Goose Green (Falklands, 1982) (Alea no.17)
English language rules
by Randy Moorehead

These English language rules were translated from the original Spanish for Paper Wars (June 1994). Clarification's, interpretations and addenda have been added by the translator. In most cases the rules have been streamlined and verbosity reduced. Some basic knowledge of war games is assumed.

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1. Introduction

Goose Green lies on the peninsula between the northern and southern parts of East Falkland Island. On May 28, 1982, during the battle to retake the Falkland Islands from the Argentine forces positioned there, the British launched a reconnaissance in force with the 2nd Parachute Battalion. During one day of fighting, they managed to expand their recon mission into a full scale offensive, and take most of their objectives, including the airfield near Goose Green, and Port Darwin. The Argentine garrison surrendered the next day. The British force of 450 men suffered 17 KIA and 34 wounded, while the Argentine forces lost 50 KIA and 1200 captured.

2. Game components

The map represents the battle area, with a hex grid overlaid to regulate movement and combat. Each map hex represents 200 meters of ground. Unit counters represent mostly infantry squads, batteries of artillery, and individual leaders. See figure for explanation of the counter values.

Players must supply two ten-sided dice. A roll of "0" is considered a "10."

3. Sequence of play

Each turn represents 60 minutes of time. Each turn is divided into phases and sub phases. The basic sequence of play is:

- Determine Initiative
- Action Phase
- Repeat initiative and action, until all action is finished
- Administrative phase

3.1 Initiative

Each player rolls a ten-sided die. Each player subtracts one from his roll for each of his combat units currently on the map that are demoralized. The British player wins tie rolls. The player winning the initiative takes the action phase and moves units of his choice. This is repeated until both players have moved all of the units they wish to move for the turn.

3.2 Action phase

The phasing player (the winner of the preceding initiative roll) determines which of his units will move. The phasing player may activate any and all units that have not been already activated during the current turn. It is recommended that when units are finished moving, they be turned 180 degrees, so that players may tell at a glance which units remain eligible for activation. A unit or stack must complete all of its movement before another unit or stack may be chosen.

Combat (fire and assault) occurs during movement, and involves the activated units.

3.3 Administrative phase

When both players have finished moving all units they wish, the action phase is over and the turn is completed. Advance the turn marker, note the weather, availability of aircraft, etc., or total victory points if the game is over.

4. Stacking

Stacking in a hex is limited to 4 stacking points. Infantry squads, artillery, anti-aircraft, and mortar units count each as 1 stacking point. Reduced units (those flipped over) count as 1/2 stacking point. Leaders do not count for stacking.

5. Movement

Units may move as individual counters or as stacks. Units that do not begin the action phase stacked together may not move together as a stack. Stacks do not have to remain together, and units may be "dropped off."

Units move from hex to hex. Hexes may not be skipped over. Movement points may not be accumulated from turn to turn. As units move, they may be fired on by the units of the non-phasing player. In this case, the phasing player movement is temporarily interrupted while the fire is resolved. Depending on the results of the fire, the phasing units may continue moving, up to the limits of their movement allowance.

- Air units and ships have unlimited movement
- Artillery and antiaircraft units move 3 movement points
- All other units move 6 movement points.

Terrain types do NOT matter for land movement. All land hexes cost 1 movement point.

5.1 Movement in cover

Units that are not artillery, mortars, machine guns, or SAM's may declare that they are moving "in cover." Their movement factor is reduced by half, but they receive a +2 modifier when fired on.

6. Combat

Combat is either fire combat or assault.

6.1 Procedure for fire combat

- The firing unit designates the target hex
- The total firing factors are calculated
- Calculate the defensive factor of the target hex terrain, and compare the firing factors, producing an odds ratio
- Roll the die, and apply modifiers
- Find the final result, and apply to the units in the target hex

Each unit fires individually and independent of all others. Firing factors, even from units in a stack, are never added together. Each unit has up to three values, depending on weapons types. All three weapon types may be fired at once. All fire attacks against a hex are declared before any are resolved. A unit may fire in any direction (no facing rules for firing). If a target hex contains more than one unit, the firing player determines randomly which of the units are effected by the fire result (except for machine gun fire, see 6.1.3 below).

6.1.1 Ranges

Units may only fire at targets that are within range. The range is given in hexes, counting the target hex but not the firing hex. Ranges are classed as either close, normal, or extreme. The range printed on the unit is its normal range. See Range table.

6.1.3 Units equipped with machine guns may declare they are firing "sweeping fire" over an area. They fire their factors at all units in a target hex. Calculate the fire normally. but the results affect all the units in the target hex. The results are reduced, however, as the fire is not as accurate as normal. Treat an "E" or an "R" result as a "S" result that effects the stack in the target hex (an "S" is still an "S"). For this type of fire, subtract 1 from the die roll.

6.1.4 Milan missiles

Units armed with Milan missiles (both units marked Cia.Ap.28p, with a fire - range value of 18-10) may only be used against infantry in buildings or positions, and against artillery.

6.1.5 Combat results

- **N** = no effect
- **S** = Unit suppressed. Place a suppression marker on the unit. Units that are suppressed may not move, have adverse fire modifiers, and may only observe or fire out of one hexside (instead of all six). Additional suppression results have no further effect.
- **R** = Unit reduced. Flip to its reduced side. If already reduced, is eliminated.
- **E** = Unit eliminated. Remove the counter.

6.2 Assaults

Only effective infantry and engineers may assault. Suppressed units do not participate in assaults, either as attacker OR defender. The assaulting units attack every unit in the defending hex. The assaulting units must be able to enter the target hex.

Procedure:
Determine the assault values of the attacking and defending forces by locating their values on the Assault Values Table.
Each player rolls a die, and adds their assault values and modifiers to the roll.
The rolls are compared, the difference found on the Assault Combat Table, and the results applied.

7. Observation

Units must be able to see a target hex in order to fire at it. This is determined by cross-referencing the location of the unit (terrain type) with visibility and daylight conditions on the Observation Table. The result is the number of hexes away the unit may "see."

7.1 Line of sight

A unit must have a line of sight (LOS) from its hex to the target units hex in order to fire on it. Use a ruler or other straight-edge to check a LOS. Measure from the center of the firing hex to the center of the target hex. If any portion of the straight-edge passes through blocking terrain, then the LOS is blocked.

7.2 Camouflage

The Argentine forces used camouflage extensively. Camouflage markers are deployed at the beginning of the game by the Argentine player. Each camouflage marker represents camouflage in the immediate hex, and in the 6 adjacent hexes. Units in camouflage may observe one hex in any direction, and are considered hidden until they fire or move, in which case the marker is removed. They may not be fired on, while camouflaged, except from an adjacent hex.

8. Defensive works

Defensive works were constructed by the Argentine forces, and may be placed in any land hex.

8.1 Mines

Once placed by the Argentine player, mines may never be moved. Argentine units may freely pass through hexes containing mines. When a British unit attempts to enter a mine hex, the unit(s) are attacked by the mines:

- The Argentine player rolls one die for each British unit entering the hex.
- On a roll of 5 or less the British unit is reduced.
- Modify the roll by +3 if Engineers are with the unit(s) moving in.

Artillery and mortars may attack mine hexes. This type of fire mission automatically eliminates the mine marker (but not if smoke was fired).

Infantry units may attempt to clear the mines. Resolve as a normal assault, with the mines having a defense value of 3. A successful assault removes the mine marker. An unsuccessful assault means that the assaulting units undergo a mine attack as specified above. Units that attempt to clear mines may move no further for the turn.

Engineer units may attempt to clear the mines. Engineer units have a -5 modifier if participating in a mine clearing assault.

9. Incendiaries

Each time an attack is resolved against a building hex, consult the Building Attack Table. Find the "incendiary number" on the table and roll one die. If the roll is less than of equal to the number, the buildings catch fire, and a fire marker is placed on the hex.

Each turn that a fire marker is present on a hex, consult the Incendiary Table and roll one die for each hex. Apply the results immediately.

Units must exit a fire hex on the following turn, or they are eliminated. The fire hex, and the six adjacent hexes, are considered smoke hexes (which affect observation).

10. Artillery

Each artillery unit may fire one mission per turn. More than one artillery unit may combine its fire against a target hex. Artillery units may fire directly into hexes they observe (have a clear LOS), or may have HQ and Forward Observer units "spot" for them. If fire is directed against a hex that is not "known" to contain enemy units (such as camouflaged hexes), then there is a -2 modifier to the die roll.

HQ and Forward Observer units may spot for any friendly artillery. The spotting unit must have a clear LOS to the target hex in order to call in the fire.

Artillery units may fire either High Explosives (HE), Smoke, or Illumination shells. Cannons and medium mortars fire 4 salvos per turn. Each salvo attacks a single unit in the target hex. Roll one die for each attack.

10.1 Types of fire

- HE = regular fire resolution
- Smoke = Affects 3 hexes - the target hex and 2 hexes downwind. Mark each hex with a smoke marker
- Illumination = Place marker in the target hex. The target hex and the 6 adjacent hexes are considered illuminated.

10.2 Artillery accuracy

Each time artillery fires, roll one die for the accuracy of the fire mission. See the charts for the Artillery Accuracy diagram. The shells impact in the hex corresponding to the number of the die roll (not always the target hex).

10.3 Fire effects

Artillery that land in the same hex as a land unit attacks it at 1-2 odds if clear, and 1-3 odds if in a building hex.

10.4 Naval artillery

The frigate ARROW is available as a floating battery from turns 2 to 5. On turn 6 it leaves the map. Each time it fires, roll an additional die. On a roll of "10" the guns are out of service. The frigate operates in the same manner as land artillery.

11. Air support

Air support is available to both players on certain turns, depending on the weather. Air units have unlimited movement ability, and may attack anywhere on the map. Aircraft enter on the north or east edges of the map, Aircraft move hex by hex towards their target, and may be fired on by antiaircraft units as they move. A roll of equal to or less than the AA number shots down the plane. Planes that are shot down do not carry out their attack missions.

Aircraft attack with canon and bomb factors. Canon factors are used against units in the 2 hilltop hexes. Cannon fire affects all units in those two hexes. Bomb factors affect one unit in the target hex, chosen at random. Bomb factors may be used against a single target, or split up among several. The attacking aircraft must be in the same hex as the target in order to attack. Total the attacking factors, compare to the defending terrain, reduce to a simple odds ratio, and roll the die. Results are applied immediately.

The British have a maximum of 2 Harriers; the Argentines have a maximum of 4 Pucaras and 2 MBB-339. A maximum of two of a single type are available during a turn.

12. Morale

Units do not fight to the last man, and morale was an important consideration during the battle.

12.1 Demoralization

Units may become demoralized when they have taken 30% losses, and will automatically become demoralized when they have taken 50% losses. Morale checks are made immediately following the combat that make a morale check mandatory. For morale purposes, a "unit" is a HQ and its attached squads.

12.2 Morale check

Find the unit morale number. Roll one die, and apply the modifiers. If the roll is higher than the morale number, the unit is demoralized.

12.3 Effects of demoralization

Mark the HQ with a "D" marker. All counters of the demoralized unit must use their next move(s) to retreat in such a way as to be out of the line of sight and line of fire (LOF) of all enemy units. They use their normal movement factors. They may not voluntarily enter an enemy LOS or LOF until they have recovered morale. Once out of enemy LOS and LOF, they may continue moving or not, at the owning players discretion.

12.4 Morale recovery

In the following (turns) activation phases, a units first action is to attempt to recover from demoralization. Surviving units must be within a "radius of integrity" to an HQ. British units have a 2 hex radius; Argentine units must be in the same hex or adjacent. Argentine units must also have a leader present in the HQ hex. If these conditions are met, units with a 30% loss rate may recover from demoralization. Units with a 50% loss rate never recover.

12.5 Radius of integrity

Units must try to maintain a radius of integrity at all times. For most British units, this is 2 hexes to their HQ and/or leader. For most Argentine units, the radius is 1 hex (must be adjacent or in the same hex).

Argentine units of company A, 12th Inf Regt = 2 hexes
Argentine units of Reserve Platoon C, 25th Inf Regt = 2 hexes
Argentine units of BAM CONDOR = 2 hexes
All mortar units = 4 hexes

12.6 Modifiers to morale check rolls

- +1 for each unit eliminated or suppressed
- +1 if a unit leader is eliminated or suppressed

12.7 Morale values

- Argentine Army = 6
- Argentine Air Force = 4
- British = 8

12.8 Exceptions:

Argentine: Units of the Cia. 9 Engineers and 4th Artillery Group are automatically demoralized when a unit is lost

British: Battery number 8 has a Forward Observer unit which counts towards demoralization levels.

12.9 British command paralysis

The British command suffered temporary confusion and demoralization when Commander Jones was killed during the battle. In any turn in which the HQ unit of 2nd Parachute Battalion is eliminated, the British may not activate any further units for that turn. The Argentine forces automatically have the initiative for the remainder of the turn. The HQ unit is not removed, however, and is replaced for the next turn.

13. Victory conditions

The British win when they take Darwin Hill, Boca House, Darwin School, and the Airfield, OR the Argentines surrender, after taking 26 victory point losses (see VP Table).

Notes: The antiaircraft unit Base Militar Condor is considered a company. The artillery

section Group 4 Airmobile is considered less than a company

The Argentine player wins if the British player does not achieve his conditions.

14. Duration of the game

The game begins at 0200 and ends at 2000, a total of 19 turns.

15. Set up

The Argentine player deploys first. Roll for camouflage and position markers. After both sides have deployed, roll for initiative for the first turn.

Argentine forces:

- HQ Mercedes in any Goose Green building
- C/9/ING Regt: any building in Goose Green
- BAM Condor: AA Canon 2-5 in L8, L11, and K10 (2 in each); AA Canon 3-7 in U4; SA-7 within two hexes of L8, L11, or K10.
- Company A, 12th Inf Regt: within two hexes of S26
- Pel. Imp.: within one hex of O19
- S/C/R18: in L16
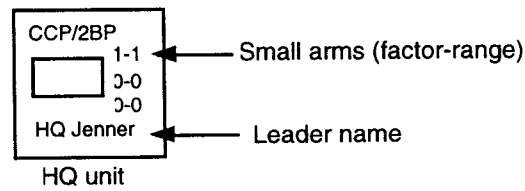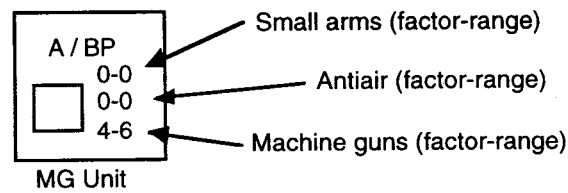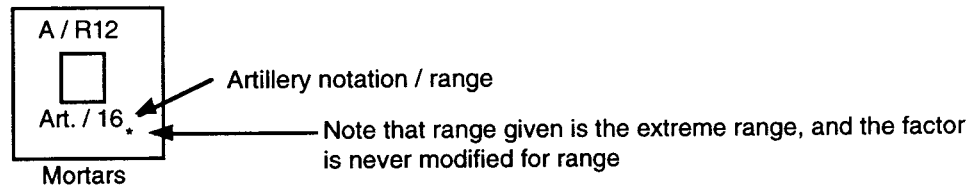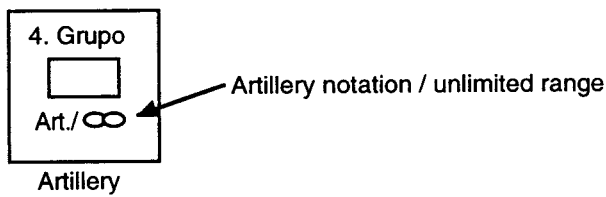- 2P/C/RI 25: within one hex of M7
- 4 Group Artillery: in O7
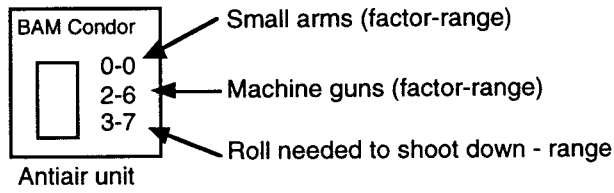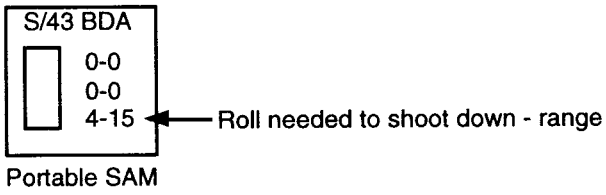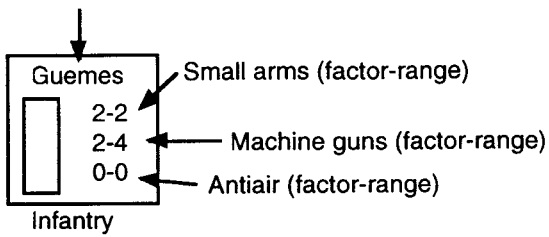
- Guemes: enters turn 8 at hex M2
- P/C/R125: within one hex of M7
- 20 mine markers (historical setup): in hexes J9, J10, J11, K12, K13, L14, M10, M11, M12, N9, P8, Q12, R11, N20, O20, P19, O23, S22, T21, V20.

- Free setup option: roll on table for number of camouflage and position markers.

British forces:

- HQ 2nd Parachute (HQ/2BP): within one hex of U28
- A/2BP within one hex of Z26
- B/2BP: within one hex of V32
- CCP/2BP: within one hex of T27
- Cia.Apoyo: within one hex of X31
- D/2BP: within one hex of U27
- 9S/EIP: T27
- S/43BDA: with any other British units, up to the stacking limits
- Forward Observer 8B/29RC/AR: with any other British units, up to the stacking limits
- 8B/29RC/AR: may fire from off map; may enter during any turn if desired, on the north map edge (row 36)
- Frigate *Arrow*: any sea hex of Grantham Sound

Figures and Tables

Unit I.D.

Guemes
2-2 ← Small arms (factor-range)
2-4 ← Machine guns (factor-range)
0-0 ← Antiair (factor-range)

Infantry

S/43 BDA
0-0
0-0
4-15 ← Roll needed to shoot down - range

Portable SAM

BAM Condor
0-0 ← Small arms (factor-range)
2-6 ← Machine guns (factor-range)
3-7 ← Roll needed to shoot down - range

Antiair unit

4. Grupo
Art./∞ ← Artillery notation / unlimited range

Artillery

A / R12
Art. / 16 ← Artillery notation / range
* ← Note that range given is the extreme range, and the factor is never modified for range

Mortars

A / BP
0-0 ← Small arms (factor-range)
0-0 ← Antiair (factor-range)
4-6 ← Machine guns (factor-range)

MG Unit

CCP/2BP
1-1 ← Small arms (factor-range)
0-0
0-0
HQ Jenner ← Leader name

HQ unit

⊓ = Engineer symbol