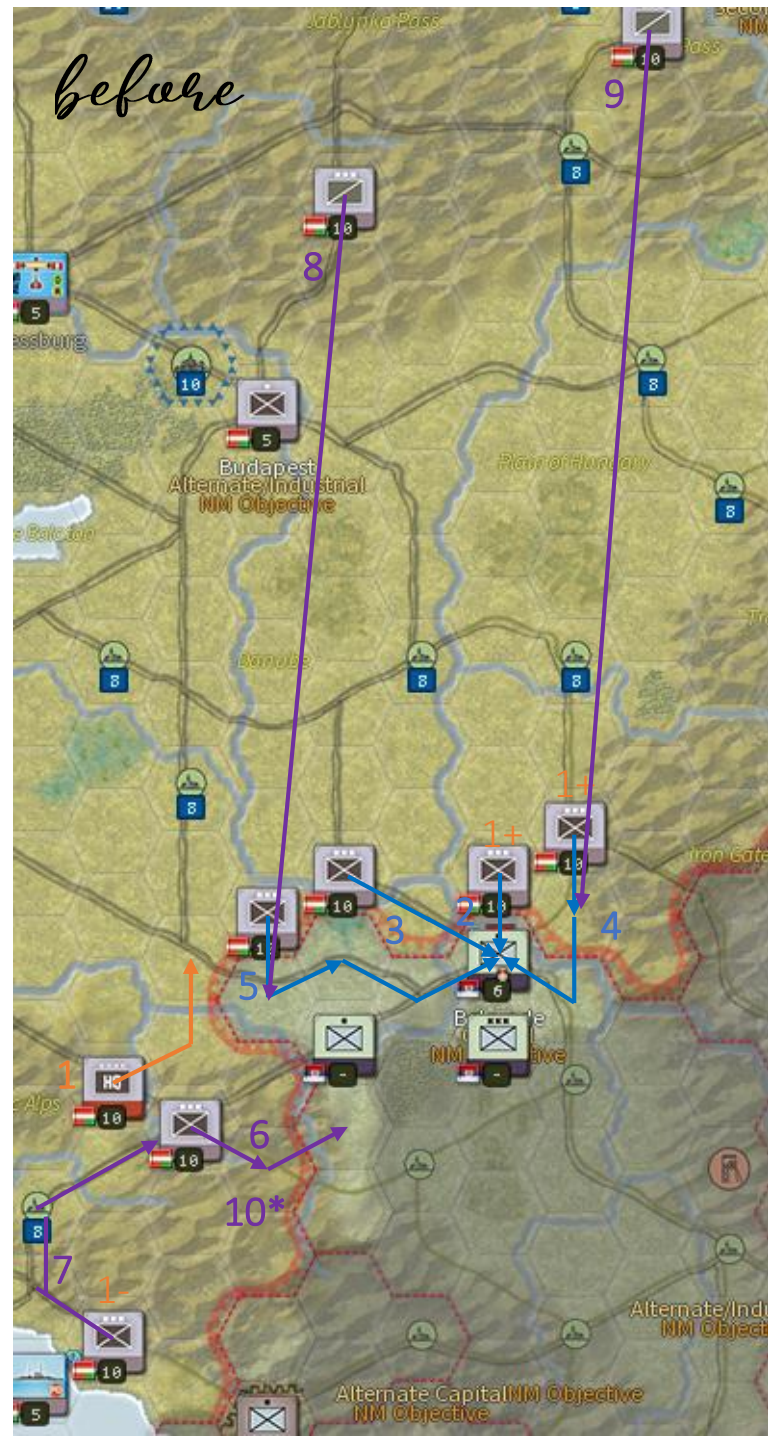


before



Serbian blitz

First turn: conquer Belgrade (with about 50% chance)

1) move HQ then detach (1-), attach (1+).

2-3) attack with 2:1, if Belgrade suffer 0 loss: change of plan (won't be a blitz anymore).

4-5) move with stop [to reveal corps in Kragujevac, SE of Valjevo; attack 4) first if better stats].

6-9) prepare units for next turn.

10*) rail in Flensburg corps after selling airship dev. tech (if not against house rules).

DE700: deploy 2nd army vs. Serbia.

Now Serbia can try to defend or move back to Pristina-Nish.

If Serbia defends, try killing the (possibly moved) Valjevo detachment next turn.

Later: as needed, rail in 1-3 German corps plus HQ from west (where 3 HQs are enough).

Push for Nish, 2 hexes from Uskub, 3 units 3 east of Warsaw (the Bulgarian mobilization events).

after

