

BROTHERHOOD AND UNITY

YUGOSLAVIA

1991-1995



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0. THE INTRODUCTION

0.1. The Intro

Where to start?

That is the question that I faced in early 2005. It has been ten years since war in my country came to an end, and I was just discovering The Operational Art of War. Scanning the Net for scenarios about the war, I came upon some poorly done and silly-looking tidbits that had me shaking my head in amazement.

I could do a better job, I told myself. So I decided to do it.

The job started with an atlas and a ruler. Several months later, I had the first version up. The version was brigade-level and had serious problems, so the scenario was poor in quality and realism.

To make better on these areas, I've deleted all the units and started from scratch – this time armed with books, printouts, reports and encyclopedias. As I've, in the meantime, completed two scenarios covering Yugoslavia in 1941-45 and 1951-55, I decided to complete this Trilogy with a third installment, which was to be the crown of this series – and it is, as regards to number of events, possibilities and, above all, number of units.

After much work, the scenario was rounded up very neatly. The first versions were, of course, buggy and somewhat inaccurate in certain accounts. Following this, I've made several updates, the most comprehensive of which was made during January-August 2006. Now, I can happily brag about accounting for virtually every JNA aircraft and being accurate in tank numbers up to 5% error margin. These numbers were not easy to achieve, especially given that information is scarce and, practically, non-existent when compared to say, information on Operation Barbarossa (which spawned dozens of scenarios and variations). In particular, Orders of Battle and unit compositions were a headache. I was forced to improvise at several points, but all of these improvisations usually went to logical choices or choices that would prove satisfactory game play.

The most historically accurate info is on the Yugoslav National Army, since it was the official Yugoslav Army. Slightly less accurate, especially in regards to conscript units, are Croatian military forces. Perhaps the most widely 'assumed', are forces of the Bosnian Moslem/Croat army, info on whose equipment is next to impossible to find. Most Serb forces copied the JNA model, which is why this info should be accurate (exception being paramilitary units of which there was an abundance).

Needless to say, paramilitary forces don't actually have fan web pages that list historic units and strengths... so these units are highly speculative in composition and order of battle.

Regardless of these inaccuracies caused by lack of proper info, the scenario is a great way of learning about the wars in ex-Yugoslavia and simulating possible alternate outcomes – there are many such here.

In closing, I would like to note that the most vital help in collecting info were web pages:

<http://www.vojaska.net>, <http://www.janes.com/>, <http://en.wikipedia.org/>, official web pages of the various official army units, some unit fan pages and other assorted sites. Also helpful were books about the war written by officers of Croatian Army, most notably Martin Špegelj's *Memoirs of a Soldier*, as well as *Osprey's Essential Histories (Nr 063) Collapse of Yugoslavia 1991-99* and *Osprey's Elite units (Nr 138) The Yugoslav Wars (1): Slovenia & Croatia 1991-95*.

The map is modeled after a 1990 World Atlas (printed in Yugoslavia), while events are gathered from all over the place!

Unfortunately, the size of the scenario has made it somewhat impractical for all but the most die-hard fanatics. Unless you are of that category, the scenario probably has more informative than actual game value. One day, I hope to make a more reasonable brigade-level scenario on smaller scale with playability in mind.

Well, that's about it. Enjoy the game :)

0.2. A quasi-Political Note from the Author

I concentrated in this scenario on what TOAW is intended for, realistic wargame simulation. As all wars do, the one described here caused much controversy, especially in regards to war crimes, ethnic cleansing and usual nationalistic drivel regarding "Us" vs. "Them" – the right-wing extremist belief that world maps should have only two geographic titles: "Us" and "Them" (or, as was the Roman Empire variant: "Barbarians"). For reasons I will explain later, I was forced to include some of these things in the scenario. But first...

Let me state clearly that I am liberal-minded Croat. Being liberal means that I consider evil, not "Them" (i.e. any nation other than mine), but the very nationalism that encourages people thinking in "Us" vs. "Them" way. What this means is that any crime committed against anyone, be it Bosnian, Albanian, Croat or Serb, was done by a person with a first name, last name and place of birth (just like the victim). To say that the fact that this person was of "That" nationality means everyone with the same nationality is evil; is equal to saying everyone in the world born on the same date is equally guilty of that crime – birth date is just as good as criteria as the fact that 1200 years ago YOUR descendants came down from THAT mountain, not the other one! This is the kind of nationalistic right-wing drivel that was the cause of this war (and many others), manifested in leaders who scream how they are big patriots, but actually use the war to get a filthy profit out of their "loving" country. While others died in the trenches, politicians on all sides made fishy deals that left their countries robbed and economically ruined: they got very rich after these wars and don't regret them... And why should they? No "leader" ever sent HIS own child to die, only a bunch of others he never knew.

For me, saying one or other nationality is "bad", sounds a lot like hooded priests talking about a holy war against "infidels" – be that Holy War named "Crusade" or "Jihad"; the ending result is the same. Both criteria's, as well as others (sex, race, color and dozen others) are just ways maniac despots use to drive us apart and mobilize masses in one holy war or another. As long as people are stupid enough to fall for the same "Us" vs. "Them" rhetoric, wars will be as destructive (and brutal) as this one here. In the end, it all comes down to one simple fact: Hitler and Stalin could just simply sit down together and have a nice chat about the weather or their favorite artists; while they send millions of "lesser" people against each other...

Wars will stop only when people refuse to believe in stupid causes.

On this note, I would like to use this opportunity to praise a significant part of Serb population - whether they live in Croatia, Bosnia or Serbia – who saw through Milošević's lies and refused to fight for the cause of "Greater Serbia". This, significant part of Serb population, not only saw through his lies, but actively resisted him: Belgrade students that constantly demonstrated; Serbs who refused to be drafted into the army; Bosnian Serbs who, alongside their Moslem neighbors, resisted the siege of Sarajevo; Croat Serbs who fought in the Croatian army and many others. Despite all propaganda, extremist thugs did not succeed in "rallying the masses against the *evil enemy*", which is a slight glimmer of hope in all our futures.

* * *

Anyway, back to the game.

Due to the reasons I have stated above, I was at first very reluctant to include anything even remotely referring to genocide or ethnic cleansing and just concentrate on the military part. However... in the end, it was that very non-military element that contributed to the end of war. I am talking, of course, about NATO intervention. NATO bombed Serbia, prompted by crimes against Kosovo civilians, as it bombarded Bosnian Serbs four years earlier following massacres there. In the end, the non-war element had a say (through not an ultimate one) in ending the war. Including the possibility of NATO bombers necessitates the inclusion of a criteria that decides who, when and where they should bomb.

The chance of NATO attack is very closely balanced to numerous (historic) events, some unavoidable that happen on fixed dates; others directly dependent on the war effort. Should the game (theoretically) follow exact historic patterns, chance of NATO intervention would be only about 25% up to 1995. A more successful Serb expansion will increase this chance quickly to the point of unavoidable. Should the Serb player focus on more limited objectives, while avoiding risky locations (see page 15), chance of NATO attack will be minimal. Keep in mind NATO is reluctant to join and, even at its peak of will to start air strikes, chances will be limited to about 80%.

Political reality means that NATO intervention will always happen against the Serbs. Serb side is the one that, through these actions, determines if and when this happens. Equally, actions of Secessionists can also influence that same escalation risk – their actions can also rise or lower the chance of intervention; if they perform just as bad actions as the Serbs, NATO will not even bother to help them!

1. THE HISTORY LESSON

FROM THE BEGINNING

The history of hostilities between different nations in the area of former Yugoslavia goes way back to the Roman Empire. The unique geographical position and mountainous nature of the Balkans meant that it was a borderline between great Empires during many centuries, which caused unique dispositions of nationalities and religions.

Following the Great Migration of peoples, and the resulting fall of the Roman Empire, South Slav nations settled in the area that would eventually become Yugoslavia (in translation: "Land of the Southern Slavs").

The most powerful of the peoples in the area was the Kingdom of Croatia, known to have existed as early as 9th century AD and having a powerful standing army and navy. Croats were Christians since the forming of the country. At that time, Croatia included present-day territories with majority of Bosnia and Herzegovina, as well as portions of Slovenia and Serbia. After a slow decline in power, the Croat nobility entered a personal union with the King of Hungary, creating a powerful central-European monarchy.

At the same time, the Serbs were a nation that settled further south, around present-day Kosovo and southern Serbia. Their position meant that they fell more under the influence of the Eastern Roman Empire, thus their nation became Orthodox in faith.

THE OTTOMAN EXPANSION

The history of these parts were about to take a violent turn for the worst, as the Ottoman Turks have, after a long struggle, managed to penetrate into the Balkans. First to be attacked were the Serbs. The battle of Kosovo Polje in the 14th century ended with a decisive defeat of the Serbs (who managed to kill the Ottoman king during the battle). The Turks pushed the Serbs further north, and many settled in the area of present-day north Serbia and Vojvodina. The Hungarian-Croat alliance was next in the Turkish path of expansion and the Hungarian king was killed and his army defeated. Faced with defeat, the Hungarian and Croat nobility rushed to neighboring Austrian Empire for help. Subjecting themselves to the Austrian crown, both nations joined the Hapsburg Empire.

As war with Turks raged on, the Ottoman expansion dwindled Croatia to what was called "The Remains of the Remains". In an effort to halt the Turkish expansion, the Austrians settled many Serbs as settlers in the frontline areas of Croatia. Thus, the Serbs settled in what was called the "Krajina" ("Border area").

Eventually, the frontlines settled to be borders of today's Bosnia and Croatia. Due to Turkish government, high number of population in Bosnia was converted to Islam. This situation, of having three different major religions grouped in a small area, would be the cause of a bloodbath in centuries to come. In the 18th century, Ottoman Turk power was in serious decline and Austria and Russia saw their opportunity to expand. Austria would do it through her vassal Croatia, while Russia would support Serbia. Following Napoleon's conquests, the Vienna Conference drew up new maps of Europe and awarded area of today's Bosnia and Herzegovina to Austria, which occupied the province. Since the danger of Ottoman expansion would no longer force the nations of the Balkans to tolerate Austrian rule, the Austrians and Hungarians (as the two most dominant nations in the Empire), quashed nationalistic sentiments in the other nations and split the country between them, reformed into Austro-Hungary.

In the early 20th century, independent south Balkan nations (Serbia, Montenegro, Romania, Bulgaria and Greece) united and started the 1st Balkan War in order to drive out the Turks. Ottoman state was reduced to a small patch of land, which would remain the European part of Turkey even today. Struggling over their spoils, the same nations went to war amongst themselves in the 2nd Balkan War.

THE TWO WORLD WARS

Barely have these wars finished, when a Serbian extremist shot the Austrian Archduke Charles in Sarajevo in 1914. This served as a pretext to major powers for starting World War I. When the war finished, Austro-Hungary splintered into smaller nations. Among the new states formed was Croatia that was, however, barely armed and had an expansionist neighbor: Italy – who had, throughout history, always looked with

interest towards the Croatian coastline (in fact, Italy entered the Entente alliance when promised Croat coastline by the Allies). Facing a very real possibility of invasion (following a few armed incidents in 1918), Croats rushed to the Serbian kingdom for help and the "State of Serbs, Croats and Slovenes" was formed. Although a union of nations on paper, the state soon proved to be a monarchist hegemony ran by the more numerous Serbs whose king eventually abolished the constitution (following Serb rightwing quashing of Croat sentiments and political assassinations) and renamed the state "Kingdom of Yugoslavia".

This state lasted until the 1930s when Fascist expansion came to Yugoslav doorsteps. To avoid conflict with the Italian Fascists, the Yugoslav king gave away areas of Croatia (region of Istria and city of Zadar) to the Italians, hoping to suppress their further ambitions. But, the situation became more complex in the 1940s, as war engulfed Europe: Yugoslavia found itself surrounded by Axis satellites (Germany, Italy, Hungary, Romania, Bulgaria and Italian Albania). Only the southern border rested on pro-Allied Greece. To make matters worse, Italy attacked Greece in 1940, but was stopped by the defenders. Before Hitler could help his ally, he needed to secure more support in the area. This situation put great pressure on the Yugoslav king, who was urged by the Axis to join, which he did in early 1941: this immediately caused riots in the country and a military overthrow was staged two days later and the king exiled. The new government didn't want to provoke hostilities from Hitler and maintained neutrality, but Hitler was not amused. On April 6, 1941, German, Italian, Hungarian and Bulgarian forces invaded Yugoslavia.

Seeing this as chance to get independence, Croats and Slovenes rebelled against Serb dominance and their military units deserted. Even without this happening, the Yugoslav army fell apart easily as their leadership escaped to exile and Yugoslavia was conquered within a week. As German troops continued on to Greece, Axis forces set up a puppet regime: the "Independent State of Croatia" – playing on Croat nationalism to minimize local resistance to occupation. A more power-limited, German-controlled regime was formed in Serbia. In addition, other neighboring Axis countries (Italy, Hungary and Bulgaria) annexed some lands.

The resistance to the occupation began immediately following the surrender. The Serb nationalistic group known as Chetniks was formed as Royalist resistance group supporting the king, but would turn to collaboration with the Occupators due to their hatred of the Communists. The Yugoslav Communist Partisan group started to grow following the invasion of the USSR – they undertook a guerrilla campaign that would become the largest and most successful resistance movement in German-occupied Europe. While most of Europe was firmly in German control, Yugoslav partisans liberated large areas of mountainous interior and, eventually, became the only group in Europe to liberate their country without direct outside help (Soviet troops did join in liberation of Belgrade, through).

THE SECOND YUGOSLAVIA

Following their victory, the Yugoslav Communists were firmly in control under the reign of Josip Broz Tito and the second (Communist) Yugoslavia was formed with Soviet blessing. This new Yugoslavia was formed from six republics (and had seven major nationalities). The republics were (by population): Serbia, Croatia, Bosnia and Herzegovina, Slovenia, Macedonia and Montenegro. This multinational country was unique in its diversity (more than 4 different languages were widely used) and its historical friction; governed by a Communist Party that quashed all ideas of nationalism with a parole: "Brotherhood and Unity".

However, barely had a few years elapsed since WW2 when Tito and Stalin had a falling out which ended with Yugoslavia being "expelled" from Soviet camp from 1948 onwards. The USA took the chance to court the Soviet reject and Yugoslavia opened up more to the west. However, Tito refused to move closer to US, and instead guided Yugoslavia on a 'middle path' which was to end with the country being one of the forming countries of the Non-Aligned Movement. Suddenly, Yugoslavia found itself in an economically profitable position, being courted by both sides in the Cold War, while remaining neutral. This situation would turn around in the 1970s, when Yugoslav economy started to collapse due to many reasons. This irritated most in the country, who blamed inept leadership of the Communists.

Despite the fact that Tito was Croat, the new country too was Serb-dominated. This situation continued until the 1970s, when nationalistic sentiments were awakening again. To avoid confrontation, Tito allowed a new, fairer, constitution to be drafted. It formed "limited autonomy regions" (that is, a status of a semi-Republic) in two areas of Serbia: Vojvodina and Kosovo – because of those areas diverse ethnical structure (especially Kosovo where, in 1990, Albanians made up almost 90% of the population, but were subjected to the Serbs).

The new constitution also saw major power shifted to a Presidency of eight republic/region presidents (which would be directed by each member in succession) – thus giving more power to other nations.

But the situation would change again in 1979 with the death of Tito. Without a clear successor to him, the Presidency would continue to run the show. However, death of the founding father of the country meant that "Brotherhood and Unity" speeches would soon become history and Serb leaders pointed the reigns of government back to Belgrade, which caused resentment in other republics. Also, this power shift saw the control of the federal army, the "Yugoslav National Army" (JNA) placed firmly in Serb hands.

In 1989, Communism was obviously dying and reforms in the Soviet Union led to the loosening up of the iron grip on Eastern Europe. Even in Yugoslavia, free from Soviet control, leaders saw the future clearly and started to make preparations for the inevitable end of Communism. First free elections were held and, in their desire for change, most nations opted for nationalist leaders, who championed independence. This situation was not lost on the leadership of JNA, who now firmly believed they should 'restore order' by force. The new Serb president (ex-Communist-turned-right-wing champion), Slobodan Milošević, had ideas of abolishing Yugoslavia and creating a "Greater Serbia"; and manipulated Communist loyalists to his side, creating a strange paradox of a great Hitler-Stalinist-style union. His policy came up against other nation leaders, all of them nationalists of their own who wanted their countries separated from their "brothers".

The first slash of violence erupted in Kosovo. Local Albanians, spearheaded by young students, protested for more autonomy, which was endangered by Milošević's plans. Serbian and JNA response came in full force. The military came down and squashed the protesters and Kosovo's limited autonomy was, for all practical purposes, abolished. Along with other events, this served to convince other republics that independence is the only way to go. By further political scheming, Milošević secured rule over Vojvodina as well (with ally Montenegro, giving him four out of eight vital Presidency votes). Further political crises followed and the JNA attempted (but failed) to gain 'emergency powers' through use of the Presidency. All of this served to prove Yugoslavia's unavoidable demise and Slovene and Croat leaderships now abandoned any ideas of staying in Yugoslavia and started to push for secession. In order to block this, Serb population in Croatia (which was quite numerous in former Krajina areas) started to blockade roads by logs (which led to dubbing their revolt 'the Log Revolution') and take control of police stations. Because parts of the Serb minority in Croatia (and Bosnia) did not share Milošević's dreams (and indeed, significant parts were such ideas), Milošević used his local nationalistic minions, the JNA and propaganda to escalate the violence to a level where he would convince the local Serbs that the new Croatia will revive the Ustashe regime and start a reign of terror like the one of the 1940s. The fear of this prompted many local Serbs to take up arms, while it was actually Milošević's right-wing thugs who started a reign of terror and started to expel Croat population from these occupied areas. All attempts by the Croat leadership to take control of the situation, either peacefully or by force, were blocked by the JNA who maintained "status quo". As early as 1990, armed bands throughout Croatia killed many dozens, while the country was engulfed in chaos; its leadership unable to do anything due to threats from the JNA.

ARMING THE SECESSIONISTS

In order to be prepared for what now appeared inevitable, Croatia and Slovenia started to smuggle in weapons from the west, as well as former Warsaw Pact that now had a surplus of equipment. The only armed force available to both states was the Territorial Defense – a Communist product, this force was intended to be a local resistance force (i.e. modern partisans) in case of foreign invasion. Armed forces of both countries had to be bolstered by a large number of conscripts and volunteers due to lack of professional units. In many cases, lack of equipment forced entire units to be formed with WW2-produced rifles! Even worse was the armor situation. Until they captured some during the fighting or while taking over armed depots, neither country had a single modern tank! During the entire war, ancient US and Soviet tanks – the T-34 and M18 to name a few – had to be rushed into service and used extensively. As for air force, it did not exist: Croatia turned dozens of old Russian Antonov-2 biplanes (ancient cargo planes) from dust croppers to bombers that dropped 'Boiler bombs' (casings of old household machines stuffed with explosives!). Needless to say, these forces looked like a joke compared to JNA's tens of thousands of highly trained troops supported by almost 2000 tanks and 300 jet aircraft. This situation naturally led to these countries concentrating on negating the enemy technology advantage by usage of infantry weapons. Smuggling in hundreds of anti-tank and anti-aircraft rockets, Croatia hoped to limit the effectiveness of the enemy's massive equipment retinue.

Finally, in mid 1991, referendums of independence were held in Slovenia and Croatia. The vast majority of population elected independence, following which JNA forces based in Slovenia started to take control of important installations in an effort to stop this. Seemingly, there was no resistance, but after a few days, Slovene forces made a counterstrike that caught the JNA off-balance and away from their supply sources. Without support, JNA forces were routed after a few short days. The resulting peace treaty meant that Slovenia was free to go, but both it and Croatia agreed to postpone the actual act of secession for three months (as per international suggestions) in order to calm tensions. Despite the shock of their defeat, JNA leadership didn't waste any time to change their objective to Croatia. JNA forces were dispatched there to form 'buffer zones' between Croats and local Serbs (in reality, to consolidate rebel gains and prepare for major operations). In September, Macedonia declared independence from Yugoslavia and was unchallenged by Serb or JNA leadership, which was more concerned with subjugating Croatia. Once all JNA forces were in necessary positions, the offensive operations took on a larger scale in September.

INTERNATIONAL INFLUENCE (OR LACK OF)

In order to fully comprehend the situation in the former Yugoslavia, it is necessary to consider the international presence and influence. First and foremost, it must be noted that the international community (especially the European Community and USA) had a constant presence in the area, but were reluctant to commit in any way apart from diplomacy. This factor enabled the war to spread to its size and cost so many civilian lives. NATO did intervene at the end (during the Kosovo war in 1999), and that effectively ended Milošević's *bullying* of other nations by force. If those air strikes have been conducted seven years earlier, countless thousands of people (of ALL nationalities, including Serb) would not have been alive today and these wars would just be a minor side-story in history books, instead of a terrible tragedy.

The two people most to blame for this state of affairs were US president George Bush (Senior) and the British PM John Major. While the first was reasonably reluctant to do anything due to the Gulf War (but didn't lift a finger for the next four years), the second was an open supporter of Serb-dominated Yugoslavia. British policy of the era was one to give the Serbs time to run over anyone who opposes them – as was expected because they controlled the JNA's vast arsenal and other nations just had very old rifles. This British stance – supported by France to a lesser extent – was somewhat vindicated by Major's successor Tony Blair, who was among the firmest supporters of NATO 1999 bombings. These powers made it very difficult for pro-Secessionist powers in the European Community to do anything to help the endangered nations. Austria and Germany, as well as Italy (unexpectedly, given its historic pretense towards Croat coastline), pushed for support of the escaping republics, but could achieve nothing due to British-French blocking.

Due to the fall of Communism and the strife in the east, neither could Serbia expect any support from her traditional ally – Russia. Even when her internal affairs were composed, Russia did not support Serbia, merely used her UN Security Council vote and veto right to aid them when this was possible.

Because of this, the wars remained somewhat isolated from major world powers, which might puzzle a casual observer – was not Yugoslavia practically in the center of Europe? The moves the international community DID undertake were either brutally biased or ineffective. First UN act to be implemented, was an embargo on import of arms to all – which was wrong because it meant that Serbs equipped with JNA's arsenal could easily rampage the other nations. This was rectified, but only after the damage has been done.

The international situation changed when US president Clinton gained power. Unlike his predecessor, Clinton wanted to resolve the wars and was instrumental in mobilizing NATO that deterred Bosnian Serb forces. These didn't really take threats seriously and NATO was finally fully placed into action in 1995, bombarding their military – which finally sped up peace negotiations and ended the wars in that year.

WAR IN CROATIA

The widely dispersed areas of Serb rebellion meant that JNA forces were thinly spread. This proved to be vital for Croat defenders who dug into defensive positions at the frontlines and slowly dwindled the attackers numbers as the JNA and Serb leaders wanted to conquer many areas at once. The war had four major zones: area around Dubrovnik, area of Krajina, Banija and Central Croatia, Western Slavonia and Eastern Slavonia. Also potentially dangerous was the presence of JNA garrisons (most notably a Corps' command in Varaždin and an tank brigade in Jastrebarsko), but Croat forces had these areas blockaded for some time now and

stormed them as war erupted in September (only after capture of these barracks did their army finally receive heavy equipment like tanks and heavy artillery). These garrisons still caused devastation in Croat cities.

Around Dubrovnik, the attacker was stopped despite superior numbers. The battle quickly degenerated into brutal artillery bombardment of the city (a famous tourist attraction), which drew criticism from the world community. Also important in lulling the fighting here, was the fact that the area was very detached from the rest of the country and surrounded by mountains, making supplying troops difficult for both sides.

The Krajina area had the highest number of Serb rebel formations (and much smaller number of JNA units). The (less efficient) paramilitary formations didn't manage much. Most major operations were aimed to capture Maslenica Bridge, whose fall would split Croatia in half and to reach the coastline at Zadar and Šibenik. Although unsuccessful in its capture, these forces got close enough to the bridge to force its closing. Zadar and Šibenik were heavily shelled and attacked, but held. North of this area, in the mountains of Lika, Serb forces attacked Gospić, where the attack was stopped at the suburbs. Further north, out of the forest-filled region of Banija, Serb forces attacked in the direction of Karlovac and Sisak. Both cities were at the very frontlines and shelled extensively.

In Western Slavonia, offensive operations were aimed at splitting Slavonia from rest of Croatia by a drive to the Hungarian border. A strong counterattack in late 1991 started to push back Serb forces here seriously, but the signing of the cease-fire at end of 1991 ended this counteroffensive.

The situation was totally different on the eastern frontier of Croatia. The city of Vukovar, situated on the Danube, was the first objective of the most powerful and elite JNA forces. Grouping its elite Guard Division and majority of its Mechanized and Armored brigades, supported by best aircraft available, JNA forces crossed the Danube north and south of Vukovar, in an attempt to capture the city in a pincer movement. Also, the numerous Serb paramilitary units formed a large part of the attacking force that numbered at least twenty thousand. Due to an interesting variety of reasons, including inept leadership and wild and uncoordinated frontal assaults at strong positions that led to great losses, the attacker received heavy punishment. The overmatched Croat defenders (about two thousand in total), despite great valor and efforts, could not stop tanks with old rifles. After a month of bitter fighting, Vukovar was surrounded from all sides, but the attacker still didn't manage to take the city and had, for the next two months, subjected it to brutal artillery bombing (after capture, almost no house remained intact). Street to street fighting took place for every corner and house. One road to the city became known as the "Tank Graveyard"; JNA lost hundreds of tanks and APCs (since Croats had no tanks yet, these were all destroyed by infantry) in the entire battle, as well as several aircraft. Despite these losses, the attacker kept the assault until the city was finally taken, greatly thanks to defenders running out of supplies and JNA reorganizing. A last breakthrough was staged that saw some defenders make it out of the city: the remains surrendered. The heavy losses incurred by the JNA / Serb forces here stopped their further offensive towards west in its tracks. But, most importantly, the battle of Vukovar gave vital three months to Croatia to fully mobilize and equip its army. Thanks to its desperate defense, Vukovar would remain the largest city occupied in Croatia.

In January 1992, both sides agreed to a cease-fire and allowed arrival of UN peacekeepers. Occasional artillery shelling of cities was carried out, but the main fighting was over. Serbs and the JNA have conquered almost 1/3 of Croatia by now and, in an attempt to legitimize their conquests, Serb minority in Croatia declared the Republic of Serb Krajina (In-game: VSK formations). Center of this self-proclaimed state was the city of Knin. But, while this self-styled Republic remained unconfirmed by anyone apart from Serbia itself, Croatia was finally recognized as independent by the European Union and majority of the world in January 1992; only now had the world community given up hope that Yugoslavia could be saved.

BOSNIA AND HERZEGOVINA

The cease-fire affected a break to war for now, but greater things were already preparing. Leadership of Bosnia and Herzegovina was preparing for secession too. Despite the lessons of the two previous wars, Bosnian leadership didn't realize the JNA and Serb forces would challenge their secession (in fact, some believed JNA would protect them!). Consequently, their army was ill prepared for the outbreak of hostilities.

The situation in BiH was compounded by the fact that Islamic Moslem majority (about 45%) was matched by Orthodox Serb (30%) and Catholic Croat (20%) minorities. The disposition of population was very wild

and erratic, which meant that war would be brutal and widely spread. In an effort to gain control of a region, an army would commit atrocities against other populations there. The unprepared state of the Bosnian Moslem and Croat armed forces meant that the Serb minority was strongly on the offensive. Immediately after hostilities got out of hand, the UN was quick to respond and set up more peacekeepers that eventually ended up forming "safe zones" in cities that were threatened by the proximity of war. These safe zones were envisioned to keep civilians safe from atrocities being committed by military and, especially, paramilitary / militia forces of local brutes and warlords who led their own private wars. Although of noble intentions, UN peacekeepers were reduced to a status of onlookers (by UN regulations), which meant they were more often witnesses to atrocities than keepers of the peace.

The city of Banja Luka was the largest Serb-dominated city in the country. However, Bosnian Serb leadership based their "Republic of Srpska" (VRS formations) in Pale, a tiny village east of Sarajevo. The first strategic objective that the Serbs wanted to achieve was to link up with the Serbs in Croatia. For this purpose, their main military thrust in '92 was aimed at north Bosnia. Attacking from the east, Serb forces overran the area of Bosnian Posavina and linked up with Banja Luka. The next main thrust was aimed southwest towards western Bosnia. This movement meant that many Moslem/Croat pockets of resistance were surrounded in and around cities. The situation slowly stabilized as the defenders gained more strength and acquired more weapons. Especially brutal fighting took place around Sarajevo, as the Bosnian capital was surrounded by Serb forces and, consequently, subject to terrible artillery attacks and its streets filled with snipers ("Sniper Alley"). In part due to the bombardment of the city, in late 1992 international pressure led to JNA forces being officially withdrawn (and dissolved), but their equipment was just given to local Serb forces, thus changing little in reality. However, as Sarajevo was an UN safe zone, Serbs could no longer attempt direct attacks on it, but maintained the siege for the duration of the war – for almost four hard years.

The ethnic tensions and losses of territory to Serbs, eventually led to the breaking of the Bosnian Croat-Moslem alliance and war among the two in 1993 (something they did not really need, given the broader picture). The war cost Bosnian Croats the most in terms of territory and manpower. Finally, in 1994, partly thanks to US mediation, the war was stopped and the two formed the Federation of Bosnia to concentrate against Serb forces that have, by this time, conquered about 80% of the country.

THE SECESSIONISTS STRIKE BACK

Throughout the length of these wars, constant UN efforts were directed at creating a peace plan that would appease everyone. Despite good intentions, and mostly due to Serb refusal, all peace plans were never accepted. The world community had taken a 'soft hand' approach to the Serbs, turning a blind eye for most of the fighting, which just encouraged them to take bolder actions. But, things were starting to change by 1995. The secession of Serb self-proclaimed states in Croatia and Bosnia meant that the economic stress needed to support these countries (which barely had cities and industries) had to come from Belgrade. This stress led to economic breakdown in all Serb areas, as well as Serbia itself (which was also affected by economically disastrous rule of Milošević), which in turn led to Serb leadership beginning to distance itself from the rebels in Croatia. Serb leadership in Belgrade believed they could strike a deal that would abandon Croatia, but keep the conquered areas in Bosnia. By contrast, Croatian economy was on the recovery route and its army was now ready and confident for counterstrikes. The threat of this new army (which made few limited offensives from 1993) was not lost on the Serbs, who didn't want to provoke more hostilities in Croatia.

Although NATO was keeping a 'no-fly' zone over Bosnia and conducting (very, very) limited air strikes against Serb forces, all of these efforts were on an ineffective scale – to counter which, Serb forces actually took many UN personnel hostage and fired AA missiles at NATO aircraft. However, in June 1995, one event, more than any other, would finally swing world opinion against the Serb forces. The town of Srebrenica, an UN safe zone (protected by a battalion of Dutch soldiers) filled with Moslem refugees from other areas already overrun, was violently attacked. Serb forces intimidated the UN soldiers by threats and entered the city, starting a massacre that left 7000 bodies. To make matters worse, the same fate loomed over Bihać in west Bosnia, which was besieged, and in desperate state since renewed Serb offensives.

All of this infuriated the USA (now under the Clinton administration, which was resolved to end the wars) and prompted NATO bombardment against Serb forces on a much larger and effective scale. Also importantly, this contributed towards USA silently approving and helping operations of Croats and Bosnians

against the Serbs. Giving minor recon, training and planning assistance to the Croat army, the US gave a silent blessing for a quick recapture of occupied territories.

Croat forces launched Operation "Thunder" in mid-1995, a counteroffensive that took back the entire area of occupied Western Slavonia in just two days. At the same time, Bosnian federation successfully made limited offensive operations in western Bosnia to prepare for future, more ambitious attacks. A few months' lull in fighting was designed to give peace one last chance, and the contestants met to discuss the situation in Switzerland. However, Serbs again refused any compromise and Croatia launched Operation "Storm" in August. This offensive was aimed to recapture the entire Krajina, Kordun and Banija regions (roughly 25% of all of Croatia). In a lightning offensive (the largest in Europe since WW2), Croat forces overran Serb forces (who offered limited resistance) and recaptured Knin and the rest of Krajina within just a few days.

Following this success, Bosnian Federation forces (aided by Croatia) launched a new counterattack in west Bosnia that drove the Serbs back towards Banja Luka. Faced with the very real possibility of total defeat, Serb forces agreed to peace negotiations. In Dayton, USA, the leaders of Serbia, Croatia and Bosnia signed the Dayton Agreement, which was to end all hostilities.

The agreement called for Serbs abandoning Eastern Slavonia (the only remaining Serb-controlled area in Croatia) and withdrawing from large parts of Bosnia. Finally, Bosnia was partitioned into two "Ethnicities": the Serb one, which controlled 49% of Bosnia, and the Moslem-Croat one, which controlled the other 51%. Given the most power to run the country was an UN-appointed Representative and the country was protected by NATO stabilization troops to replace UN units. Slowly, the two ethnicities are being integrated into a joint Bosnian Presidency: thus Bosnia is slowly being rebuild into a single state from it's shattered remains.

Five years had the war rampaged through Croatia and Bosnia – resulting in deaths of hundreds of thousands – and, at the end, borders remained almost untouched. Surely, one needs no other proof of futility of modern war, whose effectiveness had been rendered useless by extreme nationalism which urges each citizen to fight; thus resulting in a no-win situation, as victory can only be achieved by total annihilation of the other population, which is impossible in practice and just fuels more anger and resentment, thereby "making an appointment" for a future conflict (like the case of Yugoslavia vividly proves).

THE QUESTION OF KOSOVO

Even through the war was seemingly over, the peace did not eliminate its cause: expansionist nationalism, which still remained in power in Serbia, in the form of Slobodan Milošević – still president. Given his history and brutal subjection of Kosovo ten years earlier, it was unavoidable that war would hit Kosovo next.

That area's Alban Moslem majority was quietly rebellious until 1998 when the UÇK (or KLA – Kosovo Liberation Army) started their uprising. Serbian crimes against civilians, as reprisals, convinced the USA and NATO that they were facing an all too familiar picture all over again. When peace negotiations again failed due to Serb rejection, the West decided to launch air strikes in 1999. In a mass bombardment of Kosovo and Serbia, NATO airpower destroyed all vital Serb infrastructure – bridges, depots, communications centers – as well as military targets, aiding the counteroffensive of the KLA. The air strikes crippled Serb war effort and they agreed to withdraw from Kosovo, which was free under international supervision – NATO forces would remain there for many years to come. As Serb tanks were withdrawing from Kosovo, to be replaced by NATO, Milošević appeared on national television to declare a Serb victory!

In the year 2000, after the air attacks, West-backed Serb political opposition finally removed Slobodan Milošević from power after years of fighting (before these wars even started, massive protests in Belgrade were crushed by force). He was sent to Hague to stand trial for war crimes and ethnic cleansing (dying before facing penalty): thus, the costly and pointless wars in former Yugoslavia finally came to an end. In the ensuing years, Montenegro would jump ship away from Serbia, and with Kosovo distancing away, Serbia slides ever deeper into poverty and ruin. The Serb nationalistic ideas gambled everything... and lost.

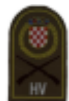
The slow, painful and costly process of rebuilding the war-torn lands, and curing nationalistic madness that caused these wars, would finally begin in the 21st century, with all of these countries now hoping for a future in the European Union...

2. THE FORCES

2.1. Force 1 (Secessionist)



Presented here under a single blue banner (flag 1) are countries fighting for independence from Yugoslavia: Croatia (flag 2), Bosnia and Herzegovina (flag 3), Kosovo Albanians (Albanian flag 4) and Slovenia (flag 5).



1) CROATIA

At the start of the scenario, Croatia has almost no military resources. Its power is limited to volunteers, civilian police, some conscript units and a small assault force. Pitted against the might of the Yugoslav National Army, Croatia can only muster a handful of tanks and ancient biplane dust-cropper-turned-bomber aircraft. Buying time is of the essence; as time goes by, Croatia will grow stronger and stronger, until its army becomes the foremost military power in the theatre.

The most important units in Croat arsenal are the 'Guard units' (six brigades + assorted other units) and who form the core of the army. Majority of them will appear after the military reorganization, which is activated through a theatre option. There are also about sixty conscript brigades, which are of less quality in equipment and ability. Some of these are to be withdrawn with the same reorganization, when the 'Home Defense Regiments' appear – these units are formed for local defense, but are of much higher quality. The volunteer HOS – Croatian Defensive Force – is a paramilitary force, which, although capable, is not numerous and will most likely be disbanded. Other volunteer units include the scarce Political Volunteers (few units formed by political parties) and the Civil Protection Force – these are civilians that are, in most cases, unarmed and should be kept out of real fighting. Of more value is the Civilian Police force, which formed the basis for the armed forces early in the war. These are based in home cities and are valuable city defense units.



2) BOSNIA AND HERZEGOVINA (enters war during 1992)

In even worse shape at start of war there, is Bosnia and Herzegovina. Fighting against Serbs, the Bosnian population is divided between Moslems and Croats. These two sides have widely divergent goals and in 1993, Croat-Moslem alliance will break down and the two former allies will fight until 1994 when they will unite again against the Serbs. Militarily, Bosnia has no real strength and has little ways of improving on that. At the peak of its power, Bosnian forces can have less than a hundred tanks. This state means their military is just pure manpower that must use terrain as its primary ally.



The largest Bosnian formation is the Army of Bosnia – a Moslem formation of conscripts whose largest asset is massed manpower. The second power in Bosnia is the Bosnian Croat HVO – Croatian Defense Council – Regular and Conscript units that have even less number of units than the Moslem forces. Bolstering these forces, are the Bosnian and Croat police units and City Defence Irregulars.



3) KOSOVO ALBANIANS (may enter war)

Kosovo Liberation Army (KLA) opened the war against Serbs in 1998/99. However, if the situation is right, KLA could see an opportunity open to win an easy independence while Serb focus is elsewhere. If that happens, KLA can start an uprising in Kosovo during game time. This will give vital breathing space to the Secessionists.

The KLA is a totally guerrilla force of limited manpower and equipment and of only about twenty battalions. Faced with mass Serb intervention, this force could easily evaporate and must hope for quick NATO assistance. Of more regular military stature, but also of limited resources, is the allied Albanian Military, which could arrive to assist, should NATO deploy ground troops to Kosovo.



4) SLOVENIA (may enter war)

The short war in Slovenia ended a few months before scenario start with a decisive defeat of JNA forces. This means that Slovenia is out of the war for now. However, due to the political situation, if Yugoslav forces are successful in breaking Croat opposition, Slovenian leadership knows their enemy will try to attack them again. Because of this situation, Slovenia is willing to commit limited resources it has available to assist the Secessionists if they request it.

Slovenian Army has some units that, although limited in number, will prove to be valuable early on in the war. More specifically, unlike Croatia early on, Slovenia has a number of armor and air formations thanks to equipment captured during their war several months earlier. Question is whether Secessionist sees this assistance as needed, as it comes at a large cost in VPs. Slovenia may enter war if NATO deploys ground troops (this does not cost VPs).

5) OTHERS (may enter war)

Other potential members of the Secessionist side are: foreign mercenaries (can be invited by Croatia), Moslem Mujahidin fighters (arrive to help Bosnia) and more Mujahidin fighters (which arrive if Bosnian Moslems call for a Jihad). Calling for a Jihad will also cause arrival of several Al-Qaida guerrilla cells.

2.2. Force 2 (Yugoslav/Serb)



Communist Yugoslavia (flag 1) was renamed the Republic of Yugoslavia (flag 2) in 1992. Serbia (flag 3) – along with Montenegro – forms the core of the Republic of Yugoslavia.



1) YUGOSLAVIA / SERBIA AND MONTENEGRO

Control of Yugoslav National Army (JNA) infrastructure and command structure means that, at the beginning of 1991, Serb leadership controls the entire military assets of the old country. This means thousands of tanks and hundreds of aircraft (only some top-line technology) are poised to strike at the countries wanting independence. In 1992, international pressure will force Serbs to dismantle the JNA, but the Serbs will just reform the old army into three separate entities: armies in Bosnia, Croatia and Serbia.

Yugoslav National Army, the JNA, is the most powerful force in the fighting zone and the only one (except in case of NATO, US, German or Russian intervention) resembling a real military force. The Army of Yugoslavia (i.e. Serbian regular army) appears as scenario goes by, but really grows only when it's predecessor, the JNA, is withdrawn. Civilian Police defends all major cities.



2) REPUBLIC OF SERB KRAJINA (SERB MINORITY IN CROATIA)

The Serb population in Croatia has formed military units from the local population and equipment acquired from the JNA. Despite limited numbers, with the withdrawal of JNA, this force took the task of protecting occupied lands in Croatia.

The Army of RSK is predominantly infantry with minor tank assets. Militia Irregulars are local volunteers. Although technically part of the Army, a few paramilitary formations exist, under particular warlords in several locations. These usually form separate brigades of Serb leaders (Šeselj / Arkan brigades).



3) SERBIAN REPUBLIC (SERB MINORITY IN BOSNIA)

Like in Croatia, the Serb minority in Bosnia formed military units. The number of formations was much greater because the Serbian population there was more numerous than in Croatia. Due to this, Serb army in Bosnia played a more prominent role in the fighting and, after the withdrawal of JNA, inherited much more heavy equipment.

The Army of the Serb Republic is also highly infantry-organized and has an Irregular component.

4) OTHERS (may enter war)

Like Croatia, Serbia may invite foreign mercenary units. In addition, a Bosnian Moslem power struggle will result in appearance of Forces of Fikret Abdić, a Moslem leader who defected to Serb side. If Serbia is threatened, few foreign Serb volunteers will appear (i.e. Serbs from neighboring Romania and Hungary)

2.3. Force 1 Allies (NATO)



Despite initial reluctance to get involved, NATO (flag 1) countries ended up going to war with Yugoslavia when the Kosovo issue arose. While all NATO countries are represented in air units, only United States of

America (flag 2) is displayed as a separate formation, because NATO ground attack will be mostly a US action. Germany (flag 3) can act outside NATO jurisdiction due to their friendly relations to Croatia.

1) NATO (may enter war)

NATO forces include a wide array of military forces from Canada to Turkey. All of these (along with several US air units) enter war if Serbian forces perform actions that are deplored by the world community.

2) USA (may enter war)

Following NATO intervention, USA will be closely monitoring the situation. If Serb forces persist in making deplored actions, US forces will release air units. If the war is not ended some time after that intervention, NATO and USA will also deploy ground troops to attack from Italy, Albania and Macedonia.

3) GERMANY (may enter war)

Germany was a close supporter of Croatian and Bosnian independence. Opposition from UK and France meant that Germany could not mobilize the EU to do something to end the war. Although entry of Germany to war is highly speculative (especially because the country was dealing with reunification issues), Germany would have undoubtedly taken a firmer stance if more of Croatia was threatened – threat to Croat capital of Zagreb will cause arrival of airborne troops and aircraft from German side. Also possible, if situation escalates, is the arrival of real German land troops for a major offensive.

2.4. Force 2 Allies (Russia)



Union of Soviet Socialist Republics (flag 1) is dying at this point in time. At the very end of 1991, the country finally falls apart, and the majority of its military strength is absorbed by Russia (flag 2). Despite the change of the flag, ideology and national identity; the Great Eastern Bear is still a close friend of Serbia and watches the situation carefully. However, the end of the superpower status and internal economic/political issues (as well as involvement in Chechnya) means Russia will not be willing to commit mass ground troops.

1) RUSSIA (may enter war)

Russian and Serb friendship goes back into the age the two were allies against the Ottoman Turks. Serbia is the firmest pro-Russian proxy in the Balkans area and Russia (and USSR before) was closely sympathetic to her cause. As a result of this, Russian forces became present numerous times during the wars in a passive way: firstly, as observers to the UN mission to eastern Croatia (occupied by Serbs) and, secondly, as they took control of several points in Kosovo before arrival of NATO troops, which caused a diplomatic incident.

Russian forces here are presented in form of air and airborne units arriving if Serbia is threatened. In all respects, Russia for Serbia acts just like Germany for Croatia – both are designed to aid their ally if it is hard pressed. Russia is also one of the primary suppliers of arms to Serbia – possibly even nuclear!

2.5. Neutrals (United Nations)



Despite good intentions of preserving the peace, the United Nations has no way of dealing with the crisis. Their only solution comes in form of peacekeepers. These "fake" soldiers are committed to a handful of protected areas, where they are, due to their mandate, forced to do little more than watch the carnage.



1) UNITED NATIONS

At the turn of the year 1991/1992, both sides agreed to allow United Nations peacemakers to arrive to Croatia. The UN formed UN Protected Areas (UNPA) in occupied parts of Croatia to protect local population and create buffer zones between combatants. UNPA mission can be expanded to rest of Croatia if Yugoslavia threatens more areas there. More troops under UNPA mission can also be sent to Serbia if war moves there. When Bosnia enters war, the even more violent war there will provoke forming of UN Protection Force (UNPROFOR), which will be placed to protect Bosnian cities from Yugoslav attacks. All UN units are immobile and are in garrison duty. They are forbidden to fight, except in self-defense. However, their real value to both sides is the international reaction attacks on them will cause!

3. THE SCENARIO SETUP

3.1. Objectives and their values

All objectives are urban areas. General rule is that larger city means more Victory Points. Exceptions are not uncommon, through, as most *strategically important positions* have a disproportional value of VPs. For example, a 5'000-population town whose capture would mean splitting a country in half (or it's importance is political), can be valued as much as a half a million-population center. Examples include Knin and Pale, which are centers of Serb rebellion in Croatia and Bosnia respectively.

3.2. About Map locations

Several locations on-map should, technically, not even be on the map. They are included because of their importance. For example, Maslenica in Croatia is a tiny town, but the strategic value of its bridge is enormous. Capture of this location has in-game consequences. Another such location is the Serb stronghold of Pale. In 1990, this was a tiny village that shouldn't be seen on such map scale. However, because the Bosnian Serb government was based here – makes the town not only needed to see, but also extremely valuable. Other minor settlements are included because military units are based and reconstitute in them (for example: Biograd and Drniš in Croatia).

Special map locations have consequences if captured by other side (in addition to standard victory locations):

- 1) Vukovar (Croatia) – "Fortress Vukovar" rule: Force 2 (Yugoslav) is affected by bad shock until capture of the city, upon which it is reset to higher value (also, NATO variable +2).
- 2) Maslenica (Croatia) – capture causes Force 1 replacement -10%, supply -15% and shock 90%.
- 3) Valjevo (Serbia) – capture causes Force 2 replacement -10%, supply -15% and shock 90%.
- 4) Srebrenica (Bosnia) – capture prompts massacre (NATO variable +8).
- 5) Dubrovnik (Croatia) – attack causes world outrage (NATO variable +3), capture removes supply point.
- 6) Niksić or Valjevo (Serbia) – approach to first or capture of second has chance to prompt Kosovo uprising.
- 7) Rijeka (Croatia) – approach to city causes Slovenia to worry. They will not withdraw if they enter war.

Note: Unhistorical Force 2 expansion in Croatia (approach to several cities) will prompt UNPROFOR units to expand UNPA mission to rest of country. Similarly, if Force 1 expands to Serbia, UNPROFOR will expand to cover Serbian cities. Both of these events also lower NATO variable slightly.

3.3. How to win?

Level of victory/defeat is divided into few categories that are displayed in the News section after end of scenario. The levels are:

- 1) TOTAL VICTORY – can be achieved only by capture of most important (and/or) capital cities,
- 2) MAJOR VICTORY – can be achieved by capture of large, important secondary cities,
- 4) POLITICAL ENDING – can be achieved by a peace plan being agreed upon. Both sides have several political solutions available throughout the game, although accepting any of them costs VPs.

CHANCE OF VICTORY > LOCATION (FOR FORCE 1 = 2)

100% > Beograd = Zagreb

60% > Podgorica = Split

33% > Banja Luka = Mostar

33% > Knin = Sarajevo

- Scenario can be said to have two possible historical endings:

- 1) Yugoslav player chooses 'Accept Dayton Accord' Theatre option (PO mostly does) or
- 2) Secessionist forces capture Knin, thereby winning.

Any other ending apart from these two is unhistorical.

There are a total of 16 possible endings to the scenario. Apart from the 8 already mentioned (4 per side), there are also 6 peace plans that will be available during game: these end with a point-scoring ending and a cost in VPs. Also, there is possibility of points scoring ending if the Serbia presidential elections in 1992 end with Milošević's defeat. The last possible ending is the start of World War 3 and it's escalation to nuclear between Russia and NATO, which results in some on-map destruction and a point scoring ending...

3.4. Unit organization

According to JNA reorganization committed in the 1980s, the Yugoslav Army was divided into Corp formations that are made up of brigades generally composed of four main battalions and support units (regiments or companies). All post-Yugoslav armies in the area copied this principle.

As a result, majority of units are of battalion size. There are exceptions, through, among support units (artillery, engineers, recon) and weaker irregular units that have less equipment.

Many brigades have no HQ unit. This is because units during war were often acting independently and battalions of some brigades were even dispersed throughout different areas of operation. Professional units (Croat Guard brigades, JNA and professional Serb brigades) have HQs, although in many cases these are nothing more than recon units with Command Squads and HQ markings. Bosnian Moslem forces have HQ units: although this effectively means HQ of formation, these units are less command centers and more a collection of support units – the Moslem forces had small number of equipment and so it would be pointless to have a single platoon of four AA guns on a battalion-sized map (for one reason, it would be destroyed during first encounter with the enemy). These HQs are, therefore, a mixed union of AA, Engineer, Artillery and recon units. Player will find good use for these as mini-artillery units for giving limited local support.

3.5. Reinforcement strength, position and timing

As arrival of reinforcements is of vital importance to the war effort, much concern was made into making them accurate and important. In reality, military units don't just show up and that shows here. Most units that appear are not up to full strength. Professional units will be more filled out (as their appearance is carefully planned), whereas conscript and improvised units are not – they gain strength as more men are brought up and armed.

Practically all brigades / formations have "*home cities*" (i.e. a urban area whose population makes up the brigade). A brigade will be formed there on historic date of forming (where available). The term "Formed" means that only several units of the formation will appear. Throughout future turns more units of the brigade will appear in the same city until the entire formation is on map. Note that, depending on particular brigade's case, units don't necessary arrive soon – for example, some brigades will have just two or three units for months until a certain event suddenly expands them to six in a single turn.

Furthermore, all formations have "home cities" can only reconstitute and form there. This means that loss of cities leads to severe penalties to future military strength, as units cannot be reformed! Also, the city must have empty space for the new units – in TOAW, a unit can appear in a hex only if it is under that side's control and there is room to accept the new unit (less than 8 units)!

3.6. Replacements

Most vital replacement rates are those for infantry squads. These have been calculated from population census from 1991, just before the war. At start of game, both forces have squad replacements equal to 0,5% of realistic war-able manpower (35% of population) divided by 104 half-weeks (in year – turn length) – this effectively means that about 0,000015% of total population enters military service each three days. Naturally, entry of other countries into war increases replacement rates by population level in cases of Bosnia (+66% for Force 1, +18% for Force 2) and Kosovo (+26% for Force 1). Other events that affect replacement levels are: the Bosnian-Croat war (bad for Force 1), loss of Maslenica (bad for Force 1) or Valjevo (bad for Force 2), German (good for Force 1) or Russian (good for Force 2) intervention and US arms supply (good for Force 1) – which happens months following NATO ground intervention.

Heavy equipment replacements are much more simple, although widely diverse. Since Yugoslavia (during it's communist years) accumulated mostly equipment produced in USSR during 1950's and 1960's, replacements will be hard to come by in most cases (this means tanks and aircraft, mostly). Both sides have quite a large supply of out-of-production items (stockpiled for replacement), but that's the end of the line as far as it's concerned. Equipment that is modern and still in production (especially of local origin) will be produced in very good numbers, but only once production starts (as industry recovers from initial war shock and arms embargo). To illustrate, Yugoslav side has a stockpile of 154 T-34/85s (for less than 80 deployed), but that's the final limit of T-34/85s – no replacements will be forthcoming. Completely opposite this, the M-

84 (modern Yugoslav variant of T-72) doesn't come back in production until 1992 and about 4 are produced each turn, but the starting stockpile is only 34 machines for 200 assigned to units! Some equipment will be imported from outside the country – that equipment will arrive in bursts (for example, getting 30 pieces during just two turns). All this means you have to handle equipment carefully and not waste anything needlessly. If you have a unit with two obsolete equipment types that will never get any more replacements, count it out of offensive operations, or just disband the unit – it serves no practical purpose any more.

IMPORTANT: Because of the lack of any sort of real equipment base at the start of the war in Croatia, Croat forces had almost no tanks/aircraft/guns worth mentioning. It was of extreme importance, therefore, that they should capture JNA barracks / warehouses that were scattered throughout the country (in game are: Jastrebarsko, Bjelovar, Varaždin, Đakovo and some others). In order to represent capture of these warehouses, capture of these locations will create "Reserve Warehouse" units. These are basically just unit slots filled with lots of equipment. They are to be disbanded automatically (unless the system fails for some reason – can happen: do it manually), so their equipment will go to the reserve pool and then redistributed to **frontline units**. Don't use these units as actual combat units: their proficiency is 1% and they are next to useless. The equipment will have much bigger impact and importance when given to real units two turns later! Once Croat military reorganization is completed, more such units will be formed. These effects were originally made through events raising replacements, but the new system is much more accurate, as you receive **HISTORICALLY CORRECT** numbers of each equipment type after capture of a warehouse!

3.7. Scenario dynamics

Generally speaking, the scenario is divided into three distinct phases. Whenever the scenario enters a new phase, it will be marked by obvious strategic changes to your situation.

These phases are:

- 1) The War in Croatia – when the scenario starts, Yugoslav attack on Croatia starts in several areas. When this happens, the Secessionist player is on the defensive.
- 2) The War in Bosnia – both sides agree to sign a cease-fire at the end of the year, which leads to start of war in Bosnia. When this happens, the Yugoslav player is suddenly faced with an overstretched line surrounded from all sides and must concentrate on linking up these patches which means that military units must be transferred from Croatia to Bosnia. Consequently, the pressure on Croat defenders will be simply relocated to Bosnian defenders. This recalibration of strategic gains means that Croat units can now attempt limited offensive action.
- 3) The Secessionist Counteroffensive – means Secessionist offensive and Yugoslavia firmly on defensive. This can be triggered by the KLA uprising, NATO ground intervention or generally good Secessionist progress.

4. EQUIPMENT TYPES AND NUMBERS

This chapter deals primarily with equipment of countries in ex-Yugoslavia: Serbia, Croatia and Bosnia. Other equipment can also enter scenario (such as modern US, German, Russian, British, etc.), but they are not as common, and don't actually appear always, so this chapter doesn't cover them.



The Soviet-produced T-54/55 series was the most numerous tank type used in ex-Yugoslavia, as almost one thousand were in use by all sides during the conflict and the type remains the most numerous in the post-war era. Those used to arm JNA (about 650) were mostly produced in Poland and Czechoslovakia.

4.1. Manpower

Due to very high percentage of irregular units in the war, hi-tech equipment was prized. Entire formations were formed with old WW2-vintage rifles and primitive MGs (the Rifle Squad). More professional units almost always had the legendary Soviet AK-47 rifle (Assault Squad). To clearly discern them from unprofessional/volunteer troops (i.e. units with lesser training regardless of actual equipment), the latter are represented as SMG Squads in game. Recon units have Reece Assault Squads. None of these are AT variants of squads. AT teams exist separately in units and, regardless, the AT effort is concentrated in AT rockets and guns which are included in most infantry and support units.

Assault AT and Assault AT+ squads do exist, however, in the form of foreign mercenaries and foreign military troops. This is done to achieve the following effects: it makes foreign units superior in quality, it makes them have their own separate and limited replacements (or, in the case of mercenaries, no replacements at all) and it clearly partitions the two for in-game purposes as Croat and Bosnian recruits could not be used to bolster US/NATO/German army ranks!



The most modern tank used during the war, the Yugoslav M-84 was a license-built T-72 with many systems upgraded to accept Western technology. Due to their value and small numbers, most were prized and kept away from main battle, which degenerated into street fighting and close combat far too often for any tank to show its true potential.

4.2. Tanks & Armor

Yugoslav Army forces made slow replenishment progress in terms of armor equipment. This means that many WW2 and post-WW2 era rejects from both USSR and USA found their way into Yugoslav arsenal. These ancient weapons are: the Soviet T-34/76 (1941) & /85 (1943) variants and US-produced M18 Hellcat, M36 Jackson and M47 Patton II tanks (1950s). In the decade before the war, the Yugoslav army decommissioned a large number of M4 Sherman (1940s) tanks – a few will find their way into arsenals of more desperate forces!

Along with these, Yugoslavia also had in its possession newer Soviet tanks – the T-54/55 series that was mass-produced and formed a large percentage of Warsaw Pact forces. In Yugoslavia, this tank formed almost half of JNA armor strength, at about 650.

Sidelined to this older technology, is a handful of more modern Soviet T-72. But, more important than the scarce T-72 is the M-84, which is a Yugoslav-produced variant of the former. The M-84 is an upgraded version that mounted better targeting and armor, borrowed from Western technology. This tank is the

pinnacle of local technology. With production starting in 1980s, their numbers are limited, but this force will grow as industrial output increases.

APCs in use by Yugoslavia are mostly indigenous: the M-60 transport and the newer M-80. A few Soviet-produced APCs are in use, such as the BTR-50 and BTR-60. Owing to lack of transports, Croatia designed an APC in 1992, called the LOV series (with the transport, AT, AA and rocket launcher versions), which was produced in modest numbers (these are represented as generic Wheeled APCs).

Another, lighter, Yugoslav-made APC is the BOV series. Many variants were made and the transport was widely used for everything in Yugoslavia: from anti-tank duties down to riot control by regular police. The variants include: regular transport (BOV-VP), anti-aircraft machinegun (BOV-3 & BOV-30) and rocket anti-tank (BOV-1) versions.

Other armored equipment included: an M-60 transport variant with two mounted 82mm recoilless AT rifles, BRDM-2 rocket AT vehicle (Soviet) and 120mm Self-Propelled Mortar (Soviet).



BOV ("Borbeno Oklopno Vozilo" or "Fighting Armored Vehicle") series was Yugoslav produced in massive numbers and filled many roles from police duty, recon and transport to Anti-Tank and Anti-Air. The JNA's AT variant seen here is a BOV-1 with mounted Soviet AT rocket, in performance almost identical to Soviet BRDM-2 Sagger (which is used in game, due to TOAW's lack of BOV-1)

4.3. Artillery

Yugoslav Army had an extremely high number of mortar launchers (mostly 82 and 120mm), which in some cases totally substituted regular artillery guns (lesser calibers were assigned to infantry). Still, most professional brigades retained regular guns; most used calibers being 122, 150 or 155mm. Indigenous self-propelled multiple rocket launchers, the SPMRL 128 and 282mm, are also used widely, but assigned to independent rocket units.

Guns used for anti-tank combat are 75mm, 105mm guns, as well as recoilless rifles (57 and 105mm mostly). However, real anti-tank strength is carried on Soviet AT rockets: the AT-1 to AT-7 series being available in abundant numbers.

Anti-aircraft artillery is divided into the machinegun segment (most widely used being the light 20mm AA MG) and the Surface-to-Air rocket segment: again spearheaded by Soviet SA-7 and SA-14/16 portable rocket launchers. Regular JNA forces also have possession of SAM sites of various types (SA-2 to SA-11), some being portable and attached to HQs; some being immobile and assigned to protect major cities.

Anti-ship artillery is available to Croatia (captured from or abandoned by JNA) in form of several Coastal batteries of two 90mm guns. In addition, there are a few Coastal Rocket Artillery units that include Anti-ship missiles and some guns.

4.4. Aircraft

Yugoslav Air Force included about three hundred jet aircraft, through mostly old. Late generation MiG-21s form the vast majority (just over a hundred), along with just one squadron of MiG-29 Fulcrums. Added to these are local made aircraft (mostly designed for close support): the G2 Galeb (Seagull) and G4 Super Galeb, Orao 2 (Eagle, made in conjunction with Romania) and Jastreb 2 (Hawk). Helicopter force is mainly limited to transport craft, along with a ship attack squadron (Ka-25/28) and several units of ground attack helicopters armed with the French Gazelle and some local attack craft.

In desperation, Croatia also pressed into service old Antonov An-2 biplane transports as *ad-hoc* bombers.

5. GAME VALUES

5.1. General scenario settings

The scenario has many customizable settings that affect the scenario some way or the other.

Perhaps the most far-reaching setting is the Attrition Divider. The Attrition Divider (if you didn't know) decides how many losses a unit takes up in battle. The higher this value is, the lower the losses will be and both units will lose less equipment (for example, 2 squads instead of 20). The default for this value is 10. After some testing, I've come to the conclusion that losses are too high. For example, in one testing session, Croatia suffered, in just one year, about two times the losses it did throughout the entire five years of war. Following few more testing sessions, I've settled on a value of 25; which I think does most historical accuracy (while not sacrificing playability) – most frontline units were under-trained or badly equipped and would break even when just under artillery fire, regardless of actual casualties. In order to compensate for this high value, replacement values are lowered to (also) historically realistic values. Basic rule of thumb is: if an attack cost you more than 25 squads (about 250 men) or 20 tanks, it's bad and costly.

Also important, is the "Loss Intolerance" setting. This setting determines how many victory points a side gets for smashing enemy equipment. The value is set to 100% for Secessionist and 200% for Yugoslav/Serb, which means that destruction of Yugoslav units carries twice as much VPs to the other player – because JNA units are better equipped (and, when under good leadership, much more powerful). Also, Serb manpower was more limited than that of its combined opposition; they could not afford higher losses.

Railroad damage settings are 25% for Force 2 and 10% for Force 1. These values are such for several reasons: 1) Force 2 is on the attack and is therefore, less sensitive to collateral damage; 2) Force 1 has less heavy equipment (tanks, guns) and is less likely to cause collateral damage and 3) Force 1 has a much smaller number of rail repair teams. Rail Repair settings are set to 0 (which means you have to manually repair all damage to rail).

Transport figures are (Force 1 / Force 2): Rail (800 / 1800), Sea (800 / 1200), Air (420 / 680). Foreign intervention mostly changes these values to higher ratings. German and Russian interventions raise Air Transport, while US raises both Air and Sea Transport values.

5.2. Supply, proficiency and readiness

In regards to proficiency, most regular armies are at about 30-35%. Some elite units go as high as 45%, but these are very rare. Conscripts (usually with some training) have proficiency that averages at about 25%. Irregular, some volunteer and other totally untrained units have even lower values. Foreign units have higher stats, 40-50% for Russian troops and 45-70% for US/NATO/German/UN units. Note that almost all of these units are not veterans, which in TOAW means that (once they see combat) these units proficiency can change up or down by as much as 30%. Units that are veteran in game are: some US/NATO, some Slovenian, some German, some Russian and all foreign mercenaries (but only some Islamic Jihad fighters).

Supply is very important in the scenario, as effective supply is limited mostly due to nature of terrain and economic constraints. At start of scenario, Croatian supply stockpile is about 60% or even lower for some units. Yugoslav units mostly have 90-100% supplies, except barracks that are under Croat blockade (these barely have any supplies, having been under blockade for some time).

The supply situation is further complicated by lack of supply centers. Only a handful of major cities have supply sources that makes military operations more difficult – thus forcing you to forget massive offensive operations, as was historically the case. This also encourages you to save on unit movements (which use up supply) – this should have a historic effect of units not leaving their "home defensive area" (area where they were recruited). Unfortunately, due to TOAW limitations, I had to place supply sources on Croatian islands as well (to keep units there from starving to death) – this puts these (otherwise unimportant) islands into a position of some importance. However, due to remoteness of these isles (and lack of any objects on them, apart from an occasional objective or small town), there is not much to be gained by fighting over them.

Readiness is, in general, at 100%. Units that do not have full readiness are JNA barrack units and some Irregulars/Volunteers appearing at start of scenario, though their values are still mostly very high.

5.3. Shock

Shock plays a major and important role in the scenario. First of all, the war was severely disorganized; some units acted semi-independently and local leaders (political or military or both) took law into their own hands. Many units (on both sides) refused to carry out orders, broke ranks and some entire units even went AWOL. Furthermore, like in all wars, the politicians had their hand in meddling in military affairs. Since it is impossible to model such chaos accurately anyway, I found that the shocks values below 100% cause 'freezing' of random formations here and there. This effect is used in game to simulate the level of chaos that surrounded the military operations. It also prevents both sides from sometimes exploiting good opportunities, making warfare a (realistically) frustrating job. Both sides reach 100% only in case of certain foreign interventions; otherwise, they peak at 90-95% during scenario, while default is about 80%.

The Order of Battle for the Yugoslav player is very powerful. The JNA is a regular army armed for armed conflict against other regular armies. However, the JNA was not facing an enemy from outside Yugoslav border, but inside. This situation made the whole JNA degrade in quality. For one thing, JNA was composed of all nationalities (most of which did not want to fight for Serb causes and some deserted *en masse*), and was facing an almost guerrilla-like irregular enemy formation. This conspired to destroy its effectiveness.

Shock values are widely varying and drop and rise rapidly by events. Most important thing to know is that Yugoslav/Serb Force 2 is severely penalized by shock to reflect it's unique technical and morale problems and general incompetence of officer cadre that resulted in massive losses by conducting uninspiring frontal assaults. After few months, their forces reorganize enough to implement lessons learned in war and the shock recovers (signified by capture of Vukovar). Even with this shock in place, the JNA is still a powerful weapon that has massive superiority in numbers and equipment to Croats.

Force 1 has extra shock during first turn. This is meant to represent Croatian storming of surrounded army barracks. This is the only way I could make historical 'blitz' victory over these. Force 1 should use the first turn to eliminate all blockaded barracks (especially vital are Varaždin and Jastrebarsko) to free up these units to attempt to stop the following JNA offensive.

Most important events change shock value during game. To name a few important ones: start of Bosnian war, two Croat 1995 operations and Western Allied intervention. Most, if not all, event shock changes last for a few turns at most. As time goes by, the default shock value for the Yugoslav/Serb forces will slowly degrade, signifying the increasing quality level of Croat and Bosnian troops that culminated in 1995.

Both sides also have television transmitter units that can be destroyed to cause shock for several turns! TV had a major psychological importance and historically, about 80% Croatian antennas were destroyed in 1991 (the main one – in game – was bombed unsuccessfully). The main Serbian antenna was devastated during Allied bombardment in 1999 by US planes (as were most). The effects were, of course, only temporary; but it is still a major psychological blow. It is one thing to be told every day by a TV you are being bombarded; it's completely another to see that TV go blank suddenly. Perhaps the effect wouldn't really hurt actual combat troops so much, but the game play value of this effect is interesting, and it's worth having it as a sort-of 'Tilt' button. Destruction of either antenna sets shock to about 60-70% for 2-4 turns. This means different effects depending on the date at which it is destroyed – destruction of Croat antenna will cause most damage during 1995, while the effect for destroying the Serb one is highest in mid 1992, as the shocks of the sides peak at those times.

6. LIST OF THEATRE OPTIONS

THEATRE OPTION NAME	EFFECT	AVAILABILITY
FORCE 1: SECESSIONIST		
Send press to attacked areas	-5 VPs, NATO+10 (+15 VPs@45%)	T.4>
Increase supply by black market	-5 VPs, +25 supply	T.9>
Beg for assistance against aggression	-15 VPs, NATO+5	T.14>
Croatian military reorganization	Replaces conscripts with pro units	T.32>
Operation 'Thunder'	Shock for 2 turns, NATO-4	T.230-380
Operation 'Storm'	Shock for 3 turns	T.388>
Invite foreign mercenaries	Cancel NATO intervention, units+	T.8>
Recall mercenary units	Enable NATO intervention, units-	
Declare Jihad against Orthodox Serbs	NATO-99, lots of units	After Bosnia
Incite Slovenia to join war	-50 VPs, Slovenia to join@75%	T.20>
Try to incite Kosovo to upraise now	-40 VPs, KLA appears@50%	T.108>
Give Serbs in Krajina autonomy	-100 VPs, POLITICAL ENDING	T.28-42
Accept Owen-Stoltenberg plan	-20 VPs, POLITICAL ENDING	T.262-271
Accept reform of Federal state	-50 VPs, POLITICAL ENDING	If winning at T.10
FORCE 2: YUGOSLAV/SERB		
Start war in Bosnia early!	Forces war to start in Bosnia next turn	T.6 to start of war
Request Russia to protest NATO	-10 VPs, NATO-15	T.30-34
Ask Russia to Veto UNPROFOR mandate extension	-50 VPs, NATO-20, UN withdraw@99%	T.214-222
Invite foreign mercenaries	NATO+15, units	T.12>
Accept UN peace plan Z-4	-50 VPs, POLITICAL ENDING	T.12-48
Accept Owen-Stoltenberg plan	-20 VPs, POLITICAL ENDING	T.262-271
Accept Dayton Accord	-50 VPs, POLITICAL ENDING	T.440>

7. WHAT YOU SHOULD KNOW

7.1. Strategic level

POLITICS

- Victory condition analysis:

1) For Secessionists, you will need a lot of hard work to gain the upper hand. Knin is definitely the way to go if you don't get significant outside help, it is exposed and too far out for the opponent to give it strong protection (watch for that UN unit, though). Slightly harder, but still possible, is capture of Banja Luka which will require more resources and, probably, a big surprise tank blitzkrieg from the north. Although seemingly far and untouchable, Beograd has been threatened in computer-against-computer games due to various shock effects and interventions, as well as a very successful recapture operation in east Croatia (a UN unit will be there, but capture will end the war). Although Podgorica is the farthest from the frontlines, this will be a NATO target if they send ground troops, in which case Albanian borders become frontlines, making Podgorica an easy win.

2) For Yugo/Serb forces, you are faced with a significant dilemma. Capture of Zagreb will be borderline impossible, which leaves just Split in Croatia (both will become UN protected by the time you reach them). Capture of Split is easier to achieve, but will require a quick win at Maslenica and then rolling up Croat positions along the coast. All this time you will have to watch Lika and the coast for counterattacks. In Bosnia, both objectives are much easier to take. Sarajevo is at the very frontlines at the beginning – surrounding it will not be problematic, however capturing it might. Along the numerous units protecting it, two UN units will mean severe political penalties, so you better pray the 33% chance works. Mostar is farther away, but you start with a strong force at Trebinje solely for this purpose.

- Presidential elections will be held in Croatia and Serbia in 1992. Default, historic and most likely result is reelection of previous president (60-80% chance), which changes nothing. A right-wing opposition winning in Croatia will prevent dismantling of HOS units (and raise some new) and start more aggressive operations. His victory will also cancel Croat-Moslem war which otherwise starts in 1993. A moderate candidate winning Serbian election almost certainly leads to peace agreement being made (point scoring ending).

- Some events (especially nuclear) are counterproductive. While you would expect that gaining nuclear weapon (in case of Force 2) or Al-Qaida terrorist attack on Belgrade (for Force 1) would help your cause; it is counterproductive because of a clear "anti-you" result in the world community. Don't be a fool. The world hates a nuclear trigger-happy maniac! Unfortunately, the first case is an unavoidable possibility for Force 1 (at a very low possibility of 10%), and this relents only to acquiring of weapons... Usage is the one that what will get punished...

- At early 1993, a limited war will erupt between Bosnian Croats and Moslems, which will be a costly and unnecessary drain of resources. Since game mechanics prevents an actual 'third side': a significant replacement drop represents this war (to 75%, restored after war). Also, at its end, either both sides are drained (signified by a pestilence penalty for several turns) or the Croats lose (forcing withdrawal of roughly half of their force). There are only three (alternate history) ways possible to cancel this war: either Sarajevo or Mostar must fall before the war's start or an opposition candidate must win Croat election in 1992.

- By default, the KLA is not yet ready and will rise up against Serbia only in unhistorical circumstances: firstly, Force 1 has theatre option to attempt this or, alternatively, it must capture Nikšić or Užice. Be warned that none of these are certain to cause KLA entry, but are good to try to force it. KLA will almost certainly attack should NATO fully commit. Although KLA is not a powerful force, its presence will disrupt Serb plans and the pressure on Croatia and Bosnia will ease off (read: counterattacks!).

- Foreign relations are governed by the build-in "NATO" variable. Each time Yugoslav/Serbs do something excessive (like war crimes and use shady Theatre options); the variable rises by value corresponding to the seriousness of the excess. Each time these points reach a threshold level; there is an increasing chance of NATO starting limited or full air strikes and, after that, of US air strikes. Following this, NATO ground intervention can happen. The variable does not affect Russian or German interventions, which are triggered by occupation of certain locations or few serious events.

- If NATO ground intervention happens, exclusion zones over Italy, Slovenia, Albania and Macedonia will be lifted. Since ground intervention means the war has just swung heavily against the Serbs, there is one minor "spoiling" chance of disgracing NATO – by capturing Skopje in Macedonia (formally under NATO protection), Serbs will be awarded 100 VPs, which is meant to be cashed in for a peace-making theatre option – quit while you're ahead. If you are already below –100 VPs, it won't make any difference.

- Majority of Theatre Options are political, rather than military. VPs, therefore, reflect your overall political situation as well as the military one (the scenario, after all, covers entire states). Keep in mind that political victories can compensate smaller military defeats.

- Even before war starts in Bosnia, some JNA air units are stationed there. This is on purpose, as, historically, after being forced out of Croatia, JNA air force flew bombing missions out of Bihać and Banja Luka airfields. These are on free hexes (not excluded) to allow player redeployment and bringing of reinforcements. However, neither player should misuse this option to move ground troops there: for one, it would be pointless and your units will run out of supplies quickly!

SCENARIO

- By a free, totally subjective, estimation: I would say that if you play the scenario from start to end of time frame, you would still see (on average) only 80% of all units; having no more than 40% at any time. This is because lots of units appear by events, which are not 100% sure or are triggered in a special way. In fact, some events dictate that if one formation appears, another will not (which is a case of: A or B). At any one time, you will most likely control less than 800 units. Even though both sides have much higher number of units; there are many formations that withdraw in order for others to appear. All in all, despite the scenario having almost 4000 units, very rarely will there be more than 2000 on map at any time (or 50%).

- You are penalized for losing urban areas in the worst possible way: by losing reinforcements! All brigades/formations appear and reconstitute (after being destroyed) in "home towns". "Home town" is where the unit was formed historically, including (of course) mostly that town's population. Losing this city means that the brigade will be unable to reconstitute because the population that would fill its ranks is under enemy control. This should give you extra motivation to fight for everything! Keep in mind that the largest cities can be home for several brigades (Zagreb for example, is home town for more than five!).

- Game dynamics and the changing aspect of war are displayed in Force Track objectives. These Tracks reflect current primary objectives of each side. Each time a major event happens, these objectives will switch to new ones. What this means is that when the game starts, Croatia is on defensive and Yugoslavia is on offensive. Once Bosnian war starts, Yugoslavia will abandon Croatian offensive and concentrate on capturing Bosnian territory (by contrast, Croatia will start minor offensive operations). When the Kosovo conflict erupts, Yugoslavia will send numerous troops there, while the Secessionists will suddenly start major offensive operations. Apart from these three major events, there are a few minor ones that cause this objective switching. Basically, the news strings will tell you all you need to know and you'll easily see where the PO enemy concentrates his forces.

BONUS

- Bonus units are unhistorical units that can appear if certain condition is satisfied (foreign intervention and mercenaries are not considered 'bonus'). They are here as reward or penalty for your success or failure. Bonus formations are: two extra Croat Guard Brigades (one mountain and one armored), two Croat HOS Brigades and a Serb SAM-10 Anti-air rocket group.

- There are a number of 'bonus' secret events that can happen in game. I'll let you discover them for yourself, but I just wish to note that I think I've maximized the capabilities of the 500 available event slots.

- If Russia intervenes (following Secessionist drive to Serbia), there is a possibility of NATO and Russia rebirth of tensions that may lead to WW3. If WW3 does start, NATO will likely deploy ground troops to your theatre. However, there is a possibility of WW3 going nuclear, in which case you will be demonstrated with some on-map destruction! London will be nuked, followed a turn later by Rostov. Turn after that will see both Beograd and Zagreb get a nuclear attack by the superpowers and the game will end – thus, it's a grim point-scoring ending as the entire world is in ruins. Nice fireworks, through :)

- Croat army reorganization: in January 1992, Secessionist player gets Theatre Option to reorganize army. Activation of this option will cause majority of conscript army to withdraw (about 20 brigades, 20 regiments and several other minor units – check color code), but the player will get: 4 new elite (veteran) Guard Brigades (including two mechanized, finally some tanks) and several units that are disbanded to redistribute the old equipment to other units. Also, if player finishes reorganization before February 1992, he will be awarded with an extra (Mountain) Guard Brigade! Unless you have already lost many big urban areas, this option will be to your benefit. Because new units form at home cities (and disbanded leave from frontline), this option should ideally be used during cease-fire to avoid leaving significant parts of front exposed (still, you receive most new units a turn or two before the old ones leave).
- Similar to Croat reorganization, Yugoslav player will also have reorganization of troops (although not voluntary). In mid-1992, foreign pressure will force Yugoslavs to withdraw JNA formations. The side will then lose all JNA units, which will be reorganized same turn as formations of VSK, VRS and VRJ. The only major loss is that these units will appear in hometowns, possibly far from frontlines.
- Reinforcements appear in their home city locations. Most of these are on-map urban areas. However, some formations form 'in-the-wild'. However, TOAW lets units appear only in friendly hexes (except for guerrilla units), so capturing a hex is more or less sure to secure the area.
- Theatre options are important in way of advancing the storyline; for example fighting may lull down, only to be restarted violently if you activate a theatre option. Most interesting ones become available from 1992 (and some are time-limited offers). Many are very useful – but most cost you Victory Points in return (for example "-5 VPs, NATO+" means the enemy gains 5 VPs and NATO variable is increased as effect of option), thereby making it more risky to activate some of them if considering the cost.
- Almost all units are under 'listed' strength. This is because such state is realistic and, in fact, 'normal'. Only some conscript, volunteer and reserve units start out below 40% strength. Most others are 50% or above. Under strength units are slowly build up by replacements. JNA units have a letter at the end of their name to mark their strength: "A" means unit is 40-100% strong, "B" means 15-60% and "R" means below 15%.
- Since Yugoslav army was multinational; desertion crippled its manpower when the war started. All JNA units are weakened in manpower (equipment is unaffected). They also cannot reconstitute and do not receive replacements (they are later incorporated into other armies, which makes disbanding them for replacements a interesting option).
- Apart from Yugoslav Army, more units that cannot reconstitute after destruction are: guerrilla/sabotage units, Albanian volunteers, Slovenian units, UNPROFOR units, Coastal Artillery units, Mercenaries (not Mudzahedin), Allied Aircraft Carriers and their planes.
- Slovenia will withdraw after some time if called to war. The only way for them not to withdraw is if Yugoslav approach Rijeka. If this happens, they will be worried enough to fully commit to war effort.
- If Serbia acquires nuclear weapons (10% chance from 1992 onwards), it will perhaps work more to the effort of it's enemies than it's own. NATO will most likely react in some way. If this happens, Secessionist player MUST eliminate three Yugoslav units: two independent batteries of Scud-B and Frog-7 missile launchers (initially near Belgrade) and the only MiG-29 equipped squadron. These three units are the only capable of delivering a powerful, long-range nuclear punch. Thus, elimination of them will mean Serb player will only be able to use the weapons locally by heavy artillery. Alternatively (if playing against computer who is Yugoslav), it is a politically good (although military damaging) idea to let the computer nuke NATO airbases in Italy (he will jump on this opportunity). This will immediately provoke NATO ground intervention, thus giving you control of super powerful NATO ground units from Italy and Albania.

7.2. Tactical level

- Love thy artillery. It giveth thou great chance of successful attacks.

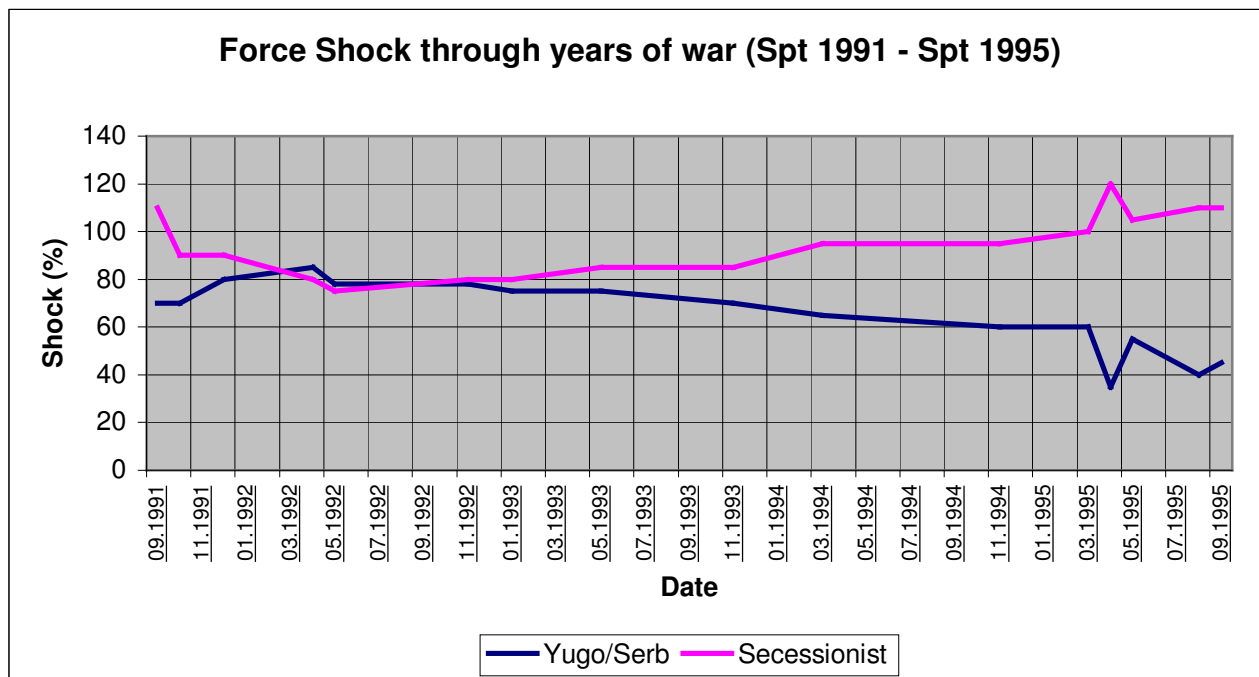
- Keep your units stashed together, don't spread out too thinly and don't leave exposed flanks – units have good movements, they can surround you before you know they are there.
- All units are modeled fairly well (I believe). Before committing units to attack, make sure it is not low on it's equipment (you have lots of "R" reserve brigades) – the small square in top-right corner informs you of unit strength + supply. If the icon is red or near that color, it's best not to try anything rash; after 200 turns, you'll have a lot of replacements, but few units to take them. The best decision makers in this process are the unit's attack-defense numbers that have been carefully constructed to make the right balance in game terms. These reveal your actual capabilities, but keep in mind attack refers to anti-personnel attack; anti-armor is not listed (therefore, Anti-Tank units have a low attack, despite the fact they could crush a tank unit).
- Don't always use up all of your movements. There are many units around and supply will be scarce, especially as most of the fighting will take place in mountainous areas where supply trucks can't come easily.
- In terms of military power, there can be no matching US brigades. German and NATO ground units follow US closely. Best local formation is the Croat 1st Brigade (the 'Tigers'), then several Serb formations and other Croat Guard brigades. After some gap in quality, JNA brigades are next. Then come all others down to paramilitary unit level. Most ineffective units are irregulars ("I") of all sides.

FINAL NOTES / COMMENTS

- Just in the 1991-98 period, Croatian army underwent no less than three reorganizations. Since there is a limit to events, units and flexibility one can achieve out of TOAW, this is nearly impossible to do in reality. However, to give a player a certain amount of reorganization 'feel', both sides have several reorganization events. The two most important are: a) Croatian reorganization from conscript to professional army (available as optional Theatre Option and withdraws 30 conscript brigades to exchange them for several more effective ones – as well as gain a nice replacement bonus in men and equipment) and b) Dismantling of JNA and transfer of equipment to Serb formations in mid 1992 (due to international pressure – this always happens). In both these events, an entire army (all units of same color scheme) will disappear, but new units will simultaneously appear. This can make the entire scenario situation change virtually over-night. Unfortunately, over-night reorganizations don't exist in real world, but in game we are limited to what the computer engine can handle. Perhaps future TOAW versions will allow me greater artistic freedom :)
- HOUSE RULES (for multiplayer). If you are familiar with the scenario, you will most likely have your own house rules to make, but these are some I recommend to make the game more interesting / historically accurate:
 - 1) No UNPROFOR units are allowed to attack under any circumstances. They technically are unusable, but one cannot cover all possibilities.
 - 2) After withdrawal of JNA forces, Yugoslav units must respect borders. VRJ units have to withdraw to Serbia, while other Yugoslav formations must remain within their own republic boundaries. If you wish, agree to allow artillery fire (historically done) and air missions over borders, but no direct ground attacks.
 - 3) HV and VRJ units can enter Bosnia, but no more than three formations at the same time. Bosnian Moslem and Croat HVO units cannot leave Bosnia. Croatian HOS Volunteer units can move over borders at will.
 - 4) NATO, US, German or Russian air units cannot use any airbases outside deployed area.
 - 5) If you wish to, limit German and Russian intervention to area of Croatia and Serbia respectively.

8. APPENDIX

Appendix A: Force Shock chart and analysis



I cannot totally convey to you how much testing sessions went into work on this monster. First version was heavily pro-Serb side; which is why I decided to give the next version extensive testing. The problem became apparent soon; Serb-controlled JNA units were just too numerous and too well equipped for the Secessionists to handle. After some experimenting, I came to the conclusion that it would be best to apply shock effects to even the field. The shock values you see before you are meant to even the field. In total, despite weaker arms, the Secessionists did cause much greater damage on the Serb armies than they got in return. Hence, the Yugoslav/Serb shock outstrips the Secessionists only for a period of about 6 months in mid 1992. After this period, Serb military might is in slight, although constant decline – unlike Secessionist, which is on an increasing line. In the end, the shock difference in the final year of the war is tremendous, allowing Croat/Bosnian troops to cause massive damage; but the Secessionist player must first survive the first three years. The last two peaks (4-5th month 1995 and 8th month 1995) present Croat military operations "Flash" and "Storm" and are event-based; they don't need to be activated.

Event-influencing shocks are not present here (for example, fall of important centers, foreign interventions, etc.). It is important to note some of these can heavily disrupt the flow of shock and cause unrealistic fluctuations (unfortunately, event limit prevents more realistic flow here). In example, a NATO land intervention will raise the Secessionist shock to massive 140%. But this massive overpower will fall back to normal chart flow on the next "checkpoint" (i.e. turn event where shock is lowered/raised periodically to comply with the general flow).

I know, you're probably wondering how come someone can make so much effort into something like this to actually produce charts? Well, this scenario really got me wanting to make something grand and good; so I went all-out to make it best as I could... But, hey, you're reading this far... so the effort wasn't in vain!

Appendix B: Reality Meets Fantasy

Due to the high number of unhistorical possibilities in the scenario I have decided to compile a list of possible "fantasy" twists the scenario can take. The list is by no means complete, it only addresses the most significant scenario-wide effects, minor fantasy twists are less important and omitted.

These are:

- 1) Early Kosovo uprising – although KLA did not exist as a strong force until 1999, it did mobilize very quickly, so it is not inconceivable, given the right circumstances, for it to mobilize earlier if there is a possibility of an opportunity victory for the Kosovo Albanians.
- 2) German / Russian interventions – this is probably just pure fantasy, but is interesting as a speculation nonetheless. As Zagreb and Belgrade are both 100% sure victory conditions, these interventions act as desperate attempts to forestall your victory. Germany also has a minor chance of increasing its presence by deploying major land troops.
- 3) WW3 erupting over Yugoslavia – like Russian intervention, this one is pure fantasy and will only happen if the former happens as well. It takes about three successful event checks for the war to start, each one with a 20-60% chance, so chances of WW3 erupting are next to non-existing. However, should it actually start, there is a good chance it will go nuclear; which isn't good.
- 4) NATO ground intervention – during the 1999 bombardment, NATO wasn't really ready to send troops to Kosovo, but would have been forced to consider the option if air strikes did not force a settlement. This is why NATO will leave a long gap between air and ground intervention.
- 5) Serbian acquiring of nuclear weapons – despite the friendship of Russia, it is doubtful the latter would risk international wrath by procuring weapons to Serbia. Still, as there was some speculation of this possibility in the 1990s, I added the very slim possibility of this happening.
- 6) Serbian 1992 elections alternate – although it is all but proven Milošević fixed these elections, I've left a small possibility of him being ousted by modernists who would pursue a diplomatic solution, which leads to peace.
- 7) Croatian 1992 elections alternate – Croat president Franjo Tuđman was seriously threatened by Dobroslav Paraga, a right-winger who accused the former of being soft in pursuing the war. A 30% chance of him winning (roughly the number of votes he won) will have far-reaching consequences for the war – these can either be positive or negative, as it depends on the situation (although testing has confirmed it to be mostly positive). Paraga, leader of the HSP party that was the driving force behind the HOS paramilitary formations, will effectively stop HOS from being dismantled and actually raise two new HOS-like brigades. Paraga will also seal the Croat-Bosnian alliance (which was one of the issues he raised against Tuđman in the election campaign), thus preventing the Croat-Bosnian war that will otherwise occur in 1993. NATO variable will be lowered somewhat, because the world community will not be happy to see right-winger Paraga in power. Finally, under his leadership, Croatia will immediately take on more aggressive actions that will either result in great victories or excessive and needless losses. Basically, this alternate option twists the entire war in a different direction, be it good or bad for Croatia...
- 8) Capitulation of Bosnian Moslems – capture of Sarajevo might lead to this possibility. This is not inconceivable, as the Bosnian Moslem government was firmly placed in Sarajevo and its fall would cripple their efforts.
- 9) Bosnian Moslem call for a Jihad against Serbs – this is an option to any Moslem country in war, which would lead to a rush of fanatics to fight a holy war and is probably very realistic. BiH's leadership probably never seriously considered this option because they wanted support of the international community – actions like these would just alienate them further.
- 10) Intervention of Slovenia – this option is conceivable, as a quick demise of resistance in Croatia would mean the war could easily return to Slovenia. Despite intervention, Slovenia would have been reluctant to stay in the war for long – thus, their most likely withdrawal after a year.
- 11) Russia Vetoes UNPROFOR mandate extension – this is totally realistic. In fact, the date the mandate extension is being discussed is historically correct (during 1993). Serbs never would have exercised this option, though, because it would remove peacekeepers that kept their borders in Croatia as well.

9. VERSION HISTORY

2.02 – Last general overhaul version (4.8.2006)

NEW UNIT COUNT: Secessionists – 1997, Yugoslav – 1941 (decrease due to rationalization of units)

OLD UNIT COUNT: Secessionists – 1707, Yugoslav – 1958

NOTE: This has been one massive face lifting. If you are familiar with the scenario, don't be too happy about that. Not much of the last version is still alive in this one! At least I haven't moved any (major) cities, so you still know which way to advance ;)

GENERAL / SCENARIO OVERHAUL

- Lot of changes went to make the sides more balanced. In the previous version, the game was a walkover for the Yugoslav side. Hopefully, this will no longer be the case, although the Secessionists are meant to have an uphill struggle until they gain enough strength to strike back – now the scenario runs more realistic: Yugoslav side fights offensively, but quickly loses momentum (and efficiency) after late 1992

- Chances of WW3 starting following Russian intervention have now been greatly reduced (from about 70% to 50%). Chance of WW3 going nuclear (and causing defeat) has been slightly increased

- Last versions had KLA uprising at a random time. This is now deleted – KLA is no longer 'Random' triggered, but is instead a bonus to reward Secessionist success. KLA will ONLY appear in the following conditions: 1) NATO starts total air attacks (85%), 2) Užice is captured (65%), 3) Nikšić (55%) is threatened, 4) Secessionist activates theatre option (50%), 5) Serbs are losing the war (25%) or 6) one time chance when war in Bosnia starts (10%)

- NATO/US air intervention now has three phases: limited air strikes (historically up to 1995), air strikes (historically in 1995) and total air strike commitment (historically in 1999)

- Added two NATO (mix of nations) brigades and one Italian Armored brigade that move from Italy following NATO (no longer exclusively US) ground intervention

- Exclusion zone over Slovenia, Italy, Albania and Macedonia is lifted in case of NATO ground intervention

- Added Italian, Albanian, Macedonian and Slovenian police to protect their lands after NATO ground attack

- Lifting of Macedonian exclusion zone enables Serbs to capture Skopje, for which they will receive 100 bonus VPs for disgracing NATO. This exists as a consolation prize and to use the points for a peace TO.

- Serb acquiring of Nuclear weapons led (almost always) to German/US intervention. Now, this event just raises NATO variable by a minor value (thereby: possibly having no effect at all) or a significant value if USA becomes upset (good chance). USAGE of nuclear weapons, however, almost certainly immediately provokes military action from Germany and/or NATO as a whole – talk about suicide! Naive computer will push the button to bring down the whole world on him; don't make the same mistake ;)

- Formerly, Yugoslav player would have been tempted to bombard NATO airfields in Italy, Turkey, UK or Germany if NATO intervenes (with air bombardment, or nuclear weapons, should they become available). Now, this is no longer a very nice option, as it immediately activates NATO defense clause (i.e. "Attack on any member is attack on all members") and leads instantly to NATO ground intervention! Jikes!

- Objective changes. Novi Sad is no longer victory location for Force 1, added Knin instead. Podgorica is moved up to Total Victory (60% chance, as opposed to old 33%). For Force 2, Sarajevo and Split have been swapped, while Mostar is now also a 33% Victory condition, as is Sarajevo.

- New shock standards. Default shock value is 80% for both players. Values less than 100% cause random formations to freeze each turn. New shock value changes now alter army effectiveness dramatically.

Secessionist units should be more powerful now, as their shock is slightly higher

- "Fortress Vukovar" rule: Yugo/Serb player Shock value remains low at 65% until Vukovar is captured, when it is raised to represent lessons learned at that battle. Special unit is added there to stiffen resistance

- Added tons of new units (increase of only few for both Forces, but actually more because deleted many duplicated Force 2 units)

- Changed scenario turn length from one-week to half-week. This was done for a variety of reasons.

Although I liked having weeklong turns (because frontlines moved slower), I decided to change to half-week mainly because of artillery bombardment, which causes devastating damage in week turns, as well as to shorten cease fires and get movement to a more realistic figure (engine handles 5km/hex in week poorly)

- Shortened scenario length to January 1996. Primary reason is that war ended in late 1995 (Kosovo, which started war in 1999, was never a primary subject for the scenario, it is more of a 'bonus' event). Plus, now I can call the scenario "Yugoslavia 1991-95" to go along with "1941-45" and "1951-55" :)
- Remade majority units containing tank/armor/mortar equipment. This equipment (especially newer tanks) is now historically accurate in numbers and types of tanks used. Many secondary/irregular or conscript units now have very old tanks pushed into service
- Complete event overhaul (while almost all events remained unchanged, deletion of few and economizing freed-up by these changes allowed addition of many new events)
- Lowered transport capacities for Sea and Rail
- Loss intolerance fixed. New setting is 120% for Secessionists, 80% for Yugoslav. This means a destruction of Yugoslav units will bring more points to the other side (the last version had this opposite and in exaggerated figures!)
- Renamed sides from "Secessionist" and "Yugoslav" to "SECESSIONIST" and "YUGOSLAV/SERB"
- Changed Yugoslav/Serb flag from communist to modern Yugoslavia. Given the realistic situation, the Serb flag would be more appropriate, but the state was called Yugoslavia well into the 21st century
- Made a real, professional PDF briefing as addition to the scenario

MAP

- Added some smaller towns, especially in Croatia + few in Bosnia (because these cities were 'home towns' to some units or brigades). Rearranged few roads, rivers and objectives as result
- Added railroad over sea – Ferry lines! Supplying islands in Croatia was always problematic (limit of supply points). Tried to correct this by making roads over seas, but discovered a nifty idea. Ferry lines supplied these islands and rails are good to represent them because they aren't as accessible as roads and need transport capacity. Specifically, they require "Embarking" – "Disembarking" for units, which means you can't conduct attacks by these, unlike by roads (you can still make a sea attack by sea transport). Moving over ferry lines, basically, costs you one turn and you are very exposed for that turn. Only a small number of lines are available and not all islands are accessible. Also, to prevent mixing with real railroad, these are not linked with the land rails. As was historically the case, if Maslenica Bridge is captured – the Pag ferry line will be Secessionist's only link between the two parts of Croatia (hence, Pag now has higher objective value)
- Added some broken railroads. These are rails that don't exist, unless you decide to build them. Great majority of them are time savers to shorten and simplify your railroad lines. As Yugoslavia was long united, rail links didn't heed national borders – when the countries separated, this left some rail lines jumping from one state to another sporadically. Result is boosting of rail repair units and addition of new such
- Added '*' next to victory location names, so it would be easier to keep track of what is vital. Basically, each * means 33% chance of victory upon capture (i.e. 33, 60 or 100%)
- Added many geography names. This should allow player unfamiliar with map to get around easier
- Supply point changes. Most no longer disappear after capture. Supply points in Bosnia, UK, Germany, Italy and Russia now no longer appear only when respective side enters war (due to Event number limit), added points on Croatian island bridgeheads to stop unit from "dying out"
- Removed exclusion zones on JNA airfields in Bosnia and one in Slovenia. This makes air units stationed/appearing there able to change orders and move to/from airfields
- Corrections to geography of Kosovo (added few minor rivers, moved one road and added railroad lines)
- Added (among other urban areas) Srebrenica. Although a small town in 1991, it's loss to Serb forces eventually pushed NATO into real action. Like historically, the city is a UN safe zone (Dutch battalion)

UNITS

- Remodeled Croatian Home Defense Regiments from a pre-reorganization irregular force into a post-reorganization localized force of trained professionals. Imagine my surprise when I found out I totally missed their point and mistook them for a rag-tag force of volunteers, which they were not!
- Eliminated most puny platoon-level units by merging them with other formations small units into HQs. HQs are now (varying from case to case) a collection of Anti-Air, Anti-Tank, Engineer and/or Recon equipment. Only a handful of platoon-level units remain.
- Reformed/renamed most Croat brigades. A mistake to Guard brigades was fixed (9th Guard was wrongly labeled as 6th Guard and bonus fantasy 9th was now made 6th brigade) and other brigade formations were renamed to make more sense (added base city names in conscript formation names). Corps formations have been split into logical groups instead of one huge group (i.e.: "HQ group" with MPs and Engineers,

"Independent Guard group" with Guard Infantry, "Artillery Group" and "AT Group" or just "Artillery/AT Group" where smaller number present)

- The Croat 6th Guard Brigade "Dragons" (fantasy as Guard, but real as 111th conscript brigade) appeared all the time if reorganization was started early enough. Since this meant that a "fantasy" brigade was present more often than not, added this only as a 50% chance

- Made lost of changes to Croat army reorganization. The new system sees only historically disbanded / reorganized units disappear and the Home Defense Regiments appear (as I found out, to my shock, these were not Irregular volunteers, but highly professional local fighters that were formed AFTER the reorganization, not withdrawn with it). Also, Warehouse units ensure unit bonus (see below).

- Added Secessionist "Warehouse Reserve" units which appear after capture of JNA warehouses in Croatia and following military reorganization. These units are automatically disbanded so that its weapons can enter replacement pool and be redistributed to regular units

- Slovenian units no longer appear pursuing JNA units – the later have been deleted

- HQs> Replaced Croat Air Defense platoons with HQs for conscript brigades, replaced JNA recon units with HQ units (composition for both remain almost the same, so they are still anti-air/recon with few extra squads), added HQs to Croat Guard brigades, professional VRJ, VSK and VRS brigades, Slovenian brigades and HVO professional brigades

- Added 6 US Task Force control units: one HQ and one Supply unit for each Task Force in TFs Croatia, Bosnia and Kosovo

- Albanian volunteers and US troops attacking from Kosovo would not appear (as they were scheduled to appear on border with Albania – as this is possessed by Yugoslav force, nothing would happen. This has been corrected as they now appear from exclusion zones

- US troops deployed to attack Serbia are now redeployed, with two brigades attacking Montenegro and two attacking Kosovo from Albania (with one more in reserve); also, one brigade attacks from Macedonia

- Albanian Volunteers no longer exist. These now form few Albanian army brigades that join war if NATO starts ground intervention

- Added more Allied carriers that appear with USS Roosevelt: French Foch and British Invincible. Foch and Roosevelt have two instead of one Aircraft Carrier in unit to support two air groups. This is done to split carrier craft to two different groups. Roosevelt groups are split to F-14s and F-18s, while Foch has anti-ship Alizes in one group and everything else (fighter-bombers) in the other

- Changed icons of Recon units from "Armored Recon" to "Armored Cavalry" for professional troops: Croat pro brigades and foreign brigades

- Separated some formations to make more sense to computer controlled opponent

- Renamed: Croat Mobilized brigades' "Company A" to "Assault Company"; "Reece" to "Recon"; Croat Guard Independent Armor Brigade ("HV Gde Ind Armor") to Croat Guard Brigade 'Snakes' ("HV Gde Snakes"); units in JNA Mixed AT and Mixed Artillery brigades (now separate units, no longer inside other formations – "580 Mixed AT/A", "13th Corp" to "AT Gun Unit A", "580 Mixed AT", for example)

- Split some super strong (USA air and JNA/Serb Artillery) units into smaller ones because their attack power lowered stats for all other units. As a result, all unit attack/defense strengths are now much higher! Infantry varies between 4 and 24. Few 'elite' armor units can have strength as high as 31! Only very weak units fall down to 1 or 2 (as opposed to almost all units being of 1 or 2 power!). This should make units more likely to succeed in attacks, something that was frustrating in previous versions

- Deleted unnecessary unit duplications to free up space. Gone are: few JNA Corps formations, extra VRJ Navy (JNA navy is now both, but only 1/3 units remain) and extra VRJ Air Force formation (now completely done through JNA Air Corps' units that remain: Corp names are no longer 1, 2 and 3; but North, East and South). Of the air units, only few now disappear following JNA withdrawal

- Some VSK militia (ex 'irregular') formations are now different faction in VSK. This faction is withdrawn at start of 1992, as their leader (up to then, leader of VSK) Babić was removed from office by political rivals

- Replacement rates for infantry are now calculated on population figures (to a mathematically realistic value). Equipment replacement is realistically low; this means replacements are hard to come by!

Replacements are also affected by many events

- Many new units: Croatian Armored "Freedom" Train HQ (appears when Knin falls, basically pointless); old Croat HOS brigades (bonus event) now include support units: 2x 120mm Mortar Btry, SP Anti-Air, Engineer unit and HQ; police units in other countries (Italy, Albania, Slovenia, Macedonia), and others

- Redeployed most units around Vukovar (also few around Sarajevo) and changed their objectives and delay timings. Vukovar and Sarajevo always fell too easily. The new deployments should result in stiffer resistance being offered at those two points – something that is of vital war effort

- JNA Army/Corps HQs included some immobile SAM sites – changed these to mobile. Army SAM Regiments are now immobile and are based in major Serb cities
- Several formation objectives and reconstitution locations changed. All units that reconstitute now do that in "home towns"! No longer will Moslem units form in Slovenia, Croat in Germany and Serb in Russia!
- Moved all newly appearing Croat air units to appear in far west. Since Force 2 always goes first (and has massive air superiority), Croat air units were always destroyed immediately after appearance. The movement to far airfields should at least give them a somewhat bigger chance to be used at all
- Lowered strength of US tank battalions from 40 to 30 tanks. Remodeled some units in US brigades
- Changes to UNPROFOR units for historic deployment and arrival. All units appear at once, instead of appearing if city is under attack. In January 92, UNPA is formed in Croat Serb areas. Following that, Force 2 or Force 1 advance might trigger expansion to cover more Croat or border Serb cities respectively. Once Bosnia opens, UNPROFOR goes to cover 'safe zones' in Bosnia where units appear to protect historically defended cities. UNPROFOR now acts more as a 'nuance' to limit your conquests

EVENTS

- Destruction of Serb and Croat Army HQs had 25% chance to lead to victory and caused shock regardless of that chance. All of these events have now been deleted because they were obsolete. These HQ units are immobile at capitals – which are by their own right a 100% chance win objective – meaning that their destruction would either never happen or happen one turn after you already won.
- If NATO/US ground intervention is planned to happen, UNPROFOR is evacuated from Serb areas. Before this, it was possible (and sometimes needy) for US tanks to attack and destroy peacekeepers!
- Full NATO air intervention now lowers Yugoslav force air shock to 33%. Before this, during testing times, there were known cases of Yugo/Serb forces shooting down up to 600 NATO aircraft! Ha-ha! Even in their propaganda dispatches during 1999 bombings, Serbs claimed they shot down 'only' 100 aircraft!
- Corrected presidential elections (those in 1997 are out of scenario limits!) and tweaked their effects
- Added chance of Croat-Moslem war to be cancelled. Rare chance, but if Mostar or Sarajevo fall, neither side will be willing to fight an extra war. Another chance for this to happen is the victory of outsider on Croat 1992 elections, as he sees Moslems as very good allies
- Added 5% pestilence to Force 2 for first few turns, then 2% for few more (desertion of non-Serbs)
- Previous versions had an option of recapturing Croat Maslenica and Serb Valjevo respectively to "erase" bad effects. These have been eliminated in order to economize on event slots. Fall of either now lowers replacements to 90%, supplies by 15 and shock to 75%
- NATO's limited (weak) response is available if check for NATO attack fails. This will only release about 5 air units from Italy (historically named operation "Deliberate Force", ha-ha-ha)
- High values needed for full NATO intervention seemed unreachable; therefore: Serb ethnic cleansing (and Vukovar survivors) is now no longer a Theatre Option, but an event that always occurs (another such happens a few weeks after war in Bosnia starts). Also, added an additional event by which EU observers can uncover evidence of mass graves – also affects variable
- Several new historic events influence (mostly raise) NATO variable
- There are four threshold checks for NATO intervention; if second check fails (at about 50% chance), USA will (as a substitute for NATO attack) enforce economic sanctions against Serbia
- Delayed break of cease-fire (if in place) when Bosnian war starts by 1 turn. This is done so that both sides now have a free redeployment turn (specifically, this is done to fix Sarajevo falling very easy on first one or two turns as Force 1 now gets to dig in first turn)
- News informs you of type of victory: Total, Major or Minor Victory or Political (score) ending
- Date of Bosnian war start is now pushed deeper into 1992, as was historically
- More events relating to Croat-Moslem war. Apart from replacement drop to 90%, Secessionist now receives NATO variable penalty. Near end of war, deaths result in either withdrawal of Croat HVO conscript units or 1% pestilence for side for few turns
- Added new possible ending, the Owen-Stoltenberg plan, which is available to both sides in 1994. Ending costs 20 VPs
- Added German ground intervention if US ground intervention happens
- There is now a 10% chance of Al-Qaida terrorist attack (with a small 10kT nuclear bomb) in Belgrade if Bosnia calls for a Jihad. If this happens, NATO variable falls to 0 and NATO intervention is cancelled permanently
- German ground commitment was announced by event "German Wehrmacht commits..." Wehrmacht, of course, was Germany's WW2 army and did not exist since 1945. The event was renamed to Bundeswehr!

1.03 – Minor update (08.01.2006)

- Changed supply/equipment to certain units, mostly those that "died-out" because of supply shortages (on islands) and those that have been supply starving at start of scenario (JNA barracks in Croatia)
- Added tons of old tanks (Soviet T-34; US M-18, M-36 and M-47) to JNA rear-guard command units (Corps and Army HQs) and Croat (Conscript) Assault Companies
- Minor event tweaks

1.00 – First release (31.12.2005)