

DYNAMIC CORPS SYSTEM - Player Agency + Historical Brigades

CORE CONCEPT

Historical: Brigades form in their home municipalities based on Balkan Battlegrounds **Player Agency:** Player creates corps and decides which municipalities they cover

Historical (Fixed):

- 1st Mountain Brigade forms in Sarajevo (April 1992)
- 280th Brigade forms in Srebrenica (May 1992)
- 501st Brigade forms in Bihać (May 1992)

Player Choice (Flexible):

-  Create "1. Korpus" covering Sarajevo + Ilijaš + Vogošća
-  Create "2. Korpus" covering Tuzla + Srebrenica + Zvornik
-  Create "Bihać Command" covering Bihać + Cazin + Velika Kladuša
-  OR organize differently - player decides!

SYSTEM DESIGN

Brigade Formation (Historical)

Brigades form automatically based on historical timeline:

```
javascript
```

```

// Brigades are tied to municipalities
const historicalBrigades = {

  "sarajevo_centar": [
    { id: "1_mountain", formed: "1992-04-20", strength: 800 },
    { id: "16_motorized", formed: "1992-06-10", strength: 1200 }
  ],
  "tuzla": [
    { id: "201_light", formed: "1992-09-15", strength: 1500 },
    { id: "202_light", formed: "1992-09-15", strength: 1400 }
  ],
  "srebrenica": [
    { id: "280_eb", formed: "1992-05-01", strength: 2000 }
  ],
  "bihac": [
    { id: "501_bihac", formed: "1992-05-01", strength: 1800 },
    { id: "502_bihac", formed: "1992-05-15", strength: 1600 }
  ],
  // ... for every municipality
};

// Each turn, check for new formations
function checkBrigadeFormations(turn) {
  for (let [munId, brigades] of Object.entries(historicalBrigades)) {
    for (let brigadeData of brigades) {
      const formationTurn = dateToTurn(brigadeData.formed);

      if (turn === formationTurn) {
        // Brigade forms!
        const brigade = createBrigade(brigadeData, munId);
        gameState.brigades[brigade.id] = brigade;

        // NOT assigned to corps yet - player must do this
        brigade.corps = null;
        brigade.status = "unassigned";

        // Notify player
        addNotification({
          type: "new_brigade",
          brigade: brigade.name,
          location: munId,
          message: `New brigade formed in ${getMunicipalityName(munId)}! Assign to corps.`
        });
      }
    }
  }
}

```

```
    }  
}  
}
```

Corps Creation (Player)

Player creates corps as needed:

```
javascript
```

```
// Corps object
gameState.corps = {
    "player_corps_1": {
        id: "player_corps_1",
        name: "1. Korpus", // Player chooses name
        faction: "rbih",

        // Player-defined coverage area
        coverageArea: [
            "sarajevo_centar",
            "sarajevo_novi",
            "sarajevo_novo",
            "vogosca",
            "ilijs"
        ],
    },

    // Headquarters location (player chooses)
    headquarters: "sarajevo_centar",

    // Commander (player appoints)
    commander: {
        name: "Vahid Karavelić", // From available officer pool
        skill: 75,
        appointed: 10 // turn
    },

    // Brigades assigned (automatic from coverage area)
    brigades: [
        "1_mountain",
        "16_motorized",
        "101_mountain",
        // ... all brigades in coverage municipalities
    ],
}

// Stats (calculated from brigades)
totalStrength: 15400,
averageReadiness: 78,
sectorsDefended: 12,

// Support assets (player allocates)
artillery: ["105mm_battery_1", "120mm_battery_2"],
logistics: "adequate",
communications: "good",
```

```
// Budget/resources (player manages)
monthlyBudget: 5000,
equipmentPriority: "medium",

// Creation
formed: 8, // turn

// Map display
color: "#10b981", // Player can customize
visible: true
};

};
```

🎮 CORPS CREATION UI

Step 1: Create New Corps

```
html
```

```
<div class="corps-creation-dialog">
  <h2>Create New Corps</h2>

  <div class="basic-info">
    <label>Corps Name:</label>
    <input type="text" id="corps-name" placeholder="e.g., 1. Korpus, Bihać Command">

    <label>Faction:</label>
    <select id="corps-faction">
      <option value="rbih">Army of RBiH</option>
      <option value="rs">VRS</option>
      <option value="hrhb">HVO</option>
    </select>

    <label>Headquarters:</label>
    <select id="corps-hq">
      <option value="sarajevo_centar">Sarajevo Centar</option>
      <option value="tuzla">Tuzla</option>
      <option value="bihac">Bihać</option>
      <!-- ... all controlled municipalities -->
    </select>

    <label>Commander:</label>
    <select id="corps-commander">
      <option value="karavelic">Vahid Karavelić (Skill: 85)</option>
      <option value="sadic">Hazim Šadić (Skill: 78)</option>
      <option value="dudakovic">Atif Dudaković (Skill: 82)</option>
      <!-- ... from officer pool -->
    </select>
  </div>

  <div class="coverage-area">
    <h3>Select Coverage Area</h3>
    <p class="hint">Choose municipalities this corps will command</p>

    <div class="municipality-selector">
      <!-- Map-based selector -->
      <div class="mini-map" id="coverage-map">
        <!-- Click municipalities to add/remove -->
      </div>

      <!-- OR list-based selector -->
      <div class="municipality-list">
```

```

<div class="region-group">
    <h4>Sarajevo Region</h4>
    <label><input type="checkbox" value="sarajevo_centar"> Sarajevo Centar</label>
    <label><input type="checkbox" value="sarajevo_novi"> Sarajevo Novi Grad</label>
    <label><input type="checkbox" value="vogosca"> Vogošća</label>
    <label><input type="checkbox" value="ilijas"> Ilijaš</label>
</div>

<div class="region-group">
    <h4>Tuzla Region</h4>
    <label><input type="checkbox" value="tuzla"> Tuzla</label>
    <label><input type="checkbox" value="kladanj"> Kladanj</label>
    <label><input type="checkbox" value="srebrenica"> Srebrenica</label>
</div>

<!-- ... all regions -->
</div>
</div>

<div class="coverage-stats">
    <h4>Coverage Statistics:</h4>
    <div class="stat">Municipalities: <span id="coverage-count">0</span></div>
    <div class="stat">Existing Brigades: <span id="existing-brigades">0</span></div>
    <div class="stat">Expected Formations: <span id="future-brigades">0</span></div>
    <div class="stat">Total Population: <span id="coverage-pop">0</span></div>
    <div class="stat">Front Line Sectors: <span id="coverage-fronts">0</span></div>
</div>
</div>

<div class="recommendations">
    <h4> Recommendations:</h4>
    <div class="recommendation">
        Good coverage area (8-15 municipalities optimal)
    </div>
    <div class="warning">
        Large area - may be difficult to coordinate
    </div>
</div>

<div class="actions">
    <button onclick="createCorps()" class="btn-primary">Create Corps</button>
    <button onclick="cancelCorpsCreation()">Cancel</button>

```

```
</div>  
</div>
```

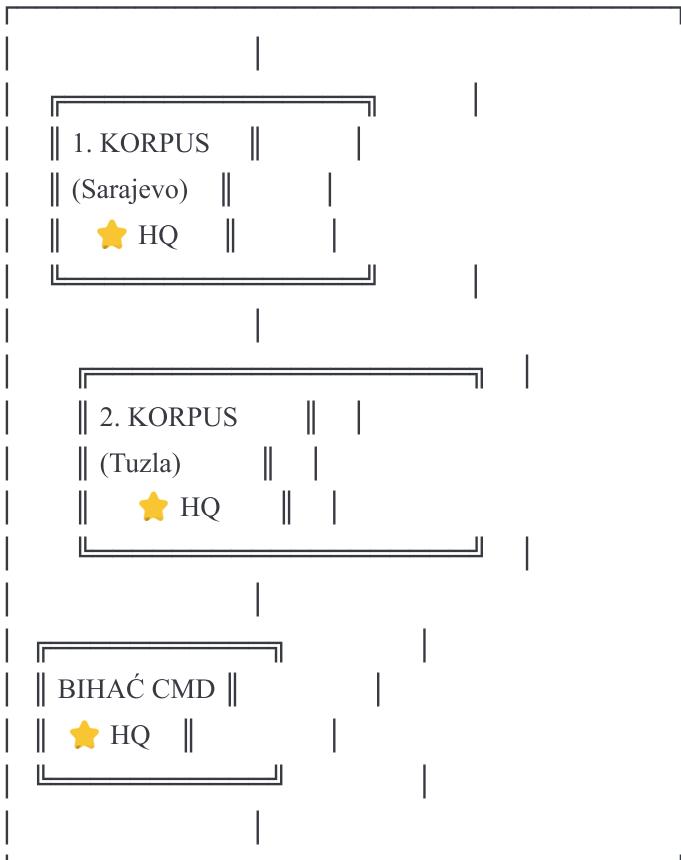
CORPS COVERAGE VISUALIZATION

Map Display

```
javascript
```

```
function renderCorpsCoverage() {  
    for (let corps of Object.values(gameState.corps)) {  
        // Draw coverage area on map  
        const coveragePolygon = createCoveragePolygon(corps.coverageArea);  
  
        coveragePolygon.attr({  
            fill: corps.color,  
            opacity: 0.2,  
            stroke: corps.color,  
            'stroke-width': 3,  
            'stroke-dasharray': '5,5'  
        });  
  
        // Add corps label  
        const center = calculateCenter(corps.coverageArea);  
        const label = paper.text(center.x, center.y, corps.name);  
        label.attr({  
            'font-size': 16,  
            'font-weight': 'bold',  
            fill: corps.color  
        });  
  
        // Add HQ marker  
        const hqMun = gameState.municipalities[corps.headquarters];  
        const hqMarker = paper.circle(hqMun.centroid.x, hqMun.centroid.y, 8);  
        hqMarker.attr({  
            fill: corps.color,  
            stroke: '#fff',  
            'stroke-width': 2  
        });  
    }  
}
```

Visual Example:



⚙️ BRIGADE ASSIGNMENT MECHANICS

Automatic Assignment

Brigades automatically assigned to corps covering their municipality:

javascript

```

function assignBrigadeToCorps(brigade) {
    // Find corps covering this brigade's municipality
    const corps = findCorpsCoveringMunicipality(brigade.homeMunicipality);

    if (corps) {
        // Assign brigade to corps
        brigade.corps = corps.id;
        corps.brigades.push(brigade.id);

        console.log(`#${brigade.name} assigned to ${corps.name}`);
    } else {
        // No corps covers this municipality
        brigade.corps = null;
        brigade.status = "unassigned";

        // Warn player
        addWarning({
            type: "unassigned_brigade",
            brigade: brigade.name,
            municipality: brigade.homeMunicipality,
            message: `${brigade.name} has no corps! Create corps or reassign.`
        });
    }
}

```

```

function findCorpsCoveringMunicipality(munId) {
    for (let corps of Object.values(gameState.corps)) {
        if (corps.coverageArea.includes(munId)) {
            return corps;
        }
    }
    return null;
}

```

Manual Reassignment

Player can override and reassign brigades:

javascript

```
function reassignBrigade(brigadeId, newCorpsId) {
  const brigade = gameState.brigades[brigadeId];
  const oldCorps = gameState.corps[brigade.corps];
  const newCorps = gameState.corps[newCorpsId];

  // Remove from old corps
  if (oldCorps) {
    oldCorps.brigades = oldCorps.brigades.filter(id => id !== brigadeId);
  }

  // Add to new corps
  brigade.corps = newCorpsId;
  newCorps.brigades.push(brigadeId);

  // Cost (takes time)
  brigade.readiness -= 10; // Disruption from reassignment

  console.log(` ${brigade.name} reassigned to ${newCorps.name}`);
}
```

STRATEGIC DECISIONS

Corps Size Trade-offs

javascript

// Small Corps (5-8 municipalities)

Pros:

- Easier to coordinate
- Better command & control
- Faster response
- Commander bonus applies to fewer units (more impact)

Cons:

- Need more corps (more commanders)
- Less flexibility (fewer brigades to pool)
- More administrative overhead

// Medium Corps (8-15 municipalities)

Pros:

- Balanced coordination
- Good flexibility
- Adequate brigade pool

Cons:

-  Moderate coordination challenge

// Large Corps (15+ municipalities)

Pros:

- Large brigade pool
- Can concentrate forces easily
- Fewer commanders needed

Cons:

- Difficult to coordinate
- Slower response
- Commander overwhelmed
- Command penalty (-10% effectiveness)

Geographic Organization

Option A: Regional Corps (Historical-ish)

1. Korpus: Sarajevo + surroundings (5 municipalities)
2. Korpus: Tuzla + Eastern Bosnia (12 municipalities)
3. Korpus: Zenica + Central Bosnia (8 municipalities)
5. Korpus: Bihać pocket (6 municipalities)

Benefits:

- Matches historical organization
- Each corps focused on one front
- Clear areas of responsibility

Option B: Front-Based Corps

Northern Corps: All northern border municipalities

Eastern Corps: All eastern border municipalities

Central Corps: Heartland municipalities

Benefits:

- Organized by threat axis
- Easier front management
- Geographic cohesion

Option C: City-Centered Corps

Sarajevo Corps: Capital + suburbs

Tuzla Corps: Industrial center + surroundings

Zenica Corps: Industrial center + surroundings

Bihać Corps: Isolated pocket

Benefits:

- Built around population centers
- Logistics easier (centered on cities)
- Clear headquarters locations

CORPS MANAGEMENT UI

Corps Overview Panel

html

```
<div class="corps-overview">
  <div class="corps-header">
    <h2>Your Corps</h2>
    <button onclick="createNewCorps()" class="btn-primary">+ Create New Corps</button>
  </div>

  <div class="corps-list">
    <!-- Each corps -->
    <div class="corps-card" onclick="selectCorps('1_korpus')">
      <div class="corps-title">
        <h3>1. Korpus (Sarajevo)</h3>
        <span class="corps-status">Active</span>
      </div>

      <div class="corps-stats">
        <div class="stat">
          <span class="label">Coverage:</span>
          <span class="value">5 municipalities</span>
        </div>
        <div class="stat">
          <span class="label">Brigades:</span>
          <span class="value">24 (15,400 troops)</span>
        </div>
        <div class="stat">
          <span class="label">Readiness:</span>
          <span class="value">78%</span>
        </div>
        <div class="stat">
          <span class="label">Front Sectors:</span>
          <span class="value">12</span>
        </div>
      </div>
    </div>
  </div>

  <div class="corps-commander">
    <img alt="Commander icon" data-bbox="174 771 194 788"/> Commander: Vahid Karavelić (Skill: 85)
  </div>

  <div class="corps-actions">
    <button onclick="viewCorps('1_korpus')">Details</button>
    <button onclick="editCorps('1_korpus')">Edit</button>
    <button onclick="issueCorpsOrder('1_korpus')">Issue Order</button>
  </div>
</div>
```

```
<!-- More corps... -->
</div>

<!-- Unassigned brigades warning -->
<div class="unassigned-section">
  <h3> Unassigned Brigades (3)</h3>
  <div class="unassigned-list">
    <div class="unassigned-brigade">
      <span>17th Mountain Brigade (Sanski Most)</span>
      <button onclick="assignBrigade('17_mountain')">Assign to Corps</button>
    </div>
    <!-- ... -->
  </div>
</div>
</div>
```

Corps Details Panel

html

```
<div class="corps-details">
  <div class="corps-header">
    <h2>1. Korpus (Sarajevo)</h2>
    <button onclick="editCorps()">  Edit</button>
  </div>

  <div class="coverage-map">
    <!-- Visual map showing coverage area -->
  </div>

  <div class="coverage-municipalities">
    <h3>Coverage Area (5 municipalities)</h3>
    <div class="municipality-list">
      <div class="municipality-item">
         Sarajevo Centar (HQ)
        <span class="brigades">6 brigades</span>
      </div>
      <div class="municipality-item">
        Sarajevo Novi Grad
        <span class="brigades">5 brigades</span>
      </div>
      <div class="municipality-item">
        Sarajevo Novo Sarajevo
        <span class="brigades">4 brigades</span>
      </div>
      <div class="municipality-item">
        Vogošća
        <span class="brigades">3 brigades</span>
      </div>
      <div class="municipality-item">
        Ilijaš
        <span class="brigades">6 brigades</span>
      </div>
    </div>
    <button onclick="modifyCoverage()">Modify Coverage Area</button>
  </div>

  <div class="brigades-section">
    <h3>Brigades (24 total, 15,400 troops)</h3>
    <!-- Filter -->
    <div class="brigade-filter">
      <input type="text" placeholder="Search brigades..." />
    </div>
  </div>
</div>
```

```

<select>
    <option>All brigades</option>
    <option>Available</option>
    <option>In operation</option>
    <option>Reforming</option>
</select>
</div>

<!-- Brigade list -->
<div class="brigade-list">
    <!-- Collapsible by municipality -->
    <div class="municipality-brigade-group">
        <div class="group-header" onclick="toggle('sarajevo_center Brigades')">
            Sarajevo Centar (6 brigades) ▼
        </div>
        <div id="sarajevo_center Brigades">
            <!-- Brigade items -->
        </div>
    </div>
</div>
</div>

<div class="commander-section">
    <h3>Commander</h3>
    <div class="commander-card">
        <div class="commander-info">
            <strong>Vahid Karavelić</strong>
            <div>Skill: 85 (Excellent)</div>
            <div>Experience: 65</div>
            <div>Morale Bonus: +8%</div>
        </div>
        <div class="commander-effects">
            <h4>Effects:</h4>
            <div>    All brigades: +5% readiness</div>
            <div>    Offensive operations: +8% success</div>
            <div>    Coordination: +10%</div>
        </div>
        <button onclick="replaceCommander()">Replace Commander</button>
    </div>
</div>
</div>

<div class="operations-section">
    <h3>Current Operations</h3>
    <!-- List of tactical groups and ongoing operations -->

```

```
</div>  
</div>
```

CORPS REORGANIZATION

Player can modify corps at any time:

```
javascript
```

```
function modifyCorpsCoverage(corpsId, addMunicipalities, removeMunicipalities) {
    const corps = gameState.corps[corpsId];

    // Add municipalities
    for (let munId of addMunicipalities) {
        if (!corps.coverageArea.includes(munId)) {
            corps.coverageArea.push(munId);

            // Reassign brigades in this municipality
            const brigades = getBrigadesInMunicipality(munId);
            for (let brigade of brigades) {
                assignBrigadeToCorps(brigade, corpsId);
            }
        }
    }

    // Remove municipalities
    for (let munId of removeMunicipalities) {
        corps.coverageArea = corps.coverageArea.filter(id => id !== munId);

        // Brigades become unassigned
        const brigades = getBrigadesInMunicipality(munId);
        for (let brigade of brigades) {
            brigade.corps = null;
            brigade.status = "unassigned";
        }
    }

    // Recalculate stats
    updateCorpsStats(corps);

    console.log(`#${corps.name} reorganized`);
}

function mergeCorps(corps1Id, corps2Id, newName) {
    const corps1 = gameState.corps[corps1Id];
    const corps2 = gameState.corps[corps2Id];

    // Create new merged corps
    const newCorps = {
        id: generateId(),
        name: newName || `${corps1.name} (Merged)`,
        faction: corps1.faction,
```

```

    coverageArea: [...corps1.coverageArea, ...corps2.coverageArea],
    headquarters: corps1.headquarters, // Keep first HQ
    commander: corps1.commander, // Keep first commander
    brigades: [...corps1.brigades, ...corps2.brigades],
    formed: gameState.turn
};

// Reassign all brigades
for (let brigadeId of newCorps.brigades) {
    gameState.brigades[brigadeId].corps = newCorps.id;
}

// Delete old corps
delete gameState.corps[corps1Id];
delete gameState.corps[corps2Id];

// Add new corps
gameState.corps[newCorps.id] = newCorps;

console.log(`Created ${newName} from merger`);
}

function splitCorps(corpsId, splitMunicipalities, newName) {
    const originalCorps = gameState.corps[corpsId];

    // Create new corps with split municipalities
    const newCorps = {
        id: generateId(),
        name: newName,
        faction: originalCorps.faction,
        coverageArea: splitMunicipalities,
        headquarters: splitMunicipalities[0], // First municipality
        commander: null, // Need to assign
        brigades: [],
        formed: gameState.turn
    };

    // Remove from original
    originalCorps.coverageArea = originalCorps.coverageArea.filter(
        munId => !splitMunicipalities.includes(munId)
    );

    // Reassign brigades
    for (let munId of splitMunicipalities) {

```

```

const brigades = getBrigadesInMunicipality(munId);
for (let brigade of brigades) {
    brigade.corps = newCorps.id;
    newCorps.brigades.push(brigate.id);

    // Remove from original
    originalCorps.brigades = originalCorps.brigades.filter(id => id !== brigade.id);
}

// Add new corps
gameState.corps[newCorps.id] = newCorps;

// Warn about no commander
addWarning({
    type: "no_commander",
    corps: newName,
    message: `${newName} has no commander! Appoint one immediately.`
});

console.log(`Split ${originalCorps.name}, created ${newName}`);
}

```

💡 GAMEPLAY SCENARIOS

Scenario 1: April 1992 - War Begins

Situation:

- No corps exist yet
- Brigades forming in various municipalities
- Player must organize command structure

Player Actions:

Turn 1 (April 1, 1992):

1. Create "Sarajevo Defense Command"

- Coverage: Sarajevo municipalities (5)
- HQ: Sarajevo Centar
- Commander: Mustafa Hajrulahović
- Brigades: 1st Mountain (just formed)

2. Create "Tuzla Regional Command"

- Coverage: Tuzla + surroundings (3 municipalities)
- HQ: Tuzla
- Commander: Hazim Šadić
- Brigades: None yet (will form soon)

Turn 5 (May 1, 1992):

- 280th Brigade forms in Srebrenica
- ⚠ WARNING: Unassigned brigade!
- Options:
 - A) Add Srebrenica to Tuzla Command
 - B) Create new "Eastern Bosnia Command"
 - C) Leave unassigned (operates independently)

Scenario 2: September 1992 - Expansion

Situation:

- 40+ brigades now exist
- Need better organization

Player Actions:

Current: 2 corps covering 8 municipalities

Reorganization Plan:

1. Split Tuzla Command into:

- "2. Korpus" (Tuzla proper, 4 municipalities)
- "Podrinje Command" (Srebrenica, Žepa, Goražde, 6 municipalities)

2. Create "3. Korpus" for Zenica region

- Coverage: Zenica, Travnik, Bugojno (8 municipalities)

3. Keep Sarajevo Command as is

Result: 4 corps, better coordination

Scenario 3: January 1993 - Bihać Pocket

Situation:

- Bihać pocket isolated
- Need dedicated command

Player Actions:

Create "5. Korpus (Bihać)"

- Coverage: Bihać, Cazin, Velika Kladuša, Bosanska Krupa (6 municipalities)
- HQ: Bihać
- Commander: Atif Dudaković (aggressive personality)
- Special: Isolated pocket, must be self-sufficient

Effects:

- All Bihać brigades under one command
- Unified strategy
- Better coordination
- Dudaković's offensive bonus applies

COMMANDER SYSTEM

Player appoints commanders to each corps:

javascript

```
const availableCommanders = {  
    "karavelic": {  
        name: "Vahid Karavelić",  
        skill: 85,  
        specialty: "defensive_operations",  
        personality: "methodical",  
        effects: {  
            brigades_readiness: +5,  
            defensive_bonus: +10,  
            offensive_bonus: +5,  
            morale_bonus: +8  
        },  
        available: true  
    },  
    "sadic": {  
        name: "Hazim Šadić",  
        skill: 78,  
        specialty: "combined_arms",  
        personality: "balanced",  
        effects: {  
            coordination: +10,  
            offensive_bonus: +5,  
            defensive_bonus: +5  
        },  
        available: true  
    },  
    "dudakovic": {  
        name: "Atif Dudaković",  
        skill: 82,  
        specialty: "offensive_operations",  
        personality: "aggressive",  
        effects: {  
            offensive_bonus: +15,  
            morale_bonus: +10,  
            defensive_bonus: -5,  
            risk_taking: "high"  
        },  
        available: true  
    }  
};
```

IMPLEMENTATION SUMMARY

What's Fixed (Historical):

-  Brigade names
-  Brigade formation dates
-  Brigade home municipalities
-  Initial strength
-  Equipment levels

What's Flexible (Player Agency):

-  Corps creation (when and how many)
 -  Corps coverage areas (which municipalities)
 -  Corps headquarters locations
 -  Commander appointments
 -  Brigade reassessments
 -  Corps mergers/splits
 -  Reorganizations at any time
-

BENEFITS OF THIS SYSTEM

-  **Historical authenticity** - Real brigades form as they did
 -  **Player agency** - Organize command structure as you see fit
 -  **Strategic depth** - Corps size and coverage affect coordination
 -  **Dynamic gameplay** - Can reorganize as situation changes
 -  **Realistic challenges** - Must balance coverage vs coordination
 -  **No rigid script** - Player can experiment with different structures
 -  **Emergent gameplay** - Different organizations suit different strategies
-

This gives you both! Historical brigade formations with complete freedom in how you organize them into corps!

Want me to implement the corps creation UI or the brigade auto-assignment system?