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# 1995

MILOSEVIC'S LAST GAMBLE



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## 1995: Milosevic's Last Gamble

### A Procedural Combat Series Game

#### 1.0 INTRODUCTION

1995 covers a speculative cold war gone hot during the Yugoslavian wars of succession, pitting NATO arms against the Slavic forces of Russia and Serbia. This period was one of the tensest between the east and west after the collapse of the USSR. NATO had bombed the living hell out of Serbia, and Russia (protecting their fellow Slavs from 1914 and beyond) counteracted by quickly moving forces into Serbia, essentially daring NATO to start WW3. One of the most consequential points in this hybrid conflict was later in 1999 when Russia attempted to establish a permanent Pristina, Kosovo after moving forces into Serbia (giving them access to the Adriatic,) but NATO effectively prevented this from occurring by getting all the former Warsaw Pact states to deny Russia the use of their airspace, preventing the Russians from properly establishing a permanent presence in Pristina.

At other times, senior commander of NATO Wesley Clarke wanted to act much more aggressively against Serbia and Russia and had several of his orders deliberately ignored for fear they would have ignited WW3. This fascinating situation lends itself well to a speculative wargame, the orders of battle for NATO and the Russians during this period are distinct and iconic, from the variable forces of NATO to the Yugoslav National Army (JNA), players are presented with a fast-paced, straight forward and furious simulation of a future war that almost happened. As this game shows, any ground invasion of the former Yugoslavia would have been a brutal high-attrition conflict.

#### 1.1 Disclaimer

Having been born in 1987 and in America, I was mostly too young to appreciate the scale and magnitude of the suffering of the combined peoples of the former Yugoslavia. This game does not touch any issues of Ethnic Cleansing, Nationalism nor does it seek to place one side in esteem over the other. It instead seeks to create a likely

operational simulation had the conflict gone hotter than the NATO bombing campaign. It is difficult using the abstract nature of Unit Quality Ratings to evaluate the aptitudes of various units, but these values are explicitly based on OOBs, TOEs and unit morale as opposed to any pre-supposed bias that can understandably inform most wargame designs. 1995 is henceforth dedicated to all who passed away during the wars of Yugoslavian succession.

#### 2.0 SCALE AND MAP

Units are primarily brigades or occasional divisions and regiments. Ground units are scaled by their Unit Quality Rating in terms of training, morale, and equipment from D to A (worst to best) as opposed to pure numbers of men. Each hex is 16.7 miles from side to side. The game covers 8 months of operations and each full game turn is the equivalent of 1 month.

#### 3.0 IMPORTANT CONCEPTS

The following concepts are essential to understand the rest of the rules. Players of the other Procedural Combat Series (PCS) games will find these familiar but will need to carefully read this section for differences between the games to account for scale.

#### Abbreviations and Glossary

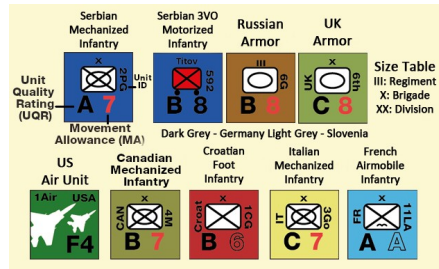
<b>1d8</b>	Die roll with an 8-sided die (all die rolls are 1d8)
<b>AAC</b>	Advance after Combat
<b>AACMA</b>	Advance after Combat Move ment Allowance
<b>ATAC</b>	Air-to-Air Combat
<b>CD</b>	Combat Differential = Difference between each side's FCR in a combat
<b>CS</b>	Combat Strength
<b>CSA</b>	Combat Strength Adjustments
<b>DRM</b>	Die Roll Modifier
<b>EC</b>	Effectiveness Check, a roll equal to or less than the ER is a

	success (-1 DRM for initiative player)
<b>ER</b>	Effectiveness Rating
<b>F</b>	Fighter air units
<b>FCR</b>	Final Combat Result = Lead unit CS + applicable CSA + 1d8
<b>Fresh</b>	A unit that is available to be activated this turn
<b>G</b>	Ground Support air units
<b>LOC</b>	Line of Communication
<b>LP</b>	Loss Points
<b>MA</b>	Movement Allowance
<b>ME</b>	Meeting Engagement
<b>MP</b>	Movement Points
<b>PA</b>	Prepared Assault
<b>Routed</b>	Unit is removed from the map and placed in the routed box; potentially it may be returned to the map in the Reinforcement and Recovery Phase
<b>SAM</b>	Surface-to-Air Missile
<b>SM</b>	Strategic Movement
<b>Spent</b>	An air unit that is not available until the following turn because either it aborted its mission after incurring 1 LP in ATAC or it failed its EC after completing a mission
<b>Static</b>	A unit is flipped to its static side once it has finished its activation
<b>Surrender</b>	Unit is removed from the map permanently and may not be recovered
<b>TEC</b>	Terrain Effects Chart
<b>UQR</b>	Unit Quality Rating
<b>VP</b>	Victory Points; increase VP for

NATO and decrease VP for Russia/Serbia

3.1 Units

1995 features mechanized infantry formations supported by armored and air-mobile units. None of these formations were purely made up of one type or the other, but at this scale it makes sense to represent them as their most numerous types. All ground unit counters are set out in the same way. The letter on the bottom left is the UQR which is used during combat to determine **Combat Strength** (CS) when selecting random combat chits and calculating **Combat Strength Adjustments** (CSA) by comparing the UQR of each side's lead unit. To the right of the UQR is a unit's **Movement Allowance** (MA). To the right of the unit type is the unit ID, which has no in-game effect other than to use for reference during setup or historical curiosity. The back-side represents a unit's static side.



3.2 Initiative

Initiative is determined by both players rolling 1d8 with the higher number winning initiative and ties going to the Russian/Serbian player. NATO has the initiative on the first turn of the game. The player with the initiative acts first during the Air Commitment Phase, takes the first activation during the Action Phase, and receives a -1 **Die Roll Modifier** (DRM) when undertaking an **Effectiveness Check** (EC).

3.3 Air Power

There are two basic types of air units in 1995, **Fighters** (F) and **Ground Support**

(G). The number on an air unit counter is its **Effectiveness Rating** (ER). An EC is successful if a 1d8 roll is equal to or less than the ER, with a -1 DRM for the initiative player. Air missions are explained in more detail later (see 6.0), but below is a summary of the different missions that air units can conduct.

**Strategic Bombing (F & G):** Undertake one of three different missions; strategic bombing (G attack VP), airstrike (G against an enemy ground unit) or suppression (F against enemy air patrols).

**Patrol/Escort (F):** Intercept enemy air missions or protect friendly air missions.

**Interdiction (G):** Interrupt enemy **Strategic Movement** (SM) or attack their **Line of Communication** (LOC) during combat.

**Ground Support (G):** Support ground units in combat.

### 3.3.1 Airmobile Infantry

Infantry with the paratrooper symbol and a movement rating of 'A' are airmobile units that possess special qualities. When activated, a unit using airmobile movement first designates a destination hex, which is any empty hex on the map. The phasing player then decides if any friendly F air units in their Patrol/Escort box will provide escort. The airmobile unit then traces a continuous path of hexes from its existing hex to its destination hex. The non-phasing player may decide to intercept once in any hex along the path using any F air units from their own Patrol/Escort box. See 6.2 and 6.4 for the interception resolution process. If the airmobile unit is not intercepted then it is placed on the designation hex and immediately become static.

Serbian units may not use airmobile movement into Slovakia or Italy. If an airmobile unit is placed on an unoccupied but enemy-controlled city, it will be subject to SAM fire with a +1 DRM (see 6.6). When using normal ground movement airmobile units have 6 MP

and are considered Foot infantry. They cannot combine airmobile and normal movement in the same activation.

### 3.4 Zones of Control

All combat units project a **Zone of Control** (ZOC) into the 6 adjacent hexes from the hex they occupy. Units that are static continue to project a ZOC. A ZOC is blocked by ridge hexsides and does not extend into enemy-controlled city hexes. An **Enemy ZOC** (EZOC) forces a friendly unit to stop moving or to immediately attempt a **Meeting Engagement** (ME). A unit may retreat through an EZOC if occupied by a friendly unit, but must not finish its retreat in an EZOC otherwise it is routed. An LOC cannot be traced through an EZOC unless occupied by a friendly unit.

### 3.5 Combat Chits

Prior to the start of the game, all the white chits with letters and numbers on both sides are placed into an opaque cup (preferably empty). Whenever a unit enters combat with another unit, each player draws a random chit from the cup and flips it like a coin (or randomize the side in your hand, both sides feel the same). The number next to the letter that corresponds to a unit's UQR is its **Combat Strength** (CS). This combat chit remains with a unit until the end of the game turn when it is removed during the Cleanup Phase.

### 3.6 Stacking

Only one unit may occupy a hex at the end of any movement or combat phase. Air units and other markers do not count towards stacking. Reinforcements can temporarily overstack (i.e. more than one unit) when placed, but overstacked units must be activated and moved before other friendly units on the map can be activated during an Action Phase. If an overstacked hex is attacked, the player whose units are overstacked must eliminate friendly units until the stacking limit of one unit is reached.

### 3.7 Lines of Communication (LOC)

Units only need to check LOC during combat if they wish to substitute 1 VP for 1 LP (see 8.3), or during the Cleanup Phase to avoid attrition (see 10.0). An LOC is defined as a path of no more than 5 MP from the tracing unit to a road or highway hex that can in turn trace a continuous line of unlimited road or highway hexes unobstructed by enemy units or EZOC to a supply source. An LOC can be traced through an EZOC if it is occupied by a friendly unit. Supply sources for NATO are the west edge of the map via Italy and any port city hex on the Adriatic Sea. Supply sources for Russia/Serbia are Belgrade, Novi Sad, and Nis.

### 4.0 SEQUENCE OF PLAY

#### I. Reinforcement & Recovery Phase

**II. Initiative Determination Phase:** Each player rolls 1d8, highest wins initiative, Russia/Serbia wins ties.

#### III. Air Commitment Phase

**i.** Allocate air units to missions

**ii.** Strategic Bombing

#### IV. Action Phase

**i.** The initiative side activates a unit followed by the non-initiative side

**ii.** Continue until both sides pass or all units have been activated

**iii.** Refresh all units (i.e. flip static units to fresh)

#### V. Cleanup Phase

**i.** Check for NATO and Russian attrition

**ii.** Remove all combat chits from map and place back into the cup

**iii.** Advance game turn marker

*Note that unlike other PCS games, there is only one action phase per turn.*

### 5.0 JOINT REINFORCEMENT AND RECOVERY PHASE

Both sides receive reinforcement units on various turns, and every turn the players check each routed unit to see if it is recovered or surrenders. Reinforcements and recovered units may only enter the map in or adjacent to an eligible entry hex. To be eligible the hex must be controlled, but it may be in an EZOC. Reinforcements may temporarily overstack in eligible entry hexes, but all overstacked units must be activated and moved in the Action Phase before any other units are activated.

Eligible entry hexes for non-Balkan NATO units are 1206 (Trieste), 1407 (Rijeka), 1812 (Zadar) and 2817 (Dubrovnik). Eligible entry hexes for Croatian forces are 1407 (Rijeka), 1812 (Zadar), 1904 (Zagreb) and 2805 (Osijek). Eligible entry hexes for Slovenian units are 1404 (Ljubljana) and 1802 (Maribor). The only eligible entry hex for Russian units is 3507 (Beograd). Eligible entry hexes for Serbian units are any cities inside Serbia and 2509 (Banja Luka).

#### 5.1 NATO Reinforcements

Only American, British, Croatian and Slovenian units start the game on the map. Each game turn in the Reinforcement & Recovery Phase the NATO player rolls 1d8 and refers to the NATO Reinforcements Table to determine from which country reinforcements are sourced. If the roll results in a nationality that has already contributed reinforcements, then there are no reinforcements that turn for NATO.

##### 5.1.1 NATO Reinforcements Table

1-2 *German*

3-4 *Canadian*

5-6 *Italian*

7-8 *French*

##### 5.1.2 Special NATO Reinforcements

If a Russian/Serbian unit moves

into Trieste and Italian units have not already been deployed, then the Italian units are placed immediately in any unoccupied hexes in Italy. If a Russian/Serbian unit is in Trieste at the end of any turn then the Russian/Serbian player automatically wins a Major Victory (see 11.0).

## 5.2 Russian/Serbian Reinforcements

All Russian/Serbian units start the game on the map except for Serbian units from 3 VO. Every turn from the second turn onward, the Russian/Serbian player rolls 1d8; if the result is *less than* the current game turn number, the Russian/Serbian reinforcements may enter at an eligible entry hex.

## 5.3 Recovery Rolls

After processing reinforcements, both players check to see whether their routed units recover or surrender. Recovery rolls are made for each routed unit by rolling 1d8 and comparing the result to the number on the Recovery Table (see 5.3.1 below). A result equal to or more than the nationality's listed number results in the unit's successful recovery and it re-enters the game immediately like a reinforcement. A unit that rolls a 1 is considered to have 'surrendered' and is permanently removed from the game, earning the opponent 1 VP per unit (see 11.0). Serbian units that roll an 8 may be placed in any Serbian city, regardless of control, unless occupied by a NATO unit (*hence it is important for NATO to garrison cities!*).

Routed Russian units are permanently removed from the game and may not attempt recovery rolls; they do not count as surrendered for purposes of VP calculation.

*[Design Note: This wasn't a particularly stellar period for the Russian army, most of their available forces would be volunteers and poorly to irregularly trained, a far cry from the well-oiled Russian steamroller of 1987.]*

### 5.3.1 Recovery Table

NATO: 7

Serbian: 6

## 6.0 AIR MISSIONS

Both sides have air units that are used to influence maneuvers and combat on the ground. Starting with the player who holds the initiative, players remove all air units from all air boxes on the map and then alternate placing air units into the mission boxes – Strategic Bombing (three separate mission types), Patrol/Escort, Ground Support, and Interdiction – printed on the map.

The initiative player then performs all three of the Strategic Bombing type of missions in order (suppression, strategic bombing, airstrike), followed by the non-initiative player. The other air missions are performed during the Action Phase. After a strategic bombing, airstrike, ground support or interdiction mission, the defending player checks for Surface-to-Air Missile fire (SAM fire, see 6.6). After completion of any mission remaining air units (i.e. those not in the Spent Air box or eliminated) check On-Call (see 6.7) status.

### 6.1 Strategic Bombing Phase

For Strategic Bombing allocation, each air unit must be assigned to one of the strategic bombing, airstrike or suppression boxes. After all air assignments are completed, players conduct missions with air units assigned to the three Strategic Bombing boxes, with the initiative player first undertaking all missions in the order below and then the non-initiative player undertakes all missions in order.

#### 6.1.1 Suppression

F air units assigned to the suppression box in the Strategic Bombing box aim to suppress enemy F air units that are currently on Patrol/Escort. Each air unit attempts an EC and for each success the enemy player must place one F air unit currently in the Patrol/Escort box into the Spent Air box (where it stays for the remainder of the turn). At completion of its mission, each active F air

unit checks On-Call status (see 6.7).

### 6.1.2 Strategic Bombing

The active player selects all **G** air units in the strategic bombing box and decides if any **F** air units from the Patrol/Escort box will accompany them. The opposing player then decides whether to intercept with **F** air units from the Patrol/Escort box. Once any ATAC is completed (see 6.4), then if any **G** air units remain in flight they each attempt an EC. If there are one or more successes then the bombing player gains 1 VP (i.e. NATO bombing would cause VP to increase by 1, and Russian/Serbian bombing would cause VP to fall by 1). The **G** air units then each check for SAM fire (see 6.6) and each remaining air unit that participated checks On-Call status (6.7).

### 6.1.3 Airstrike

The active player identifies an enemy unit on the map as the strike target, and then selects any number of **G** air units assigned to the airstrike mission box inside the Strategic Bombing box and decides if any **F** air units from the Patrol/Escort box will accompany them. The opposing player then decides whether to intercept with any **F** air units from the Patrol/Escort box. Once any ATAC is completed (see 6.4), then if any **G** air units remain in flight they each attempt an EC. If there is at least one successful roll the player rolls 1d8; on a 1 or 2 the defending ground unit is routed, otherwise it becomes static. The **G** air units then check for SAM fire (see 6.6) and each remaining air unit that participated checks On-Call status (6.7). A ground unit can be attacked by multiple airstrikes (each can be made up of different numbers of **G** air units), but additional static results have no effect.

## 6.2 Patrols/Escort

Air units in Patrol/Escort boxes may be used to intercept enemy air units (or units using airmobile movement) or escort friendly air units (or units using airmobile movement) during the Strategic Bombing or

Action Phases. The Patrol box and the Escort 'sub-box' are interchangeable (unlike the Strategic Bombing 'sub-boxes') and are simply available as a reminder for players.

After the active player has decided whether to provide escorts for a mission, the opposing player decides whether to intercept the mission with any **F** air units in the Patrol/Escort boxes. If so then they conduct ATAC and at its conclusion determine if any interceptors get past any escorts to attack the **G** air units (see 6.4). At completion of the mission each remaining **F** air unit that participated checks On-Call status (6.7).

When attacking an airmobile unit, if any interceptors get past any escorts the interceptors each attempt an EC. If a '1' is rolled by any of them then the airmobile unit is immediately routed; if at least one EC is successful (but no '1' has been rolled), the airmobile unit halts in the hex it was intercepted in and becomes static; otherwise the airmobile unit continues to its destination and becomes static there.

## 6.3 Interdiction

**G** air units assigned to the Interdiction box may attempt to interrupt enemy ground units undertaking SM or tracing an LOC for combat. After any **G** air units are selected for interdiction, the player then determines whether any **F** air units in the Patrol/Escort box will escort them, and then the other player decides whether to intercept with any **F** air units from their Patrol/Escort box.

### 6.3.1 SM Interdiction

Whenever the phasing player is using SM, the non-phasing player may interrupt the movement at any point to undertake an interdiction. After the conclusion of any ATAC, then if any **G** air units remain on mission and at least one EC is successfully performed, the phasing player must immediately end their activation, flipping the activated unit to static in the hex where it was halted.



**Exception:** no interdiction attempts may be made against overstacked hexes. The G air units must then check for SAM fire (see 6.6) and each remaining air unit that participated checks On-Call status (see 6.7).

### 6.3.2 Combat LOC Interdiction

When a combat is declared (whether ME or PA), both players may use G air units assigned to Interdiction missions to cut their opponent's LOC (at the same time as any G air units assigned to Ground Support). The phasing player decides first what air units – including interdiction, ground support (see 6.5) and escorts – to use, and then the non-phasing player makes the same determination. If either player commits F air units then ATAC occurs. After the conclusion of this, if any G air units remain on the interdiction mission then the opponent may not satisfy LP in combat using VP. The G air units must then check for SAM fire (see 6.6) and each remaining air unit that participated checks On-Call status (see 6.7).

### 6.4 Air-to-Air Combat (ATAC)

Whenever air units are intercepted, ATAC takes place, involving two rounds of ATAC between F air units, and potentially two rounds of ATAC between surplus remaining intercepting F air units and any opposing G air units on a mission.

In a round of ATAC between F air units, each F air unit on both sides undertakes an EC and for each success the enemy incurs 1 LP. After all EC are done, the LP are tallied and absorbed by each side (see 6.4.1). After the second round of combat deduct the number of remaining escorts from the number of remaining interceptors. If the number is negative, then all F air units of both sides immediately finish their mission and check On-Call status. If the number is positive, then that number of interceptor F air units will attack any enemy G air units on mission that were being escorted. In the case of Interdiction and/or Ground Support missions where

both sides send escorts, then the side with the greatest number of escorts remaining can attack the enemy G air units with the surplus of escorts.

ATAC between F and G air units is conducted in the same way, but with two exceptions. First, G air units suffer a +1 DRM for their EC. Second, any LP inflicted by the G air units is deducted from the LP inflicted by the F air units. If the resulting amount is positive then that number of LP need to be absorbed by the G air units, and if negative then that number of LP need to be absorbed by the F air units. Any remaining F air units then immediately finish their mission and check On-Call status. Any remaining G air units may continue with their assigned missions.

#### 6.4.1. Absorbing LP in ATAC

LP incurred in ATAC are absorbed at the end of each round of combat, and may be absorbed in a combination of ways, at the owning player's discretion:

- 1 LP Air unit aborts mission, immediately place in Spent Air box.
- 2 LP Air unit is damaged; either flip unit and immediately place in Spent Air box; or, if already flipped, then unit is permanently eliminated (and VP adjusted accordingly, see 11.1).

### 6.5 Ground Support

When a combat is declared (whether ME or PA), both players may use G air units assigned to Ground Support missions to support units in combat (at the same time as any G air units assigned to LOC interdiction). The phasing player decides first what air units – including interdiction (see 6.3.2), ground support and escorts – to use, and then the non-phasing player makes the same determination. If both players commit F air units then ATAC occurs. After the conclusion of this, then if any G air units remain on the Ground Support mission the player may add

the highest ER of the G air units as a CSA (see 8.1). The G air units must then check for SAM fire (see 6.6) and each remaining air unit that participated checks On-Call status (see 6.7).

### 6.6 SAM Fire

All G air units that complete a mission, and any airmobile units landing on enemy cities, are subject to SAM fire. The opposing player rolls 1d8 for each air unit (or airmobile unit) and applies appropriate DRMs. If the result is 7 or higher, the air unit is damaged (an airmobile unit is routed). It is flipped to its reduced side and placed in the Spent Air box or, if already reduced, permanently eliminated (and VP adjusted accordingly, see 11.1). Targeted units with a UQR of D do not roll for SAM fire unless in a friendly city that started the game in the player's control.

#### 6.6.1 SAM DRMs

- +1 Targeted unit has a UQR of A
- +1 Targeted unit is in a city hex (except a unit with UQR 'D', which does not get a DRM)
- +1 Airmobile unit landing on an enemy-controlled city

*Example, a D quality unit in a city would need a roll of 7 or more to damage an attacking air unit. A unit with UQR A that is inside a city, would need to roll at least a 5 (the combination of the A UQR and the city hex granting a +2 DRM).*

### 6.7 On-Call

After each air unit completes any mission (after rolling for any SAM fire, if relevant), then if the air unit is not spent a check is done to see if it remains On-Call. If the air unit successfully passes an EC it may stay On-Call, and either remain in the same mission box or switch to a different mission box, at the player's discretion. If the EC is not successful, then the air unit is placed in the Spent Air box until the Air Commitment Phase of the next turn.

## 7.0 ACTION PHASE

The Action Phase is the heart of the game in which the players, starting with the player who holds the initiative, alternate back and forth activating individual units to move and/or attack enemy units until both players have passed or all units have gone static. Units go static after finishing their activation. Once per turn a player may attempt a De-escalation roll (see 7.5). If a player chooses to pass then they may not activate any more units that turn, and the other player can continue activating units until they are finished. When any hex is overstacked, one of those units must be activated and moved before any other units on that side may be activated. A unit that is activated chooses one of four potential actions:

- i. Regular Movement**
- ii. Strategic Movement**
- iii. Meeting Engagement**
- iv. Prepared Assault**

### 7.1 Regular Movement

When a unit is activated, it may move from hex to hex, paying the MP cost of the terrain as specified in the TEC (see 9.0) for each hex entered, up to the total of its MA. Upon completing movement, the unit is flipped to its static side. A unit's movement type is indicated by the color of its MA; black indicates Motorized, transparent with a black outline indicates Foot, and red indicates Mechanized.

### 7.2 Strategic Movement (SM)

SM functions the same as regular movement except a unit doubles its MA and may not move adjacent to an enemy unit at any point in its movement. A unit utilizing SM is flipped to its static side when finished moving. Enemy air units set aside for Interdiction may attempt to interrupt a unit using SM (see

6.3.1).

Units using SM may not move further than the furthest friendly unit in enemy territory (i.e. a Russian/Serbian unit may not move further west than the westernmost Russian/Serbian unit, and a NATO unit may not move further east than the easternmost NATO unit).

7.3 Meeting Engagement (ME)

An ME is a combination of regular movement and combat. A unit may undertake multiple ME during movement, if it has the MP available to do so. When adjacent to an enemy unit, the activated unit must spend MP equal to the movement cost of the enemy hex plus a chosen number of MP (1-4) for the ME CSA (see table below).

**ME CSA**

<b>1MP:</b>	-2 CSA
<b>2MP:</b>	-1 CSA
<b>3MP:</b>	0 CSA
<b>4MP:</b>	+1 CSA

In an ME combat, only the lead unit may suffer losses, not any supporting units. For the combat procedure see 8.0.

7.4 Prepared Assault (PA)

If one or more fresh units are adjacent to an enemy unit, they may conduct a PA against the enemy unit. The attacking player must designate one of these attacking units as the lead unit. Only the lead unit automatically becomes static after combat. A supporting adjacent unit does not become static unless it decides to Advance after Combat (see 8.4), then any units who do so become static when finished. For the combat procedure see 8.0.

7.5 De-escalation Rolls

Each player may attempt one De-escalation roll per turn during an Action Phase. A De-escalation roll is modified depending on VP level and is successful on a

modified result of 7 or more. If successful, the phasing player may flip one fresh enemy unit of their choice to static (thus preventing the enemy player from activating that unit in the current Action Phase). Use the following table to determine the DRM for a De-escalation roll relative to the current VP level:

<b>VP</b>	<b>DRM</b>
<b>1-3:</b>	<b>+3 NATO</b>
<b>4-6:</b>	<b>+2 NATO</b>
<b>7-8:</b>	<b>+1 NATO</b>
<b>9-11:</b>	<b>No DRM</b>
<b>12-13:</b>	<b>+1 Russia/Serbia</b>
<b>14-16:</b>	<b>+2 Russia/Serbia</b>
<b>17-19:</b>	<b>+3 Russia/Serbia</b>

After resolving a successful De-escalation roll, the phasing player that just made the roll may then activate a unit or pass. If the De-escalation roll was unsuccessful, play immediately passes to the opponent (i.e. as if the phasing player had completed an activation).

*Design note: De-escalation rolls are meant to represent the innumerable and often unexpected events which could drastically change events on the ground that took place throughout the 90s and early 2000s. Frequently throughout the Yugoslavian wars of succession, spontaneous large protests would break out, large pro-media-freedom demonstrators would stage marches, Serbs would give their workers the day off with free booze and have them cause trouble wherever they lived etc. The idea is that whomever is having a harder time now has the advantage in terms of making media/political/social appeals that can grant them temporary respite.*

8.0 COMBAT

Combat is done the same way during an ME or PA, but the adjustments involved, and the way results are applied differ. Whenever combat is declared, the players

perform any relevant air operations, and then each player randomly draws a combat chit, randomly chooses a side of their chit, and places it underneath their lead unit. For the defender the lead unit is always the single defending unit. For the attacker, in an ME the lead unit is the single activated, attacking unit, while in a PA the lead unit is selected (see 7.4).

Each player then determines their own CSA for combat, all of which are summarized in 8.1 below and in the game charts. All CSA are cumulative. The appropriate CSA are added to the CS on the combat chit drawn for their respective lead unit to determine the final CS. Each player then rolls a 1d8 and adds the result to the final CS to get the **Final Combat Result (FCR)**. The **Victor** of the combat has the higher FCR and the **Combat Differential (CD)** is equal to the difference between the two FCR.

Note that the defender does not go static from the combat unless it chooses to do so to absorb losses. The lead attacker always goes static, while other participating attacking units in a PA only go static if they choose to AAC.

## 8.1 Applicable Combat Strength Adjustments (CSA)

- **All combats**
  - **Air Ground Support:** +ER (see 6.5)
  - **UQR Difference:** +1 to +3 scaled difference in quality (see 8.1.1)
  - **Friendly units adjacent to combat hex:** +1 per unit, excluding the lead unit (see 8.1.2)
  - **Terrain:** See 9.0 or TEC
  - **Naval Support:** +2 NATO only (defending hex must be within 2 hexes of the Adriatic coast).

- **ME only**
  - **MP Spent:** -1 to +2 CSA (see 7.3)
  - **Flanking Attackers:** +2 each, max of +4 (see 8.1.3)
- **PA only**
  - **Flanking Attackers:** +3 each, max of +6 (see 8.1.3)

### 8.1.1 UQR

This CSA is scaled by class; for example, an **A** unit fighting against a **D** unit would get a +3 CSA, a **B** unit against a **D** unit +2 CSA and a **C** unit against a **D** unit +1 CSA. A **B** unit against a **C** unit would receive a +1 CSA, etc. Only the side with the better UQR receives a CSA. A unit with a bracketed UQR improves its UQR level by one when in combat against armor.

### 8.1.2 Adjacent Combat Support

Each friendly unit adjacent to the combat hex provides a +1 CSA.

*(Design note: This is an important difference between the 1950 and 1995 rules, adjacency is much more potent in combat.)*

### 8.1.3 Flanking Units

An enemy unit is considered flanked if there is a friendly unit on the opposite side of the lead unit, or if there are at least 3 units (with or without the lead) in 3 non-adjacent hexes and next to the combat hex. The flanking bonuses are cumulative with the bonuses for unit adjacency. Only fresh NATO and Russia units may provide flank support, but Serbian units can provide flank support whether fresh or static.

### 8.1.4 Combat Example

*During an activation, foot infantry unit X conducts an ME against unit Y, spending 4 MP thus granting unit X a +1 CSA in the upcoming combat. In addition, unit X has 3 friendly units adjacent to unit Y granting another +3 CSA bring-*

ing its total CSA to +4. Unit X has a UQR of C while unit Y has a UQR of B, so unit Y receives a +1 UQR CSA. Unit Y is across a ridge hexside and has 1 friendly unit adjacent granting a further +2 CSA, and it also receives Ground Support from a G air unit with an ER of 2 which brings its total CSA to +5. So, for the upcoming combat, the attacker unit X has a +4 CSA while the defender unit Y has a CSA of +5. Unit X draws a 6 for its Combat Strength while Unit Y draws a 2, so X has a final CS of 10 (4+6) and Y has a final CS of 7 (5+2). Both players then each roll 1d8, X rolls an 8 and Y rolls a 1. This is added to their final CS to determine their FCR, so X has an FCR of 18 (10+8) and Y has an FCR of 8 (7+1). As it has the higher FCR, unit X is the Victor and the CD is 10 (18-8).

## 8.2 Loss Ratio

The losing side in a combat suffers LP. This is the CD modified by the Loss Ratio, which is dependent upon the type of combat and who is the Victor. A Loss Ratio can never be less than 1:1 or more than 3:1.

### 8.2.1 Loss Ratio for ME

If the **defender** is the Victor, use a 1:1 Loss Ratio; for every 1 point of the CD, 1 LP is inflicted on the attacker (e.g. if the attacker's FCR is 6 and the defender's FCR is 8, the CD is 2 and the attacker suffers 2 LP).

If the **attacker** is the Victor, use a 2:1 Loss Ratio; for every 2 points of the CD, 1 LP is inflicted on the defender, always ignoring any remainder (e.g. if the attacker's FCR is 9 and the defender's FCR is 6, the CD is 3 and the defender suffers 1 LP).

### 8.2.2 Loss Ratio for PA

LP are applied on a 1:1 ratio to the CD for both attackers and defenders.

### 8.2.3 Terrain Adjustment

If the defender is in a city or mountain hex then the loss ratio to be applied against the defender increases by 1 (e.g. in a PA it becomes 2:1, but in an ME it becomes 3:1). If the lead attacking unit is undertaking

an attack along a highway (i.e. a highway in the attacker hex is connected to a highway in the defender hex), then the loss ratio to be applied against the defender decreases by 1 (e.g. in an ME in clear it becomes 1:1 and in an ME in mountain it becomes 2:1, but in a PE in clear it remains at 1:1 and in an PA in mountain it becomes 1:1 also).

## 8.3 Satisfying LP

All LP must be absorbed, which may be done in several ways cumulatively:

- A defending unit may flip to static to satisfy 1 LP.
- Retreat: select only one of the following two options (if eligible):
  - All units may retreat 1 hex to satisfy 1 LP.
  - All UQR A or B unit may retreat 2-3 hexes to satisfy 2 LP.
- Spend 1 VP (i.e. NATO loss would cause VP to decrease by 1, and Russian/Serbian loss would cause VP to increase by 1) to satisfy 1 LP (only if the lead unit can trace a LOC at that time).
- An adjacent supporting unit may go static to satisfy 1 LP each (*EXCEPTION: supporting attacking units during an ME may not go static to satisfy LP*).
- The lead unit can be routed to satisfy **ALL** LP.

### 8.3.1 Absorbing LP in Combat Example

*Continuing the example from 8.1.4 the attacker, unit X, is the Victor and the CD is 10 (18-8). As it is an ME, the Loss Ratio is 2:1, so 5 LP (10/2) must be absorbed by the defender. If this were a PA, 10 LP would have been generated against the defender.*

#### 8.4 Retreating and Advance After Combat (AAC)

A unit must attempt to retreat towards a supply source and away from enemy units, if possible. If the defender's hex is vacated, the attacker may AAC into the hex (with no MP cost). In an ME the attacker may continue movement with any MP that remain unspent. Note that if the defender's hex is not vacated, the attacker may attack again in a ME if it has sufficient MP remaining.

In a PA, if the combat hex is vacated by defending units, roll 1d8 and halve the result (rounded down); this is the AAC Movement Allowance (AACMA) for any attacking units involved that choose to advance. Each unit may immediately move into the combat hex (for no MP) and then it uses the AACMA to move in any direction. Any supporting units that choose to advance become static after they spend their AACMA, while any supporting units that do not advance remain fresh and in place.

#### 9.0 TERRAIN

The movement costs and combat effects for terrain are listed in the Terrain Effects Chart (TEC), but the specifics are explained here.

##### 9.1 Clear

Clear hexes cost 1 MP for all types of movement and have no effect on combat.

##### 9.2 Mountain

Mountain hexes cost 3 MP for Motorized and 2 MP for Mechanized Movement. For Foot Movement, the first mountain hex a unit moves into costs 2 MP, but then it costs only 1 MP to move from mountain hex to mountain hex. In combat the defender receives a +2 CSA benefit and the loss ratio by which the defender absorbs losses is raised by 1 to a maximum of 3 (see 8.2.3).

##### 9.3 City

City hexes use the other terrain in

the hex for movement and grant the defender +1 CSA in combat. A city also adds +1 to a SAM fire roll (except for UQR D units, see 6.6).

##### 9.4 Capital City

Capital city hexes are treated the same as city hexes, except they are worth extra VP when captured. They are denoted on the map by a star.

##### 9.5 Rivers

Crossing a river hexside adds an additional +1 MP cost for Foot and Mechanized, and +2 MP for Motorized movement. Defending behind a river hexside grants the defender an additional +2 CSA in combat in addition to the dominant terrain in the hex.

##### 9.6 Ridges

Crossing a ridge hexside adds an additional +1 MP cost for Foot, +3 MP for Motorized and +2 MP for Mechanized movement. Non-Foot units may not support adjacent combat across ridge hexsides, nor may they participate in PA unless as lead unit. Combat across a ridge hexside grants the defender a +1 CSA in combat in addition to the dominant terrain in the hex.

##### 9.7 Highway

Moving along consecutive highway hexes costs  $\frac{1}{2}$  MP for Foot or Mechanized Movement and  $\frac{1}{3}$  MP for Motorized movement regardless of the other terrain in the hex. Lead units which initiate attacks along highway hexes reduce the defender's Loss Ratio by 1 (but never less than 1:1).

##### 9.8 Road

Moving along consecutive road hexes costs  $\frac{1}{2}$  MP for all movement types regardless of the other terrain in the hex. Roads do not provide the same Loss Ratio benefit as highways.

#### 10.0 CLEANUP PHASE

Russian and NATO units that can-

not trace an LOC during the Cleanup Phase are immediately routed. Serbian units do not need to check for an LOC. All combat chits are removed from the map and placed back in the cup.

### 11.0 VICTORY

VP are a loose representation of the NATO coalition's morale. VP go up for NATO and down for Russia/Serbia (reflected by +/- VP designations in section 11.1)/

An automatic major victory is achieved by any one of the following **at the end of any turn**:

- NATO
  - VP total reaches 20 or more
  - If a NATO unit is in Belgrade
- Russia/Serbia
  - VP total reaches 0 or less
  - if a Russian/Serbian unit is in Trieste

The game begins with the VP marker at 7. If an automatic victory is not achieved players determine the winner by referencing the number of VP at the end of the game using the chart below:

- **1-4 VP:** Substantial Serbian Victory
- **5-10 VP:** Minor Serbian Victory
- **11-15 VP:** Minor NATO Victory
- **16-19 VP:** Substantial NATO Victory

#### 11.1 VP Schedule

VP are adjusted according to the following schedule:

- **City hexes:** +/- 1 VP at the moment a friendly unit occupies a city hex
- **Capital City hexes:** +/- 2 VP at the moment a friendly unit occupies a capital city hex

- **Surrendered units:** -1 VP for each NATO or NATO-allied unit surrendered, +1 VP for each Russian/Serbian unit surrendered

- **VP Exchanged for LP:** +/- 1 VP

- **Eliminated Air Unit:** +1 VP for each Russian/Serbian air unit, -2 VP for each NATO air unit

### 12.0 SETUP

The Russian/Serbian player sets up with all units on the map, with the exception of Serbian reinforcements belonging to 3VO (red unit color). Russian/Serbian units set up inside Serbia, Montenegro and Bosnia in or adjacent to city hexes. Up to 2 Serbian units may set up inside each of the two territories belonging to Republic of Srpska. Russian units may set up in or adjacent to Pristina and Vranje inside of Serbia.

NATO allies may set up anywhere in their home countries; NATO allied countries are Slovenia, Bosnia Herzegovina and Croatia. NATO units may set up in or adjacent to any allied coastal cities, or in Italy.

All air units are available, except NATO air units that are reinforcements.

### 13 DESIGN NOTES

*This game deals with a relatively recent conflict in which nationalism tore the country of Yugoslavia apart. As the largest and most powerful of the Yugoslav republics, Serbia often found herself unsatisfied with her lot. While Tito encouraged a multi-ethnic society (interestingly enough, this can be traced back to multi-ethnic integration efforts in Austria during WW1, which of course backfired in WW2,) Serbians grew increasingly anxious as they became minorities among Albanian Muslims in what they saw as their ancestral lands. I think it's important for me to state, especially during this moment in history, that nationalism, no matter if it is attached to the right or left, is a cancer on society and a serious study of the conflict in the former Yugoslavia should lead you to no other conclusion.*

*With the most serious stuff aside, I think it's also worthwhile to explain my rationale behind the UQR ratings of the various units, which may seem counterintuitive to some players. The Serbs have uniform B ratings for the most part (except for the partisan units which are rated higher) for the same reasons that the North Koreans have the same ratings in 1950. For one thing, the Serbs had more recent ground combat experience than most of NATO on top of being ideologically driven nationalists. The morale of these units was extremely high given Serbia's cultivated martial traditions.*

*The closest real-world allegory I could see for the in-game situation are the invasions of Serbia by Austria Hungary unsuccessfully in 1914, and successfully with German help in 1915. In the 1914 example, the situation somewhat mirrors the situation Austria-Hungary places herself into. Austria-Hungary failed to concentrate her armies sufficiently spreading them thinly between both Galicia and Serbia, leaving the Austrian force tasked with taking Serbia open to a strong counter attack, once extending their lines into Serbian territory. In 1915, they tried again with sufficiently concentrated German help and routed the Serbs fairly quickly.*

*Serbia and Yugoslavia in general are territorially miserable for an offensive campaign in terms of terrain. It is incredibly mountainous and infamously difficult to traverse with rolling hills, ridges and valleys throughout the whole country. Slavic units would have a superior knowledge of these roads including high/strategic ground. Terrain and a relentless Serbian habit for counter-attacking has made it infamously difficult to invade. As much as I respect general Clarke, I think he was a little reckless in provoking the Serbs knowing he couldn't get the full weight of NATO to*

*commit to a ground war against the Serbs. That said, I would argue if there ever was a reason NATO should have staged a humanitarian intervention anywhere it would have been Yugoslavia in the 90s. Senior commanders in the states and elsewhere were likely wise to history and they were very reluctant to get involved with a ground war. Even though NATO only staged a bombing campaign, Serbia now has the distinction of being the first military force to bring down an "invisible" Lockheed F-117 Nighthawk. They still sell post-cards about the event to this day: Love, Ray.*



**GREETINGS FROM SERBIA**

**1995**

**Milosevic's Last Gamble**

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