opposite side. Each game turn represents 2-5 days, depending on the scenario chosen and the weather currently in effect. Every ground unit represents a division, division-equivalent, or brigade of about 5,000 to 20,000 men and/or 50 to 350 armored fighting vehicles.

2.0 GAME COMPONENTS

2.1 Rules, Map, Units
A complete game of Balkan Gambit includes these rules, the map, and one set of die-cut counters. Players must provide their own dice (see below).

2.2 Decimal Dice
To resolve combat and other probabilistic events in the game, players must provide themselves with a single decimal (10-sided) die.

Note: When rolling a decimal die, treat the “0” result as a “10.”

If you do not have a die, place the numbered chits (1-10) provided on the counter-sheet in a large-mouth, opaque container, such as a coffee mug. Then, blindly draw one such chit each time a die roll is called for. Don’t forget to replace each drawn chit, and remix all the chits, before drawing the next.

2.3 The Map
The game map shows the militarily significant terrain in the Balkan region of southeastern Europe as it existed in 1943 to 1945. The hexagonal (“hex”) grid printed over the map
BALKAN GAMBIT, 1943–1945

regulates the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade features that affect movement and combat. Each hex on the map has a unique, four-digit identification number printed within it. They’re provided to help you find referenced places on the map more quickly. For example, the town of Sarajevo is in hex 1717. They also allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

2.4 Geographical Definitions
"Yugoslavia" has been subdivided into four zones (Slovenia, Croatia, Serbia, Macedonia) that do not exactly coincide with the historical divisions and annexations made by the Axis occupying authority, but are used for deployment and limiting the movement of units in the various scenarios.

“Istria” is the area to the west of Slovenia that includes Trieste, up to the river that flows by Udine. It is considered part of Italy in the 1943 scenario, otherwise it is considered part of Slovenia.

“The Peloponnesse” is the large peninsula in southern Greece, containing the towns of Corinth, Patrai, and Kalamata.

There is a holding area called the “Med Box” for use by the Allied player, representing his bases in Italy or Egypt (off the map) from where Allied troops are considered to be sailing or flying to invade Yugoslavia, Albania and/or Greece.

2.5 Ports
A “port” is a town or city with an anchor next to its city symbol on the map. These include:

- Trieste
- Fiume
- Zara
- Split
- Dubrovnik
- Durres
- Thessalonika
- Patrai
- Kalamata
- Corinth
- Athens

2.6 Units
Most of the counters represent military formations (units) that were or could’ve been available for the campaign. Additional markers are provided as informational markers and memory aids (see 2.11).

2.7 Sample Combat Unit
The unit pictured below is the British 8th Armored Division. It contains two “strength steps.” The front side of the counter shows the unit at full strength with a Combat Factor (CF) of 5, the reverse side shows the unit at reduced strength with a CF of 4. In both cases it has a Movement Factor (MF) of 6.

The unit pictured below is a Yugoslav partisan type unit. It has only one strength step but two modes: Concentrated (showing two soldier silhouettes and Combat/Movement Factors) and Dispersed (showing a dotted outline rectangle).

2.8 Unit Types
The various units in the game all belong to one or another of the following type categories below. When these distinctions are important, they will be discussed at specific places in the rules.

- **Light** (any unit with an "L" NATO symbol; Partisans and SF are considered Light).
- **Non-mechanized** (any unit with a non-oval NATO symbol).
- **Mechanized** (any unit with an oval NATO symbol).

**Note:** Support units are considered to be non-mechanized if they have a printed movement factor of 4 or less. Otherwise, they are considered mechanized.

2.9 Unit Nationality & Sides
A unit’s nationality is shown by the basic color of its counter, listed as follows:

- **Britain:** Tan
- **Greece:** Aqua (The single Greek brigade marked “3Gk” is a British unit.)
- **Canada:** Khaki
- **Poland:** Dark Gray
- **Soviet Union:** Red
- **United States:** Olive drab
- **Yugoslav Partisan:** Blue

German collaborationist nations—
- Croatia, Serbia, Slovenia and Italian/Greek Fascists: Gray
- German: Gray (Croatian units in German Army service are gray and blue)
- Schutzstaffel (SS): Black
- Bulgaria: Green (on the Axis side in the 1943 and 1944 scenarios, Allied in the 1945 scenario)
- Italy: Mustard (these units represent Fascist Italian units in the 1943 scenario.)
- Yugoslav Chetniks or Greek partisans: White or Gray.

2.10 Historical Identification
Individual units are further identified by numbers and/or letter abbreviations. The abbreviations refer to the historical name (for those that had them) or other designators.

- Cos = Cossack (Russian defectors in Axis Army service)
- Cro = Croatia
- G = Gurkha
- Gk = Greek
- L = Luftwaffe (German Air Force)
- Res = Reserve
- Rgr = Ranger
- RSK = Russische Schutze Korps (Russian defectors in Axis Army service)
- SF = Special Forces
- Slo = Slovenia
- Srb = Serbia
- SS = Schutzstaffel
- TAC = Tactical Air Command

German collaborationist nations—
- Croatia, Serbia, Slovenia and Italian/Greek Fascists: Gray
- German: Gray (Croatian units in German Army service are gray and blue)
- Schutzstaffel (SS): Black
- Bulgaria: Green (on the Axis side in the 1943 and 1944 scenarios, Allied in the 1945 scenario)
- Italy: Mustard (these units represent Fascist Italian units in the 1943 scenario.)
- Yugoslav Chetniks or Greek partisans: White or Gray.
The counter-mix also includes the following markers. Their uses are explained in appropriate sections of the rules, but are listed here:

- #: Numbered markers to replace the 10-sided die you don’t have.
- Beachhead/Port Open: Marks where the Allied player has landed and his units are now drawing supply; see 9.3
- Improved Position: The Axis player may begin the game with these deployed, or build them during play; see 7.12
- Move Complete: Placed on a stack to show that they have been activated this turn
- Out Of Supply: Units that cannot receive supply suffer; see 9.5
- Game Turn, Weather, Battle Hex: Record-keeping or other mnemonic markers

### 2.12 Steps, Brigades & Divisions

All ground units in the game are either “one-step” or “two-step” units. Those with combat factors printed on only one side of their counter are “one-step units” and are referred to as “brigades” or “regiments.” Those with combat factors printed on both sides of their counter are “two-step units” and are referred to as “divisions.” The steps contained in a unit are relevant as explained below.

**Resiliency in Combat:** The measure of its ability to absorb losses (“hits”) before being eliminated. If a division “takes a step loss” (or “takes a hit”), it is flipped over so its reduced side shows (marked with a white stripe). If a brigade (or a division that’s already been “reduced”) takes a step loss, it is removed from the map (“eliminated”) and placed off to the side in the “dead pile.”

**Firepower:** The measure of its ability to conduct attacks upon enemy units; basically, a full strength division can make two “shots” in combat; a reduced division or brigade can make only one. (See section 12.0 for further details on this).

Note that other than the disparities noted above, there are no further functional differences between brigades and divisions.

**Design Note:** When units of these sizes are eliminated in play, it doesn’t mean every individual soldier within them has been killed. It means that enough casualties and equipment losses have been suffered by them to render them useless for further operations.

**Exception:** The two opposite sides of a partisan type unit show it in different modes, not strength steps.

### 2.13 No Zones of Control

Unlike most wargames, there are no Zones of Control in Balkan Gambit. The low movement values and the difficult terrain, not to mention the heavy partisan activity make Zones of Control unnecessary to simulate this campaign.

### 3.0 SETTING UP

#### 3.1 Preparing to Play

Players first decide on a scenario to play (1943, 1944, or 1945) and then who will command which side. Both players should sort out the units of their own side according to the particular scenario instructions. Note that all units of both sides set up (or enter play as reinforcements) at full step strength unless otherwise noted.

#### 4.0 HOW TO WIN

Play stops at the end of the Mutual Turn End Phase of the last game turn (regardless of the scenario) and victory is judged.

**Errata:** The map’s turn track is incorrectly labeled 0-9, but should actually be labeled 0-20. To rectify this, either begin the turn track again at “0” after completing the ninth game turn, and continue until the ninth game turn again, and/or pen in +10 on the back side of the counter.

Each player scores Victory Points (VP) for the following events:

- **+1** For each enemy division in the dead pile at the end of the game. Non-divisional units, partisan type units and reduced divisions still on the map don’t count.
- **+3** For each Allied Beachhead or Port Supply unit eliminated during the game (three points each time this happens).
- **+3** For each town, in the countries specified by the scenario, that is both controlled by the player and “in supply” at the end of the game (i.e., a hypothetical unit in the town hex would be able to trace supply to a map edge, port or beachhead as in 9.9). Towns occupied solely by partisan type units (in either mode) do not score victory points for the Allied player, but they do deny the Axis player the points.
- **+6** For each city, exactly as above.
- **+7** Each enemy “optional” reinforcement unit entered into the game (see the scenario guide).

If one player has more points than the other player, but less than 1.99 times as many (in other words, not quite double), the game is a draw (no winner or loser). If one player has at least twice as many points as the other, he has won the game.

### 5.0 SEQUENCE OF PLAY

#### 5.1 Scale

Each game turn represents a period of 2-5 days, depending on the season of the scenario and the weather in effect during the turn.

#### 5.2 Game Turn Sequence

The game turn sequence is presented below in outline. The rest of the rules that follow are organized, as much as possible, to present their particulars in the order they’re first encountered as you progress through each game turn. Once a player has finished a particular action within a phase, or an entire phase within his player turn, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously agrees to permit it.

#### I. Mutual Initial Phase

- A. Weather Determination Segment
- B. Partisan Mode Change & Relocation Segment
- C. Mutual Reinforcement Segment

#### II. Allied Player Turn

- A. CP Determination Phase
- B. CP Expenditure Phase

#### III. Axis Player Turn

- A. CP Determination Phase
- B. CP Expenditure Phase

#### IV. Mutual Turn End Phase

Allied player returns TAC from Used to Available.

Advance Game Turn marker.

Check for victory if this is the last game turn.

#### 5.3 Ending the Game Turn & the Game

First, return TAC and Naval to the box. Then, the game turn marker is advanced one space on the Record Track after each complete game turn. The next game turn then begins with the Mutual Initial Phase. At the end of the last
game turn (regardless of the scenario), play stops and the players judge victory (see 4.0).

6.0 THE MUTUAL INITIAL PHASE

6.1 Weather Determination Segment
The weather on the first game turn of any scenario is always Clear (Good Weather). Each Mutual Initial Phase thereafter, the Allied player rolls 1d10 and deducts 1 if the weather in the previous turn was Poor, or adds 1 if the weather in the previous turn was Clear. The weather gets “worse” (Clear becomes Poor) on 1-3, or “better” (Poor becomes Clear) on 8-10, or stays the same on any other roll.

The main effect of weather is to reduce the number of TAC units and Naval Support units that the Allied player has available to use, and to prevent him from making amphibious/airborne assaults (7.5).

Exception: Partisan type units are not affected by poor weather.

6.2 Winter
In the 1945 scenario, poor weather actually represents severe winter weather. The movement factor of all non-partisan type units is thusly reduced by one (remember, their supply line distances get that much shorter as well during that scenario).

Note: Neither player may in any way carry over or save his CP from one game or player turn to the next. Each turn’s CP expenditures are discrete.

7.0 COMMAND POINTS (CP)

7.1 Activating
Both players must “activate” their units and stacks to perform various missions by issuing different commands to them. Each command costs a number of “command points” (CP). CP represent the capabilities of army staffs, as well as the expenditure of material resources available to carry out their plans.

7.2 CP Determination Phase
During each player’s turn, the player whose turn it is determines how many CP he will have available to use.

The Axis player begins with an allocation of seven (7) CP per player turn, but that amount may be decreased by events during the game.

The Allied player begins with an allocation of seven (7) CP per player turn, but that amount may be increased or decreased by events during the game. At least one (1) CP must be expended each player turn to the benefit of Partisan type units (Yugoslav partisans, Greek guerrillas or even Chetniks if they are temporarily under Allied command). This means the command point or points must be expended giving them move or attack commands. Moreover, units in dispersed mode may never co-exist in a hex with enemy units.

A player may flip a unit from concentrated mode to dispersed mode, then displace it, or he may displace a unit in dispersed mode, then flip it to concentrated.

If players do not wish to perform this segment simultaneously, have the Allied player go first.

7.3 Move Commands
Move commands cost one (1) CP each. A move command will:

A) Activate one unit alone in a hex, or a stack of units within the same hex, for movement that player turn. If a stack is activated, the individual units within it may be moved together or split up and moved off in different directions, or some might move while others stay put in their original hex.

B) Activate one unit in the Med Box.

Units in the Med Box are always considered unstacked while there. The Allied player must expend one CP to bring a single unit from the Med Box onto the map (see section 12.5 for more details and 7.4 for a partial exception). This represents the sealift or airlift necessary to bring those units into theater.

Note that no unit may execute both a movement and an attack command during the same player turn (see section 12.0 for more details and 7.10 for a partial exception). Furthermore, no player may ever run deficits in terms of his CP expenditures; no CP can be expended unless you actually have it to use.

7.4 Attack Commands
Attack commands cost two (2) CP each (3 CP for amph or airborne). An attack command permits one unit alone in a hex, or a stack of units within the same hex, to attack one adjacent enemy-occupied hex that player turn. Attacking units may never divide their attack against more than one hex.

Exception: Attacking Dispersed mode partisans, see 12.15.

If a stack is activated for an attack, the attacking player may withhold one or some of the units within it from participating in that attack at his option.

Example: If an attack-activated Allied stack contained two infantry divisions and a corps support unit, the Allied player might decide to attack with the just one infantry division along with the corps support unit. The advantage would be the infantry division left behind would not be subject to enemy return fire (see 13.2 & 13.3), and could even be issued a separate...
attack command later in the turn if the first attack did not clear the enemy from his hex.

7.5 Amphibious/Airborne Assault Commands
These commands cost three (3) CP each. Only the Allied player may use these commands. An Amphibious/Airborne Assault command permits a stack of up to two units, neither of which may be a Corps Support unit, to form in the Med Box, enter the map, and then optionally conduct an attack (all as one action).

7.6 Amphibious Assaults
This is a form of naval movement where units that begin the Mutual Initial Phase in the Med Box move from there to coastal hexes in Yugoslavia, Albania or Greece that are either clear terrain or contain a port. If the coastal hex is empty of enemy units, the Allied stack lands (but moves no further) and a Beachhead Supply marker is placed with the stack (and it is assumed the beachhead is “open” and providing supply until the beginning of the next Allied player turn).

7.7 Amphibious Assault Restrictions
Amphibious assaults may not be made during poor weather turns. Due to extensive coastal defences, the German presence on Crete (which is not otherwise relevant to the game), and the extreme sailing distances involved, the Allied player is also under certain restrictions in each scenario, explained as follows.

It is not possible for an amphibious assault to be conducted in tandem with an airborne assault (i.e., as the same action).

Any scenario: Mechanized type units may not make amphibious assaults.

1943 scenario: The Allied player may make amphibious assaults only on the Peloponnesse, or on Yugoslavian or Albanian hexes south of Dubrovnik (inclusive). Only one Amphibious Assault per turn may be made north of the Peloponnesse.

1944 scenario: Only one Amphibious Assault per turn may be made east of the Peloponnesse (the Adriatic coast is now open, but it is assumed Crete is still heavily garrisoned by the Germans).

1945 scenario: No restrictions.

7.8 Amphibious Assaults & Combat
Amphibious assaults may be made directly against enemy-occupied hexes. Place the assaulting stack of units adjacent to the targeted coastal hex; this becomes the attacker hex for the ensuing combat. Resolve the assault as explained below.

A) If the defending units are eliminated or retreat from the hex, the assaulting units come ashore (in that hex) but do not move further during this game turn. A Beachhead Supply marker is placed with the assaulting units (and it is assumed the beachhead is “open” and providing supply until the beginning of the next Allied player turn).

B) If the battle is resolved with defending units still in their hex, the assaulting units are assumed to retreat back to the Med Box (though without any loss of “hits” incurred during the battle) and the combat ends. However, the Allied player may not make another amphibious assault this same game turn (any naval assets are assumed to have been used withdrawing the attacking forces off the beach).

7.9 Airborne Assaults
Only parachute infantry units may be used in Airborne Assault commands, costing three (3) CP each. This is a form of tactical movement used to go directly from the Med Box to land hexes in Yugoslavia, Albania or Greece. Airborne assaulting units start in the Med Box and may “drop” (be placed) into any land hex, including hexes that currently contain enemy units, but they may not move further that player turn. These assaults may not be performed in poor weather. Airborne Assaults directly into enemy-occupied cities can be dangerous, though; see 12.10).

7.10 Airborne Assaults & Combat
Units that drop into hexes that do not contain enemy units may not launch an attack on any adjacent unit, as they have already been activated. However, if the units drop into a hex that is occupied by enemy units, a battle is fought there (though without any modifiers; surprise and confusion for both sides prevail), and the supply status of both sides is unchanged. If the battle is resolved with defending units still in their hex, the assaulting units are eliminated (and may not be replaced within the scope of the scenario).

7.11 Beachhead Maintenance Commands
It costs one (1) CP per turn to keep a Beachhead Supply marker “open.” This will allow the marker to provide supply to any Allied units that may be tracing to it, and to allow Allied units to move to or from the Med Box or to another Beachhead or Port Supply marker. Expending the CP will keep the beachhead open until the beginning of the following Allied game turn (so, units will be in supply during the intervening Axis game turn). If the CP is not expended, place an Out of Supply marker on the Beachhead marker to denote that it is not providing supply and that no Allied units may move to or from other beachheads, ports or the Med Box from there.

7.12 Construct Improved Position Command
The Axis player (only) may expend one (1) CP per hex in his CP Expenditure Phase to place an Improved Position marker in any hex that is currently occupied by an in-supply friendly unit. Only one Improved Position marker may be in a given hex. The effect of an Improved Position marker is to decrease the Allied player’s “to hit” number by one (-1) when he is attacking Axis units in that hex (see 12.11). The marker is immobile, does not count for stacking, and is immediately and automatically destroyed when any Allied non-partisan unit moves or advances after combat into its hex.

7.13 CP Restrictions
No single unit or stack may ever perform more than one action per player turn. That is, no unit or stack may move twice, or attack twice, or attack and move, or move and attack during the same player turn.

Exception: See 7.10

Allied units that receive replacements (see 8.0) may neither move or attack that same player turn, though they do defend normally. It is recommended that players rotate such units diagonally to act as a mnemonic.

7.14 Command Sequencing
Each of your player turn’s move and attack commands may be executed by you in any order you desire, and you need not announce all your CP expenditures for a turn before expending each one. For example, you could activate one stack to attack, then, after resolving that battle, you could command another unit or stack to move, etc. There is no secrecy or writing involved in issuing CP; both players should simply announce each expenditure as he starts to make it.

8.0 REINFORCEMENTS & REPLACEMENTS

8.1 Optional Reinforcements
During any scenario, each player will have some extra units available for use which may enter the game at his option, during the Mutual Reinforcement segment of each game turn. However, using these units implies a foreign military opportunity somewhere else, or a possible political liability. Therefore, placing these units on the map at any time during a scenario gives victory points to the other player (see the Scenario Guide for which units are available to each side and what the cost of using them will be), placed as follows:
**Axis Reinforcements:** These units enter the game from the western-edge map hex labeled “To Liguria.” 0906, the hex in question must be empty of enemy units, or else the reinforcements may not be received. They may move or attack normally during the Axis player turn.

**Allied Reinforcements:** These appear in the Med Box (at which point they are committed and therefore cost VPs if an optional reinforcement, per the scenario instructions). They then move onto the map by movement or Amphibious/Airborne Assault commands during the Allied player turn.

**Note:** Remember to note the VP deduction for optional reinforcements as they are brought in (so you don’t forget at the end of the game).

### 8.2 Replacements

Remnants of previously eliminated units, scratch forces, and LOB (Left Out of Battle) cadres can be regrouped and reorganized to return reduced-divisions still on the map to full strength, or (for the Axis side only) to replace previously eliminated regiments and brigades.

A player must expend one (1) CP to restore any in-supply reduced division on the map to full strength (flip it over in place so its full-strength, two-step side is showing), or to reclaim previously eliminated regiment or brigade from the dead pile.

### 8.3 Replacement Strictures

To replace units, players must adhere to the following restrictions:

**Both players**

1. A division must be on the map or in the Med Box, and it must be in supply.

2. Any regiment or brigade that was out of supply at the moment of its elimination may not be reclaimed from the dead pile (stack these units separately).

3. Completely eliminated divisions and corps support units may not be rebuilt in the scope of the game.

4. Any unit eliminated as a result of being overstacked may not be reclaimed from the dead pile.

5. A division that is restored to full-strength, or a regiment/brigade that is reclaimed from the dead pile, may not move or attack in the same player turn it is returned/replaced, though it does defend normally.

**Allied player**

1. Only British and United States divisions may be restored to full strength. The Allied player may not reclaim regiments or brigades from the dead pile.

2. Allied divisions receiving replacements may not move or attack in any way that same game turn.

**Axis player**

1. Only German Army and SS divisions may be restored to full strength. Only German Army or SS regiments or brigades may be reclaimed from the dead pile; they are placed with or adjacent to any friendly in-supply division.

2. Previously eliminated regiments or brigades reclaimed from the dead pile are placed with or adjacent to any in-supply division (full strength or reduced).

### 9.0 SUPPLY

#### 9.1 In General

Unsupplied units are penalized in combat and mechanized units have their movement factors severely reduced. Units require supply to operate at their full movement and combat values. A unit is always in one of two general supply states: “supplied” or “unsupplied” (unsupplied is also referred to as being “out of supply” or “OOS”).

Unsupplied units are penalized in combat and have their movement factors severely reduced. Those penalties last through every player turn a given unit remains unsupplied, but no unit is ever eliminated or reduced in step strength solely for being OOS. Units may move into hexes where they certainly will, or may, become unsupplied.

#### 9.2 When & How to Check Supply

Units check their supply status at any time during the turn when it matters: in the Mutual Reinforcement/Replacement Segment, or in the CP Expenditure Phase of either player’s game turn.

In general, a unit is in supply when it is up to one “march” (equivalent to its movement factor) away from an uninterrupted supply source, or a road hex that is part of a chain of connected road hexes that terminates at a supply source. That is, the unit can trace a line of contiguous hexes, either empty or occupied by friendly units, that would cost no more than its movement factor to traverse (depending on what type of unit it is), to one of these destinations. The chain of connected road hexes must also be empty or occupied by friendly units (Partisan units in dispersed mode do not count as friendly or enemy units for this purpose, but concentrated partisan units do).

Supply sources for the Allied and Axis players vary by nationality and scenario, as detailed below.

#### 9.3 Allied Supply Sources (all Scenarios)

**Allied units** draw supply from different sources, depending on their nationality.

**Soviet:** The chain of connected road hexes must lead off the east or north map edges, within Romanian or Bulgarian territory.

**United States, British, Canadian and Polish:** Supply sources for these units are either a Beachhead or Port Supply marker. The Beachhead Supply marker must have had a CP expended on it through a Beachhead Maintenance Command to keep it “open” and providing supply (if a CP had not been expended, the marker would be marked with an Out of Supply marker).

**Placing Beachhead and Port Supply markers.** Western Allied units draw supply through Beachhead and Port Supply markers. They derive identical benefits from this, but the difference is that the Allied player must expend 1 CP on a Beachhead Maintenance Command each player turn to keep the beachhead open and providing supplies. A Port Supply marker does not need to be maintained like this.

When an Allied unit or stack of units lands in a coastal hex through an Amphibious/ Airborne Assault, a Beachhead Supply marker is placed with the units (and it is assumed the Beachhead is “open” and providing supply until the beginning of the next Allied player turn).

Each time that Allied units capture a port (whether through a direct Amphibious/Airborne assault or approaching from overland), the Allied player may place a Beachhead marker (up to the limit of Beachhead markers provided by the counter-mix). It will take from one to five turns before the Port is ready to provide supply.
As of the beginning of the game turn after a port is captured, the Allied player rolls the die and halves the result (round up); in the Mutual Reinforcement and Replacement Segment of the Mutual Initial Phase of the game turn that many turns later, the Beachhead Supply marker is flipped to show its “PORT OPEN” side. If the Axis player retakes the port, even temporarily, the Allied player must begin the process anew each time he captures the port by any means.

### 9.4 Axis Supply Sources (all scenarios)

**German/SS/Italian:** The chain of connected road hexes must lead off the west or north map edge, within Italian or Hungarian territory.

**Collaborationist:** The chain of connected road hexes must terminate in the capital of the unit’s deployment zone (Slovenia-Laibach; Croatia-Zagreb; Serbia-Beograd).

**Bulgaria:** In the 1943 and 1944 scenarios, the chain of connected road hexes must lead off the east map edge, within Bulgarian or Greek territory, or like Soviet units in the 1945 scenario.

### 9.5 Effects of Being OOS

Corps support units may not fire, either offensively or defensively when OOS. Furthermore, a unit has its offensive “to hit” number (see 12.11) reduced by one when attacking while OOS, and a unit has its defensive “to hit” number (see 12.11) reduced by one when defending while OOS.

A mechanized unit has its movement factor reduced to three while OOS, but non-mechanized units are not affected.

### 9.6 Units With Automatic Supply

All partisan type units, in either mode, are always considered in supply. Allied units in the Med Box, TAC and naval support counters are always in supply.

### 10.0 STACKING

#### 10.1 In General

Stacking is the word used to describe the piling of more than one unit in the same hex at the same time. For stacking purposes, all ground units in the game, one-step or two-step, count equally as “one unit.”

#### 10.2 Stacking & Movement

Stacking Rules are in effect at all times throughout the game turn. Except for the strictures provided in this rules section, there is no limit on the number of units that may enter and pass through a given hex over the course of a phase, player turn or game turn.

### 10.3 Stacking Limits

Stacking limits are listed as follows.

**A.** The Axis player may stack up to a maximum of any three of his units in all hexes on the board containing some land.

**B.** The Allied player may stack up to four units in any one hex at any one time; however, the fourth unit may only be a corps support unit. Further, there may never be more than one corps support unit in any one hex at any one time.

**C.** Normally, friendly and enemy units may not co-exist in the same hex, but there are two exceptions: an Allied Airborne Assault on a hex containing Axis units, and partisan type units in dispersed mode do not stop enemy units moving through or occupying their hex (although a partisan unit in dispersed mode must remain in dispersed mode so long as its hex is occupied).

### 10.4 Overstacking

If any occupied hex(es) is/are found to be overstacked at the end of a player’s movement command or at the end of a battle, the owning player should select the minimum number of units necessary from that overstacked hex needed to be removed from it in order to bring it back into compliance with the Axis stacking limit. Those units are then eliminated from play. They are not eligible to be reclaimed in such a case.

### 10.5 The Med Box

Treat the Med Box as an off-map port hex with an infinite stacking capacity; however, all units are treated as unstacked while there.

### 10.6 Inter-Nationality Stacking

Some nationalities are restricted from stacking with other nationalities, explained as follows:

**A.** United States units may not stack with units of any other Allied nationality (nor partisans). The Allied player may otherwise construct stacks of units of other nationalities he controls (Britain, Canada, Greece, Poland).

**B.** In the 1943 and 1944 scenarios, Yugoslav Partisan units may not stack with units of any other faction or nationality. In the 1945 scenario, Yugoslav Partisan, Bulgarian, and Soviet units may stack with each other, but they may not stack with units of any other Allied nationality.

**C.** Yugoslav Chetnik and Greek partisan units may never stack with any other faction or nationality.

**D.** The Axis player may construct stacks of units of all nationalities he controls without restriction, per the scenario being played.

### 10.7 Free Stacking Units

All informational markers, Allied Beachhead and Port supply, Improved Position markers and TAC and Naval Support counters have no stacking value and may be added freely to any stacks within the strictures governing their particular uses in the game.

### 11.0 MOVEMENT

#### 11.1 Movement Points

Units move from hex to contiguous hexes; no “skipping” or “jumping over” of hexes is allowed. In general, units spend one Movement Point (also referred to as “MP,” “Movement Factors” and “MF”) to move one hex. The movement factors of each unit represent the overall movement ability of a unit if activated for a move during a friendly CP Expenditure Phase. When two-step units are reduced to one-step strength, their movement factor isn’t changed. A unit doesn’t have to use its MP when moving, but neither may any unit accumulate MP from turn to turn or phase to phase, nor may MP in any way be “loaned” or “given” from one unit to another. However, a unit is always entitled to move at least one legal hex if it has not moved that turn but lack enough movement to enter a particular hex (after which, it must end its movement for that turn).

#### 11.2 Movement Point Costs

Movement costs are shown, on a terrain-type and unit-type basis, on the Terrain Effects Chart (TEC). For example, a light infantry unit pays one MP to enter a rough hex, while all other units (see 2.8) pay two MP to enter each such hex.

#### 11.3 General Movement Restrictions

In general, no moving unit or stack may ever enter an enemy occupied hex. There are three exceptions:

1. A player may enter a hex containing only an Allied Beachhead or Port Supply counter, or Axis Improved Position marker—in that situation the moving force could enter the hex, instantly eliminating the lone marker in it, and then it could even continue moving if it still had MP remaining.

2. An Allied Airborne Assault on a hex containing enemy units.
3. Partisan type units in dispersed mode do not hinder the movement of enemy units. Collaborationist units may not ever leave the territory in which they set up (Slovenia, Croatia or Serbia). They are eliminated if they are forced to retreat out of the area. Scenario-specific instructions may place other restrictions on unit movement.

Design Note: Even though a single CP will activate for movement all the units making up a stack, it’s still recommended to move every unit from an activated stack one at a time in order to be certain no movement rules are violated or improper entry costs paid.

11.4 Allied Sea Movement

Sea Movement from or to the Med Box:
A single unit that’s been given a regular 1 CP move command may be moved from the Med Box (remember, units in the Med Box are treated as unstacked) to a hex with a Beachhead or Port Supply marker, or vice versa (and that beachhead must have been kept open by a previous Beachhead Maintenance command). A unit arriving at a Beachhead Supply marker is considered to have used up its entire movement allowance for that phase. A unit arriving at a Port Supply marker is considered to have used half its entire movement allowance (round up) for that phase, and may continue moving if otherwise eligible.

Sea Movement on the Map: An Allied unit or stack that’s been given a regular 1 CP move command may be moved by land to Central Greece (1334, 1435, 1535, 1636). These hexes should be marked by a symbol of two soldiers and a hexside crossed by a road. Remember the extra effect of the Danube River; units may not move or attack across it unless through a hexside crossed by a road.

Errata: Hexes 1335, 1436, and 1536 (Peloponnesian Greece) are not connected by land to Central Greece (1334, 1435, 1535, 1636). These hexesides should be marked as blocked. All other locations on the map are not blocked (such as 1745/1735) even if there is a water depiction separating them.

11.6 Partisan Type Unit Movement
Partisan type units (Yugoslav Partisans, Yugoslav Chetniks, and Greek guerrillas) have two modes, concentrated and dispersed, explained as follows:

Concentrated Mode Partisans (shown by a symbol of two soldiers and combat/movement factors): May move from hex to hex just as regular light infantry units do, and must be given Move and Attack commands.

Dispersed Mode Partisans (shown by the dotted outline rectangle symbol): May “displace” themselves for no cost in CP in the Mutual Initial Phase. Just pick them up and place them in a hex that is up to two hexes away, regardless of intervening or occupying enemy units or terrain. If for some reason a player wants to move a stack of partisan units in Dispersed mode during his CP Expenditure Phase, he may issue the stack a regular 1 CP Move Command, in which case it may displace up to two hexes.

12.0 COMBAT

12.1 Combat generally
Combat is always voluntary; the mere adjacency of enemy units doesn’t force either player to attack. Combat occurs when, during your own side’s CP Expenditure Phase, you issue an Attack command (2 CP) or an Ambush command (3 CP) or an Airborne Assault command (3 CP). The activated unit or stack may then attack any one adjacent hex containing an enemy unit or stack (although, per 12.15, combat against dispersed mode partisans may occur in the attacking unit’s own hex).

Note: Remember the extra effect of the Danube River; units may not move or attack across it unless through a hexside crossed by a road.

12.2 Attack Procedure
Follow the sequence presented below to resolve attacks against most units. When attacking partisan type units in dispersed mode, there is a special alternate procedure; See 12.15.

1) Combat Deployment
The attacking player removes his attacking force from its hex on the map and places the “Battle Hex” marker in that hex. That’s so he’ll know where to replace surviving attackers afterward. The defender then removes his force from the hex under attack and places the “Defender Hex” marker in that hex for the same reason. Unlike the rule for attackers, all defender units in an attacked hex must participate; none may be withheld from combat. There is no CP cost to defend.

Both players deploy their involved units into any conveniently open spot to array combat units. Place opposing divisions nearest to each other. If available, put corps support and/or TAC units in a row behind those division.

2) Preparatory Attack Barrage
If a supplied corps support unit is participating in the attack, that player now directs its/these fire (one die rolled once) at any one defending unit in any enemy front line box. Any hits take effect immediately. This fire isn’t affected by river hexsides; however, terrain die roll modifiers for “Attack Fire” must be taken into account by corps support units.

3) Defensive Fire
All involved defenders, both regular combat units and corps support, now fire (dispersed mode partisans do not fire, but concentrated mode partisans do). The defender may direct his fire, one die roll at a time, against any participating attacking units. There’s no requirement all attacking units be fired at, nor does any preference have to be given to flank or center positions. You may direct all your shots at one, some or all enemy units, decided by you one shot a time. All hits take effect immediately.
**Note:** Remember that full strength divisions get two shots, but reduced divisions or regiment/brigade sized units get only one.

If there’s a friendly TAC counter present, the “to hit” number of all firing units — but not a corps support unit — is increased by one (+1). If the defending force is Allied and in a coastal hex, and the Naval support unit is in or adjacent to that hex, the “to hit” number of all firing Allied units — but not a corps support unit — is increased by one (+1). Those two modifiers are cumulative if both are present.

4) **Attack Break Off**

If the attacking force suffered one or more step losses in step three, that player may now choose to declare he’s breaking off this attack (exception, see 12.10). The effect of breaking off is to reduce by one step (even down to zero) the attacker’s losses suffered in step three above, and then both sides’ units go back onto the map in their marked hexes. The attacking player may not break off if he suffered zero losses in step three above. The attacking player must break off if his only remaining involved ground unit is a corps support unit. When an attacking force breaks off, that player thereby forfeits the opportunity for his units to fire in that battle, and all his involved units are placed back on the map in the hex from which they launched their attack. An attack break off ends a battle.

5) **Offensive Fire**

If there was no attack break off, surviving attacking units now fire one at a time at any participating enemy units. An enemy corps support unit may only be fired on if it’s the only defending ground unit presently involved in the battle.

**Note:** Remember that full strength divisions get two shots, but reduced divisions or regiment/brigade sized units get only one.

If there’s a friendly TAC counter present, the “to hit” number of all firing attacking divisions is increased by one (+1). If the attacking force is Allied and is attacking into a coastal hex, and the Naval support unit is in or adjacent to that hex, the “to hit” number of all firing Allied units — but not any corps support units — is increased by one (+1). Those two modifiers are cumulative if both are present.

6) **Defender Retreat Declaration**

At this time the defending player may announce a retreat of his involved force (exceptions, see 12.10 and below). The effect is to reduce by one step (-1) the total steps just lost by him in step five above. The defending player may not declare a retreat if he suffered zero casualties in step five above. Allied defenders in hexes containing a Beachhead or Port Supply counter may never exercise this option.

7) **Redeployment**

All surviving ground units of both sides are returned to their original hexes on the map. Be careful to maintain proper step strengths. Place all TAC units used in the battle in the “Used” section of the TAC Box.

8) **Defender Retreat After Combat**

If the defending player chose to retreat in step six, all his surviving involved units must now vacate their hex on the map. See 12.8 for details.

9) **Attacker Advance After Combat**

If all involved defenders were eliminated or retreated out of their hex, any, some or all of the surviving attackers may advance after combat (that player’s choice; see 12.7).

12.3 **Fire Restrictions**

During combat, a two-step unit fires two shots (roll two 10-sided dice for it, or draw a number chit, reshuffle, and draw another number chit to simulate the two rolls), while a one-step unit fires one shot (roll one 10-sided die for it or pull one chit). To make each of your shots, you announce which unit is firing and which unit is its target. You then roll a die or pull a chit and compare that result to the firing unit’s combat factor (also known as its “to hit number”) printed on its counter. If the die roll or chit pull result is equal to or less than that number, the firing unit has “hit” its target. If the die roll or chit pull result is greater than the firing unit’s combat factor, the shot is a “miss”. If a struck target unit is a two-stepper at full-strength, instantly flip it so its reduced side shows upward. If a struck target was already reduced to its one-step strength, or it was a one-step unit to begin with, it’s immediately eliminated (removed from the Battle Board and placed into a “dead pile” off to the side of the map).

Players fire and resolve each of their shots one at a time. A two-step unit may fire at two different targets if its owning player so desires. Targets don’t have to be directly opposite a firing unit when arrayed against each other; targets may generally be chosen from among any enemy ground unit arrayed against it. Neither player need ever declare beforehand all his shots or targets, but you must declare the target of each shot before actually rolling the die and seeing its result for that shot.

12.4 **Instantaneous Hits & Single Rounds**

All hits are instantaneous, taking effect immediately as they’re made. Also note that, unlike many wargames that use a Battle Board combat system, battles don’t occur in “rounds.” That is, in each battle, work through the attack sequence given above one time; then that battle is over. However, the defender’s hex may be attacked later in the phase by other adjacent units through additional Attack commands.

12.5 **Corps Support Units**

A firing ground unit, no matter its type, may not select a corps support unit as its target unless there are no “front line” units at all (either they’ve been eliminated or none were present at this battle from its beginning). Furthermore, no corps support unit may ever attack alone; to receive an attack command, it must go into combat with at least one unit (to remind players of this, its combat factor is in parentheses).

12.6 **Allied Beachhead or Port Supply Markers**

If the German player is attacking into a hex that contains a Beachhead or Port Supply unit, the Allied player should not deploy it onto the Battle Board. If one of those markers is present in a hex being attacked by the German player, it shares the fate of the last Allied ground in that hex with it (but also see 12.8, point number 10).

12.7 **Advance After Combat**

An advance after combat, when authorized by a battle’s outcome (or if every enemy unit was eliminated by a bombardment), amounts to a free one-hex move by the victorious involved attackers. Such advances don’t cost any CP, nor do they use up MP. Advances aren’t mandatory, but the victorious attacker must decide whether to make it immediately upon returning his units to their hex on the map and before beginning the resolution of any subsequent command. He may advance with one, some, or all of his units from that hex into the vacated defender’s hex (no other) within normal stacking structures. Note, though, if a corps support unit is to advance it may not do so alone; at least one unit must go with it. Victorious defenders never advance after combat; they simply hold their place in their original hex.

12.8 **Retreat After Combat**

Retreat after combat allows the defending player to cancel one hit (maximum) on one of his units from the total hits scored against his force during step five in the combat sequence. When a defending force retreats, all that side’s surviving units must vacate their hex on the map. Retreating defenders must be moved by the owning player into an adjacent hex according to the following stricures:

1) Retreating units may not cross a hexside, or enter a hex, that they could not enter in normal movement.
2) Retreating units may not enter a friendly-occupied hex in violation of the stacking rules.

3) Retreating units may not enter a friendly-occupied hex, even within the limits of the stacking rules, if an entirely empty hex is available as an alternative.

4) Retreating stacks must retreat as a stack, only being split up to retreat into more than one hex if necessary to meet any of the strictures given above.

5) No single unit or stack (except partisans in dispersed mode) may retreat more than one hex.

6) Any unit or stack that can’t retreat within the limits set above must stay in place and fight their battle to its end.

7) Retreating doesn’t cost CP or use up MP.

8) If a defending unit or stack retreats from an attack and then finds itself in another hex that comes under attack later that same phase, it participates normally in that subsequent combat.

9) Any TAC or Naval Support units that were part of a retreating force don’t undergo the procedures described above. The owning player simply moves such units off to the side of the map.

10) Retreating is generally an all-or-nothing proposition; that is to say, an entire force either retreats or the entire force stays. However, Axis Improved Position and Allied Beachhead or Port Supply markers never retreat. If one of them is abandoned by a retreating force, the marker is eliminated when/if the enemy player advances after combat into that hex.

11) Partisan units attacked while in concentrated mode retreat one hex like regular units; partisan units attacked while in dispersed mode displace up to two hexes away.

12) Partisan units in dispersed mode do not hinder enemy retreats in any way. A retreating enemy unit will simply displace a partisan to an adjacent hex (or eliminate it if there is no viable hex to displace to).

13) Amphibiously assaulting units are returned to the Med Box instead.

12.9 Extra Hit & Hit Reductions
If all units of the defending side are eliminated before the attacking player has finished resolving all his shots, he may continue resolving his fires, firing at any of the already-eliminated enemy units, in the hope of gaining an extra hit (except in the case of partisans). If he scores an extra hit, the defending player may not call a retreat in order to retrieve one of his lost steps. In effect, the extra hit represents overwhelming fire from which the targeted force couldn’t escape no matter how hard they tried.

**Note:** When a player is allowed to reduce by one his force’s total of suffered hits, he may do so flipping over a reduced unit to full-strength or by reclaiming from destruction an otherwise eliminated unit.

12.10 City Combat
If the defending units in a battle are located in a city hex, the attacker in that battle may not exercise the break off option, and the defender in that battle may not exercise the retreat option (even during an Airborne Assault).

12.11 Hit Number Modification
The printed combat value (“to hit” number) of a firing unit may be modified during a battle by terrain, TAC units, Naval Support, Improved Position markers, and supply status. Modifiers are given as positive or negative numbers that are added or subtracted to/from the firing unit’s combat factor. All applicable modifiers are cumulative in their effect in any given situation. For example, an out of supply division attacking across a river hex side would have its combat factor (its “to hit” number) reduced by two: -1 for the river and -1 for attacking while unsupplied. A unit that has had its combat factor modified to zero or less can’t hit anything, though it still must be placed on the Battle Board if defending, where it might be hit by enemy units firing at it.

12.12 Terrain
Attacking units have their “to hit” numbers modified by the terrain in the defender’s hex and any intervening river hexside. See the Terrain Effects Chart printed on the mapsheet. Defensive fires are never modified by terrain or rivers. Note, too, that corps support unit fires are never modified by the presence of a river hexside.

12.13 Combat By & Against Partisan Type Units
Partisan units have two modes: concentrated (numerical ratings and a symbol of two soldiers) and dispersed (a dotted outline rectangle symbol). Partisan units voluntarily change modes in the Mutual Initial Phase of each turn; this does not cost any CP.

12.14 Combat by Partisans
Partisan units in concentrated mode move and fight like regular combat units (though they may not move by sea), but partisan units in dispersed mode may not attack. An enemy unit may move or retreat into or through a hex containing partisan units in dispersed mode without hindrance.

12.15 Combat Against Partisans
Partisan units in concentrated mode may be attacked, conduct defensive fire, and can retreat one hex like regular combat units. Partisan units in dispersed mode may be attacked, but do not conduct defensive fire, though they can be retreated one or two hexes away as the Allied player prefers, instead, provided that there is a viable hex to retreat to.

**Important:** Croatian, Chetnik, German light infantry and SS units count DOUBLE their CF for these special anti-partisan attacks—German infantry divisions 389, 373 and 392 are treated as Croatian for this purpose only, but are otherwise treated as if they were German Army units.

In situations where there are partisan units in both modes in the same hex, the player would have to conduct two separate combats with two sets of units—or he could attack only the units in the mode of his choice, and leave the others alone.

**Example:** A Croatian collaborator brigade (CF=2) and a reduced German infantry division (CF=2) are adjacent to a Rough hex containing three dispersed-mode partisan units. The Axis player rolls the d10 three times (once against each unit), trying to get a 5 or less (CF total of 6 (12 + 2)+2) -1 for the Rough terrain) each time. If he fails to eliminate a unit, the Allied player may immediately exercise the option to displace the unit up to two hexes away.
13.0 SPECIAL RULES

13.1 Mutual Turn End Phase
When the Axis player has finished his CP Expenditure Phase, players begin the Mutual Turn End Phase. The Allied player moves any TAC and Naval units that were in the “Used” section of the TAC Box back to the “Available” section. If it is the end of the last turn of the scenario, don’t bother—the game ends and players judge victory as in 4.0. Otherwise, the Game Turn marker is advanced on the Turn Record Track.

13.2 Air & Naval Support Units
Only the Allied player has aircraft (TAC) and ships (Naval Support) available to help him in offensive or defensive battles. The number of TAC units available to the Allied player varies according to the scenario and current weather; see the Scenario Guide. He always has one Naval Support marker available to deploy in coastal or all-sea hexes. TAC and Naval units are never destroyed or damaged in battles and are always in supply.

13.3 TAC Units
These begin each game turn in the “Available” section of the TAC box on the map. During the turn the Allied player may take these units from this section of the box to use to his benefit in battles (whether he is the attacker or defender, although partisans do not benefit from TAC units). After use in a battle, the TAC unit is placed in the “Used” section of the TAC Box. It will be moved back to the “Available” section in the Mutual Turn End Phase.

13.4 Naval Support
The Naval marker is placed in any all-sea or coastal hex in the Reinforcement/Replacement Segment of the Mutual Initial Phase. The “to hit” number of all Allied units participating in battles (as attacker or defender, although partisans do not benefit from naval support) in coastal hexes in or adjacent to the unit’s hex is increased by one as in 12.11.

13.5 Collected Notes on Nationalities
The Mediterranean Theatre saw a bewildering collection of native and imported national armies and interests. Here are collected notes and clarifications for each nationality portrayed in the game that are pertinent to game play.

Bulgaria: Bulgaria switches sides and joins the Allies in the 1945 scenario.

Canada: Canadian units cannot take replacements.

Collaborationist Nations: These are troops from Croatia, Serbia, and Slovenia fighting on the Axis side. Collaborationist units may not leave the zone where they set up, and surrender (i.e. are immediately and permanently eliminated from the game) when the capital city or town of their particular home area (Croatia—Zagreb, Serbia—Beograd, Slovenia—Ljubljana) is occupied by Allied regular (i.e. non-partisan) forces.

Exception: The German infantry divisions numbered 369, 373 and 392 are made up of Croatians in the service of the German army. They are treated as Croatian for the purpose of fighting dispersed-mode partisans, but are otherwise treated as if they were German Army units; their movements are not restricted to Croatia itself and they do not surrender if Zagreb is captured by the Allies.

Greece: There are two types of Greek units in the game: A single infantry brigade that is treated as a British unit except that it may not take replacements; and a set of guerrilla units that represent a general uprising in the Greek countryside, abetted by an Allied invasion and most likely organized by the Greek Liberation Army (ELAS in Greek), a Communist-dominated group.

Italy: Italian units appear in only the 1943 scenario. They may not take replacements.

Poland: Polish units may not take replacements.

United States: United States units may not stack with other Allied units.

Soviet: Soviet unit may stack with Yugoslav Partisan and Bulgarian units in the 1945 scenario. They may not take replacements.

Yugoslavia: Yugoslav Partisans, representing the main anti-occupation resistance movement led by Marshal Tito, are shown in all three scenarios, in increasing strength. The Chetniks, a rival resistance movement, are treated as a different nationality, are shown in the 1943 scenario only.

13.6 Force Ten From Navarone (Optional)
As a purely whimsical (and thoroughly unhistorical) addition, the Allied player is eligible to receive the fictitious “Force 10” unit as a scheduled reinforcement, arriving on Turn 7 in any unoccupied hex within Yugoslavia, per 7.9.

Once the F10 unit has arrived on the map, it functions as a UK land unit in all normal respects except that it may “destroy” any single bridge anywhere on the map (one time only per game). This occurs automatically so long as the F10 unit is adjacent to a river hexside that is crossed by a road symbol, and renders that river a non-road spanned river for all rules purposes throughout the remainder of the game. Flip the F10 unit over on its reverse (blank) side next to that river to indicate its destruction.
**BALKAN GAMBIT: SCENARIOS SET-UP**

In all scenarios:
Axis player units setting up in coastal hexes may do so with an Improved Position marker in their hex.

Units are set up at full strength, unless otherwise noted.

**ALLIED PLAYER DEPLOYMENT**
(for all scenarios, per the year indicated);  
*Cdn* = Canadian;  
*Gk* = Greek;  
*Rgr* = Ranger.

<table>
<thead>
<tr>
<th></th>
<th>1943</th>
<th>1944</th>
<th>1945</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Commonwealth</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Armor XX (5-6)</td>
<td>Two (8, 15)</td>
<td>One (8)</td>
<td>One (8)</td>
</tr>
<tr>
<td>Armor XX (6-6)</td>
<td>One (5 Cdn)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Motorized Inf XX (5-6)</td>
<td>Four (5, 50, 57, 33)</td>
<td>Five (5, 33, 42, 50, 57)</td>
<td>Four (1 Cdn, 5, 42, 50)</td>
</tr>
<tr>
<td>Parachute Inf X (3-3)</td>
<td>Four (4+, 7+, 8+, 6G)</td>
<td>Five (2, 4+, 7+, 8+, 6G)</td>
<td></td>
</tr>
<tr>
<td>Artillery X (5-5)</td>
<td>Three (12, 14, 16)</td>
<td>Three (12, 14, 16)</td>
<td>Two (1 Cdn, 12)</td>
</tr>
<tr>
<td>Armor X (3-6)</td>
<td>One (21)</td>
<td>One (21)</td>
<td>One (21)</td>
</tr>
<tr>
<td>Special Forces X (3-4)</td>
<td>Two (2, 40)</td>
<td>Two (2, 40)</td>
<td>One (Rgr)</td>
</tr>
<tr>
<td>Light Inf X (3-4)</td>
<td>One (3 Gk)</td>
<td>One (3 Gk)</td>
<td>One (3 Gk)</td>
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<tr>
<td><strong>US units</strong></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Motorized Inf XX (5-6)</td>
<td>Three (3, 36, 45)</td>
<td></td>
<td>Note: One 5-6 Motorized XX may be substituted with the 10 &quot;L&quot; XX instead (for no VP cost).</td>
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<tr>
<td>Parachute Inf III (3-3)</td>
<td>One (517)</td>
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<tr>
<td>Artillery X (5-5)</td>
<td>Two (6A, 6B)</td>
<td></td>
<td>Corps Support Units</td>
</tr>
<tr>
<td>Special Forces III (3-4)</td>
<td>One (Rgr)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fire Support</strong></td>
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<td></td>
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</tr>
<tr>
<td>Air units (good weather/poor weather)</td>
<td>Two/One</td>
<td>Three/One</td>
<td>One/Zero</td>
</tr>
<tr>
<td>Naval unit (good weather/poor weather)</td>
<td>One/One</td>
<td>One/One</td>
<td>One/One</td>
</tr>
<tr>
<td><strong>Partisans</strong></td>
<td>Place the indicated number of units in the zone listed, but only in empty rough or mountain hexes, and no more than three per hex, regardless of mode.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Partisan icon (3-3)</td>
<td>Slovenia = One, Croatia = Four, Serbia = Two, Albania = Two, Macedonia = Two.</td>
<td>Slovenia = Two, Croatia = Five, Serbia = Four, Albania = Two, Macedonia = Three.</td>
<td>Slovenia = Three, Croatia = Seven, Serbia = Ten, Albania = None, Macedonia = None.</td>
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<tr>
<td>Partisan icon (2-3)</td>
<td>Greece = Three</td>
<td>Greece = Six</td>
<td>None</td>
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<tr>
<td>Partisan icon (2-3)</td>
<td>Serbia = Six (Chtnk)</td>
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<td></td>
</tr>
<tr>
<td><strong>Soviets</strong></td>
<td>In or adjacent to Subotica.</td>
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<td></td>
</tr>
<tr>
<td>Infantry XX (3-3)</td>
<td>Six (73, 74, 113, 223, 233, 299)</td>
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<td>Artillery X (5-5)</td>
<td>Two (57)</td>
<td>Corps Support Units</td>
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<tr>
<td><strong>Bulgarians</strong></td>
<td>Set up within two hexes of Belgrade</td>
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<td>Infantry XX (3-3)</td>
<td>Three (7, 9, 16)</td>
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<tr>
<td>Infantry X (3-3)</td>
<td>Three (22, 24, 25)</td>
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1943 Scenario: Operation BOARDMAN
In summer 1943, the British 8th Army is sent to liberate Greece and Crete. This was historically a deception to cover Operations HUSKY and AVALANCHE, the historical invasions of Sicily and Salerno. Axis sets up first.

**AXIS PLAYER DEPLOYMENT**

<table>
<thead>
<tr>
<th>Germans, SS</th>
<th>Slovenia</th>
<th>Croatia</th>
<th>Serbia</th>
<th>Albania</th>
<th>Macedonia</th>
<th>Greece</th>
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<tbody>
<tr>
<td>Armor XX</td>
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<td></td>
<td>One 5-6 (1)</td>
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<tr>
<td>Infantry XX</td>
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<td>Four 3-3 (173, 187, 369 Cr, 373 Cr)</td>
<td>One 4-3 (297)</td>
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<td></td>
<td>One 3-3 (11L)</td>
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<td>Light Inf XX</td>
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<td>Two 4-4 (7 SS, 100), One 3-4 (118)</td>
<td></td>
<td></td>
<td></td>
<td>Two 3-4 (104, 117), One 5-4 (1)</td>
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<td>One generic (no ID)</td>
<td>Three generic (no ID)</td>
<td>One (RSK), Two generic (no ID)</td>
<td></td>
<td>One generic (no ID)</td>
<td></td>
</tr>
</tbody>
</table>

**Bulgarians**

| Infantry XX (3-3) | Three (7, 9, 16) |
| Infantry X (3-3) | One 3-3 (22) | Three (24, 25, 27) | One (28) |

**Collaborators**

| Infantry X (3-3) | Two (Slo) | Six (Cro) | Two (Srb) |
| Light Inf XX (3-4) | | | |

**Italians**

| Infantry X (3-3) | Six (13, 14, 22, 57, 153, 154) | Four (15, 18, 32, 155) | Three (19, 23, 155) | Four (38, 41, 49, 53) | Six (24, 29, 36, 37, 56, 59) |
| Light Inf XX (3-4) | | | One (1) |

**Special Rules & Notes**

Istria (Trieste enclave) is part of Italy (thus, it is not part of Slovenia). Bulgarian units may not enter Albania or Croatia. The Allied invasion had limited geographical aims. Thus, the Allied player may make amphibious assaults only on the Peloponnesse, or on Yugoslavian or Albanian hexes south of Dubrovnik (inclusive). Only one Amphibious Assault per turn may be made north of the Peloponnesse.

The Axis player sets up the Italian divisions as follows: Croatia, Serbia, and/or Albania (on or adjacent to coastal hexes only), Greece (on the Peloponnesse only, i.e., anywhere on the peninsula south of 1435, and west of 1638). In the Mutual Initial Phase of each turn (including the first) of this scenario, roll 1d10: on a 1-5 the Chetniks are controlled by the Axis player, on a 6-10 by the Allied player. Whichever player controls them for the turn pays the Command Points (CP) to have them move or attack if they are in Concentrated mode. If the Axis player controls the Chetniks, they may be used to attack Yugoslav Partisan units (only), either alone or in concert with Axis units. They double their CF when attacking dispersed-mode Partisan units. If the Allied player controls the Chetniks, he may use them to attack Axis units of any nationality.

**Victory Countries:** Both sides count victory points (VP) for liberating towns and cities in Albania, Greece, and Yugoslavia (it is not necessary to “garrison” liberated towns and cities), but not for Hungary, Romania, or Bulgaria (Axis client states).

**CP Adjustments:**
The Allied player adds one CP to his per-turn allocation, and the Axis player subtracts one CP, for each city “liberated.”
from the Axis player’s control. The Allied player retains this extra CP even if the city is later recaptured by the Axis player.

The Allied player permanently loses one CP from his per-turn allocation for each Beachhead or Port Supply marker that is eliminated by the Axis player’s actions.

**OPTIONAL REINFORCEMENTS (1943)**

**Axis Player**

<table>
<thead>
<tr>
<th>Nationality &amp; Type</th>
<th>Quantity</th>
<th>VP per unit</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Germany</td>
<td></td>
<td></td>
<td>(all reinforcements enter from Liguria; 0906)</td>
</tr>
<tr>
<td>Armor XX (6-6)</td>
<td>One</td>
<td>4</td>
<td>1 SS</td>
</tr>
<tr>
<td>Infantry XX (4-3)</td>
<td>Two</td>
<td>2</td>
<td>44, 71</td>
</tr>
<tr>
<td>Infantry XX (3-3)</td>
<td>One</td>
<td>1</td>
<td>182</td>
</tr>
<tr>
<td>Mot Inf III (3-6)</td>
<td>One</td>
<td>1</td>
<td>113 (represents elements of the Lehr)</td>
</tr>
</tbody>
</table>

**Allied Player**

<table>
<thead>
<tr>
<th>Nationality &amp; Type</th>
<th>Quantity</th>
<th>VP per unit</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commonwealth</td>
<td></td>
<td></td>
<td>(to be placed in the Med box)</td>
</tr>
<tr>
<td>Armor XX (6-6)</td>
<td>One</td>
<td>3</td>
<td>5 Cdn</td>
</tr>
<tr>
<td>Armor X (3-6)</td>
<td>One</td>
<td>1</td>
<td>25</td>
</tr>
<tr>
<td>Motorized Inf XX (5-6)</td>
<td>Three</td>
<td>2</td>
<td>1 Cdn, 34, 40</td>
</tr>
<tr>
<td>Artillery X ((5)-5)</td>
<td>One</td>
<td>2</td>
<td>1 Cdn</td>
</tr>
</tbody>
</table>

**1944 Scenario: Operation ZEPPELIN**

In summer 1944, the notional British 12th Army attacks Greece and Albania while the US 7th Army attacks in Dalmatia, in concert with Soviet amphibious operations against the coast of Rumania and Bulgaria. This plan was part of Operation BODYGUARD, the overall deception plan to disguise Operations OVERLORD and ANVIL (the invasions of northern and southern France). Axis sets up first.

**AXIS PLAYER DEPLOYMENT**

<table>
<thead>
<tr>
<th>German, SS</th>
<th>Slovenia</th>
<th>Croatia</th>
<th>Serbia</th>
<th>Albania</th>
<th>Macedonia</th>
<th>Greece</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry XX</td>
<td>Four 3-3 (173, 369 Cr, 373 Cr, 392 Cr), Two 4-3 (264, 375)</td>
<td>One 4-3 (181)</td>
<td>One 4-3 (297)</td>
<td></td>
<td>One 3-3 (11L)</td>
<td></td>
</tr>
<tr>
<td>Mot Inf XX</td>
<td>One 3-6 (18 SS)</td>
<td>One 4-6 (1 SS)</td>
<td>One 4-6 (4 SS)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Inf XX</td>
<td>One 4-4 (7 SS), One 3-4 (118)</td>
<td>One 5-4 (1)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SS Cavalry XX</td>
<td>One 3-4 (1 Cos)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Infantry X (3-3)</td>
<td>One generic (no ID)</td>
<td>Three generic (no ID)</td>
<td>One (RSK) One generic (no ID)</td>
<td>One generic (no ID)</td>
<td>One generic (no ID)</td>
<td></td>
</tr>
<tr>
<td>Mot Inf III (3-6)</td>
<td>One (92)</td>
<td>One (5 SS)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Inf III or X</td>
<td>Two 3-4 (Res, 13 SS, 18 SS)</td>
<td>One 3-4 (Bdb)</td>
<td>One 3-4 (21 SS)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fortress X (3-2)</td>
<td></td>
<td></td>
<td>Four (41, 966, 968, 1017)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bulgarian</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Inf XX (3-3)</td>
<td>Two (7, 16)</td>
<td>Two (9)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Infantry X (3-3)</td>
<td>Four (22, 24, 25, 27)</td>
<td>One (28)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Collaborators</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Inf X (3-3)</td>
<td>Three (Slo)</td>
<td>Eight (Cro)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**SS** = Schutzstaffel; **RSK** = Russian Schutze Korps; **L** = Luftwaffe; **Bdb** = Brandenburg; **Res** = Reserve; **Cr** = Croatian unit in German service (CF doubled vs dispersed Partisans, no movement restrictions).
**Special Rules & Notes**

Bulgarian units may not enter Albania or Croatia.

Istria (Trieste enclave) is part of Slovenia.

Only one Amphibious Assault per turn may be made east of the Peloponnese. (The Adriatic coast is now open, but it is assumed Crete is still heavily garrisoned).

**Greek Guerrillas:** These units may not leave Greece, and operate under the same rules as Yugoslav Partisans (including not being able to stack or attack with Allied units, though they may change mode at will in the Initial Phase).

**Slavic Paranoia:** Double the VP penalty if the Allied player enters any Polish units as optional reinforcements (this would have had severe political consequences with the Soviets and Tito).

**Victory Countries:** Both sides count Victory Points for controlling towns and cities in Albania, Greece, and Yugoslavia.

**CP Adjustments:**

The Allied player adds one CP to his per-turn allocation, and the Axis player subtracts one CP, for each city “liberated” from the Axis player’s control. The Allied player retains this extra CP even if the city is later recaptured by the Axis player. The Allied player permanently loses one CP from his per-turn allocation for each Beachhead or Port Supply marker that is eliminated by the Axis player’s actions.

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### Optional Reinforcements (1944)

<table>
<thead>
<tr>
<th>Nationality and type</th>
<th>Quantity</th>
<th>VP per unit</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Axis Player</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Germany (all reinforcements enter “from Liguria”)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Infantry XX (4-3)</td>
<td>One</td>
<td>2</td>
<td>71</td>
</tr>
<tr>
<td>Infantry XX (3-3)</td>
<td>One</td>
<td>1</td>
<td>162</td>
</tr>
<tr>
<td>Light Inf XX (4-4)</td>
<td>One</td>
<td>2</td>
<td>100</td>
</tr>
<tr>
<td>Light Inf III (3-4)</td>
<td>One</td>
<td>1</td>
<td>98</td>
</tr>
<tr>
<td>Mot Inf X (3-6)</td>
<td>Two</td>
<td>1</td>
<td>15</td>
</tr>
<tr>
<td>Armor XX (5-6)</td>
<td>One</td>
<td>4</td>
<td>1 (this represents elements of the Lehr division)</td>
</tr>
<tr>
<td><strong>Collaborator</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Infantry X (3-3)</td>
<td>One</td>
<td>1</td>
<td>X (this “X” ID unit represents a collection of Greek collaborator “Security Battalions”. Unlike other optional reinforcement units, this unit is placed in Athens or Thessalonika. It may move only within Greece and has doubled CF vs. Dispersed mode partisans)</td>
</tr>
<tr>
<td><strong>Allied Player</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Commonwealth (to be placed in the Med Box)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Armor XX (6-6)</td>
<td>Two</td>
<td>3 (6 = Pol)</td>
<td>5 Cdn, 2 Pol</td>
</tr>
<tr>
<td>Armor X (3-8)</td>
<td>One</td>
<td>1</td>
<td>25</td>
</tr>
<tr>
<td>Mot Inf XX (5-6)</td>
<td>Four</td>
<td>2 (4 = Pol)</td>
<td>1 Cdn, 7 Pol, 34, 40</td>
</tr>
<tr>
<td>Artillery X (5i)-5</td>
<td>Two</td>
<td>2 (4 = Pol)</td>
<td>1 Cdn, 3 Pol</td>
</tr>
<tr>
<td>United States</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Inf XX (5-4)</td>
<td>One</td>
<td>2</td>
<td>10 Mtn (or can be substituted for one US Mot Inf XX for free)</td>
</tr>
</tbody>
</table>

Pol = Polish

**CP Adjustments:**

The Allied player adds one CP to his per-turn allocation, and the Axis player subtracts one CP, for each city “liberated” from the Axis player’s control. The Allied player retains this extra CP even if the city is later recaptured by the Axis player.

The Allied player permanently loses one CP from his per-turn allocation for each Beachhead or Port Supply marker that is eliminated by the Axis player’s actions.
1945 Scenario: Operation GELIGNITE

Actual plans were drawn up to send the British 8th Army across the Adriatic in December 1944 or January 1945 to cut off the final retreat of German Army Group F and forestall any further Soviet advances towards northern Italy. The plan was shelved due to shortages of troops and landing craft. The British 8th Army would not contact Balkan ground forces until the 2nd New Zealand Division met Tito’s partisans at Trieste on May 2, 1945. Axis set up first.

**Axis Player Deployment**

<table>
<thead>
<tr>
<th>German, SS</th>
<th>SLOVENIA/ CROATIA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry XX</td>
<td>Six 3-3 (11 L, 173, 187, 369 Cr, 373 Cr, 392 Cr); set-up any two as depleted. Four 4-3 (71, 181, 264, 297); set-up any two as depleted.</td>
</tr>
<tr>
<td>Mot Inf XX</td>
<td>One 5-6 (22)</td>
</tr>
<tr>
<td>Light Inf XX</td>
<td>One 4-4 (7 SS) One 5-4 (1); set up as depleted. Three 3-4 (104, 117, 118); set-up any one as depleted.</td>
</tr>
<tr>
<td>SS Cavalry XX</td>
<td>One 3-4 (1 Cos)</td>
</tr>
<tr>
<td>Infantry X</td>
<td>Six 3-3 (one RSK and five generic)</td>
</tr>
<tr>
<td>Mot Inf III</td>
<td>One 3-6 (5 SS)</td>
</tr>
<tr>
<td>Light Inf X</td>
<td>Three 3-4 (13 SS, 14 SS, 24 SS)</td>
</tr>
<tr>
<td>Fortress X</td>
<td>Six 3-2 (41, 963, 965, 966, 968, 1017)</td>
</tr>
<tr>
<td>Collaborators</td>
<td>Infantry X Three (Slo), Eight (Cro)</td>
</tr>
</tbody>
</table>

**Axis Player Deployment**

| Collaborators | Infantry X Three (Slo), Eight (Cro) |

**Special Rules & Notes**

The Soviet main effort is oriented towards the siege of Budapest. Therefore Soviet and Bulgarian units may not take replacements and may not enter Slovenia or Italy.

Istria (Trieste enclave) is part of Slovenia.

Partisan, Bulgarian, and Soviet units may stack together and may attack jointly. Half of the Yugoslav (blue) partisans must set up in Serbia.

In the 1945 scenario, Poor weather represents severe winter weather and has the following effects additional to the usual Poor weather ones:

1) The MF of all units is reduced by one (don’t forget supply lines are also shortened);

2) Partisan units are not affected by Poor Weather.

**Victory Countries**

Both sides count Victory Points for controlling towns and cities in Italy, Croatia and Slovenia only.

**CP Adjustments**

The Allied player adds one CP to his per-turn allocation, and the Axis player subtracts one CP, for each city “liberated” from the Axis player’s control. The Allied player retains this extra CP even if the city is later recaptured by the Axis player.

The Allied player permanently loses one CP from his per-turn allocation for each Beachhead or Port Supply marker that is eliminated by the Axis player’s actions.

**Optional Reinforcements (1945)**

<table>
<thead>
<tr>
<th>Nationality &amp; Type</th>
<th>Quantity</th>
<th>VP per unit</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Germany (all reinforcements enter “from Liguria”)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Infantry XX (3-3)</td>
<td>One</td>
<td>162</td>
<td></td>
</tr>
<tr>
<td>Light Inf XX (4-4)</td>
<td>One</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>Mot Inf X (3-6)</td>
<td>One</td>
<td>18 SS</td>
<td></td>
</tr>
</tbody>
</table>

Italian

<table>
<thead>
<tr>
<th>Nationality &amp; Type</th>
<th>Quantity</th>
<th>VP per unit</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry X (3-3)</td>
<td>One</td>
<td>Any (this Fascist Italian unit has no movement restrictions and has doubled CF vs. Dispersed mode partisans)</td>
<td></td>
</tr>
</tbody>
</table>