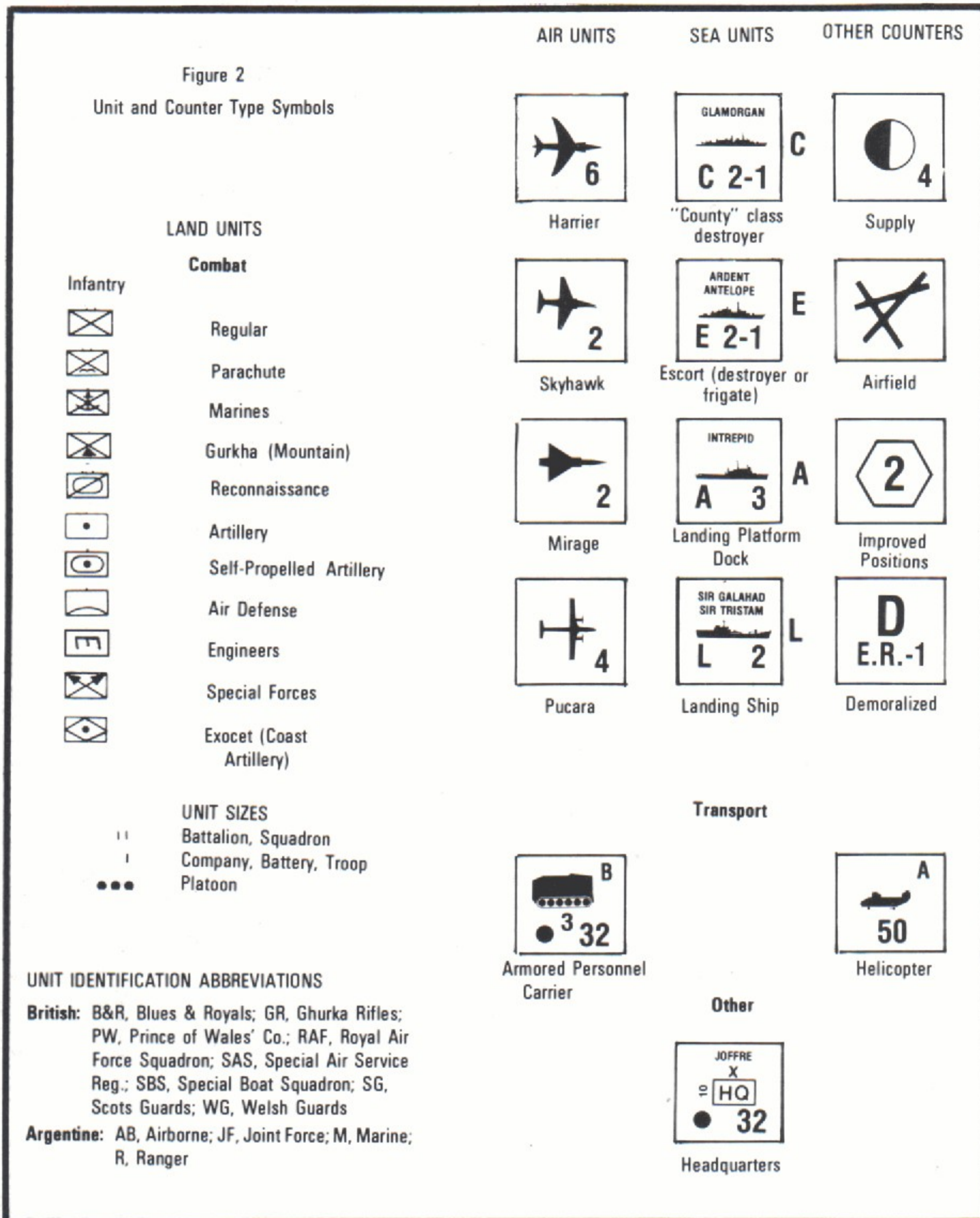
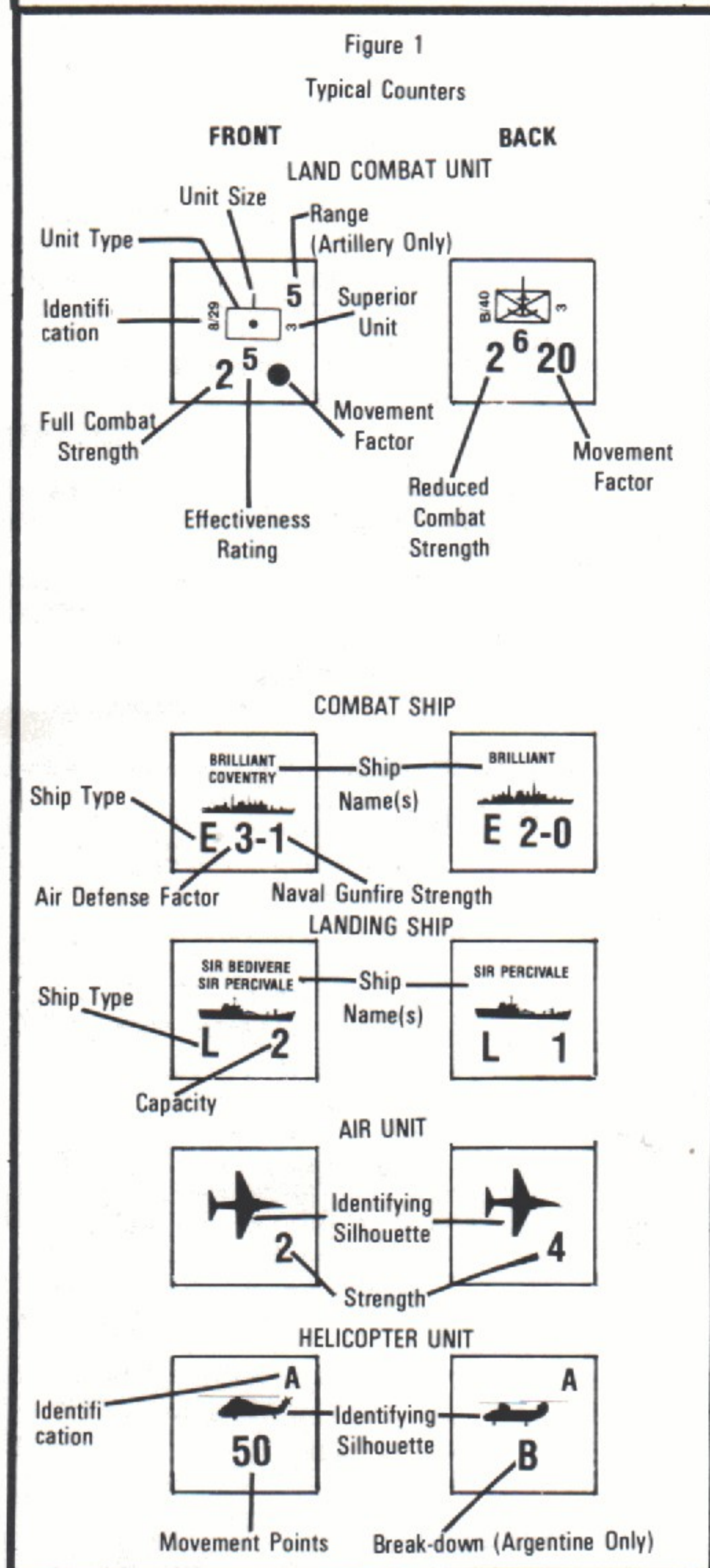


PORT STANLEY: RULES



0.0. INTRODUCTION

0.1. CONTEXT AND ASSUMPTIONS.

Port Stanley is a simulation of the British reconquest 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 islands' 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**, "Lafonia," 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 Lafonia for operations or stationed major forces there should probably be dismissed for incompetence. An early version of the game included Lafonia 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.0. Most major sections are divided into minor sections, numbered X.1, X.2, etc. These sections may be divided further into 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 "bullets" (●). 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 terrain 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; sea, air, 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 "battalions" 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 "battalions" 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 are 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 Harrier 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 armored 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 SUBSEQUENCE.

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-shiping 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-shiping 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 voluntary 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)		ARGENTINE UNITS	
<p>Infantry Battalions</p> <p>40 Cdo., RM (Cos. A, B, C, D): 2 x 4⁶20</p> <p>42 Cdo., RM (Cos. J, K, L): 1 x 4⁶20, 1 x 2⁶20</p> <p>45 Cdo., RM (Cos. X, Y, Z): 1 x 4⁶20, 1 x 2⁶20</p> <p>2nd Bn., The Para. Rgt. (Cos. A, B, C, D): 2 x 4⁶20</p> <p>3rd Bn., The Para. Rgt. (Cos. A, B, C, D): 2 x 4⁶20</p>	<p>Transport</p> <p>Helicopters: 3 x 50</p>	<p>Infantry Regiments</p> <p>3rd: 1 x 6³12, 2 x 3³14</p> <p>4th: 1 x 5³, 1 x 4³14, 1 x 3³14</p> <p>6th: 1 x 5³12, 1 x 4³14, 1 x 3³14</p> <p>7th: 2 x 4³14, 1 x 3³14</p> <p>12th: 1 x 4³14, 3 x 2³14, 1 x 1³14, 2 x 0³14</p> <p>25th: 1 x 5³12, 1 x 4³14, 1 x 3³14</p>	<p>Total Infantry Units</p> <p>6³12: 1</p> <p>5³12: 3</p> <p>4³14: 6</p> <p>3³14: 6</p> <p>2³14: 3</p> <p>1³14: 1</p> <p>0³14: 2</p>
<p>Reconnaissance</p> <p>B Squad., The Blues & Royals: 2⁵32</p>	<p>Artillery</p> <p>29th Arty. Rgt. (inc. No. 8 Battery): 3 x 2⁵●/5</p>	<p>Other Infantry Units</p> <p>3rd Mar. Bn.: 4⁴16</p> <p>5th Mar. Bn. (det.): 2⁴16</p> <p>1st Airborne Rgt. (det.): 2⁴16</p> <p>601 & 602 Ranger Cos.: 2 x 1⁴16</p>	<p>Artillery</p> <p>3rd Arty. Group: 3 x 1³●/5</p> <p>1st Mar. Arty. Bn.: 2 x 1³●/5</p> <p>11th Arty. Group (det.): 1³30/7</p>
<p>Special Forces</p> <p>22nd Spec. Air Svce. Rgt. (det.): (1)⁷20</p> <p>Spec. Boat Squad., RM (det.): (1)⁷20</p>	<p>Air Defense</p> <p>T Battery, 12th Air Def. Rgt.: 3 x ●⁵●</p>	<p>Reconnaissance</p> <p>10th Arm. Cav. Recon. Squad.: 2²24</p>	<p>Transport</p> <p>M-113 APCs: 2 x ●³32</p> <p>Helicopters: 2 x 50</p>
<p>Combat Ships</p> <p>HMS Glamorgan ("County" class): C 2-1</p> <p>HMS Brilliant (Type 22), HMS Coventry (Type 42): E 3-1</p> <p>HMS Antelope HMS Arrow (Type 21): E 2-1</p> <p>HMS Plymouth, HMS Yarmouth (Rothesay class): E 2-2</p>		<p>Anti-Aircraft</p> <p>601 AA Bn.: 2 x (1)³●</p> <p>Mar. AA Bn.: 2 x ●³●</p>	<p>Exocet: ●³●</p>
<p>Landing Ships</p> <p>HMS Intrepid (Landing Platform, Dock): A 3</p> <p>HMS Fearless (Landing Platform, Dock): A 3</p> <p>RFA Sir Lancelot, RFA Sir Geraint (Landing Ship, Logistic): L 2</p> <p>RFA Sir Galahad, RFA Sir Tristram (Landing Ship, Logistic): L 2</p> <p>RFA Sir Bedivere, RFA Sir Percival (Landing Ship, Logistic): L 2</p>		<p>Headquarters</p> <p>Joint Force (division): Menendez</p> <p>10th Brigade: Joffre</p>	
<p>BRITISH UNITS, TURN 6 (5 BRIGADE)</p>		<p>RECORD-KEEPING COUNTERS</p>	
<p>Infantry Battalions</p> <p>1st/7th Gurkha Rifles (Cos. A, B, C, D): 2 x 5⁵18</p> <p>2nd Bn., Scots Guards (Left Flank Co., Cos. F, G, Rt. Flank Co.): 2 x 4⁵16</p> <p>1st Bn., Welsh Guards (1, 2, 3 Cos., Pr. of Wales' Co.): 2 x 4⁵16</p>	<p>Artillery</p> <p>97 Battery, RA: 2⁵●/5</p>	<p>Air Defense</p> <p>63 Squad., RAF: ●⁵●</p>	<p>Argentine</p> <p>Air Units: 6 Pucara: 3 x 4/3 3 x 2/1 6 Mirage: 2 x 6/5 2 x 4/3 2 x 2/1 5 Skyhawk: 1 x 6/5 2 x 4/3 2 x 2/1</p>
<p>Artillery</p> <p>97 Battery, RA: 2⁵●/5</p>	<p>Engineers</p> <p>33 Engineer Rgt.: (1)⁵12</p>	<p>Transport</p> <p>Helicopters: 1 or 2 x 50</p>	<p>British</p> <p>5 Harrier: 1 x 6/5 2 x 4/3 2 x 2/1</p>
<p>Combat Ships</p> <p>HMS Antrim ("County" class): C 2-1</p> <p>HMS Broadsword (Type 22): E 2-0</p> <p>HMS Ardent (Type 21): E 1-1</p>	<p>NEUTRAL COUNTERS: 1 ea. Game Turn, General Weather, Additional Effects 6 Demoralized/Bndge Blown</p>	<p>Supply Counters</p> <p>17: 2 x 6/5 5 x 4/3 10 x 2/1</p>	<p>17: 1 x 8/7 2 x 6/5 5 x 4/3 9 x 2/1</p>
		<p>Improved Position Markers</p> <p>10</p>	6
		<p>Airfield Markers</p> <p>3</p>	3
		<p>Record Track Markers</p> <p>Pucara Mirage Skyhawk Morale</p>	Harrier
		<p>Step-Reduction Substitute Counters</p> <p>9: 6 x 2¹12/1¹12 1 x 2³14/0³14 2 x 1³14/0³14</p>	
		<p>Naval Force Substitute Counters</p>	3: A, B, C

The sequence for both a game turn and a combat phase are summarized in Figure 3.

3.0. GAME SET-UP.

3.1. INVASION SITE DESIGNATION.

The British player secretly chooses 3 of the 11 landing beaches or sets of beaches for his initial amphibious landing. His first landing must be at **one** of these sites. Each beach or set is indicated on the map by a number in a box. If the British player chooses 1, 2, 3, or 6, he may land at any or all of the individual beaches indicated by that number.

Figure 3

Game Turn and Combat phase Summary

GAME TURN SUMMARY

Weather Determination: Basic weather, special effects, Arg. helo. & APC availability, automatic recon.

Air Unit Assignment: Both players, simultaneous.

Argentine Movement: Any land units, helo. & APC if available.

British Landing: Check landing table, move ships next to beach, do unopposed landings.

Argentine Combat: Move non-attacking units; do air & land attacks.

British Movement: Any land units (unless just landed), ships, helos.

British Combat: Move non-attacking units, ships which did not move in movement phase or participate in landings; resolve unopposed landings; do air & land attacks.

COMBAT PHASE SUMMARY

Def. removes demoralization markers.

Att. moves non-attacking units.

Att. designates air attacks (anti-shipping & ground attacks).

Att. designates land attacks, inc. artillery.

Def. allocates air defense.

Def. allocates artillery, designates & determines ground support

Air attacks (anti-shipping & ground attacks) resolved.

Att. selects one land combat & resolves.

Att. units retreat if necessary.

Def. units retreat if necessary.

Att. advances after combat if permitted.

Additional attacks resolved.

3.2. AIRFIELDS AND AIR UNITS.

Before the start of Turn 1, the Argentine player places his 3 airfield units, his Pucara units, and his helicopter and APC units on the map face up. The airfield counters represent improvements made to existing landing strips for light aircraft and the equipment and personnel needed to support Pucara operations. Therefore, each **airfield** unit must be placed on a hex with an **airstrip** symbol. **Airstrips** have no function in the game other than to permit the players to locate **airfields**. **One** airfield counter may be placed in the "off-map airfield" box. This represents airfields located on West Falkland Island or parts of East Falkland not included on the map. There is a permanent airfield east of Stanley, which always functions just as if the Argentine player had placed an airfield counter there.

The Argentine player places Pucara units with a total strength of 12 on his airfields. The strength of the Pucara unit(s) placed on an airfield counter on the map may not exceed **3**; the strength of the Pucara unit(s) placed in the off-map box or the permanent airfield near Stanley may not exceed **4**. Any number of helicopter units may be placed on any airfield.

3.3. ARGENTINE LAND UNITS.

The Argentine player places his land units anywhere on the map in land or partial land hexes, up to the applicable stacking limits (6.0). All units may be placed face down except for APC units; they must be face up. Note that the Argentine counters include 6 "dummy" units. They are used only to confuse the British player about Argentine dispositions (13.5). The Argentine player may place land unit(s) off-map by stacking them with any airfield counter he places in the off-map box. Any such units serve only to garrison the off-map airfield against raids by British special forces. They may be brought onto the map only through helicopter transport (8.4.3).

3.4. INITIAL UNITS.

The units initially available to each player, and British reinforcements, are listed in Figure 4. Players who want a more detailed inventory should photocopy the counter sheet before punching it out.

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 on Turn 1 is always clear. Note that 1 is added to the die-roll on turn 7 and thereafter.

The second number rolled determines what additional special weather effects apply during the 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. WEATHER DETERMINATION TABLE.

4.3. ADDITIONAL WEATHER EFFECTS TABLE.

5.0. MOVEMENT

5.1. MOVEMENT PHASE.

Each land unit has a movement allowance of a number of movement points (MPs), as indicated on its counter. Units pay MPs from their allowances to move into adjacent hexes, depending on the type of terrain in the hex. These costs are listed on 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 not enter a hex if it does not have sufficient MPs 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 hex from another road or track hex 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 (9.0). 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 (5.1-5.4). 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 to their MP allowances MPs 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 18 had moved 4 hexes in rough terrain, it would have used 16 of its MPs. It could then add the 2 unused MPs 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 had enough MPs 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 MPs to its combat phase.

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

Under no circumstances may MPs be transferred from one **turn** to another. Excess MPs from the movement phase not used in the immediately following combat phase are lost, as are any MPs 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 the movement or combat phase, but not 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 in the same turn. They may not move in the movement or combat phase if they moved during the landing phase of the same turn.

Air units also have unlimited movement. They operate as described in section 12.0. Helicopter movement is described in 8.4.

5.8. IMMOBILE UNITS.

Some units have movement factors of 0 (● on the counter). They may be moved only by helicopter (8.4).

6.0. STACKING

6.1. LAND HEXES.

At the end of a movement or combat phase, there may be no more than 2 **infantry** battalions in a hex, or more than 4 infantry companies or reconnaissance units. For stacking purposes, 2 companies equal 1 battalion. Two reduced units equal 1 full-strength unit of the same size; if there is only 1 reduced infantry company or reconnaissance unit in a hex, it counts as a full-strength company. A reduced battalion counts as 1 company. Therefore, a hex could contain any 1 of the following sets of units (these are examples; other combinations are possible):

1 full-strength battalion and 2 reduced battalions

1 full-strength battalion, 1 reduced battalion, and 1 reconnaissance unit

1 reduced battalion, 2 companies, and 1 reconnaissance unit

There is no limit to the number of additional artillery, air defense, engineer, transport, supply, or dummy units in a hex, or to the number of additional platoons. Airfield and air unit counters also do not count toward stacking limits.

6.2. SEA HEXES.

There is no limit to the number of sea units which may be stacked in a sea hex.

6.3. BRITISH NAVAL FORCES.

To reduce the problems caused by large stacks of game counters, 3 substitute counters are provided for groups of British ships. The British player may place ship counters and the counters for any embarked land units in a naval force box and then just move the associated Naval Force A, B, or C counter around the map. Any changes in the naval force caused by casualties or landing of troops may be made by changing the counters in the naval force box.

7.0. AMPHIBIOUS LANDINGS.

7.1. CONDITIONS.

The British player, only, may make amphibious landings. No landings may be made during stormy weather turns from high seas hexes. The first British landing must be made at **one** of the beaches designated before the Argentine set-up (3.1). All of the beach hexes designated by a single boxed number are considered to be a **single** beach even if, as in the cases of beaches 1, 2, 3, and 6, they are not contiguous. Subsequent landings may be made at any beach. After the first landing, the British player may land at more than one beach in the same turn.

7.2. PROCEDURE.

The British player announces at the beginning of his landing phase that he will attempt a landing and whether he will try to land from high seas or restricted waters hexes. He does not have to designate a particular beach at this juncture. He then rolls a die and consults the landing table (7.3). If a landing is permitted, he may place each infantry battalion he wishes to land on a landing ship or stack of landing ships with a total capacity of 2, and each other type of unit or supply point he wishes to land on a landing ship with a strength of 1. He may then move each ship or stack of ships from a high seas hex at the edge of the map through as many hexes as he wishes to a hex adjacent to a landing beach hex. The British units then exert a zone of control (9.0) on the beach hexes.

If the beach hex is not occupied by any Argentine units, the British units, including supply counters, move from the landing ships to the beach hex at the end of the landing phase. They may enter Argentine zones of control to do so. This is the only situation in which supply counters can move without the assistance of a transport unit.

At any time during the first British landing, the Argentine player may check the landing site against the list of 3 sites which the British player selected before the beginning of the game. If the site of the landing is not on the list, the Argentine player wins the game on a forfeit.

7.3. LANDING TABLE.

7.4. OPPOSED LANDINGS.

If the beach hex is occupied by one or more Argentine units, the British units remain on the landing ships and **must** attack the Argentine unit(s) in the combat phase. Only infantry and special forces units may participate in such an "opposed landing." However, other land units which begin the combat phase stacked with an attacking unit on a sea hex may advance after combat onto a beach hex vacated by an Argentine retreat, with the attacking unit(s), as long as stacking limits are not exceeded at the end of the combat phase.

If the units attempting the landing are subject to a retreat result they must also take a loss of one step each. If the defending units are not eliminated or forced to retreat from the landing beach hexes, but the attacking units suffer no adverse result, the landing attempt has failed but the landing units suffer

no step losses; they merely remain "on board" their landing ship units.

An opposed landing is considered to be regular land combat. The strength of the landing forces may be augmented by naval gunfire (11.9) or ground support by air units (12.7.5). 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 opposed 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 seas hexes.

7.7. LOSS OF LANDING SHIPS.

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

7.8. WITHDRAWAL OF LANDING SHIPS.

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. If the land units begin the phase on the beach, 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 off-map status as if they were reinforcements which have not yet arrived. They may then be used for initial or follow-up landings on a later turn.

●7.10. TEAL INLET.

[Teal Inlet settlement had minimal offloading facilities but no beach for an amphibious landing.] After a British land combat unit has passed through Teal Inlet, the British player may treat it as a single-hex beach and load or unload land units or supply counters there as if they were follow-up landings (7.6).

Units may also be re-embarked there (7.9). If he has landed troops or supplies there, the British player may also base helicopters at Teal Inlet (8.4.1) or trace supply lines to the settlement (15.6.1).

8.0. TRANSPORT

8.1. DEFINITIONS.

Helicopter and armored personnel carrier (APC) units may move land or supply units from one land hex to another. British helicopter transport units may move British land and supply units from ships to any land hex.

8.2. TRANSPORT CAPACITY.

Except for infantry battalions, 1 land unit or supply point may be transported by a helicopter or APC unit per movement or combat phase. A full-strength battalion may be moved by a stack of 2 helicopter or APC units. A unit may be transported by helicopter or APC only **once** in each movement or combat phase.

8.3. HELICOPTER AND A.P.C. AVAILABILITY.

8.3.1. Procedure.

British helicopter units are always available for use, although they can not operate on foggy or stormy weather turns. If the Argentine player wishes to use his helicopters or APCs, he must roll a die for each type during the weather determination phase

(after the weather has been determined) and consult the Argentine Transport Availability Table (8.3.3) to determine how many of each type he may actually use during the ensuing turn. Argentine helicopters are never available on foggy or stormy weather turns. If only 1 unit is available during a turn, the Argentine player must use the **same** unit throughout the turn (in both the movement and combat phases); he chooses which unit it will be. Note that the Argentine player can increase the chances that units will be available on the next turn by not using them at all, and that using them both decreases the chances of availability for the next turn. The die-roll modifier is based on how many the Argentine player actually **used**, not on how many were available; the Argentine player does not have to use all available units.

8.3.2. Helicopter Breakdown.

If the Argentine player rolls a "B" in the helicopter column, 1 unit has broken down and must be flipped over. If he rolls another "B" on the next turn, that unit is permanently lost: remove its counter from play. The Argentine player can not have 2 helicopter units broken down at the same time. After rolling for availability, the Argentine player flips over any broken-down helicopter unit to its normal status; however, it remains broken down for the second turn and he may not use it even if he rolled a "2" result on the table.

[Unavailability of helicopters and APCs simulates maintenance problems; permanent loss of helicopters also simulates their being shot down or crashing due to bad weather or pilot error.]

8.3.3. Argentine Transport Availability Table.

8.4. HELICOPTER TRANSPORT.

8.4.1. Normal Procedure.

All helicopter units have 50 MPs and pay 1 MP per hex to enter any kind of terrain, including sea hexes. They may not enter or move through enemy-occupied hexes (including hexes occupied solely by supply units) or enemy ZOCs; friendly units do negate enemy ZOCs for this purpose. A helicopter unit may begin a movement or combat phase stacked with a unit it wishes to transport or may move to the hex occupied by the unit. It then pays 10 MPs to pick up the unit, moves to its destination hex, and drops the unit off at **no** MP cost. If the helicopter has MPs left, it may continue moving, including picking up and transporting another unit. Helicopters may make as many trips and transport as many units in a phase as their MP allowances permit. British helicopter units which bring in units from off the map pay 5 MPs extra, in addition to the cost of the first sea hex at the edge of the map.

Argentine helicopter units must end the Argentine combat phase at an Argentine airfield, a settlement hex occupied by an Argentine unit, or Stanley. British helicopter units must end the British combat phase off the map (on ships) or on a beach hex on which British units have landed (which may include Teal Inlet — see 7.10). British helicopter units pay an additional 5 MP to exit the last sea hex at the edge of the map.

8.4.2. Movement after Transport.

Units which have been 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.

●8.4.3. Off-Map Argentine Units.

Argentine land combat units in the Lafonia/West Falkland airfield box may be brought onto the map under 8.4.1. The Argentine player pays 20 MPs to get a helicopter from the edge of the map to Lafonia/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]. They do not have to re-enter on the same hex from which they exited.

●8.4.4. 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 size or larger at any time before the ferrying 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 restrictions (6.0). If the destination hex is occupied by an 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 his combat phase of one turn and his movement phase of the next turn, if neither turn was stormy or foggy; if the second turn was stormy or foggy, the movement would have to be completed in the player's movement phase in the next turn which was not stormy or foggy.

●8.4.5. Intensive Use of Helicopters.

The Argentine player, only, 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 (17.2.3) on the turn of intensive use. If the next turn is 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 not use his helicopters on that turn. [He has diverted the helicopters which are normally used to transport food to the front, with adverse effects on morale; he also needs time to catch up on food transport and maintenance.]

8.5. APC TRANSPORT.

The Argentine player may move only infantry and supplies with his APC units. To move a unit, he stacks it with the requisite number of APC counters (2 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's movement, at no MP cost. Supply units must begin a phase stacked with APC units.

APC units may move infantry units, 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 off by APC units.

8.6. DOUBLE MOVEMENT PROHIBITION.

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 units designated as platoons.

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 does **not** have to 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 SAS 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 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, if any, are turned over. The units 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 combat unit or stack may perform a reconnaissance on **all** the hexes to which it is adjacent. Any British Harrier unit may also perform a reconnaissance. For an air reconnaissance, the British player places the air unit on top of 1 Argentine unit or stack; the air reconnaissance applies only to that unit's or stack's hex. Reconnaissance is performed **in lieu of** combat; units which carry out a reconnaissance may not attack or move during the same combat phase. Air reconnaissance by Harriers must be 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, and 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 strengths by 2, drop any remainders, 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. Find the result in the column already selected. Separate results apply to the attacker and defender, although either side may have a "●" 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-roll 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 not 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 reduced Argentine units have lower effectiveness ratings than when at 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 reinforcements or replacements.

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 not to the extent of elimination. 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" 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.

Original Strength	Reduced Strength
6 ³ 12	2 ² 12
5 ³ 12	2 ² 12
4 ⁴ 16	2 ³ 14
4 ³ 14	1 ² 12
3 ³ 14	1 ² 12
2 ⁴ 16	1 ³ 14
1 ⁴ 16	0 ³ 14

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 into an enemy ZOC. If a unit can not be retreated 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 being retreated landed. Argentine units must retreat in the general direction of 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 never 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 units 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 retreat.

11.5.5. Immobile Units.

Units with no MPs do not retreat. If they have no combat strength (Exocet, some air defense, and supply units), they are not affected, but an enemy advance after combat (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 (11.6).

11.5.7. 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 in 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 of them 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.

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-shiping 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
- 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
- Of up to 5 hexes from a rough hex through clear or sea hexes to a clear hex
- Of up to 3 hexes from a sea or clear hex through sea or clear hexes to a clear hex
- 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 sighting 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 summit symbol.

During foggy turns, lines of sight are limited to 1 hex; enemy units may be spotted only from adjacent 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 "Landing" 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

Renumber as 11.3.

12.5.2 Paragraph 2, Line 2

The equation should read $(6 \div 2) + 2 = 3 + 2 = 5$

12.6.2 Paragraph 3, Line 6

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

Counters

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

11.7.5. Limits on Artillery Use.

Each artillery unit may participate in only **one** combat, on 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

Defense Strength	ATTACK STRENGTH													
	2-4	5-7	8-9	10-11	12-13	14-16	17-19	20-22	23-25	26-30	31-35	36-41	42-47	48+
12	2-4	5-7	8-9	10-11	12-13	14-16	17-19	20-22	23-25	26-30	31-35	36-41	42-47	48+
11	2-4	5-6	7-8	9-10	11-12	13-14	15-17	18-20	21-23	24-27	28-32	33-38	39-43	44+
10	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-21	22-24	25-29	30-34	35-39	40+
9	1-2	3-4	5-6	7-8	9	10-11	12-13	14-16	17-19	20-22	23-26	27-31	32-35	36+
8	1-2	3-4	5-6	7	8	9-10	11-12	13-14	15-17	18-20	21-23	24-27	28-31	32+
7	1-2	3-4	5	6	7	8	9-10	11-12	13-14	15-17	18-20	21-24	25-27	28+
6	0-1	2-3	4	5	6	7	8	9-10	11-12	13-14	15-17	18-20	21-23	24+
5	0-1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-19	20+
4	0	1	2	3	4	5	6	7	8	9	10-11	12-13	14-15	16+
3		0	1	2	3	4	5	6	7	8	9	10-11	12+	
2		0	1		2		3		4		5	6	7	8+
1			0		1				2			3	4	5+
0					0				1			2		3+
Adjusted Die Roll	0	A S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D R R R+1 R+1 R+2 R+2 S S S+1 S+2 E E+1 E+2 E+2											
	1	A S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D R R R+1 R+1 R+2 R+2 S S S+1 S+2 E E+1 E+2 E+2											
	2	A S S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D ● R R R+1 R+1 R+2 R+2 S S S+1 S+2 E E+1 E+2											
	3	A S+1 S S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D ● ● R R R+1 R+1 R+2 R+2 S S S+1 S+2 E E+1											
	4	A S+2 S+1 S S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D ● ● ● R R R+1 R+1 R+2 R+2 S S S+1 S+2 E											
	5	A E S+2 S+1 S S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D ● ● ● ● R R R+1 R+1 R+2 R+2 S S S+1 S+2											
	6	A E+1 E S+2 S+1 S S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D ● ● ● ● R R R+1 R+1 R+2 R+2 S S S+1 S+2											
	7	A E+1 E S+2 S+1 S S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D ● ● ● ● R R R+1 R+1 R+2 R+2 S S S+1 S+2											
	8+	A E+2 E+1 E S+2 S+1 S S R+2 R+2 R+1 R+1 R R ● ● ● ● ● ● ● ●	D ● ● ● ● R R R+1 R+1 R+2 R+2 S S S+1 S+2											

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

Die Roll + Air Defense Units	Number of Attacking Air Units						
	1-2	3-4	5-6	7-9	10-12	13-16	17+
1	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0*
3	0	0	0	0	0*	1	1
4	0	0	0*	0*	1	1	1
5	0	0*	0*	1	1	1	1*
6	0*	0*	0*	1	1	1*	1*
7	0*	0*	1	1	1	1*	2
8	0*	0*	1	1*	1*	2	2
9	0*	1	1	1*	2	2	2*
10	0*	1	1	1*	2	2*	3
11	1	1	1*	2	2	3	3*
12	1	1	1*	2	2*	3	4
13	1	1	1*	2	3	3*	4*
14	1	1*	1*	2	3	4	5
15	1	1*	2	2*	3*	4*	6
16	1*	1*	2	2*	4	5	6*
17	1*	2	2*	3	4	5	6*
18+	1*	2	3	3*	5	6	7

Die-Roll Modifier

+1 Defending against Pucarás

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.

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4.2. WEATHER DETERMINATION TABLE

Die Roll	Weather Last Turn		
	Clear	Cloudy	Stormy
1	Clear	Clear	Clear
2	Clear	Clear	Clear
3	Cloudy	Cloudy	Clear
4	Cloudy	Cloudy	Cloudy
5	Stormy	Cloudy	Cloudy
6	Stormy	Stormy	Stormy
7	Stormy	Stormy	Stormy

Die-Roll Modifier

+1 Turns 7-15

Summary of Results

Clear Auto. Recon.—2 units

Cloudy Auto. Recon.—1 unit

No Skyhawks

Stormy 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

Die Roll	Weather This Turn		
	Clear	Cloudy	Stormy
1	Cold	Cold	Cold
2	•	Cold	Cold
3	•	Rough	Cold
4	•	Foggy	Foggy
5	•	•	Rough
6	Calm	Calm	Rough

Summary of Effects

• No effects

Cold Arg. morale reduced by 1

Calm -1 on Landing Table

Rough +1 on Landing Table

Foggy No Air Ops.

-1 on Land CRT

Line of sight only 1 hex

+2 on Reconnaissance Table

No raids or withdrawal of spec. forces

** Skyhawks
ONLY AVAILABLE
ON CLEAR TURNS*

14.1.6. RAID TABLE

Die Roll	Argentine Combat Strength			
	0	1-3	4-7	8+
1	D	D	D	D
2	D	D	D	D
3	D	D	•	•
4	D	•	•	•
5	•	•	•	•
6	•	•	•	S
7	•	•	S	S

Die-Roll Modifier

+1 Any of the Argentine units were still face down after the required reconnaissance

Explanation of Results

D Target destroyed

• No effect — raid fails

S Raiding unit(s) each lose 1 step—raid fails

their own defense if they are attacked alone. They may never attack by themselves or contribute to the attack strength of units with which they are stacked.

11.9. NAVAL GUNFIRE SUPPORT.

British combat ships may be used like regular artillery units with the gunfire strength indicated on each counter. They have the same range as regular artillery, 5 hexes, and the same line-of-sight restrictions (11.7.4).

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 player has 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 on 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, Pucaros, and Mirages are available during any turn in which the weather is clear 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 air units may attack British ships. Only Harrier and Pucara units may fly ground support missions. All air units may fly ground attack missions. These types of missions, and the procedures for conducting them, are detailed in 12.5-12.9.

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 mission boxes on the map: CAP, airfield suppression, and 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 mainland-based Argentine units assigned to ground attack/support may perform ground attack missions only; Pucara units assigned to this box may perform both types of missions.

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 stop to dog-fight 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. Divide the 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. If the die roll is less than the CAP factor, the Argentine player loses a number of air units equal to the difference.

For instance, if the British player assigns 6 Harrier units to CAP, his CAP factor is $(6 - 2) + 2 = 3 + 2 = 5$. On a die-roll of 5 or 6, the Argentine player would lose no air units. On a die-roll of 1, however, he would lose 4 air units. For the assignment of air losses among different types of air units, see 12.10.

12.5.3. CAP Losses.

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

On a roll of 5 or 6, 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-SHIPING 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 defends with the air defense strengths of his C and E ships and any air-defense units in adjacent land hexes (or air-defense units in the same hex, if the hex is both a land and a sea hex). Each C or E ship counter may apply its air defense strength to either the hex it occupies or any one adjacent hex; a land air-defense unit may apply its strength to any one sea hex to which it is adjacent, but, in so doing, it forfeits the ability to defend the hex it occupies. Attacks by Pucaros and by mainland-based planes are resolved separately, even if they are against the same hex, but the air defense strength applied to a hex affects both attacks.

The British player rolls a die once and adds the number rolled to the air defense strength of the ships and air-defense units defending the hex. He cross-references this total with the number of attacking air units to find the number of air units destroyed. If the air units are Pucaros, he adds an additional 1 before finding the result. Even if the hex is not being defended, the British player rolls for air defense, adding 0 to his die-roll.

The Argentine player then rolls a die and cross-references the number rolled with the number of attacking air units to find the number and type of British ships hit. The number of attacking units is the original number (before assessing casualties caused by the air defense) if the British units are in a restricted waters hex, in a land-sea hex, or adjacent to a land hex, the number of attacking units is the number which survived the air defense. If there are at least 8 different British ships in the hex, add 1 to the die-roll (count the number of names on the British ship counters, not the number of counters, and include all types of ships).

12.6.3. Ship Casualties.

Most E and L ship counters represent 2 ships when face up, 1 ship when face down; C and A ship counters represent ships which have 2 steps. A ship loss is taken by turning over a face-up counter, or removing a face-down counter, of the appropriate ship type of the British player's choice. An E or L type ship is lost whenever a counter is turned over. If the back of the counter is blank, indicating that it has only 1 step, a ship loss is taken by removing it.

12.6.4. Air Defense Table.

12.6.5 Anti-Shipping Attack Table.

12.7. GROUND SUPPORT AND ATTACK.

Air units may be used in conjunction with combat between land units.

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 unit counters 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/Support Table (12.7.3), cross-referencing the number rolled with the number of attacking units and reading the result to the left of the slash. 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. If there is only 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 alone" 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. If there are 2 battalions or 4 companies, with or without 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 must lose 1 or more steps, the defending player chooses which steps to lose and must make a morale check for each surviving unit (including surviving units which have just 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/Support Table.

12.7.4. Defending against Ground Attacks.

Units undergoing a ground attack by air units may defend themselves on 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 use their 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 unit counters from his ground attack/support mission box and stacks them with the defending units he wishes to support. He then rolls a die and consults the appropriate column of the Ground Attack Table (12.7.3), reading from the line for the number of attacking units in the hex with the largest number. (For instance, if the unit being defended were being attacked by 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. Co-ordination of Ground Attack Missions.

If the Argentine player uses both Pucaros and mainland-based air units for anti-shipping or ground attack missions against the same hex, he must do so as 2 separate missions, with separate resolutions, not as a single attack. 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. Harrier units in the airfield suppression box 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 the map and can no longer serve as a base for Pucaros. 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 attack/support box and places it on the Argentine stack 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 them; 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 an 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 from a mixed 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 remain 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 before the 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 only 1 battalion or 2 companies, place an improved position counter with the "1" side up on the stack. Thereafter, the improved position may be reoccupied only by as many battalions or equivalent in companies as the improved position counter indicates. A second battalion may be placed on top of a "1" improved position and, by remaining there for an entire turn,

"extend" the positions to accommodate a second battalion; the improved position counter is then turned over. If 2 battalions in a hex with a "1" improved position is then turned over. If 2 battalions in a hex with a "1" improved position counter are attacked, there is no defensive die-roll modifier (for land combat or air attacks). [It is assumed that the attack will be concentrated on the unprotected positions.] There is no limit to the number of non-infantry units which may benefit from improved positions.

Inverted Argentine units may be placed under "2" improved position markers. If British reconnaissance or combat reveals that there is only 1 battalion or equivalent in the hex, turn the improved position marker over to the "1" side.

13.3. VACATING IMPROVED POSITIONS.

When troops move out of 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 reoccupied by friendly troops at any later time. A player may remove one of his vacant improved position counters at 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 give other British units with which they are stacked a favorable die-roll modifier during attacks.

Special forces are used for reconnaissance, either alone or in conjunction with other units, as explained in 10.0. If attacked, special forces defend normally.

14.1.3. Special Forces Movement.

The special forces have their own landing boat and helicopter transportation. The British player may transfer them from off the map to any land hex during any British landing, movement, or combat phase except during stormy or foggy weather turns. 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 move, reconnoiter, raid, and defend normally. 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 turns. They may not be returned 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 ranger unit is subject to the restrictions of 14.1.3. If there are any face-down Argentine units in the hex being raided, the ranger units must first perform a reconnaissance on the Reconnaissance Table (10.2) with a die-roll modifier of 0 (the normal special forces modifier does not apply). If the reconnaissance is unsuccessful, 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 or 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 special pre-raid reconnaissance reveals a headquarters units in the hex which is raided 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 can 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 British 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 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 when he deploys the rest of his units. Thereafter, he can blow up any bridge that is adjacent to one of his combat or support units by rolling on one die a number equal to or less than the unit's effectiveness rating. The British player may blow a bridge by rolling a 5 or less; the British engineer and special forces units may blow any bridge to which they are adjacent. A unit blowing a bridge in a phase in which it moves must pay 8 MPs to blow the bridge; if it does not have that many MPs remaining from its movement allowance upon arrival at the bridge, it must wait until its next movement or combat phase to blow the bridge. A unit may not blow a bridge in a phase in which it engages in combat.

Blown bridges do not exist for game purposes; units crossing bridge hexsides pay movement costs just as for an unbridged river.

14.3. EXOCET UNIT.

14.3.1. Placement.

The Argentine player has 1 coast 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 does not cross any land to any hex occupied by or traversed by a British sea hex. 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 during that phase. The Exocet unit attacks on the "7-8" column of 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 a high seas hex 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 air attack (12.6.4). 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 3.2. At the end of each game turn, he must return each Pucara unit 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 airfield suppression missions (12.8) or raids (14.1.4) or captured if a British land unit enters an airfield hex. A captured Argentine airfield may be replaced by a British airfield marker after the lapse of an entire turn. Harrier 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. It moves with the 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 carry personally. [It is assumed that part of each player's transport is constantly engaged in providing food and other essentials to the troops.] Therefore, 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 air 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 in an attack supplies which are transported to within the requisite range in 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, if 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 ZOCs; friendly units negate enemy ZOCs for purposes of tracing supply lines. As an example, an Argentine unit with a movement factor of 12 could be not more than 12 MPs 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

Figure 7

Supply Line and Command Radius Summary

Unit Type	Defense	Attack
Infantry	Movement factor (15.3.2)	9 MPs (15.5)
Reconnaissance	Movement factor (15.3.2)	1/2 of MPs (15.5)
Artillery	Same or adj. hex (15.5)	Same or adj. hex (15.5)
Engineer	Movement factor (15.3.2)	Not applicable
HQ (Command Control)	Not applicable	1/2 of MPs for all types of Arg. units (16.2.1)

advantage of this rule. For every 2 Argentine batteries of 1 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 or 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 there 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.

[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 Benjamin 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 a 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 (● or S result; 1 point each time).
- 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 occupied them.

The British units are considered to have retreated from these summits if they leave as the result of a retreat result in land combat or if units which begin a movement or combat phase on them end their movement farther from Stanley. If the British units move **toward** Stanley, or leave these summits

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 for the British. (1 point for each summit)

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 for 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 (D 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 in which 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 (1 point for each the **first** time it is occupied, not 1 point per turn of occupation)
- Turn 4, turn 8, or turn 12 is completed. (1 point each time) [This simulates the general effect of isolation of the Argentines by the British task force.]

17.3. MORALE EFFECTS.

17.3.1. High Morale.

There are no 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.

Figure 8

Morale Summary

ARGENTINE MORALE CHANGES

POSITIVE

Each settlement (set up) — 5 max.

Elim. British combat step.

Sink British ship.

Unsuccessful British raid.

Reinforcements arrive (optional)

Unsuccessful Brit. land attack.

Brit. retreat from Mt. William, Mt. Longdon, Tumbledown (1 pt. ea.)

Arg. reoccupy Mt. William, Mt. Longdon, Tumbledown (1 pt. ea.)

EFFECTS OF MORALE LEVELS

High (11-17): No effects

Moderate (6-10): Pass morale check to enter ZOC.

Add 1 die-roll for Argentine land attacks.

Subtract 1 from die-roll for British land

attacks.

Moderate (6-10): Pass morale check to enter ZOC.

Add 1 to die-roll for Argentine land attacks.

Subtract 1 from die-roll for British land attacks.

Low (1-5): All Argentine effectiveness ratings reduced by 1.

Pass morale check to build improved positions, enter ZOC.

Infantry movement factors reduced by 4 MP.

Recon. & APC movement factors reduced by 8 MP.

Break (0): Game ends immediately (Argentines surrender).

17.3.4. Break Morale.

When the Argentine morale level reaches 0, all Argentine units surrender and the game ends immediately, even in the middle of a game-turn.

● 18.0 UNIT INTEGRITY

18.1. BRITISH INTEGRITY.

18.1.1. Effects on Combat.

[Unlike the Argentine units, which had just been brought up to strength with recent draftees, the British combat battalions were highly-trained teams of professional soldiers. Despite common doctrine and training, a company could be expected to fight better with other companies from the same organizational battalion than in a mixed battle group drawn from several organizational battalions.]

If a British attack involves units from more than 1 organizational battalion, the minimum number of organizational battalions must be used. If this is not the case, add 1 to the die-roll for resolving the attack. This rule would prevail if 2 counters from different organizational battalions were used in an attack and both of the organizational battalions had another counter (at full or reduced strength) on the board. The rule would not apply if the other counter for one of the organizational battalions had been eliminated. To avoid this penalty, an attack involving 3 "battalion" (actually, demi-battalion) counters could include 2 from 1 organizational battalion and 1 from any other organizational battalion; it could include counters from 3 different organizational battalions only if 2 of the organizational battalions had been reduced to a single counter each.

18.1.2. Battalion Reorganization.

If both the counters for a single organizational battalion have been reduced to 1 step each, they may be stacked together at any time during movement and replaced by a single full-strength counter, at no MP cost.

18.2. ARGENTINE INTEGRITY.

[Although the Argentine units were not the well-trained teams the British battalions were, the companies and battalions represented by the counters would not be completely interchangeable. Although this rule has no penalties, it should be observed by players seeking a realistic simulation.] Argentine units must be set up by regiment. Components of a regiment do not have to be stacked together or adjacent, but there should not be units of other infantry regiments between them.

19.0. REINFORCEMENTS.

The Argentine player gets all his forces at the beginning of the game, unless optional rule 19.3 is being used. The British player begins the game with no units on the map but receives units on turns 1 and 6.

19.1. TURN 1.

On turn 1, the British player receives all land units which do not have a "5" to the right of the unit type symbol (i.e., are not part of 5 Brigade), 8 Harrier units, 4 combat ship counters representing 7 individual ships, 5 landing ship counters representing 8 ships, and 3 transport helicopter units. These are the counters printed in black on a red background.

19.2. TURN 6.

On turn 6, the British player receives the land units of 5 Brigade (those with a "5" to the right of the unit type), 6 Harrier units, 3 combat ship counters representing 3 individual ships, and 1 transport helicopter unit. These units are printed in white on a red background. One additional helicopter counter is provided for use with optional rule 20.0. No more than 8 Harrier units may be used to replace losses or may be based on airfields the British have captured or built. If the British player has no airfields available, the excess Harriers remain out of play until airfields for them become available. If the British player bases Harriers on East Falkland and their airfield is captured by an Argentine unit, he loses any Harriers based there.

● 19.3. VARIABLE ARGENTINE REINFORCEMENTS.

[During the Falklands campaign, the British "blockade" was not air-tight: a few airplanes and at least one ship were able to slip some men and supplies to Stanley.] Lay out the Argentine infantry units and dummy counters, excluding marine, airborne, and ranger (601R and 602R) units, face down. Let the British player choose 2 of these counters to comprise the Argentine reinforcements. The Argentine player may inspect these counters, but the British player may not. During each weather determination phase, the Argentine player rolls a die. If the number rolled is less than the turn number, the reinforcement units appear at the airport outside Stanley at the beginning of the Argentine movement phase and may move normally during that movement phase; they may attack or move again during the Argentine combat phase, and continue to function just like all other Argentine infantry units. Note that Argentine reinforcements can not appear on turn 1 and automatically appear on turn 7 if they have not done so already.

If the game-turn on which the reinforcements are supposed to

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. EXTRANEIOUS EVENTS

[This simulation assumes that events outside East Falkland Island follow their historical course. 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 second 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 4 (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 has already landed or is deployed on landing ships, there is no effect on those infantry units. 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 E type ship of his choice unless all his remaining E type ships are in restricted waters hexes (the loss may come from ships due to appear as reinforcements on turn 6). On a roll of 4-6, the British player loses 1 L type ship of his choice unless all his 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 when he captures Stanley or the Argentines surrender.

21.1. ARGENTINE VICTORY POINTS.

The Argentine player receives 2 victory points for every British combat ship 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.

21.2. BRITISH VICTORY POINTS.

The British player receives victory points according to when he occupies Stanley or the Argentines 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 2 fewer victory points. 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.] 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 3.3 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 at 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 (1³●/5)
- 1/601 Air Defense ((1)²●)
- 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

- Pucaros, 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.

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24.0. CREDITS

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