

**ADVANCED COMBINED ARMS**  
**PART 3**  
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This article is a further continuation on my previous articles on Combined Arms with the intention of introducing extensive Fortifications and Headquarter Units, and also converting the existing scenarios by changing the forces available from the generic counter symbols and their accompanying unit values to the actual types of units and their revised unit values as listed in the previous two articles.

### **Trenches**

Trenches represent more extensive fortifications such as bunkers, pillboxes and actual trenches, whereas Improved Positions now represent less extensive fortifications such as foxholes, machinegun nests, and rifle pits. Trenches follow the same rules as Improved Positions [20.0] with the following exceptions:

1. Trenches may be occupied by unmounted infantry units, anti-tank units and artillery units.
2. Trenches quadruple (x4) the defensive strength of infantry units and double (x2) the defensive strength of artillery and anti-tank units. This is in addition to any defensive modifiers given to these units by the terrain in the hex.
3. Trenches may only be placed in Clear terrain hexes, which include Rough #1 hexes when in Open Mode.

### **Headquarters Units**

Headquarters units are the forces' commanding element. (In the scenarios, these usually represent a regimental or brigade level command unit, although for the Russians they can represent a divisional level command unit as well.) Headquarters units command all assigned units in their respective forces. These units are assigned to a particular headquarters in the scenario's order of battle. While most scenarios will have one headquarters per side, there are some with more than one headquarters per side (such as a starting force and then reinforcements which arrive later in the game or widely separated forces).

1. Headquarter units come in two types, Armored and Non-Armored. Armored Headquarters have counter values as follows (0 2 3 [4] 10). Non-Armored Headquarters have counter values as follows (0 2 3 4 10).
2. Headquarter Units follow the same rules as the rest of the units except that they may not conduct Overrun attacks. Headquarters Units are also affected by the Loss of Command Control (simulating the loss of communications with off-board higher headquarters).
3. Headquarter units have a Command Range that the units assigned to them operate under. This range is 12 hexes, although the scenario Special Rules may specify a different Command Range for a particular Headquarter unit. (This Command Range reflects the average ranges of the Headquarters command radios.) Assigned units within the Command Range of the Headquarters operate normally. Assigned units that are outside of the Headquarters Command Range during the Command Control Determination Phase of a Player Turn have an additional chit drawn for them. (For example, a force with a Command Control Level 2 would have to treat any units outside the Command Range of its Headquarters as being at Command Control Level 3. Note

that only one additional chit would have to be drawn for all assigned units outside of the Command Range, not each of them.)

4. Units assigned to a Headquarters Unit that is either disrupted or has lost Command Control, have an extra chit drawn for them during the Command Control Phase, regardless of how far they are located from the Headquarters unit. (Again, only one additional chit would be drawn for all of them, not each of them.)
5. Units that were assigned to a Headquarters unit that has been destroyed have two extra chits drawn for them in the Command Control Phase and suffer a -1 die-roll modifier when they roll for disruption removal during the Disruption Removal Phase. This means that units with a D1 disruption needs a die roll of 1 or 2 to recover and those with a D2 or D3 disruption need a die roll of 1 to recover. (As before, two additional chits would be drawn for all of them, not each of them.)
6. In the scenarios where a player has more than one Headquarters unit, units may only be assigned to one Headquarters. Those units not assigned to a particular Headquarters Unit are not affected by it, even if they fall within its Command Range. (The various headquarters are each using their own set of command radio frequencies.)

## The Scenarios

1. The following scenarios are conversions of the ones in the game, plus the scenarios from Moves #18. These conversions only have the Forces listed and changes to the Special Rules. All other parts of the original scenarios remain the same. The units that are listed come from my first two articles on the game, plus those listed in this article.
2. While the majority of the units listed are written exactly the same as they are in my articles, there are a few artillery units that are written with the “(Mot)” added to their listings in this this article. This is to ensure that those artillery units used have a Movement Factor of 10, not 3.
3. In some scenarios I added some extra features to selected Forces which are listed in the additions to the Special Rules. This is especially true with the Headquarters Units.
4. Players should feel free to use any of the advanced rules from my articles, however, if they do not want to use them, then the normal rules will suffice. Just ignore the scenario Special Rules pertaining to any of the advanced rules and delete the extra units listed.

[15.1] Scenario #1: Russia, 24 April 1944 [Hypothetical]

Forces:

Russians [Alpha Player]: 1 x Headquarters Unit (Armored)  
9 x 1944 T-34/85 Company  
9 x 1943 Guards Company  
3 x 122mm How Battalion (Mot)

Germans [Bravo Player]: 1 Headquarters Unit (Armored)  
9 x 1943 Pz IVh Company  
9 x 1944 Infantry Company  
3 x 105mm How (Mot) Battalion

[15.2] Scenario #2: Defense of the Vistula Bridges along the Line Tczew, 2 September 1939

Forces:

Germans [Alpha Player]: 1 x Headquarters Unit (Armored)  
2 x 1939-41 Medium Company

- 6 x 1939-40 Light Company
- 1 x 1939 Recon Company
- 2 x 1939-40 Motorcycle Company
- 6 x 1939-40 Infantry Company
- 2 x 105mm How (Mot) Battalion
- 1 x 1939-42 37mm AT Company
- 6 x Truck Company

Polish [Bravo Player]: 1 x Headquarters Unit (Non-Armored)

- 4 x 1939 7TP Company
- 3 x 1939 Recon Company
- 27 x 1939 Infantry Company
- 1 x 1939 100mm How Battalion (Mot)
- 2 x 1939 75mm Field Gun Battalion (Mot)
- 5 x 1939 AT Company

### [15.3] Scenario #3: Prochorovka, 12 July 1943

Forces:

Germans [Alpha Player]: 1 x Headquarters Unit (Armored)

- 1 x 1943 Pz VIe Company
- 4 x 1943 Pz IVh Company
- 2 x 1942 Pz IIIj Company
- 2 x 1942 SG IIIg Company
- 6 x 1942-44 SS Infantry Company
- 1 x 105mm How (Mot) Battalion
- 1 x 150mm How (Mot) Battalion
- 1 x 1943-45 Wespe/Hummel Battalion
- 1 x 1942 Marder Company
- 6 x Halftrack Company

Russian [Bravo Player]: Force "East"

- 1 x Headquarters Unit (Armored)
- 6 x 1941 T-34 Company
- 3 x 1942-43 T-70 Company
- 2 x 1943 SU-122 Battalion
- 1 x 120mm Mortar Battalion (Mot)

Force "West"

- 1 x Headquarters Unit (Non-Armored)
- 6 x 1943 Guards Company
- 3 x 1941 76.2mm AT Company
- 3 x 1943 75mm AT Company

Special Rules: (Add) Units in Russian Force "West" may set up in Trenches in any Clear Terrain hex.  
(Add) German Force has 3 Engineer Points. Russians have 12 Minefields which they may set up in Force "West" set up area.  
(Add) The Russian Non-Armored Headquarters has a Command Range of 20 hexes (which represents telephone land lines).

[15.4] Scenario #4: Arracourt, 19 September 1944

Forces:

US (Alpha Player): 1 x Headquarters Unit (Armored)  
1 x 1944 M-4 (76.2mm) Company  
2 x 1942 M-4 (75mm) Company  
1 x 1943 M-5 (37mm) Company  
1 x 1944 M-4 (105mm) Company  
9 x 1943 Armored Infantry Company  
1 x 1943 M-7 (105mm) SP Battalion  
1 x 105mm How Battalion  
1 x 155mm How Battalion  
7 x 1942 Halftrack Company  
1 x 1941 Truck Company

German (Bravo Player): 1 x Headquarters Unit (Armored)  
3 x 1943 PzV Company  
1 x 1942 SG IIIg Company  
1 x 1944 Recon Company  
9 x 1944 Infantry Company  
2 x 1942 75mm AT Company  
9 x 1939 Truck Company

Special Rules: (Change) Add two more Airstrikes on Game-Turn 4 for a total of three Airstrikes.  
(Add) The German player has 2 Anti-Aircraft Points.

[15.5] Scenario #5: Battle of Chinese Farm, 15 October 1973

Egyptian (Alpha Player): Alpha Force "North"  
1 x Headquarters Unit (Armored)  
6 x 1973 T-55 Company  
3 x 1967-73 Recon Company  
3 x 1973 Rifle Company  
1 x 1956-67-73 122mm How Battalion  
1 x 1967-73 120mm Heavy Mortar Battalion  
3 x 1967-73 BTR-50 Company

Alpha Force "South"  
1 x Headquarters Unit (Armored)  
3 x 1973 T-62 Company  
3 x 1967-73 Recon Company  
6 x 1973 Rifle Company  
1 x 1956-67-73 122mm How Battalion  
6 x 1967-73 BTR-50 Company

Israeli (Bravo Player): 1 x Headquarters Unit (Armored)  
5 x 1973 M-60A1 Company  
2 x 1973 Infantry Company  
1 x 1967-73 M3/SS-11 AT Company  
1 x 1967-73 105mm How Battalion

2 x 1973 M113 Company

[15.6] Scenario #6: Heartbreak Ridge, 13 September 1951

US (Alpha Player): Alpha Force “South”

1 x Headquarter Unit (Non-Armored)  
1 x 1950-53 M-4 (76.2mm) Company  
9 x 1951-53 Infantry Company  
9 x 1950-53 Haftrack Company

Alpha Force “Center”

1 x Headquarters Unit (Non-Armored)  
1 x 1950-53 M-4 (76.2mm) Company  
9 x 1951-53 Infantry Company

Alpha Force “North”

3 x 1950-53 155mm How Battalion  
2 x 1950-53 105mm How Battalion  
5 x Ammo Supply Unit

Chinese (Bravo Player): 3 x Headquarters Unit (Non-Armored)

27 x 1951-53 Infantry Company  
2 x 75mm Artillery Battalion  
2 x 120mm Heavy Mortar Battalion

Special Rules: (Add) Alpha Force “North” is assumed to be under the Command Range of a higher off-board headquarters and thus, will operate normally for the entire scenario.

(Add) Before the game start, the Bravo Player may divide his force between the three Headquarters in any way he wishes, but must record which units are under which Headquarters. For this scenario, the Chinese Headquarters Units have a Movement Factor of 4 and a Command Range of 6.

[18.1] Scenario #7: Halha River, 4 July 1939

Russian (Alpha Player): Alpha Force “One”

1 x Headquarters Unit (Armored)  
4 x 1939-41 BT-7 Company  
1 x 1939-41 Infantry Company  
1 x 1939 Truck Company

Alpha Force “Two”

1 x Headquarters Unit (Armored)  
5 x 1939-41 BT-7 Company  
1 x 1939-41 Infantry Company  
1 x 1939 Truck Company

Alpha Force “Three”

1 x Headquarters Unit (Non-Armored)  
3 x 1939-41 Infantry Company

1 x 122mm How Battalion (Mot)  
3 x 1939-41 Truck Company

Japanese (Bravo Player): 2 x Headquarters Units (Non-Armored)  
3 x 1939 Type 95 Company  
1 x 1939 Recon Company  
18 x 1939 Infantry Company  
3 x 1939 Type 90 (75mm) Field Gun Battalion

Special Rules: (Add) Before the game start, the Bravo Player may divide his starting force between the two Headquarter Units but must record which units are under each Headquarters Unit.

[18.2] Scenario #8: Gazala, 12 June 1942

German (Alpha Player): 2 x Headquarters Units (Armored)  
4 x 1942 Pz IIIj Company  
3 x 1942 Pz IVg Company  
3 x 1941-42 Recon Company  
9 x 1941-43 Infantry Company  
1 x 150mm How (Mot) Battalion  
2 x 105mm How (Mot) Battalion  
9 x 1940 Halftrack Company

British (Bravo Player): 2 x Headquarters Units (1 Armored and 1 Non-Armored)

Bravo Force "One"  
3 x 1941-42 Crusader I Company  
3 x 1939-43 Infantry Company  
1 x 1939 25 Pdr How Battalion  
3 x 1939 Truck Company

Bravo Force "Two"  
6 x 1941-42 Crusader I Company  
3 x 1939-43 Infantry Company  
1 x 1939 25 Pdr How Battalion  
3 x 1939 Truck Company

Bravo Force "Three"  
3 x 1942-43 M-3 (75mm/37mm) Tank Company

Bravo Force "Four"  
1 x 1942-43 M-3 (75mm/37mm) Tank Company  
8 x 1939-43 Infantry Company  
1 x 1939 25 Pdr How Battalion  
1 x 1939-42 2 Pdr AT Company

Special Rules: (Add) Alpha Player may divide his force up between the two Headquarters in any Manner that he wishes but must record which units are assigned to which

Headquarters prior to game start.  
(Add) Bravo Player has Forces One and Two assigned to one Headquarters and Forces Three and Four assigned to the other, but must record which Headquarters commands which group. Both of Bravo Player's Headquarters Units may setup anywhere on the map.

[18.3] Scenario #9: Korea, 1950

US (Alpha Player): 1 x Headquarters Unit (Non-Armored)  
2 x 1950-53 M-4 (76.2mm) Company  
9 x 1950 Infantry Company  
1 x 1950-53 105mm How Battalion  
3 x 1950-53 Halftrack Company  
6 x 1950-53 Truck Company

Chinese (Bravo Player): 2 x Headquarters Units  
25 x 1950 Infantry Company

Deployment: (Change) The balance of the US forces enter on Game Turn 2 on the same hex.  
(Add) The Chinese Headquarters Units set up in hexes 2520 and 4521.

Special Rules: (Add) The Chinese player receives 4 Anti-Aircraft Points to distribute among his units.  
(Add) One Chinese Headquarters Unit commands the three groups in the western half of the map and the other Headquarters Unit commands the two groups on the eastern half of the map.

[18.4] Scenario #10: Marina Goroka, 26 June 1944

Russian (Alpha Player): 2 x Headquarters Units (Armored)  
9 x 1944 T-34/85 Company  
1 x 1943 SU-122 Battalion  
1 x 1944 JSU-152 Battalion  
6 x 1942 SMG Company  
2 x 120mm Heavy Mortar Battalion (Mot)  
1 x 1941 76.2mm AT Battalion (Mot)  
6 x 1939 Truck Company

German (Bravo Player): 1 x Headquarters Unit (Armored)  
3 x 1943 Pz V Company  
3 x 1943 Pz IVh Company  
2 x 1942 SG IIIg Company  
3 x 1944 Recon Company  
6 x 1944 Infantry Company  
2 x 1943 88mm AT Company (L)  
6 x 1939 Truck Company

Special Rules: (Add) Alpha Player may divide his force up between the two Headquarters in any manner that he wishes, but must record which units are assigned to which Headquarters prior to game start.

[18.5] Scenario #11: Chir Bridgehead, 20 December 1942

Russian (Alpha Player): 2 x Headquarters Units (Armored)  
9 x 1941 T-34 Company  
2 x 1942-43 T-70 Company  
9 x 1942 Infantry Company  
2 x 120mm Heavy Mortar Battalion (Mot)  
1 x 1941 76.2mm AT Battalion (Mot)

German (Bravo Player): 1 x Headquarters Unit (Armored)  
3 x 1942 Pz IIIj Company  
1 x 1942 Recon Company  
9 x 1941-43 Infantry Company  
2 x 105mm How (Mot) Battalion  
3 x 1940 88mm AT Company  
2 x 1940 Halftrack Company  
7 x 1939 Truck Company

Special Rules: (Add) Alpha Player may divide his force up between the two Headquarters in any manner that he wishes, but must record which units are assigned to which Headquarters prior to game start.

## **Conclusion**

I hope that players can now enjoy this game in a more historical context, with historical units. Feel free to change the scenarios or even create new ones.