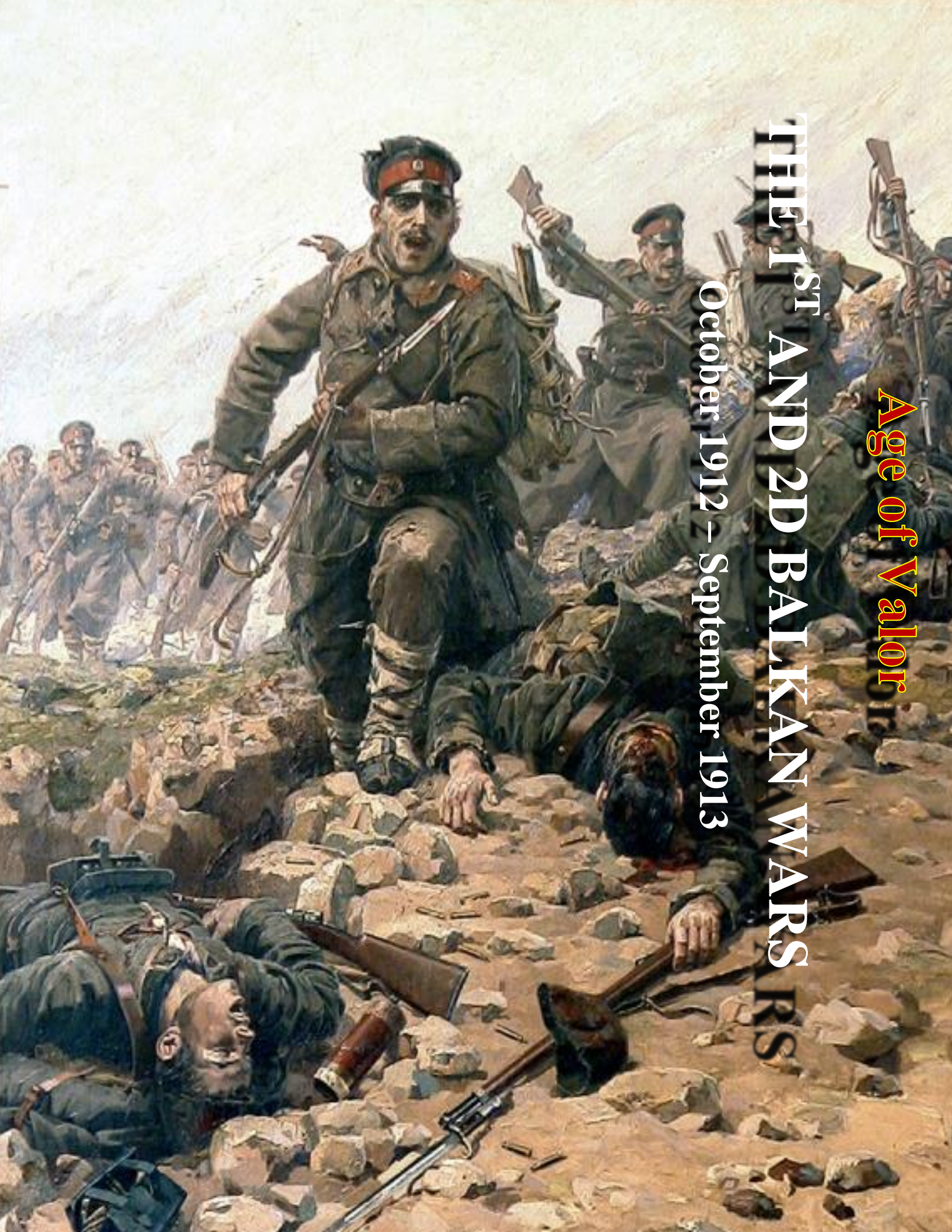


Age of Valor

THE 1ST AND 2^D BALKAN WARS

October 1912 – September 1913



“By the grace of God, I have therefore ordered my brave army to join in the Holy War to free our brethren and to ensure a better future. In Old Serbia, my army will meet not only upon Christian Serbs, but also upon Muslim Serbs, who are equally dear to us, and in addition to them, upon Christian and Muslim Albanians with whom our people have shared joy and sorrow for thirteen centuries now. To all of them we bring freedom, brotherhood and equality.”

King Peter I of Serbia, 18 October 1912

On the cover, “Na Nozh!” By Bayonet, Bulgarians over running Turkish positions, 1912, Czech painter Jaroslav Vesin, 1913 and in the Public Domain.

Age of Valor

Age of Eagles II Expansion Module for European Warfare
by Blood and Iron, 1848 thru 1914

The 1st & 2d Balkan Wars

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* Included only in complete AOV compilation.



Crown Prince Constantine watching the shelling of Bizani, Georges Scott, 1913, in the Public Domain.

INTRODUCTION

This is an independent Age of Valor (AOV) expansion module for Age of Eagles II, also known as Napoleonic Fire & Fury. As such AOE II is needed to properly play this game. In most cases all rules changes have been imbedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications or DRMs with the original rules, then play as normal. Changes unique to the Balkan Wars, the subject of this expansion set, are found in the following pages.

Age of Valor, Fire and Fury for European Warfare by Blood and Iron, 1848 thru 1914

Balkan Wars Conflict Expansion Chapter

By Colonel Bill Gray, US Army (Retired)

Digitally Published 2016.

Original Fire & Fury game mechanics and text, copyright 1990, used in Age of Valor are republished with permission from Richard W. Hasenauer. All rights reserved.

The 1st & 2^d Balkan Wars



Introduction. There were two Balkan Wars that served as preludes to World War I. The first Balkan War began on 8 October 1912 and ended 7 months, 3 weeks and 1 day later with the Treaty of London. The war saw the Balkan League of Serbia, Bulgaria, Montenegro and Greece liberate Christian populated territory from the remaining European provinces of a dying Ottoman Empire. The League had long complained the Ottomans had done nothing to reform themselves internally and specifically their brutal treatment towards Christian subjects, and the time simply seemed right. The League had grown powerful while Ottoman military power had declined. Further, the Great Powers were bickering with their own problems and had little if any interest in stopping a war in the Balkans. In reality, the deck was pretty well stacked against the Ottomans and their armies in Europe. The forces of the League counted 749,000 troops, while the Turkish armies in the Balkans mustered only 349,000 initially, though reinforcements would raise that number significantly. Also, the Ottoman forces on station were surrounded, being attacked from Greece in the south, and the rest of the League from the north. The results were 108,000 Balkan casualties while the Turks lost 340,000 and nearly all their European territory as a bonus.

Yet things were far from settled, and this resulted in the 2d Balkan War which began 29 June 1913 and lasted 6 weeks and 5 days. The very complicated issue that began the shooting was that Bulgaria felt the distribution of captured Ottoman turf had not been accomplished according to pre-war agreements, much to her detriment. Thus the country attacked Greece and Serbia to claim what she thought rightfully hers. The Greeks and Serbs resisted, joined by the Ottomans and then Romania. The latter state was not a party to the first war, but had long standing claims against the Bulgars and saw this as an opportunity to remind them of that fact. In short, Bulgaria found itself in the same situation as the Ottomans did in the previous war and lost. Out of some 576,000 men deployed, Bulgaria lost about 66,000, while their opponents lost just over 91,000 of a million in the field. The big loss to Bulgaria, however, came with the Treaties of Bucharest and Constantinople. The country lost almost all the territory she conquered and gained nothing but national trauma.

RULES MODIFICATIONS

General. This is an expansion to *Age of Eagles II*, and in most cases all rules changes have been imbedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications

or DRMs, then play. Changes unique to the Balkan Wars are as follows.

Basing. All infantry 3 figures (or 2 figures of Light Infantry) on a stand 1 inch wide by $\frac{3}{4}$ inch deep; all cavalry has 2 figures on a stand one inch square; all artillery on a stand 1 $\frac{1}{8}$ in wide by one inch deep, with 1 gun model and 2 gunners if field or horse, 3 if siege artillery. All command stands should be spacious enough, but not less than one inch square with 2 mounted officers/staff for a division command, 3 for a corps, 4 for a wing and 5 + for Army Command.

Scale. Each stand represents an average of 360 infantry, 180 horse or 6 to 8 cannon. Ground scale is 120 yards per inch, each turn is 30 minutes real time.

Artillery. Two Functions per battery. As an additional Function, batteries may now prolong one (1) inch directly forward, straight ahead, but only on open ground, ie, not in rough terrain, villages, across a stream, etc. **Also, Siege Batteries do NOT fire canister, but use FPs as given.**

Grand Batteries. None.

Infantry. No significant change from AOE II, but weapons for infantry are much more powerful.

Machine Guns. By this time machine guns had evolved from being regarded as artillery (and thus used in batteries) to an infantry direct support weapon. As such it was used primarily for defense. However, the weapons were very scarce with an almost universal allocation of two (2) per infantry battalion. To represent this, in the Balkan Wars all designated infantry receives one (1) additional Fire Point per stand when shooting in the Defensive Fire Phase, or when firing in the Offensive Fire phase and the unit has NOT moved or changed formation.

Skirmishers or Tirailleur. None.

Light Infantry. Units so designated. Per various charts, Light Infantry has special DRMs for melee and fire, and moves through rough terrain without penalty.

Cavalry. All regular cavalry may dismount and fight as infantry. The cost to mount or dismount is $\frac{1}{2}$ total movement, and must be into a formation identical to that currently held by the unit (Line into Line, etc). Every four stands of mounted cavalry will yield three stands of dismounted troops. When dismounted cavalry issues fire and rolls a raw 8, 9 or 10, it is permanently Out of Ammo and fires at $\frac{1}{2}$ Fire Points thereafter, even after remounting.

Movement. All infantry use the same movement rate, with a March Table option for Double Time.

Fire. Out of Ammo for Dismounted Cavalry on a natural fire combat die roll of 8, 9 or 10. Effective Range for all small arms is 4 inches.

Suppression. This is separate and more severe than Disorder but gained only via fire combat, with different DRMs for fire, melee and movement. A unit recovers from this condition during the March Phase using the third, "Suppressed" movement column or by reverting to Disorder due to negative melee results. Charging units suffering Suppression will not make contact and no melee occurs. Instead the unit recoils away from the defender to outside effective small arms range. Currently Suppressed units may not charge or fire in the offensive fire phase. Suppressed units Disordered by fire remain Suppressed. Disordered units Suppressed by fire become Suppressed instead.

Indirect Fire. While known, artillery based indirect fire was rarely used until armies started digging trenches in 1915, World War I. Communications were simply not up to the task to effectively call for fire against a moving or semi-stationary target. Thus, there is NO artillery (or any) Indirect Fire in this module.

Melee. No significant change from AOE II.

Reserve Zone. Due to the increased range of artillery and battlefield staff equity, there is NO Reserve Zone or Reserve Movement in this module

Army Cohesion – In general and unless otherwise specified, 25% stand losses (brigades and batteries) for the Ottomans, and 30% for the Balkan States. Specifically, the turn after the Ottomans lose 25% of their troop or gun stands, or the Balkan armies lose 30%, a permanent -1 DRM is applied to all that army's units on the March Table. Once this penalty is applied, the affected army suffers an additional, permanent -1 DRM on the March Table the beginning of any turn where it is determined its troop and stand losses have exceeded those of the enemy. Additional March Table -1 DRMs will be suffered by each unit in the army for the loss of each specific terrain objective on the game board, as dictated by scenario design.

Terrain. Railroads now constitute a type of difficult terrain due to their normally being laid on high embankments. Treat railroads as rough terrain for all movement. Railroads will block line of sight. Units shooting at a target directly behind a railroad embankment do so with a -1 DRM, and also a -1 DRM if attacking a unit solely across a railroad embankment.

Victory Conditions. Continue to use Table on page 17 (Figure 6) of AOE.

Other. Facing to the Flank and the Urban Combat rules per the AOE II are now mandatory.

BALKAN WARS WARGAMERS

REFERENCE SHELF

As with the other sections of this document, AOV has created a public online OneDrive folder which contains all the Public Domain works used by the author to design this expansion. This includes many official histories produced by the general staffs of the warring parties, so OBs can be found in abundance. Not so much for maps, however, as many of the institutions scanning these books and converting them to PDF have declined to do so for the oversized cartography that is often found in a separate volume or folded up in a pocket at the rear of the book.

To reemphasize, these documents are provided FREE OF CHARGE, not only to you the customer but to anyone else you might want to share the file location with. There are no copyrights to worry about, only restrictions from Google and other organizations who ask that you do not sell them. So please do not abuse this privilege. I would hate to see it disappear.

You can access the public folder for the Balkans Wars by clicking here, or by surfing over to <https://1drv.ms/f/s!ApqpMFWnel8AhZUdPwVjHb5YMZwkeA>.

The contents of the folder, all save one, are pdfs and all can be downloaded free. They include the following:

- *L'Organisation Militaire de L'Empire Ottoman*, by Leon Lamouche, 1895, George Nafziger has an excellent translation of this work BTW. In French.
- *Meine Fuhung in Balkankrieg 1912*, by General Mukhtar Pasha, 1912, the commander of the Ottoman III Corps at Lule Burgas. In German.
- *Der Balkankrieg 1912/1913*, by Alfred Meyer, 1913, in German.
- *The Balkan Wars, 1912 – 1913*, Jacob Gould Schurman, 1914, in English.
- *Die Serban im Balkankrieg, 1913*, by A. Kutschbach, 1913, in German.
- *With the Turks in Thrace*, by Ellis Ashmead-Bartlett, *London Daily Telegraph*, 1913, in English.
- *With the Victorious Bulgarians*, by Hermanegild Wagner, *Reichspost*, 1913. English.
- *Famous Modern Battles* (Chapter on Lule Burgas), A Hilliard Atteridge, 1913. In English
- Three maps of the battle of Lule Burgas
- All the battalion level OBs on the Turkish army from Erickson (note below)
- All Nafziger OBs that pertain to this war.

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- Nafziger OB Finding Document, but the master index resides at: <http://www.cgsc.edu/CARL/nafziger/index.asp> .

Other helpful online resources include the following:

The Vinkhuijzen Collection of uniforms at the New York City Public Library which can be accessed by [clicking here](#) or at the following URL:

<http://digitalcollections.nypl.org/collections/the-vinkhuijzen-collection-of-military-uniforms#/?tab=navigation>

To access dozens of color plates about this conflict, simply go to the Left sidebar and click on Turkey, Bulgaria or whatever country you need. Then select the state and time period for the uniforms you need. **Ottoman Army Uniforms** by Dr Chris Flaherty, an excellent site with loads of color images, to include esoteric periods of ottoman military history as this one. The actual URL is <http://www.ottoman-uniforms.com/> .

Bulgarian Artillery, this is an excellent and super detailed site, not only for artillery, but with hyper detailed OBs for the war as well, infantry, cavalry generals, even Turkish. Highly recommended, the URL is <http://www.bulgarianartillery.it/> .

Der Balkankrieg 1912 by Friedrich Immanuel. This book is only free to read at the Haithi Trust Website, but unless you are faculty or student at a partner college, you can only download one page at a time. This is why the book isn't hosted on our AOV Research Portal. The book is excellent, however, and likely constitutes the German General Staff official history of the war. The actual URL, with a link for Full View is:

<https://catalog.hathitrust.org/Record/001860265>

Commercial Publications. Commercial products for this conflict are rare and often expensive. I recommend Amazon for the Kindle version first, then Dennis Shorthouse at On Military Matters for hardcopy if preferred. Here are four for your consideration:

Prelude to the First World War, the Balkan Wars 1912 – 1913, E. R. Hooton, 2104.

Armies of the Balkan Wars, the Priming Charge for the Great War, Philip Jowett & Stephen Walsh, 2011. This is an Osprey Men at Arms publication.

Defeat in Detail, the Ottoman Army in the Balkans, 1912 – 1913, Edward J Erickson, 2003. At \$ 61.88 US for a Kindle Edition, you really gotta love this war. A lot.

A Concise History of the Balkan Wars, 1912 – 1913, by the Hellenic (Greek) General Staff, Army Historical

Directorate, 1998. Concise means 385 pages and Amazon has it for \$ 45.00 US in hardcover.

15 mm Miniatures for the Balkan Wars. As odd as it may seem, there are some respectable companies that actually make such a line, although in a pinch you could use World War I miniatures as well.

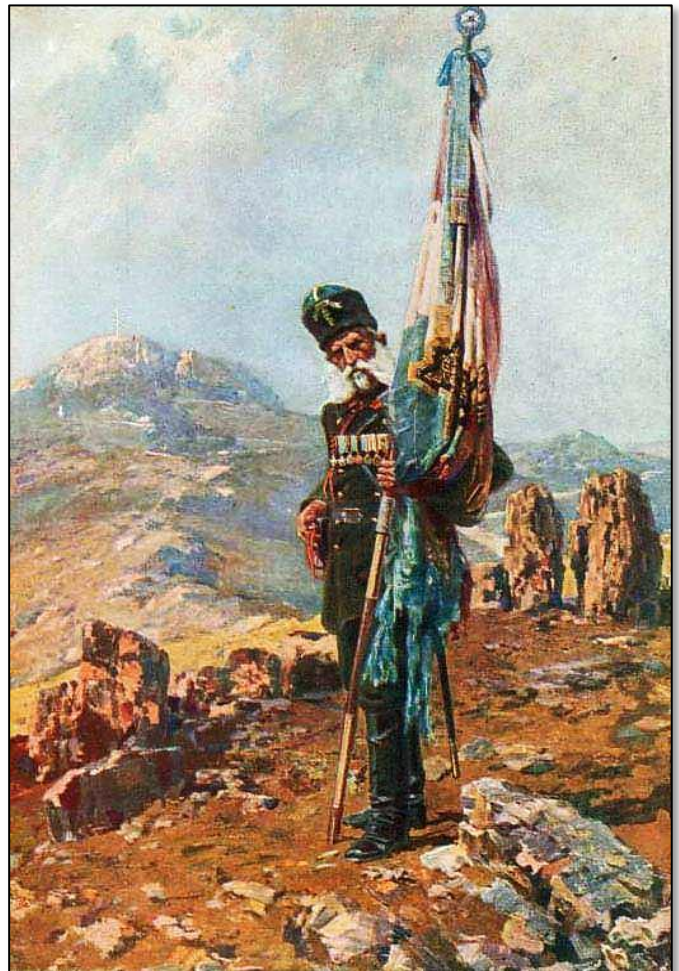
Here are the firms I found:

Irregular Miniatures – URL

<http://www.irregularminiatures.co.uk/15mmRanges/15mmBalkanWars.htm> .

Eureka Miniatures Australia – the firm's World War I line includes Bulgarians, Greeks, Serbs and Turks, and given the uniforms had little to zero modifications from 1912 and 13, they should work just fine for the Balkan Wars. The URL is:

http://eurekamin.com.au/index.php?cPath=87_102_108&sort=2a&page=2 .



Samara Flag, by Jaroslav Vesin, 1911, in the Public Domain.

Leader & Unit Data Charts

Balkan Wars. The list below is provided to aid players in scenario creation. It is not all-inclusive and, though complete as possible, should not be necessarily taken as definitive. If players believe the rating of a unit to be inaccurate, please change it. It is doubtful that any military formation could boast a totally consistent record of service. The data should thus be digested with more than just a pinch of salt.

The Chart lists the formation on the left, and on the right specific data about the unit beginning with **Troop Rating** (Conscript, Regular or Elite). Following this will be information indicating primary weapon type, whether the unit is Armored, is Irregular, and so on. Also included – **for historical information only** – is the designation of the actual, historical weapon normally carried by the formation in question or other information.

OTTOMAN EMPIRE:

Leaders, 1st Balkan War.

	Initiative	Charismatic?	Other
Sultan Mehmed V Resad	- 3	Yes	Head of State
Minister of War Hussein Nazim Pasha	- 3	No	Army Chief of Staff
General (Birinsi Ferik) Abdullah Pasha	- 2	No	Cdr, East Army
Lt General (Ferik) Ahmed Abuk Pasha	- 2	No	Cdr, 1 st East Army, Catalca Army
Lieutenant General (Ferik) Hamdi Pasha	- 2	No	Cdr, 2d East Army
Field Marshal (Musir) Ali Riza Pasha	- 1	No	Cdr, West, Macedonian Army
Field Marshal (Musir) Helepi Zeki Pasha	- 1	No	Commander, Vardar Army
Field Marshal (Musir) Ahmet Izzet Pasha	0	No	Cdr, Catalca Army, Grand Vizier
Lt General (Ferik) Mahmud Hayred Pasha	0	No	Cdr, Karadag Border Guard
Brigadier (Miralay) Mehmed Yaver Pasha	0	No	Cdr, Kirkalli Detachment
Lieutenant General (Ferik) Mutar Pasha	+ 2	Yes	Cdr, III Army Corps
Lieutenant General (Ferik) Fethi Bey	- 1	No	Cdr, 27 th Infantry Division
Gen (Birinsi Ferik) Mehmed Sukru Pasha	- 2	No	Cdr, Adrianople Fortress
Major General (Mirliva) Ismail Enver Bey	- 1	No	Various, 1 st Balkan War
Lieutenant General (Ferik) Hasan Pasha	- 1	No	Cdr, VIII Provisional Corps
Lieutenant General (Ferik) Esat Pasha	+ 2	No	Cdr, Yanya Independent Corps
Major General (Mirliva) Djavit Pasha	0	No	Cdr 21 st Division, VI Army Corps
All other commanders	- 1	No	NA

Leaders, 2d Balkan War.

Field Marshal (Musir) Ahmet Izzet Pasha	+ 1	No	Theater and Front Commander
All other commanders	0	No	NA

Units.

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Quick Fire	M04/10 Krupp 75 mm
Horse Artillery	Regular	Quick Fire	M03/10 Krupp 75 mm
Siege Artillery	Regular	Rifled	M92 Krupp Howitzer 120 mm
Erthogroul Guard Cavalry Regt	Elite	Lance	Light, may dismount
Ist Regular Line Regiment, each Corps	Regular	Lance	Light, may dismount
Regular Line Cavalry	Regular	Sabre	Light, may dismount
Gendarme Cavalry Regiments	Regular	Sabre	Light, may dismount
Hamidie Light Cavalry	Conscript	Sabre	Light, Irregular
Dismounted Regular Cavalry	Conscript	Magazine Fed	Light Infantry, Out of Ammo Rule, Mauser 7.65 Carbine

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Guard Zouaves, Turban/Fez Regiments*Elite	Magazine Fed	M90/03 Mauser 7.65 mm
Rifle Battalions (Nichandjy)*	Regular	Magazine Fed Light Infantry, M90/03 Mauser
Regular Line Infantry (Nazim)*	Regular	Magazine Fed M90/03 Mauser 7.65 mm
Line Infantry Reserve (Jchtjad)	Conscript	Magazine Fed M90/03 Mauser 7.65 mm
Militia Infantry (Redif)	Conscript	Magazine Fed M87 Mauser 9.65 mm
Militia Infantry (Redif) Divisions	Conscript, Irregular	Magazine Fed M87 Mauser 9.65 mm
Home Guard Infantry (Mustahfiz)	Worthless	Who knows? Who cares?
Montenegro Frontier Battalion	Conscript	Breech Loader M74 Martini-Henry 11.4 mm?
Regular Volunteer Battalion	Conscript	Breech Loader M74 Martini-Henry 11.4 mm?

* Organic Machineguns, the M1908/09 Maxim or Maxim-Nordenfeldt 7.92 mm.

Ottoman Redif (Reserve) Infantry Divisions (Tumeni) by Regiment (Alayi) and Battalion (Taburu) in the Balkan Wars 1912 – 1913, from [Wikipedia, Ottoman Eastern Army](#), bottom of page:

- **Afyon Redif Tümeni:** Afyon Redif Alayı (Afyon, Sincanlı, Sandıklı Taburu) Akşehir Redif Alayı (Akşehir, Yalvaç, Bolvadin Taburu)
- **Aydın Redif Tümeni:** Aydın Redif Alayı (Aydın, Çine, Bozdoğan Taburu) Nazilli Redif Alayı (Nazilli, Karacasu, Sarayköy Taburu)
- **Babaeski Redif Tümeni:** Babaeski Redif Alayı (Babaeski, Uzunköprü, Hayrabolu Taburu) Çorlu Redif Alayı (Çorlu, Tekirdağ, Çatalca Taburu) Kırklareli Redif Alayı (Kırklareli, Lüleburgaz, Vize Taburu) Keşan Redif Alayı (Keşan, Gelibolu, Malkara Taburu)
- **Çanakkale Redif Tümeni:** Çanakkale Redif Alayı (Çanakkale, Lapseki Taburu) Pazar Redif Alayı (Pazar, Biga, Karabey Taburu) Biga Redif Alayı (1., 2. Biga, Karabiga Taburu)
- **Denizli Redif Tümeni:** Denizli Redif Alayı (Denizli, Hunas, Tavas, Tefenni Taburu) Çivril Redif Alayı (Çivril, Çal, Uluborlu Taburu) Isparta Redif Alayı (Isparta, Burdur, Egridir Taburu)
- **Drama Redif Tümeni:** Kavala Redif Alayı (Kavala, Bük, Pravişte Taburu) Drama Redif Alayı (Drama, Nusretli, Rakeştan Taburu) Nevrekop Redif Alayı (Nevrekop, Karasu, Razlık, Devlen Taburu)
- **Edirne Redif Tümeni:** Edirne Redif Alayı (1. 2. 3. Edirne, Mustafa Paşa Taburu) Koşukavak Redif Alayı (1. 2. Koşukavak, Ortaköy Taburu) Dedeğaç Redif Alayı (Dedeğaç, Dimetoka, Sofulu Taburu)
- **Elbasan Redif Tümeni:** Elbasan Redif Alayı (Elbasan, Libraşt, Gramiş Taburu) Tiran Redif Alayı (Tiran, Erzen, Akçahisar Taburu) Berat Redif Alayı (Berat, Devol, Skrapar Taburu) Draç Redif Alayı (Draç, Kavaya, Peklin, Luşna Taburu)
- **Ereğli Redif Tümeni:** Ereğli Redif Alayı (Ereğli, Devrek, Gerede Taburu) Bolu Redif Alayı (Bolu, Düzce, Göynük Taburu) Bartın Redif Alayı (Bartın, Çaycuma, Safranbolu Taburu)
- **Fatih Redif Tümeni:** Fatih Redif Alayı, Süleymaniye Redif Alayı, Hırka-i-Şerif Redif Alayı
- **Gümölcine Redif Tümeni:** Gümölcine Redif Alayı (1. 2. 3. Gümölcine Taburu) Sultanyeri Redif Alayı (1. 2. Sultanyeri, Kırcaali Taburu) İskeçe Redif Alayı (1. 2. İskeçe Taburu)
- **İştîp Redif Tümeni:** İştîp Redif Alayı (İştîp, Hotina, Radovişte Taburu) Koçana Redif Alayı (Koçana, Bereketli Taburu) Köprülü Redif Alayı (Köprülü, Babone, Tıkveş Taburu)
- **İzmit Redif Tümeni:** İzmit Redif Alayı (İzmit, Adapazarı, Karamürsel, Şile Taburu) Bilecik Redif Alayı (Bilecik, Geyve, Söğüt Taburu) Eskişehir Redif Alayı (Eskişehir, Seyitgazi, Sivrihisar Taburu)

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- **Kastamonu Redif Tümeni:** Kastamonu Redif Alayı (Kastamonu, Daday, Araç, Taşköprü Taburu) İnebolu Redif Alayı (İnebolu, Cide, Küre-i Nuhas Taburu) Sinop Redif Alayı (Sinop, Ayancık, Boyabat Taburu)
- **Kayseri Redif Tümeni:** Kayseri Redif Alayı (Kayseri, Erket, Boğazlıyan Taburu) Nevşehir Redif Alayı (Nevşehir, Ürgüp, Aksaray Taburu) Develi Redif Alayı (Develi, Tavlon, Niğde Taburu)
- **Kırcaali:** Kırcaali Redif Alayı (1., 2., 3.Kırcaali Taburu) Palas Redif Alayı (1., 2.Palas, Darıdere Taburu) Eğri Dere Redif Alayı (1., 2., 3.Eğridere Taburu)
- **Konya Redif Tümeni:** Konya Redif Alayı (Konya, Sille, Iğın Taburu) Seydişehir Redif Alayı (Seydişehir, Beyşehir, Akseki Taburu) Karaman Redif Alayı (Karaman, Ereğli, Bozkır Taburu)
- **Manastır Redif Tümeni:** Manastır Redif Alayı (Manastır, Resne, Filorina, Ohri Taburu) Pırlepe Redif Alayı (Pırlepe, Kırçova, Kroşova Taburu)
- **Mitroviça Redif Tümeni:** Mitroviça Redif Alayı (Mitroviça, Yenipazar, İbre Taburu) Seniçe Redif Alayı (Seniçe, Prepol, Taşlıca Taburu)
- **Nasliç Redif Tümeni:** Nasliç Redif Alayı (Nasliç, Kesriye, Bihlişte Taburu) Görice Redif Alayı (Görice, Malik, Starova Taburu) Kozana Redif Alayı (Kozana, Serfiçe, Kayalar, Soroviç Taburu)
- **Prizren Redif Tümeni:** Gore Redif Alayı (Gore-i Bâla, Gore-i Zir, Luma Taburu) Geylan Redif Alayı (Geylan, Morava-i Bâla, Morava-i Zir, Firzovik Taburu) Prizren Redif Alayı (1. Prizren, 2. Prizren, Şart Taburu)
- **Selanik Redif Tümeni:** Vodina Redif Alayı (Vodina, Karacaova, Kareferye Taburu) Vardar Redif Alayı (Vardar, Yenice, Gevgeli Taburu) Selanik Redif Alayı (Selanik, Kesendire, Sanayi Taburu) Kelemeriye Redif Alayı (Kelemeriye, Langaza Taburu)
- **Samsun Redif Tümeni:** Samsun Redif Alayı (Samsun, Çarşamba, Bafra Taburu) Ünye Redif Alayı (Ünye, Perşembe, Fatsa Taburu) Giresun Redif Alayı (Giresun, Ordu, Tirebolu Taburu)
- **Serez Redif Tümeni:** Serez Redif Alayı (Serez, Nigrita, Demirhisar, Menlik Taburu) Ustrumca Redif Alayı (Ustrumca, Petriç, Osmaniye Taburu) Avrathisar Redif Alayı (Avrathisar, Doyran Taburu)
- **İzmir Redif Tümeni:** Akhisar Redif Alayı (Akhisar, Sındırgı, Manisa Taburu) Soma Redif Alayı (Soma, Bergama, Dikili Taburu) İzmir Redif Alayı (İzmir, Bornova, Menemen Taburu)
- **Uşak Redif Tümeni:** Uşak Redif Alayı (Uşak, Eşme, Kula Taburu) Simav Redif Alayı (Simav, Gediz, Emet Taburu) Kasaba Redif Alayı (Kasaba, Demirci, Alaşehir Taburu)
- **Selimiye Redif Tümeni:** Üsküdar Redif Alayı, Cihangir Redif Alayı, Kasımpaşa Redif Alayı
- **Üsküp Redif Tümeni:** Üsküp Redif Alayı (Üsküp, Acarlar, Kaçanık Taburu) Preşova Redif Alayı (Preşova, Bilaç, Kumanova Taburu) Kalkandelen Redif Alayı (Kalkandelen, Şar, Gostivar Taburu)
- **Yanya Redif Tümeni:** Yanya Redif Alayı (Yanya, Aydonat, Filat, Margiliç Taburu) Ergeri Redif Alayı (Ergeri, Permedi, Leskovik, Devline Taburu) Avlonya Redif Alayı (Avlonya, Tepedelen, Fiyer, Malakas Taburu)

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BALKAN LEAGUE:

Leaders, 1st Balkan War.

	Initiative	Charismatic?	Other
Serbian Field Marshal Radomir Putnik	+3	No	Chief of Staff, Serbian Army
Serbian Crown Prince Alexandr	- 1	No	Commander, 1 st Army
Serbian Field Marshal Petar Boyovic	+1	No	Chief of Staff, 1 st Army
Serbian Field Marshal Stepa Stopanovic	0	Yes	Commander, 2d Army
King Nikola I of Montenegro	+1	Yes	Montenegrin Army Command
Bulgarian LTG Radko Dimitriev	+2	No	Commander, 3d Army
Bulgarian General Georgi Todorov	0	No	Cdr, 7 th Rila Infantry Division
Bulgarian General Stiliyan Kovachev	0	No	Commander, 4 th Army
Bulgarian General Vasil Kutinchev	+1	No	Commander, 1 st and 2d Armies
Bulgarian Colonel Vasil Delov	0	No	Cdr, Haskovo Detachment
Bulgarian General Nikola Genev	0	No	Cdr, Rodopi-Karzahali Dets
Bulgarian General of Infantry Nikola Ivanov	+1	No	Commander, 2d Army
Greek Crown Prince & King Konstantine	+1	Yes	Cdr, Army of Thessaly
Greek LTG Konstantinos Sapountzakis	0	No	Commander, Army of Epirus
Greek LTG Dimitrios Matthaipouls	0	No	Cdr, 5 th & 8 th Infantry Divisions
Greek MG Konstantinos Damianos	0	No	Cdr, 3d Infantry Division
All other commanders	0	No	NA

Leaders, 2d Balkan War.

Serbian Field Marshal Radomir Putnik	+3	No	Chief of Staff, Serbian Army
Serbian Field Marshal Stepa Stopanovic	0	Yes	Commander, 2d Army
Bulgarian Lieutenant General Mihial Savo	0	No	Cdr, 2d/4 th /5 th Combined Army
Bulgarian General of Infantry Nikola Ivanov	+1	No	Commander, 2d Army
King Konstantine I of Greece	+1	Yes	Cdr, Army of Thessaly
All other commanders	0	No	NA

Bulgarian Units.

	Troop Rating	Primary Weapon	Special Attributes
Patron Field Artillery	Elite	Quick Fire	M1904 Schneider 75 mm, etc
Field Artillery	Regular	Quick Fire	M1904 Schneider 75 mm, etc
Horse Artillery	Regular	Quick Fire	M1904 Schneider 75 mm, etc
Siege Artillery	Regular	Rifled	M91 Krupp Howitzer 120 mm
Life Guard Cavalry Regiment	Elite	Sabre	Heavy, may NOT dismount
Patron Cavalry Regiments	Elite	Sabre	Light, may dismount
Regular Cavalry Regiments	Regular	Sabre	Light, may dismount
Gendarme Cavalry Regiments	Regular	Sabre	Light, may dismount
Dismounted Regular Cavalry	Conscript	Magazine Fed	Light Infantry, Out of Ammo Rule, Manlicher 8 mm Carbine
Rifle Battalions*	Regular	Magazine Fed	Light Infantry, M80/90 Manlicher
Reserve Rifle Battalions	Conscript	Magazine Fed	Light Infantry, M80/90 Manlicher
Patron Line Infantry	Elite	Magazine Fed	M80/90/95 Manlicher 8 mm
Regular Line Infantry (Ban 1)*	Regular	Magazine Fed	M80/90/95 Manlicher 8 mm
Reserve Line Infantry (Ban 2)	Conscript	Breech Loader	M70 Berdan II, M69 Krnka 15mm
Militia Infantry (Ban 3)	Conscript, Irregular	Breech Loader	M70 Berdan II, M69 Krnka 15mm
Macedonian-Adrianople Volunteers	Conscript	Breech Loader	M70 Berdan II, M69 Krnka 15mm

* Organic Machine Guns, the M1908 Maxim 7.92 mm.

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Bulgarian Patron Regiments, from the [HRH King Simeon II Website](#):

- 1st Infantry regiment of HRH Prince Alexander
- 4th Infantry regiment of HRH Prince Boris Turnovski
- 6th Infantry regiment of HM King Ferdinand I
- 8th Infantry regiment of HRH Princess Maria Luisa
- 9th Infantry regiment of HRH Princess Clementine
- 18th Infantry regiment of HM King Ferdinand I
- 20th Infantry regiment of HRH Kyril of Preslav
- 22nd Infantry regiment of HRH Duke Carl Edward
- 17th Infantry regiment of Grand Duke Vladimir
- 1st Cavalry regiment of HM King Ferdinand I
- 2nd Cavalry regiment of HRH Princess Maria Louise
- 4th Artillery regiment of HM King Ferdinand
- Life Guards regiment of HM the King
- Navy of HM the King
- 12th Balkan Infantry regiment of HIRM Kaiser Wilhelm
- 24th Infantry regiment of HM Queen Eleonore
- 10th Cavalry regiment of HM Queen Giovanna
- 19th Infantry regiment of HRH Prince Simeon Turnovski
- 1st Army Artillery regiment of HRH Prince Simeon Turnovski
- 3rd Cavalry regiment of HRH Prince Simeon Turnovski

Serbian & Montenegrin Units.

	Troop Rating	Primary Weapon	Special Attributes
Montenegrin Field Artillery	Conscript	Quick Fire	Russian M1902 76.2 mm
Field Artillery	Regular	Quick Fire	M07 Schneider-Creusot 75 mm
Horse Artillery	Regular	Quick Fire	M07 Schneider-Creusot 75 mm
Siege or Heavy Artillery	Regular	Rifled	M97 Schneider Howitzr 120 mm
Serbian Regular (Ban I) Cavalry	Regular	Sabre	Light, may dismount
Serbian Reserve (Ban II) Cavalry	Conscript	Sabre	Light, may dismount
Serbian Gendarme Cavalry Regiments	Regular	Sabre	Light, may dismount
Dismounted Regular Cavalry	Conscript	Magazine Fed	Light Infantry, Out of Ammo Rule, Mauser 7 mm Carbine
Montenegrin Infantry	Regular	Magazine Fed	Light Infantry, M91 Mosin-Nagant
Serbian Regular Line Infantry (Ban 1)*	Regular	Magazine Fed	M99/7/10 Mauser 7 mm
Serbian Reserve Line Infantry (Ban 2)	Conscript	Breech Loader	M70 Berdan II, M80 MauserKoka
Serbian Militia Infantry (Ban 3)	Conscript, Irregular	Breech Loader	M70 Berdan II, M80 MauserKoka
Macedonian/Albanian Volunteers	Conscript	Breech Loader	M70 Berdan II, M80 MauserKoka

* Organic Machineguns, the M1909 Maxim DWM 7.92 mm.

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Greek Units.

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Quick Fire	M06 Schneider-Creusot 75 mm
Horse Artillery	Regular	Quick Fire	M06 Schneider-Creusot 75 mm
Siege Artillery	Regular	Rifled	Krupp Howitzer 100/105/120 mm
Regular Cavalry Regiments	Regular	Sabre	Light, may dismount
Gendarme Cavalry Regiments	Regular	Sabre	Light, may dismount
Dismounted Regular Cavalry	Conscript	Magazine Fed	Light Infantry, Out of Ammo Rule, M07 Manlicher Carbine
Evzone Battalions*	Elite	Magazine Fed	Light Infantry, M07 Manlicher
Regular Line Infantry (Ban 1)*	Regular	Magazine Fed	M07 ManlicherSchonauer6.5 mm
National Guard Line Infantry (Ban 2)	Conscript	Breechloader	M1874 Gras 11 mm
National Guard Reserve Infantry (Ban 3)	Conscript, Irregular	Breechloader	M1874 Gras 11 mm
Macedonian/Albanian Volunteers	Conscript	Breechloader	M1874 Gras 11 mm
Italian Legion and Cretan Volunteers	Conscript	Breechloader	M1874 Gras 11 mm

* Organic Machineguns, the M1907 Schwarzlose 6.5 mm.

KINGDOM OF ROMANIA:

Leaders, 2d Balkan War.

	Initiative	Charismatic?	Other
Romanian General Ioan Culcer	0	No	Commander, 1 st Army
Prince Ferdinand Viktor Albert of Romania	0	No	Commander, Danube Army
All other commanders	- 1	No	NA

Units.

	Troop Rating	Primary Weapon	Special Attributes
Field Artillery	Regular	Quick Fire	M1904 Krupp 75 mm
Horse Artillery	Regular	Quick Fire	M1904 Krupp 75 mm
Siege Artillery	Regular	Rifled	Krupp Howitzer 120 mm
Rosiori Cavalry Regiments	Regular	Lance	Light, may dismount
Calasari Cavalry Regiments	Regular	Sabre	Light, may dismount
Gendarme Cavalry Regiments	Regular	Sabre	Light, may dismount
Dismounted Regular Cavalry	Conscript	Magazine Fed	Light Infantry, Out of Ammo Rule, Manlicher 6.5 Carbine
Rifle Battalions*	Regular	Magazine Fed	Light Infantry, M93 Manlicher
Reserve Rifle Battalions	Conscript	Magazine Fed	Light Infantry, M93 Manlicher
Regular Line Infantry (Ban 1)*	Regular	Magazine Fed	M93 Manlicher 6.5 mm
Reserve Line Infantry (Ban 2)	Conscript	Breech Loader	M79 Peabody-Martini
Militia Infantry (Ban 3)	Conscript, Irregular	Breech Loader	M79 Peabody-Martini

* Organic Machineguns, the Maxim and Schwarzlose models as noted above.

Battle of Lule-Burgas

28 October – 2 November 1912



1st Balkan War. After the Bulgarian army took the town of Kirk Kilisse, Ottoman General Kölemen Abdullah Pasha's Eastern Army retreated in disarray to new defensive positions along a line between Lule-Burgas thru Bunar-Hisar. The Bulgarians were tardy in their follow-up, but by 28 October LTG Radko Dimitriev's 3d Army had reached the battlefield, followed the next day by General Vasil Kutinchev's 1st Army. The next two days saw very intense and bloody fighting where attack and counterattack slowly pushed the Turks back. Finally on 31 October MG Pravoslav Tenev's 6th Division breached the Ottoman right and two days later the Turks were in flight once more. The Bulgarians were too exhausted to pursue and once again the Ottomans established a new defensive line, now only 50 km from Constantinople. The Bulgarians had 108,000 men, 118 machineguns and 360 cannon to the battle and suffered 2536 killed and over 17,000 wounded. The Turks lost 22,000 killed and wounded, 2800 captured and 50 guns out of an initial force of 130,000 soldiers and 300 guns. The war continued.

Scale. Each stand represents an average of 360 infantry, 180 horse or 4 to 6 cannon. Ground scale is 120 yards/ inch and each turn is 30 minutes real time.

Players. Each "army" is actually the equivalent of a large corps, so one or two players could theoretically manage each "army" present. When more gamers are present, assign one or two divisions to each player. Assign obnoxious players the Turkish *Redif* divisions.

Gaming Tables. This is a very big battle with two 12 foot gaming tables. Thus the battle can be played as two scenarios – one using only the southern table, one the northern only. When playing a single table scenario, the game is isolated from the other table not being used. In other words, no units are allowed to voluntarily to exit the table in play, and no units will arrive off board via the table not in play.

Terrain and Weather. There are two gaming tables, each 12 feet wide and 6 feet deep, laid out as given. Each square on the map is 12 by 12 inches. All rivers are fordable and afford a defender a +1 melee DRM if attacked entirely across water. Villages and slopes are rough terrain for movement. Upslope is away from the river. Slopes afford the defender a +1 melee DRM if attacked entirely uphill. Villages and infantry entrenchments convey a -1/+1 DRM advantage to the defender for fire/melee respectively. Cavalry is automatically Disordered attacking across water or into

villages or entrenchments. Each building symbol on the map holds two stands. Tree sprites are visual only and do not block Line of Sight; there are no significant forests or river edge foliage. There is no Road Movement, but travel along a road in Road Column does negate other terrain effects such as slopes. Weather is clear but frost is on the ground.

Playing Time. The game begins on 29 October at 7:30 am and ends with the 16:30 pm turn, a total of 19 turns. Multi-day battles use the same turn schedule and simply begin where the battle left off the previous day. Losses cannot be recovered in a multi-day battle.

Deployment. Units set up per following maps in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command.

Leaders. The Ottoman 1st East Army commander is LTG Abuk Pasha with a -2 DRM, while LTG Hamadi Pasha commands the 2d East Army also with a -2. LTG Dimitriev commands the Bulgarian 3d Army with a +2 DRM, LTG Kutinchev commands the 1st Army with a +1 DRM. Dimitirev is also in overall command for two table games, while the Ottoman overall commander is LTG Abdullah Pasha with a -2 DRM who resides permanently off table. Ferik Mukhtar Pasha of Ottoman III Corps is Charismatic.

Infantry. Infantry carry either Magazine Fed or Breech Loading rifles as indicated. Light Infantry units pay no extra movement costs for marching thru rough terrain, and have both fire and melee DRMs.

Cavalry. May not dismount but may fire mounted.

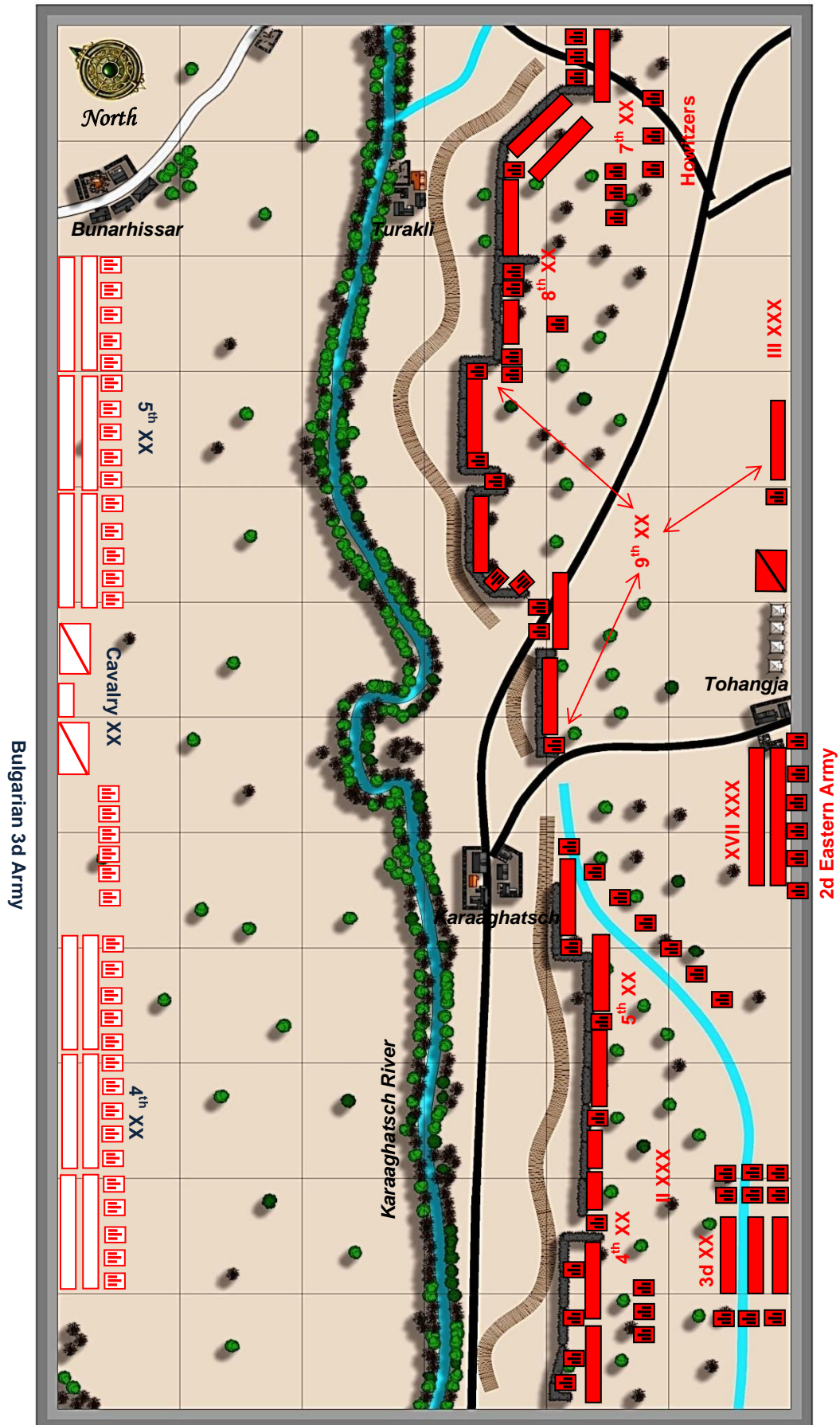
Artillery. All guns have two functions and may be set up limbered or unlimbered. Note that prolonging the battery is now an available option for artillery. There is **NO** Indirect Fire in this game.

Reinforcements. None, units are on the table at start.

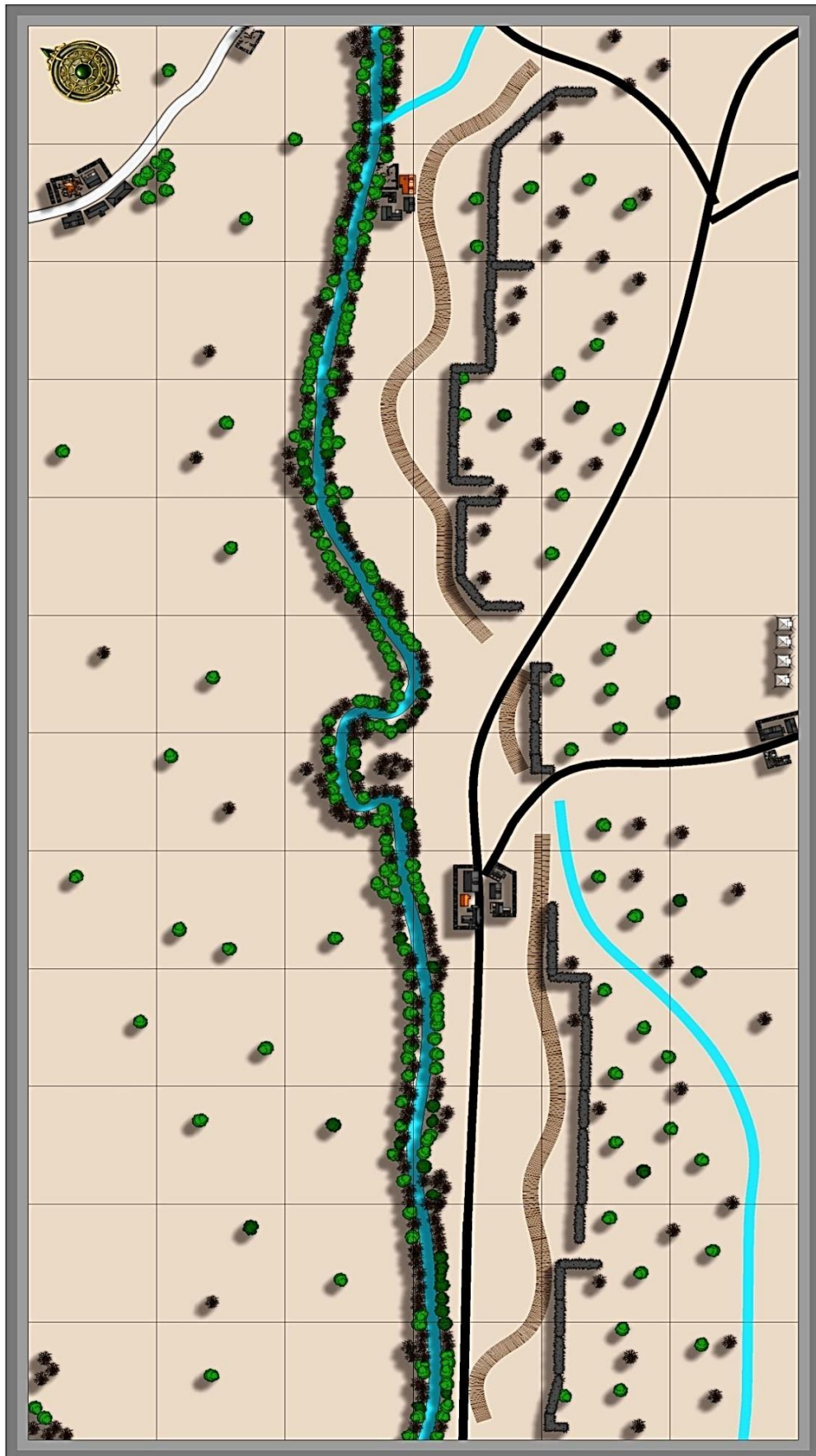
Army Cohesion. The turn after the Bulgarians lose 33% of their troop or gun stands, or the Ottomans lose 25%, a permanent -1 DRM is applied to all that army's units on the March Table. Once this penalty is applied, the affected army suffers an additional, permanent -1 March Table DRM the beginning of any turn where its stand losses have exceeded those of the enemy.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE.

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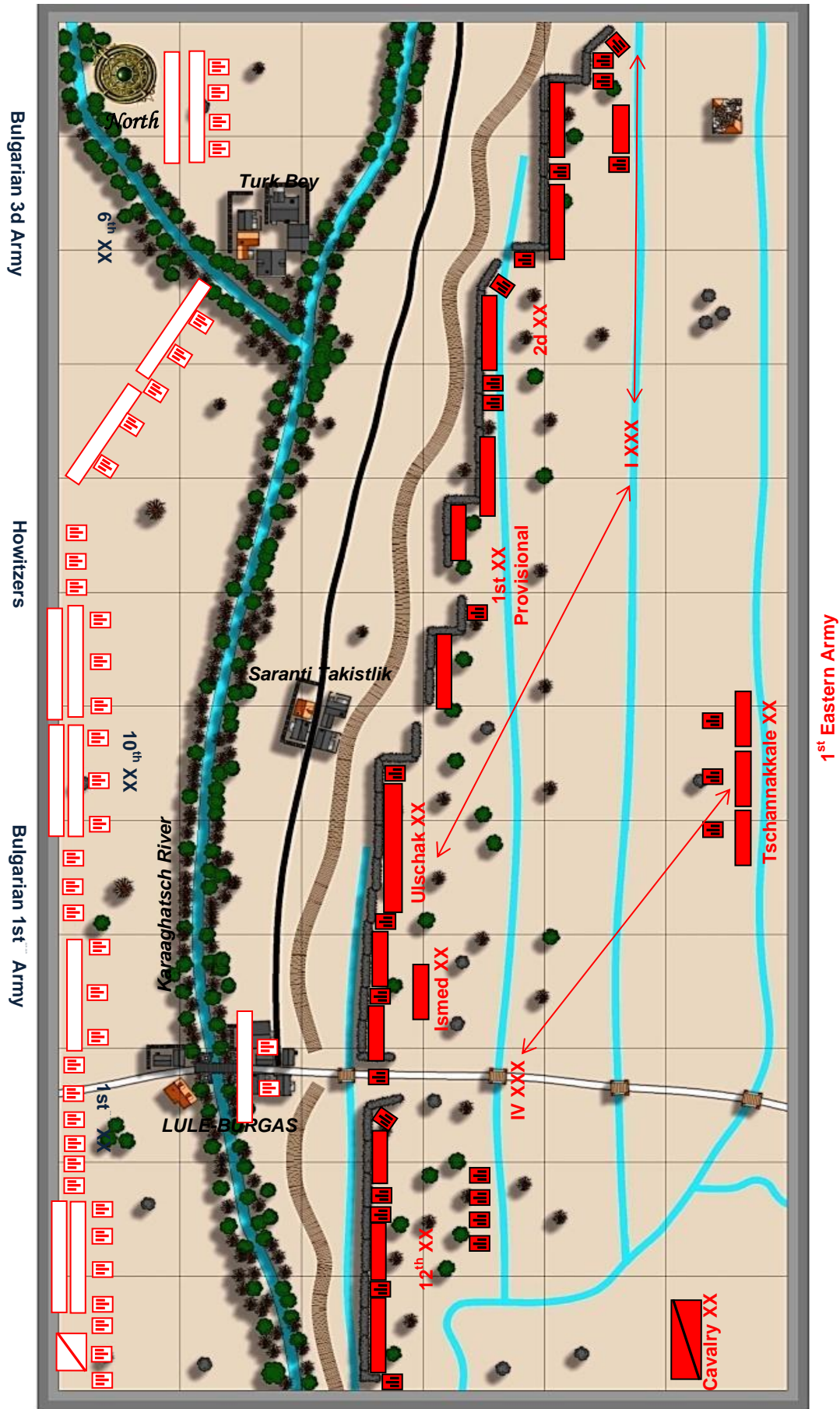


L'Armee Francaise Vol III

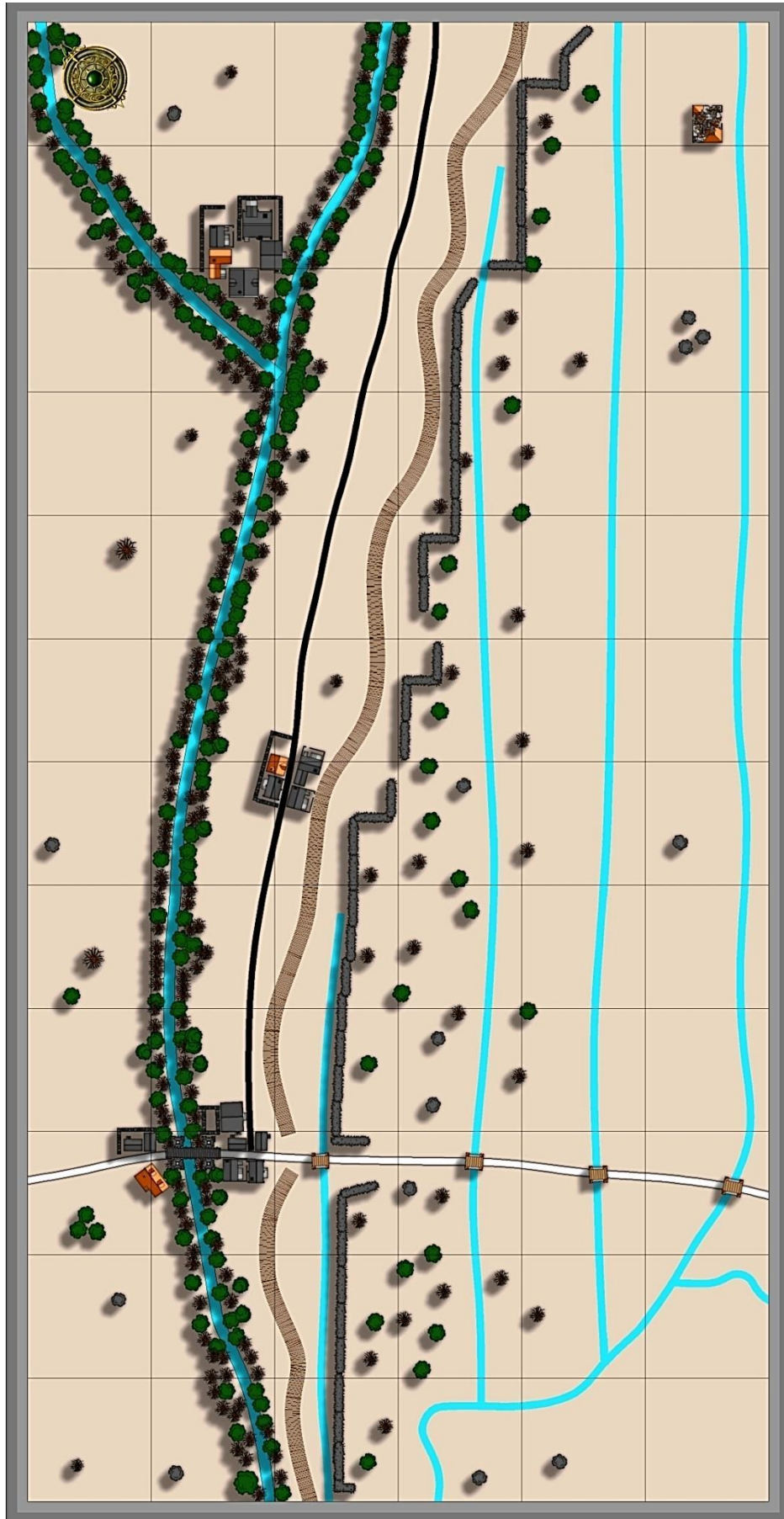


Planning Map

L'Armee Francaise Vol III



L'Armee Francaise Vol III



Planning Map

Battle of Lule-Burgas, 1st Balkan War

Order of Battle Labels and Order of Appearance

OTTOMAN Starting Forces

East	Hamadi	Hamadi	Hamadi	Mukhtar	Djemal	Djemal	Djemal	Djemal
Hamadi -2	Army Artillery	Army Engineer	Mukhtar III (C)	Djemal 7 th Div	Light R8/6/4 Lt*	20 th Regt R 8/6/4 *	21 st Regt R 8/6/4 *	R 75mm QF
2d East Army	XXXX	XXXX	XXX	XX				

Djemal	Djemal	Djemal	Djemal	Djemal	Djemal	Djemal	Djemal
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R Howitzer	R Howitzer	R Howitzer

Light – 3d/19th infantry, 1st
and 3d Rifle Battalions
Howitzers – Krupp M1891
120 mm field howitzers
Quick Fire Artillery – Krupp
M1904 & 1910 75mm field
guns

Mukhtar	Faud	Faud	Faud	Faud	Faud	Faud	Faud	Faud
Faud 8 th Div	8 th Rifle R 4/3/2 Lt*	22d Regt R 8/6/4 *	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF
XX								

Mukhtar	Hassan	Hassan	Hassan	Hassan	Hassan	Hassan	Hassan	Hassan	Hassan
Hassan 9 th Div	25th Regt R 8/6/4 *	26th Regt R 8/6/4 *	27 th Regt R 8/6/4 *	Angora C 6/5/4	Kangri C 6/5/4	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF
XX									

Angora – 1st, 2d Angora, Ajasch Redif Infantry Battalions

Kangri – 1st, 2d, 3d Kongri Redif Infantry Battalions

Hassan	Hassan	Hassan	Hassan	Hassan
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF

Mukhtar	Remzi
Remzi Cavalry	Cavalry R 8/6/4 Lt
X	

Remzi – 2d, 8th Cavalry Regts
(we think)

Hamadi	Mahmut	Mahmut	Mahmut	Mahmut	Mahmut	Mahmut	Mahmut	Mahmut
Mahmut XVII Corps	Konja C 8/7/5 I	Kayseri C 8/7/5 I	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF
XXX								

Konja – Karaman, Konja, Seidisehir Redif Infantry Regts

Kayseri – Develi, Kayseri, Nevsehir Redif Infantry Regts

East	Abuk	Abuk
Abuk -2	Army Artillery	Army Engineer
1 st East Army	XXXX	XXXX

Abuk
Yaver I Corps
XXX

Yaver	1 st Prov	1 st Prov	1 st Prov	1 st Prov
Commdr 1 st Prov	1 st Rifle R 4/3/2 Lt*	3d Regt R 8/6/4 *	Izmir Rdf C 6/5/4	R 75mm QF
XX				

Izmir – Izmir, Bornova, Menemen Redif Infantry Battalions

Yaver	2d Division	2d Division	2d Division	2d Division	2d Division	2d Division	2d Division	2d Division
Commdr 2d Division	2d Light R 4/3/2 Lt*	4 th Regt R 8/6/4 *	5 th Regt R 8/6/4 *	6 th Regt R 8/6/4 *	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF
XX								

Battle of Lule-Burgas (continued)

2d Division	2d Division	2d Division	2d Division	2d Division
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF

Yaver	3d Division	3d Division	3d Division
Commdr 3d Division	7 th Regt R 8/6/4 *	8 th Regt R 8/6/4 *	9 th Regt R 8/6/4 *
XX			

3d Division	3d Division	3d Division	3d Division	3d Division	3d Division	3d Division	3d Division	3d Division
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF

Yaver	Uschack	Uschack
Commdr Uschack	Uschack C 10/8/6 I	R 75mm QF
XX		

Abuk
Target II Corps
XXX

Target	4 th Division	4 th Division	4 th Division	4 th Division
Commdr 4 th Division	4 th Light R 4/3/2 Lt*	10 th Regt R 8/6/4 *	11 th Regt R 8/6/4 *	12 th Regt R 4/3/2 *
XX				

Uschack – Kisaba, Simav, Uschack Redif Infantry Regiments

4 th Division	4 th Division	4 th Division	4 th Division	4 th Division	4 th Division	4 th Division	4 th Division	4 th Division
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF

Target	5 th Division	5 th Division	5 th Division	5 th Division	5 th Division	5 th Division	5 th Division	5 th Division
Commdr 5 th Division	13 th Regt R 8/6/4 *	14 th Regt R 8/6/4 *	15 th Regt R 8/6/4 *	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF
XX								

5 th Division	5 th Division	5 th Division	5 th Division
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF

Abuk
Ahmet IV Corps
XXX

Ahmet	12 th Div	12 th Div	12 th Div
Commdr 12 th Div	35 th Regt R 8/6/4 *	Bandirma C 6/5/4	Kermastan C 6/5/4
XX			

12 th Div	12 th Div	12 th Div	12 th Div	12 th Div	12 th Div	12 th Div	12 th Div	12 th Div
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF

Ahmet	Ismed	Ismed	Ismed	Ismed	Ismed	Ismed
Commander Ismed Div	Ismed C 6/5/4 I	Belacek C 6/5/4 I	Eskehir C 6/5/4 I	R 75mm QF	R 75mm QF	R 75mm QF
XX						

Abuk	Abuk
Commdr Cavalry	Cavalry R12/8/6Lt
XX	

Ismed - Ismed, Adapazarı, Karamürsel, Şile Redif Infantry Bns
Eskehir - Eskehir, Seyitgazi, Sivrihisar Redif Infantry Bns

Belacek - Belacek, Geyve, Söğüt Redif Infantry Bns
Cavalry – Elements 1st, 2d, 3d, 4th, 9th, 11th Cavalry Regiments

Battle of Lule-Burgas (continued)

Ahmet	Tschank	Tschank	Tschank	Tschank	Tschank	Tschank
Commander Tschank Div	Biga C 6/5/4 I	Pizar C 6/5/4 I	Kanakkala C 6/5/4 I	R 75mm QF	R 75mm QF	R 75mm QF
XX						

Biga - 1^o, 2^o Biga, Karabiga
Redif Infantry Bns
Pizar - Pizar, Biga, Karabey
Redif Infantry Bns
Kanakkala - Kanakkala,
Lapseki Redif Infantry Bns

BULGARIAN **Starting Forces**

Bulgaria	Dimitriev	Dimitriev
Dimitriev +2	Cdr Artillery	Cdr Engineers
3d XXXX +	XXXX +	XXXX +

Dimitriev	Cavalry	Cavalry	Cavalry
Cavalry Division	1 st Bde R 8/6/4 L	2d Bde R 8/6/4 L	2/35 th Inf R 4/3/2
XX			

1st Bde – 1st, 2d, 8th Cavalry
2d Bde – 4th, 7th, 10th
Cavalry

Dimitriev	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslavska	Preslavska
Preslavska 4 th Division	7 th Inf R 12/9/6*	19 th Inf R 12/9/6*	8 th Inf E 12/8/5*	31 st Inf R 12/9/6*	43d Res C 12/10/7	44 th Res C 12/10/7	R 75mm QF	R 75mm QF	R 75mm QF
XX									

Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF

Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska	Preslvska
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm	R 75mm	R 75mm	R 75mm	R 75mm	R 75mm

Dimitriev	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska
Dunavska 5 th Division	2d Inf R 12/9/6*	5th Inf R 12/9/6*	18 th Inf R 12/9/6*	20 th Inf E 12/8/5*	45th Res C 12/10/7	46th Res C 12/10/7	R 75mm QF	R 75mm QF	R 75mm QF
XX									

Dunavska	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska	Dunavska
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm	R 75mm	R 75mm

Dunavska	Dunavska	Dunavska
R 75mm	R 75mm	R 75mm

Quick Fire – Krupp or Schneider Model 1904 75mm field guns.
Non Quick Fire Artillery – Krupp Model 1886 75mm or 87mm field guns.

Battle of Lule-Burgas (continued)

Dimitriev	Bdinska	Bdinska	Bdinska	Bdinska	Bdinska	Bdinska	Bdinska	Bdinska	Bdinska
Bdinska 6 th Division	3d Inf R 12/9/6*	15th Inf R 12/9/6*	35 th Inf R 12/9/6*	36 th Inf R 12/9/6*	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF
XX									

Bdinska	Bdinska	Bdinska	Bdinska
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF

Quick Fire – Krupp or Schneider Model 1904 75mm field guns.

Non Quick Fire Artillery – Krupp Model 1886 75mm or 87mm field guns.

Dimitriev	Kutintsch	Kutintsch
Kutintsch +1	Cdr Artillery	Cdr Engineers
1st XXXX	XXXX	XXXX

Kutintsch	Kutintsch	Kutintsch	Kutintsch
9 th Cav R 4/3/2 L	R 120mm QF	R 120mm QF	R 120mm QF

Howitzers – Schneider
Model 1909 120mm field
guns.

Kutintsch	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska
Sofyska 1st Division	1st Inf E 12/8/5*	6th Inf E 12/8/5*	37th Inf R 12/9/6*	38th Inf R 12/9/6*	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF
XX									

Sofyska	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska	Sofyska
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm	R 75mm	R 75mm	R 75mm	R 75mm

Sofyska	Sofyska	Sofyska	Sofyska
R 75mm	R 75mm	R 75mm	R 75mm

Kutintsch	Sborna	Sborna	Sborna	Sborna
Sborna 10 th Div	16th Inf R 12/9/6*	25th Inf R 12/9/6*	47th Res C 12/10/7	48th Res C 12/10/7
XX				

Sborna	Sborna	Sborna	Sborna	Sborna	Sborna	Sborna	Sborna	Sborna
R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm QF	R 75mm	R 75mm	R 75mm

Notes:

Artillery – Ottoman batteries normally had 6 guns per, as did howitzer and older gun batteries for the Balkan League. However, Quick Fire (QF) batteries in the Balkan League were almost universally 4 guns per battery.

Small Arms – All units with small arms are armed with Magazine Fed Rifles except for **Bulgarian Reserve Infantry Regiments** (marked as Res on the label). **They are armed with Breech Loaders.**

Machineguns – Infantry units marked with an “ * ” have organic machineguns.

Bulgarian Divisions – Because not all commanders' names were available, the divisions are named with their historical geographic designation.

Battle of Lule-Burgas (continued)

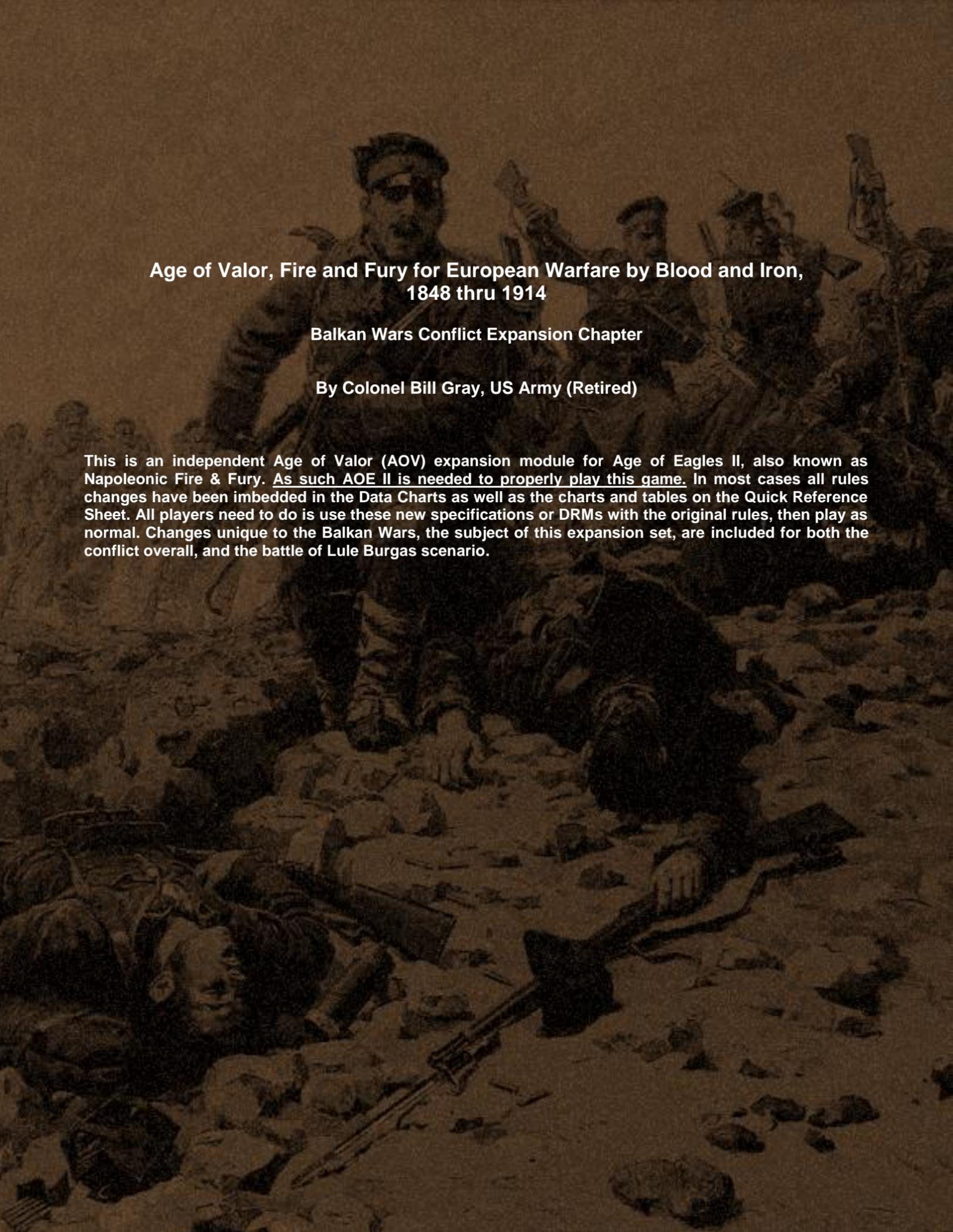
Army Commanders – When a two table engagement is played, Dimitriev is in overall command of all Bulgarian forces, and his Initiative Rating is the only one used. LTG Abdullah Pasha performs similarly for the Ottomans but resides permanently off table for the entire game. His Initiative Rating is – 2.

ABBREVIATIONS: L or Lt – Light, H – Heavy, I – Irregular Troops armed with **Magazine Fed Rifles**, Res – Bulgarian Reserve Infantry with **Breech Loading Rifles**, QF – Quick Fire, “ * “ – Infantry Unit with Organic Machineguns, C–Conscript, R–Regular, E–Elite, (C)–Charismatic, X–Brigade or oversized Regiment, XX–Division, XXX–Corps, XXXX–Army, XXXX+ – Overall Army Commander. Numbers represent Fresh/Worn/Spent status.

LABELS: Use Avery® White Full-Sheet Shipping Labels for Laser Printers 5265, 8-1/2" x 11", Pack of 25. Print with color laser, cut out labels for use, peel off back and stick on bottom of stands.



Types of Bulgarian troops in the Baltic Wars 1913 as painted by Georges Scott for the French magazine l'illustration 3656, 22 March 1913. Scott was an illustrator and war correspondent for the magazine. His portrait of a mounted King Constantine resides in the Presidential Palace in Athens today. In the Public Domain.



**Age of Valor, Fire and Fury for European Warfare by Blood and Iron,
1848 thru 1914**

Balkan Wars Conflict Expansion Chapter

By Colonel Bill Gray, US Army (Retired)

This is an independent Age of Valor (AOV) expansion module for Age of Eagles II, also known as Napoleonic Fire & Fury. As such AOE II is needed to properly play this game. In most cases all rules changes have been imbedded in the Data Charts as well as the charts and tables on the Quick Reference Sheet. All players need to do is use these new specifications or DRMs with the original rules, then play as normal. Changes unique to the Balkan Wars, the subject of this expansion set, are included for both the conflict overall, and the battle of Lule Burgas scenario.

Age of Valor

The Balkan Wars 1912 - 13 in Miniature based on Fire and Fury

15 mm Tables and Charts - Version 1.7

Play Sequence

Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached or dead, or high die roll off if both commanders attached or dead.

1st Player Turn

March (1st) Phase

- Replace, attach & detach leaders
- Reserve Movement - Not Applicable**
- Tactical movement
- Move detached leaders

Volley & Cannonade (2d) Phase

- Resolve all enemy unit fire
- Resolve all friendly unit fire

Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn.

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Infantry	9"	12"	x 1/2	-2"
Infantry Double Time	12"	15"	x 1/2	-2"
Light Infantry	9"	12"	NA	-2"
Cavalry	12"	15"	x 1/3	-2"
Foot Artillery	8"	10"	x 1/4	-3"
Horse Artillery	10"	12"	x 1/4	-3"
Prolong	1"	1"	NA	NA
Leaders and Staff	12"	15"	x 1/3	-2"

- Minus 3 inches per unit crossed for Passage of Lines.
- Minus full move to deploy into Line/Supported Line.
- Minus half move to deploy into Masse, into March or Assault Column, into or out of an Urban Area, to Move by the Flank, About Face or to Face to the Flank.
- Light Infantry is **NOT** penalized when moving thru Rough Terrain.

March Table

		EFFECTS		
		Good Order	Disorder	Suppressed
DIE RESULT	10 or more	<i>Pas de Charge!</i>	<i>En Avant!</i>	<i>Cautious</i>
	7, 8, 9	<i>En Avant!</i>	<i>Cautious</i>	<i>Stalled</i>
	5, 6	<i>Cautious</i>	<i>Stalled</i>	<i>Retire</i>
	3, 4	<i>Stalled</i>	<i>Retire</i>	<i>Retreat</i>
	1, 2	<i>Retire</i>	<i>Retreat</i>	<i>Broken</i>
	0 or less	<i>Retreat</i>	<i>Broken</i>	<i>Routed</i>

- Pas de Charge** – unit moves normally and may voluntarily Double Time if infantry.
- En Avant** – unit rallies if Disordered, may move normally.
- Cautious** – unit rallies if Disordered or Suppressed, may move half but cannot change formation.
- Stalled** – unit rallies if Disordered or Suppressed, but may not move or change formation.
- Retire** – unit does not rally if Disordered or Suppressed, retreats one half move. Good Order units retreat one half move and remain in Good order.
- Retreat** – unit does not rally if Disordered or Suppressed, retreats full move. Good Order units retreat full move and remain in Good Order.
- Broken** – unit does not rally if Disordered or Suppressed, retreats full moves and loses 1 stand.
- Routed** – unit destroyed and permanently removed from play.

TACTICAL MOVEMENT MODIFIERS

+1/ +2	Each detached chain of command Leader/Charismatic Leader within Command Radius (12 inches). Max 4 pts.
+2/ +3	Each Attached chain of command Leader/ Charismatic Leader. Max 4 pts.
+1	Unit in March or Road Column.
+2/-2	Unit is Fresh/Spent.
-3	Disordered Cavalry charging.

There is NO Reserve Movement Phase or Zone in this game!!!

INITIATIVE INTERPHASE MODIFIERS

+3	Field Marshal Radomir Putnik
+2	LTG Radko Dimitriev, Ferik Mutar Pasha, Ferik Esat Pasha, etc
+1	General Vasil Kutinchev, General of Infantry Nikola Ivanov
+0	All other Balkan League or Romanian Army or Force Commanders
-1	Ferik Fethi Bey, Ferik Hasan Pasha, all other Ottomanc Army or Force Commanders
-2	Ferik Ahmed Abuk Pasha, Ferik Hamadi Pasha, etc, or Army Commander committed or attached elsewhere or dead
-3	Minister of War Hussein Nazim Pasha, Sultan Mehmed V Resad

Volley & Cannonade

RANGE

	2"	4"	10"	18"	36"
Turkish QF Field Artillery	12	10	8	6	4
Other QF Field Artillery	10	8	6	4	2
All Other Field Artillery	9	7	5	3	1
All Siege Artillery	8	10	12	10	8
Magazine Rifle Infantry	8	6	3	Fire Points	
Breechloadr Rifle Infantry	6	4	2		
Mounted Fire	1	1/2	0		

FIRE POINT MODIFIERS

x 2	Target Enfiladed, to include Masse or March Column which are enfiladed from any direction by any small arms and any artillery.
x 1/2	Firing Unit is Damaged Artillery, Disordered, Suppressed, Masse or March Column, or Dismounted Cavalry (only) Out of Ammo.
+1 ea	Per infantry stand for machineguns.

DIE ROLL MODIFIERS

+1	Target is limbered artillery, any unit About Facing, changing Formation or Movement Mode.
+3	Target is cavalry charging.
-1	Target is Light Infantry or currently Suppressed.
-1 to -3	Target in or behind Cover (per Scenario).

FALLEN LEADER TABLE

EFFECTS	
DIE ROLL	6 +
	Leader Survives.
	5 or less
	Leader killed, replaced after one full turn.

DIE ROLL MODIFIER -2 Charismatic Leader

EFFECTS	
3 or less	Desultory Fire – no effect.
4, 5	Lively Fire – unit Disordered <u>or</u> 1 battery Silenced.
6, 7, 8	Telling Fire – unit Disordered plus 1 stand lost <u>or</u> 1 battery Damaged.
9, 10	Deadly Fire – unit Disordered plus 2 stands lost <u>or</u> 1 battery Damaged and Silenced.
11 or more	Gone to Ground – infantry and cavalry units Suppressed plus lose 2 stands, <u>or</u> 1 battery Wrecked. Infantry and cavalry units charging halt (retreat) 4.1 inches away from intended target, no contact is made and no melee ensues.

FIRE POINT DIE ROLL MODIFIERS

1 – 5 Fire Points	-5	31 - 40 points	+1
6 - 10 points	-3	41 - 50 points	+2
11 - 15 points	-2	51 - 60 points	+3
16 - 20 points	-1	61 - 70 points	+4
21 - 30 points	+0	71 + points	+5

GENERAL GAME NOTES:

- **Machineguns** – Fire Point (FP) bonus only in Defensive Fire Phase, or the Offensive Fire Phase only if unit has not moved or changed formation this turn.
- **Light Infantry** – Any unit designated Rifle, Light, dismounted cavalry, etc.
- **Changing Movement Mode** – Limbering or unlimbering artillery, mounting or dismounting cavalry.
- **Irregular Troops** – permanently Disordered for Movement, Fire and Melee.
- **Cavalry Out of Ammo** – permanently Out of Ammo for all fire beginning next fire phase after Dismounted Cavalry issues fire on a raw 8, 9 or 10 die roll.
- **Canister** – 4 -inch range, use 10 inch FP totals if friendly units block Field of Fire. Artillery with a valid canister target must engage that target when firing.
- **QF** – Quick Fire field artillery (historically gun did not have to be relayed).
- **Suppressed** – unit may not fire in Offensive Fire Phase, may not Charge and Cavalry may not Countercharge.

Bayonet & Sabre

DIE ROLL MODIFIERS

+1/+2	Leader/Charismatic Leader Attached
-1/-2	Outnumbered by the enemy 3:2 or 2:1 in Stands
-3/-4	Outnumbered by the enemy 3:1 or 4:1 + in Stands
+1	One or more Units are Lance Armed Cavalry
+1	One or more Units are Heavy Cavalry
+1	Breakthrough Charge <u>and/or</u> Supported Formation
-2	Half or more participating stands are Disordered, Silenced, Light Infantry, unattached artillery or Non-countercharging Cavalry (<u>not cumulative</u>)
-3	Half or more participating stands Suppressed.
-1	Each Stand lost during Current Fire Phase
+1 to +3	Defending in or behind Cover
-3	To Defender when Outflanked or hit in Rear
+2/-2	Half or more participating stands are Fresh/Spent
+1/+2	Half or more participating stands are Regular/Elite

Small Arms Effective Range – 4 inches for magazine fed or breech loading rifles and 4 inches for mounted fire.

EFFECTS	
7 +	Shattered! DEFENDER: Retreat full move Disordered/Silenced. Lose 2 troop stands plus 1 leader captured and plus 1 battery Wrecked if present. ATTACKER: Mandatory Breakthrough 1/2 move towards closest enemy.
4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced 1/2 move or beyond enemy Small Arms Effective range if greater. Lose 1 troop stand plus 1 battery Silenced and Damaged if present. ATTACKER: Carry enemy position with optional Breakthrough 1/2 move towards closest enemy.
1 2 3	Withdrawal! DEFENDER: Retreat Disordered 2.1 inches from the enemy. Batteries retreat Silenced 1/2 move or beyond enemy rifle Effective Range if greater. ATTACKER: Carry enemy position.
0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, each lose 1 troop stand or 1 battery Wrecked. Recalculate DRMs, fight again.
-1 -2 -3	Withdrawal! ATTACKER: Retreat Disordered until 2.1 inches from the enemy. DEFENDER: Hold position.
-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered beyond enemy Small Arms Effective Range or 1/2 move, whichever is greater. Lose 1 troop stand. DEFENDER: Hold position.
-7 or less	Shattered! ATTACKER: Retreat a full move Disordered/Silenced with 2 troop stands lost and one attached leader captured. DEFENDER: Hold position.