

## BALKAN GAMBIT

### 1950 Scenario: Operation SLIVA (Plum)

This hypothetical scenario concerns an invasion ordered by Stalin around 1950 to bring Yugoslavia back into the Soviet orbit, framed as an intervention in support of pro-Soviet Yugoslavs in the name of “fraternal assistance”. A mechanized Tank Army is set to invade from Hungary, while an infantry-based Combined Arms Army moves in from Romania. Yugoslav player sets up first.

<b>Yugoslavia</b>		
Light inf X (3-3)	20	Anywhere in Yugoslavia, in either mode.
Infantry X (3-3)	Up to 10	Yugoslav Army reserves: enter no more than 1 per friendly-controlled town or city in Yugoslavia in the Mutual Reinforcement Segment of Turn 2. Use Italian infantry X.
<b>Soviet Union</b>		
Armor XX (5-6)	2	Tank Army: set up anywhere in Hungary. Use British units.
Mot inf XX (5-6)	3	Tank Army: set up anywhere in Hungary. Use British units.
Artillery X ((5)-5)	2	Tank Army: set up anywhere in Hungary. Use British units.
Infantry XX (3-3)	5	Set up anywhere in Romania.
Artillery X ((5)-3)	2	Set up anywhere in Romania.
Light infantry X (2-3)	1d6	Use Chetnik partisan (2-3) brigades. The Soviet player rolls 1d6 and sets up that number of brigades anywhere in Yugoslavia, in either mode. (These units represent pro-Soviet elements, saboteurs and so forth.)
<b>Hungary (Soviet-allied)</b>		
Infantry XX (3-3)	4	Use German 3-3 infantry divisions.
Mot inf III (3-6)	2	Use German 3-6 motorized infantry regiments.
<b>Romania (Soviet-allied)</b>		
Infantry X (3-3)	6	Use Collaborator brigades.

### Special rules and notes

- **Geography and limitations:** Trieste, and the hex northwest of Trieste, are considered part of Italy (technically this was the Free Territory of Trieste, established by the 1947 Treaty of Peace with Italy, but the area was actually under control of a joint American and British mission of the Allied Military Government – anyway, it’s off-limits for purposes of this scenario). The rest of Istria is Yugoslavian territory, including Fiume. Yugoslavian units may not leave Yugoslavia. Soviet and Soviet-allied units may not enter Italy or Greece.
- **Command difficulties:** Soviet Tank Army units (the ones that set up in Hungary, and are represented by British units) may not stack with units of another colour (including Soviet non-Tank Army units).
- **Supply:** Yugoslavian partisan units are always in supply. Yugoslavian infantry units may use any friendly-controlled town or city in Yugoslavia as a supply source. Soviet units trace supply as in 9.3 but the map edge hex may be in Hungary, Romania or Bulgaria. Soviet-allied units may trace supply as in 9.3 but the map edge hex must be in their home country territory (for Albania, the supply source is Durazzo).
- **Air Power:** The Soviet player has **three** TAC units to use in Good weather and **two** in Poor weather. The Yugoslav player has none. Air Points may be used to support Soviet-allied units.
- Soviet and Soviet-allied units may conduct combat against dispersed-mode partisans as in rule 12.15.
- **Victory:** The Yugoslav player does score VP for eliminating enemy divisions. Both sides score VP for occupying towns and cities in Yugoslavia as in 4.0, though only the Soviet player abides by the “in supply” restriction as described in 9.3.
- **CP adjustments:** Both players have an allocation of seven (7) CP per turn. The Yugoslav player’s CP allocation is reduced by one if Beograd is occupied by the Soviet player’s units in the CP Determination Phase of his turn.

**Optional additional units:** The Soviet player may choose these at the beginning of play. They set up anywhere in their home countries, and may not be replaced. Bulgaria is Soviet-allied, but its territorial ambitions are limited – Bulgarian units may only move into Macedonia and Serbia, up to the Morava River and the Albanian border.

Nationality and type	Number	VP per unit	Notes
<b>Albania</b>			
Light inf X (3-4)	Up to 3	1	Use SS light infantry brigades
<b>Bulgaria</b>			
Infantry XX (3-3)	3	1	
Infantry X (3-3)	3	1	