



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",
      "ilijas"
    ],

    // 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>  
</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 class="corps-commander">
        <img alt="User icon" data-bbox="173 771 191 788"/> 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>
  </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_centar_brigades')">
                Sarajevo Centar (6 brigades) ▼
            </div>
            <div id="sarajevo_centar_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 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(brigade.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 reassignments
 - 🎮 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?