BALKANS 1912

INTRODUCTION

Balkans 1912 retraces the first Balkan War, which pitted the new Balkan states (Bulgaria, Serbia, Greece and Montenegro) against each other, eager to expand their territories at the expense of the declining Ottoman Empire. The coalition player must quickly seize the entire Balkans. The Ottoman Turkish player must try to repel the multiple assaults and, above all, hold on to Istanbul.

Balkans 1912 is played over 21 turnsg 10 days between October 8, 1912 and April 23, 1913. It features two players, one controlling the armies of the old Ottoman Turkish Empire in Europe, the other the Serbian, Montenegrin, Bulgarian and Greek governments.

The Ottomans must hold out so that their Asian troops can reinforce their armies in Europe.

The Balkaninc Coalition seeks o seize as much Turkish territory as possible, without the European powers taking offense.

Event cards are used to renew the game through a variety of diplomatic, military, political and economic fluctuations.

DURATION

Average Duration: 4h30
Favored Side: None
Most Difficult Side to Play: Ottomans

The game lasts 21 turns (between October 8, 1912 and April 23, 1913), each turn being equivalent to ten days.
The Coalition player plays first, followed by the Ottoman player.

FORCES

The Coalition player controls the Bulgarian units (green), Serbian (brown), Montenegrin (khaki) and Greek (blue) units.
The Ottoman player controls the Ottoman (red) units.

MAPBOARD

The map shows the southeastern Balkans with Bulgaria in the center-east, Serbia in the west, Montenegro (far west), the Ottoman Empire in the center and southeast, and finally Greece in the south. The national territories of the coalition members are off-limits to their allies (for example, Bulgarian units cannot enter Serbia, and vice versa).

Although the coalition forces can enter the Ottoman Empire, they cannot enter certain regions due to initial agreements between them:
- The Bulgarians cannot enter the western regions (Kosovo, Novi Pazar, Albania).
- The Montenegrins cannot enter the eastern regions (southern Macedonia, Adrianople, Asia).
- The Serbs cannot enter the eastern regions (Adrianople, Asia).
- The Greeks cannot enter the remote regions (Novi-Pazar, Adrianople, Asia).

+The Black Sea is off-limits to Greek naval units, and the Mediterranean Sea is off-limits to Bulgarian naval units.
* See also Straits rules below.

VICTORY

IMMEDIATE VICTORY
For the Coalition player if it controls Costantinople with supplied units at the end of a turn.

For each player if he reaches or exceeds 30 VP at the end of a turn.

Failing that, the player with the most victory points (VPs) at the end of the game wins.

VP BONUS
VP gain:
- The Coalition player gains 1 VP for control each of the following cities: Salonike, Janina, Gallipoli, Adrianoplis, Tirana, Durres, Shkoder, Skopje, Novi-Pazar.
- The Ottoman player earns 5 VP for each of: Athenes, Sofia, Beograd. He receives 3 VP for Cetinje.
- The Ottoman player earns 3 VP for each of: Plovdiv, Burgas, Varna, Vidin, Veliko Tarnovo, Nis, Larissa. He receives 1 VP for Corfu.

At the end of the game, the Ottoman player gains 4 VP if for the control of Salonike, Janina, 2 VP for the control of Gallipoli, Adrianoplis, Tirana, Durres, Shkoder, Skopje, Novi-Pazar, and 1 VP for Constantinople and Bursa (points awarded for each structure).

SPECIAL RULES

ECONOMIC PHASE
Due to the short duration of the scenario, there is a limited economic phase in this game, with only key cities producing income and few units to purchase.

SUPPLY SOURCES

- Ottoman player: Constantinople, Shkodder, Durres, Salonike, Skopje, Adranopolis, Asian Turkey.
- Coalition player: Belgrade, Nis, Cetinje, Athenai, Sofia, Varna, Burgas, Plovdiv.

REPLACEMENTS
In this scenario, both sides will receive at least 1 replacement each turn, representing the reserve soldiers available at their different rear areas depots. Extra replacements will be received via the play of card.

NO CAVALRY BONUS
In this scenario, Cavalry has no specific superiority bonus.

CARDS IN HANDS AT START
The coalition player begins the game by playing the Declaration of War card, which validates the movement restrictions of the coalition forces, followed by the Italo-Turkish War, a conflict that began in 1911 between the Ottoman Empire and Italy over control of Libya.

On turn 2, the Ottoman player must draw the Treaty of Lausanne card. Playing this card allows the Ottoman war fleet to return to Istanbul (and become available).

INITIAL VP
The Ottomans start with 2
The Coalition starts with 1
IMPORTANT: no VP is gain or lost in the battles in this scenario (killed leaders, sieges and conquest only)

COALITION 3RD BAN TROOPS
Those are reserve and militia troops and they are not allowed to leave their respective countries.

THE STRAITS
The straits of the Dardanelles and the Bosphorus are sea zones which cost 0 MP to cross, but each one holds a Turkish «naval» unit representing the forts guarding them (Gallipoli and Rumeli Hissar respectively). Those units cannot move and are considered as bunkers, i.e. they will prevent enemy victory and force his retreat, unless if destroyed in combat.