

The Falkland Islands War

April 2, 1982 - June 14, 1982

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Turns: 16 (Weekly/BiWeekly - see below)

Argentina: Light Blue (Moves 1st)

United Kingdom: Tan

On 2 April 1982, Argentina invaded of the Falkland Islands, following an incident on South Georgia on 19 March. The islands were garrisoned by a small detachment of Royal Marines.

Argentina did not expect the United Kingdom to respond militarily.

Scenario Specifics:

Theater Recon: Argentina starts at 30 but may decrease. England starts at 10 but will increase as the Task Force reaches the Exclusion Zone.

Sea Transport: Argentina starts with 400 points per turn, decreasing to 250 on Turn 5 ; to 150 on Turn 8. England receives 300 Sea Transport per turn starting on Turn 5.

Maximum Rounds per Battle: 3

Movement: 120% Readiness Cost, 50% Supply Cost, 125% Enemy Hex Conversion Rate,

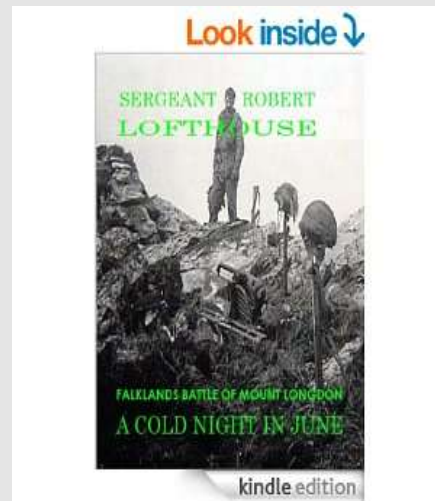
Entrenchment Rate: 5% (Engineering at 100%)

Air Transport: Argentina starts with 200 points but may decrease. England gets 100 points on Turns 7 through 10.

Supply: Argentina starts with a base supply of 25. Starting on Turn 6, it begins decreasing every 2 turns alternating in -2 and -3 increments.

Scenario Inspired by
Sergeant Robert Lofthouse's

Falklands Battle of Mount Longdon A Cold Night in June



The complete Falklands experience of a young 3 Para machinegun crew, based on accounts given during veterans' organised battlefield tours of Mount Longdon and other sites. Sergeant Rob Lofthouse has served in Iraq, and formed part of the Falklands defence force in the 1990's.

The prologue details a gunner's very first experience of combat. A real soldier's voice, combining dry gallows-style humour with a very real and brutal account of the conflict.

English supply starts with a base of 16 but may be increased via Theater Options to assign Helicopter units to supply distribution, removing them from play. Roughly, this provides +1 supply for every 4 helicopters in the unit. There is a small (5%) chance per turn per unit that units assigned to supply distribution will incur losses (equipment failure, accident, combat loss) reducing its supply bonus by -1. This can happen more than once per unit.

Both sides may benefit to different degrees from transport sharing.

England will lose 5 supply points for the loss of HMS Hermes, HMS Invincible and/or Atlantic Conveyor.

Supply Points: For Argentina, every anchorage and airfield hex serves as a 100% supply point. For England, all anchorages serve as a 50% supply point. England has 100% supply points on each airfield, Port Stanley, Port Howard, Goose Green, Port Stephens, Port San Carlos and Chartres.

Reconstitution: Given the timeframe involved, no units on either side will reconstitute. Replacements for both sides are also very limited. Both sides also have cadres (on the southern map edge) to pull “temporarily lost” equipment from the replacement pool – signifying surrenders, breakdowns, desertions, accidents, etc.

Honor Rules:

1. Neither side may deploy jet aircraft to airfields on the Falkland Islands. The facilities there simply could not handle them. (A very slight simplification).
2. The Argentinian Player may not set ANY air unit to Air Superiority Missions except the A-4 Skyhawk unit on the carrier 25 de Mayo.
3. Argentina may not attack English units on the Northern Map edge. English forces may not attack Argentinian forces on the Western Map edge. This applies to land, sea and air units.
4. Any English unit which moves beyond the Northern Map edge may not return to the Northern Map edge.
5. Units may not be disbanded unless they are ON a supply point AND NOT adjacent to an enemy unit.

Naval Options and Losses

On Turn 2, the English Player receives two theater options, one to allow full operational control of HMS Hermes with 800/809 Naval Air Squadron, the second to allow full operational control of HMS Invincible with 801/809 Naval Air Squadron. Both, one or none may be selected. If selected, the corresponding units will arrive 3 turns later. Doing so lets the English Player decide the type of missions each naval air squadron will fly – air superiority, interdiction, combat support, or use in direct attacks.

If not selected, only the Naval Air Squadrons will arrive in the corresponding hexes, where they must be dedicated to either Air Superiority or Rest missions. This will result in an automatic -1 supply for each carrier, presuming they are keeping outside Argentina’s air range, but it precludes either aircraft carrier from being attacked (and if sunk, +20 VP for Argentina and -5 Supply each, for Argentina).

If full operational control for either aircraft carrier is not taken, it will preclude England from exercising the Anti-Air Exocet Option.

On Turn 3, the Argentinian Player receives an option to recall its navy to port. Selecting this option will prevent the English from getting VP for sinking Argentinian ships directly or indirectly.

Historically, General Belgrano was sunk as the English Task Force reached the Exclusion Zone and the Argentinian Navy was called back to port. The Theater Option may be played any turn after it becomes available.

Each Argentinian ship has a chance of being sunk (even in port), if the Theater Option is not played, by English submarines and/or other aircraft or naval vessels not represented in this scenario. This ranges from 5% for destroyers to 21% for General Belgrano. This % is only rolled once with a variable turn range of 11.

Argentina will receive 4 VP for each English destroyer sunk, 7 VP for the sinking of Atlantic Conveyor, and 20 VP for the loss of HMS Hermes and/or HMS Invincible. The sinking of either of the last three ships will also serve to eliminate their air unit, except in the case of Atlantic Conveyor, a unit with 1 Chinook will remain operational. Loss of either aircraft carrier or the Atlantic Conveyor will also have a substantial negative impact on English supply.

England receives 2 VP for each Argentinian destroyer sunk, 10 VP for sinking 25 de Mayo which also carries a negative ground shock event for Argentinian forces (95%), and 7 VP for sinking the light cruiser, General Belgrano.

Air Operations

While the Argentinian air force radically outnumbered the number of English Sea Harriers, aside from twin engine combat support aircraft, none were able to perform “air superiority” missions over the Falklands. A wide range of factors applied otherwise, including examination of the number of sorties flown per aircraft type to warrant a substantial limitation on the Argentinian Air Force. Most air units become available only upon activation of Theater Options – with each unit having only a few operational turns before being withdrawn entirely. **Theater Options to activate air units on an air brigade basis become available on Turn 4, the units will arrive the turn after their TO is selected.**

These can be activated all at once or staggered in any combination that you see fit.

If not withdrawn by Turn 5, the 3rd Naval Air Squadron on 25 de Mayo is the only unit entitled to fly Air Superiority Missions.

All other Argentinian air units must be assigned either to rest (probably not), interdiction, combat support, or to direct unsupported attacks on English units.

Black Buck Operations: A total of 7 long-ranged Vulcan bomber missions were arranged during the Falklands War. Each of these involved a single Vulcan bomber with one more flying as “back-up”. All missions were supported by 11 in-flight refuelers operating from Ascension Island. Six of these operations are handled as news events along with their (mostly) nominal operational impact. Three of these missions were scrubbed due to

equipment problems or weather. The other three were carried out. The English player will receive the 7th mission, the only one really assigned to anything like a combat support mission.

Special Operations

Turn 3 Exocet Options – Both sides will receive 4 disband cadres pertaining to Land, Air, Market and Electronics. Argentina will receive them in the lower left corner of the map; England in the upper right corner. Each player should choose one to serve as the “PRIMARY” strategy for the employment of (and countermeasures against) the Exocet Missile System.

	Argentina	England
Land	❖ No 2nd NAS; ❖ 80% of 3x ASM mid-scenario	❖ +20 Theater Recon
Air	❖ 2nd NAS from beginning ❖ 1x ASM end scenario	❖ 115% Air Shock only with full operational control of both carriers
Market	❖ 50% chance of a second section to the 2nd NAS mid-scenario ❖ No 1x ASM end scenario	❖ Cancels 50% chance of a second section to the 2nd NAS.
Electronic	❖ 80% chance of cancelling English Counter-Electronics ❖ 2nd NAS from beginning but no 1x ASM end scenario	❖ 80% possibility to disable all Exocet systems for a variable 4 – 10 turns.

Land Option – The 2nd Naval Air Squadron does not come into play so that its Exocet missiles may be converted to land use on the Falkland Islands directly. The conversion is only 75% likely and will take between 7 and 11 turns. If the conversion is successful, Argentina receives a missile unit with 65% proficiency with 3 Medium Anti-Surface Missile launchers with a range of 11 hexes. This unit can be divided with the usual decrease in proficiency. It can be used at will to provide a strong deterrent to English naval support.

If the English choose the Anti-Land Option, they will receive +20 Theater Recon to help detect the location of the ASM units and target them accordingly.

Air Option – (Considered the Historical Argentinian Option) The 2nd Naval Air Squadron arrives the following turn and is available throughout the scenario. Toward the end of the scenario, a single Medium Anti-Surface Missile launcher arrives at Stanley Airfield. Conversely, if the English selects the Anti-Air Option, the English are provided a persistent 115% Air Shock bonus for Air Superiority missions, but its air units (excluding helicopters) are not allowed to perform missions other than Air Superiority (no ground support, ground or naval attacks, interdiction or otherwise – except rest). **This option is not available to the English if it has not taken on full operational control of both aircraft carriers.**

Market Option – Argentina attempted to secure additional Exocet missiles through Peru and other arms dealers. If this option is exercised, Argentina receives the 2nd Naval Air Squadron, a single ASM launcher toward the end of the scenario, and has a 50% chance of receiving a second section for the 2nd Naval Air Squadron mid-scenario. Make sure there is space available at (0, 93) – BAM Rio Grande by Turn 9.

If the English plays the Anti-Market option, it simply cancels the chance that Argentina receives the expanded 2nd Naval Air Squadron.

Electronic Option – This has an 80% chance of preventing the English from successfully implementing its own counter-electronics efforts which in turn have an 80% chance of “neutralizing” all Argentinian “Exocet” systems for a variable of 4 – 10 turns. (They go into garrison and are not available for orders). This is considered the Historical English Option.

Victory Conditions

Victory Point Locations: 40% of the VP are located on the western islands, 60% on the eastern islands. Victory Points tend to be grouped around major objectives – the Port Stanley area, Goose Green, Port Howard, Fox Bay, but with a significant scattering.

Victory: The scenario should end on Turn 16 awarding victory according to victory point levels. There is no sudden death event.

For Additional Reference:

Christopher Chant, [Air War in the Falklands: 1982](#), June 25, 2001, 96 pages, ISBN - 978-1841762937

John Godden, [Ski-Jump to Victory](#), October 1, 1983, 160 pages, ISBN - 978-0080311661

Max Hastings and Simon Jenkins, [Battle for the Falklands](#), September 17, 1984, 424 pages, ISBN - 978-0393301984

Neville Trotter, "The Falklands Campaign Command and Logistics," *Armed Forces Journal International*, June 1983

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