WAR RETURNS TO EUROPE: YUGOSLAVIA 1991

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CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.strategyandtacticsmagazine.com.

1.0 INTRODUCTION

War Returns to Europe: Yugoslavia 1991 (*WRTE*) is a simulation of the first engagements of the Yugoslav Wars of 1991-2001. Game play begins in June 1991 when Slovenia and Croatia proclaimed independence from the Federal Republic of Yugoslavia, and ends in early 1992.

There are two players in *WRTE*: The Federalist player and the Separatist player. The Federalist player assumes the role of the commander of the People's Army of Yugoslavia (JNA), the only Federal institution still working in Yugoslavia in the early 1990s (the Federalist player must fight low morale, politicos, and the Separatists to keep Yugoslavia united, or at least to retain the largest possible tract of Serb-inhabited territory). The Separatist player represents the governments of the breakaway republics of Slovenia and Croatia fighting for independence and a free market economy.

The Federalist player controls the JNA, Krajina Serb militias, and the Serbian paramilitary forces, whereas the Separatist player controls the Slovene and Croatian military and police units.

2.0 COMPONENTS

A copy of *WRTE* is complete if it includes one counter sheet (228 counters), and 1 map of Eastern and central Yugoslavia. The mapsheet includes all relevant charts and tables necessary for game play. Players will need to provide one 6-sided die.

Thirty counters are expansion and errata counters for other S&T games, listed as follows:

Duel on the Steppe (S&T #285): 6-7-5 infantry (missing), and five "Overrun" markers.
Hindenburg's War (S&T #288): GE and two US tanks, four CA infantry, and five trench.
Failsafe (S&T #283): Six decoy, three C2 (errata), and three AD (errata).

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- Steps (1 step)
- Unit Size (Brigade)
- Unit ID
- Unit Type (Motorized)
- Attack Strength
- Defense Strength
- Movement Factors

2.1 Unit Counters

There are 195 counters provided for *WRTE*, most of them representing combat units. All other counters are markers used for certain game functions such as supply status, the use of heavy weapons, etc. The use of every marker is explained in the corresponding section of the game rules.

2.2 Unit Colors

The nationality of each unit in the game is indicated by the background color of the counter:

Federalist Units
  JNA: White
  Krajina Serbs: Yellow
  Serbian Nationalist militias: Orange

Separatist Units
  Slovenes: Green
  Croatian National Guard (ZNG): Blue
  Croatian HOS militias: Dark Blue

2.3 Abbreviations on Units

The unit identification printed on the upper left hand corner of each game piece has no bearing on game play whatsoever, but is included for historical interest purposes:

2.4 The Map

Each hexagon encompasses about 12 miles (~20 kilometers). The hexes within the Republic of Croatia that are inhabited by a majority of ethnic Serbians are marked "SR". Hexes within the Republic of Croatia inhabited by a mix of Serb or Croatian population are marked "CS". All other hexes inside the Republic of Croatia are inhabited by a majority of ethnic Croats. The ethnic majority of each hex in Croatia has effects on game play (see 11.0 and 12.0).

Cities that are printed with a white star within a circle are simply capital cities.

3.0 SET-UP & HEX CONTROL

3.1 Set-up Steps

Set up the game as follows:

1) The Separatist player must place the three "Croatia Mil Ops" counters in an opaque cup.

2) The Separatist player must blindly draw one and secretly read it. Hide the other two.

3) The Separatist player must reveal the picked chit on the game turn printed on it (see 5.0).

> **Designer's Note:** *The Slovenes and Croats had a secret agreement to simultaneously launch military operations as of their declaration of independence, on 25 June, 1991. However, at the last minute, the Croats felt that they were not ready to face the might of the JNA, so Croatian president Tudjman stepped back and left the Slovenes to go it alone. In the game, the chit draw allows the Separatist player to know when operations in Croatia will begin, whereas the Federalist player is kept in complete incertitude. This may force him to be cautious in Slovenia, as actually happened. Historically, the Slovenes would not forget the Croats' duplicity, and thus when Croatia applied for European Union membership in 2005, Slovenia (already a member of the EU since 2004) vetoed their entry until 2011.*

4) The Federalist player must set up the following JNA units in any barracks cities (printed with a black start) in Slovenia and Croatia that he prefers, provided that at least one of the following units is placed in the cities of Celje (3007), Rijeka (2304), Koper (2401), Karlovac (2508), and Varazdin (3211).

  5 x Motorized
  1 x Mountain
  2 x Mechanized
  2 x Armor

5) Set aside 2 x airborne commando units if optional rule 16.3 is in effect.

6) The Separatist player must set up 11 x Slovene units in any unoccupied hexes in Slovenia.

7) The Separatist player must set up 5 x Weapons Cache counters with any Slovene unit(s).

8) The Federalist player must next set up the following JNA units in any unoccupied hexes in Croatia:

  10 x Motorized
  2 x Mechanized
  2 x Armor

Exception: No more than 2 x Motorized units may be set up in 1712 (Knin).

9) The Federalist player must then set up 8 x Krajina units in any unoccupied hexes in Croatia.

Note: The remaining Krajina units will enter as reinforcements later in the game.

10) The Federalist player must set up 1 x Motorized, 1 x Mountain, and 1 x Mechanized JNA units in any Bosnia Herzegovina barracks cities (only) that he prefers, provided that at least one of each unit is placed in each barracks city.

11) Place all remaining JNA and the Serb Paramilitary units, regardless of their type, in the Serbia holding box.

12) The Separatist player must set up 20 x random 1-2-4 ZNG units and 3 x HOS Paramilitary units in any unoccupied hexes in Croatia.

Exception: Besides hex 2512 and 2109, no ZNG units may be set up in any Serbian ethnic majority (SR) hexes.

13) The Separatist player must set up 6 x Weapons Cache counters with any ZNG unit(s).

14) Set aside 3 x 2-3-4* ZNG units (they only enter play via Media War attempts; see 9.0).

15) All other units are considered reinforcements, and enter play during later game turns.

16) Place the "Game Turn" counter on the June I (1991) box.

17) Place the "JNA Activity Level" counter in the "2" box on the Federal Army Activation Track.

3.2 Hex control
Keeping track of who controls each hex is important to trace supply and other game functions.

The Separatist player controls all Slovene and Croatian city hexes (unless occupied by any Federalist unit).

The Federalist player controls all ethnic Serbian (SR) hexes (unless occupied by any Separatist *Croatian* unit).

Exception: Hex control of ethnically mixed SR/CR hexes in Croatia is attributed to the side that last moved a unit through it or occupies it).

4.0. SEQUENCE OF PLAY
Each game turn is comprised of two player segments (a Separatist segment and a Federalist segment). Each segment is further divided into the following phases which must occur in the order listed:

Croatia Mil Ops Turn 3

Event Phase

1) The Separatist player announces if Croatia begins military operations on this game turn (not possible on turn 1 or 2).

Note: If there is a ceasefire in Slovenia (see 4.2) skip this game turn entirely and move the turn marker to the next game turn).

If Croatia does not begin military operations, a maximum of 4 JNA units in Croatia may move and enter Slovenia, and/or attack. No other Croation, JNA, or Serb units may move or attack yet.

If Croatia does begin military operations this turn, launch Operation Bilagora (see 8.11)

2) Determine if the JNA Activation Level (see 5.0) changes this turn (not possible on turn 1).

Federalist Phase

1) Reinforcement Entry (not possible on turn 1).
2) Movement.
3) Kinetic Combat

Separatist Phase

1) Reinforcement Entry (not possible on turn 1).
2) Movement.
3) Kinetic Combat/Media War

End of Turn Phase

1) Separatist Automatic Victory Check (see 15.3).
2) Federalist Ceasefire Option (not possible on turn 1 or 2; see 4.2)
3) Supply Status Check.
4) Determine Winner (last game turn only; see 16.3)

4.1 Slovenia Ceasefire Declaration
As of game turn 3 or later, the Federalist player may choose to declare a ceasefire (but is not required to, in case proceed to the next step). The will end the war with Slovenia, allowing the Federalist player to try and concentrate against Croatia alone.

Exception: Ceasefires may never occur on the same turn that Croatia began military operations.

If a ceasefire is declared by the Federalist player, all JNA units in Slovenia (except units that were eliminated) are automatically removed from their present hexes and set up all over again per 3.1 as much as is possible, including the requirement to set up in barracks cities where indicated (in as many barracks cities as the Federalist player is able to occupy with surviving JNA units), but not with any additional Weapons Cache markers.

Slovenian units remain static in their present hexes (but they cannot capture any Weapons Cache markers for capturing barracks cities this time around), and Croatian units are not affected.

If a ceasefire is declared, JNA units may not enter Slovenia or engage Slovene forces, or vice versa, until the JNA Activation Level is "Full," although JNA units may enter Croatia and engage Croatian forces normally.

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Designer's Note: *The Federalist player does not know when Croatia is going to enter the war. If they enter late, the Federalist player may have a chance to try to win big by conquering Slovenia, but the possibility of an earlier Croatian entry also exists, so the Federalist player may opt to make a show of force in Slovenia and reserve his forces for the upcoming struggle against Croatia. The Croatian player must try to collect as many resources as possible in order to launch harassing attacks during the middle and late game. Conquering SR hexes is key to preventing the Federalists from gaining VPs. The upgraded brigades received later can be concentrated to launch a powerful local offensive and regain territory.*

5.0. JNA ACTIVATION LEVELS

JNA Activity Level

The JNA Activation Level regulates the maximum quantity of units and naval/artillery/air support assets that the Federal player may use during a game turn. The JNA Activation Level always begins the first game turn at Level 2 (Low), but may change during the course of the game depending on certain events (for example, when any Croatian cities are captured, or per the Media War Table).

Designer's Note: *This simulates public relations disasters such as the bombing of Dubrovnik, Osijek, or other Croat cities, or the use of radical militias such as the SDG (better known as Arkan's Tigers, after its commander, former gangster Željko Ražnatovi, "Arkan"); Their atrocities caused an international outcry (duly exploited by the Croatian media) that forced the Yugoslavs to scale back their military response against the rebel republics, fearing international intervention.*

5.1 JNA Activation Levels

There are three categories of Activation Levels (Low, Medium, Full), each entailing a different level of allowable Federalist activity for that turn. Each type of Activation Level is comprised of four tiers of intensity (from 1 to 4); if the intensity increases beyond "4", the Activation Level goes up to the next higher level, but if the intensity decreases below "1", the Activation Level goes down to the next lower level.

The specific Activation Level (Low, Medium, Full) will dictate how many units (of any type) that the Federalist player may activate during the current game turn, and any other associated restrictions listed as follows:

Low level

No more than 15 JNA (but not Serbian) units may move and/or attack, and no artillery or air support is ever employed that turn.

Movement and attacks are only permitted into road hexes (except into Bosnia, Herzegovina, or Montenegro).

Medium Level

No more than 30 JNA/Serbian units may move and/or attack, and a maximum of two support markers of each type (for example, Air Support) may be employed during that turn.

Note: *Units that survive Operation Bilagora (see 8.11) and remain under siege must be included when keeping to the 30 unit limit.*

No more than two attacks may be conducted against any Croatian city hexes this turn (though attacks in non-city hexes are not restricted).

All other standard rules (for example, movement) apply normally.

Full Level

No restrictions apply to the Federalist player.

5.2 Increasing/Decreasing the JNA Activation Level

The intensity of a JNA Level will go up or down if and when any of the following conditions arise:
Beginning of Military Operations in Croatia
When this event is revealed, automatically increase the JNA Activation Level by 2 tiers of intensity.

Media War

Certain results of the "Media War" table may decrease the JNA activation Level (see 9.0).

Operation Bilagora

The first turn after the Separatist player launches Operation Bilagora (see 8.7) raise JNA Activation Level by 2 tiers in intensity (in addition to the 2 tiers of intensity for the Beginning of Military Operations in Croatia).

Note: *It is not possible to launch Operation Bilagora attacks against Knin (1712) or Petrinja (2611).*

Conquest of Croatian Cities

On game turn 7 and during subsequent game turns, whenever any Federalist unit occupies a Croatian city, raise the JNA Activation Level by 1 tier of intensity (per Croatian city occupied).

6.0 STACKING

Having more than one friendly unit in a hex at the same time is called "stacking." Stacking limits vary by terrain type and are given on the TEC. Stacking limits are given on the TEC in terms of "units," and each unit in the game, no matter its nominal organizational size, is "one unit" when counting stacks. Stacking limits are as follows:

> **Clear Terrain** = 3 units.
> **Rough/Mountain** = 2 units (mountain type units stack freely in rough/mountain hexes).
> **City Terrain** = 4 units.

6.1 Stacking Limitations

Stacking limitations apply for all units of both sides at the end of each Movement and Combat Phase. Friendly units may move through hexes occupied by other friendly units without affecting stacking limits, and there is no limit on the number of friendly units that may stack as they pass through a single hex or cross a single hexside during movement. If, however, at the end of any friendly or enemy Reinforcement, Movement or Combat Phase, any hex is discovered to be over-stacked, the excess units must be eliminated by the owning player.

A friendly unit or stack may never enter a hex containing an enemy unit or stack.

6.2 Free-Stacking Units

Air support, artillery, naval, and all other functional markers have no stacking values. Such markers may be added to any hexes as long as the particular rules for their use are observed.

Additionally, mountain-type units have no stacking value when stacked in a rough or mountain type of hex (in other words, they may stack in rough and mountain hexes without affected stacking whatsoever).

Note: Mountain units otherwise have no other special capabilities when attacking or defending in rough or mountain hexes; their only specialty is their ability to stack freely in rough or mountain hexes.

6.3 Stack Movement

To move as a stack, a stack of units must begin their movement already stacked together. Of course, units are not required to move together just because they started the Movement Phase in the same hex.

Note: If units with different movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit.

It is permitted for a stack of units to "drop off" units of that stack as the stack continues to move. In such cases, a dropped off unit may not then continue to move on its own. However, there is a way to move a stack of units in multiple directions, known as "Splitting Stacks" (see 6.4 below).

6.4 Splitting Stacks

A moving stack may be halted temporarily to allow a unit or some units of that stack to split off and move away on a separate course (even as another stack), but they are assumed to have used whatever movement was expended by them before splitting off. After those split off units have completed their separate movement, then the remaining unit(s) of the original stack may then resume their own movement, if desired, even splitting off other units to split off again, if they possess enough remaining movement to do so. Again, a split off unit or stack must always complete its movement before the originating stack continues its intended movement.

6.5 Slovene/Croatian Stacking Restrictions

All friendly units may stack together except Slovene and Croatian units, which may never stack with each other.

7.0 MOVEMENT

Except when retreating, units may only ever be moved during the Movement Phase of their own game turn (units may not ever voluntarily move during the enemy player's Movement Phase). Movement is always voluntary, except in the case of retreats mandated by combat results. Each unit has a movement factor printed on it. Units are moved by simply moving that unit from its starting hex via a path of contiguous hexes on the map's hex grid, reducing that unit's movement factor per each hex entered. A unit must stop when it expends its last movement factor (or before then if the owning player chooses to end its movement).

7.1 Terrain Costs

The movement factors required to enter each hex depends upon the type of terrain in that hex.

Clear Terrain = Expend 1 Movement Factor

Rough Terrain = Expend 2 Movement Factors

Mountain Terrain = Expend 3 Movement Factors (mountain type units expend 2 Movement Factors).

City Terrain = Expend Movement Factors equal to the other type of terrain in a hex.

Road Hexes = Expend 1 Movement Factor if moving from a road to a connected road hex, regardless of the other terrain in that hex.

Note: Whenever crossing over a river hexside depiction, regardless of the terrain on either side (except on roads), the moving unit must expend one additional movement factor.

If there is more than one terrain type in a particular hex, always use the highest single movement cost from among all the terrain in that hex (except in road hexes).

Exception: Amphibious and airborne movement ignores terrain costs while conducting that special type of movement.

Movement Factors are not transferrable to other units. If a unit does not expend all of its available movement factors for a turn, its remaining movement factors are lost until the next game turn.

7.2 Minimum Movement

A unit is always able to enter at least one legally-enterable hex if it hasn't yet moved that turn and lacks enough Movement Factors to enter the intended hex (at which point is must stop for the remainder of that game turn).

7.3 March Movement

The Movement Factor of any unit may be tripled if that unit began its Movement Phase not adjacent to any enemy units, nor moves adjacent to any enemy units during the entirety of its movement (including where it ends its movement).

7.4 Islands

Adriatic Sea Islands (for instance, the island of Vis in hex 1014) are not playable. It is not allowed to enter or to deploy units in them.

7.5 Political Movement Restrictions

The following restrictions apply to these nationalities:

Slovene units may not ever move outside of Slovenia.

Croatian units may not ever move outside of Croatia.

Krajina Serb units may not ever move outside of Croatia.

JNA units may enter Croatia, Slovenia, Bosnia & Herzegovina, Serbia and Montenegro hexes.

If a ceasefire is declared, JNA units may not enter Slovenia or engage Slovene forces until the JNA Activation Level is "Full".

7.6 Mobile Type Units
Aside from their higher printed values, motorized, mechanized, and armor type units have no other special movement characteristics.

7.7 JNA Activation Levels and Movement
If the current JNA Activation Level is "Low", JNA movement and attacks are only permitted into road hexes (except into Bosnia, Herzegovina, or Montenegro). See 5.1.

8.0 COMBAT
During a player's own Combat Phase, he may initiate attacks with any of his eligible units against any eligible targets. Attacking is always voluntary, however, a player may not know the contents of an enemy stack (except the top unit) until he declares an attack against that hex (in which case that attack must occur, regardless of the odds he is up against).

Exception: The Separatist player may always inspect enemy units in Slovenia or in SR or CS hexes at any time. The Federalist player may always inspect enemy units in C or CS hexes.

Attacks are conducted by counting up all of the attack strength points of every unit that is adjacent and also intending to attack a particular hex. That total is then compared to the total of all of the defense points of every enemy unit that is stacked in that targeted hex. The ratio between the two (for example, two-to-one, or 2-1) is known as the combat odds.

There is no limit on the number of attacks a player may conduct during his Combat Phases, provided that he has enough units to attack with. Furthermore, a player is not required to declare all of his intended attacks beforehand, and he may resolve whatever attacks he intends in any order that he prefers, provided that each attack is resolved to completion before the next.

No attacking unit may ever attack more than once per friendly Combat Phase, but no enemy unit or stack that is being attacked may avoid or decline a declared attack.

8.1 Target Limitation
An enemy occupied hex may be attacked in one Combat Phase by as many units as can be brought to bear from one, some, or all of the surrounding hexes, but no more than one hex may be the object of a single attack.

8.2 Indivisibility of Units
No single attacking unit may have its attack factors divided and used in more than one combat. Likewise, no defending unit may have part of its defense factor attacked by one or a few enemy units while another part of that defense factor is attacked by other enemy units.

8.3 Stacks Attacking
It is not required for every unit in a stack to attack a particular target hex just because some units in that stack are doing so. Some units in a stack may attack a different adjacent target hex, or not at all, as the owning player prefers.

8.4 Resolving Combat
After an attack has been declared and the odds determined, the attacking player must roll one die and then consult the Combat Results Table. Cross-reference that die roll result indicated on the Combat Results Table with the odds determined for that attack. The indicated result is the outcome of that attack.

The odds obtained in the odds calculation process may be modified ("shifted") by the predominant type of terrain in the defender's hex, listed as follows:

Clear Terrain = No shift
Rough Terrain = Shift the odds column one column leftward
Mountain Terrain = Shift the odds column two columns leftward
City Terrain = Shift the odds column one column leftward.
Road Hexes = Per the other terrain in that hex.

Note: *If the majority of attacking combat strength points are coming from attacking units that are attacking across a river hexside, shift the column one column leftward (in addition to any other applicable shifts above).*

The odds obtained in the odds calculation process may be modified ("shifted") by other considerations (cumulative with terrain shifts), listed as follows:

If any of the attacking units are currently out of supply
 = Shift the odds one column leftward.

If any of the defending units are currently out of supply
 = Shift the odds one column rightward.

If the attack involves Air Support
 = Shift the odds one column rightward (per Air)

If the attack involves Artillery Support
 = Shift the odds one column rightward (per Artillery).

If the attack involves Naval Support
 = Shift the odds one column rightward.

Designer's Note: *Shifts are cumulative; this reflects the poor morale of the average JNA unit. Only sheer firepower can correct this situation. The "shock" forces in the game are the political militias (e.g., Arakan's Tigers, Seselj's Bjeil Orlovi, HOS militias) and heavy firepower.*

8.5 Combat Results
The number to the left of the slash is the attacker's combat result; the number to the right is the defender's. For example, at 2:1 odds, on a roll of two, the combat result is 2/1. That's 2 for the attacker, 1 for the defender. The numbers signify the number of "hits" each side suffers,

meaning how many units must be eliminated from their forces involved in that battle. Each hit indicates that the affected player must eliminate one of his land units and remove it from the map. The owning player may always choose which of his units to eliminate (remove), provided that the required amount of units are eliminated.

Note: Attacker eliminations are always removed before defender eliminations in each battle.

8.6 Advance After Combat
If an attack eliminates all defending units, the attacking player may move one, some or all attacking units into the just-vacated hex. This movement does not cost any movement factors; it is a free move.

8.7 Barracks Attacks (Operation Bilagora).
Operation Bilagora, also known as the "Battle of the Barracks" was a blockade of all JNA military facilities in Croatian territory, launched by the Croatian military and police in mid-September, 1991. The operation allowed the Croatian military to acquire heavy weaponry, but provoked a general counteroffensive by the JNA against Croatia's border cities.

Whenever the Beginning of Military Operations in Croatia begins, the Separatist player may launch Operation Bilagora (see 3.0). Each barracks city (printed as a black star) that is adjacent to a Croatian unit may be attacked.

To conduct the attack(s) upon the barracks, roll one six-sided die for every Croatian barracks city that is occupied by any JNA units (except the cities of Knin and Petrinja, in hexes 1712 and 2611, respectively), provided that there is a Croatian unit adjacent to each attacked barracks. If a barracks city is unoccupied by any JNA units, that hex automatically becomes Separatist-controlled and yields three Weapons Cache markers (see 8.9) for the Separatist player, as well as one Artillery Support marker.

To resolve each attack, roll one six-sided die; add +1 (maximum) to the die roll if the attacking Croatian unit is assigned and stacked with a Weapons Cache marker (after which that Weapons Cache marker is expended permanently, regardless of the result). If the net die roll is 3-6, the JNA unit occupying that barracks is eliminated. If the net die roll is a 1-2, the JNA unit repels the attack and remains in place (and cannot move until the JNA Activation Level is "Full").

Designer's Note: The likelihood of a unit becoming eliminated reflects the fact that it is a civil war and thus units are still deployed in their barracks when they are most vulnerable (they are not on a "war footing" at all); the Croations surrounding them can potentially seize the armory, motor pools, shut off the water and power, and thus starve them into submission. Added to this, the JNA morale was very low and most were ethnic Albanese, Macedonians, and Bosnians who did not really want to fight. Even in Belgrade itself, desertion rates reached 80% among the conscripts.

If an occupied barracks city is captured following an initial attack, the Separatist player will possibly receive a Weapons Cache. This is determined by a die roll, as follows:

1-2 = No Weapons Cache for that barracks.
3-4 = One Weapons Cache for that barracks.
5 = Two Weapons Cache for that barracks.
6 = One Weapons Cache and one Artillery Support for that barracks.

Note: Regardless of how many sixes he rolls, the Separatist player cannot accrue more than three Artillery Support markers at any one time throughout the entire game.

Once Weapons Cache markers are received by the Separatist player, the Separatist player must assign them to specific Separatist units (stacked atop the unit it is assigned to) of the Separatist player's choice, though a maximum of one per unit. Weapons Cache markers are available to be used by the Separatist player as modifiers to di(c)e rolls wherever a specific rule allows it (see 8.7, 8.9, 10.0, 11.0).

8.8 Sieges
If any barracks cities repelled attacks, place a Besieged Barracks marker on those hexes; they can remain under siege (so long as a Croatian unit is adjacent to that hex) until the following turn, at which time the Separatist player may attempt another Operation Bilagora die roll per 8.7 (which he can attempt indefinitely if he has an adjacent force available to do so).

Note: Any JNA units that survive Operation Bilagora and remain under siege do count against the 30-unit limit for a "Medium" JNA Activation Level.

If a barracks city's siege is lifted, it cannot be re-besieged again thereafter.

Designer's Note: The Croatian attack against the JNA barracks took their enemies by surprise and sapped the already low morale of the Yugoslav army. A large percentage of the JNA troops were Croats, Slovenes, Bosnians, or Albanians that had no interest at all in the war and simply deserted. Even among the Serbian and Montenegrin conscripts there was a large percentage of desertions. The JNA reacted slowly-within one week, many military facilities had surrendered, including the whole 32nd Corps at Varazdin. The JNA lost eight brigades and three artillery regiments, and most of its weapons went to the Croatians (some 250 tanks, 400 guns, and 180,000 light weapons, along with 2,000 tons of ammunition. Moreover, many of the weapons were modern types, such as Armbrust anti-tank weapons, SA-7 surface-to-air missiles, SA-80 and Ultimax assault rifles, anti-personnel mines, etc.

8.9 Weapons Caches
Weapons Caches represent the weapons smuggled from abroad or "recovered" from JNA depots by Slovenes and Croats before and after the outbreak of hostilities. Each Weapons Cache marker may be used to either recruit new units during the Reinforcements Phase (see 10.0), or to generate die roll modifiers during Ambush-type attacks (see 11.0)

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9.0 MEDIA WAR

Media War represents public relations operations carried out by Slovenia and Croatia to influence world public opinion and political leaders, trying to appear as freedom-loving countries fighting against a corrupt, oppressive communist state. The idea was that the international outcry could bring pressure from the EU, US, and other powers upon the Yugoslav government, theoretically forcing it to decrease its military pressure against Croatia and Slovenia.

During any Separatist player combat phase (except during a ceasefire), the Separatist player may choose to either conduct combat attacks normally, or perform Media War activities to decrease the JNA Activation Level. To conduct Media War activities, the Separatist player must simply roll one-six sided die and consult the Media War Table.

> **Note:** If the Separatist player opts to perform Media War Activities, he may nevertheless conduct Ambush-type attacks.

9.1 Media War Table Modifiers

When rolling a Media War die roll, that die roll must be modified as follows:

+1 = If the Federalist player conducted any attack against any Croatian town with artillery, naval, and/or air support markers.

+1 = If the Federalist player used Serbian paramilitary units in an attack against a Croatian town.

9.2 Media War Recruitment

Regardless of the effect of a Media War attempt, the Separatist player will always receive one free Weapons Cache chit (to be assigned to any Separatist unit of the Separatist player's choice).

Furthermore, he may bring any two reinforcements of his choice into play two turns earlier than their scheduled arrival of entry.

Or, instead of bringing in reinforcements early, he may replace any 1-2-4 reinforcement that is not yet in play with a 2-3-4 unit (printed with an orange asterisk in the upper righthand corner), or any 2-3-4 (non-asterisk) with the 117th (3-4-6) Mechanized Brigade.

10.0 REINFORCEMENTS

Reinforcements are units that enter the game after game turn 1. Reinforcement placement is the first thing that must be done at the beginning of each player's Movement Phase.

10.1 Croatian Reinforcements.

The Separatist player receives reinforcements on the turn after the Croatia Military Ops counter's indicated turn number (3, 4, or 5). Scheduled reinforcements are placed on the turn track, each on the game turn that it is scheduled to arrive in play. The quantity and arrival of reinforcements is listed as follows, depending on the turn of Croatia's Military Ops:

Croatia Military Ops 3
Turn 4 = Any 7 1-2-4 infantry units.
Turn 5 = Any 3 1-2-4 infantry units.
Turn 6 = Any 7 1-2-4 infantry units.
Turn 7 = Any 8 1-2-4 infantry units.
Turn 8 = Any 15 1-2-4 infantry units.

Croatia Military Ops 4
Turn 5 = Any 7 1-2-4 infantry units.
Turn 6 = Any 3 1-2-4 infantry units.
Turn 7 = Any 7 1-2-4 infantry units.
Turn 8 = Any 8 1-2-4 infantry units.
Turn 9 = Any 15 1-2-4 infantry units.

Croatia Military Ops 5
Turn 6 = Any 7 1-2-4 infantry units.
Turn 7 = Any 3 1-2-4 infantry units.
Turn 8 = Any 7 1-2-4 infantry units.
Turn 9 = Any 8 1-2-4 infantry units.
Turn 10 = Any 15 1-2-4 infantry units.

> **Note:** If the Separatist player performed Media War activities, he may bring any two reinforcements (maximum) of his choice into play two turns earlier than their scheduled arrival of entry indicated above, regardless of the Croatia Military Ops schedule is in effect.

The arrival of any reinforcement can be accelerated if the Separatist player opts to expend two Weapons Cache marker for each of his reinforcement's entry that he wishes to accelerate. After expending two Weapons Cache markers (from any units they had been assigned to, per 8.8 and 8.9), the Separatist player simply moves one of his reinforcements two turns earlier than its scheduled arrival of entry indicated above, regardless of which Croatia Military Ops schedule is in effect.

10.2 Reinforcement Placement

Croatian reinforcements may be placed in any Separatist-controlled city (maximum of three per city) that has a path of hexes to Zagreb (2810) or Split (1314) that is not occupied nor within the Zone of Control (see 11.0) of any Federalist units. Arrival on the map costs no movement factors.

If Zagreb or Split is captured by the JNA, then no path of hexes to that city exists for purposes of placing Croation reinforcements.

10.3 Slovene Reinforcements

There are no Slovene reinforcement units during the game. However, before the Federalist player's declaration of a ceasefire, the Separatist player does receive two Weapons Cache markers per game turn (which must be immediately assigned, i.e., stacked with, to any Separatist units of the Separatist player's choice). Once a ceasefire has occurred, the Separatist player receives no additional Weapons Cache markers as reinforcements.

10.4 Krajina Serb/Serbian Paramilitary Reinforcements

The Krajina Serb player receives one Serbian reinforcement unit (of the Federalist player's choice) per game turn on the turn *after* the JNA Activation Level has reached "Medium" Level.

10.5 JNA Reinforcements

JNA and Serbian reinforcements may be placed in hex 2623, 2624, and/ or 2625 when entering the map, provided that they are not occupied by enemy units (which denies their placement on the map until the first turn when any of those hexes are not occupied by enemy units). Arrival on the map costs no movement factors.

> **Note:** Enemy ZOC has no effect on reinforcement entry.

10.6 Rebuilding Eliminated JNA Units

During each Federalist Reinforcement Phase, the Federalist player may roll one six-sided die and consult the JNA Reinforcements Table to determine the JNA (but not Serbian or any other nationality) units that may be rebuilt as reinforcements after they've been eliminated.

> **Designer's Note:** This simulates deserters/stragglers being sent back to the front.

If there are insufficient JNA units to rebuild that turn, then that is all that may be placed on the map, regardless of the die roll.

JNA rebuilt reinforcements enter the map during the ensuing Movement Phase, entering the map in any city owned by the Federalist player, even if within enemy ZOC.

> **Designer's Note:** There are very few JNA reinforcements in the game due to poor morale. Even in Serbia proper and in Belgrade, there was an 80% desertion rate. The JNA simply melted away. The only forces that were actually willing to fight were the local militias (Krajina Serbs), elite commando units, and political militias such as Arkan's Tigers of Seselj', White Eagles, etc., most of them being recruited hooligans, delinquents, and so forth.

11.0 ZONES OF CONTROL

The six hexes surrounding every unit are known as its Zone of Control (ZOC) and affect the movements of enemy units. Unlike most wargames, units in this game only exert ZOC under certain conditions, depending on the ethnic characteristics of the unit's hex, listed as follows:

> **Note:** JNA units always exert ZOC into every adjacent hex on the map.

a) Krajina Serb units exert ZOC only into Serbian ethnic majority hexes ("SR" hexes). To exert ZOC, the Krajina Serb unit(s) must be in a SR hex.

Example: A Krajina Serb unit is in a Serb ethnic majority hex (1711) and thus exerts ZOC into four of hexes surrounding it (inhabited by a majority of ethnic Serbs, indicated by the "SR" acronym). However, the Krajina Serb unit does not exert ZOC into hexes 1611 and 1612 to the South because these are not SR majority hexes.

b) Slovene units exert ZOC in all hexes within Slovenia.

c) Croatian units exert ZOC in all Croatian hexes excepting hexes inhabited by a majority of ethnic Serbs (i.e., hexes marked "SR"). To exert ZOC, the Croatian unit(s) must be in a non-SR, non-CS hex. Croatian and Krajina Serb units cannot exert ZOC out of/into ethnically mixed (SR/CS) hexes in Croatia.

Units beginning their movement in enemy ZOC may move into another ZOC but must stop its movement there. During that move, they may be subjected to ambush attacks.

Example: A Croatian unit beginning its movement in hex 1610 (see map left) may move into hex 1710, but must stop its movement there and may not move further for the rest of that movement phase.

11.1 Zone of Control Ambush

Units exerting ZOC into a hex may launch a special type of attack when an enemy unit moves into that hex. This special type of attack (known as an Ambush attack) is launched when the enemy unit(s) enter the ZOC of that unit.

> **Designer's Note:** *In this game, the zones of control represent the advantages gained by units operating in hexes inhabited by friendly populations, representing better knowledge of terrain, roads, paths, as well as almost instant and accurate intelligence about the whereabouts and movements of the enemy.*

To launch an Ambush attack, the player owning the ambushing unit(s) must roll one six-sided die and consult the Ambush Table.

> **Note:** *Players may employ a Weapons Cache marker to modify the Ambush die roll by expending it from a specific unit that is participating in that Ambush.*

In instances whereby a unit enters the ZOC of several units' ZOC, any or all of those units may participate in that Ambush, but only one Ambush attack may ever occur per encroachment (per hex entered), not per unit's ZOC entered. No unit is ever required to conduct an Ambush just because it *can*, however.

Ambush Example: The JNA 329th Armored Brigade moves from 2806 into 2805 en route to Ljubljana (2804). The 329th Armor Brigade enters the ZOC of Slovene unit 8Z at 2704. Since Slovene units exert ZOC in all

hexes in Slovenia, the 329th Armored may be subjected to an Ambush attack. The movement of the 329th Armored is stopped temporarily until that attack is resolved. The Slovene player rolls a six, thus scoring a "D" result. The 329th Armored Brigade is destroyed. Had the Slovenes had scored a "RB" result, then the 329th Armored Brigade must be moved back to the last hex entered before entering the enemy ZOC (2806, in this case).

Another Ambush Example: A JNA stack formed by one Mech brigade and one tank brigade enter hex 2820 from 2719. There are two ZNG brigades and a weapons cache at 2821 and three ZNG brigades with two weapons caches at Osijek (2920). The JNA units have entered the ZOC of the Croatian units at 2821 and 2920 so the Separatist player may launch an ambush against them. He may launch an ambush with only the units at 2821, or launch an ambush with only the units at 2920, or use all Croatian units to launch a single ambush. The Separatist player picks the latter option and uses three units to launch an ambush. He uses up one of the weapons caches. The die roll modifiers are +4: +2 for Urban terrain (Ambushed unit entering into a city hex, or entering an hex adjacent to a city) +1 for one or more weapons cache, +1 because Ambushed unit(s) include at least one mechanized or armored unit. The Separatist player rolls a "3" which is modified to "7" by the +4 drm, resulting in the destruction of one JNA unit. The Separatist player may pick which unit is destroyed, and eliminates from play the JNA Mech brigade. The JNA Mech brigade is withdrawn from the map and the Separatist player withdraws from the map one weapons cache.

12.0 SUPPLY

After Croatian military operations have begun, all units must be in supply to function without penalty. To be "in supply", most units need to have an uninterrupted line of supply (meaning, a path of contiguous hexes that do not enter enemy units or their zones of control) from that unit itself to a valid supply source for that unit. The supply needs may be different for certain factions, listed as follows.

12.1 Slovene Supply

All Slovene units are automatically in supply in Slovenia hexes. Otherwise, their supply line must be a path to any Slovenian city that is not occupied by any enemy unit or within any enemy unit's zones of control (unless that ZOC is occupied by a unit that is friendly to the supply path).

12.2 Croatian Supply

When defending, all Croatian units are considered to be automatically in supply when in Croatian hexes (including SR and/or CR hexes, too). When attacking, however, a Croation unit is not considered in supply unless there is a contiguous path of hexes (of any length) to Zagreb (2810), Split (1314), or Zadar (1609) provided that no hex along that path is occupied by any JNA, Serbian paramilitary, or Krajina Serb units nor within their zones of control (unless the ZOC is occupied by a unit that is friendly to the supply path)..

12.3 Krajina Serbs Supply

All Krajina Serb units are automatically in supply when in Croatian hexes marked "SR", or while in any other Croatian hex that can trace a supply line clear of Croatian units or their un-negated zones of control to Petrinja (2611) or Knin (1712).

12.4 JNA Supply

JNA units are automatically in supply in Slovenia on game turn 1, 2 and 3. Normal supply rules apply beginning with game turn 4. Thereafter, all JNA units' supply lines must be a path to Serbia (2623) or Sarajevo (1821) if not occupied by any enemy units or their zones of control (unless that ZOC is occupied by a unit that is friendly to the supply path).

JNA units in any barracks hexes that cannot trace a line of supply are, however, considered to be "in supply" for defensive purposes only.

12.5 Out of Supply Effects

If a unit is, at any time, found to be out of supply per the above requirements, that unit is immediately considered out of supply, and the following effects occur:

a) Printed movement is halved (round down remainders).
b) The road movement bonus is not useable by an out of supply unit.
c) Printed attack and defense is halved (round down remainders).
d) Artillery support may not be added to any out of supply unit (air and/or naval support may be, however).

An out of supply unit's normal status will return as of the instant that it is no longer out of supply.

13.0 AIR, NAVAL, ARTILLERY SUPPORT

The Federalist player may use air, naval, and artillery support markers to contribute to Federalist attacks and defenses. The Separatist player may use artillery counters to contribute to Separatist attacks and defenses. Support markers are kept to the side, off of the map, but if a player has any support counter(s) available to use, he may select any of the support counter(s) he has available to be added to a combat odds that he wants to adjust in his favor (whether as the attacker or the defender).

Whenever a player uses a support counter to adjust the combat odds, he places that support counter in the combat hex. Both sides may add support markers to a combat, but the attacker must always decide and announce his intention to play any of his support markers before the defender does. Neither player is ever required to play support markers, but once a support counter has been placed in a combat hex, the owning player cannot remove it (unless his opponent graciously allows it) until after the combat is concluded.

When an air, naval, or artillery counter is added to a combat, the owning player may shift the current combat odds (for example, 3-to-1) one column (leftward or rightward) in his own side's favor (for example, from a 3-to-1 to a 4-to-1 if he is the attacker with an artillery counter added in support of his attack).

Only one *type* of counter (air, naval, or artillery) may be added by a player for his own side, but each type may be added (air, naval, and artillery) if available (for a maximum of three possible column shifts).

Note: *Only the Federalist player has a naval counter available to use, and it is only available to use during combat occurring on a "coastal" type hex.*

If both sides have added support markers, they cancel out one another on a one-for-one basis. That is to say, one defending support counter nullifies one attacking support counter. The combat odds are therefore only shifted by whatever support counter(s) remain after all canceling out is deducted.

Once any support counter is used, it is placed on the turn track in the turn box of the next turn. It becomes available for use again as of the next game turn, unless it is unavailable because of other game restrictions (see below).

13.1 Federalist Support Limits

The Federalist player's Activation Level must be Medium or Full to allow the usage of support markers; the quantity of support markers that may be used depends upon whether it is Full or Medium (see 5.0).

14.0 KRAJINA SERBS & SERB PARAMILITARY UNITS

14.1 Krajina Serb units

Krajina Serb units represent units of the territories inhabited by a majority of Serbs inside Croatia that proclaimed independence from Croatia when the latter country proclaimed independence from Yugoslavia.

Krajina Serb units may not move nor attack until the turn that the Croatia Mil. Ops. Turn # chit marker is picked.

Krajina Serb units may only operate within Croatian territory.

Krajina Serb units exert Zone of Control when in SR hexes. See ZOC for more details.

14.2 Serbian Paramilitary Units

Serbian Nationalist units are placed at the Serbia Holding Box at the beginning of the game. They may not operate when the JNA Activation level is at "low". They may operate the turns that the JNA Activation level is at "medium" or "full" level. During that turn's movement phase, they can move from the Serbia Holding Box to the map through hex 2823.

14.3 Effects of Serbian paramilitary Units

Serbian paramilitary units participating in an attack add a +2 modifier to the kinetic combat die roll.

Whenever one or more Serbian paramilitary unit(s) participate in an attack, the Separatist player gets a +2 die roll modifier on the Media Table (if he opts to use Media War Table that game turn).

14.4 Croatian Militias

Croatian HOS militias operate just like Croatian regular units (ZNG, Croatian National Guard) except that they possess a special +2 die roll modifier when conducting an attack (a maximum of +2 per attack, regardless of how many HOS militia are participating in the same attack).

15.0 HOW TO WIN

At the end of the last game turn (14), tally the number of objectives achieved by the Federalist player; Each objective awards a victory point, listed as follows:

+1 if Petrinja (2611) *and* Knin (1712) are last to be occupied by JNA/Krajina Serb units.

+1 if hex the Maslenica bridge (1709) is last to be occupied by JNA/Krajina Serb units.

+1 if *all* hexes marked SR are last to be occupied by JNA/Krajina Serb units.

+1 if *all* hexes marked SR/CR are last to be occupied by JNA/Krajina Serb units.

+1 for each Croatian city last to be occupied by Federalist units. However, to be counted as a victory point, there must be a demonstrable and uninhibited supply line to any city in Serbia.

+1 for each Slovene city last to be occupied by Federalist units. However, to be counted as a victory point, there must be a demonstrable and uninhibited supply line to any city in Serbia.

If the Federalist player has gained 7 or more victory points as of the last game turn, he is the winner. If the Federalist player has gained only 5 or 6 victory points, the game is a draw. Any other result is considered a Separatist victory (In game terms, this means that Slovenia becomes an independent country and that Croatia will be able to restore total sovereignty over its entire territory before 1995, earlier than historical).

15.1 Federalist Automatic Victory

The Federalist player wins an automatic victory if at the end of any game turn any five Slovenia border posts are presently occupied by Federalist units, *and* the Croatians have not begun yet military operations during that game turn.

16.0 OPTIONAL RULES

16.1 Optional Croatia-Slovenia Alliance

Croatia and Slovenia begin military operations simultaneously on game turn 1. The Slovene player may send up to two units to Croatia in support of its Croatian ally, and Croatian units may enter into Slovene territory (this is an exception to the normal movement restrictions).

16.2 The Serbian Wildcard

Whenever Krajina Serb units or stacks of JNA/Krajina Serb units enter or attack non-SR, non-SR/CR Croatian hexes, the Separatist player may immediately roll one dix-sided die: On a die roll of 1-3, it is assumed that the president of Serbia has vetoed the move and replaces the local Serb commander; The unit(s) are returned to the hex they had departed. These units may not move for the remainder of that game turn.

> **Designer's Note:** *Historically, Serbian president Milosevic blocked the advances of the Krajina Serb units in Croatia territory to prevent them from ruining his tacit agreement with Croatian president Tudjman for the future partition of Bosnia. Milosevic also prevented the JNA from launching a full blown offensive against the Slovenes; he needed these units to conquer ethnic Serb territories within Croatia.*

16.3 JNA Commando Units

The Federalist player may launch up to two airborne commando assaults against unoccupied border pass hexes in Slovenia. Both assaults may occur during the same game turn, or during separate game turns.

To launch each assault, the Federalist player must select one airborne commando unit and place it (with its "helicopter" side up) on an unoccupied border pass hex in Slovenia. That unit may be subjected to an ambush normally (see 11.1) if there are Slovene units adjacent to the hex being assaulted.

If no ambush occurs, and/or the commando unit survives the attack, flip the unit to its "commando" side. That unit is thereafter considered a normal unit, and remains so for the remainder of the game (the unit may not be "flipped back" to its helicopter side).

JNA commando units are normal units in all respects, but any attack involving a commando unit is awarded a +1 die roll modifier (not a shift). A defending commando unit does not bestow any bonus, however.

16.4. Extended Operations: On to Zagreb!

If the JNA activation level is at "full" at the end of game turn 14, the Federalist player may decide to extend the game for four more game turns. The Federalist player can only decide to do so after the victory check phase of game turn 14. That is, at the end of the victory check phase of game turn 14, the Federalist player announces whether or not he is going to extend the game for four more game turns.

If the Federalist player decides to extend the war for four more game turns, victory conditions change: To win, the Federalist player must accrue at least 14 victory points. The conquest of Zagreb counts as 2 victory points instead, and the conquest of Ljubljana counts as 2 victory points instead, as well. Any other result will be a Separatist victory, even if the Federalist player had already achieved enough victory points to warrant a draw result.

17.0 BONUS SCENARIOS

17.1 Scenario 1: The Ten Days War
This scenario simulates the brief Slovene War of Independence (June 1991).

Scenario length: Three game turns (June I, June II, July I).

Set-up: Set up Slovene and JNA units in Slovenia as explained under 3.0.

Special rule: The JNA player may use one of its commando units to try to capture the Slovene government and top military commanders (historically, the Federalist military asked for permission to launch such a raid, but it was not granted). To do so, the Federalist player must place a maximum of one unused commando unit in Ljubliana (2804) at the beginning of the turns June II or July II (even if enemy units occupy Ljubliana), and then roll one six-sided die: If the die roll is 1 or 2, the raid has been successful and the government has been captured. In such a case, that commando unit remains in 2804 and functions like a normal unit (any enemy units in Ljubliana are automatically eliminated in such a case). At that point, the entire game turn elapses normally.

At the end of that game turn, if the commando unit has not been eliminated, the Federalist player must roll another six-sided die: If the second die roll is 1-4, the Slovene government agrees to surrender. This does not end the game, but rather affects all subsequent combat throughout the remainder of the game:

If the second die roll was a 1, all attacks conducted by Slovenian units incur a one column leftward shift (in addition to support shifts).

If the second die roll was a 2, all attacks against any hex containing any Slovenian unit(s) receive a one column rightward shift (in addition to support shifts).

If the second die roll was a 3, all attacks conducted by Slovenian units incur a one column leftward shift, and all attacks against any hex containing any Slovenian unit(s) receive a one column rightward shift (in addition to support shifts).

If the second die roll was a 4, all attacks conducted by Slovenian units incur a two column leftward shift, and all attacks against any hex containing any Slovenian unit(s) receive a two column rightward shift (in addition to support shifts).

Designer's Note: It is wise for the Slovene play to garrison Ljubliana and/or set up units in the roads leading to it, ready to set up ambushes against JNA armor columns coming to the rescue of the JNA airborne commando unit.
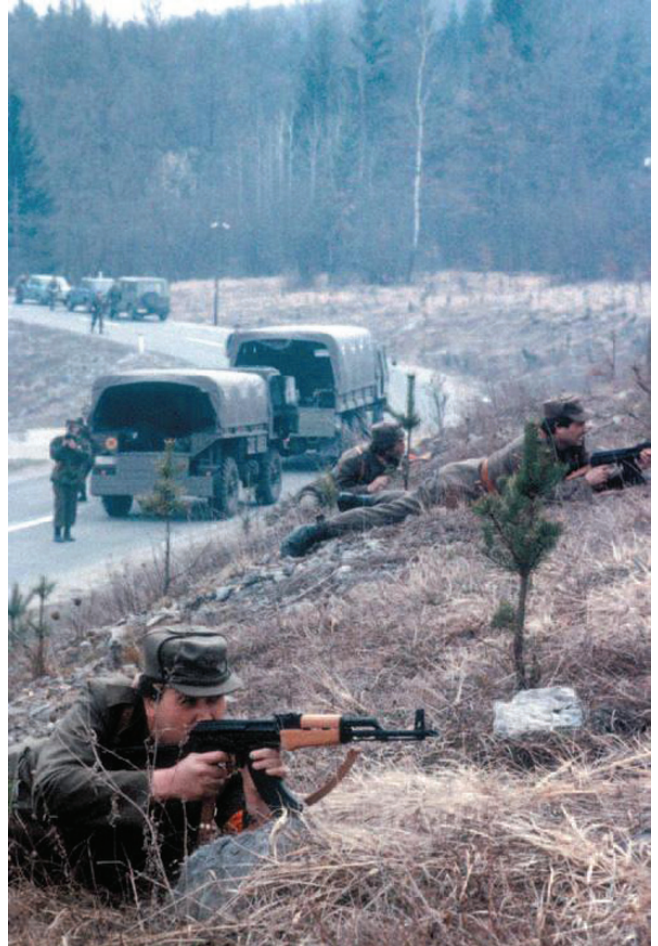
17.2 Scenario 2: Battle for Slavonia
This scenario simulates the Croatian War of Independence.

Scenario length: Nine game turns. Scenario begins with game turn 6 August II 1991 and ends with game turn 14, December II 1991.

Set Up: Set-up Croatian and Krajina Serb militias as per 3.0.

Special Rule: Begin the game with Operation Bilagora.

Special Rule: Extended Operations (Rule 16.4) is available automatically.

War Returns to Europe: Yugoslavia 1991

17.3 Scenario 3: Total War Scenario

This scenario assumes that, sometime during the spring of 1991, the Yugoslav military launched a coup at Belgrade and took over. Better intelligence about the capabilities of the Slovene forces prompted the new authorities in Belgrade to launch an all-out offensive in mid-June 1991 to destroy all Separatist movements in Slovenia and Croatia once and for all.

Scenario length: The scenario begins on game turn 1 (June II 1991) and ends on game turn 6 (August II 1991).

Set-up: Set up the game per 3.0, with the following amendments:

a) The JNA Activation level begins at level "12" (Full) on game turn 1, and therefore the Federalist player may use all available air and artillery support assets.
b) Krajina Serb units begin play fully activated.
c) Serbian Paramilitary units are not available in this scenario.
d) The Croatian player has 4 weapons caches, not 6.

Special Rules:

Slovene-Croatian Alliance: Up to three Slovene units of any type may operate within Croatian territory.

JNA Resiliency: The Federalist player may roll twice on the JNA Reinforcements Table instead of only once.

No Media War: No Media War operations are allowed during the first three game turns.

Supply Limitations: JNA units in Slovenia are not automatically in supply on game turns 1, 2, and 3.

Operation Bilagora: Apply a -1 die roll modifier to Operation Bilagoria die rolls.

No Automatic Victory: No automatic victory is possible.

No Ceasefire: No Slovene ceasefire is possible.

Control of Zagreb: Zagreb (2810) yields 3 victory points.

Control of Ljubliana: Ljubliana (2804) yields 3 victory points.

Depot Destruction: Apply a -3 die roll modifier to Weapons Cache die rolls.

Victory Points: The Federalist player adds 1 victory point for every Croatian city, Slovene city, bridge, airport, and border pass hex last occupied by a JNA unit at the end of the scenario. Maribor (3307) and Jesenice (3002) are worth 2 victory points each because both are border pass and cities.

Defections: At the end of game turn 6, the Federalist player must check his victory point total, tallied as follows:

13 or fewer victory points in Croatian territory: Croatia gains independence from Yugoslavia.
14 or more victory points in Croatian territory: Croatia remains within the Federation.
7 or fewer victory points in Slovenian territory: Slovenia gains independence from Yugoslavia.
8 or more victory points in Slovenian territory: Slovenia remains within the Federation.

If Croatia and Slovenia remain within Yugoslavia, the Federalist player wins the game. Any other result is a Separatist victory.

18.0 STRATEGY HINTS

This is a tough game for the JNA/Serb side. Operation Bilagora can decimate the JNA units in their barracks, and so the JNA/Serb player should only place a minimum number of units in barracks towns to avoid the complete collapse of his army.

Attacking is simply bloody at low odds. Both sides need to create attack "groups" with their best units, and make sure they are well-supported. This is a superior doctrine than many lower-odds attacks across the breadth of the map; in this game it's best to amass your forces and then strike.

The Croation player is wiser to make use of the media war when there is little other activity in a game turn.

The ambush rule should make you think twice about moving units into the ZOC of enemy units.

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