

COMBINED ARMS: Additional Scenarios and Unit Values

by Kip Allen

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.

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

TERRAIN MODE: OPEN

FORCES:

Russians [Alpha Player]: Command Control Level 2

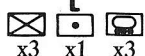
ALPHA FORCE "ONE"



FORCE "TWO"



FORCE "THREE"



Japanese [Bravo Player]: Command Control level 3



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 four or more undisrupted units 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 undisrupted 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 Nomohan 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 retire across the Halha River during 4 July, 1939. Russian 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

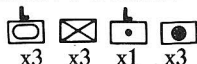
FORCES:

Germans [Alpha Player]: Command Control level 1

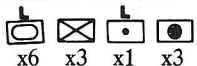


British [Bravo Player]: Command Control level 3

BRAVO FORCE "ONE"



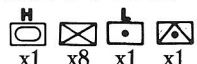
BRAVO FORCE "TWO"



BRAVO FORCE "THREE"

x3

BRAVO FORCE "FOUR"



DEPLOYMENT: British deploy first; Germans move first.

Germans (Alpha Player): Enter on Game-Turn 1 on any hex(es) ending in 33 or 34.

British (Bravo Player): Force "One" deploys within two hexes of hex #2133; 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.

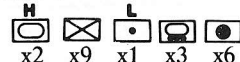
HISTORICAL NOTES: This battle opened the second offensive of General Erwin Rommel's **PanzerArmee Afrika**. Forces of the British Eighth Army were surprised at Gazala and failed completely to stop or slow down the Axis forces. This Axis offensive resulted in the capture of Tobruk and the drive into Egypt. Rommel was not stopped until the Second Battle of El Alamein later that year.

[18.3] SCENARIO Nr. 9, KOREA, 1950

TERRAIN MODE: CLOSED

FORCES:

US [Alpha Player]: Command Control level 3



Communist Chinese [Bravo Player]: Command Control level 3



DEPLOYMENT: Communist Chinese deploy first; US moves first.

US (Alpha Player): The US enters five infantry, one tank and one artillery unit on Game-Turn One on hex #0113, the balance of US forces enter on Game-Turn 1/2 on the same hex.

Communist Chinese (Bravo Player): Communist Chinese Player places five units each adjacent to the following Assembly Areas: hexes #2314, #1922, #2818, #3626, #5927.

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.

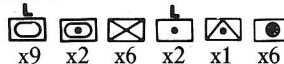
HISTORICAL NOTES: Although this scenario is hypothetical, it is typical of the types of engagements that occurred between American and Communist Chinese forces during the Korean War. American forces with superior mobility and firepower, attempting to push through rugged terrain where the Chinese Communists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

[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.

Russians (Alpha Player): Enter the game on Game-Turn One on any hex ending with the number "34". This entry front must be on a ten hex front inclusive.

Germans (Bravo Player): Enter the game on Game-Turn One on any hex ending with the number "01". This entry is restricted to a ten hex front inclusive.

GAME LENGTH: Six Game-Turns.

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

**[18.0] ADDITIONAL
SCENARIO
UNIT VALUES**

**SCENARIO Nr. 7,
Halha River, 4 July, 1939
Terrain Mode: Open
ALPHA (Russians, CCL: 2)**

	[2]	[10]	2	[2]	12
	1	6	1	6	3
	1	10	26	1	10
	[2]	[10]	2	1	10
	0	0	0	[1]	10

BRAVO (Japanese, CCL: 3)

	[1]	[10]	1	[1]	10
	1	7	1	[7]	12
	1	5	1	5	3
	1	10	20	1	3

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

	[3]	[10]	3	[3]	10
	1	9	1	[9]	10
	1	5	1	5	3
	1	10	30	1	10
	1	10	27	1	10
	[8]	[10]	8	1	10
	0	0	0	[1]	10

BRAVO (British, CCL: 3)

	[3]	[10]	3	[3]	10
	[2]	[10]	2	[2]	11
	1	5	1	5	3
	1	10	27	1	10
	[2]	[10]	2	1	10
	0	0	0	1	10

including vehicles, within three hexes of hex #3315 at the end of the scenario wins. If both sides have an equal number, the game is a draw.

SPECIAL RULES: All infantry start the game mounted in vehicles.

HISTORICAL NOTES: After Army Group Center was penetrated by the Russians, the Germans attempted to employ their mobile units to prevent the Soviets from surrounding their static forces. At Marina Gorka, the two forces met and battled for control of a bottleneck area vital to the passage of both Russian reserves and retreating Axis forces. In the mobile battle that developed, the experienced Russian tankers defeated the Germans, helping to seal up 70,000 Germans in the Bobriuyks pocket.

**[18.5] SCENARIO Nr. 11,
CHIR BRIDGEHEAD, 20 Dec., 1942**

TERRAIN MODE: OPEN

FORCES:

Russians [Alpha Player]: Command Control level 3

x9	x2	x9	x2	x1

Germans [Bravo Player]: Command Control level 1

x3	x1	x9	x2	x3	x2

DEPLOYMENT: Russians set up and move first.

Russians (Alpha Player): Deploys on any hexes whose last two numbers are between "10" and "01" inclusive on eastern half of mapsheet.

Germans (Bravo Player): Deploy on any hexes whose last two numbers are between "10" and "01" inclusive on the western half of the mapsheet.

GAME LENGTH: 8 Game-Turns.

VICTORY CONDITIONS: The Russian Player must destroy at least five German units (excluding vehicles) and have at least one undisrupted unit with a Line of Communication to the North north edge of the map on or adjacent to hex #2831 at the end of the scenario. If only one of these conditions are met, the scenario is a draw; if neither is met, the scenario is a German victory.

SPECIAL RULES: All German infantry start start the scenario mounted in vehicles. All dismounted German infantry in Rough Terrain is considered to be in Improved Positions.

HISTORICAL NOTES: In the German breakthrough at Stalingrad, the 11th Panzer Division was used as a mobile reserve and attempted to contain the Russian breakout from the Chir River bridgehead. The Germans were spread too thinly, however, and the Russians succeeded in breaking through. The Soviet forces also defeated the 1st Battalion of the 11th Panzer Grenadier Division which was defending an important crossroads.

**SCENARIO Nr. 9,
Korea, 1950
Terrain Mode: Closed**

ALPHA (US, CCL: 3)

	[5]	[10]	5	[5]	10
	1	6	1	6	3
	1	10	27	1	10
	0	0	0	[1]	10
	0	0	0	1	12

BRAVO (Chinese, CCL: 3)

	1	2	1	2	4
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Attack Strength, Hard
Attack Strength, Soft
Range
Defense Strength
Movement Allowance

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

	[4]	[10]	4	[4]	10
	[3]	[10]	3	[3]	12
	1	8	1	8	3
	1	10	13	1	10
	[3]	[10]	3	1	10
	0	0	0	1	10

BRAVO (Germans, CCL: 1)

	[6]	[10]	6	[6]	11
	[5]	[10]	5	[5]	10
	[3]	[10]	3	[3]	10
	1	12	1	[12]	10
	1	5	1	5	3
	[6]	[10]	6	1	10
	0	0	0	1	10

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

	[3]	[10]	3	[3]	12
	[2]	[10]	2	[2]	12
	1	8	1	8	3
	1	10	13	1	10
	[3]	[10]	3	1	10

BRAVO (Germans, CCL: 1)










	[4]	[10]	4	[4]	10
	1	9	1	[9]	10
	1	6	1	6	3
	1	10	27	1	10
	[6]	[10]	6	1	10
	0	0	0	[1]	10
	0	0	0	1	10

[19.0] & [20.0] ADDITIONAL HISTORICAL VALUES UNIT










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.

[19.1] GERMANY










[19.11] 1939

	[4]	[10]	4	[4]	10
	[2]	[10]	2	[2]	10
	0	0	0	0	0
	1	8	1	[8]	10
	1	5	1	5	3
	1	10	30	1	10
	1	10	27	1	10
	[2]	[10]	2	[1]	10
		0	0	1	10










[19.12] 1940-41

	[4]	[10]	4	[4]	10
	[2]	[10]	2	[2]	10
	0	0	0	0	0
	1	9	1	[9]	10
	1	6	1	6	3
	1	10	30	1	10
	1	10	27	1	10
	[2]	[10]	2	1	10
	0	0	0	[1]	10










[19.13] 1942 [EARLY]

	[4]	[10]	4	[4]	10
	[3]	[10]	3	[3]	10
	[2]	[10]	2	[2]	12
	1	9	1	[9]	10
	1	6	1	6	3
	1	10	30	1	10
	1	10	27	1	10
	[3]	[10]	3	1	10
	0	0	0	[1]	10










[19.14] 1942 [LATE]

	[4]	[10]	4	[4]	10
	[3]	[10]	3	[3]	10
	[2]	[10]	2	[2]	12
	1	9	1	[9]	10
	1	6	1	6	3
	1	10	30	1	10
	1	10	27	1	10
	[6]	[10]	6	1	10
	0	0	0	[1]	10










[19.15] 1943

	[6]	[10]	6	[6]	11
	[5]	[10]	5	[5]	11
	[3]	[10]	3	[3]	10
	1	9	1	[9]	10
	1	6	1	6	3
	1	10	30	1	10
	1	10	27	1	10
	[5]	[10]	5	1	10
	0	0	0	[1]	10










[19.16] 1944 [EARLY]

	[5]	[10]	5	[5]	10
	[4]	[10]	4	[4]	10
	[3]	[10]	3	[3]	10
	1	9	1	[9]	10
	1	6	1	6	1
	1	10	30	1	10
	1	10	27	1	10
	[3]	[10]	3	1	10
	0	0	0	[1]	10










[19.17] 1944 [LATE]

	[6]	[10]	6	[6]	10
	[4]	[10]	4	[4]	10
	[4]	[10]	4	[4]	12
	1	12	1	[12]	12
	1	5	1	5	3
	1	10	30	1	10
	1	10	27	1	10
	[5]	[10]	5	1	10
	0	0	0	[1]	10










[19.2] POLAND [1939]

	0	0	0	0	0
	[2]	[10]	2	[2]	10
	0	0	0	0	0
	1	1	1	[1]	10
	1	4	1	4	3
	1	10	27	1	3
	1	10	20	1	3
	[2]	[10]	2	1	3
	0	0	0	0	0









[19.3] FRANCE [1940]

	[6]	[10]	6	[6]	8
	[4]	[10]	4	[4]	10
	0	0	0	0	0
	1	2	1	[2]	12
	1	5	1	5	3
	1	10	30	1	10
	1	10	27	1	10
	0	0	0	0	0
	0	0	0	0	0

[19.4] BRITAIN [1942]

	[4]	[10]	4	[4]	11
	[2]	[10]	2	[2]	10
	[3]	[10]	3	[3]	10
	1	8	1	[8]	12
	1	5	1	5	3
	1	10	30	1	10
	1	10	27	1	10
	[5]	[10]	5	1	10
	0	0	0	[1]	10

[19.5] NORTH VIETNAM [1967]

	0	0	0	0	0
	0	0	0	0	0
	0	0	0	0	0
	0	0	0	0	0
	1	2	1	2	4
	1	10	13	1	4
	1	10	8	1	4
	0	0	0	0	0

[19.6] EGYPT [1973]

	[6]	[10]	6	[6]	10
	[4]	[10]	4	[4]	12
	[5]	[10]	5	[5]	10
	1	3	1	[3]	10
	1	11	1	11	3
	1	10	27	1	10
	1	10	13	1	10
	[3]	[10]	3	1	10
	0	0	0	[1]	10

[19.7] ISRAEL [1973]

	[11]	[10]	11	[11]	12
	[8]	[10]	8	[8]	10
	[9]	[10]	9	[9]	10
	1	6	1	[6]	10
	1	8	1	8	3
	1	10	30	1	10
	1	10	27	1	10
	[5]	[10]	5	1	10
	0	0	0	[1]	10

[19.8] PEOPLE'S
REPUBLIC
OF CHINA [1950]

	0	0	0	0	0
	0	0	0	0	0
	0	0	0	0	0
	0	0	0	0	0
	1	2	1	2	4
	1	10	20	1	3
	1	10	13	1	10
	0	0	0	0	0
	0	0	0	0	0

[20.1] UNITED STATES
OF AMERICA

[20.11] 1944

	[7]	[10]	7	[7]	10
	[4]	[10]	4	[4]	11
	[6]	[10]	6	[6]	10
	1	5	1	[5]	11
	1	5	1	5	3
	1	10	30	1	10
	1	10	27	1	10
	[3]	[10]	3	1	10
	0	0	0	[1]	10

[20.12] 1950

	[5]	[10]	5	[5]	10
	[3]	[10]	3	[3]	10
	[4]	[10]	4	[4]	10
	1	6	1	[6]	10
	1	6	1	6	3
	1	10	33	1	10
	1	10	28	1	10
	[4]	[10]	4	1	10
	0	0	0	[1]	10

[20.13] 1967-72

	[10]	[10]	10	[10]	12
	[8]	[10]	8	[8]	12
	[9]	[10]	9	[9]	10
	1	7	1	[7]	10
	1	7	1	7	3
	1	10	36	1	10
	1	10	27	1	10
	[6]	[10]	6	1	10
	0	0	0	[1]	10

[20.2] USSR

[20.21] 1939

	0	0	0	0	0
	[2]	[10]	2	[2]	12
	0	0	0	0	0
	0	0	0	0	0
	1	6	1	6	2
	1	10	30	1	10
	1	10	27	1	10
	0	0	0	0	0
	0	0	0	0	0

[20.22] 1941

	[3]	[10]	3	[3]	10
	[1]	[10]	1	[1]	15
	0	0	0	0	0
	1	6	1	[6]	10
	1	6	1	6	2
	1	10	35	1	10
	1	10	27	1	10
	0	0	0	0	0

[20.23] 1942

	[3]	[10]	3	[3]	10
	[1]	[10]	1	[1]	15
	[2]	[10]	2	[2]	12
	1	6	1	[6]	10
	1	8	1	8	3
	1	10	35	1	10
	1	10	27	1	10
	[3]	[10]	3	1	10
	0	0	0	[1]	10

[20.24] 1943

	[3]	[10]	3	[3]	10
	[1]	[10]	1	[1]	15
	[2]	[10]	2	[2]	12
	1	6	1	[6]	10
	1	8	1	8	3
	1	10	35	1	10
	1	10	27	1	10
	[3]	[10]	3	1	10
	0	0	0	[1]	10

[20.25] 1944

	[4]	[10]	4	[4]	10
	[2]	[10]	2	[2]	12
	[3]	[10]	3	[3]	12
	1	6	1	[6]	10
	1	8	1	8	3
	1	10	35	1	10
	1	10	27	1	10
	[3]	[10]	3	1	10
	0	0	0	[1]	10

[20.26] 197?

	[9]	[10]	9	[9]	12
	[7]	[10]	7	[7]	10
	[8]	[10]	8	[8]	10
	1	9	1	[9]	10
	1	11	1	11	3
	1	10	35	1	10
	1	10	27	1	10
	[5]	[10]	5	1	10
	0	0	0	[1]	10