

Balkan Wars: The First Balkan War

Created By: Jonathan Galvez
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Players: 2-4 Time: 2 Hours

Factions

- The Ottoman Empire
- The Balkan League (Serbia-Montenegro, Bulgaria, Greece)

Player Count

- 2 Player: One Ottoman player vs. One player who controls the entire Balkan League.
- 3 Player: One Ottoman player vs. One player who controls Bulgaria/Greece and one allied player who controls Serbia-Montenegro
- 4 Player: One Ottoman player vs. 3 allied players who control Bulgaria, Greece, and Serbia-Montenegro respectively. Allied players cannot fight each other.

Long Victory Conditions

1. Ottoman Empire: By the end of a round collect 50 or more IPP OR hold 2 enemy capitals.
2. Balkan League (Serbia-Montenegro/Bulgaria/Greece): Hold all mainland Balkan territories (not including Istanbul, any Anatolian provinces east/south of Istanbul, or Islands).

Short Victory Conditions

1. Ottoman Empire: Hold 1 enemy capital for 1 full round (Ottoman end turn to next turn).
2. Balkan League (Serbia/Bulgaria/Greece/Montenegro): Capture and hold Edirne, Thessaloniki, and Skopje for 1 full round (next Greece end turn) after the third city is captured.

Starting Income Production Credits (IPP) and Turn Order

Order of Play	Nation	Starting IPP Count
First	Ottoman Empire*	45
Second	Serbia-Montenegro	8
Third	Bulgaria	9
Forth	Greece	13

- Keep track of IPP value, with each nation's rondel, on the IPP track. This track should be updated as territories are conquered or lost to maintain accuracy at all times.
- All players receive IPP total at start of the game to be used during the first round.
- Each infantry unit in game represents 20K men, each artillery 500 guns, and each ship represents 2 possible ships available historically.
- Any territory without an IPP value is non-accessible and cannot be moved into
- ***The Ottoman Empire can only do non-combat moves and purchase their first turn of play.**

Round

- | | |
|-----------------------------|--|
| 1. Combat Move | Move units to a Province resulting in combat. |
| 2. Conduct Combat | Roll dice, scoring hits toward opponent on combat value or less. |
| 3. Non-Combat Move | Move units to Provinces not resulting in combat. |
| 4. Purchase/Place New Units | Place new units into any previously held core territory. |
| 5. Collect Income | Collect IPP value of all currently held territories. |

Units	Cost	Movement	Combat Attack	Combat Defense	Special*
Infantry	3	1	2(3)*	3	+1 Attack with Artillery
Artillery	5	1	3	4	Initiative on amphibious landing
Torpedo-Boat (TB)	6	2	2	2	Not Buildable
Transport	7	2	-	-	
Destroyer	8	2	2	2	
Cruiser	10	3	3	3	
Battleship	12	2	4	4	2 Hits needed to sink

Army Setup			
Ottoman	Greece	Bulgaria	Serbia
Angora 4 Inf	Agrinio 4 Inf	Burgas 6 Inf, 1 Art	Centije 3 Inf
Bitoia 2 Inf	Athens 1 Inf	Haskovo 4 Inf, 1 Art	Raska 6 Inf, 1 Art
Edirne 4 Inf	Kalamata 1 Inf	Plovdiv 1 inf	Uzice 4 Inf
Ionia 1 Art	Larissa 6 Inf	Sofia 4 Inf, 1 Art	Vranje 2 Inf
Kardzhali 1 Inf	Andros 1 Inf		
Konya 4 Inf			
Kosovo 4 Inf			
Redosto 2 Art			
Skopje 2 Art			
Soufil 2 Inf			
Thessaloniki 3 Inf			
Tirana 1 Inf			
(Sea 5) 2 Torpedo-Boat	(Sea 7) 1 Transport	(Sea 2) 3 Torpedo-Boat	
(Sea 6) 1 Battleship	(Sea 8) 4 Destroyer, 1 Battleship		
(Sea 9) 2 Destroyer	(Sea 10) 1 Cruiser		
(Sea 12) 1 Battleship, 1 Torpedo-Boat	(Sea 11) 3 Destroyer, 1 Battleship		
(Sea 13) 1 Destroyer			
(Sea 14) 1 Cruiser, 2 Transport, 1 Destroyer			

Additional Rules

Land Units

- Artillery pair with infantry on a 1 to 1 basis to increase the attack of infantry from 2 to 3.
- When artillery is defending during an amphibious naval attack, they strike first to the attacking force immediately removing casualties. Roll a die for each artillery, on a 4 or less remove an attacking unit. Combat then proceeds as normal.
- Land combat is continued until the attacking force retreats or either side is destroyed.

Sea Units

- Torpedo-Boats cannot submerge nor act like submarines in this game due to how new to navies they were in this time-period. They can also not be recruited.
- Transports can move 2 units from any territory bordering the sea to any one territory in a turn.
- Transports can load and unload troops within the same turn.
- Any naval combat must be resolved before amphibious landings can occur.
- Cruisers can move 3 spaces but only participate in 1 combat per turn.
- Battleships can absorb up to 2 hits before sinking. Sinking when the second hit occurs.
- A battleship can be repaired for 6 IPP at any sea zone neighboring a friendly territory that has been held for an entire turn. (Put ship on side until repaired)
- Battleships can conduct coastal bombardment during an amphibious landing. Roll a die for each battleship that has not participated in naval combat this round. Inflict a casualty for each roll of 4 or less. That casualty still has the ability to roll a defense die on any attacking land units. Battleships cannot conduct bombardment if they have participated in combat that round.
- If a ship is built in a territory holding an enemy ship, that ship must fight or retreat to an adjacent territory during that player's combat move phase, losing the rest of its movement for the round.
- Ships can be built in any core territory that has been held for 1 full round adjacent to the sea. For historical accuracy, any ships built throughout the game are considered "purchased" from other nations and immediately placed on the board, not built from scratch.

Other

- The Ottoman Empire can only conduct non-combat moves and purchase/place units its first round of play. This is to simulate the mobilization of forces without the declaration of war.
- Combat is simultaneous, each player rolls for all their units and removes casualties for the round.
- Land units can be built without restriction in any core land territory held for 1 full round.
- A Balkan League force must control Istanbul OR Izmit to move through the Turkish Straights, between sea zone 3 and 6.
- A Balkan League force must control Redosto OR Edremid to move from sea zone 5 to 6.
- Units may be purchased and placed with no restriction other than the IPP value the player has. Industrial centers and harbors were left out of this game for balance and gameplay reasons.
- This game was designed to play in about 2 hours and be the quick playing version of the First Balkan conflict that set the events leading to World War 1 into motion.

General Gameplay: Designer Notes

Ottoman Empire: The Ottoman player will tend to fight defensively on land and offensively on sea. It is vital to contest control of the sea with the Greeks, to prevent amphibious landings all over the Empire. If the Ottoman player can hold off the Leagues assaults long enough to use its stronger economy to build up, it could potentially overwhelm the allied players.

Bulgaria: Bulgaria starts the game with the strongest localized army on the borders of a weaker Ottoman army. It is up to Bulgaria how to use these initial forces. Take the weaker territories while building up or rush head-on into the Ottoman positions, it is up to you. Your small navy of torpedo-boats will prevent naval invasions but does not provide much support if you decide to take to the sea to get behind the Ottoman front lines.

Serbia-Montenegro: Serbia will have an easy time capturing the territories in the east, but you are in a race for time. If you are unable to secure the eastern territories quickly enough, your allies will struggle to hold back the Ottoman forces and be overwhelmed. Push quickly and aid your Bulgarian allies on land or perhaps your Greek allies at sea. Either way, move quickly and be a strong supporting ally.

Greece: The Greeks start the game with a very strong navy and decent land force. Its navy is key to victory as the final decisive battle with the Ottomans will decide much, as it did historically at the Battles of Elli and Lemnos. Be smart with your navy and assault, or defend, at your strongest. Naval invasions will net you the most IPP gain but continuing to support your allies in securing the mainland is vital for overall success.

Design: I designed this game to teach my nephews and friends, new to board gaming in general, the mechanics behind A&A. This is meant to be an introductory game covering a conflict not seen in non-hex and counter games. If you own any axis and allies variant you already have all the pieces you need to play, though it is encouraged to upgrade those components through HBG for flavor. Simply purchase a rondel pack containing the nations involved in this game and you're good to go at a minimum. There are also plans to continue a series in the Balkans so all those pieces will serve a dual purpose. Thank you for your purchase and enjoy the game!

Please direct all questions about rules or gameplay to jogalvez48@gmail.com