

Port Stanley



Battle for the Falklands Rules

The Wargamer, # 26
Revised by Christian Holm Christensen

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Publisher	World Wide Wargames

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Game mechanics

Period	modern
Level	operational
Hex scale	2.8 km (1.7 miles)
Unit scale	company (i)
Turn scale	2 days
# turns	15
Unit density	low
Complexity	8 of 10
Solitaire	3 of 10

Resources

- BoardGameGeek page.
- Grognard page.
- CyberBoard game-box and scenario.

This version all text, illustrations, graphics, and layout by Christian Holm Christensen.



Typeset in L^AT_EX by Christian Holm Christensen using the package wargame. The sources of this document and supporting material is available from Gitlab.

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Preface

This is a revamp of the game *Port Stanley: Battle for the Falklands*, originally published in 1984 in the magazine *The Wargamer*, issue 28. The issue has long been out of print, and so the game is no longer available from the original publishers. This, therefore, offers a Print'n'Play version to the wargaming community of the simulation of an often overlooked conflict in the post-WWII period. All text and graphics are entirely new and original in this version. The rules have been restructured and rewritten to, hopefully, make them more accessible. Illustrations of key points have been added.

Port Stanley is a medium to high complexity game and not for the beginning wargamer. Some concepts are therefore not explained in details in the rules and some familiarity with wargaming in general is assumed.

Comment paragraphs, such as this one, serve only to clarify the rules, and are not authoritative, i.e., not part of the rules.

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Rules

Introduction

Port Stanley: Battle for the Falklands simulates the mainly land war between United Kingdom and Argentina over the Falkland Islands. The conflict started when Argentina invaded on the 1st of April, 1982. The land war started on the 21st of May when the British 3rd Commando Brigade landed at San Carlos Waters, and lasted until the surrender of the Argentine troops on the 14th of June the same year.

The Argentine faction was commanded by Brigadier General Mario Benjamin Menéndez and the British faction by Major General Sir John Jeremy Moore. Most of the fighting took place on East Falkland, which is why the game focuses on this area. The naval conflict was essentially over by the 21st of May, and is not part of the game. However, considerable aerial fighting took place for the rest of the conflict, which is somewhat abstracted in this game.

Objectives

-  Recapture the capitol of Stanley, or force an Argentine surrender.
-  Prevent the British faction from capturing Stanley while not surrendering.

The exact victory is resolved via *victory points* (VP). See 11 for more.

§1 Components

The game consists of

- The board showing the northern part of East Falkland.
- 45 and 32 counters representing Argentine and British ground combat and support units, respectively.
- 17 and 6 counters representing Argentine and British aerial units, respectively.
- 12 counters representing British naval units.
- 48 Argentine and 36 British auxiliary markers.
- 57 general markers
- One Argentine and one British Order of Battle chart.
- 4 pages of charts and tables.

In addition a single 6-sided dice is needed.

§1.1 The board

The stylised map of East Falkland and surrounding waters, are segmented into *hexes*, identified by grid coordinates. Each hex is roughly 2.8 kilometres across. The map shows important features of the landscape as well as some man-made structures.

§1.1.1 Terrain

The terrain elements are summarised in Table 1.

 High seas. These hexes represent sea areas which are subject to the full impact of the Antarctic weather conditions with high swells and fierce winds. Only naval and aerial units may negotiate these areas. Note, a hex which is partial land, partial sea can be occupied by *both* land as well as sea and aerial units.

 Shallow seas. These hexes represent sea areas that are protected from impact of the Antarctic weather conditions. These are more calm waters and less subject to wind. Note, a hex which is partial land, partial sea can be occupied by *both* land as well as sea and aerial units.

 Landing beach. These hexes are possible locations for the UK troops to land. The hexes are indicated by beach terrain and a line along the coast. These hexes come in groups, as identified by the number next to the beach line. For example hexes 0711, 0712, 0812, 0714, 0715, and 0613 are considered *one* landing zone (zone 1), as are the hexes 0608, 0709, 1108, and 1107 (zone 2). During the British amphibious assault phase, amphibious warfare ships (types L and A naval units) can move into sea hex adjacent to a landing hex and unload ground troops onto the beach hex.

 Clear terrain. These hexes represent open terrain. The landscape of the Falkland Islands is generally very rugged, and so open terrain is not easily traversed on foot or in vehicles.

 Rough terrain. Hilly and rocky areas. These are harder for troops to traverse.

 A high point (upward 700 metres above sea level) on the islands. From these vantage points, troops have a clear view of the surrounding area and thus provide a defensive advantage.

 A river. Rivers run along hex sides. They form a natural barrier to advances. A bridge that spans over a river provides a road over the river, thus nullifying the barrier. There are three bridges on the map initially.

 A primitive airfield. These installations are not usable by either faction for aerial units. However, these can be improved to *airfields* (). The possible airfield capacity is printed in parenthesis next to the airfield.

 The permanent airfield near Stanley. This airfield has a better tarmac and can be used by military aerial units. This airfield has a capacity of 4. Other airfield may be built by the British engineering unit, captured by either faction, or destroyed in British special forces

Terrain		MF Cost	Combat DRM	Notes
	High seas		n/a	Only air & naval units
	Shallow waters		n/a	Only air & naval units
	Landing beach		+2*	*Amphibious assault
	Clear	3		
	Rough	4	+1	
	Summit	4	+1	Blocks line of sight
	River	+3	+1†	† <i>Only</i> if all attackers across
	Possible airfield			Can build airfield
	Permanent airfield			
	Road	1‡		‡From connected hex
	Track	2‡		‡From connected hex
	Settlement			+1 for reconnaissance
	City	1		+1 for reconnaissance
	Bridge	2		Unless blown, then as river
	Improved position		+1¶	¶If enough capacity

Table 1: Terrain Effects Chart (TEC).

raids.

 Roads. There are not many roads on the Falklands. These connect hexes and allow fast movement of troops over otherwise difficult terrain. Moving *along* a road greatly increases the range of troops.

 Tracks. More common than roads are tracks. These are unpaved roads, which are easier to traverse than the open terrain. The British 33rd Engineer Regiment may build new tracks for other units to use (British and Argentine).

 Settlement. These are essentially small hamlets scattered over the islands. While they do provide opportunities for Argentine faction to hide their numbers, they are not dense enough to provide any kind of cover. The settlements are not strategically important to either faction, but the capture of settlement does hurt the overall Argentine morale.

 Stanley. This is the prime objective of the game for the British faction. The roads in Stanley are generally paved and so units may move more freely through the town.

 Bridges allow easier passage over rivers. At the start of the game there are three bridges: between 2325 and 2425, 3223 and 3323, and 3016 and 3117. Both factions may blow up these bridges, but only

the British 33rd Engineer Regiment may repair them.

 Improved position. Technically not a terrain, but rather a mixture of trenches, land mines, and barbed wire fences put up by a faction to improve a defensive stance. These can be constructed by both sides and are specific to the faction that constructed them,

§1.1.2 Record keeping

In the bottom right corner of the board are a number of tracks to keep record of the turn number, the number of off-map air factors (AF) for each type of aircraft, and the weather.

Above this area, to the north east, are an Argentine record keeping track and slots. The track records the overall morale of the Argentine forces (§3). There is a box for an West Falkland airfield (assumed to be on Lafonia or West Falkland), as well as boxes for assigning air mission (§7).

In the south west corner are boxes for British record keeping. There are three slots where the British faction declares the possible first landing zones (§4). The three slots “A”, “B”, and “C” are to prevent over-stacking of counters with naval ships. Move all units travelling with one or more naval units, as well as the naval units, in one of these boxes and use the corresponding counter on the map to record movements of this naval group.

Infantry type	<input checked="" type="checkbox"/> Infantry
	<input checked="" type="checkbox"/> Motorised infantry
	<input checked="" type="checkbox"/> Mechanised infantry
	<input checked="" type="checkbox"/> Marines
	<input checked="" type="checkbox"/> Airborne
	<input checked="" type="checkbox"/> Mountaineer (Gurka)
Support type	<input checked="" type="checkbox"/> Special forces
	<input checked="" type="checkbox"/> Armoured reconnaissance
	<input type="checkbox"/> Engineers
	<input type="checkbox"/> Artillery
	<input type="checkbox"/> Self-propelled artillery
	<input type="checkbox"/> Air defence
	<input type="checkbox"/> Headquarters
Other land	<input type="checkbox"/> Armoured personnel carrier (APC)
	<input type="checkbox"/> Supply
	<input type="checkbox"/> Decoy
	<input type="checkbox"/> Missile launcher
	<input type="checkbox"/> Improved position
	<input type="checkbox"/> Air strip
	<input type="checkbox"/> Track
Air	<input type="checkbox"/> Fixed wing
	<input type="checkbox"/> Rotary wing
Sea	<input type="checkbox"/> Surface combatant
	<input type="checkbox"/> Amphibious warfare
Echelon	•• Section (≈ 10)
	••• Platoon (≈ 30)
	┆ Company (≈ 150)
	Battalion (≈ 600)
	Regiment (≈ 1500)
	× Brigade (≈ 3000)

Table 2: NATO App6(d) symbology used.

Finally, there three slots to assign British air units to air operations (§7).

§1.2 The counters — units & markers

The counters in the game are divided as

- Units. Counters that represent military units. This group is further divided into land, air, sea, and transport units.
- Markers. Counters that are used for game mechanics and non-unit equipment or installations.

All counters uses NATO App6(d) symbology as far as possible. This symbology is summarised in Table 2.

§1.2.1 Land units

Examples of land unit counters are shown in Figure 1. Generally the land units have a front and a back side, with the each side representing a *step*. Thus, when the unit is face-up, it represents a unit at full-strength, while a unit face-down represents the same unit at reduced-strength.

The land units contain information about the units as

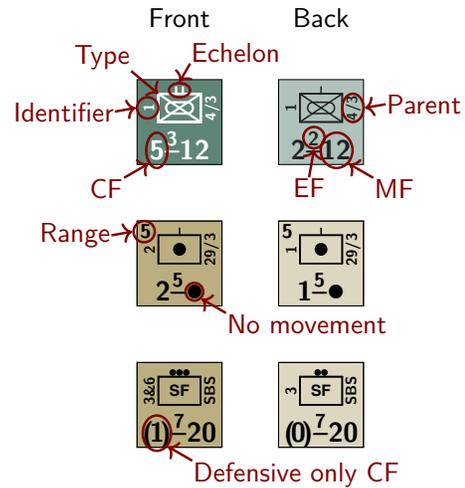


Figure 1: Examples of land units.

indicated in Figure 1.

Type The type of the unit as per NATO App6(d) (see Table 2). Units of different types has different capabilities as will be explained in the text. For example, mountaineer (or Gurka) units do not suffer adverse effects when attacking into rough or summit hexes.

Infantry-type The term *infantry* covers all kinds of infantry units, including normal () , airborne () , motorised () , and mechanised infantry () , as well as marines () , and mountaineer () units.

Echelon The place of the unit in the military hierarchy, and an indication of its size. Most units are battalions, or roughly 600 men, with their reduced size being companies (roughly 150 men). Note, however, that British infantry battalion () units are really half-battalions or two companies. Thus, a real-life British battalion is represented by *two* battalion counters, for example, real-life 3 Para battalion is represented by the counters UK A&B/2/3 ABI and UK C&D/2/3 ABI. A full British battalion, i.e., two counters, will be termed an *administrative* battalion in the following, while *battalion* refers to a single counters. Also note, that the brigade echelon of the Argentine headquarter units does not mean that those units represent a full brigade. Rather, these indicate the *administrative* placement within the military hierarchy (see also Table 3).

Identifier and **Parent** These two fields identifies the unit and its parent unit. For example, the top left unit in Figure 1 is the Argentine 1st Battalion, 4th Regiment, 3rd Mechanised Infantry Brigade (or shorter AG 1/4/3 AICOY), while the bottom left unit is 3 and 6 Squads of the Special Boat Squadron.

CF — Combat Factor This number represents the fighting strength of a unit. The higher the number, the stronger the unit. Some units, notably *support* units, have a • for this factor. That means

Equivalent	Other	☒	☒
< 1	≥ 0		
	≥ 0	1	
1		2	
			1
1+	≥ 1	2	
	≥ 0	3	
	≥ 1	≤ 1	1
2+	≥ 0	4	
	≥ 0	2	1
	≥ 0		2

Table 3: Infantry battalion equivalence

that such units *cannot* attack or defend against other units on their own. That is, ● CF is *not* the same as 0 CF. Other units, notably *special forces* units, have a parenthesised number for CF (see f.ex. the bottom unit in Figure 1), which indicate that such a unit *cannot* attack other units on its own, but *does* defend against attacks like other units.

MF — Movement Factor This number indicates the units autonomous mobility. A ● indicates that the unit *cannot* move on its own volition but *must* be transported by helicopter (☒) or APC (☒), or sea. The higher the number, the more mobile is the unit.

EF — Efficient Factor This number indicates how efficient, or well disciplined a unit is. A high number indicates that the unit is very disciplined and can operate in difficult situations. A lower number means that the unit will easily become disorganised and therefore less operational. The EF is used when a unit is asked to do a *morale check* (MC, §2.8). Note that Argentine headquarter units (☒) does not have an EF rating, and thus are never subject to MCs.

Range (only ☒ units). This indicates the remote fire range of artillery units. This counts the number of hexes *away* from the artillery unit that the unit may fire, *not* including the hex occupied by the artillery unit. Thus, a range of five means that the unit can fire at a unit up to five hexes away (four intervening hexes). However, the range can be smaller based on weather conditions and *line-of-sight* (§2.7).

Table 3 shows the *battalion-equivalence* of different kinds of units. For example, if a hex contain

- One infantry company (☒) and any number of support units or platoon-sized units, then the result is “< 0”.
- *Either* 2 infantry companies, *or* one infantry battalion (☒) but *no* other support units (except supply), then the result is “1”.
- *Either* 2 infantry companies and one or more support units, *or* 3 infantry companies, and any number of support units, *or* 1 infantry battalion and at least

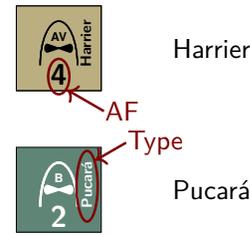


Figure 2: Examples of air units.

one support unit, then the result is “1+”. That is, there is one battalion and some change.

- Any number of support units and *either* 4 infantry companies *or* 2 infantry battalions, then the result is 2+. That is, there are two battalions plus change.

§1.2.2 Air units

Examples of land unit counters are shown in Figure 2. Generally the land units have a front and a back side, each with its own number of *air factors* (AF). Air factors can be freely combined by the controlling faction. For example, a faction may place an air unit counter with 4 AF together with another air unit with 2 AF for a combined 6 AF, or may split the same two units into two units each with 3 AF.

The air units contain information about the units as indicated in Figure 2. Air units *do not* have any movement factor (MF). Air units can move any number of hexes in a given turn over *any* kind of terrain (including sea hexes).

Type The type of aircraft. The UK faction only has Harriers, while the Argentine faction has FMA IA 58 Pucarás (twin-propeller counter-insurgency, or COIN, tactical airstrike aircraft), A-4 Skyhawks (assault jet fighter), and Mirage IIIs (interceptor jet fighter). The number of AFs available is tracked separately for each type of aircraft, and Argentine Pucará are dealt with separately from the Skyhawk and Mirage III units.

AF — Air Factor The combat strength of air units. This is used both for tactical airstrikes and close combat support, as well as for naval airstrikes. AFs may freely be combined or split up by the controlling faction. One AF corresponds roughly to 2½ planes of a given type.

§1.2.3 Sea units

Examples of land unit counters are shown in Figure 3. Generally the land units have a front and a back side, each with the front side representing a full-strength ship or two ships, while the back side represents a reduced-strength ship or a single ship in a group.

The sea units contain information about the units as indicated in Figure 3. Sea units *do not* have any movement factor (MF). Sea units can move any number of hexes in a given turn over *any* kind of sea hex, including

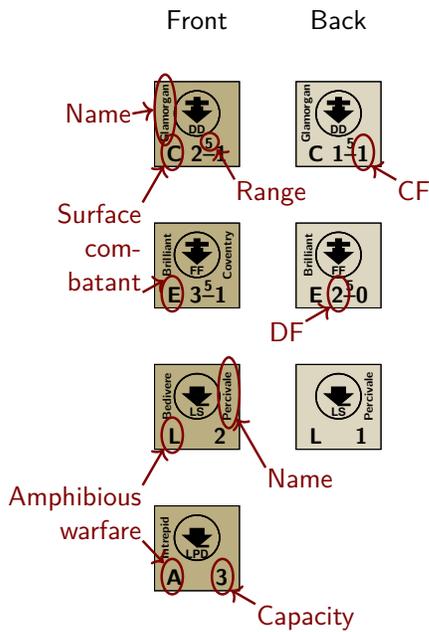


Figure 3: Examples of sea units.

sea hexes that are partial land hexes.

Name A sea unit counter may have one or two names on it, one to the left and possibly one to the right, of the main symbol. If the unit has two names, then it represents two *distinct* ships.

Type — **Surface combatant** or **amphibious warfare** This field indicates the kind of ship(s) the unit represent. Combat ships, which can provide remote fire support and oppose air attacks are indicated by the letters C (destroyers) or E (frigates), and a *surface combatant* (☛) symbol. Transport ships are denoted by an L (general landing ship) or A (amphibious transport dock) and an *amphibious warfare* (☛) symbol. The remainder of the symbols on the units depend on the type of ship(s).

CF — **Combat Factor** (C and E) The units remote fire combat factor, used when the ship perform shore bombardments.

Range (C and E) The units remote fire range.

DF — **Defensive Factor** (C and E) The units anti-air defensive strength. This factor is used when defending the unit, other sea units in the same hex, or other sea or land units in adjacent hexes, against Argentine naval or tactical airstrikes (§10.8.2 and §10.8.1).

Capacity (L and A) The troop capability of a transport unit. During a turn's *amphibious assault* phase (§9) an amphibious warfare unit can only land units up to its capacity (see also §2.9.4).

When adjusting the Argentine overall morale (§3) what counts is the number of *individual* ships sunk. Thus, the Argentine faction will gain 1MP if an E, or L sea unit is flipped from its front face to its back face. The

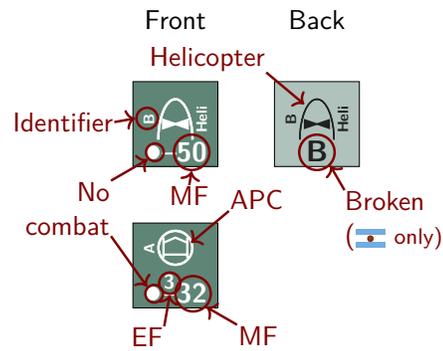


Figure 4: Examples of transport units.

Argentine faction will only gain 1MP when a C or A units is entirely eliminated (requires two hits for C type ships).

§1.2.4 Transport units

Examples of transport unit counters are shown in Figure 4. Only Argentine helicopter units have a back side, which is used to indicate a *broken* state of those units (§8.4.3).

Transport units fall in two categories: helicopters, and for the Argentine faction, armoured personnel carriers (APCs). The transport units contain information about the units as indicated in Figure 4. The information on the Argentine APCs is the same as for land units (§1.2.1).

For helicopter units, on the front side, is the units movement factor (MF). This indicates how many hexes a helicopter can move in a single phase, and how many other units or supplies it can pick up. Helicopter units spend 1 MF for each hex moved, including sea hexes, irrespective of the terrain. The back side of Argentine helicopter units is used to indicate that the unit is broken down, indicated by B. The presence of a broken-down Argentine helicopter unit indicates that no Argentine helicopter units may operate during that turn.

§1.2.5 Markers

The markers used in the game are shown in Figure 5.

Supply These represent supply equipment used by a faction. The number indicates the number of *supply points* (SP) that the supply marker contains. These can be freely combined by the controlling faction. Supply markers of the opposing faction cannot be used, but supply markers can be captured (§8.3.6 or destroyed in special forces raids (§10.9.11).

Airfield These markers can *only* be placed on *possible airfield* hexes on the board. These represent improvements to the airstrips that allows military air units to operate from these. The Argentine faction starts the game with three such markers placed on the board, possibly one placed in the West Falkland box. New airfields can be constructed by the British engineer-

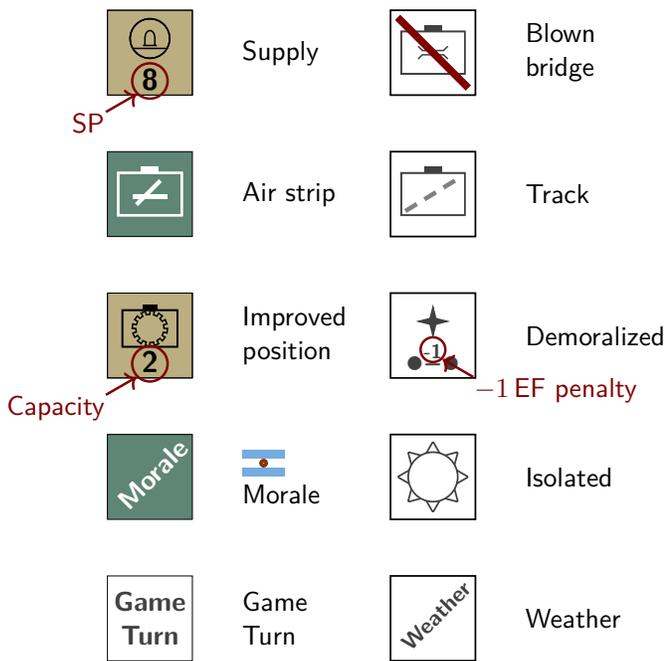


Figure 5: Markers.

ing unit, may be destroyed in aerial attacks or special forces raids (§10.8.4 and §10.9.11).

Improved position These indicate defensive improvements to a hex. These consists of trenches, mine fields, and barbed wire put in place by land units. Either side may build improved positions in any land hex. Improved positions of the opposing faction *cannot* be used, but are destroyed when overrun. The number indicates the *capacity* of an improved position (§10.9.3).

Morale A marker used by the Argentine faction to keep track of the overall Argentine morale (§3).

Game Turn Marker used to keep track of the current turn. This is used with the turn track on the board.

Destroyed Bridge These represent bridges that have been blown by either faction. Blown bridges can be repaired by the British 33rd Engineer Regiment.

Track The British 33rd Engineer Regiment may build new tracks to facilitate easier movement by other land troops. Placing a track marker in a hex connects to any track or road in any adjacent hex (though not over sea borders),

Demoralised A marker to indicate that a unit or stack of units has become demoralised as a consequence of artillery barrages or coastal bombardments (§10.9.9). A unit that is demoralised suffers a -1 EF modifier. Demoralisation lasts for until the start of the next opposing factions combat phase.

Isolated A marker used to indicate that a unit or stack of units has become *isolated* (§2.4). Isolated units consume supply points (SP) at a higher rate than usual.

Weather There are two such counters. One is used to keep track of the current turns primary weather, and the other is used for the secondary weather (§6).

§1.3 Order of Battle

The Argentine and British factions each have their own *Order of Battle* chart (OOB). This shows the units available to the factions and when the units become available.

§1.3.1 Argentine OOB

The block **Face up** shows the units and installations that the Argentine faction must place on the board before the start of turn 1 visible to all (§4).

The three air unit (✈) slots show the number of *air factors* (AF) available to the Argentine faction. See §1.3.3 for more on this. The three airfield (✈) units should be placed on potential airfield hexes.

The block below, **At-start (hidden)** contain other units that the Argentine faction must place on the map *secretively*. The counters in the **Cover** units section should be used to hide the exact deployment of these units.

The Argentine faction has six decoy (☞) counters which it can use to deceive the British faction. These *must* be stacked with real units when deployed. The 10 *improved position* (⚙) markers may be stacked with deployed company or battalion units.

If the optional rule of Argentine reinforcements is used (§12.1), then two infantry or decoys are *not* deployed initially but may arrive as reinforcements at a later turn.

§1.3.2 British OOB

At the top of the British OOB are 11 markers representing the 11 possible first invasion beaches. The British faction must, *secretively*, select three of these and place them on the board in the designated slots. The remaining 8 markers should be discarded.

The section **Turn 1** contains the units available to the British faction starting on the first turn. The land units (□) are considered to be stationed with the task force off-map until they can be brought into land in the British invasion phase (§9).

The British faction may not be able to land all units in the first turn. In that case, the remaining units are kept on the OOB until they can be brought onto East Falkland, either via a amphibious assault or transported by helicopter.

The naval units (○) are all available and can enter the board via any high seas hex (⬢) along the edge of the map. Since naval units can move anywhere on the map, these can later on be anywhere at sea. The amphibious warfare ships, however, can be placed to an beach hex during the British amphibious assault phase.

The block also shows that the British faction initially receive 8 AF worth of **Harriers**. Initially these are based

on the carriers of the task force off-map, but can, at a later point, be based in airfields on East Falkland. See also §1.3.3 below.

The units in the block Turn 6 are not available until turn 6. From that turn and on, units in this block may be brought on to the map. The “E” helicopter is *only* used if the random event (§12.2) optional rule is in effect.

✈ §1.3.3 Air units

Air units can either be based off- or on-map. On-map air units return to a friendly airfield (☐) at the end of controlling factions combat phase (§10), while off-map air counters are stored on the factions OOB. The number of off-map AFs available are tracked on the board, in the south east corner, by the corresponding Available marker. The number of on-map AFs are tracked by air units markers present on the map.

The Argentine Skyhawk and Mirage III are based on mainland Argentina and are therefore solely off-map units. The Argentine faction has a maximum of 12 AF of Skyhawks and 14 AF of Mirage IIIs, as indicated on the Argentine OOB.

The British Harrier air units may be based either on the off-map task force carriers, or in captured or constructed airfield on East Falkland. The Harrier units that are based on the task force carriers are therefore considered off-map units. The British initially has 8 AF, as shown on the OOB which start off-map. In turn 6, the British receive another 6 AF worth of Harrier units, as shown on the OOB.

When off-map type AFs are lost, or, in the case of British Harrier AFs, are moved to an airfield on East Falkland, then the marker on these tracks are adjusted down accordingly. A faction may never deploy more off-line AFs of a given aircraft type than what is currently available. British Harrier AFs that started off-map may return off-map, i.e., to the carriers in the task force, or land on a airfield under British control on East Falkland. The British AF track *must* be adjusted accordingly. However, at no point may the British faction have more than 8 AF in off-map, or more than 8 AF based on East Falkland.

From turn 6 and on, the British faction can have up to 14 AF. However, at most 8 AF can be on East Falkland airfields.

If the British faction has captured or constructed enough airfields on East Falkland to hold 8 AF worth of Harrier units, and has based them there, then up to 6 AF could be off-map, not withstanding losses.

Likewise, if the British faction had 6 AF stationed on East Falkland airfields, it could have up to 8 AF off-map, again, not withstanding losses.

The Argentine Pucará AFs *must* be based on-map, either on a friendly airfield on East Falkland, or on the West

Falkland airfield. There is therefore not Pucará AF track on the board.

Air units, such as the Argentine Pucará or possibly British Harrier, based on airfields on East or West Falkland, are more vulnerable than those off-map. The British faction may conduct special forces raids (§10.9.11) against an airfield, or perform airfield bombardments (§10.8.4). Both factions may also capture the opponents airfields. The loss of airfield capacity implies loss of AFs.

For the British faction, it therefore seems prudent to keep all Harriers off map. However, if the optional rule of random events (§12.2) is used, the British faction may be forced to ensure airfields to have air capabilities.

§2 Definitions and concepts

🎲 §2.1 Die rolls and modifiers

All die rolls are resolved using a single 6-sided dice.

A *die roll modifier* (DRM) is a number, positive or negative, that is added to a die roll. DRMs are *cumulative* meaning that they add up. A die roll with DRMs added is called a *modified die roll* (DRM).

Smaller die rolls are generally considered “better” than larger die rolls. Thus, positive DRMs represent adverse effects, while negative DRMs represent beneficial effects.

A unit defending from an improved position (☐) against units attacking over river hex sides (⬡) has a +1 DRM from the improved position and a +1 DRM from being attacked behind a river. Thus, when resolving the combat the DRM is +2.

A Gurka (☒) attacking into a rough hex (⬡) has +1 DRM for attacking into a rough hex, but a -1 DRM exactly because it is a mountaineer unit attacking into a rough hex, for a total 0 DRM.

🌸 §2.2 Zone of control

Infantry, of any variety (§1.2.1), reconnaissance (☒), engineer (☐), or artillery (☐, ☐) units of company (i), battalion (ii), or regiment (iii) excerpt a *zone-of-control* (ZOC) into the six hexes adjacent to the hex the unit occupies. ZOC *does not* extend over shorelines *nor* over inland lakes.

Units that *do not* excerpt ZOC are headquarters (☐), air defence (☐), missile launcher (☐), special forces (☐), armoured personnel carrier (☐), or helicopter (☐) units, *any* unit of platoon (●●), section (●), or brigade (×) size, as well as any naval or air unit. Temporary installations, such as airfield (☐), supply (☐), improved positions (☐), tracks (☐), and Argentine decoys (☐) does not represent any fighting capability, and thus does not excerpt ZOC either.

Initially, most Argentine units are hidden. If the Argentine faction wishes for hidden units to excerpt ZOC, it can simply declare, truthfully or not, that a unit is of at least company size.

ZOC excerpted by enemy units, sometimes called EZOC, limits unit's movement and supply lines. Land units, *except* headquarters (\square), *must* come to a stop when moving into enemy ZOC. Headquarter units *may* move from one enemy ZOC to another enemy ZOC by expending 16MF. These are the only units that can do this.

Normally a unit may freely move *into* an EZOC, but *must* pass an MC (§2.8) to *leave* an EZOC. Argentine units, however, when the overall morale of the Argentine faction is *medium* or *low* (MP between 11 and 1), *must also* pass an MC to *enter* EZOC.

Helicopter units (H) cannot pass through enemy ZOC, nor directly over enemy units, while air (A) and naval units can freely move through them.

Units *cannot* trace a line of supply (§2.5) through EZOC, *except* if the hex is occupied by friendly units.

§2.3 Communication line

A *communication line* is a contiguous sequence of *land* hexes from a source unit to its target. Communication lines may be limited in range, or of any length. A communication line *may not* pass

- through enemy ZOC (§2.2),
 - The presence of friendly units in EZOC cancels the effect of the enemy unit(s), and the communication line *can* be traced through such a hex
- over shorelines, nor
- across inland lakes

If a communication line is *limited*, then the range can be given *either*

- as a fixed number of hexes, *or*
- in terms of MF.

In the latter case, the communication line must be traced as if a unit was moving along the path. That is, the terrain over which the communication line is traced factors in, *including* the extra cost of crossing river hex sides. More on the expenditure of MF is given in §8.

In both cases, the hex occupied by the source unit is *not* included, but the target hex *is*. See also Figure 6 for an example.

§2.4 Isolation

A unit, or group of units, that *can not* trace a communication line (§2.3) to the main supply for its faction, is *isolated*. The main supplies are

 Stanley (4419).

 Any landing beach were the British faction has performed a successful landing.

Isolated units, or groups of such units, consume sup-

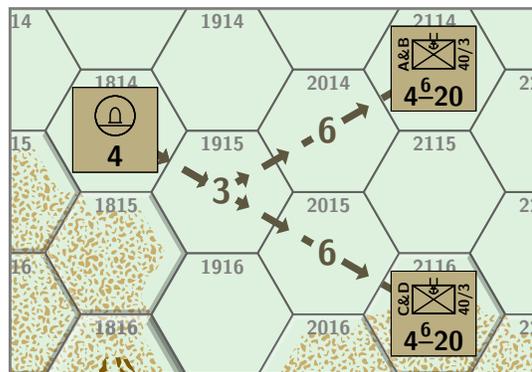


Figure 6: Example of line of communication. A communication line is required to be no longer than 9MF. This means that three clear hexes (\square) is within range, while two clear and one rough (H) is not. Thus UK A&B/40/3 MARIBTN is in communication with the British supply unit, while UK C&D/40/3 MARIBTN is not.

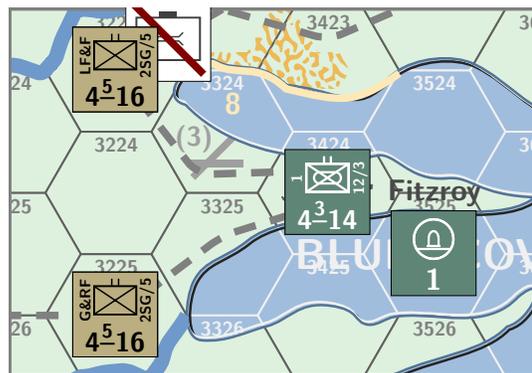


Figure 7: Example of isolation. The 2nd Scottish Guard has isolated the AG 1/12/3 AIBTN in Fitzroy with a single SP, which will quickly be exhausted. Since helicopter units may fly over sea hexes, it is possible the Argentine faction to transport supply into range of isolated units, unless totally surrounded by enemy units, so that the isolated unit could cover its SP requirement. This, however, will not bring the unit out of isolation.

plies at a faster rate than normally. An isolated group of units *must* spend 1SP per turn, *at the beginning* of the factions movement phase (§8). A group of isolated units is the largest set of units, all isolated, with internal communication lines between them.

A group of three units are isolated. However, one of the units is cut off from the other two units by EZOC. Thus the three units constitute two groups, each of which must spend 1 SP.

The owning faction need only spend 1 SP per *group*, not 1 SP per isolated unit. If it is not possible for a group of units to spend 1 SP, because a supply unit is not within defensive range (§2.5.3), they all suffer a -1 EF penalty. See also Figure 7 for an example.

Unit	Range		SP/Attack			
	Defence	Attack				
	MF	9 MF		1	½	
		½ of MF				
		n/a	1			
	1	1			1	½
		½ of MF				
	1 SP/group		1/group/turn			

Table 4: Supply ranges and consumption.

§2.5 Supply

Both factions have supply units that can be transported to anywhere on the board using helicopters () , or, for the Argentine faction, by APCs () .

The sources of unlimited supply points are

- The airfield near Stanley (4618). The Argentine faction places the supply counters at the airfield and can transport them from there.

- The off-map task force ships. The British faction must use helicopters to bring supplies from the task force ships, or land them from amphibious warfare vessels at landing beaches. Note that Teal Inlet (2814) can be used as a landing beach once the British has occupied or passed through that hex.

A single SP represents the supplies needed by an infantry battalion () to sustain operations for a turn (2 days). Supply counters can freely be combined or split by the controlling faction.

§2.5.1 Supply lines

A *supply line* is a communication line (§2.3) of *finite* length, from unit in question to a supply.

§2.5.2 Sustaining attacks

An infantry or artillery company or battalion unit *must* be sustained to perform an attack. To be sustained a unit *must* be able to trace a supply line (§2.5.1) no longer than range given in the **Attack** column of Table 4.

- Company or battalion infantry unit must be able to trace a supply line of 9 MF.
- Reconnaissance units must be able trace a supply line of half its MF.
- Artillery units must be in the hex or an adjacent hex to the supply.

Platoon () units need *not* be sustained to perform an attack.

For example an infantry battalion () can at most be three (two intervening) clear () hexes away from a supply.

Furthermore, a number of SPs must be expended to perform an attack. To sustain an attack by a infantry or reconnaissance battalion, or artillery company, 1 SP must

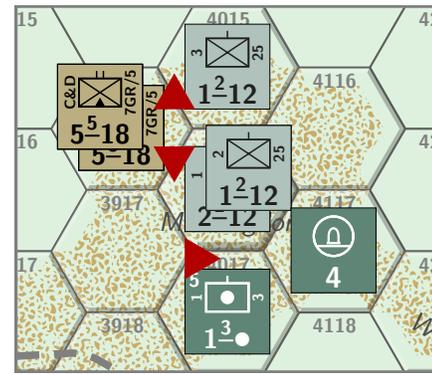


Figure 8: Example of sustaining an attack. Three infantry and one artillery company attack, meaning $3 \times \frac{1}{2} + 1 = \frac{3}{2} + 1 = 2\frac{1}{2} \rightarrow 3$ SPs must be spent. If only 1 SP is available, then controlling faction could choose to attack with *either* 2 infantry companies *or* one artillery company.

be spend. Two infantry or reconnaissance companies, or one artillery platoon, may be sustained by the expenditure of 1 SP. That is, $\frac{1}{2}$ SP, must be spend per infantry or reconnaissance company, or artillery platoon, attacking, *rounded up* to a whole number of SPs.

If an attack by a unit, or units, cannot be sustained, either due to range or lack of SPs, then that unit, or units, may *may not* attack. See also Figure 8 for an example.

§2.5.3 Sustaining defence

Infantry and reconnaissance companies and battalions, and engineering regiments *must* be able to trace a supply line no longer than the units' MF to sustain its defence. An artillery unit must either occupy the same hex as the supply or a hex adjacent, to sustain its defence.

Platoon and brigade units do not need to be sustained for defence.

If a unit cannot trace a valid defensive supply line, then it suffers an -1 EF penalty while defending. No SP are expended for defence.

§2.6 Argentine control and command

A *command and control line* is a communication line (§2.3) from a unit to a headquarter () *no longer* than half the units MF.

An Argentine unit *must* be able to trace a command and control line to an Argentine headquarter unit () to be able to attack. If such a line can not be drawn, then the Argentine unit *may not* attack.

Argentine command and control lines are not needed for defence.

§2.7 Line of sight

Line-of-Sight (LOS) is a straight line from a source hex's centre to the target hex's centre. Certain terrain fea-

From	Via	To	Range
			3
			5
			5 or first or
			7 or first or
			∞

Table 5: Line of Sight (LOS).

tures limits LOS, as summarised in Table 5.

1. An LOS from a clear or sea hex to another clear or sea hex, which *only* passed through clear or sea hexes is limited to three hexes.
2. An LOS from a clear or sea hex, passing through clear or sea hexes end at the first rough hex *no further* than 5 hexes away.
3. An LOS from a rough hex to a clear or sea hex, which only passed through clear or sea hexes, is limited to 5 hexes *or* the first rough hex not in the same cluster of rough hexes as the source hex, which ever is shortest.
4. An LOS starting at a summit to any hex, which does *not* pass through another summit hex, is limited to 7 hexes *or* the first rough hex not in the same cluster of rough hexes as the source hex, which ever is shortest.
5. The LOS from a summit to another summit is infinite, *as long as* it does not pass through a third summit hex.

Points 1 and 2 above says that a LOS can be drawn over 4 clear hexes to a fifth rough hex, but one cannot form a LOS over 4 clear hexes alone. The fifth rough hex is assumed to be higher ground and the fourth clear hex at the foot of the rough cannot be seen.

Points 2 and 3 are asymmetric, in so far the LOS from a rough hex extends can end in an adjacent clear or sea hex, or extend further out. Note that a line of sight from a rough hex to another rough hex is limited to one hex, even if the target rough hex is in the same cluster as the source hex.

LOS is traced from the source hex's centre to the target hex's centre. It can, therefore, pass *between* two hexes. The LOS is considered blocked, in this case, *only if* both hexes are blocking (e.g., both summits or rough). See also Figure 9 and Table 6 for examples of line of sight.

The primary and secondary weather may affect LOS. If primary weather is stormy (), then the maximum LOS range is 2 hexes (one intervening hex). If the secondary weather is foggy (), then LOS range is 1 hex (only adjacent hexes), *irrespective* of the primary weather.

§2.8 Morale check

At certain points, for example as a result of combat or when leaving EZOC, a unit *must* perform a *morale check*

From	To	Length	
A	B	7	to
C	D	5	to via and
E	F	3	to via
G		∞	to (Mt. Wickham)
H	I	∞	to
K	L		Blocked by first other
H	A	∞	to
H	N	7	to
H	M		Blocked by at K
H	P		Blocked by first other
A	K		Not blocked by J, since along hex edge

Table 6: Exmaples of line if sight. See Figure 9 for illustration.

(MC).

1. Any current EF modifiers, for example from being out of supply (§2.5.3) or the overall Argentine morale, are added to the units EF.
2. Any MC die roll modifiers (§2.1) are totalled and added to the a single die roll.
3. The DRM modified die roll is compared to the units modified EF.
 - If the modified die roll is *less* than the units modified EF, then the unit *passes* the morale check.
 - If the modified die roll is *greater* than *or equal* to the units modified EF, then the unit *fails* the morale check

Morale checks are performed for *each* affected unit *individually*.

An out-of-supply (§2.5.3) unit is defending against an attack, and an “R1” result (§10.9.1) is obtained. The unit suffers a -1 EF penalty for being out-of-supply, and a +1 DRM due to the combat result. Thus, the unit passes a its MC on raw die roll which is less than its EF minus 2.

§2.9 Stacking

A single land hex may contain more than one unit. Such a set of units all occupying a single hex is called a *stack*. The number of land units () that can occupy a single land hex or be stacked with amphibious warfare ships is limited as explained below.

§2.9.1 On land hexes

There are limitations on the number of units that can stack in a single hex.

Stacking limitations *only* apply to infantry () of any variety, and reconnaissance () units of company (i) or battalion (ii) sizes.

Other kinds of units, installations, or markers *do not* count toward stacking limitations, including platoons () , headquarters () , engineers () , artillery () ,

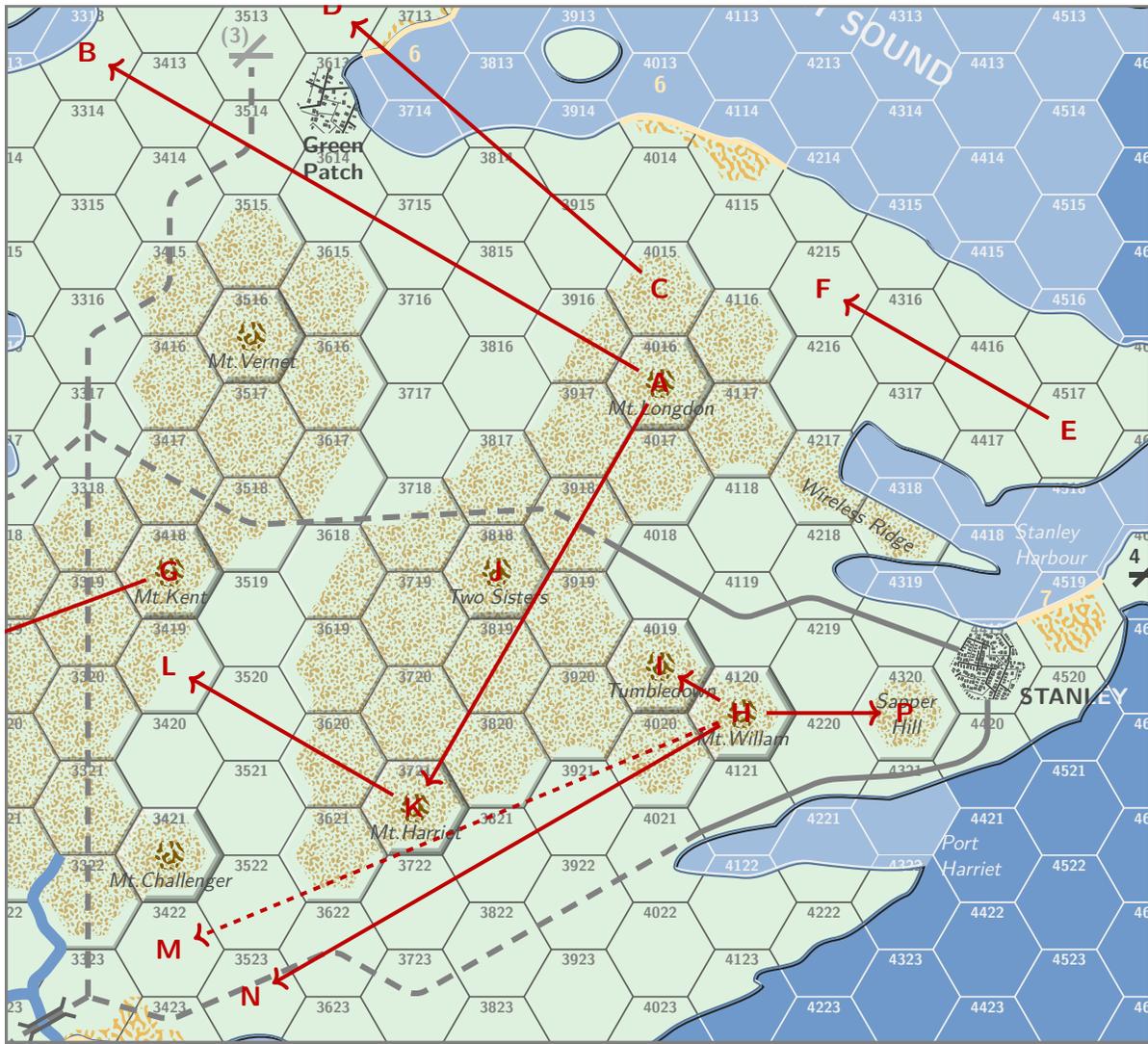


Figure 9: Examples of line of sight. See Table 6 for keys.

Unit			Other
	1	2	0
Other	0		

Table 7: Stacking points on land hexes. At most 4 stacking points may be present in ;and hex at the end of a movement or combat phase.

), air defence (), APC (), helicopter (), naval (), air (), or decoy () units, as well as the Exocet missile launcher (), airfield (), and improved position () installations, and finally supply () markers.

At most 4 stacking points may be stacked in a single hex. The stacking points of units is summarised in Table 7.

- Infantry and reconnaissance company units are worth 1 stacking point
- Infantry and reconnaissance battalion units are worth 2 stacking point

The stacking limitation of 4 stacking points *must* be

observed at the *end* of a movement (§8) or combat (§10) phases, but *not* during any of those phases.

This means that units may move through other friendly units, and thus temporarily violate stacking limitations.

If stacking limitations are violated at the end of the movement or combat phases, then the controlling faction *must* eliminate units so that the limitations are observed. The controlling faction decides which units to eliminate.

§2.9.2 Partial land and sea hexes

A hex which is part land, part sea, count as a land hex for stacking land () units, but as a sea hex for stacking sea () units, including their embarked land () units.

§2.9.3 On sea hexes

There are *no* stacking limitations on sea hexes (or). That is, as many naval () , air () , or helicopter () units may be placed in a single sea hex. There are,

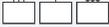
Unit	Capacity used
	2
	1
	1/SP
	0

Table 8: Stacking on amphibious warfare ships. The capacity of all amphibious warfare ships in a hex are combined for a total capacity. The sum of capacity needed may not exceed the total capacity of the landing vessels.

however, limitations as to how many land units () and supplies () that can be stack on a amphibious warfare ship () , which is dealt with in §2.9.4.

☉ §2.9.4 On amphibious warfare ships

Each of the British amphibious warfare vessel units has a capacity. The capacities are individual to each unit, and land units () embarked on a amphibious warfare unit is tied to that unit for the remainder of the voyage.

The British faction has placed HMS Intrepid (capacity 3), HMS Lancelot and HMS Geraint (capacity 2) in a single sea hex. The total capacity is 5.

The British faction may place land units () and supplies () on a stack of amphibious warfare ships up to the capacity of the of each amphibious warfare unit. The capacity required by each kind of unit is summarised in Table 8.

 Battalions, no matter the kind of unit, consumes a landing capacity of 2.

 Non-battalion units, including regiments and platoons, consume a single capacity point.

 A supply (§2.5) consume a landing capacity of 1 per SP.

 Special Forces units (SAS and SBS detachments) have their own landing vessels and helicopters and *do not* consume landing capacity.

 Helicopter and air units do not land from amphibious warfare ships. Rather, they arrive from the off-map task force ships.

 Airfield, improved positions, and tracks are constructed in-place and are not brought on map via landings.

These stacking limitations apply *at all times*. That is, at no point may amphibious warfare ship stacking limitations be violated.

Continuing the example above, with a total capacity of 5. The British faction may place

- 2 battalions and one company (one battalion alone on HMS Lancelot and HMS Geraint),
- 1 battalion, 2 companies, 1 SP (the battalion and supply together on HMS Intrepid, for example),

- 1 battalion, 1 company, 2 SP (the battalion and 1 SP together on HMS Intrepid, for example),

- 1 battalion, 1 company, 1 air defence platoon, 1 regiment, 1 supply

on these ships.

Note that artillery () and engineer () units consume one landing capacity.

§3 Argentine general morale

The overall morale of the Argentine troops are tracked by the number of Argentine morale points (MP). Initially, the Argentine faction has 12 MP, but may gain or lose MPs as summarised in Table 9.

In- or decreases of the Argentine MP happens according to certain events in the game.

+1 MP for each settlement () occupied during the initial setup (§4) up to maximum of 5 MP

+1 MP for each British step loss on land units as a result of combat (but not including volatile step losses, §10.9.5). Direct elimination (§10.9.6) also count, i.e., a 2-step full-strength unit eliminated accounts for +2 MP, while the same unit eliminated in its reduced state only accounts for +1 MP (the other step has probably already been reflected in the Argentine MP).

+1 MP for each British *ship*, *not* naval unit, sunk, for example as result of naval airstrikes or barrages. (§10.8.2 and §10.9.9).

+1 MP if a British special forces () raid *fails* (§10.9.11).

+1 MP if reinforcements arrive (optional rule §12.1)

+1 MP if the British faction retreats from Mt. Willam (4120), Mt. Longdon (4016), or Tumbledown (4019), one 1 MP per summit, and only *once* per game. By retreat is meant either a forced or voluntary retreat as a result of combat (§10.9.4), *or* if the British faction moves troops away from these summits in a direction away from Stanley.

+1 MP if the Argentine faction reoccupies Mt. Willam (4120), Mt. Longdon (4016), or Tumbledown (4019), one 1 MP per summit, and only *once* per game. To reoccupy, the summit must first have been lost to the British faction.

-1 MP for every settlement () occupied (at one point or another) by the British faction, and only *once* per settlement.

-1 MP if a two-step Argentine unit is eliminated.

-1 MP if an Argentine headquarter () unit is eliminated, though only if not as a consequence of a special forces () raid.

-1 MP if a British special forces () raid was *successful*, i.e., destroyed the target of the raid (§10.9.11).

-1 MP the *first* time the British faction successfully land troops on East Falkland (§9).

	+1	-1	Level	High	Medium	Low	Break
	occupy, turn 1, max 5	occupy	MP	17 – 11	10 – 6	5 – 1	0
	step loss	or R eliminated	MC enter		✓	✓	surrenders
	or eliminated	eliminated (not raid)	MC build			✓	
raid	failed	success	attack DRM		+1	+1	
	unsuccessful attack	1 st successful landing	attack DRM		-1	-1	
	Reinforcements (optional)	weather	EF			-1	
4120	retreat	occupy	MF			-4	
4016	reoccupy		MF			-8	
4019							

Table 9: Argentine overall morale modifiers and effects

- 1 MP on any cold () turn (§6).
- 1 MP if the British faction occupies from Mt. Willam (4120), Mt. Longdon (4016), or Tumbledown (4019), one 1 MP per summit, and only *once* per game.
- 1 MP at end of turns 4, 8, and 12.

§3.1 Effects of Argentine morale levels

When the Argentine morale is *high* (between 11 and 17 MP), there are *no* effects.

When the Argentine morale is *medium* (between 6 and 10 MP) it has the following consequences

- An Argentine unit *must* perform a successful MC (§2.8) to enter enemy ZOC.
- An Argentine unit *must* perform a successful MC (§2.8) to build an improved position ()
- Attacks *by* Argentine land units () suffer a +1 DRM.
- British attacks made *against* Argentine land units () gain a -1 DRM.

At *low* morale (between 5 and 1 MP), all the effect of *medium* morale listed above are in effect, *and*

- All Argentine units suffer a -1 EF modifier.
- Argentine Infantry () and reconnaissance () units suffer a -4 MF penalty. Note that this also effects *command and control*, and supply ranges.
- All Argentine APCs suffer a -8 MF penalty.

If the morale breaks (0 or less MP), then the Argentine faction surrenders and the game ends *immediately*. The victory points of both factions are tallied and the winner of the game is determined.

§4 Setting up

To set-up the game follow the steps below, in order.

1. The factions places all their units on their respective Order of Battle (OOB) chart.
2. Various markers are set up
 - The turn marker is placed on the first slot on the turn track on the board.
 - Place the primary Weather marker on Clear, but leave the secondary Weather off the board. On the

first turn, the primary weather is always clear, but the secondary weather will be determined later (§6).

- The 2 Skyhawk, and Mirage III Available air markers are placed on the off-map AF track at the 12 and 14 slots, respectively.
- The Harrier Available air marker is placed on the off-map AF at the 8 slot.
- Place the Morale marker in the 12 slot on the Argentine Morale track.
3. Then, the British faction selects three landing zones, *in secret*, and places the corresponding landing zone markers in the three slots on the board, face-down. The remaining landing zone markers are removed from the OOB.
4. The Argentine faction places 3 airfield () , face-up, on the board.
 - One airfield marker may be placed in the off-map box on the board.
 - Other airfield markers *must* be placed in airfield hexes.
 - The airfield near Stanley (4618) need not have an airfield marker.
5. The Argentine faction places 12 AF worth of Pucar units, in airfield on the board (including the off-map airfield). No more than 3 AF may be placed in a given airfield, except for the airfield near Stanley (4618) and off-map airfield, which may contain up to 4 AF worth of Pucar units.
6. The Argentine faction places its two helicopter () and APC () anywhere on the map.
7. The Argentine faction may decide to destroy *any* bridge on the map. If it chooses to do so, a destroyed bridge marker is placed on the bridge. The faction may choose to blow all, some or none of the bridges.
8. Next, the Argentine faction must set up its remaining units *in secret*, including decoys, up to 8 SP supplies and 10 improved positions. Improved positions, may *not*, however, be hidden.

If the optional rule of Argentine reinforcements is used (§12.1), then two infantry or decoys are *not* deployed

initially but may arrive as reinforcements at a later turn.

- Land units (□) may be placed *anywhere* on the map in any land hex. Land units are infantry (⊠), reconnaissance (⊡), artillery (⊠, ⊡), air defence (⊠), units, or the Exocet missile launcher (⊠) installation.
- If an airfield marker was placed in the off-map airstrip, then land units may also be placed there. These serve to garrison the airfield against British raids (§10.9.11). Units placed on the off-map airfield may be transported by helicopter, in to the map at some later point (§8.4.3).
- Decoy (⊠) *must* be placed with at least one real unit.
- Supplies *must* be placed in Stanley, a settlement, an airfield, on a road (⊠) or track (⊠) hex, or in a hex adjacent to a road or track hex.
- Up to 8 improved position markers (⊠) may be placed with any Argentine land unit, but may *not* be hidden. The improved positions may be placed with capacity 2, even if it only contains 1 infantry battalion (⊠) or the equivalent. An improved position *must* be placed with at least one infantry company (⊠), and *cannot* be placed solely with supplies, platoon, or brigade units.

If the Argentine faction sets up any of its land units to *occupy* a settlement (⊠), then 1 MP is gained immediately. *No more* than 5 MP can be gained by this initial setup.

Once the Argentine faction has set up the units, a “hide” marker should be placed on top of each stack so that the British faction cannot see which units are deployed where.

Note that Argentine Pucará, helicopter (⊠) and APC (⊠) units *may not* be hidden. They can be stacked with hidden units, in which case their unit counter should be placed on top of the stack, so that it is visible to the British faction.

9.  The British faction starts with no units, land, air, or sea, on the map. These will be brought in during the first and subsequent turns. The units available to be brought in are those in the “Turn 1” section of the British OOB.

The game is now ready to start. For 15 turns, follow the turn sequence outlined in §5.

§5 Turn sequence

All 15 turns of the game follows the same sequence, as illustrated in Table 10.

Each of the phases will be expanded upon in the following sections. Here is a brief overview of the phases.

Weather	
	Roll for weather,  transport, auto. recon.
	allocation
	Both factions, simultaneously
	Movement
	
	Amphibious assault
	Roll landing,  adjacent to beach
	Combat
	Move non-attack, air and land combat
	Movement
	
	Combat
	Move non-attack, air and land combat

Table 10: Turn sequence.

Weather In this phase the factions determines the weather for the rest of the turn, and Argentine faction rolls for available transport units (§6)

Air unit allocation Both faction in secret allocate air units to air missions. At the end of the phase, both factions must reveal their allocations (§7).

 **movement** The Argentine faction moves any of its units, including air units and transports (§8).

 **amphibious assault** The British faction declares landings, rolls for their possibility and moves amphibious warfare vessels *adjacent* to the landing beach hexes. If a amphibious assault is unopposed, then the land units may be moved ashore in this phase (§9).

 **combat** The Argentine faction executes its combat phase (§10), which includes non-attack movement, air and land combat resolutions.

 **movement** The British faction moves any of its units, including air and sea units, as well as helicopter transports (§8). The British engineering regiment may also build tracks or repair bridges during this phase.

 **combat** The British faction executes its combat phase (§10), which includes non-attack movement, including construction of tracks or repair bridges, reconnaissance, raids, as well as air and land combat resolutions.

§6 Weather determination

On every start of turn, the factions determine the primary and secondary weather of the turn. The weather of the turn has certain effects on units capabilities as

Die roll Turns		Weather Last turn			
Primary	1-6	7-15			
	1				
	2	1			
	3	2			
	4	3			
	5	4			
	6	5			
	6				
Secondary	All	This turn			
	1				
	2	None			
	3	None	None		
	4	None			
	5	None			
	6				

Table 11: Weather determination table.

Effect	Auto recon units operations	Skyhawk operations	combat DRM	Line of sight in hexes	SF raids, transport	morale	amphibious assault DRM	Reconnaissance DRM
	2							
	1	×						
	×	×	+1	2	×			
None							-1	
							-1	
	×	×	-1	1	×			+2
								+1

Table 12: Weather effects table.

summarised in Table 12.

On turn 1 the primary weather is clear ().

§6.1 Primary weather

One of the factions roll a single dice, and cross indexes the weather of the *previous* turn with the die roll in the Primary weather determination table (Table 11). Note that the row depends on current turn number. The result is the primary weather for the remainder of this turn. Move the primary weather mark on the board to the corresponding slot on the weather track.

§6.2 Secondary weather

The other faction then rolls a single dice and cross indexes the current primary weather with the die roll in the Secondary portion of the table. The result is the secondary weather of this turn. Move the secondary marker to the corresponding slot on the board.

§6.3 Effects of weather

The effects of the primary weather are:

Clear On clear weather two hidden Argentine are reconnoitred (revealed). On odd turns (3,...,15) the two units are chosen by the Argentine faction, while the British faction chooses on even turns (2,4,...,14) (see also §6.5). Clear weather has no other effects.

Cloudy On cloudy weather one hidden Argentine are reconnoitred (revealed). The unit is chosen by the same faction as for clear weather. (see also §6.5). No Skyhawk operations are possible.

Stormy No air operations at all, including heli-

copter transports, combat die rolls get a +1 DRM, and special forces raids and off-map withdrawals are not possible. Line of sight is limited to *two* hexes. Note, if the secondary weather is foggy, then the line of sight is only *one* hex.

The effects of the secondary weather, in addition to the primary weather effects, are:

None No additional effects.

Cold The Argentine faction suffers -1 MP. The Argentine faction *must* immediately adjust the morale marker on the Argentine morale track on the board.

Calm Rolls on the British amphibious assault table (§9) receive a -1 DRM.

Foggy No air operations are possible, including helicopter transports. Combat rolls receive a -1 DRM, line of sight is reduced to *one* hex (also during stormy weather), special forces raids and withdrawals are not possible, and rolls on the British reconnaissance table (Table 24) receive a +2 DRM.

Rough Rolls on the British amphibious assault table (§9) receive a +1 DRM.

§6.4 Availability of Argentine transports

After determining the weather, the Argentine faction must determine which, and how many of its transport units (and) are available for this turn.

- If the Argentine faction did not *use any* transport on the previous turn, then the die rolls for transport availability receives +1 DRM.
- If the Argentine faction *used* a particular transport

Die roll	# units	
		
0	2	2
1	2	2
2	2	2
3	1	1
4	1	1
5	B	0
6	B	0
7	B	0
DRMs	Used last turn	
+1		
-1		<i>and</i> 

Table 13: Argentine available transports.

on the previous turn, then the die roll *for that type of transport* receives a -1 DRM.

If the Argentine faction used only its helicopters on the previous turn, then the die roll for availability if helicopters get a +1 DRM, while the die roll for APCs are unaffected.

The Argentine faction rolls a dice *twice* — one for each type of transport, and the modified result is looked up in the Argentine available transports table (Table 13) in the appropriate column. The result indicates how many units of the given type the Argentine faction may operate this turn.

For helicopters () , the result ‘B’ means that

- No helicopter transports may be used this turn.
- One helicopter unit, of the Argentine factions choice, is broken down. The counter of that unit is flipped to its face-down side.
- If *any* helicopter unit was already flipped to its face-down side, then it is destroyed and the removed from the board. Note that this means that the Argentine faction can only have *one* helicopter unit on its flip side.

On other results for the helicopter availability, any helicopter unit that is face-down (marked as broken down) is flipped to its face-up side — even if only one helicopter unit is available. That is, the broken-down status of helicopter units is reset.

§6.5 Automatic reconnaissance

On the first turn of the game *both* factions choose *two* hidden Argentine units and reconnoitre (reveal) them for all to see. The factions should take turns, starting with the Argentine faction.

From the second turn and onward, some hidden Argentine units may be revealed automatically, depending on the *primary* weather conditions.

 **Clear** Two hidden Argentine are reconnoitred (re-

vealed).

 **Cloudy** One hidden Argentine are reconnoitred (revealed).

 **Stormy** No hidden Argentine units are reconnoitred.

On odd turns (3,...,15) the units to be revealed are chosen by the Argentine faction, while the British faction chooses on even turns (2,4,...,14).

To reveal a unit,

- Remove the hide marker if the unit is the only counter in the hex.
- If more than one unit is hidden in the stack, move the revealed unit to the top of the stack, above the hide marker.

When all units in a stack have been revealed, remove the hide marker.

§6.6 Reinforcements

The Argentine faction receives *no* reinforcements during the game, except if the optional rule on Argentine reinforcements is used (§12.1).

The British faction receives the 5th Infantry Brigade as reinforcements on turn 6, as shown on the British OOB. These reinforcements, including AFs, does not come into play until the following British amphibious assault and movement phases.

Among the reinforcements are 6 AF worth of Harriers. These can *only* be used to replenish the British Harrier pool up to a maximum of 8 AF, counting both on- and off-map Harrier units. These replacement AFs can be used *once* at any point from turn 6 and onward.

Suppose the British faction has captured the airfield at Goose Green, which has a capacity of 3 AF, and has placed 2 AF Harrier there. Suppose also that the British faction has lost 2 AF, which means it has 4 AF off-map with the task force carriers. On turn 6, the British faction may stock up its off-map AFs to 8, using 4 AF replacements, meaning the total British is 10 AF.

Suppose that the Argentine faction in turn 8 recaptures the airfield at Goose Green, destroying the 2 AF worth of Harriers stationed there. Since the British faction only spent 4 AF replacements in turn 6, it still has 2 AF replacements left. However, since it has no where to place these AFs, they cannot be brought into play until the British construct or capture an airfield on East Falkland.

The E helicopter is *only* received if the random event (§12.2) optional rule is in effect.

§7 Air unit allocation

In this phase, *both* factions, *simultaneously*, must declare how many AFs of each type of air craft are allocated to which type of missions.

Mission	Target	Base
CAP Combat Area Patrol	Skyhawk Mirage III	
TAS Tactical airstrike		
CAS Close air support		
NAS Naval airstrike		
AR Reconnaissance		
Airfield suppression		
Harrier	 	 Off-map
Pucar�	 	 Off-map
Skyhawk	 	Off-map
Mirage III	 	Off-map

Table 14: Possible air operations, their target, by aircraft (rows).

There are 4 kinds of missions to which AFs must be allocated

Combat Area Patrol (CAP) — **only** British AFs allocated to this kind of mission will try to fly intercept on Argentine off-map aerial units destined for tactical or naval airstrikes. If any Argentine off-map units wish to fly such missions, they must first get past the British CAP. This is resolved during the Argentine combat phase (§10.5).

Airfield suppression — **only** The British faction may allocate AFs to try to destroy Argentine airfields, and thus prevent the Argentine faction from using its Pucar  units. This is resolved during the British combat phase (§10.8.4).

Tactical airstrike (TAS) or close air support (CAS) Aerial units assigned to these kind of mission will either attack or defend ground forces, or, for the British faction, fly aerial reconnaissance. TAS (§10.8.1) and AR (§10.8.5) is resolved in the factions combat phase, while CAP (§10.5) and CAS (§10.7)) missions are resolved during the opponents combat phase. Argentine Skyhawk and Mirage III can *not* fly CAS missions .

Naval airstrike (NAS) — **only** These are Argentine attacks on British naval units. NAS is resolved during the Argentine combat phase (§10.8.2).

Which kind of mission (column) can be flown by which kind of aircraft (row), and what the target of each kind of mission is, is summarised in Table 14.

Each faction decides how many AFs of each aircraft type will fly which kind of missions, and place appropriate air units of the particular kind in the corresponding mission boxes on the map.

The British faction only has one kind of aircraft, the Harrier, and thus must choose from that pool alone.

The Argentine faction has three kinds of aircraft: Pucar , Skyhawk, and Mirage III. Of these only Pucar  may fly CAS missions, but all may fly TAS and NAS.

Note that NAS by Argentine Skyhawk and Mirage III are resolved separately from Pucar  NAS attacks.

Allocation of missions involve removing the on-map units and placing them in the mission boxes. It is important for the factions to keep track of how many AFs are available, so as to not allocate too many AFs of a given type.

Once the allocation of AFs have been done, it must be revealed to both factions simultaneously.

§8 Movement

During a factions movement phase the faction may move as many or as few of its units as desired. Movement include land unit movement, transport of land units and supply, movement of naval units, engineers building tracks or repair bridges, as well as Argentine land units or British engineer and special forces units demolishing bridges.

§8.1 Immobile units

Units with no MF (●) and supplies *cannot* be moved by their own volition but *must* be transported by transport units. Installations such as improved positions (⊙), airfields (⊞), tracks (⊞), are fixed to the hex they are in, but can in some circumstances be destroyed.

⊙ §8.2 Isolated units

Groups of units that are *isolated* (§??), *must* expend 1 SP per group, or all units of the group will suffer -1 EF.

§8.3 Regular land movement

Every regular land unit (□) has a *movement factor* (MF, §1.2.1). This factor reflects the units mobility over a 2 day period. MFs are “refreshed” on every movement and combat phase. MFs *cannot* be saved for later phases (except if the optional rule §12.3 is in use, and in that case only in a limited fashion) or turns, *nor* be transferred between units.

Movement progress from one hex to another adjacent hex. For a land unit to move from one hex to an adjacent hex, it must spend a number of MFs. If a unit cannot allocate enough MF to move into a hex, then in *may not* enter that hex.

The MF cost of moving into a hex depend upon the terrain of the hex, and is summarised in Table 1.

It costs 3 MF to move into a clear hex.

It costs 4 MF to move into a rough or summit.

 It costs an *additional* 3 MF to cross over a river hex side. That is, to move into a clear hex beyond a river hex side will cost 3 MF(clear) + 3 MF(river) = 6 MF. Bridges nullify this cost, and the cost of entering the hex beyond the river is the cost of following the track (2 MF).

  The cost of moving into an airstrip or -field hex is the same as the terrain of the airstrip or -field occupies (3 MF).

 A unit moving *along* a road pays 1 MF per hex. A unit moves along a road if it moves over a hex side bisected by a road. A unit that moves over a hex side with *no* road crossing and into a hex with a road in it, *does not* travel along the road. A unit that moves over a hex side with a track into a hex with a road connected to the same track performs road movement. Conversely a unit that moves over a hex side with a road into a hex with a track connected to the same road performs *track* movement.

 Just as for *road* movement, as explained above, except 2 MF is payed per hex.

 The MF cost of moving into a settlement hex is the same as the cost of the terrain the settlement is in.

 (**Stanley**) Moving into a city (Stanley) costs 1 MF.

 Bridges connect tracks over river hex sides. The cost of moving over a bridge hex side is the same as travelling along the track.

Initially, all settlements () are controlled by the Argentine faction. If a British land unit (, not sea, air, or helicopter unit, occupies or moves through a settlement, including as a consequence of advance after combat, then that settlement comes under British control. When a settlement is *first* captured by the British faction, the Argentine faction *immediately* losses one general morale point (-1 MP, §3)

If the British faction occupies Mt. Willam (4120), Mt. Longdon (4016), or Tumbledown (4019), then the Argentine faction lose 1 MP per summit, but only the first time this happens.

If the British assume control of Stanley, the game ends *immediately*, and victory points are tallied to find the victorious faction.

Land units may *not* cross shore lines or internal lakes, but may move into or through partial land hexes.

§8.3.1 Capture airfields

A unit that moves into an hex containing an opponents airfield marker () captures that air field after an *entire* turn. First, the previous owning airfield marker is removed from the hex, and the capturing faction places one of its own airfield markers (, *face-down* in the hex. After an entire turn has passed, then the conquering faction may place an airfield marker of its own faction in the hex.

In the British movement phase a British unit moves into the airstrip at Goose Green with an Argentine airfield marker in it. The Argentine airfield marker () is removed immediately, and replaced with a British face-down airfield marker. At the end of the next British movement phase, the British faction may flip the airstrip marker to its face-up side.

Airfields that are replaced by the capturing factions airfield marker *before* the end of the combat phase *can* be used to base the conquering factions air units in. Airfield markers that are placed at the end of the combat phase *cannot* be used to base air units in.

§8.3.2 Capture improved position

A unit that moves into an enemy improved position, including as a consequence of advance after combat (§10.9.7) will destroy that enemy improved position. The marker is returned to the owning faction for later use.

§8.3.3 Argentine decoys

Argentine decoy units *must* move with the real units with which it is stacked. If the stack is broken up, then the decoy *must* stay with a real unit. That is, a decoy can never move on its own, nor can it be left behind.

§8.3.4 Enemy ZOC

A land unit *must* stop when entering an enemy ZOC (§2.2). Not all units except a ZOC, as described in §2.2.

A unit can leave an enemy ZOC *if*

- the unit starts its movement phase in enemy ZOC,
- passes an MC (§2.8), *and*
- do not move directly to another enemy.

Headquarter units *does not* need to pass an MC to leave enemy ZOC.

If these conditions are not met, then the unit cannot leave the enemy ZOC.

Since a unit must stop upon entering enemy ZOC, it does not make sense that it should be able to leave the ZOC in the same movement.

A unit in enemy ZOC is said to be engaged with the enemy, and must therefore overcome the problem of withdrawing, or disengaging from the enemy. To leave the enemy ZOC, a unit must first completely disengage before it can engage another enemy unit, the same enemy unit, but from a different hex, or move.

§8.3.5 Hidden Argentine units

If a British unit moves next to a Argentine hidden unit, or stack of units all hidden, then it is up to the Argentine faction whether it wants to assert ZOC.

If a British unit moves into a possible ZOC of a hidden stack of Argentine units, then the Argentine faction *may* assert that there is a unit that excerpts ZOC (§2.2) in

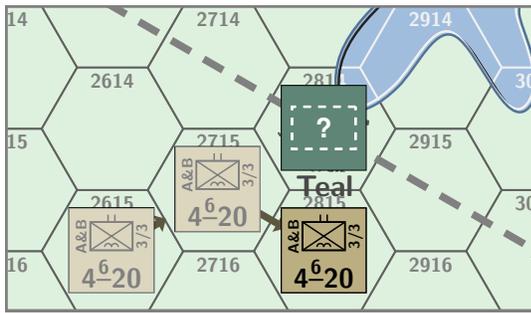


Figure 10: Example ZOC and hidden Argentine units. UK A&B/3/3 ABIBTN moves into a possible Argentine ZOC in 2715. The Argentine faction decides *not* to claim ZOC, and so the British unit moves to 2815, at which point the Argentine faction *does* assert ZOC, and the British unit *must* stop. Had the Argentine faction *not* claimed ZOC at any point, then the British unit could have continued to 2915, and beyond, MF allowing.

the stack, at which point the British unit *must* stop its movement. The Argentine faction *need not* assert ZOC on the first ZOC entered by the British unit, but can assert ZOC at any point during the British unit's movement.

Upon assertion of ZOC, the Argentine faction *does not* need to reveal the unit for which the ZOC is asserted.

If the Argentine faction does not assert ZOC, then the British unit is free to move directly past the hidden Argentine unit or units.

Clearly, if the stack contains revealed Argentine units, and these revealed units excerpt ZOC, then the British unit *must* stop, and the Argentine faction does not need, nor should, to declare ZOC. See also Figure 10 for an example.

§8.3.6 Non-ZOC units and supply

If a hex contains only units that *does not* excerpt ZOC (§2.2) then opposing units may move directly past them freely.

Units that have no CF (i.e., CF is ●), *except* the Exocet missile launcher unit (☐), can be captured by the opposing faction moving a unit into the hex occupied by the non-CF unit. Units captured this way are removed from the map.

Supplies are likewise captured by an enemy unit moving into the hex occupied by the supply.

An enemy unit that captures units by these means is free to continue movement after the capture.

Note that if any of these kinds of units are stacked with combat units (i.e., units that have a CF which is *not* ●) then the enemy unit *must* first conduct combat against the stack. If the enemy unit is victorious, then these kinds of units may be captured as consequence if the enemy units advance after combat (§10.9.7).

The British can *only* capture the Exocet missile launcher (☐) by attacking the hex it occupies. If the Exocet missile launcher is alone in the hex, then the British faction automatically wins the combat, the Exocet unit is captured, and the British units may advance after combat.

☪ §8.3.7 Reembarkment

A British land (☐) unit may move from a beach hex, previously used for a successful amphibious assault (§9) on to an amphibious warfare (☪) unit await in a hex adjacent to the beach hex.

If the land units started the movement or combat phase in the beach hex, then the amphibious warfare unit *may* move during the same phase. If the land units moved before embarking the amphibious warfare unit then the vessel *may not* move until the following amphibious assault, movement, or combat phase.

Once reembarked, the amphibious warfare vessel may either perform an amphibious assault (on the next turn), or transport the units off-map (to the OOB) to be used as reinforcements in some later turn.

§8.4 Transports

Both factions have means to transport units and equipment over large distances. The Argentine faction has two *armoured personnel carriers* (APC, ☉) and two helicopters (☪), while the British faction initially has three helicopters and later on receive one or two more.

British special forces (☐) in addition have their own means of transportation which allows them to conduct raids and insertions from off-map.

A land unit or supply may only be transported *once* per movement or combat phase.

🇦🇷 §8.4.1 Argentine availability

If only *one* Argentine transport unit of a given type is available during a turn (§6.4), then the *same* unit *must* be used for transports during both the movement and combat phase.

If the Argentine faction decides *not* to use *any* transports during a given turn, then the chances of available transports increases on the following turn. Conversely, if the Argentine faction decides to use *any* transports during a turn, then the chances of that kind of transport to available on the next turn decreases.

☪ §8.4.2 Capacity

Both types of transports, APC and Helicopter units, have a capacity per transport unit as summarised in Table 15.

One transport unit may transport

- 1 SP,
- one infantry company (☐), or

Transported Transporter			Other 	
	2	1	1	1
	2	1		1

Table 15: Number of transport units needed to transport a land unit.

- for helicopter units, one non-infantry land unit () including platoons () artillery () or air defence ()

To transport an infantry battalion () two transport units, of the same kind, must be used. If the optional rule on two-phase helicopter transports (§12.4) is in use, then a single helicopter transport may transport one infantry battalion over the course of two phases.

Argentine decoys () cannot be transported.

The Argentine faction may transport hidden units, and these will stay hidden upon reaching their destination.

Aerial or sea units, and markers, such as airfields () tracks () and improved positions () cannot be transported by APC or helicopter units.

§8.4.3 Helicopter transports

Helicopter units has 50 MF, and spend 1 MF per hex moved, irrespective of the terrain, including high seas and shallow waters. Helicopter units may *not* enter enemy ZOC, nor pass over enemy units or supplies, even if these do not excerpt ZOC (§2.2).

Helicopter units may *not* operate during stormy () or foggy () weather conditions.

Argentine helicopters may break down, in which case no helicopters may be used by the Argentine faction for that turn (§6.4).

Helicopter units need not start their movement turn with the units to transport. To pick up units, 10 MF must be spent by the helicopter unit. To drop off units no MF are spent. The helicopter units may do as many transports as its 50 MF allows.

A single helicopter unit can transport 1 SP, an infantry company () or any non-battalion infantry land unit, including platoons. Two helicopter units are needed to transport a single infantry battalion ()

Units to be transported via helicopter *may not* have moved prior to transport during the phase. Transported units with an MF of its own (i.e., not ●) may move *one* hex, irrespective of terrain, after drop off, including moving into enemy ZOC or capture non-ZOC units or supply (§8.3.6).

Helicopter transports *must* be completed within a single phase (either the movement phase or the movement portion of the combat phase), *unless* the optional rule on 2-phase helicopter transports (§12.4) is in effect.

Helicopter units *must* return to valid base at the end of a factions combat phase (§10.2.1). Valid bases are

-  Stanley (); an Argentine airfield (); or a settlement () occupied by an Argentine land unit (.
-  Off-map; beach () at which the British faction successfully invaded; and Teal Inlet once under British control (a British unit was the last to pass through or occupy it).

If a helicopter unit cannot return to a valid base by the end of the movement portion of the combat phase, it is *eliminated* immediately.

A British helicopter unit *must* spend 5 MF to leave the map.

British helicopter units *may* transport land units () from East Falkland off-map (to the OOB), from were these may be used as reinforcements in a later turn. British helicopter units may *also* transport land units and supplies *from* off-map to East Falkland. Note that units transported from the OOB to East Falkland are *not* automatically considered supplied (§2.5).

The optional rule on intensive Argentine helicopter use (§12.5) may double the capacity of Argentine helicopter transports at the cost of MP and no transports the following turn.

If the Argentine faction placed garrison units in the West Falkland airfield, then these may be brought on to the map using helicopter transport units. An Argentine helicopter unit spends 20 MF when leaving *and* entering the map.

Argentine helicopter units *must* leave the map along the west edge (0105 to 0127) or Lafonia (0127 to 1534), and *must* enter the map along the same edge as it left.

§8.4.4 Argentine APC transports

The Argentine APC units have 32 MF and move as regular land units. APCs may transport *only* infantry () and headquarter () units, and supplies () units. APCs may *not* transport artillery () nor air defence () units.

Infantry and headquarter units can be picked up or dropped off at any point during the APCs movement. The infantry and headquarter units may *not* have moved prior to pick up in phase, nor can they move after drop off. Infantry and headquarter units can be transported into enemy ZOC by APCs.

To transport an infantry company () a single APC unit is required. To transport an infantry battalion () two APC units are required. Headquarters can be transported freely with any infantry company or battalion.

To transport supplies, the APC unit *must* start its movement in the hex occupied by the supply. Supplies *cannot* be transported into enemy ZOC. One APC unit is required per SP transported. Thus, the Argentine faction can *at most* transport 2 SP by APCs during a phase.

An APC unit *must* pass an MC (§2.8) to leave enemy ZOC, under the same rules, and modifiers, as any other land unit.

 **§8.4.5 Special forces extractions and insertions**

British special forces () units may be extracted from the map as regular movement. This withdrawal of special forces may *not* be done during stormy () or foggy () weather conditions. The special forces unit may be extracted even if in enemy ZOC, though it *must* pass an MC (§2.8) first. The special forces unit is placed back on the British OOB at its designated slot.

Once withdrawn, a special forces unit *must* wait an *entire* turn before it can reenter the map or perform any other operations (including raids §10.9.11).

If the D and G squads of the 22nd platoon of the Special Air Service Regiment was extracted from East Falkland during the British movement or combat phases of turn 2, the earliest time it can reenter is in the British amphibious assault phase of turn 4.

From off-map, a British special forces unit may be reinserted anywhere on East Falkland as a regular movement, including in the British amphibious assault phase, but can perform *no* further movement that phase. If inserted during the combat phase, it *cannot* perform combat that phase. The unit *can* be inserted into enemy ZOC. Special forces units *cannot* be inserted on East Falkland during stormy () or foggy () weather conditions.

§8.5 Naval movement

British naval units may *either* move during the British amphibious assault (§9), movement, *or* combat (§10) phases. Naval units may move an *unlimited* number of hexes during these phases. Naval units may move off-map (returned to the OOB) or on-map, but *not* both during the same turn.

 **§8.5.1 Exocet attacks during naval movement**

At *any* point during *any* British naval movement, the Argentine Exocet missile launcher () unit *may* attack British navel units that are within range. See also §10.8.3 for more.

Essentially the Argentine Exocet missile launcher has “opportunity fire” against British naval units. If a naval unit passes through the launcher’s line of sight, the Argentine faction may declare an Exocet attack. However, the launcher unit is a one-use unit, and is removed from the map after its use.

§8.6 Aerial movement

Air units, of both factions, do not really move on the map. Instead, they are allocated to missions (§7) by placing them in the appropriate boxes on the map. When

it is time to resolve a mission, the air units are moved to the place where the mission is executed. The resolution of missions happens during the combat phase and are described in §10.8.

At the end of the a factions combat phase (§10) the air units are returned to their bases as outlined in §1.3.3 (Pucará to Argentine airfields, Skyhawk and Mirage III to main-land Argentina, Harrier either to the task force carriers or British airfields East Falkland).

§8.7 Installations

A number of installations may be built or destroyed by both factions’ ground units, though only the British engineering unit () may do certain constructions.

 **§8.7.1 Improved positions**

Improved positions reflect minefields and entrenchments built by a faction for a better defensive stance. The number of improved positions that a faction may built is limited to the number of improved position markers available (: 10, : 6).

Improved positions may be removed at the owning factors discretion at *any time* during a turn.

A battalion-sized () unit, or two company-sized (), may construct an improved position by

- *not* moving during an *entire* turn,
- *not* perform any kind of combat during that turn, including air defence, artillery support, or land defence.

If the unit or units constructing an improved position are attack before the installation has been completed, then all work on the improved position is lost.

A faction declares at the start of a movement phase that a unit or stack of units are building an improved position. At the start of the following movement phase, in the next turn, the faction may place an improved position () marker in the hex.

The capacity of an improved position (§1.2.5) dictates how many units an improved position can protect (§10.9.3).

If a single battalion () or two companies are building an improved position, then the improved position will have a capacity of 1. If two battalions, or 4 companies are doing the construction, then the improved position will have a capacity of 2.

A battalion or 2 companies may move into an improved position of capacity 1, and on the next turn start extending the improved position at the start of the *next* movement phase, following the same criteria as above. Alternatively, the original battalion or 2 companies may stay in the hex for an *additional* turn to extend the improved position. At the completion of the extension, the improved position will have a capacity of 2.

Units can freely vacate an improved position. Vacated improved position can later be reoccupied by friendly units.

Hostile units can *never* occupy a friendly position. Instead, the improved position is removed from the map and returned to the owning faction.

§8.7.2 Demolish bridges

To blow up a bridge, a unit *must* be adjacent to the bridge, and spend 8 MF. If the unit blew up the bridge in the factions combat phase, then the unit *cannot* conduct combat that phase.

Any Argentine land unit () , including infantry () , reconnaissance () , or artillery () units, may blow up a bridge it is adjacent to. To blow up a bridge, the Argentine unit *must* pass an MC (§2.8) with a -1 DRM, *after* it has spent 8 MF.

Any British special forces () or engineer () unit may likewise blow up a bridge it is adjacent to. To blow up a bridge, the British unit must roll *5 or less* on a single die, *after* it has spent 8 MF.

A “destroyed bridge” marker is placed on the bridge when blown.

§8.7.3 Repair bridges

The British engineer () unit may repair destroyed bridges. To do so, it must spend its *entire* movement or combat phase adjacent to the blown bridge. The unit cannot engage in combat nor move during its repair work. The “destroyed bridge” is removed from the bridge once repaired, at the end of the phase. Any faction may use the repaired bridge to nullify the additional cost of crossing a river hex side.

§8.7.4 Construct airfields

The British engineer () unit may construct an airfield () in an airstrip hex () . To construct an airfield, the British engineer unit *must*

- start its turn in an airstrip hex () , and
- does *not* move or conduct combat, including defence, during the *entire* turn.

At the start of the following movement phase, the British faction may place an airfield marker () in the airstrip hex. If the engineering unit is forced to defend during the turn, then all progress on the airfield construction is lost.

The airfield *cannot* be used as base for British Harrier units in the turn it is constructed.

§8.7.5 Construct tracks

The British engineer () unit may construct tracks () , at a rate of one hex per movement or combat phase. To construct a track, the engineer unit

- may only move *one* hex during the phase, and
- not conduct combat during the phase.

The track is constructed in the hex occupied by the engineer unit, and a track marker may be placed by the

From						
Die roll						
1	✓	✓	✗	✓	✓	✓
2	✓	✓	✗	✓	✓	✓
3	✓	✓	✗	✓	✓	✗
4	✓	✓	✗	✓	✓	✗
5	✓	✗	✗	✓	✓	✗
6	✗	✗	✗	✓	✗	✗
DRMs	-1			+1		

Table 16: British amphibious assault table.

British faction at the end of the phase.

Constructed tracks connect to any or all tracks bordering on the marker. Constructed tracks may be used by *both* factions, and cannot be destroyed.

Since the engineer unit does not become available until turn 6, and track construction can be at most 2 hexes per turn, starting on turn 7 the earliest, it is not possible to construct more than 16 tracks. Given that the MF cost difference of moving over clear terrain and via tracks is 1 MF, it may not be very beneficial for the British to allocate the engineering unit to build tracks.

§9 British amphibious assault

On the first turn of the game, the British faction *must* decide to land on one of the beach areas that it picked during the setup of game (§4). If the British faction chooses *any other* beach for its initial amphibious assault, it automatically forfeits and loses the game.

From turn 2 and onward, the British faction may decide to land on *any* beach *and* may make amphibious assault on *multiple* beaches.

If the Teal Inlet optional rule (§12.9) is in effect, and once the British faction has asserted control of that settlement, then it may be used as a single hex landing beach.

To perform an amphibious assault on East Falkland, the British faction *must*

- have land units available on its OOB (§1.3.2), or have reembarbed land units on amphibious warfare vessels (§8.3.7)
- have amphibious warfare vessels () off-map on its OOB, or on a sea hex on the map,
- declare whether the amphibious assault will be done from high seas () or shallow waters () , but need not declare the exact beach, *and*
- roll a dice on the British amphibious assault table (Table 16), cross indexing the type of sea hex and current weather turn with the modified die roll. If the result is ✓, then the landing is permitted. If the result is ✗, then the amphibious assault is not possible

this turn.

If the amphibious assault is possible, then the British player must declare which beach it wishes to invade on. The British faction then

1. places land units (□) and supplies (Ⓢ) from the OOB on its amphibious warfare vessels (Ⓢ), also on the OOB, up to the capacity of the amphibious warfare vessels (§2.9.4). Amphibious warfare vessels *may* be stacked on the OOB, but such a stack, including embarked land units and supplies, *must* be placed in the same sea hex on the map.
2. The stacks of amphibious warfare vessels, including the embarked units, are then placed in a sea hex *adjacent* to a beach hex of the selected beach. The British units excerpt ZOC on the beach hex (the only time ZOC extends across shorelines).

Note that some beach areas have more than one hex, as identified by a common beach number. Any or all such beach hexes may be used for an amphibious assaults.

3. Any other naval units on- or off-map may also move at this point. If they do, they cannot be moved in the subsequent movement or combat phases.

Ⓢ During this movement, the Argentine faction may declare an Exocet attack on a single naval unit that passes through its field of vision, as for other naval movement (§8.5.1). The Exocet attack is resolved as a regular NAS attack (§10.8.3), meaning embarked units may suffer losses too.

Helicopter units *do not* take part in an amphibious assault, but may move to an landing hex in the following movement phase.

Once the amphibious warfare vessels arrive at their destination, they may start to unload their embarked units. How this is handled depends on whether there are Argentine units in the landing hex or not. If there are Argentine units in the hex, then the amphibious assault is *opposed*, otherwise it is *unopposed*.

§9.1 Unopposed amphibious assault

If there are no Argentine units in the landing hex, then all embarked land units and supplies may move directly unto the beach hex, even if the hex is in enemy ZOC. They may *not*, however, move or conduct combat for the rest of the turn. The amphibious assault is considered a *success*.

§9.2 Opposed amphibious assault

If there *are* Argentine units in the landing hex, then embarked infantry (Ⓢ) and special forces (Ⓢ^{SF}) units *must* attack the opposing force during the following combat phase (§10.9).

Reconnaissance (Ⓢ^R), and artillery (Ⓢ^A) units *may not* participate in the amphibious assault during an opposed

landing. Naval gunfire and TAS, as per normal rules, may however be used to support the assault on the beach hex. Land units already ashore may also participate in the assault, as per normal rules.

Amphibious assaults against Argentine units suffer a +2 DRM if *all* attacking units attack from sea. If *any* British infantry (Ⓢ) units attack over land, then there is no DRM for the amphibious assault.

The amphibious assault is resolved as a regular land combat (§10.9). Units performing an amphibious assault are considered in supply (§2.5).

If the amphibious assault units manages to displace or eliminate the defending Argentine units, then *all* embarked units may advance into the beach hex, including supply units, also if the beach hex is in enemy ZOC. They may *not*, however, move or conduct combat for the rest of the turn. The amphibious assault is considered a *success*.

If the assault units does not manage to displace or eliminate the defending Argentine units, then all embarked units stay onboard the amphibious warfare vessels. Furthermore, if the assault results in that the attacker must *retreat*, then *all* assaulting infantry or special forces unit suffer an step loss in *addition* to possible other step losses from the combat.

§9.3 Successful amphibious assaults

If the amphibious assault was the *first* successful landing, meaning *any* British units managed to move into a beach hex, then the Argentine faction loses 1 MP *immediately* (§3).

On successful amphibious assaults, supplies *may* be moved ashore even without the help of transport helicopters. This is the *only* time a supply may move on its own volition.

Beach hexes may never be over-stacked at the end of the British movement or combat phases (§2.9.1). The British faction *may* decide to leave units or supplies on the amphibious warfare ships so as not to overstack the beach hex.

The British faction *may*, once *any* of the initial embarked assault units or supplies have moved ashore, stack follow-up land units and supplies from the OOB with the amphibious warfare vessels, up to the capacity of the units (§2.9.4). This replenishing of the amphibious warfare units *must* be done at the end of the amphibious assault phase. If the British faction chooses to replenish the amphibious warfare vessels with land units and supplies from the OOB, then amphibious warfare vessels *cannot* move from their current hex.

In the amphibious assault phase of the *following* turn, the new land units and supplies can then be put ashore, and the previously assault units can move inland in the movement phase (§8). Note that stacking limitations

D	Remove demoralised markers
A	Move non-attacking
A	Assign NAS & TAS
A	Declare  attacks incl. 
D	Resolve CAP
D	Allocate Air defence
D	Allocate   & resolve CAS
A	Resolve Air Missions
	For each land combat
	• Resolve
A	• A retreats if need be
	• D retreats if need be
	• A advance if allowed
A	Attacker — faction in turn
D	Defender — faction out-off turn

Table 17: Combat phase sequence

(§2.9.1) are not in effect until the *end* of the movement or combat phases. The subsequent amphibious assault is otherwise subject to the same constraints as a regular amphibious assault (a die roll on the amphibious assault table).

If the British faction chooses *not* to replenish the amphibious warfare units with new land units, then the amphibious warfare units *may* be withdrawn off-map (to the OOB) in the following movement (§8) or combat (§10) phase. They may *not*, however, move to another sea hex on the map.

On the first turn, the British faction has put HMS Intrepid and HMS Fearless in San Carlos Waters in 0713 and landed 40th Marine Battalion of the 3rd Commando Brigade and 2 SP in 0714. The British faction then places the 2 Para, and the 1st and 2nd platoon of T battery, 12th regiment on the landing vessels.

HMS Intrepid and HMS Fearless now have to stay put in 0713 until the second turn where it may try to unload 2 Para and the air defence units. 40 marine may move inland in the second turns movement phase, so as to avoid overstacking, but the amphibious warfare vessels cannot move until turn 3 at the earliest.

Since HMS Intrepid and HMS Fearless is anchored in San Carlos Waters throughout turns 1 and 2, they are, together with their embarked units, vulnerable to Argentine NAS.

§10 Combat

Each combat phase follows a specific sequence *exactly* as shown in Table 17.

1. The *defending* faction removes demoralised () markers from its units.
2. *Attacker* performs non-attack movement (§10.2).

3. The *attacker* assigns air () units to TAS or NAS ( only) attacks, as well as AR and airstrip suppression () sorties (§10.3).
4. The *attacker* declares land combats, including remote fire ( ) support and barrages, reconnaissance, and raids () only, §10.4).
5. Resolve CAP missions ( defender only, §10.5).
6. The *defender* allocates air defence ( and ) against air attacks (§10.6).
7. The *defender* allocates remote fire ( ) support for defence, and resolve CAS (§10.7).
8. The *attacker* resolves NAS ( only, §10.8.2) and TAS (§10.8.1), as well as AR () only, §10.8.5) and airstrip suppression () only, §10.8.4).
9. For each land combat,
 - (a) Resolve the combat (§10.9.1).
 - (b) *Attacker* retreats if needed (§10.9.4).
 - (c) *Defender* retreats if needed (§10.9.4).
 - (d) *Attacker* advances if allowed (§10.9.7).

The *attacker* is the faction which combat phase the game is in, while the *defender* is the opposing faction.

§10.1 Remove demoralised marker

The *defending* faction must remove all demoralised () markers from its units.

§10.2 Non-attack movement

Any *attacker's* unit that will *not* attack during this combat phase may perform movement as described in §8, with a few exceptions.

In the combat phase,

- Naval units that moved during the preceding amphibious assault or movement phase *cannot* move again in the following combat phase (§8.5).
-  Land units *cannot* start construction of improved positions (§8.7.1).
-  The British engineer () unit *cannot* initiate building an airfield (, §8.7.4).

Units have the same MF available as they had in the movement phase, but unused MFs from the movement phase *cannot* be transferred to movement in the combat phase, *unless* the optional rule of MF transfers (§12.3) is in effect.

Units may move into enemy ZOC, if otherwise allowed, but *cannot* attack the opposing units during this phase.

§10.2.1 Helicopter transports

Helicopter () units *must* return to a valid base (§8.4.3) at the end of the movement portion of the combat phase.

If a helicopter unit cannot return to a base, for example because it ran out of MF, it is *eliminated* immediately.

Helicopter transports may start in the movement phase

and end in the following combat *only if* the optional rule on two-phase transports (§12.4) is in effect.

✈ §10.3 Assign air units

No air operations are possible during stormy (☁) or foggy (🌫) weather. In addition, no Skyhawk operations are possible during cloudy (☁) weather.

The attacking faction, the faction in turn, assigns AFs to

- Tactical airstrikes (TAS),
- Naval airstrikes (NAS, 🇦🇷 only)
- Aerial reconnaissance (AR, 🇬🇧 only), *or*
- airfield suppression (🇬🇧 only).

Only AFs, for each particular kind of aircraft, assigned during the air unit allocation phase (§7) may be assigned to any of these sorties. AFs assigned to these missions *cannot* later in this turn be assigned to other kinds of mission.

🇦🇷 §10.3.1 Argentine coordination

If the Argentine faction has assigned *both* Pucará *and* Skyhawk or Mirage III AFs to attack a single hex (TAS or NAS), then the Pucará attack is resolved *first*, followed by the Skyhawk and Mirage III attack.

However, British air defence assigned to defending the attacked hex applies to *both* the Pucará *and* Skyhawk and Mirage III attack.

§10.3.2 Tactical airstrike

For TAS, the attacker picks up the desired AFs from its TAS/CAS box on the board and places these on top of the enemy stack of land units (☐) it wishes to attack.

🇦🇷 §10.3.3 NAS

For naval airstrikes (NAS), the attacking Argentine faction picks up the desired number of AFs from the NAS box and places them on British naval (○) units it wish to attack.

🇬🇧 §10.3.4 AR

For aerial reconnaissance (AR) missions, the attacking British faction picks up the desires number of AFs from TAS/CAS box on the board and places these on top of an Argentine stack that contains one or more hidden units.

🇬🇧 §10.3.5 Airfield suppression

For airfield suppression, the attacking British faction picks up the desires number of AFs from Airfield suppression box on the board and places these on top of an Argentine airfield (🛫).

☐ §10.4 Declare land combat

The *attacking* faction *must* declare all land combats it wishes to conduct. Land combats include

- ☐ Combat between land units
- ☐⊕ Remote fire support by artillery units or surface combatants.
- ☐⊕ Barrages by artillery units or surface combatants.
- 🇬🇧 only Reconnaissance by land units.
- 🇬🇧 only Special forces raids

A unit may only perform *one* attack, irrespective of type, during a combat phase. Units that were transported (§8.4) during the combat phase may *not* attack in the same combat phase.

Any Argentine unit that wants to take part in an attack *cannot* be hidden. The Argentine faction may reveal units *voluntarily* for this purpose.

For an Argentine land unit to attack enemy units it *must* be within *command and control* (§2.6) range of an Argentine headquarter (☐) unit. That is, the Argentine land unit *must* be able to trace a communication line to an Argentine headquarter no longer than ½ of the units MF.

☐ §10.4.1 Land combats

Land combat takes place between adjacent units of opposite factions. Attacks are *always* voluntary, while *defence* is obligatory. More than one unit may attack from more than one hex, as long as *all* attackers are adjacent to *all* defenders. Attacking units do *not* need to attack into all adjacent hexes containing enemy units, but may do so at the attacking factions discretion.

If one or more hexes are being attacked, then *all* defending units *must* be attacked. A hex can only be attacked *once* per combat phase by *either* adjacent land units (including remote fire support) *or* barrages (§10.4.3), but may be attacked by TAS *and* land units or barrages. See also Figure 11 for an example.

Attacks *must* be supplied (§2.5) and the appropriate number of SP *must* be spend. If not possible, then an attack is not possible.

The attacking faction *may* split a stack of attacking units to perform multiple attacks from the same hex, as long as each defending hex is only attacked once, and all attacking units are adjacent to all defending units.

The attacking faction *must*, during this sub-phase, declare which of its units attack which of the defending factions units. If a combat has not been declared during this sub-phase, it cannot take place in this turn.

The optional rule on unit integrity (§12.6) may limit which British units may attack.

☐⊕ §10.4.2 Artillery fire or coastal support

To provide artillery or coastal support to a land combat,

- *all* defending units *must* be within range of the the artillery (☐, §1.2.1) or surface combatant (⊕, with a range of 5 hexes) unit, *and*
- *some* friendly unit *must* have line-of-sight (§2.7) to

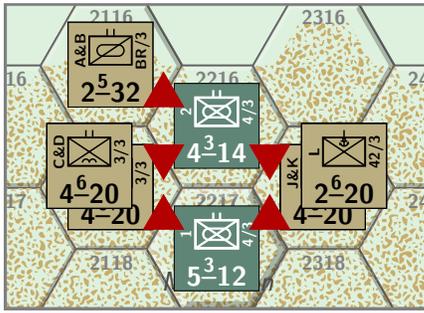


Figure 11: Example land combat. UK 3/3 ABIBTN and UK 42/3 MARIBTN may decide to combine their forces and attack AG 1/3/4 AIBTN *and* AG 2/3/4 AIBTN for an 14 versus 9 attack, which would leave UK A&B/BR/3 RECBTN unable to participate (not adjacent to both defenders). Or, the British faction could decide to attack AG 2/3/4 AIBTN with UK 3/3 ABIBTN and UK A&B/BR/3 RECBTN (at 10 versus 4), and have UK 42/3 MARIBTN attack AG 2/3/4 AIBTN alone (at 6 versus 5). The British faction could also split the marine and airborne battalions and distribute the attacks over the two Argentine units.

all defending units.

The attacking faction *must* declare which artillery (☐) or surface combatant (☉) units provide support for which combat. Support may, if possible, be supplied by both artillery and surface combatant units in any combination.

The optional rule on intensive artillery (§12.7) allows a faction to increase the intensity of support by an artillery unit at the cost of an extra SP (§2.5).

Artillery and surface combatant units may, as all other units, only participate in *one* combat during a combat phase, and can thus not provide support to multiple battles.

☐☉ §10.4.3 Remote fire barrages

Attacking artillery (☐) or surface combatant (☉) units may attack ground or naval units that are not otherwise being attacked by other attacking units in the form of *barrages*. A barrage may be performed

- on a *single* hex occupied by enemy units,
- against amphibious warfare ships (☉) *if* they partook in an amphibious assault (§9) in this turn,
- *never* against surface combatants (☉),
- the attacked hex is within range of the attacking units, *and*
- *some* friendly unit has line-of-sight (§2.7) to the attacked hex.

The attacking faction *must* declare which artillery (☐) or surface combatant (☉) units perform barrages against which defending units. Barrages may, if possible, be performed by both artillery and surface combatant units in

any combination.

☐ §10.4.4 Reconnaissance

British units may perform reconnaissance against hidden Argentine units in *all* adjacent hexes, in lieu of other combat. The attacking British faction *must* declare which units perform reconnaissance against which Argentine stack(s) of units that contain one or more hidden units.

Reconnaissance can be conducted against all six hexes adjacent to a British unit or stack of units, but only *one* reconnaissance mission may be made against a single hex in a combat phase. Reconnaissance *cannot* be made over shorelines or internal lakes.

Reconnaissance can be performed by land (☐) or special forces (☐^{SF}) units separately or in combination.

☐^{SF} §10.4.5 Raids

Raids can be performed only by full-strength British special forces (☐^{SF}) units. The special forces unit *must*

- be at full-strength (face-up), *and*
- adjacent to its target in a land hex or sea hex.

Raids are performed against hex that, *either*

- ☐ contain an Argentine airfield,
- ☉ at least 4SP worth of Argentine supplies, *or*
- ☐ the Argentine Exocet missile launcher unit.

Raids may also be performed against headquarter (☐) units *alone* in a hex if the optional rule on headquarter raids (§12.8) is used.

The raid can *only* be performed from an sea hex to adjacent to the target hex if the special forces unit was off-map (on the British OOB) at the start of the combat phase (see also §8.4.5). In this case, the special forces unit is picked up from the OOB and moved to the sea hex from which the raid is performed. Both the Special Air Service and Special Boat Squadron units may perform raids from sea hexes.

In all cases, raids *must* be declared in this sub-phase by the British faction.

🇬🇧 §10.5 Resolve CAP

This is only relevant during the Argentine combat phase. If the attacking Argentine faction have assigned *any* Skyhawk or Mirage III AFs to TAS or NAS, *and* the British faction has assigned, in the air unit allocation phase (§7), Harrier AFs to CAP, then CAP *must* be resolved.

The British faction rolls a dice and cross-indexes the die roll result with the number of AFs allocated to CAP in the British CAP table (Table 18). The result is the number of Argentine Skyhawk or Mirage III AF eliminated.

If a 6 is rolled on the CAP table, then the British faction rolls the die again. On die rolls of 5 or 6, one AF of Harrier is eliminated.

Die roll	Harrier AF allocated to CAP													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
2		1	1	2	2	3	3	4	4	5	5	6	6	7
3				1	1	2	2	3	3	4	4	5	5	6
4						1	1	2	2	3	3	4	4	5
5								1	1	2	2	3	3	4
6*										1	1	2	2	3

*Roll again: 5 or 6 → 1 AF Harrier lost

Table 18: British CAP table

Unit	DF	Range
	DF	1
	1	1
Other or	0	0
	0	0

Table 19: Air defence factors (DF). The DF of combat ships is printed on the counters.

The Argentine faction must *immediately*

- remove the required number of AFs those assigned to (placed on hexes) TAS or NAS, *and*
- adjust the available off-map Skyhawk or Mirage III AFs on the board by the same number of AFs.

The Argentine AF losses must be assigned as explained in §10.8.6.

If the British faction suffers a loss, the 1 AF is removed from the CAP poll. The British faction *can* adjust the off-map track of available AFs or wait until all British air missions have been flown, and Harrier AF are returned to bases (of off-map). Of course, the British faction *must* take care to record the loss,

§10.6 Allocate air defence

If, after possibly British CAP (§10.5), there are TAS, NAS, AR, or airfield suppression missions instigated by the attacking faction, then the *defending* faction may allocate air defence against these attacks.

In case the defender is British, it is worth noting that Pucará and Skyhawk or Mirage III attacks are defended against *separately* but with the full air defence both times (§10.3.1).

Units capable of contributing to anti aircraft fire are air defence () land units and combat ships () , as well as regular ground troops and amphibious warfare vessels. Airstrip installation can *only* defend against airfield suppression.

However, the unit types defend with different strengths, and with different ranges, as summarised in Table 19.

DF printed on the counter (§1.2.3). The range is the hex occupied or an adjacent sea or land hexes.

1 DF per air defence unit The range is the hex oc-

cupied or an adjacent sea or land hexes. .

Other or 0 DF. The range is limited to the hex occupied.

(airfield suppression only). 0 DF. The range is limited to the hex where the airfield is installed.

In this sub-phase, the *defending* faction *must* declare which units provide air defence against which TAS, NAS, AR or airfield suppression.

Any Argentine unit that wants to take part in an air defence, including regular land units, *cannot* be hidden. The Argentine faction may reveal units *voluntarily* for this purpose.

Air defence () units may provide defence against air attacks in the land hex they occupy, including air defence against naval airstrikes if the naval unit(s) is in a partial land hex. Air defence units can likewise provide air defence against air attacks in *one* adjacent hex, including sea hexes in case of NAS, but then lose the ability to defend against air attacks in the hex they occupy.

Likewise, surface combatant () units may provide air defence against air attacks in the sea (or partial sea) hex they occupy, or against air attacks in *one* adjacent sea, partial sea, or land hex. In the latter case, providing air defence to an adjacent hex, precludes the surface combatant unit from providing air defence in the hex it occupies.

Both air defence and surface combatant units may provide air defence against airstrip suppression if they are in or adjacent to the airstrip. Of course, this preclude these units from providing air defence elsewhere.

Other land () or amphibious warfare () units, as well as airstrip () installations, can *only* provide air defence against air attacks in the hex they occupy, and *not* against AR. Land units embarked on amphibious warfare vessels *cannot* provide air defence, though the amphibious warfare vessel does.

In the case of aerial reconnaissance (AR), the Argentine faction may *only* allocate air defence units if they are *not* hidden. The Argentine faction *may* decide to reveal *any* air defence () units in the hex reconnoitred to assign air defence against the reconnaissance mission.

If the effect of the Argentine faction revealing air defence () units in the reconnoitred hex is that there are no hidden units in the hex, then the reconnaissance mission is moot but still resolved, so as to allow the Argentine faction the possibility of eliminating British AFs by the assigned air defence.

Air defence () units revealed by the Argentine faction to counter an AR mission *does not* count toward the units to be revealed.

§10.7 CAS and remote fire defensive support

Aerial and remote fire units, such as artillery or surface combatant units can provide support to defending units. This defence must be declared by the defending faction. Aerial units provide close air support CAS, while remote fire units provide artillery or coastal bombardment support.

The optional rule on intensive artillery (§12.7) allows a faction to increase the intensity of a defensive artillery unit at the cost of an extra SP (§2.5).

After this defensive support has been declared, the defending faction will need to resolve its air defence for any TAS, NAS, or airstrip suppression.

☐☉ §10.7.1 Artillery or coastal support

If the *defending* faction has artillery (☐) or surface combatant (☉) units

- within range of *all* land hexes being attacked in a single combat (§1.2.1), *and*,
- *some* defending unit has line-of-sight (§2.7) to *all* defending units, *but*
- is not itself in a hex being attacked,

then those artillery and surface combatant units may be assigned to provide support fire to the defending units. Support may, if possible, be supplied by both artillery and surface combatant units in any combination.

Artillery or surface combatant units may only participate in *one* combat per combat phase. Thus, a defending artillery or surface combatant unit *cannot* both defend the hex it occupies *and* provide support to defending units in another hex, nor can it provide to support to multiple battles. Surface combatant (☉) units *may* provide *both* air defence *and* coastal support.

🇨🇦 §10.7.2 CAS

If the *defending* faction has any remaining AFs allocated in the TAS/CAS box on the board, then these *may* be assigned close air support (CAS) missions. AFs assigned to a CAS mission *cannot* later, in the same turn, be assigned to other kinds of aerial missions.

🇨🇦 For the Argentine faction only Pucará units may CAS missions.

The *defender* picks up any number of AFs, of the appropriate kind (Harrier for the British faction, Pucará for the Argentine faction) from the TAS/CAS box on the board and places them in a land (or partial land) hex which is attacked by the opposing faction.

🇨🇦 §10.7.3 Resolution of CAS

For each combat to which the *defender* assigned CAS AFs, the procedure to resolve the effect of the ground support is as follows.

1. For each hex from which the defending units is being

attacked from, determine how many battalion-equivalent units are attacking

This is done by consulting the infantry battalion equivalence table (Table 3) The “largest” result for each of the hexes the defender is attacked from is then used.

A unit is being attacked from one hex containing an infantry company (< 0) and another hex containing a infantry battalion and an artillery battery (1+). In this case, the battalion-equivalent is 1+ (which is larger than < 0).

2. The battalion-equivalent gives which top row to consult for the number of AFs assigned to the CAS by the defender in the ground TAS/CAS/Barrage table (Table 20). Cross-index the battalion-equivalent with the AF determines the column to use.

The battalion-equivalent is 1+, and the defender has assigned 4 AF to ground support. Cross indexing the battalion-equivalent and ground support AF dictates that the sixth column must be used.

3. The defending faction then rolls a die, adding +2 DRM if the *attacker*, with the highest battalion-equivalent, is in an improved position with enough capacity (if the improved position does not have enough capacity, then the DRM is not added, §10.9.3).
4. The modified die roll result is then cross indexed with the column determined above in the TAS/CAS/Barrage table (Table 20).
5. The number (if any) on the right of the slash ‘/’ is the *additional* CF to add to the defending units CFs.

🇨🇦 §10.8 Resolve air missions

The four kinds of *attacker* air missions must be resolved in any order chosen by the attacking faction, including mixing mission types. The four types of missions to resolve are

- Tactical airstrikes (TAS)
- Naval airstrikes (NAS, 🇨🇦 only)
- Airfield suppression (🇬🇧 only)
- Aerial reconnaissance (AR, 🇬🇧 only)

If the attacker is the Argentine faction, and *both* Pucará *and* Skyhawk or Mirage III units have been assigned to do a TAS or NAS against the same target, then the Pucará attack is resolved first, with only Pucará AFs, followed by the Skyhawk and Mirage III attack, summing the AF of these units. The defending British units do their air defence against *both* attacks with the full available air defence strength for that battle.

Argentine air losses involving Skyhawk and Mirage III units *must* be distributed as described in §10.8.6.

§10.8.1 TAS

Tactical airstrikes (TAS) by the attackers AF and the defenders air defence is resolved simultaneously.

☒		AF or ☐ ☑ CF												
2+				1	2	3	4	5	6	7	8	≥ 9		
1+			1	2	3	4	5	6	7	8	9	≥ 10		
1		1	2	3	4	5	6	7	8	9	10	≥ 11		
< 1		1	2	3	4	5	6	7	8	9	10	≥ 12		
Die roll	1	D0/1	D0/1	D0/2	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/3	2/4	
	2		D0/1	D0/1	D0/2	D0/2	D1/2	1/2	1/2	1/2	1/3	1/3	2/3	
	3			D0/1	D0/1	D0/1	D0/2	D0/2	D1/2	1/2	1/2	1/2	1/2	
	4				D0/1	D0/1	D0/1	D0/1	D0/1	D0/2	D1/2	D1/2	D1/2	
	5					D0/1	D0/1	D0/1	D0/1	D0/1	D0/1	D0/2	D1/2	
	6							D0/	D0/1	D0/1	D0/1	D0/1	D0/1	
	7											/1	D0/1	D0/1
	8													
DRMs		+2	☑											
TAS						CAS								
Dx		MC+x, demoralized on failure						/	x Defensive CF bonus					
x		Step losses												

Table 20: TAS/CAS/Barrage table. This table is used to resolve both TAS, CAS, and remote fire barrages. The result on the left of the slash is for TAS and barrages, while the one on the right is for CAS.

Die roll + DF	AF						
	1 – 2	3 – 4	5 – 6	7 – 9	10 – 12	13 – 16	≥ 17
1							
2							½
3							
4				½	1	1	1
5		½	½	1	1	1	1+½
6	½	½	½	1	1	1+½	1+½
7	½	½	1	1	1	1+½	2
8	½	½	1	1+½	1+½	2	2
9	½	1	1	1+½	2	2	2+½
10	½	1	1	1+½	2	2+½	3
11	1	1	1+½	2	2	3	3+½
12	1	1	1+½	2	2+½	3	4
13	1	1	1+½	2	3	3+½	4+½
14	1	1+½	1+½	2	3	4	5
15	1	1+½	2	2+½	3+½	4+½	6
16	1+½	1+½	2	2+½	4	5	6+½
17	1+½	2	2+½	3	4	5	6+½
≥ 18	1+½	2	3	3+½	5	6	7
DRMs	+1	against Pucará					
½	50% of additional AF loss, re-roll: ≥ 4 → +1 AF loss						

Table 21: Air defence table

The *defenders* portion of the resolution the TAS is resolved by the following procedure.

- Then the defending faction rolls a dice and adds the number of DFs allocated to the air defence (see also §10.6). If the defence is against Pucará units, then a +1 DRM is applied.
- The modified die roll is cross indexed with the number of AF attacking in air defence table (Table 21).
- The result number of attacking AFs lost.
 - A result containing ‘+½’ means that there is a 50% chance of an *additional* 1 AF loss. The defending faction rolls the die again, without any DRM. On

a roll of 4, 5, or 6, the attacking faction losses one more AF.

The *attackers* portion is resolved by the following procedure.

- First determine the battalion-equivalent of defending units in the hex attacked by consulting the infantry battalion equivalence table (Table 3, see also explanation in §10.7.3).
 - Then determine the column to use by cross indexing the defender battalion-equivalent top-row with the number of AFs assigned to the TAS in the TAS/CAS/Barrage table (Table 20 and explanation in §10.7.3).
 - The attacking faction then rolls a die and add +2 DRM if the *defending* units is in an improved position with enough capacity.
 - The modified die roll is then cross indexed with the column determined above. The result of the TAS is on the left of the slash ‘/’.
 - A result of ‘Dx’ means that each defending unit *must* perform a morale check (§2.8) with a x DRM. That is, if the result is ‘D1’, the it is +1 DRM. If a unit fails the MC, then the unit is *demoralised* and will suffer a -1 EF until the attacking factions next combat phase. Place a demoralised marker (☑) on the units that become demoralised.
 - A result of x means that the defending units *must* suffer x step losses *in total*. For example, a result of ‘2’ means that the defending units suffer 2 step losses. The defending faction decides how to distribute step losses among the defending units.
- If the attacking faction suffered AF losses, then those

Die roll	Attack AF or CF							
	1-2	3-4	5-6	7-8	9-11	12-14	15-17	≥ 18
0							½ C	½ L
1							½ A	C
2					½ A	½ C	½ L	A
3				½ A	½ C	L	L	L
4			½ E	½ C	E	E	L	E
5	½ E	½ C	½ A	E	L	A	E	E
6	½ L	½ A	L	L	E	E	E+½ C	E+½ C
7	½*	E	C	L	L	L+½ E	E+½ A	L+A
DRMs	-1			+1 > 8 ships in hex				
½	50% of hit, re-roll: ≥ 4 → hit on ship							
½*	Re-roll:		1: E		2: A		3: C	
Priority	A: L C E		C: E A L		E: C L A		L: A E C	

Table 22: Naval airstrike (NAS) table. Exocet (☐) attacks are resolved in the 7 – 8 column, and no air defence is possible.

results *must* be applied immediately (see also §10.8.6 for Argentine air losses). If necessary, the number of available off-line AFs in the appropriate track on the board, must also be adjusted.

§10.8.2 NAS

This is only relevant in the Argentine combat phase.

Similar to TAS, this is resolved in two parts. First, the *defenders* portion is resolved. This follows the same procedure as defenders portion of a TAS, as described in §10.8.1.

If the defending British naval units are

- in a shallow waters hex (⬢),
- a partial sea hex, *or*
- adjacent to a land hex,

then the number of attacking AFs the number originally assigned to the NAS (§7). If not, then the Argentine AF losses from the defenders air defence *must* be applied immediately, and the number of attacking AFs is the number of AFs that survived the defenders air defence.

The *attackers* portion of the NAS is resolved by the following procedure.

- The attacking Argentine rolls a die, and add possible DRMs.
 - -1 DRM if the attacked British naval units are in a high seas (⬢) hex.
 - +1 DRM if there are more than eight British *ships* in the attacked hex. For this purpose, the attacker should count the total number of ship *names*, not the number of counters. For example, HMS Arrow and HMS Antelope are *two* ships when face up.
- The modified die roll is cross indexed with the number of attacking AFs in the NAS table (Table 22),
- The result is the hits endured by which kind of British naval unit.
 - ☉ A C type unit is hit. If no such unit is present in the hex, then an E, A, or L type unit, in that order

of priority, is hit instead.

- ☉ An E type unit is hit. If no such unit is present in the hex, then an C, L, or A type unit, in that order of priority, is hit instead.
- ☉ An A type unit is hit. If no such unit is present in the hex, then an L, C, or E type unit, in that order of priority, is hit instead.
- ☉ An L type unit is hit. If no such unit is present in the hex, then an A, E, or C type unit, in that order of priority, is hit instead.

½ If the result is preceded by ‘½’ then the hit only has a 50% chance of causing damage. The Argentine faction rolls a die again. On an unmodified 4, 5, 6 the hit causes damage. Otherwise, the hit has not effect.

½* On this result, re-roll the dice to determine the unit type impacted. On an unmodified 5 or 6, no units are hit. If there is no unit of the given type, substitute another unit type according to the priorities given above.

If there is any ambiguity in the result, e.g., more than one ☉ in a hex, then the British faction decides which unit takes a hit.

Note that some results, like “☉+½☉”, means that one unit is definitely hit, and there is a 50% chance of another hit on another unit. This means, that a single unit may end up suffering two hits in one attack, for example if the unit is alone in the hex.

- A naval unit that is hit losses one “step”, i.e., is flipped to the face-down side. If the naval unit is already face-down, it is eliminated.
- If the Argentine faction manages to sink a ship, i.e., a unit took a hit, and when flipped over, there is one less name on the counter, then the Argentine *immediately* gain one general morale point (+1 MP, §3). A single ship sunk also accounts for one victory point (VP) to the Argentine faction.

If an amphibious warfare stack has embarked British land units, and that stack loses a ship (a step), then *all* embarked battalions (☐) units *must* lose one step too (§10.9.5). If the amphibious warfare unit is fully eliminated, then *all* embarked land units are *also* eliminated.

If Argentine AF losses were not applied before the attackers part of the attack, then those losses *must* be applied after the resolution of the attack.

☐ §10.8.3 Exocet missile attacks

The Argentine faction may attack during

- the Argentine combat phase, *or*
- the British amphibious (§9), movement (§8), or combat (§10) phases, but *only* against naval units moving during those phases.

When attacking during these phases, the Argentine

Die roll +AF	Hits sustained by 
≤ 8	0
9 – 13	1
≥ 14	2
 : 2 hits to destroy	
 : 1 hit to destroy	

Table 23: Airfield suppression table

faction may call the Exocet attack at any point during a naval units movement.

The Exocet missile launcher may attack

- one British naval unit,
- to which it has line-of-sight (§2.7) at *any* range, and *only* over sea hexes (not including the hex the Exocet unit occupies), *and*
- only *once* per game. After the Exocet unit has attacked, successful or not, it is immediately removed from the game.

Since the Exocet unit cannot attack over land hexes, it only makes sense to deploy the unit in a coastal hex.

Exocet attacks are resolved as a NAS at 8 AF (§10.8.2) with *no* DRMs, and *no* air defence is possible.

If the Exocet unit is destroyed in a British special forces raid (§10.9.11) or captured by British units, including as a consequence of *advance-after-combat*, then the Argentine faction cannot utilise the unit.

§10.8.4 Airfield suppression

This only applies during the British combat phase.

If the British faction has declared airfield () suppression missions, then these are resolved by the following procedure (see also Table 23).

- First, the *defending* Argentine faction resolves air defence assigned against the airfield suppression mission, as a described in §10.8.1. Note that the airfield *always* defend with 1 DF.
- If any British AF has survived the air defence, then the British faction rolls a dice and adds the number Harrier AFs assigned to the airfield suppression mission.
- If the result is 9 *or greater* then the airfield suppression mission was a success, and the airfield takes a hit.

If the result is 14 *or greater*, then the airfield takes two hits.

- The permanent airfield near Stanley (4618) must suffer *two* hits before it is inoperable. This can happen if the modified British die roll is 14 or greater, or as a consequence of two airfield suppression missions (in two different combat phases). Place the “destroyed airfield” marker in the hex once two hits are achieved.

Die roll	# units revealed	Choosing faction
≤ 3	0	
4	1	
5	1	
6	2	
7	2	
≥ 8	All	
DRMs		
+1	 present	
+1	 against  or 	
+1	 in  against 	
-2		
-2		

Table 24: Reconnaissance table

- Other airfields need only suffer one hit to be rendered useless. Remove the airfield () marker from the board.

§10.8.5 AR

This only applies during the British combat phase.

If the British faction has allocated Harrier AFs to perform aerial reconnaissance (AR), then these must be resolved as per the procedure below.

- First, the *defending* Argentine faction resolves any air defence assigned against the reconnaissance mission, as a described in §10.8.1.
- If any British AF has survived the air defence, then the British faction rolls a die and add -2 DRM for AR, and +1 DRM if the reconnaissance is against a settlement or city hex. Other DRMs listed in Table 24 *do not* apply to AR.
- The number of revealed Argentine units, which faction must choose is given by the modified die roll.

The number assigned Harrier AFs does not affect how many Argentine units are revealed by a successful reconnaissance, only whether they survive the possible Argentine air defence. At most one Argentine unit can be revealed by AR, on a roll of 5 or 6, and it is purely a question of which faction gets to pick the unit revealed.

- Air defence () units revealed by the Argentine faction to counter the AR mission *does not* count toward the units to be revealed.

If the result of the Argentine faction assigning air defence against the reconnaissance mission (§10.6) is that in the target hex all units are revealed, then the air defence part of the resolution is still executed.

§10.8.6 Argentine AF loses

When a force of Argentine Skyhawk or Mirage III air units suffer loses, for example as a consequence of British CAP

or air defence, then loses must be distributed among the two kinds of air crafts.

- If one type of aircraft, either Skyhawk or Mirage III, suffer loses, then *all* loses are assigned to that kind of air unit.
- If *both* Skyhawk and Mirage III units were involved in a loss of AF, then the loses *must* be distributed evenly among the two types, starting with a Skyhawk AF.

An Argentine force of 4 AF Mirage III and 3 AF Skyhawk takes a 3 AF loss. In this case, 2 AF Skyhawk and 1 AF Mirage III are lost. The off-map AF track on the map is adjusted down accordingly, and the relevant number of AFs are removed from the map.

□ §10.9 Land combat

Land attacks are

- Combat between adjacent land units
- ◻◻ Barrages by artillery units or surface combatants.
- 🇬🇧 only Reconnaissance by land units.
- 🇬🇧 only Special forces raids

Units that want to attack in the combat phase *may not* move during this phase. Units which CF is in a parenthesis (British sf and , some Argentine) *may not* attack on their own or as part of a stack. However, they *do* defend with the printed CF, like any other unit.

The attacking faction decides in which order to execute these attacks.

§10.9.1 Land combats resolution

Land combat *must* be supplied (§2.5) and the appropriate number of SPs *must* be spend for an attack to be possible.

To resolve a land combat between adjacent units of opposite sides, and possible remote fire (◻◻) support, the following procedure applies.

- Sum *all* defending units' CF, including CFs from remote fire (◻◻) supporting units (§10.7.1), and any CF bonus from ground support missions (§10.7.3). This is the total defensive CF (DCF).
 - If the defender is the Argentine faction, and *any* of the defending units are hidden, the *must* be revealed to calculate the total DCF.
- Sum *all* attacking units' CF, including CFs from remote fire (◻◻) support units (§10.4.2). This is the total offensive CF (OCF).
- If the DCF is larger than 12, then divide *both* DCF and OCF by two, dropping any fractions. If the DCF is still larger than 12, continue this process until $DCF \leq 12$.
- Cross index the DCF with the OCF in the top part of the combat resolution table (CRT, Table 25) to find the attack column for the combat resolution.

For example, if the DCF is 8 and the OCF is 16, then the ninth column is used.

- If there is no column corresponding DCF and OCF pair, then the combat is not possible, and the resolution ends.

The DCF is 12 and the OCF is 1. There is no column corresponding to this pair, and there is no combat.

- If the defender is the Argentine faction, and *any* of the defending units were hidden prior to the combat, then the British attacking units *must* perform an MC (§2.8). Any unit that fails the MC *must* retreat (§10.9.4), or, if not possible, take a step loss (§10.9.5).

- The attacking faction rolls a dice and add all possible DRMs (§10.9.2), as summarised in Table 25.
- The modified die roll is cross indexed in the attack column determined above, and the result is read off.
- For each result there are two sub-results, one that applies the attacking units (A) and one that applies to the defending units (D).

- Both sides of the combat *must* then perform an MC for each involved unit (§2.8), unless the result is empty that side of the combat, and suffer the consequences.

Rx If the unit *fails* the MC, with a $+x$ DRM, then that unit *must* retreat (§10.9.4). If the unit succeeds its MC, then there a no consequences for that unit.

Sx The unit *must* retreat no matter the outcome of the MC. If the unit *fails* the MC, with a $+x$ DRM, then that unit *must* suffer a step loss (§10.9.5).

Ex If the unit *fails* the MC, with a $+x$ DRM, then that unit is eliminated (§10.9.6). If it succeeds its MC, then the unit *must* retreat (§10.9.4) *and* take a step loss (§10.9.5).

Suppose the defender suffers an “E1” result. Then all defending units must perform an MC with a +1 DRM. Any unit that succeeds takes a step loss and must retreat. Any unit that fails the MC is eliminated.

The result of the combat *must* be applied *immediately*.

- Eliminations and step losses are applied first by both sides.
- If *any* attacking units must retreat, then they must do so first, including any *voluntary* retreats.
- If *all* attacking units with a CF vacated the hex or hexes from which they attacked, either because of retreats or eliminations, then any retreat requirements on the defending units is void. That is, if the defender managed to push back the attacker, then they need not retreat.
- If *any* defending units must retreat, then they must

Defend CF		Attack CF														
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	16-19	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	9-11	11-12	13-14	15-17	18-21	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	2-4	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	
Die roll	≤ 1	A	S0	R2	R2	R1	R1	R0	R0							
		D	R0	R0	R1	R1	R2	R2	S0	S0	S1	S2	E0	E1	E2	
	2	A	S1	S0	R2	R2	R1	R1	R0	R0						
		D	R0	R0	R1	R1	R2	R2	S0	S0	S1	S2	E0	E1	E2	
	3	A	S1	S0	S0	R2	R2	R1	R1	R0	R0					
		D			R0	R0	R1	R1	R2	R2	S0	S0	S1	S2	E0	E1
	4	A	S2	S1	S0	S0	R2	R2	R1	R1	R0	R0				
		D				R0	R0	R1	R1	R2	R2	S0	S0	S1	S2	E0
	5	A	E0	S2	S1	S0	S0	R2	R2	R1	R1	R0	R0			
		D				R0	R0	R1	R1	R2	R2	S0	S0	S1	S2	
	6	A	E1	E0	S2	S1	S0	S0	R2	R2	R1	R1	R0	R0		
		D				R0	R0	R1	R1	R2	R2	S0	S0	S1	S2	
	7	A	E1	E0	S2	S1	S0	S0	R2	R2	R1	R1	R0	R0		
		D						R0	R0	R1	R1	R2	R2	S0	S0	S1
≥ 8	A	E2	E1	E0	S2	S1	S0	S0	R2	R2	R1	R1	R0	R0		
	D						R0	R0	R1	R1	R2	R2	S0	S0		
DRMs																
-1		attack						+1		weather						
-1		among attackers						+1	Attack against							
-1		weather						+1	All attacks over							
-1		attack, in						+1		attacked						
-1		attack,	morale ≤ 10 (medium or low)					+1		attack,	in					
+2		Amphibious						+1		attack,	morale ≤ 10 (medium or low)					
A	Attacker	Result		MC (+x DRM) failed		MC (+x DRM) success										
		R _x		Retreat												
D	Defender	S _x		Step loss & Retreat		Retreat										
		E _x		Eliminated		Step loss & Retreat										

Table 25: Land Combat Resolution Table (CRT)

do so second, including any *voluntary* retreats.

- If the attacked hexes are left vacant, though possibly with non-CF units, after the combat, then the *attacking* units, which did not retreat or were eliminated, may *advance after combat* (§10.9.7). Defending units may *never* advance after combat, even if all attacking hexes were left vacant.

§10.9.2 Land combat DRMs

- 1 DRM If the all attackers are mountaineer () units, and *all* attacked hexes are either rough () or summit ()
- 1 DRM If a special forces () unit is among the attackers.
- 1 DRM If the weather is foggy ()
- 1 DRM To Argentine attacks and *all* attackers are in the ZOC or same hex as a headquarter () unit.

- 1 DRM To British attacks if the Argentine morale is medium or low (10 AF 10 or less).
- +1 DRM If the weather is stormy ()
- +1 DRM If *any* defender is in a rough () or summit () hex.
- +1 DRM If *all* attackers are attacking across a river hex side, including river hex sides crossed by a bridge.
- +1 DRM If the defending units are in an improved position () that has enough capacity for the defenders (§10.9.3).
- +1 DRM To British attacks if *some* Argentine defenders are in the ZOC or same hex as an Argentine headquarter () unit.
- +1 DRM To Argentine attacks if the Argentine morale is medium or low (10 AF 10 or less).
- +2 DRM If the attack is an amphibious assault ()

All DRMs are cumulative.

§10.9.3 Improved position

Improved positions have a capacity of 1 or 2 infantry battalions () or the equivalent in infantry companies (see also Table 3). The capacity is determined when an improved position is constructed or later extended (§8.7.1).

If the capacity of an improved position is

- 1 then it may support 1 infantry battalion, or up to 2 infantry companies, and any number of other units (platoons or regiments)
- 2 then it may support 2 infantry battalions, 1 infantry battalion and up to 2 infantry companies, or up to 4 infantry companies, and any number of other units (platoons or regiments)

If an improved position does not have enough capacity to defend the units in it, then *no* +1 DRM is applied.

One infantry battalion and one infantry company are in an improved position with capacity 1, are attacked. Since the improved position does not have enough capacity no +1 DRM is applied to the combat resolution roll.

If Argentine hidden units in an improved position of capacity 2 are revealed, as a consequence of reconnaissance or combat and before any possible expansions of the improved position, then the capacity of the improved position is adjusted to match the actual units contained.

The Argentine faction has set up one hidden infantry company near San Carlos in 0814 and placed a capacity 2 (not hidden) improved position on it. In the second turn, after an amphibious assault in turn 1, the British faction attacks that position, thus revealing the Argentine units. Since the improved position has excess capacity it is adjust to capacity 1.

If the Argentine faction had managed to reinforce the position at 0814 with a hidden infantry battalion, then only the original deployment of 1 infantry company determines the capacity of the improved position. In that case, the improved position would not have enough capacity to support both units on defence.

§10.9.4 Retreats

A unit that suffers a *retreat* result *must* move *one* hex away from the enemy units. The retreat *cannot* be into enemy ZOC, though friendly units in enemy ZOC nullifies this requirement. Retreats cannot cross shorelines nor inland lakes.

If the retreating unit cannot retreat because of enemy ZOC or terrain, then it suffers a step loss (§10.9.5) instead.

Stacking limitations (§2.9.1) *must* be observed at the end of the combat phase. If a unit is retreated into hex, which would then violate stacking limitations, then

units already in the retreated to hex must likewise retreat one hex. This cascading retreat is subject to the same constraints as the initial retreat (cannot be into enemy ZOC unless nullified by friendly units, and may further cascade).

The retreating units faction may choose if a retreating unit has the option of losing a step, possibly eliminating the unit, or force a cascade of retreats.

Retreats should, as far as possible, be in the general direction of the factions main supply points (§2.4).

The main supplies are

 Stanley (4419).

 Any landing beach were the British faction has performed a successful landing.

If there is any dispute about the retreat route, then the non-retreating faction has the final say. However, illegal retreats may *may not* be mandated.

Any unit with 1 CF (even if in a parenthesis) may suffer a step loss instead of retreating. This step loss *may* eliminate the unit. If a defending unit chooses to eliminate units in lieu of retreating, then it prevents the attacking units from an *advance after combat* (§10.9.7).

A faction may *always* decide to retreat its units involved in a combat, whether attacking or defending.

A faction may decide to retreat units that were not otherwise forced to retreat so as to maintain enough mass for counter attacks or second line defences.

Immobile units, those with an MF of ● or supplies () cannot retreat, even voluntarily. Instead, if the unit has any CF, such immobile units take a step loss. If the unit has *no* CF, i.e., ● or a supply, then there is no effect on the immobile unit, but in can be captured in a *advance after combat* (§10.9.7).

An full-strength British artillery unit fails its MC on a retreat result. Since the unit cannot move on its own volition (MF is ●), it stays put but suffers a step loss.

The Argentine Exocet missile launcher is forced to retreat. Since it cannot move on its own (MF is ●) nor has any CF (●), it stays put unscathed.

Installations, such as airfields () or improved positions () do not retreat, but may be captured in a subsequent *advance after combat*.

If the British faction is forced or voluntarily retreat from Mt. Willam (4120), Mt. Longdon (4016), or Tumble-down (4019), then the Argentine faction gain 1 MP, but only the first time this happens.

§10.9.5 Step loss

A unit that suffers a step loss is flipped over to show its face-down, reduced, side.

- If the reduced side is empty, then the unit is eliminated (§10.9.6).

- If the unit is already reduced (face-down), then it is eliminated.
- If a unit suffers a step loss *and* must retreat, but cannot retreat f.ex. because of enemy ZOC, then that unit suffers *two* step losses and is therefore eliminated.

Step loss results in the CRT (Table 25) applies to units *individually*, not to the defending units as a whole.

Suppose a stack of 3 infantry companies (☒) suffer an “S2” result. Each unit must perform its own MC (§2.8) with a +2 DRM. Those units that fail the MC takes a step loss and must retreat. Those that succeed in their MC are only retreated.

§10.9.6 Elimination

A unit that suffers an elimination result, or has lost all of its steps, is *immediately* removed from the game. Eliminated units *cannot* reenter the game under any circumstances.

There are no replacements in this game.

If *all* Argentine combat units stacked in a hex with a headquarter (☐) unit are eliminated, then the headquarter units is also eliminated.

§10.9.7 Advance

If

- the attacked hex or hexes were vacated by all defending units with a combat strength (units that have a numeric CF, even if in parenthesis),
- no defending unit was voluntarily eliminated instead of retreating, *and*
- there are attacking units present in the hex or hexes from which the attack was initiated,

then these remaining attacking units may *advance after combat*.

Immobile units (those with MF of ●) or supplies are *not* considered when determining whether hex was vacated by the defender.

To advance after combat, the attacking faction move one or more remaining attacking units into the vacated hex or hexes. Advancing units *may* move into enemy ZOC, *even if* they start the advance in enemy ZOC. Stacking limitations (§2.9.1) *must* be observed at the end of the combat phase, and any overstacking in a hex advanced into will result in the elimination of attacking units.

Immobile units may *not* advance after combat, *except* British supplies after an opposed amphibious assault (§9.2). Non-attack units (CF in parenthesis) and Argentine headquarters *may* advance after combat.

If there are *any* immobile defending units or defender supplies in the hex advanced into, they are immediately captured. Captured supplies and improved positions are returned to the owning faction. Captured airfields are replaced with an attacking factions airfield, face-down. Other captured units are eliminated (§10.9.6).

☒ §10.9.8 Effects on Argentine morale

The outcome of a battle affects the over all Argentine morale (§3) as summarised in Table 9.

The Argentine faction *receives* one MP

- per step lost by the British faction,
- per *failed* British attack i.e., a British attack that did not result in Argentine retreat, step loss, or elimination.

The Argentine faction *loses* one MP

- per two-step Argentine unit eliminated
- headquarter Argentine unit eliminated

☐☒ §10.9.9 Barrages

Barrage attacks are *either* against land or naval units. The procedure to resolve a barrage attack is as follows.

- Sum the CF of all artillery (☐☒) and surface combatant (☒) units that participate in the barrage.
- The rest of the resolution depends on the target of the barrage.

☐ If the target is a land hex and land units, then the attack is resolved as a TAS (§10.8.1) with total CF substituted for AFs, *and* with no air defence.

○ If the target is a sea hex and navel units, then the attack is resolved as an NAS (§10.8.2) with total CF substituted for AFs, *and* with no air defence.

If British *ships* are sunk, then the Argentine faction gain 1 AF per ship sunk. If British land units lose steps, then the Argentine faction gain 1 AF per British step loss. If Argentine two-step units are eliminated, then the Argentine faction loses 1 AF per such unit eliminated.

The optional rule on intensive artillery (§12.7) allows the factions to increase the intensity of an artillery unit at the cost of an extra SP (§2.5).

☒ §10.9.10 Reconnaissance

Any British land unit may conduct reconnaissance against *all* adjacent stack of Argentine units with at least one hidden unit.

For each hex reconnoitred the following procedure is applied.

- The British faction rolls a dice and add any relevant DRMs.

+1 if a special forces (☒^{SF}) unit is present in the stack, *together* with other British units, doing the reconnaissance. A sole special forces unit that does reconnaissance *does not* receive this DRM

+1 if the reconnoitred hex is a settlement (☒) or city (Stanley, ☒).

+1 if the units doing the reconnaissance are in a rough (☒) hex and are reconnoitring a clear (☒) hex.

-2 if the weather is foggy (☒).

Die roll	CF			
	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
D	Target destroyed			
S	[SF] lose step (each), raid failed			
DRMs	+1	Any [CF] not known		

Table 26: Raid table

- The number of revealed units, and which faction must choose the units, are read off in the reconnaissance table (Table 24), and the result is applied *immediately*.

The procedure is repeated for each hex against which the reconnaissance is performed.

[SF] §10.9.11 Raids

Raids are made against Argentine airfields (☐), supplies (⊕), or Exocet missile launcher (☐). If the optional rule on headquarter raids is in effect (§12.8), the raids may also be conducted against Argentine headquarter (☐) units *alone*, save for supplies, in a hex.

To resolve a raid by a British special forces ([SF]) unit, the procedure is as follows.

- The British faction *must* declare the target of the raid, *either*
 - the airfield (☐),
 - at least 4SP worth of supplies (⊕),
 - the Argentine Exocet missile launcher (☐), *or*
 - per optional rule (§12.8) a headquarter unit.

Only *one* target may be selected.

- If there are any hidden Argentine units in hex targeted by the raid, then the special forces unit *must* first conduct reconnaissance (§10.9.10) against the target hex, with no DRM for special forces units.
- The total CF of Argentine units in the target hex is summed.
 - If any Argentine unit wishes to oppose the raid, they *must not* be hidden. The Argentine faction may voluntarily reveal hidden units. If not, then the CFs of hidden units are considered to be 0.
- If, after the reconnaissance and step above there are still hidden Argentine units in the hex, then the raid suffers a +1 DRM.
- The British faction rolls a dice, possibly adding +1 DRM if *any* Argentine units in the target are hidden, and cross index in the raid table (Table 26), the modified die roll with the total defensive CF, to find the result

VP Per eliminated...	
2	C or E
1	A or L
1	AF
1	CF
1	or

Table 27: Argentine VPs

of the raid.

- A result of “S” means that the special forces unit takes a step loss (§10.9.5), and the raid is a *failure*.
- A result of “D” means that the target of the raid, the airstrip, *all* supplies in the hex, Exocet missile launcher, *or* headquarter, if the optional rule §12.8 is in use, is destroyed, and the raid is a *success*.
- Any other result means that nothing happens, and the raid is *neither* a success *nor* a failure.

If the special forces unit conducted the raid from a land hex, then the special forces may *either* stay in the land hex *or* be extracted off-map (§8.4.5). If the raid was conducted from a sea hex, then the special forces unit *must* be extracted off-map (§8.4.5).

On a successful raid (“D” result), the Argentine faction *lose* 1 MP *immediately*, while if it failed, the Argentine faction *gain* 1 MP. If the raid was neither a success nor a failure, then there is no adjustment to the Argentine overall morale.

§11 Victory

When the game ends, *either*

- at the end of the 15th turn,
- because the British faction occupies Stanley, *or*
- because the Argentine morale dropped to 0, and the Argentine faction surrendered

the total number of *victory points* (VP) for each faction is tallied. The faction with the most victory points (irrespective Argentine surrender or British capture of Stanley) wins the game.

§11.1 Argentine VPs

The Argentine faction scores VPs as summarised in Table 27.

2 VP for each surface combatant (☉) *unit* eliminated.

This applies to a full counter, *not* individual ships.

1 VP for each amphibious warfare (☉) *unit* eliminated.

This applies to a full counter, *not* individual ships.

1 VP for each British AF eliminated.

1 VP for each British land unit CF eliminated.

1 VP for each British helicopter (☉) or air defence (☐) unit eliminated.

§11.2 British VPs

The British factions VPs is solely determined by the turn in which *either* it captures Stanley, *or* the Argentine faction surrenders. The number of VPs is printed on the board in the turn track.

If the British capture Stanley, i.e., has a unit that occupies hex 3424 in turn 15, then the British faction receives 11 VP.

If the Argentine faction surrenders on turn 12, then the British receive 17 VP.

If the British faction *never* captures Stanley, or the Argentine faction never surrenders, before the end of turn 15, then it receive *no* VPs and loses the game.

§12 Optional rules

This section describes the possible *optional* rules that can be employed in the game. Both factions *must* agree on which optional rules to use. The optional rules aims either at adding more realism to the game, or to introduce some uncertain elements into the game.

Argentine reinforcements

Before the Argentine faction deploys its ground units (§4), the British faction chooses two *random* units out of the Argentine regular land units, *except*

- Marine units (☒),
- The airborne unit (☒),
- The two ranger infantry units AG 601/R ICOY and AG 602/R ICOY,
- The two headquarters (☐),
- Exocet missile launcher (☐), and
- The two armoured personnel carriers (☉).

That is, the British faction must chose 2 units among the Argentine the decoys (☐), motorised (☒), mechanised (☒), and regular (☒) infantry, artillery (☐, ☐), and air defence (☐) units, except marines, airborne, and rangers

The British faction can, for example, draw two units out of cup with its eyes closed and hand those to the Argentine faction.

The two select units are *not* set up during the initial Argentine deployment, but are kept off-map.

- On turns 2 to 6, in the weather phase (§6), the Argentine faction rolls a dice. If the die roll is *less than* the current turn number, then the two held back units arrive as reinforcements.
- If the reinforcements have not arrived before turn 7, then they automatically arrive on that turn, subject to weather constraints.
- If the turn on which the reinforcements are arrive is either stormy (☐) or foggy (☐), then the reinforcements are held back until the first non-stormy and

Die roll	Last turn	Effect
1		☒ carrier sunk ☒ off-map max 4 AF, +2 VP
2	5	RMS Queen Elisabeth II sunk Chance of 5 th ☒ Brigade losses, +1 VP
3		Storms ☉ or ☌ in ☐ lost, +1 VP if sunk
4	6	SS Atlantic Conveyor <i>not</i> sunk ☐ E arrive, ☒ off-map max 10 AF
5		
6		☐ ship sunk ☒ +1 VP
RMS QE II		For each ☒ of 5 th Bgd on OOB, die roll: 1-2 eliminated 3-4 step loss 5-6 no effect
Storms		Die roll: 1-3 ☉ in ☐ sunk 4-6 ☌ in ☐ sunk

Table 28: Random events

non-foggy turn.

- The reinforcements arrive in the airfield (4618) near Stanley. The reinforcements may move and do combat normally in the turn they arrive.
- If the airfield at 4618 has successfully been raided or suppressed by the British before the reinforcements could arrive, then they will never arrive.
- On the turn the reinforcements *do* arrive, the Argentine faction gain 1 MP immediately.

Random events

With this optional rule, some randomness, or what-if, elements into the game. In the weather phase (§6) the factions take turn rolling another dice. If the result is 1, then the same faction rolls one more time and consults the random events table (Table 28) for the result.

☒ **carrier sunk** One of the British task force carriers was sunk by Argentine Exocet missiles fired from Super Etendard aircraft.

The British off-map Harrier capacity is reduced to 4 AF. *Any* excess AFs that cannot immediately be placed in an British airfield (☐) on East Falkland, within capacity, are eliminated.

The Argentine faction receives +2 VP.

RMS Queen Elisabeth II sunk This commercial line carrying the 5th Infantry Brigade is sunk by Argentine submarines. For every British infantry battalion (☒), of this brigade, on the OOB, roll a die and consult the table on the bottom of Table 28 for the effect.

The Argentine faction gains 1 VP in *addition* to any

VPs for step loss by or elimination of units.

This event is ignored if it happens after the 5th turn.

Storms Storms ragging in the South Atlantic sinks one of the British lighter ships. If there are any  or  in high seas hexes, or any  on the OOB, then roll a die and consult the table at the bottom of Table 28 for which unit is lost.

If a unit is eliminated, then the Argentine gain 1 VP.

SS Atlantic Conveyor not sunk The Argentine air force fails to sink this container ship carrying additional helicopters and Harriers.

The maximum off-map British Harrier capacity is increased to 10 AP, and the British E helicopter () arrives in turn 6.

If this event happens *after* turn 6, it has no effect.

 **ship sunk** The British navy manages to sink another Argentine ship. The British faction gains 1 VP.

§12.3 Save MF

A mobile land () unit (a unit that does not have MF of ) that did *not* expend all of its MF during the movement phase (§8) may transfer the remainder to the combat phase (§10) to be used with non-attack movement (§10.2).

The unit *must* have expended as many MFs during the movement phase as possible. That is, excess MF *cannot* be transferred if the unit could possibly have moved further away from its starting point than it did.

Units with excess MF to spend during the non-attack portion of the combat phase *must* be moved *before* other units that do not have excess MF to spend.

§12.4 Two-phase helicopter transports

A single helicopter () unit may transport an infantry battalion () or 2 SP over two friendly and consecutive, movement (§8) or combat (§10) phases.

- The transport is limited to the number of MFs at the time when the infantry battalion () is picked up.
- The controlling faction *must* declare the target hex.
- If, at any point during the transport, the target hex is occupied by an enemy unit of company () size or larger, then the transported infantry brigade takes a step loss (§10.9.5) and the helicopter unit is eliminated. If the helicopter unit is transporting SP then those are immediately lost.
- On the second phase of the transport, the transport ends.
 - If the helicopter is transporting supplies and the target hex is occupied by or in ZOC of an enemy unit, then the supply is immediately lost. Otherwise, the supply is dumped in the target hex.
 - If the target hex is free of enemy units, then the infantry battalion or supply is placed there. Note

that the target hex may be in enemy ZOC.

- If the hex is occupied by a hostile unit then the transported infantry brigade is placed in an adjacent hex *neither* containing enemy units, *nor* a friendly battalion.
- If no such hex is available, then the transported infantry battalion takes a step loss (§10.9.5) and remains in its original hex, and the helicopter unit is eliminated.
- The two phases over which the transport is done may *neither* be stormy () *nor* foggy (). If the first phase after the initial phase if the transport *is* under either of these weather conditions, then second phase of the transport is postponed until the weather allows it.

§12.5 Intensive Argentine helicopter use

The Argentine faction may *double* the capacity of its helicopter transport for a single turn.

- During that turn, a *single* helicopter unit may transport an infantry battalion or 2 SP.
- The Argentine faction losses 1 MP.
- If the following turns are stormy () or foggy () then the Argentine faction continues to lose 1 MP per turn.
- On the first turn, after the double capacity turn, where the weather is stormy *neither* () *nor* foggy (), the Argentine may *not* use its helicopter transports.

§12.6 Unit integrity

When the British faction split up a real-like, or organisational, battalion (§1.2.1), then command structure may suffer. An organisational British battalion is represented by *two* infantry battalion () units in the game. For example UK A&B/40/3 MARIBTN and UK C&D/40/3 MARIBTN make up the 40th Marine Battalion, 3rd Commando Brigade, and UK LF&F/2SG/5 IBTN and UK G&RF/2SG/5 IBTN and make up 2nd Scottish Guards Battalion, 5th Infantry Brigade.

If, in a British attack, there are 2 or more units from *different* organisational battalions, then the units of least number of organisation battalion representations must be used. If not possible or desired by the British faction, then a +1 DRM is added to the combat resolution (§10.9.1).

The units UK A&B/40/3 MARIBTN, UK C&D/40/3 MARIBTN and UK LF&F/2SG/5 IBTN, may attack the same Argentine units, while the reduced UK G&RF/2SG/5 IBTN is elsewhere.

In a possible combat with UK A&B/40/3 MARIBTN, UK C&D/40/3 MARIBTN, and UK LF&F/2SG/5 IBTN, the least number of organisation battalions is one, the

UK 40/3 MARIBTN, since UK LF&F/2SG/5 IBTN is not a full organisational battalion. This means that if the British decide to attack with only UK A&B/40/3 MARIBTN, UK C&D/40/3 MARIBTN there is no penalty, but if UK LF&F/2SG/5 IBTN is included then there is a penalty of +1 DRM.

If the (demi-)battalion UK G&RF/2SG/5 IBTN had been eliminated, then UK LF&F/2SG/5 IBTN would constitute the whole organisational battalion UK 2SG/5 IBTN, and the minimum would be 2 in that case. Therefore, in the case UK G&RF/2SG/5 IBTN had been eliminated, then all three units could attack with no penalty. Likewise, had the reduced UK G&RF/2SG/5 IBTN been able to attack the same target as the other three units, then the minimum number of organisational battalions would also be 2, and all four units could attack with no penalty.

This optional rule can be a little tricky to get right. The point of the rule is to discourage the British faction from splitting organisational battalions all over the map. In other words, if two demi-battalions could be on the same objectives, then they should.

 **§12.7 Intensive barrage**

A faction may intensify its artillery by spending an extra SP per artillery unit.

- The faction may add 50% to its *total* artillery CF, rounded down.
- The faction *must* spend an *extra* SP per artillery unit (irrespective of its strength or size).

A faction can increase the CF of artillery when supporting land attack (§10.4.2) and defence (§10.7) in land combat, or when performing remote fire barrages (§10.9.9).

Two British artillery units one with 1 CF and one with 2 CF, for a total 3 CF, fire at an Argentine stack. They must spend (1 + 1) SP = 2 SP to do the attack. The British faction chooses to intensify the barrage and spends a total of (1 + 1) + (1 + 1) SP = 4 SP on the attack and can add 50% to the total CF: 1.5 × 3 CF = 4.5 CF → 4 CF.

 **§12.8 Raids on headquarters**

If the special pre-raid reconnaissance (§10.9.11) reveal an Argentine headquarter () unit in the raided hex, and the raid is successful (destroys its target), then the British faction may roll a dice twice and add them up. On a result of 2 or 3 the headquarter units is *also* eliminated.

A raid may target a headquarter unit which is alone in a hex. If the raid is successful, then the headquarter unit is eliminated.

§12.9 Teal inlet

Once a British unit has occupied or passed through the settlement of Teal Inlet (2814) it may be treated as a single hex coast hex. This means that this hex can be used for follow-up amphibious assaults.

Once an amphibious assault has been made at Teal Inlet, it means that

- communication lines may be traced here as a main supply (§2.4).
- helicopter units may end their turn here.

§13 Historical

If the factions decide to play a historical set-up, then the following restrictions should be used.

 **In or adjacent to Darwin (0925)**

- ≥ 8 CF of AG 12/3 AIREGT
- AG 1/3 ARTCOY
- AG 1/601 ADCOY
- 8 SP of supplies
-  at 0926

Anywhere

- Rest of AG 12/3 AIREGT

West Falkland

- 

Within 7 hexes of Stanley (4419)

- All remaining units, including 

Regular setup rules

- , Pucará, 

 The British faction *must* land in San Carlos Waters (landing zone 1). There is no need to select 3 beaches during the setup of the game.

