

[Dice rolls] are shown in square brackets. (Reduced units) are noted in parenthesis. **Space names** in grey bold characters, **CAPITALIZED** if Key Spaces; **Region names** are written in bold red characters.

Turn 1

Start of turn Phase

Draw Cards

Serbia: S5, S6, S8, S21, S25, S27, S28.

Croatia: C1, C7, C28, C31, C32.

Bosnia: B2, B5, B7, B30, B31.

Reinforcements:

Serbia:

3x VRS -> Priboj

VRS -> Bijeljina

2x VRS -> Zvornik

2x VRS -> Mrkonjic Grad

VRS -> **SANSKI MOST**

VRS -> **DOBOJ**

Serbia telegrams its intention to attack **BRCKO** and **SREBRENICA**.

Croatia:

2x HVO -> Zapadni Mostar

HVO -> **JAICE**

HVO -> Vitez

HVO -> Čapljina

Croatia bets **BOSANSKIBROD** will fall soon to Serbian hands. Reinforcing that space will probably be futile, every HVO unit there will be eliminated and each will cost him 1 SW point. So after pondering about it, refuses to reinforce there. Instead of defending, the croatian plan is to capture **Mostar**.

Bosnia:

2x ARBIH -> **BRCKO**

Not a lot of toys to play with. **TUZLA** is a city so it counts on some inherent protection. Better to reinforce **BRCKO**.

Foreign Reinforcements

None this turn.

Action Round 1

Serbia:

Every unit is supplied, even those in the north enclave.

FA is 0 so no air strikes.

S21. VRS Major Offensive. → Event.

Priboj and **BJELJINA** activated for Combat against **BRCKO**. No others CCs are played.

Artillery [6] reduces two ARBIH brigades. A: [4] D:[8] Then all three bosniak units are destroyed, while a VRS is reduced. Serbian advances after combat: 3xVRS from **BIJELJINA** to **BRCKO** and then to **Bosanski Šamac**. VRS **Priboj** to **BRCKO**; **Posavina** control is checked, but doesn't change at this point, since **BOSANSKIBROD** is not under Serbian control..

Bosnia SW -6; Serbia SW +6; Serbia FA-1;

Zvornic activated for combat against **SREBRENICA**. No CCs are played. Artillery [9] reduces ARBIH defender, then attacker rolls [6] with +3 and -2 (event and terrain respectively). Enough to eliminate the defender. D [8], and serbian units advance unscathed. One VRS advances to **SREBRENICA**.

Bosnia SW -4 <20>; Serbia SW +4 <40>; FA goes down to <-2>;

Semberija region is now Serbian controlled,so Serbian gets 5 more SW. <45>

Serbian player feels he's on a roll and decides to go for Južná Krajina. Activates **Mrkonj Grad** for combat, and attacks **JAJCE**. Artillery [6] reduces both HVO defenders. Serbia doesn't play a CC, but Croatia plays *C1 Hrvatske Obrambene Snage*, cancelling the Offensive attack bonus..

Croatia attacks first, but rolls a [4], not enough to harm the serbians. Then Serbia rolls a 0; With a mountain terrain -2 DRM and without the Offensive bonus. Only artillery has been affective in the fight for **JAJCE**.

Now Bosnia plays an Interrupt card: *B30 "Media Coverage"* putting Serbian FA to <-4>, since Serbia has captured **BRCKO** and **SREBRENICA** this round.

Croatia

Every unit is supplied, and there are no Air Strikes.

Croatia saw what happened in **BRCKO** and feels **BOSANSKIBROD** is next. Thinking it cannot be defended, decides to flee.

C7. HVO Takeover → Strategic Redeployment.

2 SR points.

HVO in **BOSANSKIBROD** strategically moves to **Novi Travnik** through CRO foreign space.

(HVO) in **JAICE** moves to **Novi Travnik**.

Maybe preparing an attack on **Srednja Bosna**?

Bosnia

No unsupplied units, and no Air Strikes.

B7. Bosniak Refugee Crisis → Event.

Event. **JAICE** is now controlled by Bosnia, and the (HVO) there is relocated to **BUJOGNO**. An ARBIH brigade moves then from **ZENICA** to **JAICE**.

A bit dangerous move, since it would be hard to defend against a committed Serbian, but anyway Serbia is already menacing several bosnian spaces, and probably won't be able to take them all anyway. Also **ZENICA** is now defended by a lonely ARBIH. But the city terrain bonus will have to do for now. Winning SW instead of losing them feels so good. No region control changes.

Bosnia SW +3, Croatia SW -3;

FA:

Serbia: -4; Intervention Level 1;

Croatia, Bosnia: 0

SW:

Serbia: 45

Croatia: 27

Bosnia: 23

Action Round 2

Serbia

No unsupplied units. No air strikes yet! but it's a real danger at this point.

s28 Diplomatic Effort → Event.

Serbia moves FA from -4 to -1;

Serbia is concerned about being subject to air strikes or even losing the game. They are going to take more Key Spaces soon, which will move further down the FA marker. Also I wonder if there are more enemy events that might mess with serbian FA. So better safe than sorry. **BOSANSKIGRAD** will fall anyway, no need to take it right now.

Croatia

No unsupplied units, no airstrikes.

C28 Counterattack → 3 OPs

Bosnia has a lot of things to be worried about. Losing Mostar is definitely on that list.

2 HVO in **Čapljina** and 3 HVO in **Zapadni Mostar** are activated for combat against **Istočni Mostar**. No CCs are used.

Croatia takes a look at the terrain chart and suddenly realizes how difficult it may be to take a city. With a -4 DRM a lot of luck (or a lot of force) is needed. He rolls a [8], scoring 15 hits and eliminating the defending ARBIH brig. Bosnia rolls a [3] so no effect on the enemy.

Bosnia -4 SW <19>; Croatia +4 SW <31>, FA -1. **Zap. Hercegovina** is now under Croatian control. C. SW <35>.

Bosnia

No unsupplied units, no airstrikes.

B31 Manpower Advantage → Event.

Bosnia receives 10 RP. There are 5 (ARBIH) brigades in the *Bosnia eliminated units box*, and the cost to rebuild one of them full-strength is 2 RPs. They go to **BIHAĆ**, **GORAZDE**, **TUZLA**, **JABLANICA** and **ZENICA**.

BIHAĆ can supply three units, the exact number standing in **Cazinska Krajina** at this point.

End of round two.

FA:

Serbia: -1

Croatia -1

Bosnia: 0

SW:

Serbia: 45

Croatia: 35

Bosnia: 19

Action Round 3

Serbia

No unsupplied units. No air strikes.

S6. Serbian Intervention. → Foreign Units

Serbia receives 2x SDG elite units. The tigers are deployed in **Sokolac**. No doubt about the future of **Gorazde**.

Serbian FA -1. When foreign units are first deployed, foreign attitude marker goes down one space. Then, at the beginning of every turn when any of them are still on the map, another -1 will be subtracted.

Croatia

No unsupplied units. No air strikes.

C31. Diplomatic Effort. → 4 OPs

Doesn't seem like Croatia will need the event this turn, so better to use OPs.

Novi Travnik activated for movement. One HVO brigade moves to **Gornji Vakuf**, taking control of the space and returning back to **N.Travnik**. The other brigade there starts preparing fortifications with the second OP.

Iz. Mostar and **Caplina** are activated for combat. VRS brigade in **Stolac** is attacked by 5x HVO. No CCs are played. Attacker rolls [8] and defender rolls [3]. VRS is eliminated and 1 SW swings from Serbia to Croatia. A HVO brigade from **Caplina** advances into **Stolac**.

Serbia SW <44>; Croatia SW <36>

Bosnia

No unsupplied units. No air strikes.

B5. No step back → 2 OPs

Bosnia don't want **Gorazde** to fall. Can't rebuild units there because the *eliminated units box* is empty. Could redeploy one brigade - but where to pick it from without creating another weak spot? Since a fortification takes two turns to build, it may be in vain starting it now. Anyway Bosnia has no better thing to do now, so will just do that. Fortification works start in **GORAZDE** and **JABLANICA**.

End of round three.

FA:

Serbia: -2

Croatia -1

Bosnia: 0

SW:

Serbia: 44

Croatia: 36

Bosnia: 19

Action Round 4

Serbia

No unsupplied units. No air strikes.

S5. VRS Limited Offensive.

Serbia would like to have better options to attack **Gorazde**. With mountain terrain -2 drm, Serbia would need 48 to secure defenders elimination 50% of the times. There are 18 serbian combat factors adjacent to **Gorazde**. Not good. Anyway it will not get better with time, so might just attack now while the defenders aren't entrenched yet.

Luckily there is this little card.

Serbia activates **Sokolac**, **Vlasenica** and **Zvornic** for combat.

Artillery is a [4] so one ARBIH is flipped to its reduced side.

Two VRS from **Zvornic** moves one space before combat, from **Zvornic** to **Vlasenica**.

Serbia plays no CC but Bosnia has a little surprise and plays **B2 Mountain Troops**.

So drm -1 for attacker, drm +2 for defender. Serbia rolls [7] so 26 hits. Bosnia gets a [4] and 5 hits that accomplish nothing. Both defenders are eliminated. One VRS from **Vlasenica** and another one from **Sokolac** advances to **Gorazde**. Both SDGs advance there and then to **Foca**. **Podrinje** is now under Serbian control.

Serbia SW +10 <54> Bosnia -10 <9>

Serbia FA -3.

Croatia

No unsupplied units. No air strikes.

C32. Rapid Advance

Croatia understands that the game might end soon if Serbia is not stopped right now. So decides to hit now.

Stolac is activated for movement and Croatia seizes **Bileka** and **Gacko**. After that the HVO Brigade runs back to **Stolac**. Serbia loses control of **Iztočna Hercegovina**, and with it, 6 SWs.

Serbia -6 SW <48>

With the last OP, Iz. **Mostar** activates for combat and attacks **Nevesinje**. Attacker rolls [2], defender [9] so one HVO is reduced in **Mostar**.

Bosnia.

Has no card left no round is skipped.

End of round four.

FA:

Serbia: -3;

Croatia -1

Bosnia: 0

SW:

Serbia: 48

Croatia: 36

Bosnia: 9

Action Round 5

Serbia

No unsupplied units. No air strikes.

S8 Bosniak-Croat War. → 3 OPs

Serbia realizes this card should have been played earlier. But there were other more pressing matters every round. So now, with no cards on enemy's hands, the card is played for OPs.

Foca is activated for movement. One SDG goes to **Bileka**, the second one to **TREBINJE**, controlling **Gacko**. **Istocna Hercegovina** is again serbian controlled.

Serbia +6 SW <54>

Vlasenica is activated for movement. One VRS goes to **Vares** and then to **Visoko**. Another VRS goes to **Srebrenik** and then to **Gracanica**. **Soli** is no longer under Bosniak control. Bosnia -5 SW <4>

Bosanski Sarmac is activated for movement. One VRS takes **BOSANSKIBROD**, and also 3 SWs from Croatia.

Then **Posavina** is under Serbian control.

Serbia +9 <63> Croatia -3 <33>.

Serbia FA -4.

End of round five.

FA:

Serbia: -4; Intervention Level 1

Croatia -1

Bosnia: 0

SW:

Serbia: 63

Croatia: 33

Bosnia: 4

Action Round 6

Serbia

No unsupplied units. No air strikes.

S25 Concentrated Firepower - 3 OPs.

Mrkonjic Grad attacks JAJCE. No CCs. 3 VRS against one ARBIH in a mountain space.

Attacker rolls [7]; even with drm -2, this means 12 hits so JAICE falls and Bosnia loses its last 4 SW points. Game Over for Bosnia.

Serbia wins +4 SW and control of Juzna Krajina, so another 4 SW. With 71 it's not an automatic victory because it needs also control of every key region, and Cazinska Krajina is still Bosniak.

FA:

Serbia: -5; Intervention Level 2

Croatia -1

Bosnia: 0

SW:

Serbia: 71

Croatia: 33

Bosnia: 0

Now, VP are calculated using a simple formula:

$$VP = C + SW - IL - R$$

C: a constant, it is 0 for Serbia, 11 for Croatia and 16 for Bosnia.

SW: Final SW value.

IL: NATO Intervention Level. 1 if FA>2, 2 if FA>4.

R: Number of non-controlled Key Regions. For example, Kazinska Krajina sports both Bosniak and Serbian coat-of-arms, so it is a Key Region to those factions. The one that doesn't control it at game end will lose 1 VP.

Final Results:

Serbia: $0 + 71 - 2 \times 5 - 1$ (Caz. Kraj.) = 60 VP

Croatia: $11 + 33 - 3 = 41$ VP.

Bosnia: N.A.

Win

2nd Place

Automatic Lose on 0 SW.

Serbian brilliant victory in turn 1!!