

BULGARIA 1913



INTRODUCTION

Balkans 1913 deals with the Second Balkan War, in which the young and ambitious Kingdom of Bulgaria pitted itself against its neighbors in a bid to hold on to the conquests it had made in 1912 at the expense of the Ottoman Empire. The Bulgarian player must launch a surprise attack to quickly crush the Serbian and Greek armies claiming certain territories in Macedonia. The allied Serbian-Greek player must repel the Bulgarian assault and endeavor to win over the Romanians and Turks in order to seize the disputed territories.

Bulgaria 1913 is played over 17 rounds representing 2 days between June 13 and July 18, 1913. It features two players, one simulating the forces of the young and ambitious Kingdom of Bulgaria, and the other the Coalition of the Serbian, Montenegrin, Greek, Romanian and Turkish governments.

The **Bulgarians** strike first and are fully mobilized at the start, but may soon find themselves surrounded.

The **Coalition** allies (initially Serbian and Greek) has to push the Bulgarian armies back into Macedonia and attempt to open up new fronts to the north and east.

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

DURATION

Average Duration: 3h30

Favored Side: None

Most Difficult Side to Play: Coalition

The game lasts 17 turns (between June 16, 1913 August and July 18, 1913), each turn being equivalent to two days.

The **Bulgarian** player plays first, followed by the **Coalition** player.



FORCES

The Coalition player initially controls the **Serbian (brown)**, **Montenegrin (khaki)** and **Greek (blue)** units, then **Romanian (yellow)** and **Ottoman (red)** units when they potentially intervene.

The **Bulgarian** player controls the **Bulgarian units (green)**.

MAPBOARD

The map shows the southeastern Balkans, with Bulgaria in the center, Serbia in the west, Romania in the north, the Ottoman Empire in the southeast, and Greece in the southwest.

Bulgaria initially occupied **disputed provinces**: Macedonia with Serbia to the west, the Salonike area with Greece, the Andrinople region with the Ottoman Empire to the southeast, the Sillistra region with Romania to the northeast. As long as Romania and the Ottoman Empire have not gone to war, their territory is impassable.

The regions of Athenai (Greece), Turkiye (Ottoman Empire) and Beograd (Serbia) are off-limits to the Bulgarian player.

Lakes and seas are impassable.



VICTORY

IMMEDIATE VICTORY

For the Coalition player if it controls all the Bulgarian structures with supplied units at the end of a turn.

For each player if he reaches or exceeds 20 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: Vidin, Varna, Plovidid, Burgas, Alexandropolis

- The Coalition player gains 2 VP for control each of the following cities: Silistra, Edirne

- The Coalition player gains 3 VP for control each of the Bulgarian capital, Sofia

- The **Bulgarian player** gains 1 VP for the control of each of the following cities: Constanza, Craiova, Geli-bolu

- The **Bulgarian player** gains 2 VP for the control of each of the following cities: Bucarest, Skopje, Salonike, Nis.

At the end of the game, the **Bulgarian player** gains 2 VP if he controls the following structures: Silistra, Edirne, and 1 VP for each of the regions located in the **disputed provinces**.

SPECIAL RULES

ECONOMIC PHASE

Due to the short duration of the scenario, there is no economic phase in this game.

SUPPLY SOURCES

- **Bulgarian player:** Sofia, Varna, Burgas, Plovdiv.
- **Coalition player:** Belgrade, Thessalonike, Athenai
- After Rumania has entered, add to Coalition sources: Bucharest
- After Ottoman Empire has entered, add to Coalition sources: Turkiye box



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.

NEUTRALS

Rumania and the Ottoman Empire are neutral at the start of the game and their territory cannot be entered. They will be open for action for both sides when those nations enter the war.

NO CAVALRY BONUS

In this scenario, Cavalry has no specific superiority bonus.

BULGARIAN HAND OF CARDS AT START

The Bulgarian player begins the game by choosing one of two options:

- Either he plays the Danev (historical) card, installs a new prime minister and launches a massive assault on Serbia.
- Or he plays the Gechov card and retains his prime minister, scaling down his assault but repositioning troops to face Romania and the Turks.