and the First Player Turn begins.

• When a conflict occures, each side secretly selects some, none or all of its total Diplomatic Strength and writes down the number. One point MUST be chosen for EACH allied Great Power whose units have already entered play. Otherwise, zero may be chosen. Diplomatic points are NOT expended or lost simply because they are committed to a Diplomatic Conflict. If the "Great Power Confrontation" event was just received, then both sides must use ALL available Diplomatic Strength. *There are good reasons for NOT committing diplomatic strength, chief of which is that it might lead to World War!*

• Each side makes a die roll and adds the result to its selected Diplomatic Strength. Cross index one side's final total with the other side's final total on the Diplomatic Conflict Table to determine the outcome.

(4) MOBILIZATION

GENERAL RULE: Mobilization Points represent each country's capability to mobilize its manpower and build armaments. Each side can obtain new units and replace losses from its own Mobilization Pool during a friendly Mobilization segment. The scenario

instructions indicate which units begin in the Pool. Additionally, friendly units (except those belonging to an allied Great Power) that are eliminated in combat are added to the Pool, as indicated on the CRT. Great Power units (3.2) are handled differently. *Units in the Enemy Prisoners of War boxes are not available for Mobilization.*

A side receives a number of Mobilization Points each turn for a particular country, which are expended to "purchase" units of the same specific nationality currently in the friendly Mobilization Pool. Some Mobilization Points are not specifically allocated to a particular country. The side receiving the points may distribute them among friendly countries in any way desired. Mobilize all units for one country before moving on to the next.

1. Mobilization Points

• Each friendly country receives a number of Mobilization Points for each of the following—

(1) TWO points for each Depot unit currently inside the borders of the country as they existed at the beginning of the scenario. *Depots counted for Mobilization may NOT use Railroad Movement this turn.*

(2) TWO points for every Morale Point expended from the country's total found on the National Morale Display.

• A side may receive additional Mobilization Points that can be distributed among friendly countries in any combination the owner desires—

(1) Points received from a Political Event in the just completed Events Phase.

(2) The number of Mobilization Points listed on the Diplomatic Display for each Great Power currently allied to the player.

• The Ottoman player always receives SIX (6) Mobilization Points for the three Depots printed in the Ottoman Off-Map Display on the map. *These represent mobilization capacity of far-flung Asian regions of the Ottoman Empire.*

2. Mobilization Costs

See chart on p. 40

• Depots, Army Artillery, and Fortifications may NEVER be mobilized. Once eliminated they cannot return to play.

• HQ, Engineer, and Division-sized units (any type) cost TWICE the unit's printed Cadre Level.

• All other units cost the same as the unit's printed Cadre Level.

• *Great Power (Austro-Hungarian, German, British) units are handled differently.* See "Great Powers" under Diplomacy (3.2) for details.

3. Performing Mobilization

• When a player uses Mobilization Points to purchase a unit, they are expended. The full cost of a unit must be paid immediately, or it cannot be received. Unused Mobilization Points cannot be saved from turn to turn.

• A country's Mobilization Points may only be used to obtain its own units. One country may not give its Mobilization Points to another, or build another country's units.

4. Unit Placement

• Each Depot unit or symbol printed on the map may receive ONE newly mobilized unit of the same nationality per Mobilization segment. Excess units for which no Depot is available must be returned to the Mobilization Pool, but the points used to obtain them are still expended.

• Enemy units and ZOCs adjacent to a Depot do NOT prevent mobilization.

(5) MOVEMENT

GENERAL RULE: Any and all friendly land units may move once during a friendly Movement segment, in any order the owning side desires. *No enemy movement may occur during a friendly Movement segment.* Move each unit individually from one hex to another. Once a unit has been moved, and the player's hand withdrawn, the unit may not be moved again. Units are never required to move. Each unit may be moved as many or few hexes as the player wants, as long as its printed Movement Allowance is not exceeded. Unused movement points may not be accumulated or transferred from unit to unit.

A moving piece must travel along a path of contiguous (connected) hexagons (hereafter called "hexes"). Each time the unit enters a hex or crosses a River hexside, it must spend one or more Movement Points depending on the type(s) of terrain crossed or entered.

Units may never enter a hex containing enemy units. They may move adjacent, but will usually be affected by enemy Zones of Control (8). When a unit lacks the remaining Movement Points to enter or cross any adjacent hex or hexside, it must stop moving for the segment.

1. Special Situations

• A unit may always move one hex per Movement Phase, even if it lacks the move-

ment points to do so. However, the unit may still not enter or cross prohibited terrain. See the Terrain Effects Chart on the map for details.

• A unit may not move directly from one enemy Zone of Control hex to another. EXCEPTION: see "Movement" under Headquarters (9.2).

• A unit may always move through hexes containing friendly units. Stacking limits (7) apply only at the conclusion of a Movement segment.

• No unit may deliberately move off the map.

• *A Demoralized unit has its printed Movement Allowance HALVED (round fractions up).*

• Only Austrian units may enter hexes belonging completely to Austro-Hungary. Only Rumanian units may enter all-Rumanian hexes, even after Rumania becomes an active participant. *These restrictions account for numerous other units defending these regions that were not included in the game, as well as diplomatic conditions.*

• The British fleet is treated differently from other military units. It does not move during the Movement segment. Instead, it is placed during a friendly Combat segment; see "General Rule" under Combat (6).

2. Railroad Movement

All units with a Movement Allowance greater than zero may move by Railroad. In addition, Depots (but NOT Fortifications) may move by Railroad.

• A unit must start a friendly Movement segment on a friendly Railroad hex that contains no enemy ZOCs. This is true even if the hex contains other friendly units not using Railroad Movement.

• If a unit qualifies, it may then move an UNLIMITED number of hexes, as long as each hexside it crosses contains a friendly Railroad symbol and the hex it is entering contains no enemy units or ZOCs. Ignore all terrain costs of the hexes entered and hexsides crossed.

• A Railroad is "friendly" to a unit if it crosses into a hex inside the unit's home country as it existed at the beginning of the scenario being played. Railroads in allied countries may NOT be used.

• A unit using Railroad Movement may perform no other kind of movement, including Road Movement, during the same Movement segment.

• Note that the dashed line indicating a 1913

BALKAN WARS

Railroad (hexes 3333, 3434, 3533, and 3633) may not be used in the First Balkan War, because it did not yet exist.

• Optional: Railroad lines "cut" by the entry of enemy units are treated like roads for the rest of the game, unless a friendly or allied engineer unit remains on the hex an entire Movement segment to repair it. Use the "railhead" markers to keep track of which sections are still usable as Railroads for movement, plus combat supply (6.1).

3. Road Movement

During the course of normal (non-Railroad) movement, a unit entering a hex through a hexside containing a Road ignores all other terrain costs for entering the hex and crossing the hexside, and pays a total of ONE (1) MP for both the hexside and the hex. Players may use roads located anywhere on the map.

4. Bridges

• Any Railroad or Road that crosses a River hexside is considered to be a Bridge. Bridges allow a unit to cross a River hexside at no additional movement cost when using Road or Railroad Movement. Note that several rail lines terminate on either side of the Danube without bridges.

• An Engineer unit that does not move at all in a Movement segment creates temporary bridges across all River hexsides adjacent to the unit. Units that exit or enter the Engineer's hex do NOT pay the additional cost for crossing the River hexside. The instant the Engineer moves out of the hex, the bridging effect is lost.

5. Mountains

• Alpine units, Engineer units, and any units stacked with an Engineer may enter a Mountain hex by paying THREE (3) movement points.

• An Engineer must remain with non-Alpine units until they are no longer located in a Mountain hex. *This represents the clearing of mountain passes.*

6. Ottoman Off-Map Display

• This box represents the Asian regions of the Ottoman Empire not included on the map. The scenarios permit or require certain units to begin play in the Display. Other units may be placed on the Depot symbols printed in the Display, as part of normal Mobilization.

• Units in the Display may exit onto any land or coast hex on the main map along the eastern or southern edge of Anatolia (3909-3919, xx09 and xx10 hexes). Exiting the Display costs no movement points, but the

unit must pay the full cost of the first hex it enters on the main map.

• No units belonging to either side may ever move from the main map into the Display.

7. Amphibious Operations

Beginners, Competitors: skip this rule.

• In each scenario, the Balkan League can normally perform ONE Amphibious Operation per game. Additional operations may be allowed due to "Naval Engagement" (Event #61-62) or commitment of the British Fleet. The same event or changes in the fleet's status may take away the right to perform any such operation. See below and the Events Table for details.

• Up to FOUR units may take part in a single operation. HQs and Mobile Supply units each count as half a unit.

• All units must begin a friendly Movement segment in one or more ports printed on the map and adjacent to the Adriatic or Aegean Sea. The units are then picked up and placed in any other Adriatic or Aegean Coast hex(es) containing a port, city, or town symbol. The destination can contain enemy ZOCs but not enemy units. Each unit can be sent to a different destination, if the Balkan League player wishes to. They do not have to remain together.

• Units may NOT move any further that segment after landing, but move and fight normally thereafter.

• No Amphibious Operation may ever take place once Greece capitulates (10.3), UNLESS the British Fleet is in play and friendly to the Balkan League.

• The League can always perform one operation after committing the British Fleet to play, as long as the fleet is still friendly and in play at the moment the operation occurs.

(6) COMBAT

GENERAL RULE: During a friendly Combat Phase, friendly units may attack any enemy units in adjacent hexes. Units are never forced to attack, but all units in a hex MUST defend when attacked.

Beginners: Do not use the British Fleet, and skip the rest of the General Rule.

The British fleet is treated like artillery, except that it can only attack enemy units located in the hex in which the fleet is placed during a friendly Combat segment. If Britain and the Ottoman Empire are allies, the fleet can be placed in any Coast hex on the map. If they are not allies, the fleet may not be

placed anywhere in the Sea of Marmara or the Black Sea. (The fleet may still be placed in hexes 3319 and 3520, which border both the Sea of Marmara and the Aegean Sea.) Placement occurs prior to revealing any Hidden units (12.2) or calculating combat odds (see #3 below).

1. Combat Supply

Beginners & Competitors: Skip this portion of the Combat rules.

• Supply affects a unit's ability to attack effectively. It has no impact on any other aspect of the game.

• The following types of units are always considered to be supplied, and never have to check on their status: HQs, Depots, Mobile Supply units, Fortifications, fleets, Neutral Country units, and units in the Ottoman Off-Map Display.

• All other ATTACKING (not defending) units must trace a Supply Line prior to resolving combat—

(1) Count the number of HEXES from the unit to a "supply source," which can be any ONE of the following:
•• a friendly good order Mobile Supply unit;
•• a friendly good order Depot unit;.
•• a Railroad hex containing a City lying inside the tracing unit's home country;

The Supply or Depot unit does NOT have to be from the same country as the tracing unit, UNLESS the tracing unit is Austro-Hungarian. The reason why the Austrians have to fend for themselves is that their allies could not possibly begin to meet the needs of a Great Power army, and in fact would rely heavily on aid themselves!

(2) The Supply Line cannot enter or cross terrain prohibited to the tracing unit. The path may not enter any enemy ZOCs even those occupied by friendly units).

(3) Each hex of the path entered along a Road counts as ONE HALF a hex for tracing the Supply line. Each hex entered along a Railroad inside the tracing unit's home country counts as ZERO. All other hexes count as ONE.

(4) If the total length of the supply line, adjusted for roads and railroads, is LESS THAN or EQUAL TO the Supply or Depot unit's Support Radius (the circled number in the top right corner), then the tracing unit is "in supply." *When using a special hex as a source, the total adjusted length must be THREE or less.* Otherwise, the tracing unit

is "unsupplied."

• A Depot Supply Mobile unit, or special hex can place any number of friendly units (not just those from its home country) in supply. It is NEVER "used up" or expended for any reason. Demoralized units and those which used Railroad Movement during the current turn cannot serve as a supply source. *Mobile Supply units represent various transportation and supply units used to move up large quantities of ammunition, food, medical support, etc., rather than true supply dumps. They measure the furthest extent of systematic logistic support for the armies in the field.*

• Players may use the OOC (Out of Contact) markers to indicate unsupplied units when performing an attack. Remove the markers after each combat is concluded.

• **"Unsupplied" Effects-**

(1) If ALL attacking units are unsupplied, shift TWO columns LEFT on the CRT after all other column shifts have been performed.

(2) If SOME (but not all) attacking units are unsupplied, shift ONE column LEFT on the CRT after all other column shifts have been performed.

(3) Unsupplied artillery and Fortifications may not use their Bombardment Value to attack at all.

• *Optional: "Cut" railroads (5.2) may not be used to trace combat supply.*

2. Terrain

• A unit may not attack into a hex it could not normally enter during movement, or attack across a hexside it could not normally cross. EXCEPTION: Units stacked with an Engineer may attack into a Mountain hex.

• Units may attack into or across prohibited terrain if there is a Road/Railroad connecting the attacker's hex with the defender's hex.

3. Odds Determination

• The side performing the Combat segment selects ONE enemy-occupied hex. One or more adjacent friendly units may be chosen to attack the hex. No unit may attack more than once per Combat Phase and no unit may be attacked more than once per Combat Phase.

• If any unit in a hex is selected to attack, then any other units in the hex must either join the attack or make no attack at all this segment.

• Add up the printed combat strength Points of each attacking unit EXCEPT ARTILLERY AND FORTIFICATIONS. (See "Artillery Superiority" below.)

• Do the same for the defender.

• If the Attacker's total is at least as much as the Defender's, divide the Attacker's total strength by the Defender's total strength. Drop fractions and express the result as "N/1" where N is the number obtained by mathematical division.

• If the Attacker's total is LESS than the Defender's, divide the Defender's total by the Attacker's total. Round fractions UP and express the result as 1/N, where N is the number obtained by mathematical division.

• Use the ratio (N/1 or 1/N) to find the corresponding column on the Combat Results Table. Treat odds greater than 7/1 as 7/1, and odds less than 1/4 as 1/4.

• **Artillery Superiority:** Add up the Bombardment Values of artillery and fleets committed to combat by the attacker. Subtract from this total the Bombardment Values of all artillery units, fleets, and any Fortification in the defender's hex. If the result is a positive number, shift that number of columns RIGHT on the CRT. If the result is negative, shift that number of columns LEFT. If zero, no change occurs. *Fortifications never help the attacker, only the defender. A fleet attacking by itself uses its Bombardment value for basic odds determination, and makes no column shift.*

• Certain terrain types in the defender's hex or along hexsides through which all attackers are attacking have a negative number listed beneath "Combat Effects" on the Terrain Effects Chart. For each terrain type that applies to the combat, shift that number of columns LEFT on the CRT. This determines the final odds column to be used in the particular combat.

Example: Three Bulgarian 6-3-6's and a 1-2-4 artillery unit attack an Ottoman 7-2-6 in a City. The basic odds are 18/7 or 2/1. The Bulgarian artillery strength of "1" shifts the attack to 3/1, but the City counts for "-2," reducing the attack to 1/1.

4. "Charge"

• After settling on the final CRT odds column, first the attacker announces which if any of his units will "Charge" the enemy. Then the Defender does the same. *Artillery, Fortification and Demoralized units may not Charge!* Rotate the selected units 180 degrees ("upside down"). *Optional: players may secretly write down their choices and then reveal them simultaneously.*

• Total the Shock Values of all selected units on each side. Use the following values—

Headquarters(*):	Staff Rating
All others:	Cadre Level

(*) HQs are usually treated differently than other Charging units. See "Charge" under Headquarters (9.4) for details.

• If the attacker has committed units with a higher Shock Value point total than the defender, ADD TWO (+2) to the combat die roll.

• If the defender has the higher Shock Value total, SUBTRACT ONE (-1) from the die roll.

5. Combat Resolution

• The attacker rolls one die and adjusts for any Charge modifier (see #4 above) and the presence of attacking Engineers (+1).

• The attacker then decides whether to expend a Morale Point currently held by the country with units present in the attack. If units from more than one country are involved, then EVERY country must expend a morale point for the favorable die roll modifier to take effect. Then the defender does the same. Modify the die roll by +1 for the attacker, -1 for the defender, or zero if both sides fulfill the conditions. *Optional: Both sides secretly decide whether to expend a Morale Point, write down their decision, and reveal it simultaneously.*

• Cross-reference the final result with the proper odds column to discover the effects of the combat. See the Combat Results Table on the player aid sheet for details. Note that certain results against a side adversely affect all its Charging units. *This is what makes sending your units charging into the teeth of enemy resistance so risky!*

• Eliminated units are placed in the friendly Mobilization Pool and may return to play through Mobilization (4.3). Surrendered units are placed in the Enemy Prisoners of War box beneath the OPPONENT'S Mobilization Pool, and do not return to play except as part of a Prisoner Exchange (3.3). *Great Power losses are handled differently*; see "Great Powers" under Diplomacy (3.2).

• Be sure to rotate all surviving units that Charged "right side up."

6. Retreat

• A Fortification unit and any other units in its hex simply ignore the requirement to retreat as a result of Rout (R) on the CRT. Depot units not with a Fortification unit are

COMBAT RESULTS TABLE

Beginners & competitors should ignore bold italics

a/b   a = Attacker's Losses
       b = Defender's Losses

	Odds Ratio							
Die Roll	1/3 or less	1/2	1/1	2/1	3/1	4/1	5/1	6/1 or more
0 or less	E/-	E/-	R/-	R/-	S/D	S/D	S/S	D/S
1	E/-	R/-	R/-	S/D	S/D	S/S	D/S	D/S
2	R/-	R/-	S/D	S/D	S/S	S/S	D/S	-/S
3	R/-	S/-	S/D	S/S	D/S	D/S	-/S	-/R
4	S/-	S/D	S/S	D/S	D/S	-/S	-/R	-/R
5	S/D	S/S	D/S	D/S	-/S	-/R	-/R	-/E
6	S/S	D/S	D/S	-/S	-/R	-/R	-/E	-/E
7 or more	D/S	-/S	-/R	-/R	-/R	-/E	-/E	-/E

Column Shifts:

Artillery Superiority: Attacker combat strength minus Defender strength. Only good order artillery may participate.

Terrain: Total the shifts for ALL types in defender's hex. Include "-2" if ALL units attacking across River, Lake or both.

Unsupplied Attackers: Some = -1, All = -2

Die Roll Modifiers (cumulative):

+2   Charging ATTACKERS have higher total Shock Value

+1   Attacker expends a Morale point

+1   One or more Engineer units attack a Fortification or Entrenchment

-1   Charging DEFENDERS have higher total Shock Value

-1   Defender expends a Morale point

EXPLANATION OF COMBAT RESULTS

- : No effect.

Disrupted (D): All Charging units belonging to the side receiving this result become DEMORALIZED and are placed beneath a "D" marker. Units that are already Demoralized are ELIMINATED(*) instead. If no units Charged, one unit of the owner's choice must still become DEMORALIZED (or is ELIMINATED if already Demoralized).

Elimination (E): All units ELIMINATED(*).

Rout (R): All units become DEMORALIZED and are placed beneath a "D" marker. Units that are already Demoralized SURRENDER(**) instead. All surviving units must then retreat THREE hexes.

Shattered (S): All affected units become DEMORALIZED and are placed beneath a "D" marker. Units that are already Demoralized SURRENDER(**) instead.

(*) Remove from the map. Fortifications, Depots, and Army Artillery never return to play. Place all other units in the friendly Mobilization Pool.

(**) Fortifications, Depots, and Army Artillery never return to play. Place all other surrendered units in the Enemy Prisoners of War box beneath the OPPONENT'S Mobilization Pool on the map.

MOBILIZATION COSTS

Unit Type	Mobilization Point Cost to home country
Division	2 x unit's Cadre Level
Engineer	2 x unit's Cadre Level
Headquarters	2 x [Sum of Command + Staff Ratings]
All others(*)	1 x unit's Cadre Level

(*) 1. Great Powers—all available AH, BR, and GE units mobilize automatically without any mobilization costs. However, SeeScenario "Victory Points."

2. Eliminated Depot, Fortification, and Army Artillery CAN NEVER BE REPLACED.

EFFECTS OF BEING DEMORALIZED

• Printed Movement Allowance HALVED (round fractions up).

• Mobile Supply and Depot units can not provide supply when Demoralized.

• Demoralized HQ's printed Command and Staff values reduced by one (-1), but never below zero.

• Engineers may not construct Entrenchments

RALLY PROCEDURE

• Add Staff Rating of HQ to unit's cadre value.

• Add one National Morale Point (maximum) to cadre value.

• Roll one die. If number rolled is less than or equal to final cadre value, unit Rallies.

• Die roll of "6" always fails.

Players may photocopy this page.

DIPLOMATIC CONFLICT TABLE

Second Player Diplomatic Strength (+ 1 die roll)

1st Player Diplomatic Strength (+ 1 die roll)	1	2	3	4	5	6	7	8	9	10 or more
1	C	C	C	C	C	C	C	2D	2D	BP1
2	C	C	C	C	C	C	C	C	2D	2D
3	C	C	C	C	C	C	C	C	C	2D
4	C	C	C	C	C	C	C	C	C	A
5	C	C	C	C	C	C	C	C	A	A
6	C	C	C	C	C	C	C	A	A	A
7	C	C	C	C	C	C	A	A	A	A
8	1D	C	C	C	C	A	A	A	A	A
9	1D	1D	C	C	A	A	A	A	A	WW
10 or more	BP2	1D	1D	A	A	A	A	A	WW	WW

C: WAR CONTINUES—No effect; continue play.

A: ARMISTICE—The Game immediately ends. Evaluate victory.

1D: DIPLOMATIC ADVANTAGE TO FIRST PLAYER—The First Player may do one of the following: (1) Gain control of any one Neutral Great Power or (2) change one enemy-controlled ally to Neutral status. In either case, select randomly if more than one available.

2D: DIPLOMATIC ADVANTAGE TO SECOND PLAYER—Same as 1D, but the Second Player gets the choice.

BP1: BALANCE OF POWER SHIFTS TOWARD FIRST PLAYER—First Player either (1) gains any one Great Power as an ally, even if it is currently an enemy ally or (2) changes any one enemy ally to neutral status. In either case the First Player chooses which Great Power is affected.

BP2: BALANCE OF POWER SHIFTS TOWARD SECOND PLAYER—Same as "BP1" but the Second Player chooses.

WW: WORLD WAR BREAKS OUT—Game immediately ends and both sides lose. Their small ethnic states are at least temporarily destroyed in the ensuing conflict.

NATIONAL IDENTITY

Country	Color Scheme (front)	Symbol (back)
Albania	white on field green	ALB + black eagle
Austria-Hungary	black on white	AH + double eagle on gray
Britain	white on red	BR + national flag
Bulgaria	black on red	BULG + national flag
Germany	black on gray	GE + national flag
Greece	white on blue	GR + blue cross
Montenegro	white on dark blue	MONT + 3 blue stars
Ottoman Empire	black on green	OTT + green star & crescent
Rumania	black on purple	RUM + national flag
Serbia	black on light blue	SERB + blue shield

Players may photocopy this page.

automatically eliminated when Routed; they never surrender. All other units that receive a Rout (R) result must end up THREE hexes away from the hex they occupied at the beginning of the combat. Units perform retreats individually, and can end up in different hexes if the owner wishes. If a unit cannot retreat the full number of hexes required, it is eliminated.

• Retreat is conducted exactly like normal movement, except that no hex may be entered twice. Also, if a unit retreats into an enemy ZOC hex (even one that is friendly occupied) it becomes Demoralized or Surrenders. See "Combat Effects" under Zones of Control (8.3) for details.

• Fortification units and all units inside them NEVER retreat as a result of combat, even if the owning side might wish them to. *Troops committed to static defense did not leave a fort.*

• Depots are eliminated when forced to retreat.

• A defending unit that has already retreated during the current Combat segment but is attacked again defends normally. It suffers no special penalty or exclusion due to previous retreats during the same segment.

7. Advance after Combat

• Whenever the opponent in a combat vacates one or more of the hexes its units occupied during the combat for any reason, then the other side may usually advance each surviving unit into one of the vacated hexes, EXCEPT—

• CAVALRY units that advance into a vacated hex may then advance ONE ADDITIONAL HEX. The hex may contain enemy ZOCs, but not enemy units or prohibited terrain. Cavalry may not cross a prohibited hexside to reach the additional hex.

• DEPOT and FORTIFICATION units may NEVER advance after combat.

(7) STACKING

GENERAL RULE: Having more than one friendly unit in a hex is called "stacking." Stacking limitations are in effect only at the end of each Movement or Combat Segment. If stacking limits in a hex are exceeded, then excess units of the owner's choice are Demoralized, placed beneath a "D" marker, and retreated to an eligible adjacent hex by the owning player. An excess unit that is already Demoralized surrenders if it is adjacent to an enemy unit. Otherwise, it is eliminated and added to the friendly Mobilization Pool.

Place friendly surrendered units in the POW box beneath the OPPONENT'S Mobilization Pool.

1. Stacking Limit

• A side may have up to FOUR (4) land military units per hex, regardless of their size or type.

• Fleets and game markers never count toward the stacking limit.

2. Allied Countries

Units of different countries may move through and stack with each other as long as they are currently on the same side, and therefore friendly to each other.

(8) ZONES OF CONTROL

GENERAL RULE: The six hexes surrounding a land military unit are its Zone of Control (ZOC). Friendly ZOCs inhibit enemy land movement, retreat from combat, supply, and HQ command radius. Enemy ZOCs are always effective, even in hexes occupied by friendly units. Only certain types of terrain restrict the effects of ZOCs.

1. Limitations

ZOCs do not extend into, out of, or across the following hexes and hexsides:

- • Mountain
- • All-Sea
- • All Lake
- • Neutral Boundary

2. Movement Effects

• All units usually MUST STOP when they enter an enemy ZOC. They may not move any further that movement segment. Units may not normally move from one enemy ZOC directly to another.

• Units which begin their movement in an enemy ZOC may exit the hex as long as they do not directly enter another enemy ZOC.

• The last two rules are NOT in force when a unit is under the command of a friendly Headquarters (9.2) belonging to the unit's own country.

3. Combat Effects

• Units in enemy ZOCs are NOT required to attack. Combat is always voluntary for the side performing the Combat segment. The opponent MUST fight if attacked.

• A unit may retreat through an enemy ZOC hex containing no enemy units, but it immediately becomes Demoralized. Place the unit under a "D" marker. An already Demoralized unit that retreats in this fashion immediately surrenders and is placed in the Enemy

Prisoners of War box beneath the OPPONENT'S Mobilization Pool. A unit can go from Good Order to eliminated in a single retreat, if it enters two enemy ZOC hexes. *The presence of friendly units in an enemy ZOC does NOT prevent Demoralization or Surrender.*

• Units may freely advance after combat into and through enemy ZOCs containing no enemy units.

(9) HEADQUARTERS

GENERAL RULE: The Headquarters (HQ) units in the game represent not just individual leaders and their staffs, but local reserves, communications support (especially telegraphs), and what is known today as "C-3-I" (command, control, communications, and intelligence). HQs are treated exactly like other combat units for all game purposes, except when Charging (see #4 below). In addition, HQs have a Command Rating in the upper left corner and a Staff Rating in the upper right corner of the counter. The Command Factor can enhance a unit's movement and combat capabilities. To receive the benefit, a combat unit must belong to the same country as the HQ and must also be within the HQ's Command Range.

1. Command Range

• An HQ may "command" (i.e. benefit) all combat units belonging to the HQ's own country that are within range of the HQ's current position. Range is the number of HEXES between a unit and an HQ. (Count the unit's hex but not the HQ's hex when determining the range.)

• *The hex range must be equal to or less than the HQ's Command Rating.* If the rating is zero, only units that begin a friendly Movement segment or individual attack in the HQ's hex may receive any special movement and supply benefits.

• Each time the path is traced through a hexside crossed by a Road, the next hex counts as ONE HALF a hex for Command Range purposes.

• When tracing Command Range, the path may not enter any hex or cross any hexside which the HQ unit is prohibited from entering, including enemy-occupied hexes and hexes containing only territory belonging to a Neutral country. EXCEPTION: Command Range can be traced into and across Mountain terrain for Alpine units, Engineer units, and all units stacked with an Engineer.

• The path MAY pass into, out of, or through

friendly-occupied hexes containing enemy ZOCs. The path may never enter or exit a vacant hex containing any enemy ZOCs. Friendly ZOCs that "overlap" enemy ZOCs in a vacant hex do NOT change the situation.

• If a unit is within the Command Range of more than one eligible HQ, the owning player decides which HQ will influence the unit's action.

2. Movement Effects

• Each unit that begins its regular movement in an eligible HQ's Command Range may move directly from one hex containing enemy ZOCs (but no enemy units) to another, *but must pay TWO ADDITIONAL (+2) movement points to do so.* Except for the additional movement cost, there is no limit to the number of times a moving unit can do this during a single Movement segment. A unit that begins in an enemy ZOC may always move directly to another enemy ZOC hex even if it lacks the movement points to do so, as long as the unit is "in Command" and does not violate normal Movement rules. A unit performing Railroad Movement (5.2) still cannot enter or exit enemy ZOCs under any circumstances.

3. Rally

• Each Demoralized unit that attempts Rally while in an HQ's Command Range adds the HQ's Staff Rating to its own Cadre Level. *This represents corps and army level medical, maintenance, and replacement capabilities. By the early 20th century rallying units no longer had much to do with the personal charisma of the commander.*

• A demoralized HQ always adds its own Staff Rating to its own Cadre Level when Rallying itself.

4. Charge

• Unlike other units, an HQ can lend its Shock Value to a combat even when it is not in a hex containing attacking or defending units. However, at least one hex containing friendly units involved in the combat must be within the HQ's Command Range for this to occur.

• HQs are NOT affected by a "D" result, unless they are located in one of the hexes involved in combat.

5. German HQ

There are no German combat units for the German HQ to command. Instead, it may benefit any units within its Command Range that belong to the side with which Germany is currently allied. *The German HQ NEVER affects any Great Power units (Austrian or British) currently in play.*

(10) MORALE & RALLY

GENERAL RULE: Units are in one of two states—Good Order or Demoralized. A unit which is Demoralized is indicated by placing it beneath a "D" marker. Otherwise, the unit is considered to be in good order. Units (including Fortifications) become Demoralized as a result of combat, and may recover from its effects by rallying.

Each country begins the game with its own **National Morale** level. The side that controls the country can expend National Morale points to affect units from that country when they fight, mobilize and rally. However, if Morale falls to zero the country may have to capitulate and leave the game if a certain Event is received at the wrong time!

1. Demoralization

• A Demoralized unit that suffers another Demoralization is either eliminated or surrenders, depending upon the CRT result.

• A Demoralized HQ's Command and Staff Ratings may not be used.

• Demoralized Mobile Supply and Depot units may not provide supply or mobilize units.

2. Rally

• During a friendly Rally segment, roll the die for each friendly Demoralized unit. If the result is LESS THAN OR EQUAL TO the unit's Cadre Level, it returns to good order. If the number is GREATER THAN the Cadre Level, the unit remains Demoralized. Note that the Cadre Level can be adjusted by one or both of the following to improve the chances for Rally—

(1) One eligible HQ can add its Staff Rating to the Cadre Level of a unit of the same nationality within Command Range.

(2) One Morale Point may be expended from the appropriate country's total on the National Morale Display to increase a unit's Cadre Level by one (+1). Limit: one point per rally attempt.

• No matter what the unit's adjusted Cadre Level may be, a Rally die roll of "1" is always successful, and a roll of "6" always fails.

3. National Morale

• National Morale points can be spent to modify a combat die roll, obtain additional Mobilization points, and raise the Cadre

Level of a demoralized unit trying to rally back to good order. These are all covered under the appropriate rules sections for Combat (7.5), Mobilization (4.1), and Rally (#2 above).

• National Morale points are earned as follows—

(1) From certain Political Events.

(2) Capturing enemy cities and Fortification units: both sides will either gain or lose Morale Points (see the National Morale Chart on the map).

(3) From Combat: If a side suffers an Elimination (E) or Rout (R) result, both sides will either gain or lose Morale Points. On the National Morale Chart (see mapsheet), "AE" indicates the attacker suffered an E result; "DE" indicates the Defender did. "AR" and "DR" indicate attacker and defender rout, respectively.

• EACH country with units present must gain or lose the indicated number of National Morale points. *Everyone involved gets to share in the thrill of victory and the agony of defeat!*

• If a country's National Morale reaches zero it can go no lower, but it will rise if anything positive occurs. If the total reaches 10 it can go no higher, but any misfortune will force it to go lower.

• If Morale is currently ZERO and the country receives a "Morale Collapse" Event, it must **Capitulate**. Remove all of its forces from the map and all holding boxes; it may not mobilize for the remainder of the game.

• If all countries controlled by one side have Capitulated, the game immediately ends in a Decisive Victory for the opponent.

• *National Rally:* Once per game a country with zero Morale that has not Capitulated may "rally" during the normal Rally segment if none of its units moved or attacked during the player turn. Roll one die; the result becomes the country's new Morale Point total. (Flip over the marker or coin that is being used to record the country's National Morale points.)

(11) NEUTRALS

1. Inviolate Borders

• Players may never enter neutral territory or attack units belonging to a neutral country. *Anyone who attempts to do so immediately forfeits the game as all of Europe comes marching after him for gross violations of international law and the balance of power. Just see what happened when Germany did*

it to Belgium a short time later!

• A hex containing both neutral and non-neutral territory separated by a Boundary symbol is NOT considered neutral territory for this purpose, and entry into such a hex does not constitute invasion.

2. Changing Status

• Neutrals may enter the war as belligerents when certain Events are received. When a neutral enters the war, its forces become controlled by the designated side, and the other player may then freely attack it as an active belligerent.

• Scenario instructions will declare certain countries to be belligerent and neutral.

(12) FOG OF WAR

Beginners, Competitors, Solitaire: skip this rule

GENERAL RULE: All units are in one of two states—Open (front side) or Fog of War (reverse). Units in their Fog of War state function normally, but may not be examined by the enemy player. A player should deploy his units face down on the map. When face down, units are considered to be in their Fog of War" state.

1. Unit States

• Units should start a scenario in their Fog of War state.

• Newly mobilized units should be brought on in their Fog of War state.

• Units in a POW box should always be in their Open state.

2. Revealing Units

• A player may not examine any enemy units in their Fog of War state until all attacking and defending units are revealed at the instant a combat is declared. Announce which friendly units will attack which enemy hex. Flip all defending and attacking units to their Open side. Once committed, combat may not be called off. *Since examination of units occurs before final determination of die roll modifiers, both sides will have some chance to adjust the overall odds.*

• During a friendly player turn a side may reveal any of its own units it wishes to.

3. Restoring Units

Units on BOTH sides that are currently in Open status should be flipped over at the beginning of each player's Mobilization segment. This occurs even if no units can be mobilized that turn.

4. Zones of Control

The ZOCs of "Fog of War" units state block enemy movement and retreat just the same as units in their Open state do.

5. Holding Areas

Players may, if they desire, conceal their various holding areas from their opponent. Players cannot conceal their current National Morale.

(13) ENTRENCHMENTS

Beginners, Competitors: skip this rule

GENERAL RULE: Engineers can create prepared positions called Entrenchments to increase defensive strength. The number of Entrenchments markers in the game is not a limit. Players may use or construct more as needed.

1. Construction

Engineer units in good order (not Demoralized) may construct Entrenchments in any hex that does not contain a Fortification unit. The Engineer must not move for an entire friendly Movement segment. Place the Entrenchment marker in the Engineer's hex at the end of the segment. Entrenchments may never move.

2. Effect

• When defending, shift one column LEFT (-1) on the CRT.

• Entrenched units may still attack normally.

• Entrenchments stay in place as long as there is at least one friendly unit in the hex. Should all friendly units leave the hex for any reason, the Entrenchment is removed. Entrenchments may never be captured and used by the enemy player.

(14) VICTORY CONDITIONS

GENERAL RULE: The game is won by controlling of strategic objectives. Each objective is worth a certain number of Victory Points. At the end of a game, players total their victory points to determine the winner and assess historical performance.

1. Victory Points

• Each scenario specifies Victory Points for attaining certain objectives. Usually this involves controlling towns or cities. Note that in some instances players gain points for maintaining control of friendly cities and towns at the end of the game. *This reflects the fact that one side was on the defensive, trying to maintain its territorial integrity.*

• When Great Power military units enter play, the side receiving them must DEDUCT a certain number of victory points from its total, even if this causes the number to become negative. (Players must keep a record of the deductions.)

2. Control

• Certain game functions require players to "control" hexes. A side automatically controls each hex located in a friendly country without having to occupy it physically. The instant a friendly country Capitulates, it is no longer friendly and must be physically occupied.

• A side gains control of a City or other hex in an enemy or surrendered country by physically occupying it with a friendly land unit belonging to any country on that side. The instant the location is no longer occupied by a unit, it ceases to be controlled. An unoccupied victory hex in a surrendered country is not controlled by either side.

• Merely exerting a ZOC into a hex does not give the player control. It must be occupied by a unit, not its ZOC. However, ZOCs in a hex does prevent automatic control by the enemy.

3. Determining Victory

• The instant all of one side's countries except friendly Great Powers have capitulated (10.3), the other side wins an automatic Decisive Victory. Otherwise, play continues until one of the following occurs:

(1) The specified number of game turns have been completed. Players should check the victory conditions to determine which side if any won.

(2) Both players agree to an "Armistice" at any time. Evaluate victory as in #1.

(3) Diplomatic Conflict (3.5) may end the game, for better or worse. If World War breaks out, both players lose the game. If an Armistice occurs, evaluate victory as in #1.

• At the end of a game, each player adds up the number of points he has attained. The player with the higher score wins for purposes of competitive play.

• To determine the extent of the victory from a historical standpoint, divide the higher player's point total by the lower player's to get a Victory Ratio. If the lower player's total is negative, ADD the value to the higher player's total and divide by the lower player's total. Compare the result to the following ratios to establish the level of victory.

Draw=   1.5:1 or less
Marginal=   2.5:1 or less
Local=   3.5:1 or less
Decisive=   greater than 3.5:1

If both players have negative totals, the result is an automatic Draw.

• Descriptions–

Marginal: You gain some prestige, but the borders remain the same.

Local: You gain territory, but the great powers are dragged in, leading to greater chance of war.

Decisive: Your Coalition dominates the Balkans, destroying the Balance of Power. In the World War your allies wins on this front, thereby influencing the outcome of the War as a whole.

SCENARIOS

The game has two scenarios: "First Balkan War" and "Second Balkan War." Players select which scenario they will play, set up the forces listed in the scenario , and then commence play.

How to set up the game:

Each scenario will designate which countries are in each player's coalition. A player controls all the units, railroads, cities, etc. of these countries.

Each scenario also gives starting units for both sides. Units are deployed either on specific hexes, or within certain areas. The scenario will designate the First and Second players, and which side sets up before the other.

Fortification units are placed on the map according to scenario instructions. Note that each Fortification unit has the name of a town/city printed on it. Players must set them up on the appropriate hexes.

Special Rules: each scenarios have special rules which must be followed unless beginners are allowed to ignore them.

SCENARIO 1:THE FIRST BALKAN WAR

The First Balkan War pitted the Balkan League (Bulgaria, Serbia, Greece and Montenegro) against the decaying Ottoman Empire.

Game Length

Start: October III, 1912
End: December I, 1912 or May IV 1913 (see special rules)
First Player: Balkan League
Second Player: Ottoman Empire

Victory Points

Either Side

• Control:
  Constantinople (3012): 10
  Adrianople (2720): 5
  Salonika (3332): 5
  Skopje (2537): 5
  Scutari (2543): 5
  Tirana (2843): 5
• Commit any Austrian units: Lose 20
• Commit the British Fleet: Lose 10
• Commit German HQ: Lose 5

Balkan League

• Control any Ottoman towns and cities not listed by name above: 1 each
• Ottoman National Morale "0" at end of the game: 10

Ottoman Empire

• Control
Phillipopolis (2426): 5
Athens (4629): 5
Sofia (2231): 5
Belgrade (1140): 5
• *Control any enemy towns and cities not listed by name above:* 1 each
• Each enemy country with National Morale of "0" at end of the game: 5

Initial Forces

Ottoman Empire (Deploy first)

National Morale=5
Allied Great Powers: Germany
Deployment–
• Constantinople (3012): 1st Army HQ; 1RF Infantry Brigade.
• On or within two hexes of Constantinople (3012): 1st, 2nd, 3rd Infantry Divisions; 2nd Cavalry Brigade; 1st Artillery brigade; 1st Engineer brigade; Mobile Supply unit.
• On within two hexes of Rodosto (3016): 4th, 5th, 6th Infantry Divisions; 3rd Cavalry Brigade
• On or within two hexes of Kirk Kilisse (2618): 7th, 8th, 9th Infantry Divisions; 4th Cavalry Brigade.
• On or within two hexes of Adrianople (2720): 10th, 11th, 12th Infantry Divisions; 5th Cavalry Brigade.
• Anywhere in the Ottoman Empire east of the Strumo River (3228/3229, etc.): 1st Cavalry Brigade; 2 RF Alpine Brigades.
• Salonika (3332): 2nd Army HQ.
• On or within two hexes of Salonika (3332): 13th, 14th, 15th Infantry Divisions; 6th Cavalry Brigade; 2nd Artillery brigade; 2nd Engineer brigade; one Mobile Supply unit.
• On or within two hexes of Monastir (3038): 16th, 17th, 18th Infantry Divisions; 7th Cavalry Brigade.
• Kotchana (2939): 22nd Infantry Division.
• Yannina (3739): 23rd Infantry Division.
• Scutari (2543): 24th Infantry Division.
• Anywhere in the Ottoman Empire west of the Sytrumo River: 3 RF Infantry Brigade; 4 RF Alpine Brigade.
• Depot: one each in Constantinople (3012), Adrianople (2720), Salonika (3332), Scutari (2543)
• Fortifications: on Chat (2913), Maid (3520), Kirk (2618), Adrian (2720), Yan (3739), and Scut (2543)
• Ottoman Off-Map Display:
  7th Corps: 19th, 20th, 21th Infantry

Divisions; 7th Cavalry Brigade.

8th Corps: 25th, 26th, 27th Infantry Divisions; 8th Cavalry Brigade.
• Mobilization Pool: all remaining units.
Balkan League (deploy second)
National Morale: Bulgaria=8, Serbia=7, Greece=7, Montenegro=8
Allied Great Powers: Russia
1. *Bulgaria* (all units deploy within 1912 Bulgarian borders)
• On or adjacent to Sofia (2231): 1st Army HQ; Cavalry Regiment; 1st and 10th Infantry Divisions (all brigades) ; 1st Cavalry Brigade; 1st Artillery Brigade; 1st Engineer Battalions; one Moble Supply unit.
• On or adjacent to Phillipopolis (2426): 2nd Army HQ; 8th, 9th, 11th Infantry Division (all brigades); 2nd Cavalry Brigade; 2nd Artillery Brigade; 2nd Engineer Battalion one Mobile Supply unit.
• On or adjacent to Rustcuk (1622): 3rd Army HQ; 4th, 5th, 6th Infantry Division (all brigades); 3rd cavalry brigade; 3rd Artillery brigade; 3rd Engineer battalion; 3rd Logistic Unit.
• Adjacent to any Bulgarian/Ottoman border hexes: 2nd, 3rd & 7th Infantry Division (all brigades); 1st Cavalry (CV) Division (both brigades).
• Depot: one each in Sofia (2231), Phillipopolis (2426) and Rustcuk (1622).
• Mobilization Pool: all remaining units.
2. *Serbia* (all units deploy within 1912 Serbian borders)
• On or adjacent to Belgrade (1140): 1st Army HQ; 3rd Infantry Division (all brigades); 1st Artillery battalion; 1st Engineer Brigade; 1 Mobile Supply unit.
• Nish (1836): 1st Infantry Division (all brigades).
• Waljewo (1342): 2nd Infantry Divisions (all brigades).
• Kragajewac (1538): 4th Infantry Division (all brigades).
• Zajecar (1534): 5th Infantry Division (all brigades).
• Any towns or cities in Serbia: 1st and 2nd Cavalry brigades.
• Depots: one each in Belgrade (1140) and Nish (1836).
• Mobilization Pool: all remaining units
3. *Montenegro* (all units deploy within 1912 Montenegran borders)
• Cetnje (2345): 1st Army HQ; 1st & 3rd Alpine Brigades.
• Pogorica (2344): 2nd Alpine Brigade; 4th

Infantry Brigade.
• Depot: one in Cetnje (2345).
• Mobilization Pool: all remaining units.
4. *Greece* (all units deploy within 1912 Greek borders)
• Athens (4629): 1st Infantry Division (all regiments)
• Any Greek City or Town (no more than four units per hex): 2nd, 3rd, 4th Infantry Divisions (all regiments); three Cavalry regiments; 1st Artillery Brigade; 1st and 2nd Engineer regiments; one Mobile Supply unit.
• Depots: one each in Athens (4629) and Larissa (3834).
• Mobilization Pool: all remaining units.

Neutrals

Rumania
National Morale=6
Ottoman Player places all Rumanian units within any Rumanian Cities or Towns, no more than two units per hex.

Austro-Hungary
Ottoman Player places all Austro-Hungarian units within any Austro-Hungarian Cities or Towns, no more than two units per hex.

Germany
Place Headquarters off-map until committed to action.

Britain
Place Fleet off-map until committed to action.

Albania
Albania has not yet become an independent country at the beginning of the scenario. If it does as a result of the "Albania" Event (no. 26), then–
• It enters with National Morale=5.
• Place the Albanian unit in Tirana (2843). Once Albania is independent, it behaves like any other Neutral country, and can join either side normally.

Special Rules
1. *Beginners: Ignore special rules #4 and $5. Place 7th and 8th Corps units Mobilization Pool.* Players may agree to end the game on December I 1912 continue playing until the game ends on May II 1913, or continue until sudden death occurs (14.3). *December I was when the initial armistice was signed which was subsequently broken; May II is when the war finally came to an end.*
2. Entrenchments: Units may not begin the game entrenched.
3. Mountains: Only Alpine units may be

initially deployed in Mountain hexes.
4. *Ottoman 7th and 8th Corps:* All units belonging to these corps begin the game in the Ottoman Off-Map Display (see "Initial Forces" above). The Ottoman side may bring all units belonging to one or both of these corps into play during any friendly Movement segment, but if it does and "Ottoman Subjects Revolt Elsewhere" (Event no. 21) occurs any time thereafter, the following penalties occur:

(1) If one of the corps has entered play, the Ottomans lose one National Morale point the instant the event is received, and the number of Depots in the Ottoman Off-Map Display is reduced to TWO for the remainder of the game.

(2) If both corps have entered play, the Ottomans lose two National Morale points, and the number of Depots in the Ottoman Off-Map Display is reduced to ONE for the remainder of the game.
5. *Scenario Variant: Faster Ottoman Mobilization.* Balkan League sets up first, and the Ottoman side is the First Player.

SCENARIO 2: THE SECOND BALKAN WAR
Following their victory in the First Balkan War, the members of the Balkan League fell out among themselves. Bulgaria launched an attack against its former allies.

Game Length
Start: June I, 1913
End: August II, 1913
First Player: Bulgaria
Second Player: Balkan League

Victory Points
Either Sides
• Control:
Constantinople (3012): 5 (only if Ottomans enter the war)
Adrianople (2720): 10
Sofia (2231): 5
Salonika (3332): 10
Skopje (2537): 10
• Commit any Austrian units: Lose 20
• Commit the British Fleet: Lose 10
• Commit German HQ: Lose 5
Bulgarian
• Control:
Constantinople (3012): 5
Athens (4629): 5
Belgrade (1140): 5
Tirana (2843): 5

- Control enemy towns and cities not listed by name above: 1 each.
- Enemy Belligerent country National Morale "0" at end of the game: 5 (each)

Balkan League
- Control
    Rustcuk (1622): 5
    Phillipopolis (2426): 5
- Control enemy towns and cities not listed by name above: 1 each.
- Bulgarian National Morale "0" at end of the game: 5

Initial Forces

Balkan League (deploy first)
National Morale: Greece=7, Montenegro=7, Serbia=7.

Allied Great Powers: Russia

1. **Serbia** (all units deploy within Serbia's 1913 borders)
- 1st and 2nd Army HQs
- eight Active Infantry brigades (5-3-6).
- six Reserve (R) Infantry brigades
- 1st Artillery brigade
- 1st Engineer battalion
- One Mobile Supply unit
- 1st and 2nd Cavalry Brigades
- Depots: one each in Belgrade (1140) and Skopje (2537)
- Mobilization Pool: all remaining units

2. **Montenegro** (all units deploy within Montenegro's 1913 borders)
- 1st Army HQ
- three Alpine bigades
- three Reserve (R) brigades
- Depot: Cetnje (2345)
- Mobilization Pool: all remaining units

3. **Greece** (all units deploy within Greece's 1913 borders)
- nine Infantry regiments (3-3-6, 2-2-6)
- four Reserve (R) brigades
- two Cavalry regiments
- one heavy Artillery brigade
- two Engineer battalions
- one Mobile Supply unit
- Depot: one each in Athens (4629) and Salonika (3332)
- Mobilization Pool: all remaining units

Bulgarians (deploy second within Bulgaria's 1913 borders)
National Morale=7

Allied Great Powers: Austro-Hungary.
- 1st, 2nd, 3rd, 4th, 5th Army HQs
- Guard Cavalry Regiment
- 25 Infantry brigades (6-3-6, 6-2-6)

- five Reserve (R) Infantry brigades
- three Cavalry brigades
- 1st, 2nd, 3rd Artillery brigades
- 1st, 2nd, 3rd and RR Engineer battalions
- three Mobile Supply units
- Depots: one each in Sofia (2231), Phillipopolis (2426), and Rustchuk (1622).
- Mobilization Pool: all remaining units

Neutrals

Ottoman Empire
National Morale=5
(Deployed by Balkan League on the main map, within Ottoman Empire's 1913 borders)
- 2nd Army HQ
- 15 Infantry divisions (8-3-6, 7-2-6)
- three Reserve (R) Infantry divisions
- three Cavalry brigades
- Any three "RF" Infantry brigades
- one heavy Artillery brigade
- one Engineer brigade
- one Mobile Supply unit
- Depot: in Constantinople (3012)
- Fortifications: Chat (2913) and Maid (3520).
- Mobilization Pool: all remaining units

Rumania
National Morale=6
Ottoman Player places all Rumanian units within any Rumanian Cities or Towns, no more than two units per hex.

Albania
National Morale=5
Albania begins the game independent. Place Albanian Infantry brigade in Tirana (2843).
- Place German Headquarters and British Fleet off-map until committed.

Special Rules
Beginners: Ignore Special Rule #3.
1. Units may begin the game entrenched.
2. Scenario set up indicates numbers and type of units. If a side has units of different strengths within a certain category, it may select which unit he desires. *Example:* the Ottomans could choose either the 8-3-6 or 7-2-6 Infantry divisions.
3. *Ottoman 7th and 8th Corps:* The Ottomans are assumed to have committed both corps to the game map. If "Ottoman Subjects Revolt Elsewhere Event" occurs, there is a penalty. See special Rule #4 in "First War" Scenario for details.
4. Mountains: Only Alpine units may deployed in Mountain hexes.

UNIT IDENTIFICATIONS

Unit numbers usually indicate brigades & divisions.
Numbers for mobile supply, depot, and artillery are generic to simplify identification.

Bulgaria	**Ottoman Empire**
Cv: Cavalry Division	Adrian: Adrianople
Gd: Guards	Chat: Chatajla
LW: Landwehr (2nd line reserves)	Gd: Guard
RR: Railroad	Kirk: Kirk Kilisse
Germany	Maid: Maidos
VG: von der Goltz	R: Redif (special reserves)
Greece	Rf: Rifles
NG: National Guard	Scut: Scutari
Serbia	Yann: Yannina
R: Reserve	

POLITICAL EVENTS TABLE

1st die roll = "tens" digit; 2nd die roll = "ones" digit

Key: [1] = Applies during 1st Balkan War (Scenario #1)

[2] = Applies during 2nd Balkan War (Scenario #2)

11 ARMS DEAL [1] [2]: Roll one die: 1-3= First Player receives arms; 4-6= Second Player does. Receiving player may immediately place one friendly Heavy Artillery unit on any friendly Depot if available in Mobilization Pool.

12 VOLUNTEERS [1] [2]: Roll one die: 1-3= First Player receives volunteers; 4-6= Second Player does. Receiving player rolls one die and receives that number of Mobilization Points, which are saved until the next friendly Mobilization segment.

13 FIRST PLAYER MORALE COLLAPSE [1] [2]: Roll one die for each country on the First Player's side whose National Morale is currently at ZERO: 1-3= Capitulation.; 4-6= no effect. Remove all units of Capitulated countries from the game, and no more may be Mobilized.

14 SECOND PLAYER MORALE COLLAPSE [1] [2]: SAME AS #13, BUT ROLL A DIE FOR EACH ZERO MORALE COUNTRY BELONGING TO THE SECOND PLAYER.

15 DISEASE [1] [2]: Each side rolls one die and immediately demoralizes that number of friendly units anywhere in play on the map (owner's choice). Currently Demoralized units selected for this are ELIMINATED; they do not surrender.

16 CORRESPONDENTS MOBILIZE [1] [2]: Each player rolls one die: 1-3= increase National Morale of ALL friendly countries by ONE (good coverage in the newspapers); 4-5= no effect; 6= enemy player may Reveal one friendly stack currently in Fog of War state (poor press censorship).

21 OTTOMAN SUBJECTS REVOLT ELSEWHERE [1] [2]: If the Ottomans have committed their 7th and/or 8th Corps to the Operational Map, they suffer a penalty (see "First War" Scenario, Special Rule #4). Otherwise, treat as No Event.

22 YOUNG TURKS REVOLT [1]: If Ottoman National Morale is TWO OR LESS. raise Ottoman Morale by the number shown on one die roll. Regardless of the outcome, ALL Ottoman units are considered unsupplied during the upcoming friendly Combat segment. [2] No Event.

23-25 GUERRILLA WARFARE [1] [2]: Roll one die to see which country is affected: 1=Bulgaria, 2=Serbia, 3=Montenegro, 4=Greece, 5=[1] Ottoman Empire or [2] Albania, 6=Ottoman Empire.

Effects: For this turn, enemy units in the indicated country must spend ONE ADDITIONAL Movement Point to enter each hex completely inside the country. Border hexes are not affected.

26 ALBANIA: [1] The First Player must immediately move all his units out of Albania, followed by the Second Player. This is special movement, and the units may move normally in their side's friendly Movement segment. Any unit in a hex completely inside Albania at the end of this special movement is immediately ELIMINATED and placed in the friendly Mobilization Pool. *No units may enter Albania for the remainder of the game. The Great Powers backed Albanian independence.* [2] Albania joins the Balkan League.

31 OTTOMAN ARMISTICE: [1] Ottoman side may offer an Armistice to the Balkan League. If the Balkan League accepts, then the game ends and victory conditions are immediately evaluated. If the Balkan League refuses, Ottomans and any friendly countries gain ONE Morale Point each and all Balkan League countries lose ONE Morale Point each. [2] No Event.

32 BULGARIAN ARMISTICE: [1] If the Balkan League currently controls Adrianople (hex 2720) AND there are no Ottoman units in any hexes completely inside 1912 Bulgaria, then no Bulgarian units may attack until any Bulgarian unit is attacked. They move and defend normally. [2] No Event.

33 GREEK ARMISTICE: [1] If the Balkan League currently controls Salonika (hex 3332) AND there are no Ottoman units in any hexes completely inside 1912 Greece, then no Greek units may attack until any Greek unit is attacked. They move and defend normally. [2] No Event.

34 MONTENEGRAN ARMISTICE: [1] If the Balkan League currently controls Scutari (hex 2542) AND there are no Ottoman units in 1912 Montenegro, then no Montenegran units may attack until any Montenegran unit is attacked. They move and defend normally. [2] No Event.

35 SERBIAN ARMISTICE: [1] If the Balkan League currently controls Skopje (hex 2537) AND there are no Ottoman units in any hexes completely inside 1912 Serbia, then no Serbian units may attack until any Serbian unit is attacked. They move and defend normally. [2] No Event.

36-41 RUMANIA INTERVENES: [1] Rumania joins the Ottoman side. [2] Rumania joins the Balkan League.

42-43 OTTOMANS INTERVENE: [1] No Event. [2] Ottomans join the Balkan League.

44 AUSTRO-HUNGARY INTERVENES: [1] Austro-Hungary allies with Ottomans. [2] Austro-Hungary allies with Bulgaria.

45 GERMANY INTERVENES: [1] Germany allies with Ottomans. [2] Germany allies with Bulgaria.

46 ITALY INTERVENES: [1] Italy allies with Balkan League. [2] Italy allies with Bulgaria.

51 RUSSIA INTERVENES: [1] [2] Russia allies with Balkan League.

52 BRITAIN INTERVENES: [1] Britain allies with Ottomans. [2] Britain allies with Balkan League.

53 FRANCE INTERVENES: [1] [2] France allies with Balkan League.

54 EUROPEAN CRISIS ELSEWHERE [1] [2]: All Great Power Diplomatic Strength and Mobilization Points on both sides are ZERO for this turn.

55-56 GREAT POWER CONFRONTATION [1] [2]: A Diplomatic Conflict MUST occur this turn. Both sides must use ALL available Diplomatic Strength.

61-62 NAVAL ENGAGEMENT: [1] If Greece has Capitulated, treat as No Event. Otherwise, roll one die: 1-2 = Turkish victory; 3-6 = Balkan League victory. If Balkan League loses, it may not perform an Amphibious Operation (5.7) until it wins another naval engagement. If it wins, it may perform another operation at some future time if it currently lacks the ability to do so. [2] No Event.

63-66 NO EVENT: [1] [2] Nothing happens.

BALKAN WARS OPTIONAL RULES

Joseph Miranda

(*MOVES* #81)

OPTIONAL SEQUENCE OF PLAY

Use the following Sequence of Play for the player turns when utilizing the Optional Rules.

DIPLOMACY PHASE

(same as in the printed game rules)

FIRST PLAYER TURN

- **Mobilization Segment:** On every turn marked "Mobilize" on the Turn Track, the First Player raises any new units and replaces losses (4). *Flip all units to their "Fog of War" sides (12).*

- **Strategic Operations Segment:** The First Player conducts any Strategic Intelligence and Secret Operations.

- **Movement Segment:** The First Player moves some, none or all friendly units in accordance with the movement rules (5, 7, 8).

- **Offensive Bombardment Segment:** The First Player conducts Offensive Bombard with some, none or all of his artillery and fleet units.

- **Defensive Bombardment Segment:** The Second Player conducts Defensive Bombard with some, none or all of his artillery and fortification units.

- **Combat Segment:** The First Player may attack with some, none or all friendly units, as determined by the Combat rules. The First Player checks the supply status of all friendly units prior to resolving each attack (6, 7, 8).

- **Rally Segment:** The First Player attempts to rally any friendly Demoralized units (10).

SECOND PLAYER TURN

- **Mobilization Segment:** On every turn marked "Mobilize" on the Turn Track, the Second Player raises any new units and replaces losses (4). *Flip all units to their "Fog of War" sides (12).*

- **Strategic Operations Segment:** The Second Player conducts any Strategic Intelligence and Secret Operations.

- **Movement Segment:** The Second Player moves some, none or all friendly units in accordance with the movement rules (5, 7, 8).

- **Offensive Bombardment Segment:** The Second Player conducts Offensive Bombard with some, none or all of his artillery and fleet units.

- **Defensive Bombardment Segment:** The First Player conducts Defensive Bombard with some, none or all of his artillery and fortification units.

- **Combat Segment:** The Second Player may attack with some, none or all friendly units, as determined by the Combat rules. The Second Player checks the supply status of all friendly units prior to resolving each attack (6, 7, 8).

- **Rally Segment:** The Second Player attempts to rally and friendly Demoralized units (10).

WEATHER

 1.   At the beginning of each Game Turn, the First Player rolls a die to determine the weather. Weather remains in effect for the entire Game Turn.

   a.   Summer turns (May-October):

   - 1-5: Good Weather

   - 6: Rain

   b.   Winter turns (Nov-Mar):

   - 1-3: Good Weather

   - 4-5: Snow

   - 6: Thaw

 2.   Effects of Weather:

   a.   Good Weather: Use standard rules.

   b.   Rain:

   - Increase the cost for entering hexes and crossing river hexsides by "1". Rail and road movement are not affected (this also applies to cost for tracing line of supply, but not for HQ Command Range).

   c.   Snow:

   - Increase the cost for entering hexes by "1" (but not for crossing river hexsides; this also applies to cost for tracing line of supply, but not for HQ Command Range).

   - Increase road movement cost in mountains to "2" per hex: other road movement is not affected.

   - Snow remains in effect until a Thaw occurs, or until April (once Snow is rolled, treat Good Weather die rolls as Snow).

   d.   Thaw: Treat as Rain; negates effects of Snow (until Snow is rolled again).

   - April I is automatically treated as Thaw.

HQs & STRATEGIC INTELLIGENCE

Headquarters may perform Strategic Intelligence. This represents Army-level staffs collecting and analyzing information gathered through aerial reconnaissance, code-breaking, and unit reports.

 1.   During the Strategic Operations segment, each Headquarters may attempt to perform one Strategic Intelligence Operation. It does so by designating any one enemy stack which is within TEN (10) hexes and rolling one die. Strategic Intelligence Results are as follows:

- • Number rolled is less than or equal to the HQ's Staff Rating: flip all units in the enemy stack to their Open state.

- • Number rolled is "6": the enemy may immediately examine any one stack belonging to the same country as the HQ which attempted the strategic intelligence operation (Comment: successful counterintelligence).

- • Any other number: no effect.

RECONNAISSANCE

Cavalry units may conduct reconnaissance to determine the nature of enemy units in their Fog of War state.

1. Reconnaissance is conducted during movement.

2. Recon Procedure:
   (1) Move the cavalry unit adjacent to an enemy-occupied hex and declare "recon".
   (2) Roll one die. If the number rolled is less than or equal to the cavalry unit's cadre factor, the recon has succeeded. All enemy units in the hex are immediately flipped from their Fog of War state to their Open state.
   (3) If the die roll is greater than the unit's cadre factor, the recon has failed and there is no further effect.

3. Post Recon:
   (1) The cavalry unit must be flipped to its Open state at the instant it declares "recon" (if not already Open).
   (2) Following completion of the recon, the cavalry unit must cease movement. It may conduct combat normally.

4. Each cavalry unit may conduct only one Recon attempt per turn.

5. Demoralized cavalry may not attempt Recon.

CAVALRY SCREENING

A cavalry unit may attempt to "retreat before combat" to avoid being attacked by enemy units.

1.   Retreat Before Combat Procedure:

   (1) At the instant combat is declared against a hex containing ONLY defending cavalry units, the player controlling the defending cavalry may declare "retreat before combat".

   (2) Roll one die. If the number rolled is less than or equal to the cadre factor of the cavalry with the single lowest cadre factor, the retreat before combat has succeeded. All cavalry units in the hex must immediately retreat three hexes.

   (3) If the die roll is greater than the cadre factor, the retreat before combat has failed and there is no further effect.

2.   Retreat before combat is conducted like standard retreat, including any penalties for retreating through enemy Zones of Control.

3.   The attacking units may advance after combat normally. They may not attack again that Combat segment.

4.   If using the optional Bombardment rule, cavalry may retreat before combat in the face of enemy Bombardment attacks.

5.   Demoralized cavalry may not attempt to retreat before combat.

OPTIONAL SUPPLY EXPENDITURE RULE

Add the following to the Combat Supply rule (6.1):

1.   A Mobile Supply unit which is used to support an attack is *expended*. Remove it from the map at the end of the Combat segment in which it supported combat. One Supply unit may support any number of attacks in a single Combat segment, as long as all attacking units can all trace a legitimate Supply Line to the Supply unit.

   a.   This does not apply to Depots or other sources of supply.

   b.   Supply units which are expended do NOT count as units eliminated. They are replaced at a cost of ZERO (0) Mobilization points on the immediately-following friendly Mobilization segment. Simply place the expended Supply unit on any Depot of the same nationality. No more than one friendly Supply unit may be placed per friendly Depot per turn. This is in addition to any other friendly unit which is mobilized on the Depot.

2.   If using the Optional Supply Expenditure Rule and a player uses a Supply unit to support an Offensive Bombardment, that Supply unit is expended at the end of the Combat segment. Each Supply unit may support any number of Bombardments and/or Combats as long as line of supply

restrictions are met. Since the Supply unit is not expended until the end of the Combat segment, it may support both Bombardment and Combat in the same turn. Units conducting Defensive Bombardment require supply; however, if using a Supply unit for supply, they do not expend it (Comment: this is because offensive artillery barrages in this period consumed massive amounts of supply; defensive artillery was usually fired only when the enemy attempted to assault friendly lines).

This gives a more realistic, if somewhat more complex, picture of the difficulties of logistics in this era. A player must consider the problem of his troops outrunning their lines of supply.

ALTERNATIVE COMBAT RESULTS TABLE

	Odds Ratio							
Die Roll	**1/3(-)**	**1/2**	**1/1**	**2/1**	**3/1**	**4/1**	**5/1**	**6/1(+)**
0 or less	E/D	E/D	R/D	R/D	S/D	S/D	S/S	-/S
1	E/-	R/-	R/D	S/D	S/D	S/S	-/S	-/S
2	R/-	R/-	S/-	S/-	S/S	S/S	-/S	-/S
3	R/-	S/-	S/-	S/S	-/S	-/S	-/S	-/R
4	S/-	S/-	S/S	-/S	-/S	-/S	-/R	-/R
5	S/-	S/S	-/S	-/S	-/S	-/R	-/R	-/E
6	S/S	-/S	D/S	D/S	D/R	-/R	D/E	D/E
7 or more	D/S	D/S	D/R	D/R	D/R	D/E	D/E	D/E

This is the result of our experience with the original **Balkan Wars** CRT. The problem with the original CRT was that it was too easy for the attacker to gain an unrealistic advantage because of the "charge" die roll modifier. The attacker could usually amass more charge points than the defender, thus allowing him to avoid the disastrous "D" (Demoralized) results. The Alternative CRT is basically the same as the one which appeared in the original game, except that it shifts the "D" results for the attacker to the

upper die roll range, and to the lower for the defender. Since "D" results affect only charging units, this makes it much more expensive to use this tactic, reflecting the realities of this era's combat. It increases the winner's attrition, causing any campaign to run out of impetus over the long term.

COLUMN SHIFTS:

Artillery superiority: Attacker Bombardment strength minus Defender Bombardment strength. Only good order artillery units may participate *(do not use this if using the Optional Bombardment Rule).*

Terrain: total the shifts for ALL types in defender's hex. Include "-2" if ALL units attacking across River, Lake, or both. Maximum shift is FOUR columns.

Unsupplied Attackers: Some = -1, All = -2 (see rule 6.1).

DIE ROLL MODIFIERS (cumulative):

+2   Charging ATTACKERS have higher total Shock Value.

+1   Attacker expends a Morale Point.

+1   One or more Engineer units attack a Fortification or Entrenchment.

-1   Charging DEFENDERS have higher total Shock Value.

-1   Defender expends a Morale Point.

 0   Both Charging Attacker and Defender declare same number of Shock Points.

EXPLANATION OF COMBAT RESULTS

Result to the left of the slash affects the Attacker / results to the right of the slash affect the Defender.

-: No effect.

Disrupted (D): All CHARGING units belonging to the side receiving this result become DEMORALIZED and are placed beneath a "D" marker. Units that are already Demoralized are ELIMINATED(*) instead. If no units Charged, one unit of the owner's choice must still become DEMORALIZED (or is ELIMINATED if already Demoralized).

Elimination (E): All units ELIMINATED(*).

Rout (R): All units become DEMORALIZED and are placed beneath a "D" marker. Units that are already Demoralized SURRENDER(**) instead. All surviving units then retreat THREE hexes.

Shattered (S): All affected units become DEMORALIZED and are placed beneath a "D" marker. Units that are already Demoralized SURRENDER(**) instead.

(*) Remove from the map. Fortifications, Depots, and Army Artillery never return to play. Place all other units in the friendly Mobilization Pool.

(**) Fortifications, Depots and Army Artillery never return to play. Place all other surrendered units in the Enemy Prisoners of War box beneath the OPPONENT'S Mobilization Pool on the map.

ARMY LEVEL ARTILLERY AND BOMBARDMENT

This is the original Artillery rule. We dropped it since it added more complexity to the game than planned. But you can use it in place of the "artillery superiority" CRT shift (see rule 6.3).

1.   Heavy artillery, fortifications, and fleets function as per the standard rules, with the following additions: Heavy artillery, fortifications, and fleets (i.e., any unit with a Bombardment strength) may make offensive and defensive Bombardment attacks in the appropriate segments of the game turn.

2.   Bombardment: Bombardment attacks are conducted during the Bombardment segment.

    a.   Procedure:

        (1)   Total up the number of Bombarding factors.

        (2)   Compare this to the column on the Bombardment Table.

        (3)   Shift the column to the left a number of columns equal to the defender's defensive terrain benefit.

        (4)   Roll one die. Add to it a number equal to one of the Bombarding units' cadre values; subtract from it a number equal to the highest defending cadre value.

        (5)   Cross-index the die roll and column, determine the result, and apply it.

    b.   Bombarding units must be adjacent to the hex being bombarded.

    c.   The defender's combat/bombardment strength ratings do not count for Bombardment combat.

    d.   Demoralized units may not bombard.

    e.   Terrain: only the terrain in the hex gives defensive shifts. Hexsides (e.g., rivers) do not. Units may bombard across Lake and All-Sea hexsides, and into Mountains.

3.   Offensive Bombardment: Offensive Bombardment fire is conducted in the friendly Bombardment segment. This is conducted by friendly artillery and fleet units.

4.   Defensive Bombardment: Defensive Bombardment fire is conducted **in the enemy's Bombardment segment,** after he has finished all bombardment attacks. This is conducted by friendly artillery and fortification units. Note that, among other things, this might possibly reduce the odds of an attack in the upcoming combat segment by demoralizing/eliminating potential attacking units.

5.   Units may not advance after Bombardment.

6. Fleets may be affected by enemy Bombardment. A Demoralized Fleet which is Demoralized again is NOT eliminated, it remains Demoralized.

7. Supply: If using the original Combat Supply rule (6.1), Out of Supply units may not conduct offensive Bombardment. Additionally, units conducting Defensive Bombardment must also be able to trace a line of supply in the same manner as do attacking units. Units which are automatically in supply do not require a line of supply.

BOMBARDMENT CRT

Die Roll	(Total bombardment factors)						
	0(-)	1	2-3	4-7	8-15	16-24	25(+)
1(-)	NE	NE	NE	NE	NE	NE	NE
2	NE	NE	NE	NE	NE	NE	NE
3	NE	NE	NE	NE	NE	NE	DD
4	NE	NE	NE	NE	DD	DD	DD
5	NE	NE	DD	DD	DD	DD	DD
6	NE	DD	DD	DD	DD	FE	FE
7	NE	DD	DD	FE	FE	FE	FE
8(+)	DD	FE	FE	FE	FE	FE	FE

(The 0 column is used only when negative column shifts move the column used off the left edge.)

Column Shifts:

- - for terrain effects

Die Roll Modifiers:

- + highest bombarding units cadre factor

- - highest defending cadre value

Results:

NE: No effect. Nothing happens.

DD: All Good Order defenders Demoralized. Demoralized units remain Demoralized.

FE: Eliminate one defending unit (defender's choice, but fortress must be eliminated first), then apply a DD result to remaining enemy units.

AGENTS & SECRET OPERATIONS

Players may utilize "Agents" to conduct various forms of *Secret Operations.* Agents are accounted for by writing the number of friendly agents on a piece of paper. *What is a Balkans game without skulduggery?*

1. **Types of Secret Operations:**

- Espionage – may examine enemy forces

- Propaganda – raise or lower Morale Points

- Assassination – attempt to demoralize an enemy HQ

- Subversion – attempt to raise guerrillas

- Counterintelligence – used to reduce the chances of an enemy Secret Operation succeeding.

Secret Operations are conducted during the friendly Strategic Operations segment. A player may conduct one or more Secret Operations as long as he as sufficient Agents to do so.

2. **Use of Agents:**

a. Agents are not deployed on the map. Rather, they are accounted for off-map on paper and expended when the player conducts Strategic Operations.

b. Agents may be mobilized at a cost of TWO (2) Mobilization Points each. They are not "placed" on Depot units.

c. Agents belong to the "player", not to individual countries. Consequently, the player does not have to designate which country individual Agents belong to.

3. **Procedure for Strategic Operations:**

    (1) Designate the type of Strategic Operation being conducted.

    (2) Attacker commits any number of available Agents.

    (3) Defender commits any number of available Agents.

    (4) Subtract the number of defending Agents from attacking; this is the Secret Operations differential. Use the Secret Operations differential to determine which column on the Secret Operations Table will be used.

    (5) Roll one die and determine the outcome.

4. **Espionage Operation:**

The player designates any country on the map. A successful Espionage Result causes all enemy units within that country's borders to be flipped to their Open side.

5. **Propaganda:**

The player designates any belligerent country, friendly or enemy. A successful die roll allows the player to alter its National Morale by "1" or "2" in his favor (i.e., plus one or two if a friendly country, minus one or two if enemy).

6. **Assassination:**

The player designates any Open status, Good Order, enemy HQ unit. A successful Assassination Reslt Demoralizes the HQ.

7. **Subversion:**

The player designates any one belligerent country on the map. If the operation succeeds, then enemy units must expend one extra movement point to enter each hex completely inside that country. This applies for their immediately following player turn only.

8. **Counterintelligence:**

The defending player may assign one or more Agents to "defend" against any enemy Secret Operation. The number of defending Agents is subtracted from the attacking to determine the final Secret Operations Differential.

9. **Starting Secret Agents:**

    a. Scenario 1

        * Balkan League: 2

        * Ottomans: 2

    b. Scenario 2

- Bulgaria: 1
- Balkan League: 1

c. Scenario 3
- Austria-Hungary: none
- Serbia: none

d. Scenario 4
- Ottomans: 3
- Balkan League: 1

SECRET OPERATIONS TABLE

	Secret Operations Differential					
Die Roll	-1(-)	0	1	2	3	4(+)
0	N	N	N	N	N	N
1	N	N	N	N	N	N
2	N	N	N	N	N	N
3	N	N	N	N	N	S1
4	N	N	S1	S1	S1	S1
5	N	S1	S1	S1	S1	S2
6	S1	S1	S1	S1	S2	S2
7	S1	S2	S2	S2	S2	S2
8(+)	S2	S2	S2	S2	S2	S2

Differential is number of attacking Agents minus number of defending (Counterintelligence) Agents.

[*note by MK: Columns 1 and 2 are identical; I do not know if this is what was intended*.]

Die Roll Modifiers:

- Attacker expends one (maximum) Morale Point from Agent's country: +1

- Defender expends one (maximum) Morale Point from Agent's country: -1

- For each friendly Belligerent Great Power: +1

Espionage Results:

S1: Flip all enemy units in the targeted country to their Open Status.

S2: Flip all enemy units in the targeted country to their Open Status.

N: No Effect.

Propaganda Results:

S1: Alter Morale plus or minus 1.

S2: Alter Morale plus or minus 2.

N: No Effect.

Assassination Results:

S1: Defender GAINS one (1) Morale Point (outrage over dastardly assassins!); targeted HQ not affected.

S2: Demoralize targeted Good Order HQ; already Demoralized HQ not further affected.

N: No Effect.

Subversion Results:

S1: No Effect.

S2: Enemy units must expend one extra movement point to enter each hex completely inside that country their following player turn.

N: No Effect.

ADDITIONAL SCENARIOS

SCENARIO 3. ON TO BELGRADE! (MINI-SCENARIO)

Historical Notes: This is a hypothetical scenario. It is based on a "what if" situation: Austria-Hungary launches a quick punitive expedition into Serbia in order to suppress pan-Slavic nationalists. The scenario presumes that the Austro-Hungarians initiate a sneak attack, hoping to catch the Serbs unprepared. It also serves as a mini-game for players who desire to learn the system quickly.

Game Length: 6 game turns

First Player: Austria-Hungary

Second Player: Serbia

Victory Points

Either Side

- Control:

  Belgrade (1440): 10

  Nish (1836): 3

  Waljewo (1343): 3

  Kragajewac (1538): 3

  Zajecar (1534): 3

Austria-Hungary

- Control any other Serbian towns: 1 each

Serbia

- Control:

  Sarajevo (1546): 20

- Control any other Austro-Hungarian towns: 1 each.

Initial Forces

Serbia (Deploy first)

National Morale: 7

Great Powers control markers: not applicable

- On or adjacent to Belgrade (1140): 1st Army HQ, 1st Brigade / 3rd Infantry Division, 1st Artillery Battalion, 1st Engineer Battalion

- Nish (1836): 1st Brigade / 1st Infantry Division

- Waljewo (1343): 1st Brigade / 2nd Infantry Division

- Kragajewac (1538): 1st Brigade / 4th Infantry Division

- Zajecar (1535): 1st Brigade / 5th Infantry Division

- Any towns or cities in 1912 Serbia: 2nd Brigades

- Depot: 1 each in Belgrade (1140) and Nish (1836)

- Mobilization Pool: all remaining units.

Serbian special mobilization: the Serbian player receives 3 mobilization points per friendly depot each turn (representing mobilization of reservists).

Austria-Hungary (Deploy second)

National Morale: 7

Great Powers control markers: not applicable

- Anywhere in Austria-Hungary: 15th Mountain Corps (one HQ, four Mountain Infantry Brigades, one Engineer Battalion, one Artillery Brigade, one supply unit)

- In any Austro-Hungarian towns, not more than two units per hex: 1st Corps [use Rumanian units] (one HQ, four Infantry Brigades, one Cavalry Brigade, one Engineer Battalion, one Artillery Brigade, one supply unit)

- Depots: one in Sarajevo (1546), one in any Austro-Hungarian town (use Rumanian depot).

Neutrals

None. (See Special Rules)

Special Rules

1. Use only the designated Austro-Hungarian and Serbian units. Rumanian units are treated as Austro-Hungarian units for all game purposes.
2. Ignore the following rules section: (3) Diplomacy (including Random Events).
3. Movement limitations: units of both sides may enter only Austria-Hungary and 1912 Serbia (and note that Serbian units may enter Austria-Hungary)
4. Entrenchments: units may not begin the game entrenched.
5. Mountains: only Alpine units may be initially deployed in Mounted hexes.

SCENARIO 4: JIHAD! (OTTOMAN FANTASY SCENARIO)

Historical Notes: This is how the Turks thought the war would go. It depicts an Ottoman offensive which catches the Balkan League before it has fully mobilized.

Game Length:

Start: October III, 1912

End: December III, 1912

First Player: Ottoman Empire

Second Player: Balkan League

Victory Points

Either Side

- Commit any Austrian units: Lose 20
- Commit the British Fleet: Lose 10
- Commit German HQ: Lose 5

Ottoman Empire

- Control:

  Constantinople (3012): 5

  Adrianople (2720): 2

  Salonika (3332): 2

  Skopje (2537): 2

  Scutari (2543): 2

  Tirana (2843): 2

  Sofia (2231): 5

  Philippopolis (2426): 3

  Varna (1815): 3

  Belgrade (1140): 5

  Nish (1836): 3

  Athens (4628): 5

  Larissa (3834): 3

  Cetnje (2435): 3

- Control any other Enemy Belligerent towns: 1 each
- Enemy Belligerent country National Morale "0" at end of game: 5 (each).

Balkan League

- Control:

  Constantinople (3012): 10

  Adrianople (2720): 5

  Salonika (3332): 5

  Skopje (2537): 5

  Scutari (2543): 5

  Tirana (2843): 5

  Sofia (2231): 3

     Belgrade (1140): 3

     Athens (4628): 3

     Cetnje (2435): 2

- Control any other Ottoman towns: 1 each
- Ottoman National Morale "0" at end of game: 10.

Initial Forces

Balkan League (Deploy first)

Bulgaria – National Morale: 4

Serbia – National Morale: 3

Greece – National Morale: 3

Montenegro – National Morale: 4

Great Powers control markers: Russia

1. **Bulgaria** (all units deploy within 1912 Bulgarian borders)

- On or adjacent to Sofia (2231): 1st Army HQ, Guard Cavalry Regiment, 1st Infantry Division (1st Bridgade), 10th Infantry Division (1st Brigade), 1st Artillery Brigade, 1st Engineer Battalion, Engineer Regiment, 1st Supply Unit

- On or adjacent to Philippopolis (2426): 2nd Army HQ, 8th Infantry Division (1st Brigade), 9th Infantry Division (1st Brigade), 11th Infantry Division (1st Brigade), 2nd Artillery Brigade

- On or adjacent to Rustchuk (1622): 3rd Army HQ, 4th Infantry Division (1st Brigade), 5th Infantry Division (1st Brigade), 6th Infantry Division (1st Brigade), 3rd Artillery Brigade, 3rd Engineer Battalion, 3rd Logistic Unit

- Any town in Bulgaria, not more than two units per hex: 2nd, 3rd & 7th Infantry Divisions (all with 1st and 2nd Brigades)

- Adjacent to any Bulgarian/Ottoman border hexes: Cavalry Division ("Cv", 1st and 2nd Brigades)

- Depot: 1 each in Sofia (2231), Philippopolis (2426) and Rustchuk (1622)

- Mobilization Pool: all remaining units.

2. **Serbia** (all units deploy within 1912 Serbian borders)

- On or adjacent to Belgrade (1140): 1st Army HQ, 3rd Infantry Division (1st Brigade), 1st Artillery Battalion, 1st Engineer Battalion, 1 Supply Unit

- Nish (1836): 1st Infantry Division (1st Brigade)

- Waljewo (1343): 2nd Infantry Division (1st Brigade)

- Kragajewac (1538): 4th Infantry Division (1st Brigade)

- Zajecar (1535): 5th Infantry Division (1st Brigade)

- Any towns or cities in 1912 Serbia: 1st and 2nd Cavalry Brigades

- Depot: 1 each in Belgrade (1140) and Nish (1836)

- Mobilization Pool: all remaining units.

3. **Montenegro** (all units deploy within 1912 Montenegrin borders)

- Alpine Brigades

- Brigades

- Depot: 1 in Cetnje (2345)

- Mobilization Pool: all remaining units.

4. **Greece** (all units deploy within 1912 Greek borders)

- Athens (4628): 1st Infantry Division (1st and 2nd Regiments), one Heavy Artillery Brigade, one Engineer Regiment

- Any Greek City or Town, no more than two units per hex: 2nd Infantry Division (1st Regiment), 3rd Infantry Division (1st Regiment), 4th Infantry Division (1st Regiment), 1st Cavalry Division (1st and 2nd Regiments), one Supply Unit

- Depot: 1 each in Athens (4628) and Larissa (3834)

- Mobilization Pool: all remaining units.

Ottoman Empire (deploy second)

National Morale: 9

Great Powers control markers: Germany

- Constantinople (3012): 1st Army HQ, Guard Cavalry Regiment

- On or within four hexes of Constantinople (3012): 1st Infantry Division, 2nd Infantry Division, 3rd Infantry Division, 2nd Cavalry Brigade, 1st Heavy Artillery Brigade, 1st Engineer Brigade

- On or within four hexes of Rodosto (3016): 4th Infantry Division, 5th Infantry Division, 6th Infantry Division, 3rd Cavalry Brigade

- On or within four hexes of Kilisse (2618): 7th Infantry Division, 8th Infantry Division, 9th Infantry Division, 4th Cavalry Brigade

- On or within four hexes of Adrianople (2720): 10th Infantry Division, 11th Infantry Division, 12th Infantry Division, 5th Cavalry Brigade

- Anywhere in the Ottoman Empire, east of the Strumo River: 1st Cavalry Brigade, 1st Brigade, 2nd Alpine Brigade, one Logistics Unit

- On or within four hexes of Salonika (3332): 13th Infantry Division, 14th Infantry Division, 15th Infantry Division, 6th Cavalry Brigade, 2nd Heavy Artillery Brigade, 2nd Engineer Brigade

- On or within four hexes of Monastir (3038): 16th Infantry Division, 17th Infantry Division, 18th Infantry Division, 7th Cavalry Brigade

- Anywhere within the 1912 borders of the Ottoman Empire: 22nd Infantry Division, 23rd Infantry Division, 24th Infantry Division

- Anywhere in the Ottoman Empire, west of the Strumo River: 3rd Rifle Brigade, 4th Alpine Brigade, one Logistics Unit

- Depot: one each in Constantinople (3012), Adrianople (2720), Salonika (3332), Scutari (2543)

- Fortifications: one each on Chatlja (2912), Maidos (3520), Kirk Kalisse (2517), Adrianople (2720), Yannina (3739) and Scutari (2543)

- Ottoman forces off-map; see special rules below: 7th Corps (19th, 20th, 21st Infantry Divisions, 7th Cavalry Brigade), 8th Corps (25th, 26th, 27th Infantry Divisions, 8th Cavalry Brigade)

- Mobilization Pool: all remaining units.

Neutrals

- Rumania – National Morale: 3. Ottoman Player places all Rumanian units within any Rumanian Cities or Towns, no more than two units per hex.

- Austria-Hungary. Ottoman Player places all Austro-Hungarian units within any Austro-Hungarian Cities or Towns, no more than two units per hex.

- Germany. Place Headquarters off-map.

- Britian. Place Fleet off-map.

- Albania: Albania has not yet become an independent country. If it does, it enters with a National Morale of 5; place the Albanian unit in Tirana after all other forces have evacuated, as per the ALBANIA Political Event.

Special Rules

1. Entrenchments: units may not begin the game entrenched.
2. Mountains: only Alpine units may be initially deployed in Mountain hexes.
3. *Balkan League Special Mobilization:* the Balkan League Player receives THREE mobilization points per friendly depot for turns 1-4 (representing mobilization of reservists). The Balkan League Player may place up to TWO friendly mobilized units per Depot on game turns 1-4.
4. Ottoman 7th and 8th Corps: the Ottoman 7th and 8th Corps begin the game in the Ottoman off-map area. The Ottoman player may bring one, both or neither of them into the Operational map at any time, but if they do and the "Ottoman Subjects Revolt Elsewhere Event" occurs, one of the following penalties will apply: (1) if only one corps has been brought into play, the Ottomans lose one Morale Point the turn the event is rolled; also, the Ottoman off-map replacement rate is permanently reduced by "1"; (2) if both corps have been brought into play, the Ottomans lose two Morale Points the turn the event is rolled; also, the Ottoman off-map replacement rate is permanently reduced by "2".
5. Note that there are two towns called "Scutari" on the map; all deployment refers to the one in Albania.

Transcribed by Mark Kindrachuk

July 2003