

**COMBINED ARMS: Additional Scenarios and Unit Values**

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This is an official addition to SPI's Combined Arms game. Players may wish to remove it from this magazine by opening the staples and pulling out these center four pages.

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**[18.1] SCENARIO Nr 7, HALHA RIVER, 4 July, 1939**

**TERRAIN MODE:** OPEN

**FORCES:**
- Russians [Alpha Player]: Command Control level 2
- ALPHA FORCE “ONE”

**DEPLOYMENT:** Japanese set up first; Russians move first.

- Russians (Alpha Player): Force “One” enters on hex #4701 on Game-Turn 1, Force “Two” enters on hex #3701 on Game-Turn 3, Force “Three” enters on hex #6103 on Game-Turn 5.
- Japanese (Bravo Player): Set up within five hexes of hex #3831.

**GAME LENGTH:** 14 Game-Turns

**VICTORY CONDITIONS:** Japanese win if they have 10 units or more undisturbed on the east side of the 4501-5221 river and north of the 5222-6122 hex line, inclusive. If there are between one and three Japanese units that fulfill these conditions, the game is a draw. If there are no undisturbed Japanese units that fulfill these conditions, the game is a Russian victory.

**SPECIAL RULES:** All Russian infantry enter the game mounted in APC’s.

**HISTORICAL NOTES:** The battle of Halha River, sometimes called the Nomohon Incident or Khalkhin-Gol Affair, occurred during the undeclared war between Russia and Japan in Mongolia during 1939. Elements of the Japanese 23rd Division had been badly mauled by Soviet forces for the preceding three days. The Japanese forces attempted to retreat across the Halha River during 4 July, 1939. Japanese forces, including 11th Tank Brigade, 7th Mechanized Brigade and the 24th Motorized Rifle Regiment, attempted to intercept the Japanese force and destroy it.

In extremely heavy fighting, the remnants of the Japanese 23rd Division succeeded in withdrawing behind the Halha River. Casualties were heavy on both sides. Although the 23rd Division was saved from destruction, losses in Japanese armor were so high that the Japanese never again committed armor against the Russians in their undeclared war.

**[18.2] SCENARIO Nr. 8, GAZALA, 12 June, 1942**

**TERRAIN MODE:** OPEN

**FORCES:**
- Germans [Alpha Player]: Command Control level 1
- British [Bravo Player]: Command Control level 3

**DEPLOYMENT:** British deploy first; German move first.

- Germans (Alpha Player): Enter on Game-Turn 1 on any hexes ending in 33 or 34.
- British (Bravo Player): Force “One” deploys within two hexes of any hex #2313; Force “Two” deploys within two hexes of hex #3323; Force “Three” deploys within two hexes of hex #4523; Force “Four” deploys within four hexes of hex #6014.

**GAME LENGTH:** 8 Game-Turns

**VICTORY CONDITIONS:** The Player who destroys the higher number of Enemy combat units at the end of the game wins.

**SPECIAL RULES:** None.

**HISTORICAL NOTES:** Although this scenario is hypothetical, it is typical of the types of engagements that occurred between American and Communist Chinese forces during the Korean War. American forces with superior mobility and firepower, attempting to push through rugged terrain where the Chinese Communists have numerical superiority.

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**[18.3] SCENARIO Nr. 9, KOREA, 1950**

**TERRAIN MODE:** CLOSED

**FORCES:**
- US [Alpha Player]: Command Control level 3

**DEPLOYMENT:** US moves first.

**GAME LENGTH:** Six Game-Turns

**VICTORY CONDITIONS:** The side with the highest number of undisrupted units, not

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**[18.4] SCENARIO Nr. 10, MARINA GORKA, 26 June, 1944**

**TERRAIN MODE:** MIXED

**FORCES:**
- Russians [Alpha Player]: Command Control level 2
- Germans [Bravo Player]: Command Control level 1

**DEPLOYMENT:** Russians move first.

**GAME LENGTH:** 10 Game-Turns

**VICTORY CONDITIONS:** The US Player must exit 9 units (not including trucks and APC’s) off the 6100 side of the map. Fewer than 9 units exited results in a Communist Chinese victory.

**SPECIAL RULES:** All US infantry enters the map mounted in vehicles. The US Player has a total of 16 Air Strikes that he may use at his discretion.

**HISTORICAL NOTES:** Although this scenario is hypothetical, it is typical of the types of engagements that occurred between American and Communist Chinese forces during the Korean War. American forces with superior mobility and firepower, attempting to push through rugged terrain where the Chinese Communists have numerical superiority.
SCENARIO Nr. 7, Halha River, 4 July, 1939
Terrain Mode: Open
ALPHA (Russians, CCL: 2)

SCENARIO Nr. 8, Gazale, 12 June, 1942
Terrain Mode: Open
ALPHA (Germans, CCL: 1)

SCENARIO Nr. 9, Korea, 1950
Terrain Mode: Closed
ALPHA (US, CCL: 3)

SCENARIO Nr. 10, Marina Gorka, 26 June, 1944
Terrain Mode: Mixed
ALPHA (Russians, CCL: 2)

SCENARIO Nr. 11, Chir Bridgehead, 20 December, 1942
Terrain Mode: Open
ALPHA (Russians, CCL: 3)

SCENARIO Nr. 12, Halha River, 4 July, 1939
Terrain Mode: Open
ALPHA (Russians, CCL: 2)

SCENARIO Nr. 13, Gazale, 12 June, 1942
Terrain Mode: Open
ALPHA (Germans, CCL: 1)

SCENARIO Nr. 14, Korea, 1950
Terrain Mode: Closed
ALPHA (US, CCL: 3)

SCENARIO Nr. 15, Marina Gorka, 26 June, 1944
Terrain Mode: Mixed
ALPHA (Russians, CCL: 2)

SCENARIO Nr. 16, Chir Bridgehead, 20 December, 1942
Terrain Mode: Open
ALPHA (Russians, CCL: 3)
### General Information

The following is a listing of the combat values of various countries at different times in history. This table is included so that Players may make up their own scenarios using virtually any country at any point in time. Players should use any Command Control level that they think fitting.

### Germany

#### 1939

- **Value Unit:**
  - Political: 1 8 1 [8] 10
  - Social: 1 5 1 5 3
  - Total: 1 10 30 1 10

- **Value Unit:**
  - Political: 1 9 1 [9] 10
  - Social: 1 6 1 6 3
  - Total: 1 10 30 1 10

### Britain

#### 1942

- **Value Unit:**
  - Political: 1 8 1 [8] 12
  - Social: 1 5 1 5 3
  - Total: 1 10 30 1 10

- **Value Unit:**
  - Political: 1 9 1 [9] 10
  - Social: 1 6 1 6 3
  - Total: 1 10 30 1 10

### Poland

#### 1939

- **Value Unit:**
  - Political: 1 9 1 [9] 10
  - Social: 1 6 1 6 3
  - Total: 1 10 30 1 10

- **Value Unit:**
  - Political: 1 9 1 [9] 10
  - Social: 1 6 1 6 3
  - Total: 1 10 30 1 10

### North Vietnam

#### 1967

- **Value Unit:**
  - Military: 0 0 0 0 0
  - Economic: 0 0 0 0 0
  - Political: 0 0 0 0 0
  - Social: 0 0 0 0 0
  - Total: 0 0 0 0 0

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### Additional Historical Values Unit

This table includes virtual any country at any point in time. Players should use any Command Control level that they think fitting.

#### Germany

- **1939**
  - [10] 0 0 0 [1] 10

- **1940-41**
  - [10] 0 0 0 [1] 10

#### Britain

- **1942**
  - [10] 0 0 0 [1] 10

#### Poland

- **1939**
  - [10] 0 0 0 [1] 10

#### North Vietnam

- **1967**
  - 0 0 0 0 0
  - 0 0 0 0 0
  - 0 0 0 0 0
  - 0 0 0 0 0
  - 0 0 0 0 0
|------|----------------|------|----------------|------|---------------------------------|------|----------------|------|----------------|------|----------------|------|----------------|------|----------------|
| ![Image](image)

**[20.1] UNITED STATES OF AMERICA [20.11] 1944**

| ![Image](image)

**[20.2] USSR [20.21] 1939**

| ![Image](image)

**[20.24] 1943**

| ![Image](image)

**[20.25] 1944**

| ![Image](image)

**[20.26] 1977**

| ![Image](image)