0.0. INTRODUCTION

0.1. CONTEXT AND ASSUMPTIONS.

Port Stanley is a simulation of the British reoccupation of the Falkland Islands in May and June, 1982, from Argentine forces which had occupied them by force at the beginning of April. The simulation takes place on part of East Falkland Island, where the capital and only town and most of the island's population were located, and concentrates on the amphibious landings and land battle. It is assumed for purposes of the simulation that the Argentines have also occupied West Falkland Island for political purposes (to establish control over all the islands) but that, given the overriding importance of East Falkland, the British are bypassing the West Island, as they did in fact. The non-intervention of the Argentine surface fleet after the sinking of the cruiser General Belgrano, another component of the historical situation, is also assumed, as is the outcome of air battles outside the immediate waters around the island. Thus, the players take the roles of the two ground commanders — Argentine Brigadier General Mario Benjamin Menendez and British Major General Jeremy Moore — with historical levels of air support available to them. Some variations on these assumptions are included in the optional rules.

A major part of East Falkland Island, "Laflonía," a peninsula southwest of Goose Green, is omitted from the map. Only one settlement (North Arm) is in this area. Any Argentine units there would be isolated by British control of the Darwin-Goose Green isthmus. Any British landings would be sealed off by Argentine possession of the same isthmus. Any commander who selected Laflonía for operations or stationed major forces there should probably be dismissed for incompetence. An early version of the game included Laflonía but no playtesters ever operated there, so the peninsula was removed to permit a larger scale for the rest of the island.

0.2. RULES ORGANIZATION.

These rules are organized into major sections, each numbered separately, as X:O. Most major sections are divided into minor sections, numbered X:1, X:2, etc. These sections may be divided further into sub-sections, numbered X.X:1, X.X:2, etc. Tables are numbered as if they were separate sections. This numbering system is used in all cross references. Comments which explain the rationale for certain rules, but are not part of the rules themselves, are in [brackets].

0.3. OPTIONAL RULES.

Some rules are included to increase the realism of the simulation or to allow the players more opportunity to explore some of the possibilities which did not, in fact, occur. These rules add to the length and complexity of the game, so some players may not want to use them. Therefore, they are marked by "bullies" (*). Players should feel free to ignore some or all of them, by mutual consent, whenever they play Port Stanley. Together, they convert the "basic" game into an "advanced" game.

1.0. DEFINITIONS.

1.1. SCALE.

The simulation is played on a map of part of East Falkland Island over which a hexagonal grid has been imposed. Each hexagon represents about 1.7 miles or 2.8 kilometers, each inch on the map represents about 2.8 miles or 4.5 kilometers. Each turn of the game represents two days of real time.

1.2. HEXAGON NUMBERING.

Hexagons (hereafter called "hexes") are numbered for identification and reference during play. The first two digits of the number indicate the vertical row, from west to east or left to right. The second two digits indicate the position in the row from north to south or top to bottom.

1.3. TERRAIN.

Color and symbols on the map represent various types of tactically significant terrain. A key to these features is found on the map. "Restricted waters" represent areas where ships would have less scope for maneuver than on the high seas, making them more vulnerable to air attack; such areas are also protected better from bad sea conditions during storms. The effects of this and other terrain on play are introduced at the appropriate points in the rules. A part of West Falkland is shown to delimit Falkland Sound, but may not be used for play.

1.4. PARTIAL TERRAIN.

There may be more than one terrain symbol in a hex. Clear and rough terrains are mutually exclusive; the applicable terrain in a hex is indicated by the color which takes up most of the area of the hex. Because of the convoluted coastline of East Falkland, many hexes may function as both land and water hexes, and may be occupied by both ships and land units. This situation is an exception to the normal stacking limits (6:0).

1.5. UNIT TYPES AND COUNTERS.

Typical counters are shown in Figure 1, and unit type symbols in Figure 2. Land combat units are identified by standard NATO symbols or variations of them; air, sea, and transport units are identified by silhouettes. Types of infantry units are differentiated for historical purposes only: references to "infantry" units apply to regular infantry, marine, parachute, and mountain (Gurkha) units. "Parachute" or "airborne" units may not make parachute jumps in this game. Gurkha units do have one special advantage in rough terrain. Because of the scale, British infantry "batallions" are actually groups of two companies. Thus, each real battalion is represented by two counters. The real battalions represented by these two counters will be called "organizational battalions."

All future references in these rules to simple "batallions" will be to...
the counters which represent two companies.

Land units include symbols to designate their type, size, combat strength, effectiveness, movement capability, and, for artillery units, range. Historical designations are provided for land units where they were known, and for British ships. Air units, which are abstract, are characterized by strength alone. The counters available for air units can be used as “change” to take losses or to divide or consolidate existing units. For instance, British Bomber units with strengths of 1 and 2 may be combined into one unit with a strength of 3. Most British land and sea units have reduced strengths printed on their backs: these strengths are used for taking losses. Reduced-strength Argentine units are represented by separate counters. All reduced units have a darker background color than full-strength units.

2.0. SEQUENCE OF PLAY

2.1. GAME TURNS.

Port Stanley consists of 15 game turns divided into 7 phases each. Experienced players should note that the sequence of play is slightly unconventional.

2.1.1. Weather Determination Phase.

The players determine the weather for the rest of the game turn, any special weather effects, and the availability of Argentine helicopters and armed personnel carriers. Automatic reconnaissance is carried out by the appropriate player (10.1).

2.1.2. Air Unit Assignment Phase.

Each player secretly assigns his air units to the air missions which are available to him. The players reveal their assignments simultaneously and place the appropriate number of air units in each mission box.

2.1.3. Argentine Movement Phase.

The Argentine player moves his land units.

2.1.4. British Landing Phase.

The British player carries out amphibious landings, weather permitting (7.0).

2.1.5. Argentine Combat Phase.

The Argentine player, at his option, makes air and land attacks he is permitted to make. He may move land units which do not attack.

2.1.6. British Movement Phase.

The British player moves his land and sea units, except those which participated in an amphibious landing in the landing phase.

2.1.7. British Combat Phase.

The British player, at his option, makes air and land attacks he is permitted to make. He may move land units which do not attack and sea units which did not move in the movement phase. He resolves opposed landings.

2.2. COMBAT PHASE SUBSEQUENT.

Within each combat phase, the following sequence must be adhered to. The “attacking player” is the one whose combat phase it is; his opponent is the “defending player.”

- The defending player removes demoralization markers from his units.
- The attacking player moves his units which are not attacking.
- The attacking player designates the specific targets of anti-shipping attacks and ground attacks and which air units are making each attack.
- The attacking player designates which of his land units are attacking which land units of the defending player, including any artillery units supporting attacks against units to which they are not adjacent.
- The defending player allocates his air defense strength against the attacking player’s air units.
- The defending player allocates any of his artillery units which are not adjacent to attacking units to participate in defense by other land units within range, designates defending units to benefit from ground support, and determines the amount of ground support.
- Anti-shipping and ground attacks by air units, and any air defense against these attacks, are resolved.
- One combat between land units selected by the attacking player is resolved.
- Attacking units involved in this attack retreat if required to do so, and the attacking player exercises his volitary retreat if he wishes to.
- The attacker exercises his option to advance after combat for the attack which was just resolved, if applicable.
- Additional attacks are resolved as the first one was, in the order chosen by the attacking player.

![Figure 4: Units Available]

**BRITISH UNITS, TURN 1 (3 BRIGADE, REINFORCED)**

**Infantry Battalions**

- 40 Cdo., RM (Cos. A, B, C, D): 2 x 42/20
- 42 Cdo., RM (Cos. J, K, L): 1 x 42/20, 1 x 22/20
- 45 Cdo., RM (Cos. Y, Z): 1 x 42/20, 1 x 22/20

**2nd Br., The Para. Rgt.:** Cos. A, B, C, D: 2 x 42/20

**Reconnaissance**

- B Squad., The Blues & Royals: 2/32

**Special Forces**


**Combat Ships**

- HMS Glamorgan ("County" class): C 2-1
- HMS Brilliant (Type 22): E 3-1
- HMS Antrim (Type 21): C 1-1
- HMS Plymouth (Type 21): E 2-1
- HMS Yarmouth (Re Bayer class): E 2-2

**Landing Ships**

- HMS Intrepid (Landing Platform, Dock): A 3
- HMS Fearless (Landing Platform, Dock): A 3
- RFA Sir Laird, RFA Sir Gairdner (Landing Ship, Logistic): L 2
- RFA Sir Gisela, RFA Sir Trenchard (Landing Ship, Logistic): L 2
- RFA Sir Bedevoir, RFA Sir Percival (Landing Ship, Logistic): L 2

**ARGENTINE UNITS**

- Infantry Regiments
  - 3rd: 1 x 6/12, 2 x 3/14
  - 4th: 1 x 5/1, 4 x 4/14, 1 x 3/14
  - 6th: 1 x 5/12, 1 x 4/14, 1 x 3/14
  - 7th: 2 x 4/14, 1 x 3/14
  - 12th: 1 x 4/14, 3 x 2/14, 1 x 1/14, 2 x 0/14
  - 25th: 1 x 5/12, 1 x 4/14, 1 x 3/14

**Other Infantry Units**

- 3rd Mar Br.: 4/16
- 5th Mar Br. (det): 4/16
- 1st Aosune Rgt. (det): 2/16
- 601 & 602 Ranger Cos.: 2 x 1/16

**Reconnaissance**

- 10th Arm. Cav. Rgt. (det): 2/24

**Anti-Aircraft**

- 601 AA Br.: 2 x 1/1
- 602 AA Br.: 2 x 1/1

**Headquarters**

- Joint Force (division): Menendez
- 10th Brigade: Jofre

**BRITISH UNITS, TURN 6 (5 BRIGADE)**

**Infantry Battalions**

- 1st/7th Gurkha Rifles (Cos. A, C, O, D): 2 x 2/18
- 2nd Br., Scots Guards (Left Flank Co., Cos. F, G, H, Flank Co.): 2 x 41/6
- 1st Br., Welsh Guards (1, 2, 3 Cos., Pr. of Wales Co.): 2 x 21/6

**Artillery**

- 97 Battery, RA: 2/9/5

**Engineers**

- 33 Engineer Rgt.: (1/12)

**Combat Ships**

- HMS Antirion ("County" class): C 2-1
- HMS Broadwood (Type 22): E 2-0
- HMS Ardent (Type 21): E 1-1

**NEUTRAL COUNTERS:** 1 ex. Game Tour, General Weather, Additional Effects & Demoralized/Bridge Brown

**ARGENTINE UNITS**

- Total Infantry Units
  - 6/12: 1
  - 5/12: 3
  - 4/14: 6
  - 3/14: 6
  - 2/14: 3
  - 1/14: 1
  - 0/14: 2

**Artillery**

- 3rd Group: 3 x 1/1
- 1st Mar Regt.: 2 x 1/1
- 11th Army Br.: 2 x 1/1

**Transport**

- M-113 APCs: 2 x 32
- Helicopters: 2 x 50

**EXACT:** 6

**RECORD-KEEPING COUNTERS**

**Argentine**

- **Air Units**
  - Pucara: 3 x 4/3
  - 2 x 7/1
  - 2 x 4/3
  - 2 x 7/1
  - 5 x 4/7
  - 5 x 4/3
  - 2 x 2/1

- **Supply Counters**
  - 17: 2 x 6/5
  - 5 x 4/3
  - 10 x 2/1
  - 5 x 4/3
  - 9 x 2/1

- **Improv. Position**
  - 10
  - 6

- **Artillery Markers**
  - 3

- **Record Track**
  - 10

- **Pucara**
  - Mirage
  - Skyhawk

- **Deep Recon**
  - 9: 6 x 212/112
  - 1 x 214/0/14
  - 2 x 114/0/14
  - 1 x 0/14

- **Navel Force**
  - Correction

- **Sailors**
  - 3. A. B. C

**British**

- 6 Pucara: 3 x 4/3
- 2 x 7/1
- 2 x 4/3
- 2 x 7/1
- 2 x 4/3
- 2 x 7/1
4.0. WEATHER DETERMINATION

4.1. PROCEDURE. During the weather determination phase, either player rolls a die twice. The first number rolled determines the general weather conditions in the Falklands. The die roll is cross-referenced with the appropriate column of the Weather Determination Table, according to the weather on the previous turn. The general weather conditions are indicated. The second number rolled determines what additional special weather effects occur this turn. The die roll is cross-referenced with the column for that turn's weather, as just determined by the first die roll.

4.2. ADDITIONAL WEATHER EFFECTS TABLE.

5.0. MOVEMENT

5.1. MOVEMENT PHASE. Each land unit has a movement allowance of a number of movement points (MP) as indicated on its counter. Units pay MPh for their allowances to move into adjacent hexes, depending on the type of terrain in the hex. These costs are listed in the Terrain Effects Table. The cost for crossing a river is in addition to the cost of the hex entered on the other side of the river. Units may not move from one hex to another across hexsides covered by ponds or ocean (restricted waters or high seas). A unit may enter a hex if it does not have sufficient MP remaining from its allowance. This rule does not apply to air or helicopter units.

5.2. TERRAIN EFFECTS TABLE.

5.3. ROADS AND TRACKS. Units pay the cost for roads and tracks only when following the road or track from one hex to another. When not entering a road or track from another road or track connected to it by the road or track being followed, units pay the cost of the other terrain in the hex.

5.4. EFFECTS OF ZONES OF CONTROL. Units must stop upon entering an enemy zone of control (19.0). They may leave enemy zones of control only at the start of movement, only if they first pass a morale check (11.4), and only if they move to a hex which is not in an enemy zone of control. Failing the morale check incurs no penalty except being unable to leave the zone of control.

5.5. COMBAT PHASE. Units which do not engage in combat during the combat phase may move again during that phase under the same rules as for moving in the movement phase (5.1.5). They may enter or leave enemy zones of control as in the movement phase, but may not attack enemy units whose zones they enter. Movement in the combat phase takes place before combat.

5.6. TRANSFER OF MOVEMENT POINTS. Units which move during the combat phase may add their MP allowances to any of their MP allowances which they were unable to use during the movement phase of the same turn, provided that they moved as far as possible during the movement phase. For instance, if a unit with an MP allowance of 8 had moved 4 hexes in rough terrain, it would have used 4 instead of 8 of its MP. It could then add the 2 unused MP to its movement allowance for the combat phase for a total of 20. It could then move 5 hexes in rough terrain. The unit could not move along a track at the beginning of its combat phase since it had not expended the remaining (2) to have done in its movement phase. If the unit had elected to move only 1 hex during the movement phase, it could not have transferred any MP to its combat phase.

When players are taking advantage of this rule, they should move the units which will transfer MP last during the movement phase and first during the combat phase in order to keep track of the transfers.

Under no circumstances may MP be transferred from one unit to another. Excess MP from the movement phase was not used in the immediately following combat phase are lost, as are any MP's left over at the end of the combat phase.

5.7. AIR AND SEA MOVEMENT. Sea units have unlimited movement which they may use in either movement or combat phases, and both in both within the same game turn. During either the movement phase or the combat phase they may leave the map or enter it, but they may not do both twice. They may not move in the movement or combat phase if they moved during the landing phase of the same turn.

Units also have unlimited movement. They operate as described in section 12.2. Helicopter movement is described in 8.4.

5.8. IMMOBILE UNITS. Some units have movement factors of 0 (0 on the counter). They may be moved only by helicopter transit (8.4).
ne step losses; they merely remain "on board" their landing ship units.

An opposing landing is considered to be regular land combat. The strength of the landing forces may be augmented by naval gunfire [11] or ground support by air units [12.75]. British land units already ashore may join in the attacks as in regular combat; including units which made an unopposed landing in the landing phase. Units making an opposing landing are automatically in supply.

7.5. COMBAT PHASE.

Units which participate in a landing, whether opposed or not, may not move during the remainder of the game turn. If the landing beach hexes are in the zones of control of unfriendly units, those units may, however, be attacked normally during the combat phase.

7.6. FOLLOW-UP LANDINGS.

After moving the initial assault units ashore during the landing phase, the British player may stack follow-up units with the landing ships and leave the landing ships adjacent to the beach until the next British landing phase. Those units may then move onto the beach hexes and be replaced by additional British units on the landing ships during the next British movement phase. The replacement units may, in turn, move onto the beach in the British combat phase. These units may include supply units. This process may continue until the British player has landed all the units he wishes. The units on a beach hex may never exceed normal stacking limits (6.0); it will usually be necessary to move some of the early units off the beach to make room for follow-up units.

Follow-up landings are subject to the same weather restrictions as initial landings. A single die-roll applies to all follow-up landings at a particular beach during a single turn. No follow-up landings may be made during stormy weather turns from high sea hexes.

7.7. LOSS OF LANDING SHIPS.

If landing ship units are eliminated by Argentine anti-shipping attacks, any stacks attached to them waiting to land are also eliminated. Batters must lose 1 step for each point of landing capacity sunk.

7.8. WITHDRAWAL OF LANDINGS.

Landing ship units may be moved out of the hexes adjacent to a beach and off the board during any British movement or combat phase after the turn in which the initial landing was made, as long as no land units use the landing ships to enter the beach hexes.

7.9. RE-EMBARKATION.

Land units on a beach hex may be embarked on empty landing ships in an adjacent sea hex during either the movement or the combat phase. The landing ships may leave the beach hex after the landing ships may move during the phase. In a subsequent landing phase, the embarked land units may make an amphibious landing (7.1-7.5). Embarked units may also be transferred from landing ships to other land units which have to be transported by helicopter and have an MP allowance of their own may move 1 hex after being transported; in so doing, they may enter an enemy ZOC or capture a unit which has a "•" combat factor or a supply unit by entering its hex.

6.3. Off-Map Argentine Units.

Argentine land combat units in the Lofina/West Falkland airfield box may be brought onto the map under 8.4.1. The Argentine player pays 20 MP to get a helicopter from the edge of the map to Lofina/West Falkland, and 20 points to re-enter. The helicopter units involved must exit from any hex on the west edge of the map or from the south edge between hexes [0126] and [2134]. If they exit from the west edge, they must re-enter on the west edge; if they exit between [0126] and [2134], they must re-enter between [0126] and [2134]. If they do not have to re-enter on the same hex from which they departed.

6.4. Two-Phase Helicopter Transport.

A single helicopter unit may ferry a battalion over a combination 2 friendly movement or combat phases. The player stacks the helicopter unit with the battalion and announces the hex to which the battalion is being ferried, during the first of the two phases. At the end of the second phase, the battalion is moved to the new hex. If the hex is occupied by an enemy unit of company or regiment size or larger, the helicopter is taken out of play before the ferried operation is completed, the battalion takes a step loss and the helicopter transport unit is eliminated; the battalion is placed on any adjacent land hex not occupied by an enemy unit, within stacking range (1-2 spaces). If the battalion is occupied by enemy platoon, the battalion is placed on any adjacent land hex not occupied by an enemy unit or by another friendly battalion, suffering no loss. If no such hex is available, the helicopter unit is eliminated and the friendly battalion being ferried takes a step loss and remains in its original hex. The 2 friendly phases used to ferry a battalion may be in separate turns but must be consecutive except for phases in foggy or stormy weather turns.

E.g. a player could use 1 helicopter transport unit to move a battalion in its combat phase of one turn and its movement phase of the next turn, if neither turn was stormy or foggy; if the second weather condition was stormy or foggy, the player would have to be completed in the player's movement phase in the next turn which was not stormy or foggy.

6.5. Intensive Use of Helicopters.

The Argentine player may double the capacity of his helicopter transport units for one turn during the game. On the next turn he may not use his helicopter transport units at all, and he automatically loses a morale point (17.2) on the turn of intensive use. If the next turn is not stormy or foggy, he loses another morale point, and continues to do so until a turn in which the weather is not stormy or foggy, he may use his helicopters on that turn [He has diverted the helicopters which are normally used for transport losses to the "front", the adverse weather effects on morale, he also needs time to catch up on food transport and maintenance.]

6.6. APC TRANSPORT.

The Argentine player may move only infantry and supplies with his APC units. To move a unit, he stacks it with the required number of APC counters (for an infantry battalion or 2 supply points, 1 for an infantry company or platoon or 1 supply point) he then moves the entire stack like a regular land unit, paying the appropriate movement cost from the APC unit's movement allowance. APC units must be face up at all times.

Infantry units may be stacked or unstacked with APC units at any point during the APC unit's movement, at no MP cost. Supply units must begin a phase stacked in APC units; APC units may move unstacked, but not supply units, into enemy zones of control. To leave the zone of control, the APC units must pass a morale check just like regular land units (5.4). Infantry units may not move after being dropped by APC units.

6.6. DOUBLE MOVEMENT PROHIBITED.

Under no circumstances may units use both their own movement factor and helicopter or APC transport in the same phase, except for units which move only 1 hex after helicopter transport (8.4.2).

9.0. ZONES OF CONTROL.

Some land units exert a zone of control (ZOC) over all adjacent land hexes. ZOCs never extend into sea hexes. All infantry, artillery, reconnaissance, and engineer units exert ZOCs except the units designated as play only.

If the Argentine player wishes to take advantage of the effects of a ZOC potentially exerted by a face-down unit which could be a dummy or a platoon with no ZOC, he must declare that the face down unit is a combat unit of at least company size. He does not have to turn the unit face up. He may declare the ZOC before a British unit enters the ZOC or after. If a British unit moves through several hexes adjacent to a face-down Argentine unit, the Argentine player may declare the ZOC in the first ZOC hex the British unit enters. The Argentine player is never required to exercise the effects of a ZOC for a face-down unit (He may wish to continue deceiving the British player about his strength in the hex.)

10.0. RECONNAISSANCE.

10.1. AUTOMATIC RECONNAISSANCE.

After determination of weather in the weather determination phase, some face down Argentine units may be revealed. This simulates British signal intelligence, interrogation of locals, and observation by small SAR and SBS teams which are not otherwise represented in the game. On turn 1, each player turns over 2 face-down Argentine units of his choice. Thereafter 2 face-down units are turned over on clear weather turns, 1 on cloudy weather turns, and none on stormy weather turns. The British player turns over the appropriate number of units of his choice on even-numbered turns, on odd-numbered turns, the Argentine player chooses which units to reveal. When units are turned over, do not all have to be in the same stack, nor do all the units in a stack have to be turned over. If only 1 of the units in a stack is turned over, it does not have to be the top one.

10.2. REGULAR RECONNAISSANCE.

10.2.1. Conditions.

The British player may also perform reconnaissance during his combat phase. Any British land unit or stack may perform reconnaissance on all the hexes to which it is adjacent. Any British maimer unit may also perform a reconnaissance. For an reconnaissance (see note 9.1.1), the unit makes an MP check on top of a line unit or stack, the reconnaissance applies only to that unit's or stack's reconnaissance. Reconnaissance is performed in lieu of combat unit's which carry out a reconnaissance may not attack or move after the reconnaissance. Reconnaissance is confirmed by Hammers or carried out by units assigned to ground attack/support missions (12.3).

10.2.2. Procedure.

The British player rolls a die once for each hex being
investigated, and checks the result on the Reconnaissance Table. The die roll may be modified by the presence of certain types of units, by the terrain, or by the weather. The die roll modifier for settlement and town hexes does not apply to aerial reconnaissance. If a hex contains both face-up and face-down units, the Argentine player must reveal units of his choice, he must choose from among the face-down units.

10.2.3 Reconnaissance Table

11.0. LAND COMBAT

11.1. CONDITIONS

Units which are adjacent to enemy units at the beginning of their combat phase may attack those units. Attacks are not required, and a unit does not have to attack the enemy units in all adjacent hexes, although it may do so at its player's option, but a unit must attack all the units in any hex it does choose to attack.

11.2. PROCEDURE

Total the strengths of all the defending units, including the strength derived from air or artillery support, and find the appropriate line at the head of the Land Combat Results Table (11.3). Total the strengths of all the attacking units, including artillery support, and find the appropriate column on that line. If the defending units have a strength greater than 12, divide both the defense and attack by 2, drop the remainder, and proceed as above. If the attack strength is less than the lowest number shown on the line for the defender's strength (in the leftmost column), no attack may be made. If a British attack against face-down Argentine units would violate this rule after the Argentine units are turned face up, each British unit must make a morale check (11.4); those which fail must retreat one hex or lose a step.

In order to determine the strengths of Argentine units, it may be necessary to turn them face up. If so, they remain face up for the rest of the game.

Roll the die and add or subtract any modifiers which apply (as listed at the bottom of the CRT). There is no limit to the number of modifiers which may affect any single attack, positive and negative modifiers cancel each other. The result in the column already selected. Separate results apply to the attacker and defender, although side may have a "hit" or "no effect." The effects listed in the table apply only to units which fail morale checks (11.4). Lesser results apply to units which pass morale checks, with retreat results being converted to "no effect."

11.3. LAND COMBAT RESULTS TABLE

11.4. MORALE CHECKS

The results of combat depend on morale checks. Units must also pass morale checks to move out of enemy ZOCs and at certain other times. When a morale check is required, the player owning the unit rolls a die. If the number rolled is less than the unit's effectiveness rating, the unit has passed its morale check; if the die is equal to or greater than the effectiveness rating, the unit has failed. Note that the number actually rolled on the die may be increased according to the combat results table. This modified number, not the number appearing on the die, determines whether a unit passes or fails its morale check. For Argentine units, the effectiveness rating may also be affected by overall morale (17.0). When a stack of units must make a morale check, the die is rolled for each unit individually, so that some units may pass and others fail.

Units which fail morale checks do not become "demoralized." Demoralization markers are used only for the effects of artillery barrages and ground attacks by air units (11.7.3, 12.7.2).

In some circumstances, some British units can fail their morale checks because their effectiveness rating is higher than the highest number that can be rolled. Some Argentine units will automatically fail because any number rolled, after adjustment, will equal or exceed their effectiveness rating. Note that the reduced Argentine units have lower effectiveness ratings than when full strength, British effectiveness ratings are unchanged by step reduction.

11.5. RESULTS OF COMBAT

Combat results are summarized on the CRT. The following sections explain these results in more detail.

11.5.1. Elimination

An eliminated unit has lost so much of its strength or cohesion that it is removed completely from the game. Eliminated units never re-enter the game as replacements or reinforcements.

11.5.2. Step Loss

All battalions and some smaller units consist of 2 steps. Moderate combat losses reduce the unit's usefulness in combat but do not affect its ability to eliminate. Units that have been reduced are represented by counters with a darker background than full-strength units. The reduced strength is printed on the backs of the British counters, to reduce a British unit, just turn its counter over. British counters with no strength on their backs have only a single step and are eliminated if they suffer a step-loss result.

Argentine units that suffer a step loss must have their counters replaced. Replacements are made as shown in Figure 5. Argentine unit types not listed have only a single step and are eliminated if they suffer a step loss result.

An "S-2", "S-1", or "S-0" result applies to each unit in a stack. It does not mean that the whole stack loses only one step. Some of the units in the stack may be eliminated (because they have only one step) while others are reduced, or all the units in a stack could be eliminated.

Units which are not eliminated by step losses must then retreat one hex, satisfying the conditions of the following section. If they are unable to retreat, they are eliminated.

11.5.3. Retreat

Any unit which suffers a retreat result must be moved by the owning player one hex away from the opposing units. It may not be moved if an enemy unit can voluntarily roll under 6 except into an enemy ZOC. It suffers a step loss instead (which may mean elimination). Friendly units negate ZOCs for retreat purposes; however, stacking limits must be observed (6.0). If retreating into a friendly occupied hex would force violation of stacking limits, one or more of the friendly units already in the hex must also be moved; these units also may not retreat into an enemy ZOC.

British units must retreat in the general direction of a beach hex through which British units have made an amphibious landing, if possible. The beach need not be the one on which the unit was retreating landed. Argentine units must retreat in the general direction of their target (e.g., Stanley, if possible). Players should use common sense in interpreting this rule; in case of dispute, the opposing player determines the direction of retreat.

If both attacking and defending units are forced to retreat, the attacking units retreat first. Units may retreat into all-sea hexes, across ponds or rivers, or off the map. A unit which can retreat nowhere else must suffer a step loss instead.

11.5.4. Retreat after Successful Defense

If all the attacking forces are forced to vacate the hex from which they made the attack (through elimination, step loss or retreat), the defending units do not have to retreat. A retreat result is converted to "no effect." Defending units must check for elimination or step losses, but any surviving units do not have to retre.

11.5.5. Immobile Units

Units with no MPs do not retreat if they have no combat strengths, (except, some air defense, and supply units), they are not affected, but an enemy advance after (11.6) results in their capture.

11.5.6. Retreat Substitution

Any unit with a strength of 1 or greater forced to retreat by a combat result may substitute a step loss for the retreat. If this step loss eliminates the unit, the opposing player may not advance after combat (11.5.6). Voluntary Retreat.

The owning player may voluntarily retreat any units involved in combat, under the restrictions of 11.5.3 [He may want to do this if only some of the units on a stack are forced to retreat as a result of combat.] This option must be exercised immediately, before the die is rolled to resolve any other combat.

11.6. ADVANCE AFTER COMBAT

If all the participating units that have combat strengths are forced to vacate a hex as a result of retreat or elimination results, and at least one of the opposing units remain in its original hex the opposing player may advance that unit into the vacated hex. If he has more than one unit left in his original hexes, he may advance as many as he wants into the vacated hex, up to normal stacking limits (6.0). He does not have to advance any units. No advance after combat is allowed if the opponent eliminated a unit in lieu of a retreat (11.5.6). Advance after combat may result in the capture of units which can not retreat. It must be exercised immediately, before any other combat is resolved.

11.7. ARTILLERY SUPPORT

11.7.1 Direct Support

All artillery units have a combat strength, exert a ZOC, and participate in combat if the hex they are in is attacked, just like other combat units, by adding their combat strengths to the strengths of any other friendly units in the hex. Likewise, they add their strengths to the strengths of any units with which they are stacked which are attacking adjacent enemy units.

11.7.2 Indirect Support

Each artillery unit may also participate in non-adjacent combat up to the range in hexes printed on its counter. A unit may add its strength to the defense strength of any friendly unit within its range that is being attacked, and may add its strength to the attack strength of friendly units attacking enemy units adjacent to them that are also within the range of the artillery unit.

11.7.3 Barrages

Artillery units may attack enemy units which are not being attacked by other friendly units adjacent to the enemy, including L. and A type ship units participating in a landing. Such an artillery attack is resolved as if it were a ground attack or anti- shipping attack by air units (12.7.2, 12.6), substituting the strength of the artillery units for the strength of air units. Barrages against L or A type ships have no effect if the result is a hit on an E or C type ship.

11.7.4 Line of Sight

Artillery units may participate in combat with non-adjacent units only if they or some other friendly unit has a line of sight to the target hex. The line of sight is a straight line from the spotting unit:

- From any summit hex to any other summit hex if it does not pass through a third, intervening, summit hex
- Or of up to 7 hexes to or from a summit to a non-summit hex if it does not pass through another summit hex to any hexes beyond the second summit; however, the line of sight ends in the first rough hex encountered which is not part of the group of contiguous rough hexes which includes the originating summit hex
- Or of up to 5 hexes from a rough hex through clear or seawaters to a clear hex
- Or of up to 3 hexes from a sea or clear hex through sea or clear hexes to a clear hex
- Or of up to 5 hexes from a clear or sea hex through clear or sea hexes to the first rough hex encountered

Lines of sight are traced from the center of the spotting hex to the center of the target hex. If a line of sight passes directly along the line between 2 hexes, it is blocked only if both hexes are blocking terrain. A summit hex blocks a line of sight even if the line does not pass through the triangular symbol. During stormy turns, lines of sight are limited to 2 hexes, regardless of terrain. During stormy turns, lines of sight are limited to 2 hexes, regardless of terrain.

Line of sight rules are illustrated in Figure 6. ERRATA

11.7.3 Line 3

After the word "Landings" insert a comma and the following words: if there is a line of sight from a friendly unit to the enemy hex.

11.2. Land CRT

Remove line 11.3.

12.5.2 Paragraph 2, Line 2

The equation should read (6.2) × 2 + 3 × 2 = 5

12.6.2 Paragraph, Line 6

After the words "Land Hex" insert a comma and the following words: if the British units are in a high sea hex and not adjacent to a land hex.

12.3. Comments

The Scots Guards should read "SG" not "Figure 5 G;" the Welsh Guards should read "Figure 1 W" not "WG."

11.7.5. Limits on Artillery Use

All artillery units may participate in only one combat, an attack or defense, per combat phase. It may not participate in an attack in its own combat phase if it was transported in that phase.

11.8. AIR DEFENSE UNITS

All land air defense units have a strength of 1 for air defense purposes (12.6.2, 12.6.3, 12.7.4, 12.7.5). Argentine air defense units with a combat strength in parentheses may contribute this strength to the defense of units with which they are stacked, or to
### 11.2. LAND COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Defense Strength</th>
<th>ATTACK STRENGTH</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 2 4 5 7 8 9</td>
<td>10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</td>
</tr>
<tr>
<td>11 2 4 5 6 7 8</td>
<td>9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27</td>
</tr>
<tr>
<td>10 7 3 4 5 6 7 8 9</td>
<td>10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</td>
</tr>
<tr>
<td>9 1 2 3 4 5 6 7 8 9</td>
<td>10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</td>
</tr>
<tr>
<td>8 0 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28</td>
<td></td>
</tr>
</tbody>
</table>

### 11.2. LAND COMBAT RESULTS TABLE (Continued)

**Die-Roll Modifiers**
- **-1** At least 1 attacking unit is a Gurkha unit and the defender is in a rough or summit hex
- **-1** At least 1 of the attacking stacks includes a British special forces unit
- **-1** Attack is made during a foggy weather turn
- **-1** Attack is made by Argentine units stacked with or adjacent to a headquarters
- **-1** Attack is made against Argentine units with moderate morale
- **-1** Attack is made during a stormy weather turn
- **-1** Defender is in a rough or summit hex
- **-1** All attacking units are attacking across a river
- **-1** Defender is in improved positions
- **-1** Attack is made against Argentine units stacked with or adjacent to a headquarters
- **-1** Attack is made by Argentine units with moderate morale
- **-2** Attack is made during an opposed amphibious landing

**NOTE:** Any die-roll modified to less than 0 is resolved on the 0 line. All modifiers are cumulative.

**Explanation of Results**
- **A** Effect on attacker
- **D** Effect on defender
- **E** Each engaged unit which fails a morale check is eliminated; each engaged unit which passes a morale check must lose 1 step (it is eliminated if it has only 1 step) and retreat 1 hex
- **S** Each engaged unit which fails a morale check loses 1 step and must retreat 1 hex (it is eliminated if it has only 1 step); each engaged unit which passes a morale check must retreat 1 hex
- **R** Each engaged unit which fails a morale check must retreat 1 hex; each engaged unit which passes a morale check is unaffected
- **●** No effect on any of the engaged units (no morale checks necessary)
- **#** Add the indicated number to the die roll when making morale checks

**NOTE:** Any unit forced to retreat may hold its position and lose 1 step instead; if none of the units in a stack forced to retreat has 2 steps, the owning player may choose to eliminate 1 and, in so doing, prevent opposing units from entering the hex as a result of combat.
### 12.6.4. AIR DEFENSE TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Number of Attacking Air Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ Air Defense Units</td>
<td>1-2</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
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<tr>
<td>10</td>
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</tr>
<tr>
<td>11</td>
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</tr>
<tr>
<td>12</td>
<td>1</td>
</tr>
<tr>
<td>13</td>
<td>1</td>
</tr>
<tr>
<td>14</td>
<td>1</td>
</tr>
<tr>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>16</td>
<td>1</td>
</tr>
<tr>
<td>17</td>
<td>1</td>
</tr>
<tr>
<td>18+</td>
<td>1</td>
</tr>
</tbody>
</table>

**Die-Roll Modifier**
+1 Defending against Pucaras

**Explanation of Results**

- **# Number of air units lost**
- ** roll again: 4-6, 1 additional air unit lost**
- **If Skyhawks and Mirages mixed, equal number lost if total lost is an even number; an extra Skyhawk lost if total lost is an odd number.**

---

### 4.2. WEATHER DETERMINATION TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Clear</th>
<th>Weather Last Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 Turns 7-15</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Summary of Results**

- **Clear** Auto. Recon. —2 units
- **Cloudy** Auto. Recon. —1 unit
- **Stormy** No Skyhawks

**Skyhawks No Air Ops.**
+1 on Land CRT
Line of sight only 2 hexes
No raids or withdrawal of spec. forces

### 4.3. ADDITIONAL WEATHER EFFECTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Clear</th>
<th>Weather This Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 Turns</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Summary of Effects**

- **Cold** Arg. morale reduced by 1
- **Calm** -1 on Landing Table
- **Rough** +1 on Landing Table
- **Foggy** No Air Ops.

**Skyhawks Only Available on Clear Turns**

---

### 14.1.6. RAID TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Argentine Combat Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 Any of the Argentine units were still face down after the required reconnaissance</td>
<td></td>
</tr>
</tbody>
</table>

**Explanation of Results**

- **D Target destroyed**
- **No effect —raid fails**
- **S Raiding unit(s) each lose 1 step — raid fails**

---

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12.0. AIR OPERATIONS.

Combat air operations may be performed by both players during each player’s combat phase. Air transport has been covered by 8.0.

12.1. TYPES OF AIR UNITS.

The British army employs only one type of air combat unit, Harriers. These may be based on British ships at sea or on air bases which the British player builds (13.2) or captures from the Argentines. The Argentine player has three types of air units: Pucara, Skyhawk, and Mirage III. Pucara units may be based in air bases in the Falkland Islands only, the other Argentine air units may be based on the Argentine mainland only. Skyhawks are affected more severely by weather than Mirages. “Mirage” units include Israeli-built copies called Daggers. Pucara units include Aermacchi MB339 trainer/light attack planes. [The Argentines had a few Super Etendard planes; since they were fitted to launch Exocet missiles, they were too valuable to risk in the missions represented here and so are not included in the game. Some aircraft which did not play a major effective role are also not included. Types which were represented by only a few planes each are included in the most comparable common type.]

12.2. AVAILABILITY OF AIR UNITS.

Harriers, Pucaras, and Mirage are available during any turn in which the weather is clear and or cloudy and not foggy. Skyhawks are available only when the weather is clear. [Lacking modern radar, the Skyhawks could not find the Falklands in cloudy weather.]

12.3. TYPES OF AIR OPERATIONS.

Six types of air operations may be conducted, but neither player may conduct all six. Only British Harrier units fly combat air patrol (CAP), airfield suppression, and reconnaissance missions. Only Argentine Mirage units assigned to ground attack/support for the British player; anti-shipping and ground attack/support for the Argentine player. Alternatively, each player may conceal his air mission boxes from his opponent with his hand and place his air units in the appropriate boxes; then the players may reveal their boxes simultaneously. Note that the mainline-based Argentine units assigned to ground attack/support may perform ground mission attacks; only Pucara units assigned to this box may perform both types of missions.

12.4. ASSIGNMENT OF AIR UNITS.

The players assign their air units to air missions during the air unit assignment phase by writing their assignments on scrap paper and then simultaneously placing their air units in the various missions boxes. Each player has a number of Harrier units by 2, (dropping any remainder) and add 2 to the resulting number to produce the British CAP factor. Then roll the die. If the number rolled is greater than or equal to the CAP factor, there is no Argentine loss.

12.5. COMBAT AIR PATROL.

12.5.1. Definition.

Combat air patrol (CAP) missions represent British Harriers acting as interceptors between the Argentine mainland and the Falklands to shoot down Argentine planes. [Because they were operating at the limits of their operational ranges, the Argentine planes could not reach the mainland with the Harriers over the South Atlantic; their tactic was just to try to get past the British interceptors as best they could.]

12.5.2. Procedure.

If the Argentine player has any mainland-based air units assigned to any air missions, and wishes to use them during his combat phase, and the British player has assigned any of his Harrier units to CAP, the Argentine player must roll for interception losses. Otherwise, he loses 1 the British player loses 2 for each Harrier unit by 2 (dropping any remainder) and add 2 to the resulting number to produce the British CAP factor. Then roll the die. If the number rolled is greater than or equal to the CAP factor, there is no Argentine loss.

12.5.3. CAP Losses.

If the British player rolls a 6 on his CAP die-roll, he rolls again.

On a roll of 6 or 0, he loses 1 Harrier unit, regardless of the number of Argentine units lost. (This simulates “operational” losses due to accidents, bad weather, mechanical failure, etc., and the very slight chance of a combat loss.)

12.6. ANTI-SHIPPING ATTACKS.

12.6.1. Definition.

Anti-shipping missions simulate the bombing of British landing and combat ships by Argentine planes. [This was the principal use of the mainland-based Argentine jets during the war.]

12.6.2. Procedure.

Argentine air units assigned to anti-shipping missions which have survived British CAP (including Pucara units, not affected by CAP) are stacked on top of British ship units. All British ship units in a hex must be attacked as a single stack. The British player denies the 1 air defense strength of his C and E ships and any other air units he assigns to hex. (This simulates “operational” losses due to accidents, bad weather, mechanical failure, etc., and the very slight chance of a combat loss.)

12.7. GROUND SUPPORT.

12.7.1. Definitions.

Ground support missions are carried out by a player during his opponent’s combat phase in defense of units the opponent is attacking. Ground attack missions are carried out during a player’s own combat phase against enemy units. If none of a player’s units are attacked during a given enemy combat phase, he may not carry out ground support missions.

12.7.2. Ground Attack.

To make a ground attack, a player takes air units from his ground attack/support mission box and stacks them with the enemy units he wants to attack. He then rolls a die and consults the Ground Attack Table (7.3), cross-referencing the number rolled with the number of attacking units and reading the result to the left of the shot. Note that the column used will depend on the number of defending infantry battalions or their equivalent in the hex. As for other purposes, 2 infantry companies equal 1 battalion; 1 battalion equal 1 infantry company or platoon in a hex, or only support or artillery units, or only a company plus support units, the “Less than 1” line is used to find the correct table column. If there is a single battalion or 2 companies, the “1 above” line is used. If there is a single battalion or 2 companies and any other units in the hex, or 3 companies, the “1 - “ other” line is used. There are 2 battalions or 4 companies, or with or without the other units, the “2 – other” line is used. If the units being attacked are in improved positions, add 2 to the die-roll.

An air-ground attack may have no result or may cause demoralization or step losses to the defending units. If a stack in a hex is no larger than 1, it loses 1, the defending players choose which steps to lose and must make a morale check for each surviving unit (including surviving units which have lost a step). Units which fail their morale checks have their effectiveness ratings reduced by 1 for the following turn. Place a "demoralized" counter on each such unit and remove it at the beginning of the opposing player's next combat phase. 12.7.3. Ground Attack/Table.

12.7.4. Defending against Ground Attacks.

Units undergoing a ground attack by air units may defend themselves. The Air Defense Table, adding 0 to their die-roll. [This defense represents the use of infantry air-defense weapons such as Blowpipe and operational losses.] They may add 1 to their die-roll for each air defense unit in the hex. Combat ships in adjacent sea hexes which do not have an air defense strength to defend themselves or other ships may also add to the defense of ground units being subjected to air attack. Losses by the attacking air units are simultaneous with any effects on the ground units they are, therefore, assessed after the resolution of the ground attack.

12.7.5. Ground Support.

For a ground support mission, a player takes air units from his ground attack/support mission box and stacks the units with the defending units he wishes to support. He then rolls a die and consults the appropriate column of the Ground Attack Table (7.2.3), reading from the line number for the number of attacking units in the hex with the lowest number of defending units. If the unit being defended is a stack of 2 battalions from one hex and 1 battalion from another hex, he would use the “2 - other” line to find the appropriate column. He then reads the number to the right of the slash on the line for the number he rolled to determine how many strength points to add to the strengths of the defending land units in the hex he is supporting. There is no defense against ground support missions by the player making the land attack.

12.7.6. Ground Attack and Ground Missions.

If the Argentine player uses both Pucara and mainland-based air units for anti-shipping or ground attack missions against the same hex, he must do so in 2 separate missions, with separate resolutions as separate stacks. The British player may defend against both missions directed against each hex with all air defense strength within range.

12.8. AIRFIELD SUPPRESSION.

Only the British player may fly airfield suppression missions. The only Argentine air units airfield suppression boxes are stacked with an Argentine airfield during the British combat phase. The British player then rolls a die and adds to the die roll the strength of the units making the attack. If the sum is 9 or greater, the airfield is removed from its face-up card location and a new one is drawn from a face-up card. The permanent airfield near Stanley must be suppressed twice unless the British player gets a sum of 14 or greater on his first attempt. The airfield being attacked defends with a strength of 0, adding the strength of any air defense units in the hex.

12.9. AIR RECONNAISSANCE.

Harrier units may carry out air reconnaissance. During his combat phase the British player takes a Harrier unit from his ground support box, face-up, and places it on the hex he wishes to reconnoiter. He then rolls a die and consults the Reconnaissance Table (10.3) for the result. If the Argentine player has 1 or more air defense units in the hex, he may conduct an air defense by revealing the new face-up card; otherwise, there is no defense against aerial reconnaissance. However, Argentine units revealed in this way do not count toward any units the Argentine player must reveal as a result of the reconnaissance.

12.10. ARGENTINE AIR UNIT CASUALTIES.

Whenever casualties are inflicted on the Argentine force that includes both Mirages and Skyhawks, an even number of casualties is divided equally between the 2 types; if the number lost is odd, the larger loss must be from the Skyhawks. (Thus, 5 losses would be made up of 2 Mirages and 3 Skyhawks.) A single loss of the group of Mirages and Skyhawks must be a Skyhawk.

13.0. IMPROVED POSITIONS.

13.1. CONSTRUCTION.

Improved positions represent minefields and field entrenchments. They may be built by either player. A unit must stay in a hex for an entire turn without moving or engaging in any kind of combat (including air defense and artillery support). An improved position counter may then be placed on the unit. Improved position counters may be placed on Argentine units during the initial deployment phase, beginning of turn 1.

13.2. EXTENT OF IMPROVED POSITIONS.

If a stack of 2 battalions or the equivalent in infantry companies builds an improved position, place an improved position counter with the “2” side up on the stack. If the stack includes 3 or more units, place an improved position counter with the “3” side up on the stack. The improved position may be recouped only by as many battalions or equivalent companies as the improved position counter indicates. A second battalion may be placed on top of an “improved position” and, by remaining there for an entire turn,
13.3. VACATING IMPROVED POSITIONS.
When troops move from an improved position hex, the improved position counter may be removed or left in place at the owning player's option. Vacant improved positions may be recouped by friendly troops at any later time. A player may remove one of his improved position counters any time in order to use it in another hex. Once an improved position counter has been removed from a hex, improved positions must be completely rebuilt in the hex according to 13.1.

13.4. NUMBER OF IMPROVED POSITIONS.
The number of improved positions which each player may build is limited to the number of improved position counters provided with the game.

13.5. ENEMY IMPROVED POSITIONS.
Whenever an improved position hex is entered by an enemy unit (during movement or advance after combat), the improved position counter is removed from the hex. Improved positions may never be "captured" and used by the other player.

14.0. SPECIAL UNITS AND COUNTERS.

14.1. SPECIAL FORCES.

14.1.1. Definition.
The British player has two special forces counters, which represent detachments of the 22nd Special Air Service Regiment (SAS) of the Army and the Special Boat Squadron (SBS) of the Royal Marines.

14.1.2. Special Forces Missions.
The British special forces units may be used for reconnaissance, raids, or defense, but may not attack. However, their scouting abilities are not equivalent to British units, if a unit is assigned a special forces role, they are at a disadvantage in the face of an enemy. Special forces units may be equipped with special forces equipment (not provided in the British army) and special forces tactics.

14.1.3. Special Forces Movement.
The special forces have their own landing boat and helicopter transportation. The British player may transfer them off the map to any land hex during any British landing, movement, or combat phase except during stormy or foggy weather conditions. If the transfer is made during the combat phase, the units may not attack or carry out reconnaissance during that phase. In subsequent phases, the units may be reconnoitered, repositioned, or defended. The British player may remove them from the map in lieu of movement during either his movement or combat phase, except during stormy or foggy weather conditions. They may not be removed to the map until a complete game turn has elapsed. A full set of phases from 2 successive turns do not make a complete game turn for this purpose.

14.1.4. Raids.
Raids are special attacks made by full-strength special forces units on airfields, hexes containing at least 4 supply points, or the Argentine Exocet unit, carried out during the combat phase from an adjacent land or sea hex. If carried out from a sea hex, a raid must begin off-map and the raider unit is subject to restriction of 14.1.3. If any face-down units in the hex being raided, the raider units must first perform a reconnaissance on the Reconnaisance Table (10.2) with a die-roll modifier of 0 (the normal special forces modifier does not apply). If the reconnaissance is successful, the British player must add 1 to his die-roll on the Raid Table. After the reconnaissance, the British player rolls again and cross-references the number rolled with the strength of any Argentine combat units in the hex. If the Argentine player does not want to reveal the strength of his face-down units, they are assumed to have a strength of 0. The result is then applied. Finally, the special forces unit may remain in the hex from which the raid was launched and cannot be withdrawn off the map. If the raid was launched from a sea hex, the units are withdrawn automatically. They must then remain off the map for a full turn, as specified in 14.1.3.

14.1.5. Raids on Headquarters.
If the reconnaissance counter reveals a headquarters in the hex which is hexed and the raid is successful (the target is destroyed), roll 2 dice; on a roll of 11 or 12, the headquarters is destroyed also. A headquarters alone in a hex can also be the target of a raid. If the raid is successful, the headquarters is automatically destroyed without a further die-roll.

14.1.6. Raid Table.

14.1.7. Reduced Special Forces Units.
Special forces units which have lost a step may not carry out raids. Otherwise, they function normally, being able to reconnoiter, add to the die-roll of units with which they are stacked, and defend (albeit at a strength of 0).

14.2. ENGINEERS AND BRIDGES.

14.2.1. Engineer Capabilities.
The British engineer unit may build airfields and tracks and repair bridges. If the engineer unit remains in a hex for an entire turn, neither moving nor engaging in combat, the British player may place an airfield marker in that hex. The engineer unit may construct a track at the rate of 1 hex per movement or combat phase if it does not engage in combat or make any movement except to move 1 hex into the new hex into which the track is being extended. The players should keep a list on scrap paper of the hexes traversed by any track built by the engineers. The engineer unit can repair a bridge by remaining in a hex adjacent to a blown bridge for an entire movement or combat phase, neither moving nor engaging in combat. At the end of the phase, the engineer player may remove the "blown bridge" marker from the bridge. Either player may then use the bridge for movement in any subsequent phase.

The engineer unit may not attack, but defends normally with its printed combat strength. It may take a step loss.

14.2.2. Bridges.
For movement purposes only, bridges negate the effects of the rivers; units which cross bridges pay the appropriate track or road movement costs. The Argentine player may blow up any bridge on the map before the game begins by placing a "blown bridge" marker on it, which destroys it for the duration of the game. The Argentine player can also blow up a bridge by using 9 MP's to repair or 8 MP's to blow the bridge. The Argentine player may blow up any bridge that is adjacent to one of his combat or support units if the unit rolls a 1 on one die a number equal to or less than the unit's effectiveness rating. The British player may blow a bridge by using 9 MP's to repair or 8 MP's to blow the bridge. If the bridge is blown, it does not exist for game purposes; units crossing bridge hexes pay movement costs just as for an unbridged river.

14.3. EXOCET UNIT.

14.3.1. Placement.
The Argentine player has 1 coastal artillery (Exocet) unit, representing a battery of land-based Exocet anti-ship missiles. During the game, this unit may make one attack on British ships in one hex. After that attack, the Exocet counter is removed from the game. The Exocet counter is deployed, face down, at the beginning of the game. It may be revealed by reconnaissance like other units. If the hex in which it is located is attacked by any British combat unit, and there are no other Argentine combat units in the hex, the Exocet counter is captured and removed from the game. The Exocet unit can be captured by advance after combat (11.5.4, 11.6) or destroyed in a raid (14.1.4).

14.3.2. Exocet Attack.
To make an attack, the Exocet counter must have a line of sight to a British sea unit. For the Exocet, this is a straight line which crosses any land hex or any hex occupied by or traversed by a British ship. The line of sight is determined from the center of the Exocet hex to the center of the target hex. The attack may be made during the British landing phase, the Argentine combat phase, or the British movement or combat phase. An attack during the British movement or combat phase may be made only against ships moving due to movement, or advance after combat. The Exocet unit attacks on the Anti-Shipping Attack Table. There is no defense against the Exocet and no modifier to the die-roll if the ships being attacked are in high seas hexes or if there are more than 8 ships in the hex. Results of the attack are assessed against the defending ships just as for an anti-ship attack (12.6). If the attack is made during the British landing phase, the results are assessed before embarked units are put ashore.

14.4. AIRFIELDS.
The Argentine player has 3 airfield markers, which he deploys according to 12.2. At the end of each game turn, he must return each ground airfield to an airfield. The number of Pucara units returned to an airfield may not exceed the capacity of that airfield. If insufficient airfield capacity is available, excess Pucara units are lost. Airfields may be destroyed by British airfields (missions 12.3 or raids 14.1.4) or captured if a British land unit enters an airfield. A captured Argentine airfield may be replaced by a British airfield after the lapse of an entire turn. Hermit units may be based on British units in excess of 8 must be based on airfields.

14.5. DUMMY UNITS.
The 6 Argentine dummy counters may be used by the Argentine player to deceive the British player. Each dummy unit must be stacked with a real Argentine land unit, including a headquarters unit, and may be stacked with any real unit. A stack containing both real and dummy units may be divided at the beginning of any movement phase (or combat phase if at least one of the real units in the stack does not participate in combat) and any dummy units may accompany any real units. Dummy units count as units to be revealed by either player as the result of successful British reconnaissance. Dummy units are revealed and removed from the game whenever their stack is involved in combat. Revealed dummy units may not be redeployed later in the game.

15.0. SUPPLY.

15.1. SUPPLY REQUIREMENTS.
The supply requirements in this game represent ammunition needs beyond what the troops can carry personally. It is assumed that part of each player's transport is constantly engaged in providing supplies to the troops. Therefore, the British infantry units of either side may defend themselves normally so long as they are not completely cut off. Air and ship units are not affected by these supply rules.

15.2. SUPPLY COUNTERS.
Like unit counters, supply counters come in various "denominations." Each supply point on a supply counter represents the supplies required for 1 battalion of infantry or battery of artillery for 2 days operations. Consumption of supply points is represented by turning a counter over to the side with the lower number, replacing the counter, or removing it from the game altogether.

15.3. SUPPLY REQUIREMENTS.

15.3.1. Normal Requirements.
Each full-strength battalion consumes 1 supply point for each attack it makes. Supply points are consumed by companies at the rate of 1 point for every 2 companies, rounding up, thus 1 company consumes 1 supply point, 3 companies consume 2 supply points, etc. Platoons never consume supply points.

Each full-strength battery also consumes 1 supply point whenever it attacks or defends. Reduced British batteries consume 1 supply point for every 2 such units, rounding up as for companies.

Units may not use an attack supplies which are transported to within the same area and the same combat phase in which the attack is made.

15.3.2. Defensive Supplies.
Infantry, reconnaissance, and engineer units do not consume supplies to defend. However, a unit cannot trace a line of hexes equivalent to no more than its movement factor to a supply unit, its effectiveness rating is reduced by 1 when it defends. This supply line may not pass through enemy ZOC's: friendly units negative enemy ZOC for purposes of tracing supply lines. As an example, an Argentine unit with a movement factor of 12 could be not more that 12 MP's from a supply counter; this could be 12 hexes along a track, 6 hexes across clear terrain, 4 hexes across rough terrain, or any combination of terrain adding up to 12 movement points.

15.3.3. Intensive Barrages.
The strength of an artillery unit may be increased by half (from 2 to 3 for full-strength British units) on either attack or defense through the consumption of an extra supply point. Thus a battery with a strength of 2 could add 3 to an attack or defense by consuming 2 supply points. Argentine batteries and reduced British batteries may be combined in 1 attack or defense to take.
advantage of this rule. For every 2 Argentine batteries of strength point each, 3 strength points may be added to the attack or defense for the expenditure of 4 supply points. 2 reduced British batteries would use 2 supply points to add 3 strength points.

15.4. SUPPLY SOURCES.
Ships of the British task force, off the map, are a source of unlimited supply points for the British player. The Stanley airport is a source of unlimited supply points for the Argentine player. In addition, the Argentine player may deploy up to 8 supply points on the map at the beginning of the game. They must be placed in settlement or airstrip hexes or on adjacent to hexes traversed by roads or tracks. The Argentine player may place as many supply point counters at the Stanley airport as he wishes, and replace them any he moves elsewhere. The British player must bring all his supplies ashore by landing ship or helicopter.

15.5. SUPPLY LINES.
Artillery units must be adjacent to or stacked with the supply counters from which they draw their supplies. Infantry units must be within 9 MPs of the supply counters from which they draw their supplies. Reconnaissance units must be within one-half of their movement allowance of the supply counters from which they draw their supplies. Supply range requirements are summarized in Figure 7.

15.6. ISOLATED UNITS.
15.6.1. Definition.
Any group of British units which can not trace a line of hexes, uninterrupted by enemy units or ZOCs, of any length, to a beach at which British units have made an amphibious landing, is isolated. Any Argentine unit which can not trace a similar line of hexes to Stanley is isolated. Friendly units negate enemy ZOCs for this purpose.

15.6.2. Effects of Isolation.
Isolated units as a group consume 1 supply point per turn of isolation even if they do nothing. They also as a group use 1 additional supply point in any enemy combat phase in which they must defend themselves against a land attack. All isolated units must have a defensive supply line (15.3.2) to the supply point they consume. If they do not, or if no supply is available to the isolated group of units, their effectiveness rating is reduced by 1 for all purposes, in addition to any other reduction.

(1) The principal reason for this rule is to inhibit the British player from dropping units behind Argentine lines by helicopter unless he can keep them supplied.

16.0. COMMAND CONTROL

16.1. HEADQUARTERS UNITS.
The 2 headquarters units in the counter mix represent the overall Argentine commander in the Malvinas, Brigadier General Mario Benigno Menendez, and his principal subordinate on East Falkland, Brigadier General Oscar Luis Joffre, commander of the 10th Brigade. (The other Argentine brigadier general, Omar Edgardo Parada, commander of the 3rd Brigade, was at Port Howard on West Falkland.)

16.1.1. Movement.
Headquarters units pay normal movement costs for land movement but may be transported by helicopter with any other land or supply unit at no additional cost.

16.1.2. Role in Combat.
Headquarters units do not contribute any strength to attack or defense for units with which they are stacked and have no inherent combat strength even for defense, but they do modify combat resolution die-rolls for other units with which they are stacked or to which they are adjacent. If stacked with units that are required to make a morale check, they do not have to make a morale check themselves, and they may always leave an enemy ZOC at the beginning of movement or enter an enemy ZOC at the end of movement. They may move directly from one ZOC to another at a cost of 16 movement points (and are the only units in the game which can do so). They may retreat voluntarily with other units (11.5.7).

16.1.3. Attacks on Headquarters.
Headquarters units may be eliminated by British raids (14.1.4) if all the units stacked with a headquarters are eliminated. The headquarters is also. Headquarters units have no ZOC. A British land unit with a combat strength (even a parenthesized one) may capture a headquarters unit by moving into the hex it occupies; the headquarters counter is then removed from the map immediately, and the British unit may continue moving.

16.2. EFFECTS ON COMBAT.
16.2.1. Command Control.
Argentine units may not attack unless they can trace a line of hexes to a headquarters unit equivalent to no more than half their movement factor. This line of hexes may not pass through enemy ZOCs; friendly units negate enemy ZOCs for this purpose. After a successful attack, units may advance after combat beyond half their MP range from headquarters; they may not, however, attack again in the next turn unless a headquarters has been moved up to within half their MP range.

16.2.2. Front-Line Operations.
If a headquarters unit is stacked with or adjacent to Argentine combat units, subtract 1 from combat resolution die-rolls when those units are attacking adjacent British units, and add 1 to combat resolution die-rolls when those units are defending against adjacent British units. These die-roll modifiers do not apply to morale checks or to attacks made solely by non-adjacent units (i.e., artillery barrages or ground attacks by air units).

17.0. MORALE

17.1. GENERAL RULE.
The Argentine land forces, only, have a general morale level, consisting of 0 to 17 morale points, which is shown on the Argentine morale track on the map. At the beginning of the game, the Argentine player automatically has 12 morale points (High the Argentine player automatically has 12 morale points ("High" morale). Adjust this level upward or downward immediately as play proceeds by moving the Argentine morale counter along the track.

17.2. CHANGES IN MORALE.
17.2.1. Positive Changes.
The Argentine player receives 1 morale point immediately whenever any of the following events happen.

- He occupies a settlement hex during initial placement (1 point for each settlement to a maximum of 5).
- He eliminates a British land unit combat step (1 point per step).
- He sinks a British ship (1 point per ship; no points for the first step lost by a C or A Type ship).
- A British raid is unsuccessful (0 or S result; 1 point each raid).
- Argentine reinforcement arrive at Stanley airport under 19.3.
- A British attack has no unfavorable effect — elimination, step loss, or retreat — for any of the defending Argentine units. This may happen through successful morale checks; a result on the Land Combat Results Table (11.3) is not necessary.
- A British attack has no unfavorable effect — elimination, step loss, or retreat — for any of the defending Argentine units. This may happen through successful morale checks; a result on the Land Combat Results Table (11.3) is not necessary (1 point each time).
- British units retreat from Mt. Longdon, Mt. William, or Tumbledown, after having scored on them.

The British units are considered to have retreated from these units if they leave as the result of a retreat result in land combat or if units which begun a movement or combat phase on them end their movement farther from Stanley. If the British units move toward Stanley, or leave these units during advance after combat (11.6), they have not retreated. (1 point for each summit).

- Argentine units occupy Mt. Longdon, Mt. Williams, or Tumbledown after British units which had occupied them leave under conditions which are not considered a retreat (1 point for each summit, once).

These changes are summarized in Figure 8.

17.2.2. Maximum Argentine Morale.
Argentine morale may never be higher than 17 points. If any of the events in 17.2.1 happen when Argentine morale is already at 17, the Argentine player receives no more morale points. He may not "save" favorable events or morale points beyond 17 to offset later unfavorable events or morale point losses.

17.2.3. Negative Changes.
The Argentine player loses 1 morale point immediately whenever any of the following events happen.

- A new settlement hex is occupied by a British unit. The loss occurs just once for each settlement. (1 point per each settlement)
- The British eliminate a 2-step Argentine unit. Since shaded substitute counters represent 2-step units which have already lost 1 step, elimination of a substitute unit counts as elimination of a 2-step unit. (1 point per 2-step unit).
- The British eliminate an Argentine headquarters other than by a raid (1 point for each headquarters).
- The British conduct a successful raid (0 result; 1 point each time).
- The British make their first successful landing, in which they still have units on East Falkland at the end of the game turn and the landing was made (1 point, once).
- The weather is cold (1 point per cold weather game turn).
- A British land combat unit occupies Mt. Longdon, Mt. William, or Tumbledown, after having scored on them.

The Argentine units are considered to have retreated from these units if they leave as the result of a retreat result in land combat or if units which begun a movement or combat phase on them end their movement farther from Stanley. If the British units move toward Stanley, or leave these units during advance after combat (11.6), they have not retreated. (1 point for each summit).

17.3. MORALE EFFECTS.
17.3.1. High Morale.
The effects of high morale: all Argentine units operate as described in the rest of the rules.

17.3.2. Moderate Morale.
When Argentine morale falls to the 6-10 range, Argentine units must pass a morale check to enter, as well as to leave, British ZOCs. All movement factors are reduced by 4 MP for infantry units and by 8 MP for reconnaissance and APC units, except for units stacked with headquarters units throughout the phase in which the movement takes place. These effects are instead of, not in addition to, the effects of moderate morale.
appear is a foggy or stormy weather turn, the reinforcements appear on the next turn which is neither foggy nor stormy. If the Stanley airport is successfully suppressed (12.8) or destroyed in a raid (14.1.4) before the reinforcements appear, they may not appear later: the Argentine player never gets them.

20.0. EXTRANEOUS EVENTS

This simulation assumes that events outside East Falkland Island (e.g., their historical courses. However, a variety of alternative actions by the Argentine navy and the weather could have changed this context.) During each weather determination phase, roll the die an extra time. Whenever a 1 is rolled, an extraneous event may have occurred. Roll again.

On a die-roll of 1, the Argentine navy has managed to put 1 of the 2 British aircraft carriers out of action [probably with Exocet missiles fired from Super Etendards, possibly by submarine]. Reduce the off-map British Harrier capacity to 0 (any excess Harriers which cannot be based on land airstrips immediately are lost). The Argentine player gets 2 victory points.

On a second die-roll of 2, an Argentine submarine has managed to sink RMS Queen Elizabeth II. Roll a die for each of the 6 infantry battalions of 5 Brigade. On a roll of 1 or 2, the battalion is eliminated; on a roll of 3 or 4, it loses one step; on a roll of 5 or 6, all the men are rescued. The Argentine player gets 1 victory point even if no steps are lost. None of the surviving units of 5 Brigade have already landed or is deployed on landing ships; there is no effect on those infantry on turn 6. If this result occurs on turn 6 or later, ignore it.

On a roll of 3, storms damage some of the smaller British ships. Roll again. On a roll of 1-3, the British player loses 1 type of ship choice of his own remaining L type ships are in restricted waters hexes (the loss may come from ships due to as reinforcements on turn 6). On a roll of 4-6, the British player loses 1 type of ship choice of his own remaining L type ships are in restricted waters hexes. The Argentine player gets 1 victory point if a ship is sunk.

On a roll of 4, the Argentines fail to sink SS Atlantic Conveyor. The British player receives the helicopters it was carrying: therefore, he gets a fifth helicopter unit on turn 6. He may also base 10, rather than 8, Harrier units off the map from turn 6 onward. If this result occurs on turn 7 or later, ignore it.

On a roll of 5 or 6, a British submarine sinks another ship of the Argentine navy. The British player gets 1 victory point in addition to those he gets for Argentine surrender or capture of Stanley.

21.0. VICTORY DETERMINATION.

The winner of the game is the player with the most victory points at the end of the turn in which the British player moves a land combat unit into Stanley, the Argentine units surrender, or turn 15 ends, whichever occurs first. The Argentine player receives victory points only according to how he captures Stanley or the Argentine surrender.

21.0. ARGENTINE VICTORY POINTS.

The Argentine player receives 2 victory points for every British combat destroyed and 1 victory point for every British landing ship or air unit destroyed. He receives victory points for eliminating British land combat units equal to the number of strength points each has. For inflicting step losses on British units but not eliminating them, he receives victory points equal to the difference between the unit’s full strength and its reduced strength (for instance, a step loss by a counter of the 2nd Battalion, the Parachute Regiment would be worth 2 victory points). Specialized units with no strength points (air defense and transport helicopter) are worth 1 victory point each.

The British player receives victory points according to how he occupies Stanley or the Argentine surrender, as indicated on the game-turn record track. If turn 15 ends without occupation of Stanley or an Argentine surrender, he gets no victory points and loses the game.

21.3. OPTIONAL VICTORY CONDITIONS.

By prior agreement, the game may be continued past turn 15. Move the “Game Turn” counter to turn 6 to represent turn 16, etc. For each turn after turn 15, occupation of Stanley or an Argentine surrender is worth 1 victory point. If the British player still does not have Stanley or an Argentine surrender by the end of turn 20 (June 28-29), he loses the game even if he has had no combat losses.

22.0. ADDITIONAL SCENARIOS.

These scenarios enable the players to explore further some of the alternatives to the Falklands campaign.

22.1. HIGHER ARGENTINE EFFECTIVENESS.

The Argentine troops used to occupy the Falklands in April, 1982, were a mixture of regulars and conscripts with uneven leadership, discipline, and training. If the Argentine officers had performed better and only well-trained regular soldiers had been

sent to hold the island, the outcome might have been different, even against one of the world’s most effective armies. I increase all Argentine effectiveness ratings by 1 (at both full and reduced strength). (This still doesn’t bring them up to the British level, which is unlikely in any case, but it does reduce the disparity.)

22.2. HISTORICAL DEPLOYMENT.

This scenario simulates the historical situation when the British began their actual landings at San Carlos.

22.2.1. Argentine Set-Up.

The Argentine player must set up his units as specified in Figure 9, following 5.3 regarding which units must be face up and which may be face down.

22.2.2. Initial British Landings.

The first British landing must be at beach #1. Subsequent landings may be made on any beach. The British player does not have to write 3 beach sites before the game begins.

22.2.3. Other Rules.

All other rules remain in effect.

Figure 9

Initial Argentine Deployment for Scenario 22.2

In or Adjacent to Darwin

At least 8 strength points from 12th Inf. Rgt.

1/3 Artillery (1x 5)

1/601 Air Defense (1x 8)

8 supply points

1 airfield

Anywhere on the Map

Remainder of 12th Inf. Rgt.

1 airfield at any remaining airstrip

Lafonia/West Falkland

1 airfield

Within 7 Hexes of Stanley

All remaining Argentine ground units

According to Regular Rules

Pucaras, helicopters, improved positions

23.0. REFERENCES.

The designer began work on this simulation during the campaign, based on United States newspapers (Washington Post), magazines (Time, U.S. News & World Report, Aviation Week & Space Technology), and public and commercial television reports. Since then, he has also consulted the following sources:


The Sunday Times [London], April 4-June 13, 1982.


The Times [London], April 3-June 17, 1982.

24.0. CREDITS.

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