

Game Rules:

1. War Goals

Bosnia: Bosnians begin deployment in the farmlands below Sarajevo, they have 3 infantry groups and 1 artillery piece which cannot be moved past its starting position. Bosnians must defend the city and its inhabitants until turn 40, if by turn 40 at least 1 group of civilians is alive, and Serbs don't have full control of the Serbian side of the city, Bosnia wins.

Serbia: Serbia begins the fight in the mountains above Sarajevo, they start with 2 infantry groups and 1 armoured group alongside an artillery piece, which cannot be moved past its original position however every 5 turns Serbia receives reinforcements in the form of 1 infantry group, beginning in the mountains. Serbia must kill all of the civilians in Sarajevo and capture their side of the city by turn 40, if accomplished, Serbia wins.

2. Combat

Artillery may fire everywhere but the enemy spawn position, it may fire once, however it has no effect on armour.

Every unit should have a cube close to it, either red or green which indicates the units health, the cube turns red after an unit has been damaged in combat, and turns green after 2 turns of peace, if a unit is damaged while red, it is destroyed.

Firefights happen by the attacking side rolling a D8, if it is above 6, the unit is destroyed, below 6 and the unit is damaged, below 2 and both sides suffer losses.

Infantry has a range of 2in, tanks 3.

3. Turns

Serbia begins every turn, after the moves are made, bosnia makes theirs.

Units may either attack or move during a turn, never both,