

## Balkans Scenarios

My intention here is to introduce a series of scenarios with a “Balkans Feel”. I have also suggested slight amendments to existing scenarios to incorporate the same feel. Existing CWC scenarios should be played ‘as is’ with the following exceptions:

- Airborne Assault, Amphibious Assault and Bridgehead scenarios would be highly unlikely during this conflict.
- Scenarios where one side is represented by UN Forces should always incorporate the ‘Danger Close’ Artillery and Air Strike House Rule. Details of this rule are outlined under the article on UN Forces.



John Simpson, reporting live for the BBC News  
whilst Serb Police and the local enclave Commander look on.

## Scenario 17 – Ethnic Cleansing (1)

The aim of this scenario is for the defending force to relocate the local populace of a politically vital enclave. The populace should be represented by figures or markers and there should be at least six stands for every 500 points of the defending battlegroups points total. When transporting civilians all transport elements have their carrying capacity halved.

### **Attacking force**

The attacking force comes from any of the Balkans lists and has 50% points more than the defender. All list assets are available and one ambush/booby trap may be purchased for every 500 points of the force. The attacking force deploys using mobile deployment on any chose table edge after the defender has set up his battlegroup.

### **Attacking force victory conditions**

The attacking force secures a major victory by breaking the enemy battlegroup and preventing any of the populace being relocated (off table). It secures a minor victory by preventing any of the populace being relocated (off table).

### **Defending force**

The defending force comes from any of the Balkans or UN lists and has 50% points less than the attacker. If using a Balkans battle-group, one ambush/booby trap asset is available for every 500 points of the force and if available, a single transport helicopter and air assault asset may be purchased. The defending force deploys using static deployment with at least one command within the confines of the enclave. Other commands may be placed anywhere within 20cms of the enclave. Hasty defences may be used.

### **Defending force victory conditions**

The defending force secures a major victory by breaking the enemy battle-group and relocating any of the populace (off table). It secures a minor victory by relocating at least 50% of the populace (off table).

### **Third Battlegroup Option**

A third battlegroup may take part in this scenario (typically – but not exclusively - a UN Force). The House Rules on Third Battlegroup integration should be used.

The Third Battlegroup is considered another attacking force with a points allocation of 50% less than the original attacking force. No assets are available. The battlegroup deploys using mobile deployment on any game turn after turn 2 on any table edge that has not previously been used by either attacker or defender.

### **Third Force victory conditions**

If the Third force is a UN Battlegroup their victory conditions are the same as the attacking force. However, their breakpoint is reduced by half. If the Third Force is a Balkans battlegroup there are no victory conditions - they should be controlled by a third player and their job is to hamper both attacker and defender!

### **Game length: 10 turns**

## Scenario 18 Ethnic Cleansing (2)

The aim of this scenario is for the attacking battlegroup to move in on and relocate the local populace of a politically vital enclave. The populace should be represented by figures or markers and there should be at least six stands for every 500 points of the defending battle-groups points total. When transporting civilians all transport elements have their carrying capacity halved.

### **Attacking force**

The attacking battlegroup comes from any of the Balkans lists and has 50% points more than the defender. All assets open to the chosen force are available and up to one ambush/booby trap asset is available for every 500 points of the force. If available, a single transport helicopter and air assault asset may be purchased. The attacking force deploys using mobile deployment on any chosen table edge after the defending force has deployed.

### **Attacking force victory conditions**

The attacking force secures a major victory by breaking the enemy battle-group and by relocating at least 50% of the populace (off table).

### **Defending force**

The defending force comes from any of the Balkans or UN lists and has 50% points less than the attacker. No assets are available, although if a UN battlegroup is used they may secure a single Flexible Air Support Asset. A Balkans battlegroup may purchase one ambush/booby trap for every 500 points of the force. The defending force deploys using static deployment with at least one command within the confines of the enclave. Other commands may be placed anywhere within 20cms of the enclave. Hasty defences may be used.

### **Defending force victory conditions**

The defending force secures a major victory by breaking the enemy battle-group and preventing less than 50% of the populace being relocated (off table). It secures a minor victory by breaking the enemy battlegroup.

### **Third Battle-group Option**

A third battle-group may take part in this scenario (typically – but not exclusively - a UN Force), then the House Rules on Third Battlegroup integration should be used.

The Third Battlegroup is considered another defending force with the same points allocation and restrictions on battle-group formation as the scenario defending force. The battle-group deploys using mobile deployment on any game turn after turn 2 on any table edge that has not previously been used by either attacker or defender.

### **Third Battle-group victory conditions**

If the Third force is a UN Battle-group their victory conditions are the same as the defending force, however their breakpoint is reduced by half. If the Third Force is a Balkans battle-group there are no victory conditions - they should be controlled by a third player and their job is to hamper both attacker and defender!

### **Game length: 10 turns**

### Scenario 19 – Intervention

The aim of this scenario is for a UN battlegroup to intervene in a battle between two warring factions. The scenario is chosen as normal from the CWC book with UN Forces playing the interventionist.

Attacking and defending battlegroups are drawn up as normal from the original CWC scenario and the victory conditions remain the same as the scenario,

The UN battlegroup consists of a force equal to 75% of the points cost of the attacking battle-group, has no restrictions on the number of assets that may be purchased, but must abide by the 'Danger Close' artillery & air support rule. It's breakpoint is halved for the scenario and initial deployment is on one vacant table edge any turn after turn 2.

#### **UN battlegroup victory conditions**

The UN battlegroup secures a major victory by breaking either factions battlegroup and a minor victory by forcing the withdrawal of the attacker (by causing 25% casualties).

**Game Length: 8 turns**

## Scenario 20 - Aid Convoy

The aim of this scenario is for the UN to safely escort an Aid Convoy from one side of the table to the other.

### **Attacking Force**

The attacking force comes from any of the Balkans lists and has 50% points more than the defender. All list assets are available and one ambush/booby trap may be purchased for every 500 points of the defending force.

### **Attacking force victory conditions**

The attacker wins a major victory by breaking the defending force and wins a marginal victory by destroying the UN convoy.

### **Defending Force**

The defending force comes from any of the UN Lists.

The accompanying UN convoy should consist of at least three soft skin vehicles and may not contain any armoured units. It comes under the command of the Battlegroup CO throughout the game. No assets or air support is available. The UN vehicles come free of charge and every second vehicle in the convoy may include a single stand of UN Aid workers (also free of charge) whose stats are: **Move: 10, Attacks: 1/20\*, Hits 3**. UN aid workers may only defend the convoy and may never move more than 10cms from their vehicle.

### **Defending Force victory conditions**

The UN player wins a major victory by breaking the attacking force and a marginal victory by exiting the convoy from the opposite table edge.

**Scenario length:** 10 turns

### Scenario 21 - Hunt the SAM

The aim of this scenario is to take out the SAM site. I would suggest using the Seek and Destroy mission outlined in the main CWC rulebook with the following amendments:

- The defending force must field at least two SAM units one of which must be vehicle mounted.
- If using this scenario in Kosovo the defender benefits from the camouflage, concealment and deception house rule

#### **Attacking Force**

The attacking force comes from any of the UN Lists and has 50% points more than the defender. The full range of assets are available to the battlegroup, two of which must be Air Support (other than Air Assault). In a change from the UN house rules, the air support must be purchased as part of the battlegroup, however this purchase is at 50% of the normal cost. Other air support may be used within the scenario and follows the house rule.

#### **Attacking force victory conditions**

The UN force must destroy all SAM sites for a partial victory. To complete a major victory the UN Battlegroup must meet this first condition AND break the enemy battlegroup.

#### **Defending Force**

The defending force may use hidden deployment and if relevant the camouflage, concealment and deception house rule (in fact this is highly recommended!). There are no assets available to the defending force.

#### **Defending force victory conditions**

The defending force wins a minor if any SAM Units survive the scenario and a major victory by meeting this condition and destroying a UN Aircraft.

#### **Scenario Length: 8 turns**



## Scenario 22 - War Criminal

The aim of this scenario is locate and arrest the War Criminal. I would suggest using the Seek and Destroy mission outlined in the main CWC rulebook with the following amendments:

- The defending force must field a war criminal stand (the CO) which comes free of charge.
- The defending forces initial deployment of the CO and any unit he commands must be in the centre of the table – equidistant from any table edge. The CO suffers a -1 command penalty throughout the game as he is maintaining a low profile!

### **Attacking Force**

The attacking force comes from any of the UN Lists and has 50% points more than the defender. The full range of assets are available to the battlegroup as are assets from the Flexible Air Support house rule.

### **Defending Force**

The defending force may use hidden deployment and if relevant the camouflage, concealment and deception house rule (in fact this is highly recommended!). There are no assets available to the defending force.

### **Scenario victory conditions**

The attacking force secures a major victory by capturing the War Criminal. No other conditions exist and failure to secure the condition results in a defending force major victory.

### **Scenario Length: 10 turns**