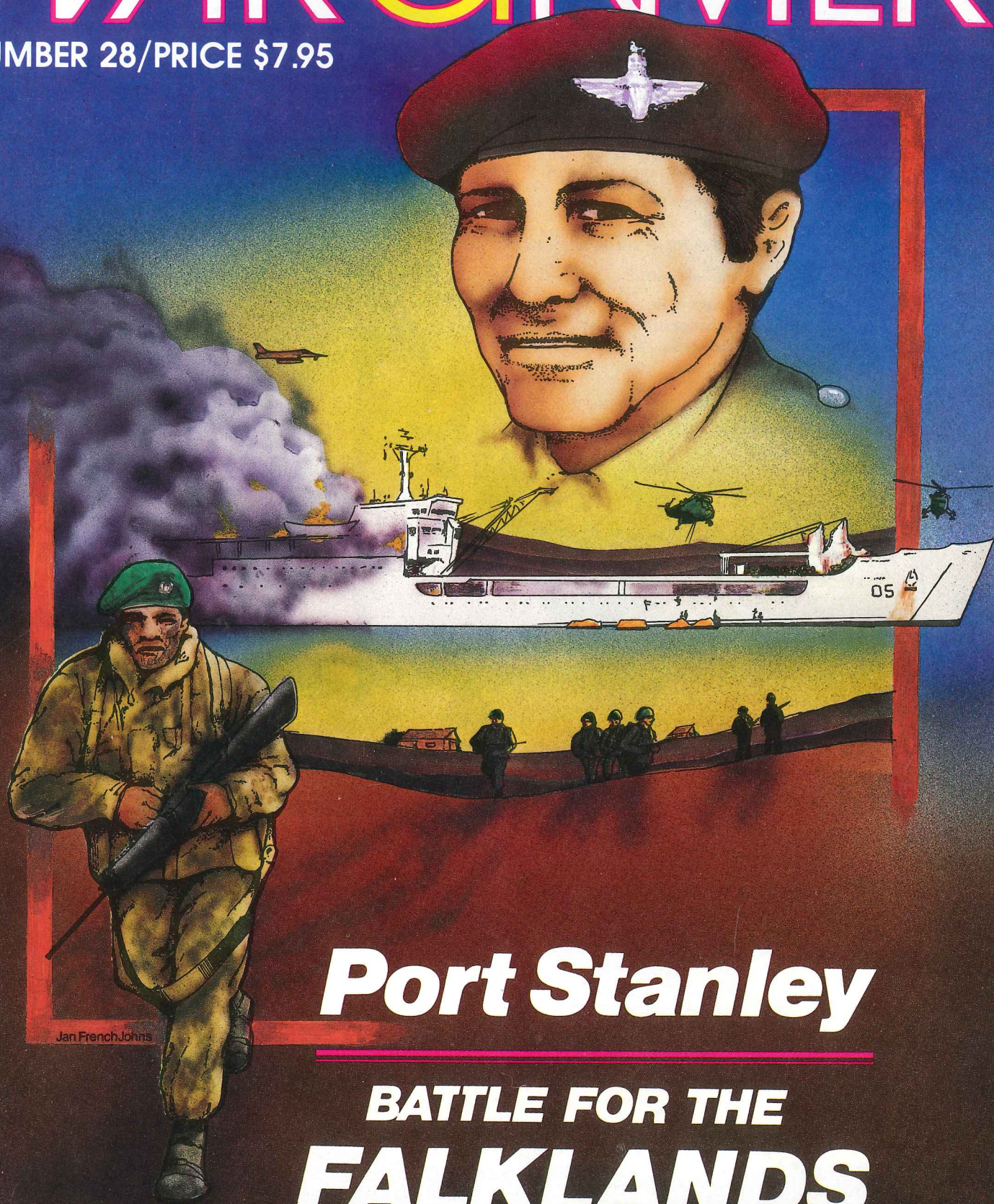


THE WARGAMER

NUMBER 28/PRICE \$7.95



Jan French-Johns

Port Stanley

BATTLE FOR THE FALKLANDS

— DECISION AT — Kasserine

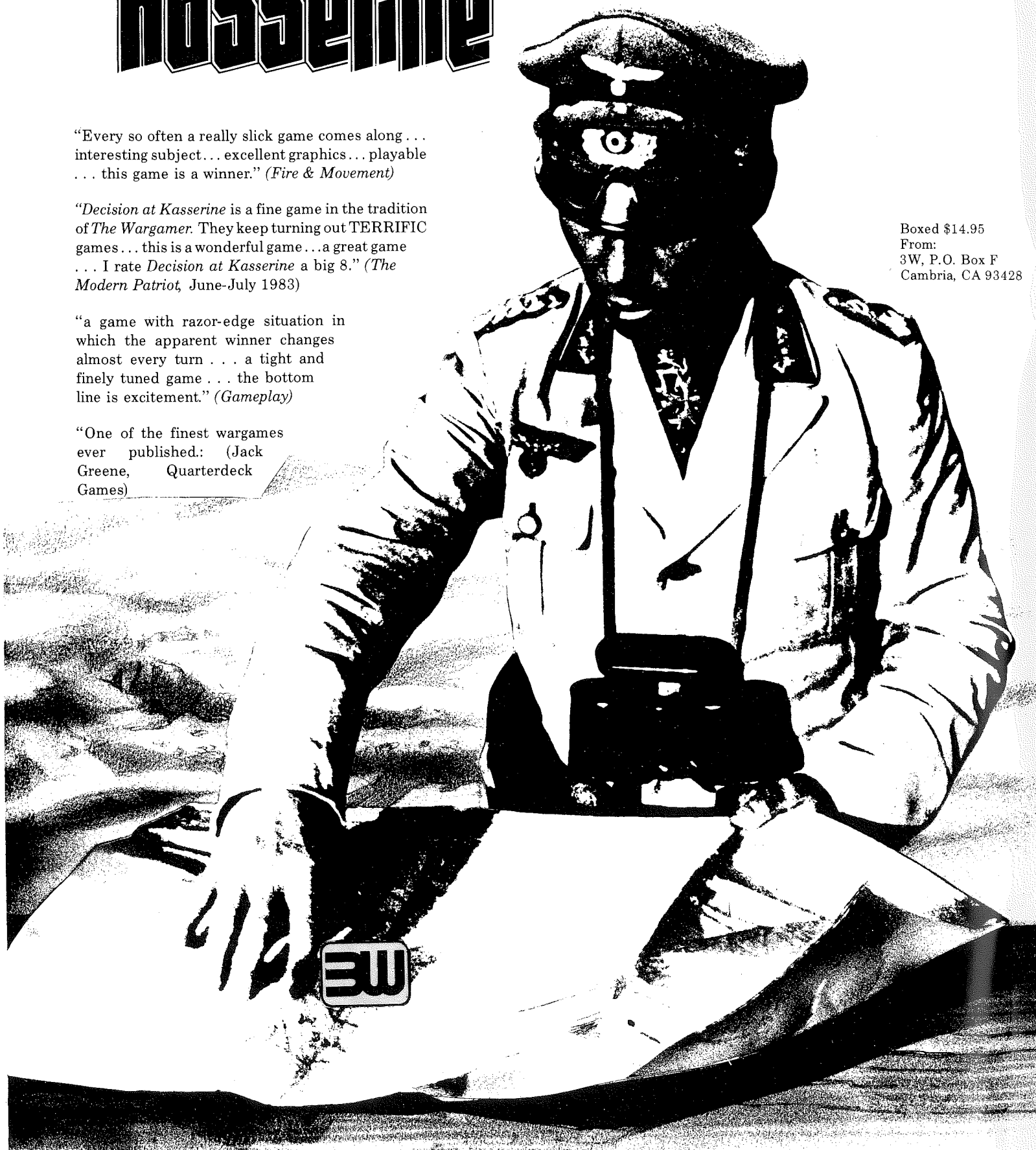
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January 1984

THE

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Number 28

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THE FALKLANDS WAR

The Reason Why

by Mark G. McLaughlin

AT THE time of Queen Victoria's Diamond Jubilee in 1897, one-quarter of the globe was marked in red and the Royal Navy's White Ensign fluttered over the decks of a thousand ships. By 1982, however, Britain's fleet numbered less than a tenth of that which passed in review for the great queen off Spithead in four majestic battlelines, each seven miles long, and the red on the map no longer stood for British crimson. The British Empire of Victoria, however, still lingers in 13 tiny colonial dependencies, one of which lies 400 miles off the Argentine coast: the bleak, treeless Falkland Islands.

The Falklands have never been an important part of the British or any other empire. Cold, inhospitable and populated by penguins, the islands remained unnamed from their discovery by British sea captain John Davies in 1592 until Sir John Strong christened them after his benefactor, First Lord of the Admiralty Viscount Falkland in 1690.

The Falklands were ignored by the Spanish governor of the Argentine and by the British until 1764, when a party of French settlers established a camp on East Falkland island. London responded immediately by outfitting an expedition to establish settlements on West Falkland island the next year. This in turn drew Spain's attention to the barren South Atlantic archipelago. The Spanish government bought out the French settlers and expelled the British in a bloodless show of force. Although British diplomacy won her permission to maintain a settlement in the islands, it was only a face-saving gesture and the British did not bother to return. Spain also abandoned the worthless islands 40 years later during the Napoleonic wars.

The Falklands again remained ignored until 1831, when the now-independent Argentine government, which claimed sovereignty based on Spain's colonial rights, arrested some American seal hunters and imprisoned them in a makeshift jail on the islands' only settlement, Soledad. The U.S. Navy attacked Soledad and freed the seal hunters later that year.

The burgeoning trade in sealskin made a settlement in the Falklands profitable, and, its attention drawn there by the U.S. - Argentine squabble, Britain found it convenient to invoke its previous agreement with Spain to establish a settlement there. A British warship was sent to Soledad in 1833 to evict the 50-man Argentine garrison and protect the British colonial expedition. The two nations have been arguing over the islands ever since. That argument remained confined to diplomatic bargaining tables until 2,500 Argentine soldiers landed to expel the British governor and his handful of Royal Marines almost 150 years later on April 2, 1982.

The Falklands dispute had been a traditional and uneventful part of British-Argentine relations for over 150 years, a time during which British investments and trade helped build modern Argentina (with considerable profit to Britain). Plagued by civil unrest and a faltering economy, however, the Argentine government of President General Leopoldo Galtieri decided to invade the islands in April 1982. Galtieri hoped/believed the British would not fight for the islands: a bloodless victory in the Falklands would improve the survivability of his regime. In this, at first, President Galtieri and his colleagues were successful, but the defeat ten weeks later by the British toppled the military government and struck a heavy blow at the national economy. Galtieri and his supporters paid a price for that defeat. Not only were they forced to resign but, in November 1983, they were ordered to face a court martial by the Supreme Council of the Armed Forces.

The British reconquest was also launched for political reasons. Successive British governments had taken tentative steps to disengage themselves from the Falklands, but were hampered by the politically unsavory notion of abandoning the 1,800 British settlers there to foreign rule without their consent. Once invaded, however, Prime Minister Thatcher and the Conservative Party had no political option, if they were to remain in office, but to dispatch the small but powerful grandchild of Victoria's great fleet to show that although the empire may have faded, it has not yet passed away.

THE NAVAL WAR

by Larry Bond

The naval campaign for the Falklands started with the involvement of the Argentine Navy in the scrap iron affair on South Georgia Island.

The merchant who had negotiated to clear the abandoned whaling station, Constantine Davidoff, was provided with Argentine Navy support in his efforts. On 19 March 1982, the transport ARA Bahia Buen Suceso landed a party of some 40 workmen at the old station. One of their acts was to raise an Argentine flag. They also failed to obtain formal authorization from the British base located on South Georgia.

Whether the flag-raising was a deliberate declaration of sovereignty, or nationalistic bravado, the British objected and engaged in a series of diplomatic exchanges with the Argentines that resulted in the flag being lowered, but no passports being stamped.

The Foreign Office ordered HMS Endurance, with a detachment of Royal Marines from Port Stanley aboard, to South Georgia. They left Port Stanley on 20 March, and arrived in Grytviken harbor on the 24th. The day before, all but 12 of the Argentine workmen had been removed by Bahia Buen Suceso. On the day after, the same day Endurance arrived with her marines, the Argentine survey ship ARA Bahia Paraiso sailed into a harbor with a detachment of Argentine Marines on board. Under the command of Captain Alfredo Astiz, they were landed with orders to "protect" the remaining workmen.

A few days later, British intelligence began reporting unusual Argentine ship movements and high levels of activity at the two main Argentine Naval bases, Puerto Belgrano and Comodoro Rivadavia. Late on Monday, 29 March, the British decided to send three nuclear submarines (SSNs) to the area, to back up

Larry Bond served six years in the U.S. Navy and currently works as an analyst for a Washington-based defense consulting firm. He is the author of Harpoon, which won the 1981 H. G. Wells award as the best miniatures game for that year. He has also written Resolution 502, a campaign scenario for that game based on the Falklands war.

Endurance. HMS Spartan, participating in exercise Spring Train off Gibraltar, was ordered into Gibraltar naval base, where she rearmed and sailed within two days. HMS Splendid and HMS Conqueror both sailed from their homeport of Faslane, Scotland, on 1 and 4 April, respectively. Their cruising speed, being SSNs, was 23 knots. This gave HMS Spartan an ETA off the Falklands of 12 April. RFA (Royal Fleet Auxiliary) Fort Austin was also sent on the 29th of March to provide support for Endurance. Endurance had been scheduled to return to Britain just before the crisis started, and was short of supplies. They rendezvoused on April 12.

Planning also started at the Ministry of Defence (MoD) Whitehall, and the Admiralty on sending a full-fledged task force to the Falklands. It was planned to have the Task Force ready to sail by "the weekend" (3-4 April).

The Argentines were preparing to make their move during this period as well. In "Operation Rosario", the Argentine fleet was moving into position on the morning of Friday, 2 April, to occupy Port Stanley, continuing signs of activity, picked up by intelligence and passed to Whitehall, convinced them to issue the order the same day: "The Task Force is to be made ready and sailed". Rear Admiral Sandy Woodward, commanding First Flotilla in the mid-Atlantic, which was participating in exercise Spring Train, was ordered to consolidate his Task Group and "prepared covertly to go south".

The Argentine Fleet approached the Falklands, after breaking off a supposed deployment to an exercise in Uruguay. The units were organized into two task forces. Task Force 40 was the amphibious assault group, and included ARA Hercules, Santissima Trinidad, Drummond, Granville, Santa Fe, Cabo San Antonio (with the second Marine Battalion embarked), Almirante Irizar, and Isla de los Estados. Task Force 20 was the supporting force, centered around Venticinco de Mayo. It was escorted by Hippolito Bouchard, Piedra Buena, Comodoro Py, Sequi, Punta Medanos, and Sobral.

The ships did not observe radio silence, and their movements were easily monitored. Statements to the media in Buenos Aires also telegraphed the exact nature of Argentine intentions. Given this forewarning, the authorities on the Falklands took what action they could to prepare for the unexpected assault. While they did what they could, the Royal Marine detachment was grossly outnumbered and underequipped.

The first Argentines ashore were a section of 80 "Buzco Tactico" marine commandos. Landed near Mullet Creek by ARA Santissima Trinidad at 2100 on the evening of April 1, they split in two groups. At approximately 0430 to 0500, one assaulted the luckily empty Marine barracks at Moody Brook, while at 0530, the other assaulted Government House at Port Stanley. At 0200, a frogman detail was landed near Cape Pembroke Lighthouse from ARA Santa Fe, to prevent the British from blocking the harbor. The main force entered Port Stanley harbor around 0630, led by Santissima Trinidad escorting the LST ARA Cabo San Antonio. This ship started landing Marines in LVTP7s. A total of 19 vehicles landed at York Beach. More troops arrived at 0800 and began disembarking. The only naval casualty suffered during this operation was a landing craft, which was hit by a Carl Gustav antitank weapon. This was fired by a detachment of Royal Marines on high ground, overlooking the harbor. The British surrendered at 0830.

The next day, Captain Astiz on ARA Bahia Paraiso asked Lieutenant Mills and the Royal Marines of his detachment to surrender. The lieutenant refused. Bahia Paraiso had been joined on the 3rd by the frigate ARA Guerrico, carrying a Puma helicopter and two platoons of marines. These two ships were designated "Task Force 60". Captain Astiz evidently expected only token, if any, resistance from the Marines, because the Argentines simply steamed into Grytviken harbor. Guerrico led the way, with a Puma and two Alouette helicopters nearby. The Marines laid down a vicious fire, hitting the Puma and forcing it to abort, downing one of the Alouettes, and putting so many hits on Guerrico that an Argentine officer stated that one more would have sunk it. The ship took over 1200 rounds of small arms and 66mm fire, and was hit by three 84mm Carl Gustav rounds. The rounds hit her Exocet launcher, her gun mount, and a fuel tank (below the waterline). The Marines surrendered after two hours.

Preparations continued apace for the British Task Force to move to the Falklands. On the same day as the invasion, the ships engaged in Spring Train broke off the exercise, and began a massive cross-decking operation. Half the ships going to Ascension Island transferred exercise ammunition, mail, and short-term personnel to the other half, who transferred over as much food, ammunition, personnel, and spare parts as they could. This was a major evolution, and was the first indication of the efforts the British would have to make to support their forces. The second group of ships went back to Britain to rearm, refuel, and then join the first group in Ascension.

Starting on Saturday, 3 April, the Admiralty began calling up merchant ships and arranging to have them fitted for naval service. This involved fitting them with helipads, replenishment-at-sea gear, and rudimentary antiaircraft protection. This could be 20mm Oerlikon cannon, or soldiers on deck with shoulder-fired Blowpipe missiles.

The Task Force sailed on the 5th and 6th of April, and joined the other ships at Ascension. The use of Ascension as a logistics base was essential to the campaign. Without it, the Falklands were just too far. As it was, Ascension was still too far for some things, and Grytviken harbor would play a crucial role. Admiral Woodward's first task, to move the troops safely to the Falklands, was underway.

The lack of Argentine planning here asserted itself. While the Argentines had planned the occupation, they had not made any plans to defend their prize. Admiral Woodward's big worry during this period was the submarine threat. The two Argentine Guppy-class submarines of WW II vintage presented a real

problem. Although not up to the demanding environment of a NATO war, they would do quite nicely for sinking merchant ships. There was also the possibility of the Argentine Navy coming out to attack the Task Force when it neared the Falklands. The early loss of a few merchant ships or one of the carriers might have been enough to force the Task Force to turn back, with a humiliating defeat.

The Argentines did not take any action at all. They sat, even after diplomatic negotiations had failed, and yielded the initiative to the British. Could the British have made an opposed transit successfully? Probably. Their NATO role is ASW, and their ASW (AntiSubmarine Warfare) and ASuW (AntiSurface Warfare) armament was front-line. But they might have taken losses, and any loss would have hurt badly. Look at the problems caused by the loss of one partially-unloaded merchant ship, Atlantic Conveyor. As it was, the only contact between the Argentines and the Task Force during the transit was an encounter between a Boeing 707 being used as a reconnaissance aircraft and Harrier CAP, which warned it away without shooting it down.

The first round goes to the British, by forfeit.

The next step in recapturing the Falklands was to secure South Georgia. Although there were political reasons for its capture, it also proved to be a vital logistics and repair base, and until Port Stanley surrendered, it was the only friendly harbor within 4000 miles.

The main business was now at hand. On the 27th the elements of the British force rendezvoused and assumed screening stations around the carriers. The frigates Brilliant and HMS Broadsword were used for close-in defense, while the Sheffield-class destroyers were used for long-range picket duty. Other ships of the force assumed ASW screening stations. The Argentine Navy was expected to fight, and presented a subsurface, surface and air threat.

This phase of the war started on 1 May, with the Vulcan attack on Port Stanley airfield. Combined with Harrier strikes and shore bombardment later in the day, it was the start of the British attempt to gain air and sea superiority in the area. The Argentines reacted quickly. The shore bombardment group was made up of HMS Glamorgan, Arrow, and Alacrity. It arrived off Port Stanley shortly after noon, and had just finished firing when it was attacked by Mirage IIIs. Harriers on CAP were vectored in, and shot down two. A third was downed by Argentine ground fire. All three ships suffered superficial damage from air attacks and shore defenses. Shortly after, two Canberras attacked an ASW group made up of HMS Yarmouth and Brilliant. Harrier CAP was again vectored in, and shot down one. The other aborted and flew home.

The next day, 2 May, ARA General Belgrano was attacked. One of three task groups at sea, Belgrano was escorted by two frigates. The two Argentine Type 42 destroyers and two frigates formed another group to the north, and Venticinco de Mayo was the center of a third, still farther north. These three groups planned to make a coordinated attack on the British Task Force. Conqueror made her attack at 3 p.m. from a range of 2000 yards (spitting distance) with a spread of MK8 torpedoes. Two hit, and Belgrano went under shortly thereafter. There has been much speculation on the lack of damage control on the cruiser, since two torpedoes should not have had such a devastating effect. The two "escorts" did not cover themselves with glory either, since they disappeared after the attack, and it took 30 hours for Belgrano's survivors to be rescued. The other attack groups were recalled. Venticinco de Mayo may have had trouble getting enough wind to launch the Skyhawks, which would also have been cause for aborting the attack.

The next day, in a short action, two Argentine patrol boats, ARA Alirez Sobral and Comodoro Somellera were attacked by helicopters firing Sea Lynx missiles. The two boats had initially fired on a Sea King engaged in ASW patrol, and the Sea King requested assistance. The helicopters were launched from HMS Glasgow and Coventry.

On May 4 the axe fell for the British. Two Super Etendards, approaching on the deck, fired one Exocet each at the force. The fate of one of the missiles remains a mystery, with contradictory reports still unresolved. The other, though, fired from a range of six miles, hit HMS Sheffield. After fighting the fire for four hours, the ship was abandoned, a burnt-out hulk. It sank, under two, 10 days later.

On 9 May, the Argentine trawler Narwhal, being used for gathering intelligence, was attacked by Harriers with cannon

fire and bombs. It sank later, after it had been boarded and the crew taken off.

On 11 May, HMS Alacrity, on a sweep of Falkland sound, detected and fired on a surface contact with her 4.5 inch gun after it failed to heave to. The tanker Isla de los Estados immediately fireballed and sank.

On the 12th, HMS Glasgow was attacked by Skyhawks while on a shore bombardment mission. Two aircraft were shot down and one crashed into the sea trying to evade a missile. Glasgow was hit by a 1000 pound bomb which failed to explode.

On the 16th, Harriers from Hermes attacked ARA Rio Carcano and Bahia Buen Suceso. The first ship was sunk, the second damaged.

If these engagements begin to sound alike, it is because of their purpose. Both sides were trying to establish naval and air superiority over the area. The British had delivered the initial blows, but the Argentines had fought back. On the surface, Conqueror's attack and Vienticinco de Mayo's impotence had caused the Argentine Navy to yield the surface of the sea to the British. The subsurface threat had failed to materialize, for whatever reason. British ASW efforts were aggressive and persistent.

The air battle was a sort of reverse Battle of Britain. The British had to engage and reduce the Argentine Air Force (FAA) before the landings, according to standard doctrine. Outside of a few small-scale attacks, the FAA stayed at home, saving its strength for the inevitable amphibious assault. Since Argentine air strength couldn't be reduced prior to the landings, the British had to decide whether to violate doctrine and make the landings anyway, or call it off. They decided to go ahead. Round two, then, was a draw. Partial superiority was achieved by the British, but a strong threat to the Task Force remained. The British did not realize how strong a threat this was or they might have reconsidered.

The assault was conducted on 21 May. The carrier group remained offshore, of course, but it detached seven of its escorting frigates to accompany the amphibious ships and merchants into San Carlos, and provide gunfire support. The landing was undetected and unopposed for the first few critical hours. This was partially due to Argentine refusal to believe that the landing was actually at San Carlos. Starting before dawn, the troops established a beachhead and began digging in.

The Argentine reaction to the landing began about two hours after first light. In ones and twos, then in waves of four, Pucara and Aeromacchi aircraft from Port Stanley and Mirages and Skyhawks from the mainland made incredibly determined attacks. Two things saved the British force from destruction, on this and following days. First, many of the Argentine bombs hit their target, but failed to detonate. Second, the pilots tended to attack combatants, rather than the more logical amphibious ships or merchants. The problem with the bomb fuzing is still unresolved, but the low level of the attacking aircraft was undoubtedly a factor. The pilots may have attacked the combatants because, given the intense flak, they only had a few seconds' time to pick a target. This was usually the first ship they saw, a combatant at the edges of the formation. The pilots also ignored the beachhead and concentrated exclusively on the ships in the sound.

At the end of the day, the British had lost HMS Ardent, sunk by two 1000 pound bombs that did detonate. HMS Antrim and Argonaut were damaged by dud bombs, the latter with two unexploded bombs lodged in her. Broadsword and Brilliant were also hit by dud bombs, but the damage was minor, and the bombs passed through the ships. The Argentines had suffered heavy losses, with 16 aircraft lost and others damaged.

The next day, the British tried a different tactic, and teamed a Type 22 and Type 42 destroyer, putting them at the northern end of Falkland sound. As the Ministry of Defense White Paper calls it, this was the "missile trap", that the Argentine pilots would have to fly over to get at the other ships. Next was the "gun line" of frigates, and finally, the older ships in among the merchants and amphibs, providing close-in protection. The day was quiet, with few alarms. The FAA was regrouping, as well, after its heavy losses.

Sunday May 23, they came back in strength. It started well, with an Argentine freighter hit by a Sea Skua, and the captured freighter Monsunen run aground by its crew after Harrier attacks. Then the Mirages and Skyhawks showed up. Antelope was hit early, and took two 1000 pound bombs which failed to detonate. When attempts were made later to defuse them, they

detonated, followed shortly thereafter by her magazines, which broke her in half. The Rapier batteries on the hills around the sound were now becoming effective. The Argentines lost 10 aircraft that day.

The next day, the 24th, was a repeat, with day-long attacks. The only casualties were Sir Galahad and Sir Lancelot, which were hit by dud bombs. The Argentines lost 18 aircraft.

The 25th was Argentina's national day. They made a maximum effort, including an Exocet attack. Coventry and Broadsword, on duty as the missile trap, were hit early by iron bombs. One passed through Broadsword, damaging her helicopter, but not exploding. Coventry's however, did, and she caught fire and sank. The Exocet attack was made on the Task Force, 70 miles northeast of the islands. Two missiles were launched, with the fate of one unknown. The other seemed to home in on Ambuscade. A combination of chaff and active jamming by an airborne helicopter broke lock on the missile's seeker, which then locked on Atlantic Conveyor, two miles to starboard. It hit her, turning the ship into a burnt-out hulk. The loss of the three Chinook heavy-lift helicopters and six Wessex helicopters, as well as other stores she was carrying, seriously affected the ground forces' mobility.

Tuesday, May 25th was the last day of large-scale Argentine attacks. Many of the FAA's best pilots were dead. Eight aircraft were lost that day, for a total of 52 over the 21-25 May period.

The "Battle of San Carlos" was a British victory, but a lucky one. There were initial problems with Rapier, and Sea Dart was never suited to the type of mission it had to perform. The critical factor in the British success was the poor bomb fuzing. There is little doubt that if the dud rate had been a more reasonable 5% or even 10%, the losses in the initial landing would have included Antrim, Broadsword (twice), Brilliant, Argonaut, Sir Lancelot, and Sir Galahad. Round three goes to the British, but their opponent had one hand tied behind his back.

After the battle in San Carlos, the Royal Navy's mission was to support the troops ashore. They provided mobility with their helicopters, logistic support, of course, and gunfire and airstrikes. During the battle for Goose Green on the 28th, for instance, Arrow bombarded Argentine positions, but had to withdraw before dawn, when her 4.5 inch gun broke down (ships should have more than one gun). A telling blow was also delivered around dusk when two Harriers made a cluster-bomb run on a strong Argentine position, almost obliterating it. While not a war-winner by itself, this support was an important factor.

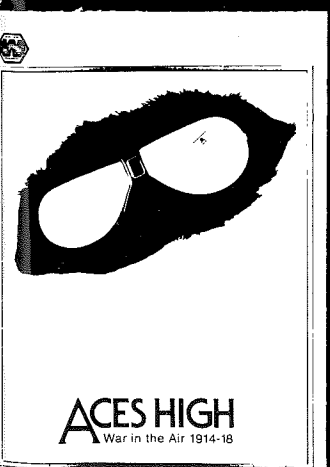
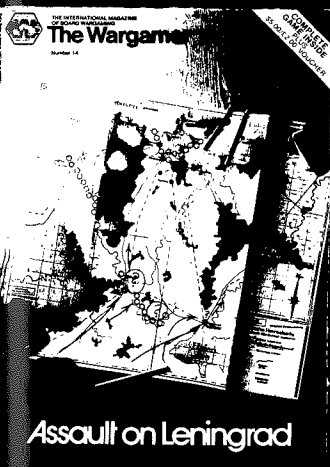
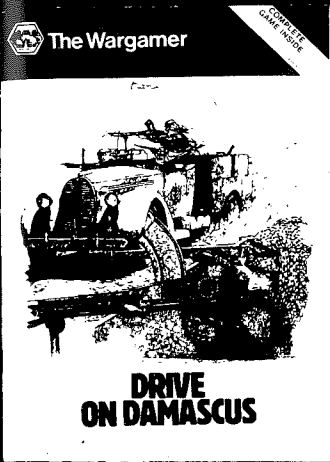
An attempt to support the ground advance resulted in the last major naval action of the war, which was unfortunately, a disaster. In an attempt to move troops into Fitzroy, poor planning and coordination left two amphibious ships, Sir Galahad and Sir Tristram, exposed in broad daylight in view of known Argentine positions. The inevitable air raids caught the troops still unloading from Sir Galahad, because commanders at the scene failed to realize the threat. The Rapier missiles which should have given some cover were still setting up. Both ships were hit several times and caught fire, with heavy loss of life on Sir Galahad. Neither sank, but Sir Galahad burned for 10 days, becoming a burnt-out hulk, which was later scuttled in the open sea.

The Harrier CAP which had been covering these ships had been drawn off moments before to protect Plymouth, which was attacked as she conducted shore bombardment operations. She was damaged by three bombs, all of which failed to explode. Much of the damage was caused when one of the bombs struck and detonated a depth charge aft. An LCM (9) in the area was also attacked and sunk.

On the 30th, the Task Force was attacked for the last time by an Exocet missile. The now-familiar countermeasures were employed, and Avenger, with some fancy shooting, destroyed it with her 4.5 inch gun. The tanker British Wye was also attacked by a C-130 which dropped bombs, one of which actually hit the ship, but was a dud. These "B-130's" made several attacks on ships and ground positions, all ineffective.

The last naval casualty of the war was HMS Glamorgan. On 11 June, while supporting 45 Commando in the battle for Two Sisters, she was hit by an Exocet missile fired from shore. The launcher had been dismounted from a ship and rigged onto a trailer. She was hit in the helicopter hangar, and also had her port side Sea Cat launcher destroyed. Damaged, she managed to stay afloat, and was repaired. On 14 June, the Argentine forces on the islands surrendered.

THIRTEEN ISN'T ALWAYS UNLUCKY!

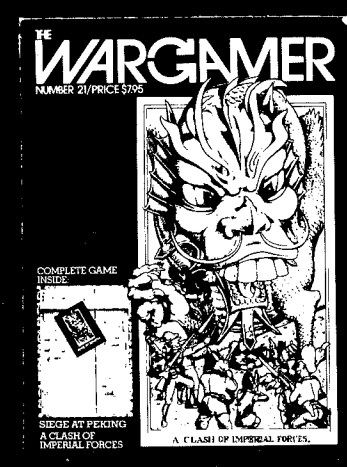


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LA FUERZA DE NUESTRA FUERZA

(The Force of Our Force)

An Argentine Assessment of the Air Battle for the Malvinas

Argentina had dared to challenge the third naval power in the world, and British imperialistic pride revived past history. Britons used their long experience in overseas operations and in the repression of insurrectionist colonies to organize a great military force in a very short period, which they surely thought to employ as a strong instrument of political pressure without discarding the possibility of its full application. The political analysis of this strategic decision is truly exciting, but we are more interested in its military consequences.

Both the propaganda that impelled public opinion to an exaggerated optimism and the position enjoyed at the beginning by Argentine air units created in a very short time the image that we could achieve a comfortable position of air superiority quite painlessly, which would make excessively risky the advance of the British fleet within the range of our weapon systems. In this way, public opinion developed the false idea that the AAF [Argentine Air Force] action would be enough to assure all the security and freedom of action that ground forces would require in order to maintain occupation of at least the main islands. Furthermore, the action of social mass media contributed to form the vague impression that the AAF would bind itself materially to assume said responsibilities, beyond its own abilities.

According to the plans that had been made for the strategic deployment of Argentine forces both in the mainland and in Malvinas Islands, it was observed that the decisive military action would take place around the Darwin - Puerto Argentino axis. That is to say, that the main material targets the AAF would have to batter would be, in general, within a circle that (having the insular capital as center) would have a radius of approximately 150 km and would cover both a ground and a sea area.

When the British Task Force arrived at the South Atlantic Theater of Operations, the operational conditions changed substantially for our aviation. The large quantity of frigates and destroyers of the enemy allowed them to install a very ample radar umbrella, covering the whole war zone. Therefore, its aircraft could operate with reliable electronic support. Enemy radars forced our aircraft to use uneconomical profiles for their flights and the consumption of fuel considerably reduced their range making it necessary for our aircraft to refuel in flight.

At continental bases, there was a deployment of eighty-two A-4B, A-4C, (Sky Hawk) M-III EA, M-V (Mirage) Mk 62 Canberra and IA-58 (Pucara) combat aircraft with their corresponding logistic and technical services that evidenced a remarkable efficiency in maintaining the units in operative conditions. Of these weapon systems, only the Mk 62 could operate at night without in-flight refueling. In addition, another squadron was added to the SAF Command that is, the Fenix Squadron, formed by civil aircraft whose requisition was made to develop not only liaison operations but also operations covering light transport, exploration and reconnaissance, and search and rescue.

Apart from rendering these services that might wrongly be taken as a secondary, this squadron made numerous sorties which deserve to be called combat sorties. Learjet units models 24, 25, 35A, 36, and HS-125, made a total of nine sorties to guide attack squadrons up to target proximities, taking advantage of their most advanced avionics: 27 sorties to act as relays of communications between the AAF command and fighter bombers in operation; and 123 decoy sorties, to confuse enemy radars and enemy interception aircraft, obtaining an extraordinary success which in the end was influential in reducing the number of our casualties.

The air material employed by the Argentines was of good quality, and was under the command of exceptional crews, but undoubtedly it was not sufficient to neutralize certain advantages enjoyed by the Britons, who belong to the reduced group that benefits from the exploitation of the most advanced war systems in the world. The Harrier units that took off from the curved platforms of English aircraft carriers, though subsonic, carried very modern equipment — avionics and armaments — that added to maneuver flexibility to compensate the difference in speed with respect to the M-III EA and M-V aircraft. The Harriers were equipped with the AIM-9L Sidewinder which were supplied by the U.S. ally, and which may be launched towards targets from frontal, lateral and back positions. They became implacable enemies, highly effective in combat, when operating at low and medium heights. This is the reason why the British started to fly at levels at which their speed was not an irreparable disadvantage.

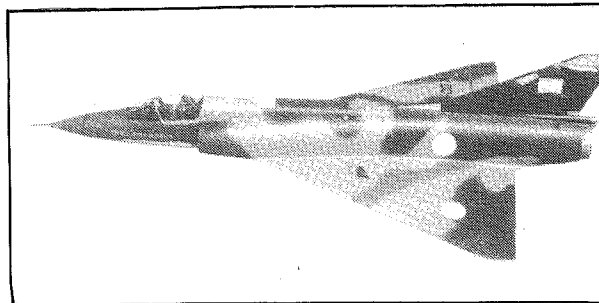
Editor's Note: The following is excerpted from "La Fuerza de Nuestra Fuerza" which was published by AEROSPACIO, the official magazine of the Argentine Air Force, in the September/October 1982 issue. We would like to thank Col. Luis Galindo, assistant air attache of the Embassy of Argentina, Washington, D.C., who provided us with the English-language version of the magazine article and secured permission for us to reprint portions of the article.

The distance between continental airfields and the most probable targets zone reduced the Argentine advantage in ground based aviation. The time in route on a round trip represented the greatest part of duration of the flight, an average of approximately 90 min., leaving little time remaining to fly over targets.

It was evident that when the AAF sent its squadrons to the islands, the British fleets units and everything on board thereof, ran a serious risk, but when our aircraft were not in the air, the English Harriers took advantage of that circumstance to attack our targets.

This reality led the AAF Command to plan its operations very cautiously based on accurate information so as not to waste the available sorties without obtaining any result whatsoever. It was not easy to discover the targets, especially after the British marines convinced themselves that it was very much safer to attack at night. It is convenient to point out that after having checked our aircraft and anti-aircraft capabilities during the first combats, British commanders quickly modified their tactics.

During the 44 days of combat there were three very significant interventions on the part of the AAF: at the opening of hostilities at the beginning of May; at the time of disembarkation on the area of San Carlos Bay, and on the occasion of the attack upon Agradable Bay. This does not mean that the squadrons remained inactive for the rest of the days. Though the air activity was not so great as in those three occasions, interdiction and direct air support missions were continuously carried out. However, the three episodes above mentioned are essential to appreciate the intervention of the AAF in the conflict.



On two occasions the AAF was not able to reach its targets due to bad weather, and for 13 days no sorties were made due to lack of information about the existence of material targets. Local newspapers have reproached the AAF for not having given the proper close fire support to surface units during the last days of war, and that, according to commentators, one of the reasons that contributed to accelerate the fall of Puerto Argentino. (Port Stanley).

Undoubtedly, that unwise affirmation arises from the ignorance of what really happened. During those days, especially after the successful operation carried out at Pleasant Bay, Fitz Roy and Bluff Cove, attack units went on battering targets as many times as the quick changes that took place in the respective positions of ground contenders did not impede the air intervention or make it risky for our forces. During the two last days of combat (June 12 and 13), we carried out 15 incursions upon the invading forces in spite of the impressive anti-aircraft defenses accompanying their advance and on the 13th day at 10:30 p.m. the last Argentine unit was lost on account of the enemy fire: a Mk 62 aircraft which was making a raid upon the concentrations of

infantrymen, at the request of Malvinas Command. This evidence unsuspectingly confirms that the AAF fought up to the last minute in spite of the great number of casualties it suffered, on account of which, in the morning of June 14th, the outcome we all know took place.

The AAF went on sending its aircraft to support the effort being made by the Army and Marine units, even though the distance to the ground combat zone required approximately between 40 and 60 minutes of flight at a very low altitude to avoid the various enemy anti-aircraft barriers. It was then necessary to look for targets that were almost never reasonably identified from ground, to fly dangerously over enemy lines trying to avoid the intense fire from the SAM Blow Pipe employed by the Britons and also to return avoiding the missile frigates that sailed very freely about the islands without meeting any surface opposition. All without the certainty of making a beneficial sortie on account of the type of targets pointed out.

There was an important difference between the missions entrusted to the squadrons of the AAF and those of the RAF/RN. As our aircraft had to aim at naval and ground objectives, it was necessary that they went armed according to the characteristics of their targets. On the other hand, English squadrons had as one of their main tasks the destruction of our aircraft in flight before they could fire their lethal explosive charges, and in that case, English armament only consisted of missiles and cannons.

Thus, Argentine aircraft formations were at a disadvantage. In spite of flight refueling, these formations were always operating under a distressing pressure on account of their marginal endurance. British aircraft, however, went into combat in superior initial conditions and knew how to make the most of them.

Argentine crews were also troubled by the long flights they had to make at a very low altitude and often at wave level with the purpose of penetrating radar vigilance of enemy ships without being discovered. This requirement implied that they had to fly at an altitude ranging from 3 to 15 m as maximum, on many occasions, bearing a dangerous and nasty surge due to the drizzle produced when seawater splashed up. Drops falling on windshields evaporated instantly, leaving whitish spots of salt that obstructed vision. This artificial blindness might have caused very serious accidents. The least error along the way would have been fatal. That was one of the most difficult problems to be solved every time they made an approach to the insular region. But the difficulty produced due to the presence of the film of salt did not end the flight itself;

when aircraft arrived at their base, maintenance personnel had to take immediate care of them in order to prevent their internal and external corrosion, especially that produced in jets because of the intense humidity.

Toward the beginning of June, the Argentine Intelligence noticed that near to the theater of operations there were a little more than 20 British surface ships capable of developing offensive activities, and this without taking into account the two aircraft carriers that continued being the greatest concern of our air command due to the fact that they took shelter in that sanctuary represented by the prudent distance from Malvinas coasts. Said number of ships could still constitute a significant anti-aircraft barrier complementing efficiently with the S/VTOL, (Harriers) but it was not enough to stop the permanent air attack of our squadrons.

* * *

There may be incredulous readers who do not accept these explanations based on reasons so unusual in these days, but there are episodes, not herein mentioned on account of their protagonists' modesty in which the truth is frankly revealed.

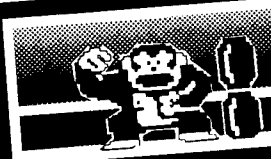
Even the same British authorities, pressmen and military officials did not hesitate to honorably praise the performance of the Argentine aviation.

John Nott, Minister of Defense, stated: "I think that the Argentine pilots are showing great bravery. It would be foolish if I said otherwise. They cannot maintain this level of losses for a long time, but obviously, they are brave pilots and we must admit it." (May 25th, 1982) Even the very same correspondents that accompanied the colonialistic forces did not fail to applaud our brave compatriots. Michael Nicholson (ITN TV) assured that English Navy men did not hide their admiration for the Argentine air aces. Charles Laurence (London Sunday Telegraph) wrote: "Argentine pilots have launched their attack with remarkable bravery and determination."

Captain Alan West, survivor of the Ardent frigate that was sunken in the zone of San Carlos strait, on his return to Southampton stated: "There is no doubt that Argentine pilots fought with great courage". The squadron leader, Jerry Pook, one of the first Harrier pilots that returned from Malvinas where he made 20 sorties and also had to eject from his aircraft, when referring to Argentine pilots stated: "I think that they are extremely brave". (RAF News, July 14th, 1982).

These testimonies that cannot be suspected of partiality, certify the way in which the AAF arrived at and operated in the South Atlantic.

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AMPHIBIOUS VICTORY

NINE hundred miles from Port Stanley on 13 May in the Wardroom of HMS *Fearless*, 60 officers assembled for the Brigade Commander and his Staff to give their orders for the amphibious landing at San Carlos. Concentration was acute and the orders were impeccably delivered. The mission was to land at the Port San Carlos/Ajax Bay complex and establish a beach head from which to launch offensive operations. 5 Inf Bde (2 Scots Guards and 1 Welsh Guards, 1/7 Gurkha Rifles and 4 Fd Regt RA (2 Btys) was on its way from UK to reinforce the bridgehead. It was to be a silent night landing in three phases. Phase one was a simultaneous beach assault by 40 Cdo and 2 Para to secure San Carlos and Sussex Mountain respectively. In Phase two, 45 Cdo and 3 Para were concurrently to secure Ajax Bay complex and Port San Carlos Settlement respectively. Phase three was a helicopter move of artillery and air defence to cover the beach head. 42 Cdo remained in reserve. The Special Boat Squadron were to take out an enemy position on Fanning Head, while the Special Air Service were to carry out some diversionary operations near Goose Green.

On 18 May, on a glassy sea with a cold winter chill in the air and a clear sky, we completed the rendezvous with HMS *Hermes* and her group. It was a magnificent sight to behold, ships from horizon to horizon of all shapes and sizes slowly steaming along on the edge of the 200 mile Total Exclusion Zone. The sea next day was flat calm. Landing Craft were used very successfully to cross deck from *Canberra* 40 Cdo to HMS *Fearless* and 3 Para to HMS *Intrepid*. The other major units were in the following ships: 45 Cdo — RFA *Stromness*. 2 Para — MV *Norland* and 42 Cdo remained in SS *Canberra*. Tragically that night in an accident we lost a Sea King with 22 men which included 19 SAS, many of whom had taken part in the successful Pebble Island raid on 15 May in which seven Pucara, four Aeromachii jets and a Skyvan were destroyed.

The amphibious force in tight formation crossed into the TEZ in radio silence at last light on 19 May on its way to San Carlos. The code word for the landing was received from London in the early hours. An air of excitement and apprehension enveloped everyone in the force as the air and submarine threats were foremost in people's minds. The weather forecast was low cloud and poor visibility which was just what we wanted for the 200 mile exposed approach.

Complete Surprise Was Achieved

On the morning of 20 May on board HMS *Fearless* in the assault operations room, Brig. Julian Thompson addressed his staff saying "thank you for all your work, God speed and good luck". The atmosphere remained tense throughout the day and we all remained at Action Stations sitting in corridors and mess decks in anti-flash white hoods and gloves. Every available space including the Wardroom was taken up by prostrate bodies of the 1,500 men on board. As dusk approached and the fog remained the atmosphere relaxed a little in the knowledge, 'so far, so good'.

HMS *Fearless* docked in the Falkland Sound off Chanco Point at 0300 on 21 May on a cold and starlit night. Complete surprise had been achieved. The LCUs slipped silently out into the inky darkness as the destroyers and frigates softened up Argentine positions with their gunfire. A smooth ride followed down a San Carlos Water enclosed by steep hillsides to Blue Beaches one and two. The Scorpions and Scimitars of the Blues and Royals were ready in the front of the LCUs to give covering fire should the landing be opposed. The Phase one landing was complete by 0730. The SBS with 148 Battery FOOs controlling Naval Gunfire had a fierce fight on Fanning Head against a company of Argentinians. The dark sky had been alight with explosions and tracer. The dawn broke with a crystal blue sky. Geese were flying in formation and sea birds were bobbing on the water. The scene ashore was similar to Dartmoor — sweeping slopes with granite outcrops breaking the skyline. All the amphibious ships moved into San Carlos Water. The landing

by Capt. D.V. Nicholls
Public Relations Officer with 3 Cdo Bde

continued smoothly with Fanning Head being captured and nine prisoners taken while a group of about 60 Argentinians were seen fleeing from Port San Carlos, a small settlement of brightly coloured houses. It was this group which inflicted our first casualties by shooting down two Gazelle helicopters and killing both pilots and a crewman. They had been escorting a Sea King helicopter to the South. The SAS shot down a Pucara aircraft with small arms. By midday the Argentine Airforce started to attack our perimeter of frigates and destroyers in earnest. At 2030 hours that night the Bde Tac HQ went ashore.

Casualties Amongst Our Supporting Ships

The Royal Navy had done a magnificent job delivering their precious cargo safely after the 8,000 mile voyage seven weeks after leaving UK. For two days the Argentine Airforce continued to attack our Royal Naval escorts with all their might. Some 80 aircraft flew against them. Life on board was hell for them not knowing when and from where the next attack would scream in with cannons blazing and bombs dropping. Five ships were damaged whilst bravely defending us, HMS *Antrim*, HMS *Argonaut*, HMS *Ardent*, HMS *Broadsword*, and HMS *Brilliant*. HMS *Argonaut* was immobilised and towed into San Carlos Water from Falkland Sound by two LCUs. HMS *Ardent* one of our faithful escorts sank with the loss of 20 crew. The enemy aircraft destroyed by our ships, Harriers, Rapiers and small arms were believed to be 7 x Mirage, 4 x A4, 3 x Pucara, 1 x Chinook and 1 x Puma.

We had a day's grace while the Argentine Airforce licked its wounds. Positions ashore were consolidated, all T Battery's 12 Rapiers set up, stores unloaded and empty amphibious shipping which included *Canberra* moved out of San Carlos Water. Then on 23 May, the Argentine Airforce reappeared over San Carlos, to be met with a hornets' nest of missiles, cannon and small arms fire. We think we knocked out seven, possibly eight, jets out of 10. But we are sadly to witness the loss of HMS *Antelope*. Her end was dramatic as her magazines exploded into the night, lighting up all San Carlos Water. Mercifully casualties were few, many survivors being taken to safety by our valiant LCUs and LCVPs.

Tuesday 25 May was another unhappy day when HMS *Coventry* was sunk by jets with the loss of 20 men. *Atlantic Conveyor* was sunk by Exocet with the loss of 12 crew. The missile possibly aimed at HMS *Invincible* was deflected by chaff. Fortunately the 14 Harriers and a Chinook had been flown off *Atlantic Conveyor*. We lost two Chinooks, eight Wessex and the large quantity of RE vehicles and equipment. That day we splashed five jets over San Carlos Water, one pilot, ejecting into the water, was taken prisoner. Combat Air Patrol aircraft (Harriers) known as CAP accounted for another five.

The Enemy Strength

The Argentine forces on the Islands amounted to approximately 11,000. In the Stanley area there was the Joint Force Headquarters with General Mario Menendez as the head and General Joffre as Commander of 10 Brigade. The Units under command, with their approximate strengths, were 3,4,6 and 25 Regiments (1,000 each), 5th Marine Battalion (600), some 30 x 105mm guns and 4 x 155mm guns with 3 Artillery Battalion, 12 x Armoured cars, 10 and 601 Engr. Coys, 181 MP and Int Coys and numerous anti aircraft guns with 601 AA Battalion. The helicopter lift included 2 x Chinooks, 9 x UH1H, 2 x Augusta 109A helicopters and 3 Puma. Total manpower 8,400. Goose Green was defended by 2 and 12 Regts with elements of 601 AA Battalion, 3 x 105mm guns and an airforce contingent with a total of 1,200 men. On West Falkland at Fox Bay were 8 Regt and

9 Engr Coy (-) with elements of General Parala's HQ as 3 Brigade Commander a total of 800. On Pebble Island there were 120 Naval air personnel. The airforce had three Aeromachii jets and at least 11 Pucara operating from Stanley airfield, Goose Green airfield, Pebble Island airfield and occasionally Sea Lion Islands. See map.

Harriers on CAP did a marvellous job keeping waves of probing Argentine jets away from San Carlos Water and attacking Argentine ground positions around Stanley, Goose Green, Fox Bay and Port Howard. RN ships with the help of 148 Battery's Forward Observation Officers continued regular gunfire harassment at night of enemy ground positions which had a devastating effect on the morale of the Argentines. So much so that a land based Exocet launcher and six missiles were brought into Stanley for use against our bombarding ships.

Break Out from San Carlos

Orders for the break out from the San Carlos bridgehead were given on 26 May. 2 Para was to move to Camilla Creek House the following night and then attack Darwin and Goose Green on 28 May. Out intelligence assessment indicated the position was held by an Infantry Company and other elements (500 max). 3 Para was to march to Teal and 45 Cdo to Douglas Settlement. 42 Cdo was in reserve. 40 Cdo was to remain in defence of the bridgehead.

On 27 May a Lt. Cdr of the Argentine marines was captured by 40 Cdo in an observation post overlooking San Carlos. This was the first evidence of Argentine patrolling. At last light, suddenly and unexpectedly two waves of A4 Sky Hawks screamed in. The first wave dropped 500lb bombs on 40 Cdo at San Carlos. The second wave attacked the Brigade Maintenance Area (BMA) at Ajax Bay, casualties were two dead and 26 wounded. The bombs at Ajax Bay struck piles of mortar and other ammunition which exploded through the night. In addition two bombs went into a building in which ranks were feeding. This was next to the derelict refrigeration plant being used as the main dressing station but they fortunately failed to explode. Morale was low because all our minds were filled with sadness with the losses of life on HMS *Coventry* and *Atlantic Conveyor* and the knowledge that our precious ammunition dump was exploding. Mortar and small arms tracer flew in every direction over the hospital, illuminating the sky. More bad news was to come. The BBC World Service announced 2 Para was advancing towards Goose Green and 45 Cdo and 3 Para were on the way to Douglas and Teal Settlements. This angered everyone as it gave the Argentinians valuable intelligence. It was a black day.

2 Para advanced on Darwin and Goose Green from their harbour position at Camilla Creek House. The first contact was made at 0600 on 28 May. The battle raged all day and was finally won with 13 British dead and 34 wounded. Among the dead were the CO, Lt. Col. "H" Jones, his adjutant and Lt. Dick Nunn RM who was shot down in his Scout helicopter by a Pucara. The enemy losses were considerable. The battle involved fierce fighting throughout a 6Km advance down a narrow isthmus against more than 1,400 troops who were deployed, alert and dug in. The weather was dank, low cloud and drizzle disrupted essential helicopter resupply and casualty evacuation. It also prevented fighter ground attack support. The helicopters crept forward through low cloud ferrying 3 x 105mm light guns of 8 Battery, 29 Cdo Regt RA and a total of 200 tons of ammunition. Our Brigade Gazelles and Scouts lifted more than their share of ammunition forward.

The Argentines fought well. They used small arms, 3 x 105mm guns and mortars (both 81mm and 120mm) professionally. In addition 4 x AA 20mm and 30mm Oerlikon guns were fired in the ground role. The Argentinians fell back to prepared positions as 2 Para pressed ahead. Milan missiles and 84mm despatched strong points whilst Blowpipe catered for Pucara aircraft. Darwin was taken by mid morning and the Goose Green airfield by mid afternoon. By last light Goose Green was surrounded. The Argentine Forces surrendered the following day. The civilians who had been locked up in the Town Hall were overjoyed to be liberated.

2 Para won through against odds of two to one because of their leadership, professionalism, aggressive fighting spirit, maintenance of momentum, sensible use of ground and excellent inter-arms cooperation. They had lifted the morale of the whole landing force and set the pace for all to follow. The unit remained in Goose Green until 5 Inf Bde arrived.

Sunday 30 May was a day when Exocets were flying about; two were fired at HMS *Invincible* but these were decoyed by chaff and another was fired at HMS *Avenger*. Amazingly she shot it down with her 4.5 gun. An Argentinian Hercules unsuccessfully bombed the tanker *British Wye*. We lost a GR3 Harrier over Stanley, it having been hit in the considerable AA fire which erupted every time the Harriers went in.

Yomping Across East Falkland

45 Cdo arrived in Douglas Settlement, and 3 Para in Teal Inlet on 30 May after gruelling yomps across difficult countryside in dismal weather. Yet Teal Inlet was a delightful place, a few houses nestled amongst a hillside with green meadows leading down to the flat calm inlet. Around San Carlos Water 40 Cdo remained in defence. 42 Cdo stayed in reserve except the newly formed J Coy (NP8901+) which had deployed in support of 2 Para. Maj Gen Jeremy Moore, Commander Land Forces Falkland Islands (LFFI) arrived after cross decking from QE2 to HMS *Antrim* and then to HMS *Fearless* on 30 May. 5 Inf Brigade arrived in SS *Canberra* on 31 May after cross decking from QE2 in Grytviken, South Georgia.

On Monday 31 May, K Coy 42 Cdo flew onto the windy barren slopes of Mt Kent with two mortars and 3 x 105mm light guns to support a Sqn of 22 SAS. The Argentinians had vacated their prepared positions on Mt Kent in order to reinforce Darwin and Goose Green. It was thus important that 3 Cdo Bde should seize this vital high ground which dominated the western approach to Stanley as soon as possible. 3 Para moved from Teal to Estancia House, a group of three houses, and then onto high ground to the West. K Coy was joined by the rest of 42 Cdo. The unit consolidated on Mt Kent and Mt Challenger. 45 Cdo moved on foot from Douglas to Teal without rations resupply as all the helicopter support was being used to move 42 Cdo to Mt Kent and 5 Inf Bde ashore. 3 Cdo Bde HQ moved from San Carlos to Teal Inlet overland. The BV202Es, 2 x Scorpions, 4 x Scimitar and the Samson mobility, though the move at night over unfamiliar boggy ground was very slow. The Argentinians conducted some ineffectual high level Canberra bombing raids and inaccurate 155mm artillery fire against 3 Para and 42 Cdo.

The M & AW Cadre produced some excellent reports from forward observation posts (OPs). One OP in the Mt. Simon area saw a patrol of 16 Argentinians enter Top Malo House. The M & AW flew in a team to mallet the patrol. A short, sharp contact resulted in three Argentinians dead and the others being captured with seven wounded. Three members of the M & AW Cadre were wounded.

Consolidating Around Mt Kent

Once 42 Cdo and 3 Para were in their new positions and 45 Cdo was moving up to Mt Kent on foot from Teal, it became vital to move 7, 8 and 79 Batteries of 29 Cdo Regt RA with 1,000 rounds per gun and sufficient combat supplies for the units from San Carlos to support them. However, it was also important to get 5 Inf Bde ashore while 1,200 POWs from Goose Green required moving to Ajax Bay. Transport was in great demand. We had 20 Sea Kings (10 x Mk4 and 10 x Mk2), 17 Wessex (12 crews with more coming), 1 Chinook, 8 LCUs, 6 LCVPs, 3 Mexefloats and 1 RSRM's Rigid Rafting Craft for two Brigades. It was not enough and the transport situation became crucial. A further four Chinooks in *Contender Bezan* arrived on 10 June but three Chinooks in MV *Astronomer* did not arrive until the war was over. The LSLs had to be used to move combat supplies.

On 2 June *Sir Percival* arrived at Teal to set up a new BMA. It was a foul day as were the following five days with high winds, freezing rain and snow showers. The Falkland Islands winter was at its worst. Helicopter resupply, normally done at night because of the air threat was disrupted and life on the mountains was very unpleasant.

By 3 June 42 Cdo was complete on Mt Kent and Mt Challenger, 3 Para had reached the high ground north west of Estancia House and 45 Cdo were marching to a harbour position in rear of Mt Kent. Aggressive patrolling and reconnaissance at night

continued, which accounted for many Argentinians, though we lost some men through injuries from mines. 2 Para at Goose Green came under command of 5 Inf Bde and 40 Cdo remained around San Carlos Water as Force troops under LFFI on board HMS *Fearless*. A coy of 2 Para flew into Bluff Cove after the Commander 5 Inf Bde telephoned the locals and discovered that no Argentinian troops were in the area. During the next two days the Gurkhas moved into Darwin and Goose Green whilst 2 Para moved into Bluff Cove and Fitzroy. The Scots and Welsh Guards were to move around to Bluff Cove and Fitzroy in HMS *Intrepid*, HMS *Fearless* and LSL *Sir Galahad* over three nights.

The Bluff Cove Disaster

On 4 June LSL *Sir Galahad* replaced LSL *Sir Percival* at Teal, LSL *Sir Tristram* and HMS *Intrepid* with her LCUs took the Scots Guards around to Bluff Cove and then returned to San Carlos. The adverse weather continued with high winds, snow and rain lashing those in the open and around Mt Kent causing a number of casualties suffering from exposure and trenchfoot. They were ferried back to Teal to recover in the locals' homes and in the LSLs.

By 7 June, four blind fire Rapiers from T Battery were protecting the BMA in Teal. Thousands of rounds of artillery ammunition had been flown in. 3 Cdo Bde HQ moved to the Mt Kent area. LSL *Sir Tristram* was on a second trip to Bluff Cove and LSL *Sir Galahad* followed that night with the balance of the Welsh Guards, who had not disembarked from HMS *Fearless* on 6 June because the weather prevented a RV with LCUs. Saturation patrolling was being conducted on West Falkland by the SBS and SAS.

Patrolling and artillery harassment of Argentine positions forward of Mt Kent continued successfully. GR3 Harriers operating from the recently completed Harrier strip at Port San Carlos attacked 155mm gun positions around Stanley, which had been lobbing shells inaccurately at 3 Cdo Bde. HMS *Exeter* was in San Carlos Water with Sea Dart missiles to knock down any high level bombing aircraft which might appear. Their

activities had been keeping men awake at night. A Sea Dart shot down a high flying Lear Jet during the day.

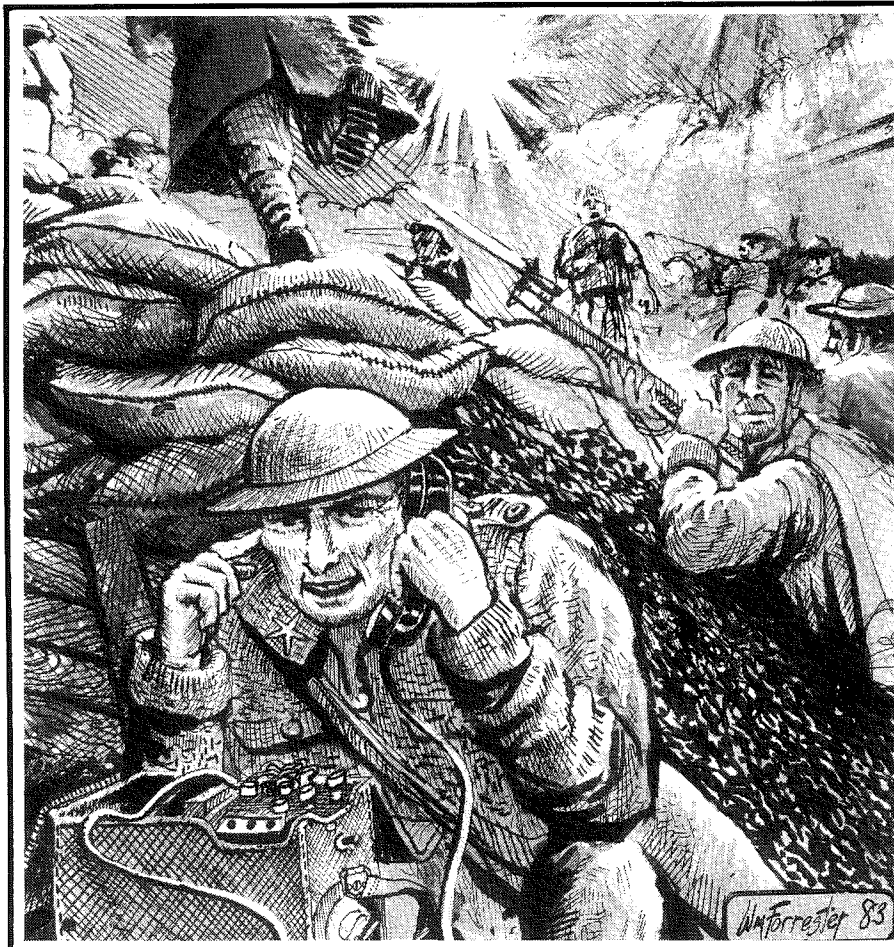
The Argentine airforce which had been inactive during the past week apart from high level bombing returned with a vengeance on the 8 June at 1700 hours. The two LSLs *Sir Galahad* and *Sir Tristram* were attacked, hit and abandoned. *Sir Tristram* was mostly unloaded but *Sir Galahad* still had a large number of Welsh Guards on board. Both vessels were on fire. *Sir Galahad* was completely burned out and *Sir Tristram* lost most of its after end. There were a total of 146 casualties with 63 dead. 41 Welsh Guardsmen were killed. Later that evening LCU F4 was hit by an A4 and sunk. The crew of four Royal Marines and two naval ratings were killed.

In San Carlos HMS *Plymouth* was strafed and bombed with four bombs passing through the mortar bomb room. Even though mortar bombs exploded casualties were thankfully few.

Successful Brigade Attack

On 10 June Brig Julian Thompson gave orders to capture Mt Longdon, Two Sisters, Mt Harriet and Goat Ridge with 42 Cdo and 45 Cdo, 3 Para with 1 WG (one WG Coy and two Coys 40 Cdo) and 2 Para under command and in support. It was to be a silent night attack in two phases. In Phase one, 3 Para was to assault and capture Mt Longdon. In Phase two, 42 Cdo's objective was Two Sisters. The Welsh Guards, with 2 Coys of 40 Cdo under command, was to secure a start line for 42 Cdo and be in reserve. 2 Para was moved around to support 3 Para. Our fire power was considerable, 29 Cdo Regt with five Batteries (two in support from 5 Inf Bde) and four RN ships were in direct support. The ships were allocated to units as follows: HMS *Avenger* — 3 Para. HMS *Glamorgan* — 45 Cdo. HMS *Yarmouth* — 42 Cdo and HMS *Arrow* — the SAS Sqn on the Murrel hills.

The Brigade attack was a complete success. 3 Para had a fierce fight to capture the long craggy feature and dislodge 7 Regt(-) who defended it aggressively; 3 Para lost 14 killed and had 35



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wounded. 45 Cdo had trouble in neutralising heavy machine guns (0.5 Brownings) in the rocks and a coy (+) of 4 Regt. 45 Cdo lost four killed and eight were wounded. The remainder of 4 Regt on Mt Harriet was captured by 42 Cdo. The unit marched around the feature to the South and attacked from the rear, while a diversionary attack was mounted from the West. The enemy were taken completely by surprise and 42 Cdo lost one man and had 13 wounded. HMS *Glamorgan* while supporting the attack was hit by a land based Exocet from the Stanley area. She suffered major damage and lost 13 men.

The Final Victory

The next attack planned for the following night which involved 2 Para attacking Wireless Ridge under command of 3 Cdo Bde and units of 5 Inf Bde attacking Mt Tumbledown (Scots Guards) and Mt William (Gurkhas) was delayed for 24 hours until the night of 13 June. The last Argentine Hercules to land at Stanley airfield arrived early morning on the 12 June but left sharpish when 29 Cdo Regt RA shelled it. Throughout the day artillery fire was exchanged with the 30 Argentine 105mm guns and 4 x 155mm guns around Port Stanley. In the evening it was 3 Cdo Bde HQ's turn to see some action.

The Headquarters on the slopes of Bluff Peak near Mt Kent was attacked by A4 jets. Mercifully the bombs dropped wide and there were no serious casualties.

On the night 13 June 2 Para on Wireless Ridge with the Blues and Royals in support hammered the ridge with very heavy

concentrated fire which took the stuffing out of the Argentinians.

The Scots Guards battle for Tumbledown did not finish until after dawn and the Gurkhas then pushed through with little resistance to Mt William. By first light the Argentine forces had given up and were in full flight with 3 Cdo Bde hot on their heels. Maj Gen Jeremy Moore took the surrender of Gen Mario Menendez and his troops on both East and West Falkland at 2059 local time of 2359Z on 14 June.

Victory was achieved at the price of some 250 killed in action at sea, on land and in the air. It was a hard campaign which did not always go our way. Many political and military lessons have been learnt. For the Royal Marines it will take a place of pride in our history. It was an occasion when both Green and Red berets worked well together to achieve some remarkable victories. These could not have been won without the unflinching support and bravery of the Royal Navy escorting ships, the Fleet Air Arm, Royal Fleet Auxiliary, the Merchant Navy and RAF support, or without the tremendous support we received at home.

Amphibious Victory was first published in the July - August 1982 issue of *Globe and Laurel*, the regimental magazine of the Royal Marines. Part of it is reprinted here thanks to the efforts of Major Michael Smart, British Defence Staff, British Embassy, Washington, D.C. and Captain D.A. Oakley, editor, *Globe and Laurel*.

SOME MEMORIES OF LIEUTENANT COLONEL "H" JONES V.C. Commanding Officer, 2nd Parachute Battalion

I first met "H" on the Infantry Platoon Commander's Small-Arms Course at Hythe on the south coast of England over 20 years ago. He was a highly enthusiastic and exuberant young officer in the Devon and Dorsetshire Regiment who lived life to the full.

Amusement in Hythe was limited; therefore London attracted all the young officers as often as duty would allow, and occasionally when it didn't, and there was great competition to see who could cover the distance (some 65 miles) the fastest. "H" drove a very highly-tuned Mini Cooper and I doubt if his record will ever be beaten—I forget his time, but it was well under an hour. (Readers should know that this was before an overall speed-limit was imposed in Britain). He would also drive in amateur road-racing and hill-climb events and would bring back a trophy most weekends.

He then joined his Regiment and, over the years, we met frequently in many of the far-flung parts of the world in which the British Army used to find itself. Strangely enough, the only time I worked closely again with him in England was in the period 1978-1981, when he was a staff officer at Headquarters United Kingdom Land Forces and I was in the Ministry of Defence. He was responsible for implementing all the decisions affecting his Command which, for many reasons, were always changing and frequently conflicting. His attitude was always "tell me what you want done and then leave me alone—it'll be done"; and it always was. There are very few officers of whom one can say that.

He entered into everything that he did with enormous enthusiasm and a directness which stemmed from his ability to see what mattered and which others were less important, and the most important were his men and their families.

When he took over Command of the 2nd Battalion The Parachute Regiment, he immediately made it his business to know everything about everybody, and if there were any problems, he would throw himself whole-heartedly into solving them. When the Battalion was warned for service in the Falklands, he ensured that he got everything he asked for and that they were as well-prepared as possible.

He met his death in the way that he would have appreciated—as a thoroughly professional soldier, leading his men to ensure that the job which he considered of supreme importance was done properly—as always it was—and the fact that his battalion defeated a force three times its own size, and in well-prepared positions, testifies to his leadership qualities and abilities, and to the loyalty he inspired.

Such men are rare, and we treasure the memories.

Our thoughts will ever be with his wife, who supported him so nobly and who is now left to carry the Colours, and to his children who will always be proud to have him as their father.

"They shall not grow old, as we that are left grow old. Age shall not weary them, nor the years condemn. At the rising of the sun and at its going-down, we will remember them."

Thanks "H", for the memories.

Major Michael C.B. Smart M.B.E., S.G.

The editor would like to thank Mrs. Sara Jones, wife of the late Lieutenant-Colonel "H" Jones (himself a reader of *The Wargamer*), for permission to use his photograph in connection with the cover for this issue.

PORT STANLEY: BATTLE FOR THE FALKLANDS

Designer's Notes

by Albert C. E. Parker

Port Stanley is designed to fill a gap in the game literature: the lack of a simulation of the land phase of the South Atlantic War of 1982. Other games on that conflict all concentrate on the naval and air aspects of the campaign. Yet the war was not over control of the sea or air but of some very real estate: the Falkland Islands or Islas Malvinas. **Port Stanley** is intended to illustrate the most salient features of the war, especially the effects of Argentine air power, British supply problems, and the disparity in the training and morale of the two armies.

TERRAIN

Examination of the Falklands and the fighting there quickly revealed that there was not much reason for military operations on West Falkland Island, although the Argentines occupied it for political purposes. Lafonia, a boggy peninsula south of Darwin and Choiseul Sound, was also of no military value (see rules section 0.0).

Most of the low ground of East Falkland is boggy, poorly drained and easily churned up by wheeled vehicles. The "tracks" shown are not roads in any sense; even two jeeps must proceed *en echelon*, lest the first churn up the surface so much the second will get stuck. This boggy terrain is designated "clear". There are numerous creeks and ponds, with only the largest represented on the map. "Rough" terrain is the high ground, drier but cut up by rock-filled ravines called "stone runs." There are no trees anywhere to provide real cover. The "peaks" west of Mt. Harriet are over 1500 feet; the five nearer Stanley are less than 1000 feet but dominate the surrounding terrain.

Stanley, with about half the islands' 1800 people, is the only "town;" the "settlements" are clusters of a few houses and outbuildings. The virtual absence of roads explains the numerous small airstrips. The smallest settlements, Port Louis [4611], Johnson's Harbour [4810], and Goose Green, are omitted to limit the potential gain and loss of Argentine morale points from their possession.

FORCES

Port Stanley was not designed strictly by the numbers: precise data were largely unavailable to the designer in any case. Each infantry strength point represents about 80 men. The Gurkha battalion had about 750 men, the other British battalions about 650; Argentine regiments had about 1,000. Two of the British Marine commandos (battalions) have only three companies: M Company, 42 Commando had recaptured South Georgia and was still there; W Company, 45 Commando was on jungle training in Borneo. Argentine company and battalion designations are purely hypothetical. Players should not be misled by the symbols on the infantry counters. "Battalions" are actually groups of two or three companies, while "platoons" are about half a company or a reinforced platoon each.

Most of the other land units are scaled to fit. British artillery batteries consisted of six 105mm howitzers each; so did immobile Argentine batteries. The self-propelled Argentine battery had three or four 155mm pieces. Argentine batteries are only half as powerful as British batteries because they usually missed: one British soldier said his own guns, firing in close support, came nearer to hitting him than Argentine artillery ever did. B Squadron, The Blues and Royals had four Scorpion light tanks (76mm guns), four Scimitars (30mm cannon), and a Samson recovery vehicle. The Argentines probably had 12 four-wheeled Panhard scout cars (90mm cannon). Being tracked, the British get the movement edge.

The British ships are some of those which operated inshore, but others drew the same duty on rotation. Ships not represented are assumed to be escorting the British carriers, conveying supplies or reinforcements, or on radar picket. The British tried to pair a type-22 frigate with a type 42; one such combination (**Brilliant** and **Coventry**) is represented in the game. The type 22s get a high air defense rating for their new Sea Wolf SAM system, the County class for their large number of less effective Seaslug and Seacat launchers. Each naval gunfire point represents two automatic 4.5 inch guns. The ships usually operated inshore only at night.

The landing ships include only those which could actually land troops over the beaches. Other ships are represented by reloading the landing ships or bringing troops or supplies directly by helicopter.

The British began their Falklands operations with 20 Harriers, so each Harrier point

represents about 2.5 aircraft. Exact numbers of Argentine aircraft are unavailable; for instance, the Navy and Air Force had over 70 Skyhawks, but an unknown number are reported not to have been able to make a round trip to the Falklands. Therefore, the air points were assigned to the Argentines on the basis of what seemed necessary to simulate what they were actually capable of doing.

Only part of each side's transport resources are included: they, too, were apportioned on what worked in the game. Some was always in use getting food to the front, evacuating casualties, etc. Each side had one of the big Chinooks, which could carry 80 men or over 10 tons of supplies in one lift; the British lost three more in the **Atlantic Conveyor**. M-113 armored personnel carriers appear in films of the Argentine occupation of Stanley, but giving them enough to move up to 480 men (over 40) is surely generous. The British had a small number of tracked vehicles attached to each infantry battalion to carry extra supplies, stragglers, men with minor injuries, etc. They are built into the British movement rates. The vehicles of 5 Brigade were less reliable and the two Guards battalions, fresh from ceremonial assignments, were not in as good physical condition as the other British infantry; thus the lower movement rates for 5 Brigade infantry.

AIR POWER

Despite **Port Stanley's** ground orientation, the effects of air power cannot be ignored. The air rules went through more revision than any other part of the game, and are more complicated than the designer would like. Air "losses" include anything that makes a plane unavailable for combat, not just the effects of air-to-air or air-to-ground combat. These include crashes due to bad weather and pilot error, maintenance failure, and moderate damage which precludes combat although the plane returned to base.

Since both sides rarely attacked opposing ground forces, estimating the probable effects of such attacks was difficult. The British were concerned about air attacks on their infantry, and concerted attacks on troops will cause casualties. But a single 500-pound bomb could, and did, sink a British frigate, whereas it would take far more hits to put a full company out of action.

Air operations depend critically on the weather. The Skyhawks' radar was generally too primitive to be of much help in finding targets hidden by clouds. Stormy weather closes down virtually all air operations.

LOGISTICS

The Argentines built up large stocks of supplies at Stanley; the British brought everything 8,000 miles in chartered or requisitioned merchant ships. Both sides had problems getting supplies up to the front; this was more severe a handicap to the British, who were attacking and had no established positions. With everything depending on helicopter transport, the weather again was critical: the final attack on Stanley had to be postponed several days when bad weather prevented accumulation of the ammunition (especially artillery shells) needed. Note that helicopters have considerably greater capacity over short distances than over long ones; this was a late development in the rules but quite realistic.

TRAINING AND MORALE

Despite the shorthand term "morale check," effectiveness ratings represent training and leadership as well as the determination and spirit of the men. Elite Argentine units (effectiveness rating of 4) are three times as likely to fail a morale check as elite British units (effectiveness rating of 6); regular Argentine units are twice as likely to fail as regular British units. Furthermore, over half the British infantry is elite, compared to only one-eighth of the Argentine infantry. Therefore, the British player can risk attacks with equal results for both sides confident that, usually, the Argentines will suffer and he will not. He can even risk step-loss results secure in the knowledge that they will usually be converted into mere retreats. Note also that a step loss from a regular Argentine unit removes more than half its strength, compared to only about half for an elite Argentine or a British unit. Thus the combat results table is significantly harsher on the Argentines.

The overall morale level for the Argentines, suggested by the developer, serves several purposes. First, it can trigger the mass surrender which actually occurred; the

Argentines do not fight to the death for Stanley. Second, it simulates the increasing disillusionment and half-heartedness of the Argentines over the course of the campaign. Third, it penalizes any Argentine player who adopts a "Fortress Stanley" strategy. Giving morale points for occupation of settlements also simulates political pressures on Menendez to occupy the archipelago, not just Stanley.

The importance of a "habit of victory" is a longstanding military truism; the British had it and the Argentines did not. If the Argentine player can manage some positive achievements for his forces, he can maintain their morale despite the effects of inadequate polar clothing and isolation from home; otherwise their will inevitably ebbs away.

OPTIONAL RULES

The optional rules are of three types. Some, like 5.6 (transfer of movement points), originally were not optional: playtesters thought they were too complicated but the designer thought they added a useful dimension to the game or made it more realistic. Some were made optional because they covered very minor aspects of the campaign, such as 7.10 (Teal Inlet), or were rarely used by playtesters, such as 15.3.3 (intensive barrages). The third group is included to explore some of the possible variations in the historical situation, such as 21.3 (optional victory conditions).

The extraneous events rule (20.0) is a real crapsheet. Sinking *Queen Elizabeth II* with 5 Brigade a board can make a British victory unattainable. But the rule does simulate the uncertainty under which the land commanders had to work, the extent to which they were at the mercy of events over which they had no control (so does the weather rule). Because the results tend to hurt the British player more, 20.0 can be used for handicapping when the better or more experienced player takes the British side.

BASIC STRATEGY

The Argentine player theoretically has the easier task: he holds the British objective; his opponent must take it from him by force. This advantage will be overcome quickly by the superior British training and morale unless he enlarges on it by his deployment and tactics.

Argentine Deployment.

The Argentine player must heed the maxim, "He who defends everything defends

nothing." There are 28 beach hexes and only 25 Argentine units with a strength of 1 or

greater. British landings can be opposed successfully, but it takes more than 1 strength point to do it. A "Fortress Stanley" strategy concedes too many settlements, with their morale points, to the British. Moreover, you, the Argentine player, need at least two airstrips.

A minimal deployment, therefore, would be to defend the Green Patch isthmus, the narrow front along hexrow [42], and Fitzroy and its airstrip. You would then defend beaches 6, 7, and 8. To start with maximum morale, you could also occupy Darwin-Goose Green and one of two other areas: Douglas and Teal Inlet, from which it is easy to fall back on Stanley (Teal Inlet is especially valuable when playing with optional rule 7.10); or San Carlos, Port San Carlos, and the beaches of landing site 1, which creates more trouble for the British but is more easily cut off. Concede beaches 4 and 5, because they can be sealed off by holding the Green Patch area. Landing areas 2 and 3 are far from Stanley and exposed to bad sea conditions which can themselves prevent landings.

If you think there is a pattern to the sites your opponent selects for his initial landing, you can occupy all three in strength and force him to take a costly opposed landing. This is a high-risk deployment, especially if it allows an unopposed landing near Stanley while your troops are off in some distant corner of the island. **Never** leave beach 7 uncovered.

Defend airfields with infantry (against raids) and air defense units. Concentrate the artillery, which has to be kept supplied, near Stanley (with the possible exception of the mobile 155s). Keep the elite units available for transport by APC or helicopter with General Joffre to back up the most threatened point or make a counterattack on a British weak spot.

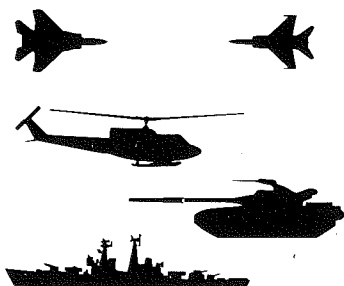
Argentine Tactics.

You must do anything to interfere with the British advance on Stanley. With more units than the British (especially before turn 6), you can try to extend the lines and threaten to outflank him. If he meets this threat, he will become too dispersed for a powerful attack; if he does not, try to overrun his rear supply and artillery units.

On the early turns, send your airplanes after his ships. Concentration is the key, so when your Mirages are reduced to just a few, save them until your Skyhawks are also available. Take any chance to send in your planes unopposed by CAP. It may be

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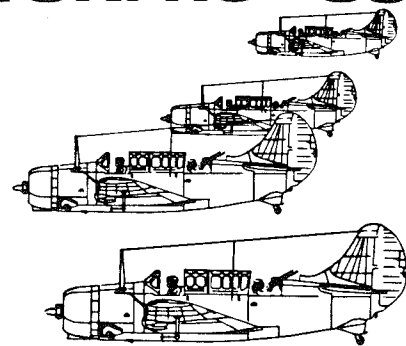
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worthwhile to reserve your Pucaras until the British infantry leaves the protection of air defenses at the beach.

Try to avoid defending close to a British landing site. Otherwise, you permit the British to use their artillery as soon as they land and to use combat ships for both air defense and gunfire support, and you greatly simplify their supply problems while compounding yours. By defending away from the beaches, you make them move their artillery up before they use it and keep their helicopters busy getting supplies to the front.

Watch your morale level, remembering the automatic losses on turns 4, 8, and 12 and the cold weather that can take a point on any turn. Once you go to moderate morale you will have to pass morale checks to enter ZOCs, which will severely hinder reinforcement of forward positions.

When you have to reveal units to automatic British reconnaissance, you can turn over units like dummies, air defense units, and obvious artillery batteries. But you may want to bare your teeth by showing your Exocets or a strong infantry unit (5 or 6 strength points) to deter an attack in which the British might get lucky if they did not know what was waiting for them.

British Deployment.

The first British decision is where to land. The beaches near Stanley (6-8) are likely to be defended heavily. Beach 4 is not as bad as it looks, being close enough to the Green patch bottleneck to reduce supply problems and offering an early opportunity to uncover beach 6. Beaches 2 and 3 are probably the least likely to be defended but are the farthest from Stanley. Bertha's Beach (10) would be a good choice except that the Argentines have three river lines along which to defend.

The first units ashore should be a mix of infantry, air defense, and supply. Your destroyers and frigates can provide all the artillery you will need close to the beach, but you will want as much air defense as you can get. Supply is essential because storms on turn 2 would shut down helicopter resupply and probably prevent landings even from restricted waters. You have 12 points of ship landing capacity and another 6 with your helicopters (3 each during the movement and combat phase). Thus, you can land all 3 air defense units (3 points), the Marines (10), and 5 supply points (5). Since you have an unlimited number of supply points and the Argentine player gets no victory points for destroying them, load them on the ships in case one is sunk; use the helicopters to bring in one of the three-company commandos each phase. Get your Rapiers ashore in the landing phase!

British Tactics.

Some playtesters preferred hit-and-run tactics, making landings all over the island to disrupt and disperse the Argentines, and using the **threat** of landings to pin strong Argentine units to the beaches near Stanley. Since the Argentines have many more units than you, this plays into their hands. Because of your superior effectiveness ratings and artillery, it is difficult for the Argentines to stop a strong, sustained attack. Eventually S results will wear down the defenders, unit losses will reduce their morale, and their line will crack.

Go after Argentine morale right from the start. Raid any ungarrisoned airfields and snap up any unoccupied settlements. In deciding where to attack, concentrate on reduced units. Even if you can afford to lose a step or a ship, try to avoid that: British losses encourage the Argentines. So do successful defenses, so also try to avoid making attacks with good chances of a British retreat and no effect on the Argentines, even if they are unlikely to cost you steps.

Pay careful attention to the modifiers on the Land CRT. After a raid or two, use your special forces to get a die-roll modifier on attacks. Be sure to use your Gurkhas in rough terrain. Note that you do not need the traditional 3-1 odds, and that artillery and naval gunfire can often move you several columns, especially the naval support, which uses no supply. You are immune from land counterattack on any front where the Argentines have no general.

Keep all your troops busy even when they cannot attack because of the odds of insufficient supplies. Digging in and reconnoitering are free; do one or the other whenever you have to pause.

At the beginning of the game, you must keep all your Harriers on CAP to protect your ships. Playtesters rarely tried airfield suppression, since the Argentines generally lost Pucaras so fast they had plenty of excess airfield capacity, but if this is not the case, airfield suppression may be worthwhile. Note that successfully suppressing Stanley airport before optional Argentine reinforcements arrive denies the Argentines two infantry units and a morale point, but the airport is likely to be defended.

You can use your automatic reconnaissance as a feint, especially if you still have troops at sea threatening a second front. Turning over one or two of the units at a beach or an area you are not already attacking may attract Argentine reserves; then you can attack elsewhere.

By all means, use your engineers to build airfields for extra Harriers.



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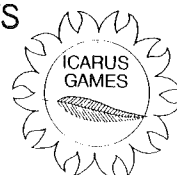
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BOXED GAMES

For a variety of reasons, we've switched the order of appearance of our next two boxed games. Mark McLaughlin's *Holy Roman Empire* will now fill the number 2 slot, with Lou Coatney's *Dark Crusade* appearing first. *Dark Crusade* is a strategic east-front game, but quite unlike Lou's earlier *Sturm Nach Osten* (3W, 1982). *Dark Crusade* uses a point-to-point system somewhat like GDW's *A House Divided*. The points are connected by four different types of communications lines, each of which has a limited transport capacity. Units include infantry, artillery, air, armor, security divisions, SS Panzer, partisans, etc. Sea movement is allowed for, as are fortifications, supply, and armor exploitation. The game captures the feel of the campaign, but with only a four-page rules booklet, does so in the form of an easy-to-learn and fun to play game. We anticipate *Dark Crusade* will be released in late February, *Holy Roman Empire* in May.




The Wargamer

Birth of a Nation is Richard Berg's game of the battle of Saratoga. Described by *F & M* as "a brilliantly conceived rendition of the tactical combat of the period", *BOAN* is available in ziploc, from 3W for \$7.95.

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3W NEWS

After six months of marketing our new range of boxed games, we've decided to make certain changes. Apart from the switch to unmounted maps (*Wargamer* 27), we've also decided to drop our retail prices whenever possible. Anticipated price of *Dark Crusade* is \$16. *Wargamer* subscribers (only) may purchase the game by direct mail for \$4 less, using a voucher from the magazine.

ISSUE GAMES

Issue 29 will have Dave Bolt's game of the battle of Lodz, *Blitzkrieg in the East*. This is a big game which is a real challenge for both players; short scenarios are provided for those who prefer something less time-consuming. Jon Southard's *Unconditional Surrender* and *Champion's Hill* are still undergoing development, and it may

be that Vance von Borries' *Stars and Bars*, a game of the battle of Perryville, will fill the Civil War slot in issue 30.

NEW GAMES

Bill Haggart is working on a game of the battle of Waterloo, Keith Poulter on one of the battle of Aspern-Essling (prelude to Wagram). The former is intended to be a boxed game, the latter an issue game. We have dropped Perry Moore's *Operation Peace in Galilee*, but are looking at a game on the Sino-Japanese War from 1937 to the attack on Pearl Harbor. Scale is 36 miles to the hex, two months per turn, 34" x 22" map, 200 counters, designer Laurel Cochran.

NEW FACES

Finally, we haven't added any new staff in the last month, but there has been one recent addition to the "family". Congratulations to Mark and Cheryl McLaughlin on the birth of their daughter Ryan.

Mail Call

Not all hamburgers!

I was pleased to note the decision made as to the type/complexity of game to be produced in *The Wargamer*. I do have one worry, however, in connection with the Americanization of this magazine. As you are aware, many UK subscribers to *S & T* abandoned it because of the unending number of games involving American forces. I fervently hope your magazine will not follow that route.

Is there any possibility that you will be producing another version of *Blenheim* or any of Marlborough's other battles on a system similar to *Austerlitz* or *Forward to Richmond!* rather than your more basic application in the earlier issue of *The Wargamer*?

Yours sincerely, a satisfied subscriber.

Mike Hanns
Dunstable, Beds., U.K.

Ed: I've always reckoned that players on both sides of the Atlantic like variety in their games, so our move from UK to California won't change our policy.

Planned releases take us from Roman Britain to the Confederacy, from 19th century Afghanistan to the east front. We don't have any of Marlborough's battles in the pipeline, but that doesn't rule them out for 1985. We have been tentatively discussing a game covering Marlborough's campaigns rather than single battles.

Ahead of their time

I have always wondered why armored forces were not used (at least by the industrial north) during the Civil War, and also why such ghastly wounds were produced as a result of infantry combat in that war.

The counters of *Never Call Retreat* have neatly answered both questions.

As my gaming friend, Jim Meyer, has pointed out to me, it appears that the infantry of both sides were armed with bazookas. This must have made life impossible for tanks and very unpleasant for opposing infantrymen who were unfortunate enough to be hit.

Charles E. Bickel
San Francisco, Calif.

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Hungarian wargamer Mr. G. Szaksz, of Tancsics u 18, Siklos, H-7800, Hungary, has several games, including some quite rare ones, he would like to trade for games, books or models, or sell. Write him for list.

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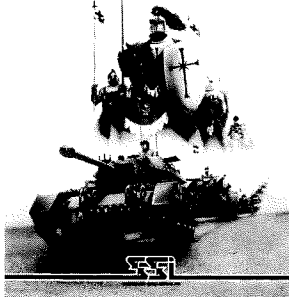
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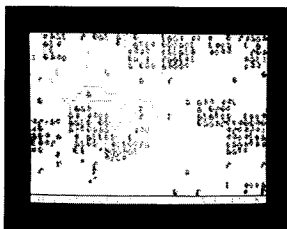
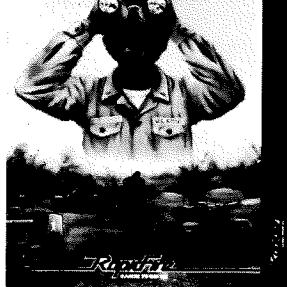
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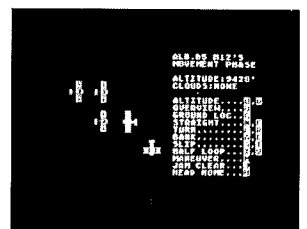
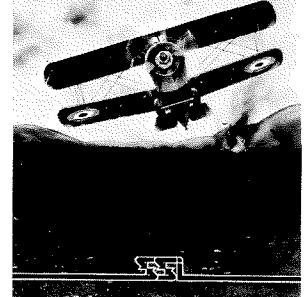


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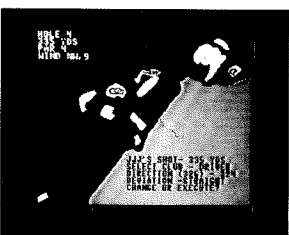
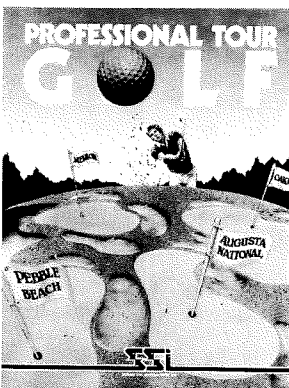
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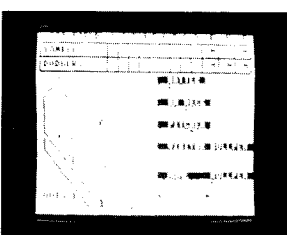
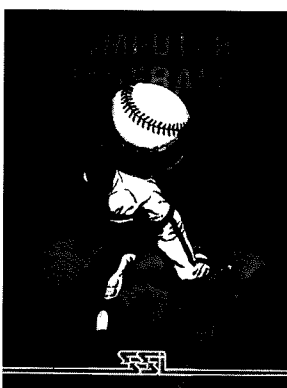


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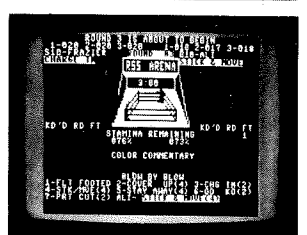
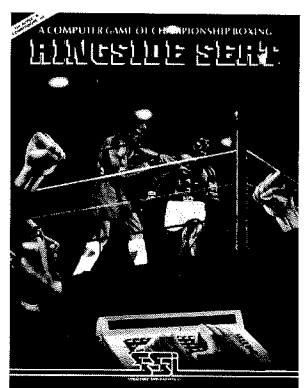
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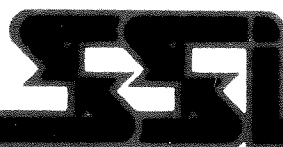
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Components: The game's components include a 21½" x 27½", full color map showing portions of West Germany and the surrounding countries, 348 colorful, extra thick unit counters, a well organized and 'to-the-point' rule book with a section on designer's notes and hints on play, two game cards showing all charts and tables, two cards for use with the optional Air Combat Rules and a ten sided die.

Scale: Each unit represents either a division, brigade, regiment or an approximate battalion, one hex covers roughly ten miles and one Game Turn equals four days.

Number of Players: Two. **Average Playing Time:** 3 to 4 hours.

Complexity: All wargames by their very nature are the most complex of games. In most cases, the complexity a player wishes in a wargame depends on hobby experience and interest in the game topic. Yaquinto publishes a line of games of varying complexity and detail to suit all wargaming interests. Compared to other wargames, the levels of complexity of this game are rated as follows:

☐ **LEVEL ONE:** This game is designed to provide new players with a game that is easy to learn and play, and to provide experienced players with an abstract game of fast and fun competition. It is high in playability, challenging to play, but low in simulation detail.

☒ **LEVEL TWO:** This game falls in the lower end of average wargame complexity, being fairly easy to master, but having fairly detailed mechanics.

☒ **LEVEL THREE:** This game falls in the upper end of average wargame complexity, requiring time to master and having detailed mechanics.

☐ **LEVEL FOUR:** This game is designed for experienced players, and is very complex and detailed in its treatment. Recommended for veteran players with a high interest in the subject matter.

THE RED STORM portrays all of the key factors of this hypothetical conflict using: armored, mechanized infantry, artillery, airborne, airmobile, attack helicopters, tactical nuclear weapons and 'assault breakers' to represent the forces of the U.S.S.R., East Germany, Poland, Czechoslovakia, West Germany, the Netherlands, Belgium, France, Great Britain and the United States. An optional set of Air Rules allow players to allocate aircraft to Air Superiority or Close Air Support roles. While the basic game air rules provide a simple but elegant method of

demonstrating the changing fortunes of the war in the air, a unique method of combat results creates the effects of unit step reduction with recovery with a minimum of 'bookkeeping,' letting players concentrate more on strategy and tactics than 'paper work.' **THE RED STORM** is a game filled with furious battles and 'nail-biting' tension with the ultimate victory going to player with the most cunning, nerve and foresight.

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PORT STANLEY: RULES

Figure 1

Typical Counters

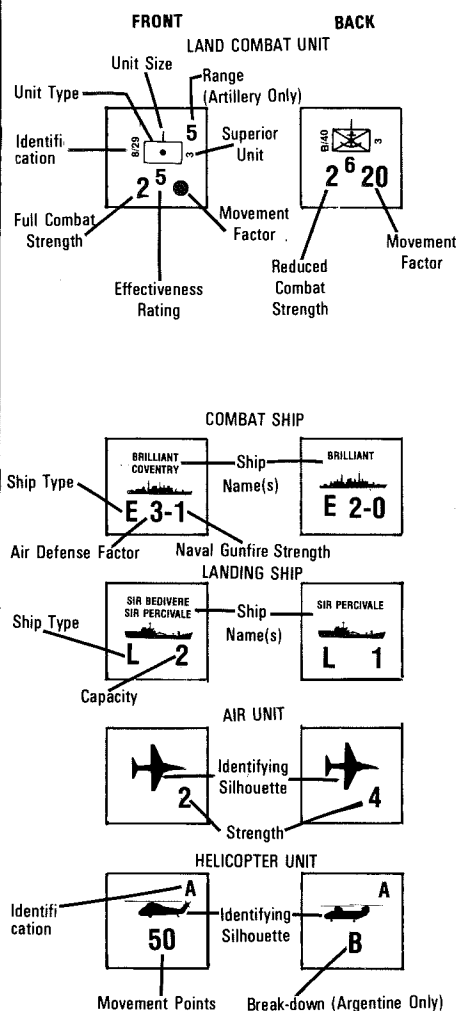
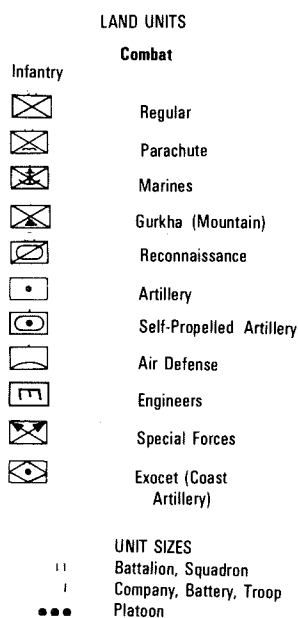


Figure 2

Unit and Counter Type Symbols



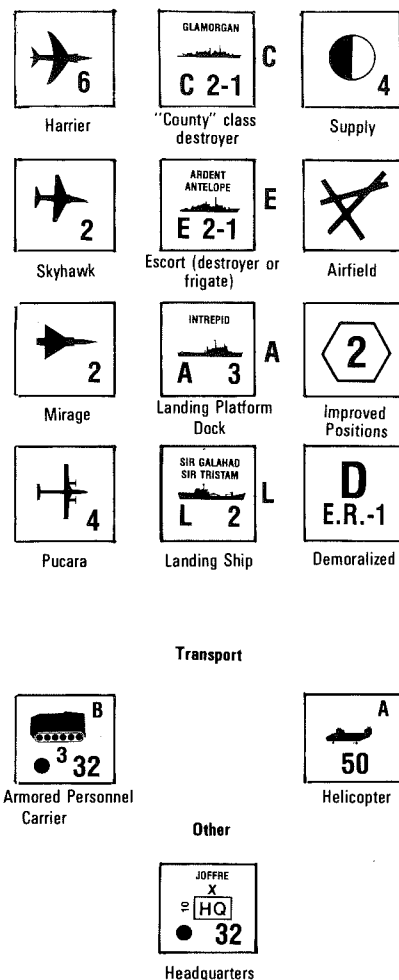
UNIT IDENTIFICATION ABBREVIATIONS

British: B&R, Blues & Royals; GR, Gurkha Rifles; PW, Prince of Wales' Co.; RAF, Royal Air Force Squadron; SAS, Special Air Service Reg.; SBS, Special Boat Squadron; SG, Scots Guards; WG, Welsh Guards
Argentine: AB, Airborne; JF, Joint Force; M, Marine; R, Ranger

AIR UNITS

SEA UNITS

OTHER COUNTERS



0.0. INTRODUCTION

0.1. CONTEXT AND ASSUMPTIONS.

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

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

0.2. RULES ORGANIZATION.

These rules are organized into major sections, each numbered separately, as X.0. Most major sections are divided into minor sections, numbered X.1, X.2, etc. These sections may be divided further into sections, numbered X.X.1, X.X.2, etc. Tables are numbered as if they were separate sections. This numbering system is used in all cross references. Comments which explain the rationale for certain rules, but are not part of the rules themselves, are in [brackets].

0.3. OPTIONAL RULES.

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

1.0. DEFINITIONS.

1.1. SCALE.

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

1.2. HEXAGON NUMBERING.

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

1.3. TERRAIN.

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

1.4. PARTIAL TERRAIN.

There may be more than one terrain symbol in a hex. Clear and rough terrain are mutually exclusive; the applicable terrain in a hex is indicated by the color which takes up most of the area of the hex. Because of the convoluted coastline of East Falkland, many hexes may function as both land and water hexes, and may be occupied by both ships and land units. This situation is an exception to the normal stacking limits (6.0).

1.5. UNIT TYPES AND COUNTERS.

Typical counters are shown in Figure 1, and unit type symbols in Figure 2. Land combat units are identified by standard NATO symbols or variations of them; sea, air, and transport units are identified by silhouettes. Types of infantry units are differentiated for historical purposes only; references to "infantry" units apply to regular infantry, marine, parachute, and mountain (Gurkha) units. "Parachute" or "airborne" units may not make parachute jumps in this game. Gurkha units do have one special advantage in rough terrain.

Because of the scale, British infantry "battalions" are actually groups of two companies. Thus, each real battalion is represented by two counters. The real battalions represented by these two counters will be called "organizational battalions." All future references in these rules to simple "battalions" will be to

the counters which represent two companies.

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

2.0. SEQUENCE OF PLAY

2.1. GAME TURNS.

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

2.1.1. Weather Determination Phase.

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

2.1.2. Air Unit Assignment Phase.

Each player secretly assigns his air units to the air missions which are available to him. The players reveal their assignments

simultaneously and place the appropriate number of air units in each mission box.

2.1.3. Argentine Movement Phase.

The Argentine player moves his land units.

2.1.4. British Landing Phase.

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

2.1.5. Argentine Combat Phase.

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

2.1.6. British Movement Phase.

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

2.1.7. British Combat Phase.

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

2.2. COMBAT PHASE SUBSEQUENCE.

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

- The defending player removes demoralization markers from his units.

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

Figure 4 Units Available

BRITISH UNITS, TURN 1 (3 BRIGADE, REINFORCED)		ARGENTINE UNITS	
Infantry Battalions	Transport	Infantry Regiments	Total Infantry Units
40 Cdo., RM (Cos. A, B, C, D): 2 x 4 ⁵ 20	Helicopters: 3 x 50	3rd: 1 x 6 ³ 12, 2 x 3 ³ 14	6 ³ 12: 1
42 Cdo., RM (Cos. J, K, L): 1 x 4 ⁵ 20, 1 x 2 ⁵ 20		4th: 1 x 5 ³ , 1 x 4 ³ 14, 1 x 3 ³ 14	5 ³ 12: 3
45 Cdo., RM (Cos. X, Y, Z): 1 x 4 ⁵ 20, 1 x 2 ⁵ 20		6th: 1 x 5 ³ 12, 1 x 4 ³ 14, 1 x 3 ³ 14	4 ³ 14: 6
2nd Bn., The Para. Rgt. (Cos. A, B, C, D): 2 x 4 ⁵ 20		7th: 2 x 4 ³ 14, 1 x 3 ³ 14	3 ³ 14: 6
3rd Bn., The Para. Rgt. (Cos. A, B, C, D): 2 x 4 ⁵ 20		12th: 1 x 4 ³ 14, 3 x 2 ³ 14, 1 x 1 ³ 14, 2 x 0 ³ 14	2 ³ 14: 3
		25th: 1 x 5 ³ 12, 1 x 4 ³ 14, 1 x 3 ³ 14	1 ³ 14: 1
			0 ³ 14: 2
Reconnaissance	Artillery	Other Infantry Units	Artillery
B Squad., The Blues & Royals: 2 ⁵ 32	29th Arty. Rgt. (inc. No. 8 Battery): 3 x 2 ⁵ ●/5	3rd Mar. Bn.: 4 ³ 16	3rd Arty. Group: 3 x 1 ³ ●/5
		5th Mar. Bn. (det.): 2 ³ 16	1st Mar. Arty. Bn.: 2 x 1 ³ ●/5
		1st Airborne Rgt. (det.): 2 ³ 16	11th Arty. Group (det.): 1 ³ 30/7
		601 & 602 Ranger Cos.: 2 x 1 ³ 16	
Special Forces	Air Defense	Reconnaissance	Transport
22nd Spec. Air Svce. Rgt. (det.): (1) ⁷ 20	T Battery, 12th Air Def. Rgt.: 3 x ●●●	10th Arm. Cav. Recon. Squad.: 2 ³ 24	M-113 APCs: 2 x ●●32
Spec. Boat Squad., RM (det.): (1) ⁷ 20			Helicopters: 2 x 50
Combat Ships		Anti-Aircraft	Exocet: ●●●
HMS Glamorgan ("County" class): C 2-1		601 AA Bn.: 2 x (1) ³ ●	
HMS Brilliant (Type 22), HMS Coventry (Type 42): E 3-1		Mar. AA Bn.: 2 x ●●●	
HMS Antelope HMS Arrow (Type 21): E 2-1			
HMS Plymouth, HMS Yarmouth (Rothesay class): E 2-2		Headquarters	
		Joint Force (division): Menendez	
		10th Brigade: Joffre	
BRITISH UNITS, TURN 6 (5 BRIGADE)		RECORD-KEEPING COUNTERS	
Infantry Battalions		Argentine	British
1st/7th Gurkha Rifles (Cos. A, B, C, D): 2 x 5 ³ 18		Air Units	
2nd Bn., Scots Guards (Left Flank Co., Cos. F, G, Rt. Flank Co.): 2 x 4 ⁵ 16		6 Pucara: 3 x 4/3	5 Harrier: 1 x 6/5
1st Bn., Welsh Guards (1, 2, 3 Cos., Pr. of Wales' Co.): 2 x 4 ⁵ 16		3 x 2/1	2 x 4/3
		6 Mirage: 2 x 6/5	2 x 2/1
		2 x 4/3	
		2 x 2/1	
		5 Skyhawk: 1 x 6/5	
		2 x 4/3	
		2 x 2/1	
Artillery	Air Defense	Supply Counters	
97 Battery, RA: 2 ⁵ ●/5	63 Squad., RAF: ●●●	17: 2 x 6/5	17: 1 x 8/7
		5 x 4/3	2 x 6/5
		10 x 2/1	5 x 4/3
			9 x 2/1
Engineers	Transport	Improved Position	
33 Engineer Rgt.: (1) ⁵ 12	Helicopters: 1 or 2 x 50	Markers	6
		Airfield Markers	3
		Record Track	
		Markers	Pucara
			Mirage
			Skyhawk
			Morale
Combat Ships		Step-Reduction	9: 6 x 2 ³ 12/1 ³ 12
HMS Antrim ("County" class): C 2-1		Substitute	1 x 2 ³ 14/0 ³ 14
HMS Broadsword (Type 22): E 2-0		Counters	2 x 1 ³ 14/0 ³ 14
HMS Ardent (Type 21): E 1-1		Naval Force	3: A, B, C
		Substitute	
		Counters	
NEUTRAL COUNTERS: 1 ea. Game Turn, General Weather, Additional Effects 6 Demoralized/Bridge Blown			

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

3.0. GAME SET-UP.

3.1. INVASION SITE DESIGNATION.

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

Figure 3

Game Turn and Combat phase Summary

GAME TURN SUMMARY

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

Air Unit Assignment: Both players, simultaneous.

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

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

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

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

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

COMBAT PHASE SUMMARY

Def. removes demoralization markers.

Att. moves non-attacking units.

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

Att. designates land attacks, inc. artillery.

Def. allocates air defense.

Def. allocates artillery, designates & determines ground support

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

Att. selects one land combat & resolves.

Att. units retreat if necessary.

Def. units retreat if necessary.

Att. advances after combat if permitted.

Additional attacks resolved.

3.2. AIRFIELDS AND AIR UNITS.

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

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

3.3. ARGENTINE LAND UNITS.

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

3.4. INITIAL UNITS.

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

4.0. WEATHER DETERMINATION

4.1. PROCEDURE.

During the weather determination phase, either player rolls a die twice. The first number rolled determines the general weather conditions in the Falklands. The die-roll is cross-referenced with the appropriate column of the Weather Determination Table, according to the weather on the previous turn. The general weather on Turn 1 is always clear. Note that 1 is added to the die-roll on turn 7 and thereafter.

The second number rolled determines what additional special weather effects apply during the turn. The die-roll is cross-referenced with the column for that turn's weather as just determined by the first die-roll.

4.2. WEATHER DETERMINATION TABLE.

4.3. ADDITIONAL WEATHER EFFECTS TABLE.

5.0. MOVEMENT

5.1. MOVEMENT PHASE.

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

5.2. TERRAIN EFFECTS TABLE.

5.3. ROADS AND TRACKS.

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

5.4. EFFECTS OF ZONES OF CONTROL.

Units must stop upon entering an enemy zone of control (9.0). They may leave enemy zones of control only at the start of movement, only if they first pass a morale check (11.4), and only if they move to a hex which is not in an enemy zone of control. Failing the morale check incurs no penalty except being unable to leave the zone of control.

5.5. COMBAT PHASE.

Units which do not engage in combat during the combat phase may move again during that phase under the same rules as for moving in the movement phase (5.1-5.4). They may enter or leave enemy zones of control as in the movement phase, but may not attack enemy units whose zones they enter. Movement in the combat phase takes place **before** combat.

5.6. TRANSFER OF MOVEMENT POINTS.

Units which move during the combat phase may add to their MP allowances MPs which they were unable to use during the movement phase of the same turn, provided that they moved as far as possible during the movement phase. For instance, if a unit with an MP allowance of 18 had moved 4 hexes in rough terrain, it would have used 16 of its MPs. It could then add the 2 unused MPs to its movement allowance for the combat phase, for a total of 20. It could then move 5 hexes in rough terrain. The unit could not move along a track at the beginning of its combat phase since it had had enough MPs remaining (2) to have done in its movement phase. If the unit had elected to move only 1 hex during the movement phase, it could not have transferred any MPs to its combat phase.

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

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

5.7. AIR AND SEA MOVEMENT.

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

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

5.8. IMMOBILE UNITS.

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

6.0. STACKING

6.1. LAND HEXES.

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

- 1 full-strength battalion and 2 reduced battalions
- 1 full-strength battalion, 1 reduced battalion, and 1 reconnaissance unit
- 1 reduced battalion, 2 companies, and 1 reconnaissance unit

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

6.2. SEA HEXES.

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

6.3. BRITISH NAVAL FORCES.

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

7.0. AMPHIBIOUS LANDINGS.

7.1. CONDITIONS.

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

7.2. PROCEDURE.

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

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

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

7.3. LANDING TABLE.

7.4. OPPOSED LANDINGS.

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

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

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

An opposed landing is considered to be regular land combat. The strength of the landing forces may be augmented by naval gunfire (11.9) or ground support by air units (12.7.5). British land units already ashore may join in the attacks as in regular combat, including units which made an unopposed landing in the landing phase. Units making an opposed landing are automatically in supply.

7.5. COMBAT PHASE.

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

7.6. FOLLOW-UP LANDINGS.

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

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

7.7. LOSS OF LANDING SHIPS.

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

7.8. WITHDRAWAL OF LANDING SHIPS.

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

7.9. RE-EMBARKATION.

Land units on a beach hex may be embarked on empty landing ships in an adjacent sea hex during either the movement or the combat phase. If the land units begin the phase on the beach, the landing ships may move during the phase. In a subsequent landing phase, the embarked land units may make an amphibious landing (7.1-7.5). Embarked units may also be transferred from landing ships to off-map status as if they were reinforcements which have not yet arrived. They may then be used for initial or follow-up landings on a later turn.

●7.10. TEAL INLET.

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

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

8.0. TRANSPORT

8.1. DEFINITIONS.

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

8.2. TRANSPORT CAPACITY.

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

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

8.3.1. Procedure.

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

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

8.3.2. Helicopter Breakdown.

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

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

8.3.3. Argentine Transport Availability Table.

8.4. HELICOPTER TRANSPORT.

8.4.1. Normal Procedure.

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

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

8.4.2. Movement after Transport.

Units which have been transported by helicopter and have an MP allowance of their own may move 1 hex after being transported; in so doing, they may enter an enemy ZOC or capture a unit which has a "●" combat factor or a supply unit by entering its hex.

●8.4.3. Off-Map Argentine Units.

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

●8.4.4. Two-Phase Helicopter Transport.

A single helicopter unit may ferry a battalion over a combination 2 friendly movement or combat phases. The player stacks the helicopter unit with the battalion and announces the hex to which the battalion is being ferried, during the first of the two phases. At the end of the second phase, the battalion is moved to the new hex. If the hex is occupied by an enemy unit of company size or larger at any time before the ferrying operation is completed, the battalion takes a step loss and the helicopter transport unit is eliminated; the battalion is placed on any adjacent land hex not occupied by an enemy unit, within stacking restrictions (6.0). If the destination hex is occupied by an enemy platoon, the battalion is placed on any adjacent land hex not occupied by an enemy unit or by another friendly battalion, suffering no loss. If no such hex is available, the helicopter unit is eliminated and the friendly battalion being ferried takes a step loss and remains in its original hex. The 2 friendly phases used to ferry a battalion may be in separate turns but must be consecutive except for phases in foggy or stormy weather turns.

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

●8.4.5. Intensive Use of Helicopters.

The Argentine player, only, may double the capacity of his helicopter transport units for one turn during the game. On the next turn he may not use his helicopter transport units at all, and he automatically loses a morale point (17.2.3) on the turn of intensive use. If the next turn is stormy or foggy, he loses another morale point, and continues to do so until a turn in which the weather is not stormy or foggy; he may not use his helicopters on that turn. [He has diverted the helicopters which are normally used to transport food to the front, with adverse effects on morale; he also needs time to catch up on food transport and maintenance.]

8.5. APC TRANSPORT.

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

Infantry units may be stacked or unstacked with APC units at any point during the APC's movement, at no MP cost. Supply units must begin a phase stacked with APC units.

APC units may move infantry units, but not supply units, into enemy zones of control. To leave the zone of control, the APC units must pass a morale check just like regular land units (5.4). Infantry units may not move after being dropped off by APC units.

8.6. DOUBLE MOVEMENT PROHIBITION.

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

9.0. ZONES OF CONTROL

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

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

10.0. RECONNAISSANCE

10.1. AUTOMATIC RECONNAISSANCE.

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

10.2. REGULAR RECONNAISSANCE.

10.2.1. Conditions.

The British player may also perform reconnaissance during his combat phase. Any British land combat unit or stack may perform a reconnaissance on **all** the hexes to which it is adjacent. Any British Harrier unit may also perform a reconnaissance. For an air reconnaissance, the British player places the air unit on top of 1 Argentine unit or stack; the air reconnaissance applies only to that unit's or stack's hex. Reconnaissance is performed **in lieu of** combat; units which carry out a reconnaissance may not attack or move during the same combat phase. Air reconnaissance by Harriers must be carried out by units assigned to ground attack/support missions (12.3).

10.2.2 Procedure.

The British player rolls a die once for each hex being

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

10.2.3. Reconnaissance Table.

11.0. LAND COMBAT

11.1. CONDITIONS.

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

11.2. PROCEDURE.

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

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

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

11.3. LAND COMBAT RESULTS TABLE.

11.4. MORALE CHECKS.

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

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

In some circumstances, some British units can not fail their morale checks because their effectiveness rating is higher than the highest number that can be rolled. Some Argentine units will automatically fail because any number rolled, after adjustment, will equal or exceed their effectiveness rating. Note that reduced Argentine units have lower effectiveness ratings than when at full strength; British effectiveness ratings are unchanged by step reduction.

11.5. RESULTS OF COMBAT.

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

11.5.1. Elimination.

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

11.5.2. Step Loss.

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

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

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

Figure 5
Argentine Step Reduction

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

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

11.5.3. Retreat.

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

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

If both attacking and defending units are forced to retreat, the **attacking** units retreat first. Units may never retreat into all-sea hexes, across ponds or rivers, or off the map. A unit which can retreat nowhere else must suffer a step loss instead.

11.5.4. Retreat after Successful Defense.

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

11.5.5. Immobile Units.

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

11.5.6. Retreat Substitution.

Any unit with a strength of 1 or greater forced to retreat by a combat result may substitute a step loss for the retreat. If this step loss eliminates the unit, the opposing player may not advance after combat (11.6).

11.5.7. Voluntary Retreat.

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

11.6. ADVANCE AFTER COMBAT.

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

11.7. ARTILLERY SUPPORT.

11.7.1. Direct Support.

Artillery units have a combat strength, exert a ZOC, and participate in combat if the hex they are in is attacked, just like other combat units, by adding their combat strengths to the strengths of any other friendly units in the hex. Likewise, they add

their strengths to the strengths of any units with which they are stacked which are attacking adjacent enemy units.

11.7.2. Indirect Support.

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

11.7.3. Barrages.

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

11.7.4. Line of Sight.

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

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

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

During foggy turns, lines of sight are limited to 1 hex: enemy units may be spotted only from adjacent hexes, regardless of terrain. During stormy turns, lines of sight are limited to 2 hexes, regardless of terrain.

Line of sight rules are illustrated in Figure 6.

ERRATA

11.7.3 Line 3

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

11.2. Land CRT

Renumber as 11.3.

12.5.2 Paragraph 2, Line 2

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

12.6.2 Paragraph 3, Line 6

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

Counters

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

11.7.5. Limits on Artillery Use.

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

11.8. AIR DEFENSE UNITS.

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

11.2. LAND COMBAT RESULTS TABLE

Defense Strength	ATTACK STRENGTH														
	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
12	2-4	2-4	2-3	1-2	1-2	1-2	0-1	0-1	0	0	0	0	0	0	0
11	2-4	2-4	2-3	1-2	1-2	1-2	0-1	0-1	0	0	0	0	0	0	0
10	2-3	2-3	2-3	1-2	1-2	1-2	0-1	0-1	0	0	0	0	0	0	0
9	1-2	1-2	1-2	1-2	1-2	1-2	0-1	0-1	0	0	0	0	0	0	0
8	1-2	1-2	1-2	1-2	1-2	1-2	0-1	0-1	0	0	0	0	0	0	0
7	1-2	1-2	1-2	1-2	1-2	1-2	0-1	0-1	0	0	0	0	0	0	0
6	0-1	0-1	0-1	0-1	0-1	0-1	0-1	0-1	0	0	0	0	0	0	0
5	0-1	0-1	0-1	0-1	0-1	0-1	0-1	0-1	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Adjusted Die Roll	0	A	S	R+2	R+2	R+1	R+1	R	R	●	●	●	●	●	●
	0	D	R	R	R+1	R+1	R+2	R+2	S	S	S+1	S+2	E	E+1	E+2
	1	A	S	R+2	R+2	R+1	R+1	R	R	●	●	●	●	●	●
	1	D	R	R	R+1	R+1	R+2	R+2	S	S	S+1	S+2	E	E+1	E+2
	2	A	S	S	R+2	R+2	R+1	R+1	R	●	●	●	●	●	●
	2	D	●	R	R	R+1	R+1	R+2	R+2	S	S	S+1	S+2	E	E+1
	3	A	S+1	S	S	R+2	R+2	R+1	R+1	R	R	●	●	●	●
	3	D	●	●	R	R	R+1	R+1	R+2	R+2	S	S	S+1	S+2	E
	4	A	S+2	S+1	S	S	R+2	R+2	R+1	R+1	R	R	●	●	●
	4	D	●	●	●	R	R	R+1	R+1	R+2	R+2	S	S	S+1	S+2
	5	A	E	S+2	S+1	S	S	R+2	R+2	R+1	R+1	R	R	●	●
	5	D	●	●	●	●	R	R	R+1	R+1	R+2	R+2	S	S	S+1
	6	A	E+1	E	S+2	S+1	S	S	R+2	R+2	R+1	R+1	R	R	●
	6	D	●	●	●	●	●	R	R	R+1	R+1	R+2	R+2	S	S
	7	A	E+1	E	S+2	S+1	S	S	R+2	R+2	R+1	R+1	R	R	●
	7	D	●	●	●	●	●	R	R	R+1	R+1	R+2	R+2	S	S
	8+	A	E+2	E+1	E	S+2	S+1	S	S	R+2	R+2	R+1	R+1	R	R
	8+	D	●	●	●	●	●	●	R	R	R+1	R+1	R+2	R+2	S

11.2. LAND COMBAT RESULTS TABLE (Continued)

Die-Roll Modifiers

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

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

Explanation of Results

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

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

12.6.4. AIR DEFENSE TABLE

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

Die-Roll Modifier

+1 Defending against Pucará

Explanation of Results

Number of air units lost

* Roll again: 4-6, 1 additional air unit lost

If Skyhawks and Mirages mixed, equal number lost if total lost is an even number; an extra Skyhawk lost if total lost is an odd number.

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4.2. WEATHER DETERMINATION TABLE

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

Die-Roll Modifier

+1 Turns 7-15

Summary of Results

Clear Auto. Recon. — 2 units

Cloudy Auto. Recon. — 1 unit

No Skyhawks

Stormy No Air Ops.

+1 on Land CRT

Line of sight only 2 hexes

No raids or withdrawal of
spec. forces**4.3. ADDITIONAL WEATHER EFFECTS TABLE**

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

Summary of Effects

• No effects

Cold Arg. morale reduced by 1

Calm — 1 on Landing Table

Rough +1 on Landing Table

Foggy No Air Ops.

— 1 on Land CRT

Line of sight only 1 hex

+2 on Reconnaissance Table

No raids or withdrawal of
spec. forces**14.1.6. RAID TABLE**

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

Die-Roll Modifier+1 Any of the Argentine units were
still face down after the required
reconnaissance*Explanation of Results*

D Target destroyed

• No effect — raid fails

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

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

11.9. NAVAL GUNFIRE SUPPORT.

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

12.0. AIR OPERATIONS.

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

12.1. TYPES OF AIR UNITS.

The British player has only one type of air combat unit, Harriers. These may be based on British ships at sea or on air bases which the British player builds (13.2) or captures from the Argentines.

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

12.2. AVAILABILITY OF AIR UNITS.

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

12.3. TYPES OF AIR OPERATIONS.

Six types of air operations may be conducted, but neither player may conduct all six. Only British Harrier units fly combat air patrol (CAP), airfield suppression, and reconnaissance missions. Only Argentine air units may attack British ships. Only Harrier and Pucara units may fly ground support missions. All air units may fly ground attack missions. These types of missions, and the procedures for conducting them, are detailed in 12.5-12.9.

12.4. ASSIGNMENT OF AIR UNITS.

The players assign their air units to air missions during the air unit assignment phase by writing their assignments on scrap paper and then simultaneously placing their air units in the various mission boxes on the map: CAP, airfield suppression, and ground attack/support for the British player; anti-shipping and ground attack/support for the Argentine player. Alternatively, each player may conceal his air mission boxes from his opponent with his hand and place his air units in the appropriate boxes; then the players may reveal their boxes simultaneously. Note that mainland-based Argentine units assigned to ground attack/support may perform ground attack missions only; Pucara units assigned to this box may perform both types of missions.

12.5. COMBAT AIR PATROL.

12.5.1. Definition.

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

12.5.2. Procedure.

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

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

12.5.3. CAP Losses.

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

On a roll of 5 or 6, he loses 1 Harrier unit, regardless of the number of Argentine units lost. [This simulates "operational" losses due to accidents, bad weather, mechanical failure, etc., and the very slight chance of a combat loss.]

12.6. ANTI-SHIPING ATTACKS.

12.6.1. Definition.

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

12.6.2. Procedure.

Argentine air units assigned to anti-shipping missions which have survived British CAP (including Pucara units, not affected by CAP) are stacked on top of British ship units. All British ship units in a hex must be attacked as a single stack. The British player defends with the air defense strengths of his C and E ships and any air-defense units in adjacent land hexes (or air-defense units in the same hex, if the hex is both a land and a sea hex). Each C or E ship counter may apply its air defense strength to either the hex it occupies or any one adjacent hex; a land air-defense unit may apply its strength to any one sea hex to which it is adjacent, but, in so doing, it forfeits the ability to defend the hex it occupies. Attacks by Pucaras and by mainland-based planes are resolved separately, even if they are against the same hex, but the air defense strength applied to a hex affects both attacks.

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

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

12.6.3. Ship Casualties.

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

12.6.4. Air Defense Table.

12.6.5. Anti-Shipping Attack Table.

12.7. GROUND SUPPORT AND ATTACK.

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

12.7.1. Definitions.

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

12.7.2. Ground Attack.

To make a ground attack, a player takes air unit counters from his ground attack/support mission box and stacks them with the enemy units he wants to attack. He then rolls a die and consults the Ground Attack/Support Table (12.7.3), cross-referencing the number rolled with the number of attacking units and reading the result to the left of the slash. Note that the column used will depend on the number of defending infantry battalions or their equivalent in the hex. As for other purposes, 2 infantry companies equal 1 battalion. If there is only 1 infantry company or platoon in a hex, or only support or artillery units, or only a company plus support units, the "Less than 1" line is used to find the correct table column. If there is a single battalion or 2 companies, the "1 alone" line is used. If there is a single battalion or 2 companies and any other units in the hex, or 3 companies, the "1 + other" line is used. If there are 2 battalions or 4 companies, with or without other units, the "2 + other" line is used. If the units being attacked are in improved positions, add 2 to the die-roll.

An air-ground attack may have no result or may cause demoralization or step losses to the defending units. If a stack in a hex must lose 1 or more steps, the defending player chooses which steps to lose and must make a morale check for each surviving unit (including surviving units which have just lost a step). Units which fail their morale checks have their effectiveness ratings reduced by 1 for the following turn. Place a

"demoralized" counter on each such unit and remove it at the beginning of the opposing player's next combat phase.

12.7.3. Ground Attack/Support Table.

12.7.4. Defending against Ground Attacks.

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

12.7.5. Ground Support.

For a ground support mission, a player takes air unit counters from his ground attack/support mission box and stacks them with the defending units he wishes to support. He then rolls a die and consults the appropriate column of the Ground Attack Table (12.7.3), reading from the line for the number of attacking units in the hex with the largest number. (For instance, if the unit being defended were being attacked by 2 battalions from one hex and 1 battalion from another hex, he would use the "2 + other" line to find the appropriate column.) He then reads the number to the right of the slash on the line for the number he rolled to determine how many strength points to add to the strengths of the defending land units in the hex he is supporting.

There is no defense against ground support missions by the player making the land attack.

12.7.6. Co-ordination of Ground Attack Missions.

If the Argentine player uses both Pucaras and mainland-based air units for anti-shipping or ground attack missions against the same hex, he must do so as 2 separate missions, with separate resolutions, not as a single attack. The British player may defend against both missions directed against each hex with all air defense strength within range.

12.8. AIRFIELD SUPPRESSION.

Only the British player may fly airfield suppression missions. Harrier units in the airfield suppression box are stacked with an Argentine airfield during the British combat phase. The British player then rolls a die and adds to the die roll the strength of the units making the attack. If the sum is 9 or greater, the airfield is removed from the map and can no longer serve as a base for Pucaras. The permanent airfield near Stanley must be suppressed twice unless the British player gets a sum of 14 or greater on his first attempt.

The airfield being attacked defends with a strength of 0, adding the strength of any air defense units in the hex.

12.9. AIR RECONNAISSANCE.

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

12.10. ARGENTINE AIR UNIT CASUALTIES.

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

13.0. IMPROVED POSITIONS

13.1. CONSTRUCTION.

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

13.2. EXTENT OF IMPROVED POSITIONS.

If a stack of 2 battalions or the equivalent in infantry companies builds an improved position, place an improved position counter with the "2" side up on the stack. If the stack includes only 1 battalion or 2 companies, place an improved positions counter with the "1" side up on the stack. Thereafter, the improved position may be reoccupied only by as many battalions or equivalent in companies as the improved position counter indicates. A second battalion may be placed on top of a "1" improved position and, by remaining there for an entire turn,

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

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

13.3. VACATING IMPROVED POSITIONS.

When troops move out of an improved position hex, the improved position counter may be removed or left in place at the owning player's option. Vacant improved positions may be reoccupied by friendly troops at any later time. A player may remove one of his vacant improved position counters at any time in order to use it in another hex. Once an improved position counter has been removed from a hex, improved positions must be completely rebuilt in the hex according to 13.1.

13.4. NUMBER OF IMPROVED POSITIONS.

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

13.5. ENEMY IMPROVED POSITIONS.

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

14.0. SPECIAL UNITS AND COUNTERS

14.1. SPECIAL FORCES.

14.1.1. Definition.

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

14.1.2. Special Forces Missions.

The British special forces units may be used for reconnaissance, raids, or defense, but may not attack. However, their scouting abilities give other British units with which they are stacked a favorable die-roll modifier during attacks.

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

14.1.3. Special Forces Movement.

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

14.1.4. Raids.

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

14.1.5. Raids on Headquarters.

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

14.1.6. Raid Table.

14.1.7. Reduced Special Forces Units.

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

14.2. ENGINEERS AND BRIDGES.

14.2.1. Engineer Capabilities.

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

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

14.2.2. Bridges.

For movement purposes only, bridges negate the effects of rivers; units which cross bridges pay the appropriate track or road movement costs. The Argentine player may blow up any bridge on the map before the game begins by placing a "blown bridge" marker on it when he deploys the rest of his units. Thereafter, he can blow up any bridge that is adjacent to one of his combat or support units by rolling on one die a number equal to or less than the unit's effectiveness rating. The British player may blow a bridge by rolling a 5 or less; the British engineer and special forces units may blow any bridge to which they are adjacent. A unit blowing a bridge in a phase in which it moves must pay 8 MPs to blow the bridge; if it does not have that many MPs remaining from its movement allowance upon arrival at the bridge, it must wait until its next movement or combat phase to blow the bridge. A unit may not blow a bridge in a phase in which it engages in combat.

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

14.3. EXOCET UNIT.

14.3.1. Placement.

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

14.3.2. Exocet Attack.

To make an attack, the Exocet counter must have a line of sight to a British sea unit. For the Exocet, this is a straight line which does not cross any land to any hex occupied by or traversed by a British sea hex. The line of sight is determined from the center of the Exocet hex to the center of the target hex. The attack may be made during the British landing phase, the Argentine combat phase, or the British movement or combat phase. An attack during the British movement or combat phase may be made only against ships moving during that phase. The Exocet unit attacks on the "7-8" column of the Anti-Shipping Attack Table. There is no defense against the Exocet and no modifier to the die-roll if the ships being attacked are in a high seas hex or if there are more than 8 ships in the hex. Results of the attack are assessed against the defending ships just as for an anti-ship air attack (12.6.4). If the attack is made during the British landing phase, the results are assessed before embarked units are put ashore.

14.4. AIRFIELDS.

The Argentine player has 3 airfield markers, which he deploys according to 3.2. At the end of each game turn, he must return each Pucara unit to an airfield. The number of Pucara units returned to an airfield may not exceed the capacity of that airfield. If insufficient airfield capacity is available, excess Pucara units are lost. Airfields may be destroyed by British airfield suppression missions (12.8) or raids (14.1.4) or captured if a British land unit enters an airfield hex. A captured Argentine airfield may be replaced by a British airfield marker after the lapse of an entire turn. Harrier units may be based on British units in excess of 8 must be based on airfields.

14.5. DUMMY UNITS.

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

15.0. SUPPLY

15.1. SUPPLY REQUIREMENTS.

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

15.2. SUPPLY COUNTERS.

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

15.3. SUPPLY REQUIREMENTS.

15.3.1. Normal Requirements.

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

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

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

15.3.2. Defensive Supplies.

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

15.3.3. Intensive Barrages.

The strength of an artillery unit may be increased by half (from 2 to 3 for full-strength British units) on either attack or defense through the consumption of an extra supply point. Thus a battery with a strength of 2 could add 3 to an attack or defense by consuming 2 supply points. Argentine batteries and reduced British batteries may be combined in 1 attack or defense to take

Figure 7
Supply Line and Command Radius Summary

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

advantage of this rule. For every 2 Argentine batteries of 1 strength point each, 3 strength points may be added to the attack or defense for the expenditure of 4 supply points; 2 reduced British batteries would use 2 supply points to add 3 strength points.

15.4. SUPPLY SOURCES.

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

15.5. SUPPLY LINES.

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

15.6. ISOLATED UNITS.

15.6.1. Definition.

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

15.6.2. Effects of Isolation.

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

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

16.0. COMMAND CONTROL

16.1. HEADQUARTERS UNITS.

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

16.1.1. Movement.

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

16.1.2. Role in Combat.

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

16.1.3. Attacks on Headquarters.

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

16.2. EFFECTS ON COMBAT.

16.2.1. Command Control.

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

16.2.2. Front-Line Operations.

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

17.0. MORALE

17.1. GENERAL RULE.

The Argentine land forces, only, have a general morale level, consisting of 0 to 17 morale points, which is shown on the Argentine morale track on the map. At the beginning of the game, the Argentine player automatically has 12 morale points ("High

the Argentine player automatically has 12 morale points ("High" morale). Adjust this level upward or downward immediately as play proceeds by moving the Argentine morale counter along the track.

17.2. CHANGES IN MORALE.

17.2.1. Positive Changes.

The Argentine player receives 1 morale point immediately whenever any of the following events happen.

- He occupies a settlement hex during initial placement (1 point for each settlement to a maximum of 5).
- He eliminates a British land unit combat step (1 point per step).
- He sinks a British ship (1 point per ship; no points for the first step lost by a C or A type ship).
- A British raid is unsuccessful (● or S result; 1 point each time).
- Argentine reinforcement arrive at Stanley airport under 19.3.
- A British attack has no unfavorable effect — elimination, step loss, or retreat — for any of the defending Argentine units. This may happen through successful morale checks; a ● result on the Land Combat Results Table (11.3) is not necessary.
- A British attack has no unfavorable effect — elimination, step loss, or retreat — for any of the defending Argentine units. This may happen through successful morale checks; a ● result on the Land Combat Results Table (11.3) is not necessary. (1 point each time)
- British units retreat from Mt. Longdon, Mt. William, or Tumbledown after having occupied them. The British units are considered to have retreated from these summits if they leave as the result of a retreat result in land combat or if units which begin a movement or combat phase on them end their movement farther from Stanley. If the British units move toward Stanley, or leave these summits

during advance after combat (11.6), they have not retreated. (1 point for each summit)

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

These changes are summarized in Figure 8.

17.2.2. Maximum Argentine Morale.

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

17.2.3. Negative Changes.

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

- A new settlement hex is occupied by a British unit. The loss occurs just once for each settlement. (1 point for each settlement)
- The British eliminate a 2-step Argentine unit. Since shaded substitute counters represent 2-step units which have already lost 1 step, elimination of a substitute unit counts as elimination of a 2-step unit. (1 point per 2-step unit)
- The British eliminate an Argentine headquarters other than by a raid (1 point for each headquarters).
- The British conduct a successful raid (D result; 1 point each time).
- The British make their first successful landing, in which they still have units on East Falkland at the end of the game turn in which the landing was made. (1 point, once)
- The weather is cold (1 point per cold weather game turn).
- A British land combat unit occupies Mt. Longdon, Mt. Williams, or Tumbledown. (1 point for each the first time it is occupied, not 1 point per turn of occupation)
- Turn 4, turn 8, or turn 12 is completed. (1 point each time) [This simulates the general effect of isolation of the Argentines by the British task force.]

17.3. MORALE EFFECTS.

17.3.1. High Morale.

There are no effects of high morale: all Argentine units operate as described in the rest of the rules.

17.3.2. Moderate Morale.

When Argentine morale falls to the 6-10 range, Argentine units must pass a morale check to enter, as well as to leave, British ZOCs. All movement factors are reduced by 4 MP for infantry units and by 8 MP for reconnaissance and APC units, except for units stacked with headquarters units throughout the phase in which the movement takes place. These effects are instead of, not in addition to, the effects of moderate morale.

Figure 8
Morale Summary

ARGENTINE MORALE CHANGES

POSITIVE

- Each settlement (set up) — 5 max.
- Elim. British combat step.
- Sink British ship.
- Unsuccessful British raid.
- Reinforcements arrive (optional)
- Unsuccessful Brit. land attack.
- Brit. retreat from Mt. William, Mt. Longdon, Tumbledown (1 pt. ea.)
- Arg. reoccupy Mt. William, Mt. Longdon, Tumbledown (1 pt. ea.)

EFFECTS OF MORALE LEVELS

High (11-17): No effects

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

Add 1 die-roll for Argentine land attacks.

Subtract 1 from die-roll for British land

attacks.

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

Add 1 to die-roll for Argentine land attacks.

Subtract 1 from die-roll for British land attacks.

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

Pass morale check to build improved positions, enter ZOC.

Infantry movement factors reduced by 4 MP.

Recon. & APC movement factors reduced by 8 MP.

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

NEGATIVE

- Brit. occupy settlement (1 pt. ea.)
- Elim. Argentine 2-step unit.
- Elim. HQ (except by raid).
- Successful British raid.
- 1st successful British landing.
- Cold weather turn.
- Brit. occupy Mt. William, Mt. Longdon, Tumbledown (1 pt. ea.)
- Turn 4, turn 8, turn 12.

17.3.4. Break Morale.

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

● 18.0. UNIT INTEGRITY

18.1. BRITISH INTEGRITY.

18.1.1. Effects on Combat.

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

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

18.1.2. Battalion Reorganization.

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

18.2. ARGENTINE INTEGRITY.

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

19.0. REINFORCEMENTS.

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

19.1. TURN 1.

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

19.2. TURN 6.

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

● 19.3. VARIABLE ARGENTINE REINFORCEMENTS.

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

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

appear is a foggy or stormy weather turn, the reinforcements appear on the next turn which is neither foggy nor stormy. If the Stanley airport is successfully suppressed (12.8) or destroyed in a raid (14.1.4) before the reinforcements appear, they may not appear later; the Argentine player never gets them.

● 20.0. EXTRANEUS EVENTS

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

On a second die-roll of 1, the Argentine navy has managed to put 1 of the 2 British aircraft carriers out of action [probably with Exocet missiles fired from Super Etendards, possibly by submarine]. Reduce the off-map British Harrier capacity to 4 (any excess Harriers which cannot be based on land airstrips immediately are lost). The Argentine player gets 2 victory points.

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

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

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

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

21.0. VICTORY DETERMINATION.

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

21.1. ARGENTINE VICTORY POINTS.

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

21.2. BRITISH VICTORY POINTS.

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

● 21.3. OPTIONAL VICTORY CONDITIONS.

By prior agreement, the game may be continued past turn 15. Move the "Game Turn" counter to turn 6 to represent turn 16, etc. For each turn after turn 15, occupation of Stanley or an Argentine surrender is worth 2 fewer victory points. If the British player still does not have Stanley or an Argentine surrender by the end of turn 20 (June 28-29), he loses the game even if he has had no combat losses.

22.0. ADDITIONAL SCENARIOS.

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

22.1. HIGHER ARGENTINE EFFECTIVENESS.

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

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

22.2. HISTORICAL DEPLOYMENT.

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

22.2.1. Argentine Set-Up.

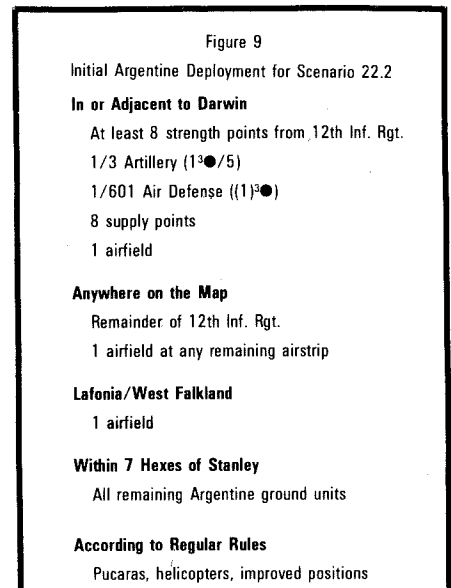
The Argentine player must set up his units as specified in Figure 9, following 3.3 regarding which units must be face up and which may be face down.

22.2.2. Initial British Landings.

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

22.2.3. Other Rules.

All other rules remain in effect.



23.0. REFERENCES

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

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24.0. CREDITS

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GRAND STRATEGY OR MAN TO MAN COMBAT

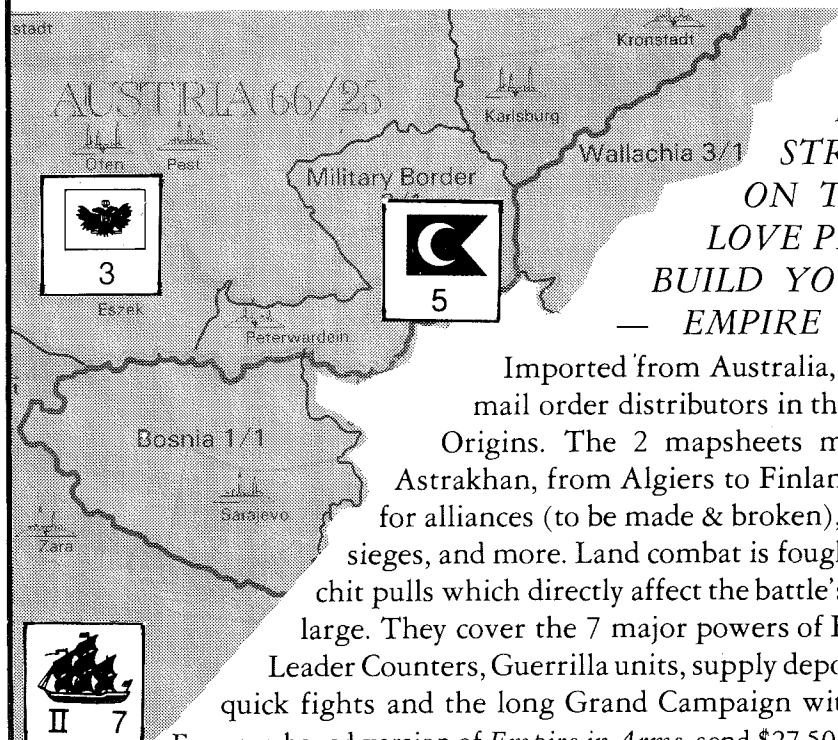
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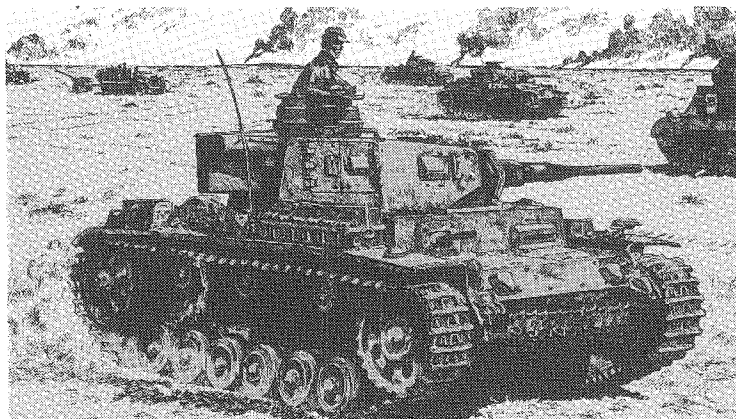
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New Releases From West End and People's War Games

Two of the smaller but more prolific historically oriented war game companies, Jack Radey's California-based People's War Games and Helena Rubinstein's West End Games of New York, released a number of professionally packaged games at the July 1983 Origins convention in Detroit. Both companies have taken a chance in producing games on lesser-known and previously ignored campaigns, but both have put the same amount of effort into these new releases as one would expect from a major company production of a highly popular title.

RADEY FINALLY LEAVES RUSSIA

Jack Radey has made a career out of designing, developing and publishing games on obscure battles of the Eastern Front. Although all of these games are of a high quality, the subject matter was similar. Jack strayed from his East Front domain briefly to give us *The Cossacks Are Coming* (same front, different war), but at Origins. People's War Games managed finally to break the Great Patriotic War mold that Jack seemed to be working from.

Although *Wolf's Lair* carries on the Radey Russian tradition, his other two releases, *Aachen-Storming the*

*Introduction by Mark G. McLaughlin.
Individual Reviews by T. Larry Tuohy,
Michael Ryan, David Parish,
Dennis Dubberly and John Tuohy.*

Siegfried Line, and *Gazala: Clash of Armor*, finally take us away from the Eastern Front and give us an opportunity to see what Radey and his boys can do when they are freed from the constraints of the Great Patriotic War. Both games cover previously ignored yet decisive WW II campaigns, and each uses innovative rules and counters that, hopefully, will attract gamers away from their more traditional interests.

Jack's almost obligatory Soviet front WW II release is *To the Wolf Lair*, a simulation of the last Soviet offensive against the Germans in 1945. Designer Gary Helmer has used the same map and a combat system similar to that which Radey used in *Cossacks*, albeit both map and rules were updated from 1914 to 1945. Although it is still an East Front game, it is very different from his earlier games in terms of message, result and rules.

GAZALA: CLASH OF ARMOR

Review by David Parish

Gazala simulates the fighting in North Africa in May and June of 1942, when Rommel broke through the Allied lines to seize Tobruk and advance on Egypt. The game is physically attractive, particularly its counters, which use silhouettes of armored vehicles instead of typical symbology. The map uses more standard symbols in muted colors, except for minefields, which are rendered in a bold red that looks like the map had been marked with a felt-tipped pen. This gives the whole thing the appearance of a staff officer's situation map. The only disappointing components are the dice, which are small, unreadable and in general execrable 20-sided pieces of plastic.

The full campaign covers 28 days with three phases per day and four segments per phase. Armored units are company-sized

while non-armored forces are in battalions. Each hex is 1.5 miles across. In other words, this is a detailed simulation, but one that has been restricted in game time and map area as to make it manageable.

The rules contain several interesting innovations, in particular the idea of "formations." By this the designer means any organizational unit from regiment up through brigade or division to corps. Charts are provided to show the command structure for each side (i.e. which formations are subordinate to others). In each movement phase players alternate moving one formation at a time. For example, Player A might move a regiment, Player B move a corps and then Player A a division, and so on. Before moving a formation, however, the player must

Two historical scenarios are included although one is merely a shortened version (14 turns instead of 20) of the other. Most of the optional "what-if" scenarios revolve around adding additional units or removing various movement restrictions.

In conclusion, this game has the appearance of one which was rushed to print for an Origins '83 release. Frankly, I was bored

with the simulation and have no burning desire to play it again. However, I blame this reaction more on the campaign selected for the game than the game itself (which does have an effective and interesting turn sequence). For all of you Russophiles who were tiring of yet another shellacking in a Barbarossa simulation, this game is for you. The rest of us should pass.

AACHEN: STORMING THE SIEGFRIED LINE

Review: Michael Ryan

AACHEN: Storming the Siegfried Line by People's War Games covers a period of World War Two that has generally been ignored by the wargaming industry. Covering the period September 12 to October 21, 1944, the game recreates the First Army drive to breach the Siegfried Line prior to the offensive that would carry it to the Roer River in December 1944.

The game consists of one 22" x 32" multicolored map, 600 counters and a 24 page rules and scenario folder. The map clearly represents the types of terrain which was encountered during this campaign. In addition, there is a separate display map for the city of Aachen which allows the Germans to hide units. The only flaw in the map is its failure to identify the Scharnhorst Line which is the forward belt of pillboxes and the Schill Line which is the rear belt. This information should be added to the map as it is needed to set up the first scenario and the campaign game. (The errata sheet identifies the Scharnhorst Line as running from hexes 0722 - 3942, and the Schill Line as hexes 1118 - 3931).

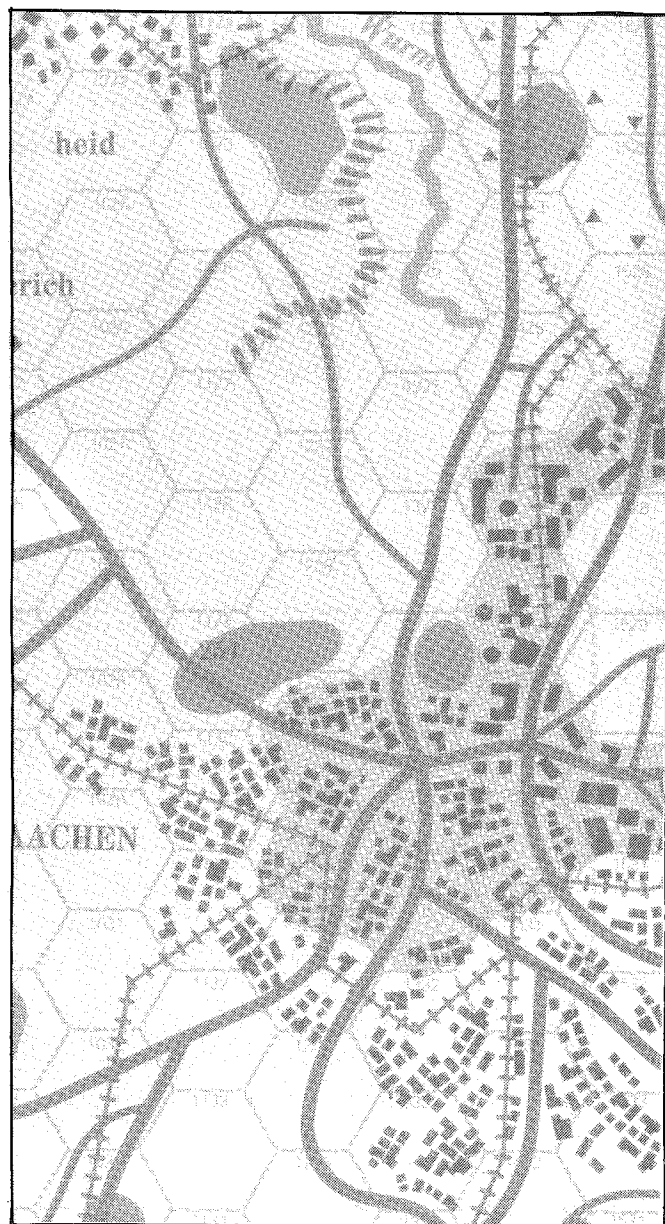
The counters use standard military identification for non-armored units and silhouettes for armored vehicles. Each counter shows the unit's basic fire and antitank strength and morale. The unit counters are blank on the back except for a dot which allows each player to keep track of the unit's current strength when losses are taken. The game allows each player to invert his counters until such time as they are observed or participate in combat. This ability to hide units as well as the dummy counters which are included in the game presents a difficult intelligence problem to both sides but is a great advantage to the German player. Although certain of the counters are misidentified, for example the CCH command for the American armor divisions (should be CCA) and the 526th German inf. division (no such unit participated in this campaign), such minor errors do not detract from the overall quality of the counters provided in this game.

The rules and scenario folder represents the greatest strength and weakness of this game. The designer has developed a complex movement and combat system which adds realism but tends to make learning the game a slow process. The movement system is based on the total number of assaults each player wishes to make which is added to a modified die roll. This forces a player to assault a large number of units in order to take advantage of the greater number of movement points available to the player with the initiative. This procedure does not adversely affect the Americans as they must attack to win but it does hurt the Germans because they must attack in order to obtain the necessary movement points to react to the American attacks. When the effects of weather, lack of supply and combat are added the three different movement rates for leg, tracked and wheeled units it becomes very difficult to move.

The combat system is a 13 part procedure which is overly complex for a game of this type. Each side is given a regular and antitank fire phase which leads to an assault by the offensive player. Losses are taken in strength points which are accounted for by the use of pollard counters. The combat system is playable but tends to break down when you try to determine all the fire and morale shifts which occur due to terrain. Although a chart showing some of these effects is included in the game it is not all inclusive and leads to a lot of leafing through the rules folder. The system appears to be a realistic approach to the type of combat encountered in this campaign but due to the complexity

of the system each assault/attack may take five minutes to resolve.

In conclusion I found *Aachen* to be an interesting game. I would not recommend it to a novice gamer as the system is complex and needs some work in order to make it more playable. The game makes an honest effort to represent both the type of combat and historical situation encountered in this period of World War II and should be purchased by anyone interested in this period of the war who has time to learn and further develop the game system.



JACK RADEY REPLIES

My esteem for your reviewers isn't rising too fast, although the reviewer of *The Cossacks Are Coming!* seems to have played and understood the game (see Wargamer #27).

To begin with, "*The Cossacks Are Coming!*" was designed by David Bolt, who is also the designer of *Gazala*. The reason I have published mostly games of the Great Patriotic War is that I have learned something about it, have a good understanding (I like to think) of the period and am familiar with the available research resources. I could have done games on other topics but prefer to do what I am good at. There is certainly a wealth of material there for good games. I am puzzled by Mark's comment that the subject matter was similar between *Korsun Pocket*, *Front/Army* level combat with battalion sized units on a monstergame frame, stressing supplies, weather and organization, *Kanev*, a small game on a river crossing/airborne operation in good weather, on a division/battalion level, to *Black Sea/Black Death* a very detailed historical simulation of amphibious and mountain warfare on a tactical level (battalion/company with half mile hexes). Only *Kirovograd* could be considered covering similar ground, using a *Kanevish* level with a *Korsun Pocket* situation (weeks before, same neighborhood), and while using a new system, does have similar subject matter. Stick around and see *Operations Star* and *Leap* through Manstein's Backhand blow (one game here, between Donets and Dnepr in late February-March 1943, done *Kirovograd*-style with a little *Wolf's Lair* sauce. Anyway, I wander from the subject. Actually not, the combat system in *Wolf's Lair* has almost no relationship to that in *Cossacks* except for an ability to determine some of the enemy's losses.

Finally Mark, what is the difference between "another (just another) obscure East Front title a la Radey" and a "unique simulation of the German Army's last hurrah in the East..."? It is unlikely to be the historicity of the comment or title, since the game referred to does not simulate the Germans' last hurrah in the East, (that could be used to describe the Lake Balaton offensive perhaps). West End's Scott Palter describes the *Last Panzer Victory* as more of a tie, it is arguably one of the worst simulations to come out of this summer's releases. But more on this later.

To the *Wolf's Lair!* is unbalanced only to the extent that the Germans certainly have little chance for having the initiative in the overall situation; the only way in which they are likely to exit the east edge of the map is with their hands raised. Nonetheless the Germans have a powerful force, strengthened by a very strong position with terrain and fortifications everywhere you look, against an enemy that is for a change fighting in almost an American style depending on masses of machines and shells rather than any great preponderance of bodies. The Soviets must also contend with fairly severe constraints of time, supply and weather. A powerful air force grounded by fog and masses of artillery divisions either out of shells, out of range, or out of position are not a lot of help breaking a fortified line. The Germans are definitely going to get pushed around, but whether they are destroyed or whether the Red Army can reach its objectives is altogether problematical. To rephrase the reviewer's comments, I would humbly suggest that the game will provide entertainment and education to those who appreciate a simulation of attack on, and defense of, a fortified area, provided they don't feel cheated if the Wehrmacht is unable to sweep forward to victory for western civilization. If the latter is your cup of tea, may I recommend a certain game by West End Games? The German player's side in *Wolf's Lair* is challenging, but often rewarding.

I only wish I knew if any of the reviewers inked in their dice. We used these dice and fell in love with them, because of the ability to give us a 1-10 system without being big, clunky and a menace to counter stacks everywhere. At least one of us wears glasses and our office lighting is far from ideal, but we have been using them since a year ago to our satisfaction. Can't please everyone, I suppose. Of course if you don't ink them in, they are completely useless, but inked 20-sided dice ain't cheap and it's so easy to do yourself.

God knows maps of Germany are a pain in the ass for the map maker. "More desert games!" is my wife's line on this. If you don't watch them every minute they'll build another road on you.

As to the cohesion of the rules, I'd love to know what is unclear. We got one letter from a gamer suggesting unclarity but upon receipt of the half page errata sheet (the rest is designer's and player's notes) he wrote again to report complete satisfaction. If the reviewer were more specific perhaps we could clear things up.

Finally as to Mr. Dubberly's boredom with the situation, I would note that it was far from boring for the participants, who experienced everything from frontal assaults on fortified lines with the most modern of military technology to the last (perhaps) dramatic move of a major cavalry unit in history (when the snow was too deep for trucks, the 3rd Guards Cavalry Corps rode to the rescue to block the breakout from the Heilsberg pocket), to mobile operational warfare in difficult terrain. I have played boring games, this one ain't.

I am afraid Mr. Ryan did not read the rules with much care in the case of *Aachen*. While the number of attacks a player commits himself to, plus a die roll, determine who has the initiative, and the Initial Player has more (either 8 or 4 depending on whether he can sustain the initiative) movement points than the second player, the number of movement points received by a player does not vary with the actual number of attacks he makes; the initial player moves 12 movement points his first move, whether he attacks 40 hexes or none. The system is in its third edition with *Aachen*, and to date no one has come to that interpretation that I've heard of. Note also that the sequence and structure of the move is explained at least three times.

While the German player will be pretty much on the defensive at the beginning of the game, there will be many periods of the mid-game when the initiative is firmly in German hands. As the second player though, the German can move either one move of 12 movement points in the PM impulse, or one each of 8 movement points in the AM and PM impulses, each player will move 8 movement points at night. The rapid movement rates for vehicle units on the widespread road net will mean that mobile forces will be best for shifting rapidly to plug holes or mount counterattacks, as long as they are not subject to clear weather air interdiction, and must avoid the roads for safety's sake.

The only misidentified units, (the 86th Panzer Engineer Battalion of the 9th Panzer Division and an assault gun company - see errata) are in the errata sheet. The reviewer is simply in error as follows: the US 2nd and 3rd Armored Divisions were unlike all others in the European theater of operations in that they had two armored regiments and one armored infantry regiment in the paper TO&E. Likewise, while all other US armored divisions had a Combat Command A (CCA) and a CCB with a smaller CCR in support, the 2nd and 3rd had only a CCA and CCB, while the rest of the division constituted the division reserve, which was not organized into an operational combat command. In Maurice Rose's 3rd Armored, things were yet more unique, in that rather than being CCA and CCB, they were named after their present commanders, in this case Combat Command Boudinot (CCB) and Combat Command Hickey (CCH).

In practice a combat command in these divisions had about two tank battalions, an armored infantry regiment, a battalion each of tank destroyers, engineers, and self propelled artillery. From this the combat command commander would make up battalion sized combined arms forces of various sizes which were called task forces, usually named after their commander. These are basically stacks in the game. TO&E was a meaningless concept in action, you made up your task forces to suit your resources and objectives.

As to the 526th Infantry, the reviewer is right. . . and wrong. True, there was no organization of infantry regiments and an artillery regiment with supporting companies and battalions organized and trained to fight as a division. However, there was the headquarters of the 526th Division, to which had been



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Scorched Earth (*in preparation*) is the new edition of **Unentschieden**. It adds new components to **Fire in the East** to extend the game to the end of 1944. Three new half-sized maps add on to the eastern and southern board edges. Several hundred additional counters include refitted panzer and panzergrenadier divisions, Panther and Tiger battalions, Soviet mechanized and tank corps, Guards units, late model aircraft, and the amazing Hans Ulrich Rudel. You must have **Fire in the East** to play **Scorched Earth**.

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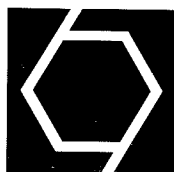
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The Near East: Maps and Armies for Turkey, Iraq, and Iran. (*Not a complete game.*) \$13.00

Torch: The Tunisian Campaign, 1942-43. (*In preparation.*)

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Two things become obvious very rapidly once the rules have been read and the counters laid out: 1. the combat system is slanted very heavily in favor of the Germans and 2. they need the help. Both sides get a second movement phase; the Germans have in addition a protective fire phase which falls between the first Russian movement phase and the Russian combat phase and also a second combat phase which follows the German second movement phase. On top of this a large number of German units have a "skill modifier" which is added to their die roll in combat. On the other hand, of the 600 counters in the game almost 400 of them are Russian.

Strategically, the Russians have a hard row to hoe. They must advance up the long axis of the map with German reinforcements coming in from all edges. In addition, the supply rules depend entirely on roads leading to a friendly map edge and only the South edge of the map is completely friendly to the Russians. There also aren't many roads in the area the Russians have to advance through. The Russians are blessed with a large number of headquarters units which can be used to extend their supply lines somewhat but the headquarters units are also the artillery in this game so the Russian player may have to decide between a precarious supply situation and a lack of long-range firepower.

One of the few aspects of this game I did not like, not because it is unworkable but because it is unhistorical, has to do with headquarters units. HQs are the artillery, they can pass supplies to friendly units with barrage range, they can remove disruption from friendly units, and in the case of the optional German reserve rule can move German units into combats which the Russian player is initiating or into hexes through which the Russian is attempting to move. The problem is, any friendly HQ can do all of this for any friendly unit; there is no real command



Operation Badr is West End Games' simulation of the Syrian attempt to retake the Golan Heights in October, 1973. Though unlikely to become a classic, this game is both interesting and challenging.

One of the first things that struck me was the above-average graphics of the map. A wealth of detail is presented without quite crossing the line to utter confusion. Each terrain feature (there are many) is clear and easy to differentiate. A key to identify the features is included on the map margin, though not the effects. There are even a few nice little touches, for example, the old Roman road which passes through the Heights is marked as such even though this fact has no bearing on play.

The counter mix falls right in the average category. It is the usual collection of standard unit symbols. This is not a complaint, as using standard symbols saves a lot of looking up things in the rules.

Errata seem to be an industry standard and *Badr* is no exception. The rules booklet notes unit designations as being left off two Syrian counters. I also discovered that there is a counter for the Israeli Seventh Brigade engineers but nowhere in any of the scenarios are they listed. (Engineers play an important role in this game and rather than deprive the Israelis I simply placed the unit with brigade headquarters.) The errata in the rules themselves are mostly typos.

Upon reading the rules I was frankly prepared to hate the game. I am not yet sufficiently insane to claim that the Syrians had an army that was on a par with the Israeli, but a quick glance through the rules made it look like a lost cause for Syria. The Israelis use a more favorable combat results table, they move in a more favorable sequence and most of the weapons modifiers help the Israelis or hurt the Syrians.

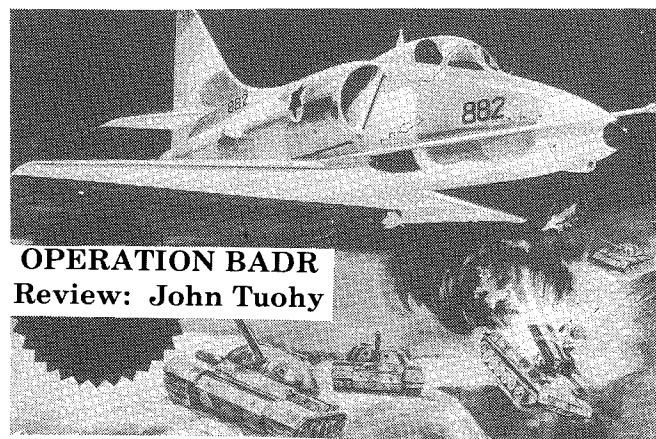
But the true test of a game is playing. So all misgivings aside, I

control function for headquarters. I think that limiting the influence of HQs to those units under their actual command — even though this would have necessitated putting divisional, rather than corps, markings on the Russian counters — might have added something to the game.

As long as I am griping I would also like to quibble with the rules concerning weather. The weather is determined at the beginning of each turn; the rule concerning weather deals with the effects of rain on movement and supply. It strikes me that if there is a 2/3 chance (die roll of 1-4) that it is going to rain the designer could just as easily have based his standard movement rates, supply ranges, etc., on that and then thrown in a short rule on what to do in the unlikely event that the sun comes out.

The developer's notes point out that this game is likely to be played much more conservatively than the actual battle was fought. This is good advice. A Russian who opens with a mad dash for the northern map edge, which is a temptation since most of his vanguard is cavalry, will find himself cut off from his lines of supply by Germans entering from the southeast and southwest corners. A German who attempts a static defense will be overwhelmed by the sheer numbers of the Russians while a premature counterattack could lead to the destruction of the German units piecemeal as they enter the map; the German has to remember that while he is ultimately outnumbered 2 to 1 the Russian army takes a long time to arrive.

I like this game. The system is fast-moving and gives a good feel for mobile warfare. While the combat system may, as I have mentioned above, seem massively pro-German at first glance the strategic situation tends to balance things out nicely. This is certainly not going to replace *Drang Nach Osten* or Avalon Hill's *The Russian Campaign* as the ultimate Eastern Front game but it will definitely provide a longish evening's entertainment.



OPERATION BADR
Review: John Tuohy

set up. This game may be more balanced than I thought! There are an awful lot of Syrians.

Having played the game I have come to realize that the differences in the rules arise from the two sides having very different notions of how to conduct war. The Israelis are mobile, hardhitting and brittle. Each Israeli loss hurts. The Syrians depend on overwhelming numbers and can absorb a lot of punishment before it begins to show.

Victory goes to the Syrian for taking and holding territory and to the Israeli for stopping the Syrian. The political factors which brought about the cease-fire are taken as a given, thus the game is a race against time. An optional rule allows the Syrian to ask for a cease-fire early at the cost of some victory points. This takes some guts as it is not automatic that he will get it but he loses the points all the same just for asking.

There are a number of optional rules. Most of them make things a little easier for the Syrians. The notable exception is the "unexplained twelve hour halt" rule. The Syrian advance did indeed halt for no reason that anyone can tell. In the game, as in reality, it is tough for Syria to get things moving again.

The average wargamer seeking a not too complex, but challenging, diversion should enjoy *Operation Badr*. If he is seeking an in-depth, nothing-left-out simulation of Arab-Israeli conflict he must seek further.

One final note. Any player who plays this game just as the Syrians fought the campaign deserves what he will get. Seek no sympathy from me.

Developer's Notes from West End Games

Last Panzer Victory

In spite of its scope and its importance in the course of the war, Debrecen is a battle little known in the west. Only a handful of books even bother to mention it, and it has never been the subject of a game. In fact, game designers have almost totally ignored the East Front battles of late 1944 and 1945. As such, *Last Panzer Victory* presents a change from the usual situations found in East Front games. The research of such a little known topic, proved quite difficult. However, captured documents in the National Archives supplied us with the necessary information regarding the map and the order of battle. The decision was made to leave out the initial Russian breakthrough since this proved rather unexciting. By putting the south edge of the map at the limit of the German counterattack, we were able to do the central part of the battle in greater detail.

As well as presenting a new situation, *Last Panzer Victory* also contains many ideas on the war on the Eastern Front that are at variance with the standard ideas on the subject. The war in the East was one of rapid maneuver, attack, and counterattack, with commanders often presented with the unpleasant choice between spreading their forces out and having them overwhelmed, or concentrating and being surrounded. The rough and tumble fighting around Debrecen is a classic example of this sort of combat. Many of the seemingly odd concepts in the game were developed precisely to demonstrate this. Forces in the East tended to concentrate in masses; hence, the generous stacking rules. Units could usually escape if they left some sort of a screen; this explains the use of units to negate zones of control. The he-man tactics of the SS usually resulted in high casualties for everyone involved; and so, we have combat modifiers for the SS.

Two of the most interesting and to many people the most puzzling aspects of the game concern the German skill modifiers and the headquarters rules for both sides. German units and larger formations were organized around cadres of skilled veterans. As long as this cadre remained, the unit would maintain most of its effectiveness even if it sustained heavy casualties. Once this cadre was gone, the unit would usually fall apart. We feel that the use of skill modifiers to the die roll that remain even if the unit takes a step loss realistically reflect this. The headquarters rules reflect the German organization into *Kampfgruppen*. Especially in a situation like Debrecen, with its odd, detached battalions and companies, a rigid command system is out of place. The German commanders felt free to shift units back and forth between larger formations as the circumstances dictated and German players should feel free to do the same. As for the Russians, it is true that their command system was quite rigid. However, with all of the other problems that the Russian player has in moving his horde, it was felt that rigid command rules would add additional complexity, but have no real effect on the results of the game. At West End we feel that complexity should be rationed to those places where it matters. If we get a sufficient response we will publish a complete OB for those desirous of attaching each unit to its own headquarters. Conversely, the errata contains a new and simplified set up for the second scenario.

Operation Badr

Although it was the scene of the third largest tank battle (after Kursk and Debrecen—see West End's *Last Panzer Victory*), the Golan front in the October War has received little attention from game designers. It involves none of the blitzkrieg attacks and rapid movement which make the Mideast wars so exciting. The poor terrain and the sheer mass of the Syrian assault tend to make the war against Syria more sluggish than the war in Sinai. On the other hand, *Operation Badr* represents the best chance the Arabs have had since 1948 to inflict a real military defeat on the Israelis. Also with the Israelis on the defense and the Arabs on the attack, it involves an inversion of the roles that these armies play in most games. This is not only a novel touch but will also provide the players with a very interesting strategic situation. The thin line of defenders cannot hope to be more than a delaying force, while the attacker will find that the size of his force will present him with major problems of traffic control and coordination.

Research for the game involved few problems. The map and order of battle were surprisingly clean. Information on the Middle Eastern wars can be difficult to obtain. The Israeli consulate was evasive and the Syrian was outright hostile when approached. Secondary sources also presented some problems. *Born in Battle* No. 14 provided a detailed map including the tank and artillery positions as well as the Syrian OB and setup. The Israeli OB and setup proved more of a problem. Due to an understandable Israeli penchant for secrecy, information on the Israeli Defense Forces tends to be vague and contradictory. However, everything was ultimately pieced together.

The rules are relatively clear and straightforward. The totally different combat systems may cause a bit of confusion at first but we think that they do an excellent job of representing the differences between the nimble, but casualty-shy Israeli force and the somewhat ponderous Soviet-style Syrian army. Once the Syrian player gets beyond the anti-tank ditch, whose crossing is more a puzzle than a game, play proceeds rapidly. The later scenarios eliminate this problem by starting the game later in the campaign. We frankly have to admit that the setups for these later scenarios are largely the result of educated guesswork with an eye toward play balance. Hard information just does not exist. Victory conditions were written only after extensive playtesting. Average play should produce a roughly even game with victory in doubt until the end, an effect that we are very pleased with.

In answer to the objections raised in the review, the 7th brigade engineers are indeed placed in Naffakh with the HQ. The power of the Syrian air force is a measure of its *potential*, a potential the Syrians chose not to use. Finally, for those who have written to ask us, Syrian engineers *do* count for stacking when clearing minefields. This means that they must either be sent ahead at a risk or the armor must charge through the mines taking its lumps. The Syrians chose the latter tactic.

Daniel Scott Palter

Note on Post-Production Errata

Both People's and West End have put out extensive one or two page errata sheets for each of their games, which are available from the publisher free of charge. The need for this errata is unfortunate, as most of it could have been handled by proof-reading maps, counters and rules or by a little more professionalism by the developers. None of the games is

unplayable without the errata sheets, but of course these notes make the games much easier to play. All of the reviewers received copies of the errata sheets prior to publication of their reviews, and most of the minor problems noted by the reviewers are solved by the errata sheets.

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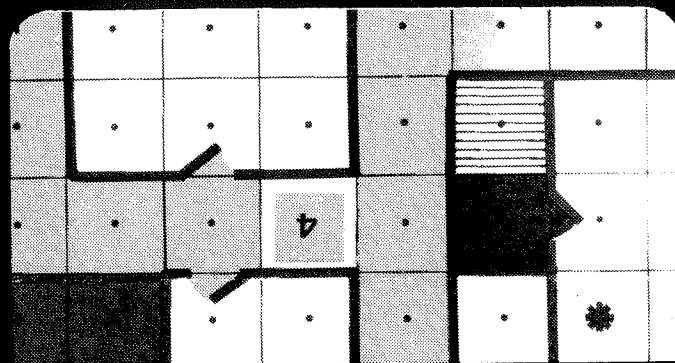
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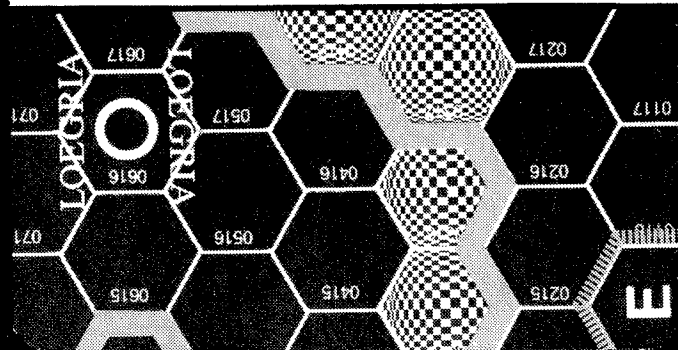
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6-4-8

8-6-4

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GRANT MOVES SOUTH

To complement the old SPI title *Lee Moves North*, someone inevitably was going to do a *Grant Moves South*. This one, designer Jon Southard's first published game and Quarterdeck Games' first land game, starts with Brigadier U.S. Grant on his first major operation, Tennessee in 1862.

Grant covers the strategic western campaign in the civil war, from Donelson in February to Shiloh in April. There are 18 game turns divided into four days each. Not mentioned is the scale, which looks to be about 5.75 miles to the hex. Details on strength points are also vague, however they appear to contain about 1,000 men each.

Game components and map are mixed in quality. The counters are good; glossy and printed in mostly dark blue or butternut, they feature silhouette gunboats and transports. Army commanders have portraits printed on their counters, a nice touch for identifying personalities. Player aid charts are colorful and printed on thick bond stock.

Less appealing is the box cover, which presents a collage of scenes and faces. The artwork looks smudgy and has a charcoal-like effect. Worse than the cover, unfortunately, is the map. Woods, certainly a factor to be reckoned with, as they were at Shiloh, are completely absent. The road network is too busy; some hexes carry from seven to nine separate roads. Most critical from a player's point of view, however, is the background color, a strong green that obscures names printed in black. Landing hexes along rivers, important for movement and supply, also tend to blend into the green shadows. This game definitely has to be played under a strong table light.

Despite the questionable cartography, *Grant* is a playable, fascinating game. Battle begins with commander Grant comfortably situated at Fort Henry (which the Union navy has just captured, no thanks to him). A couple of Union detachments sit back in Cairo and northern gunboats ply the rivers. Southern forces by

contrast start all over the 22" x 27" map—at Fort Donelson, Memphis, Bowling Green, Columbus, and so on. The Confederates outnumber Grant, they have more army commanders, and they benefit from mobile supply units, but under the orders of Albert Sidney Johnston, they are scattered all over creation.

Movement focuses on roads, rails and rivers. There is little incentive to wander off these routes, especially during rainy weather. Every turn after turn one which is clear, the Union player rolls for weather; four chances on a two-dice roll will bring rain and slush. Apparently in spring 1862 when it rained it poured, because movement costs double and rivers become impassable. Even retreats across minor rivers are blocked.

Most of the time Union forces under Grant avoid rain and they will quickly invade middle Tennessee. A companion force, the Army of the Ohio under Don Carlos Buell, rumbles in north of Bowling Green after four turns. Buell adds to the pressure on Confederate forces in Kentucky, who have to decide whether to stand or turn back and meet Grant's flanking threat.

Since victory points center around eliminations and Nashville, both sides soon turn the war into a donnybrook for Kentucky, the Cumberland River, and Nashville. By the time this contest is decided, neither side has the strength or the stomach to march up the Tennessee and fight the historical Shiloh some 70 miles away.

Always optional, combat is the best part of the game. The system puts opposing forces into "a fog of war". Units are division level, with only leader names, tactical ratings and rally ratings visible. Under the leaders go "A", "B", or "C" markers back-printed with actual strength points. Except for battle or probes against the enemy, one side does not see the other's numbers. Movement mechanics allow these strengths to transfer around, by "attachment" or "detachment", depending on

Roger Nord reviews Quarterdeck Games' latest release

how the owner wants to organize his forces.

The combat tables work on the principle of attacker's tables, allowing the attacker to go up to 33+ strength points. Grouped together on each level are three separate tables, organized according to attack leadership quality. Compared to defenders, attackers can have better, equal or inferior tactical leadership. On all tables, the defender has a chance to retreat before combat and must roll a die to see whether he succeeds. If he stays, he may end up retreating anyway. Attackers on the other hand never retreat, no matter the outcome.

Supply and morale also play their part. Out-of-supply forces may slowly attrition away and they are weak on the attack. Demoralized forces are weak on defense and may not attack. Between the two, supply and morale can take a heavy toll, since both sides get to attack up to four times in a single game turn.

Aside from the questionable graphics, *Grant* has a few problems. First, the Mississippi campaign is shortchanged: Union General Pope and his entire 25,000-man army are absent. Island No. 10 is vulnerable to gunboats and cannot fall to land assaults, exactly the opposite of the historical outcome. Memphis is the cheapest Southern city for victory points, whereas it was vital to the river war and Southern supply.

A second area of doubt concerns the naval rules, which seem to be grafted onto the land campaign as an afterthought. Ship movement is too extravagant: the Conestoga alone can move 110 hexes in one game turn. Gunboats do not have to support each other despite the rather large Southern forces in the field, nor do they play a part in land combat (what about the *Tyler* and *Lexington* at Shiloh?). When bombarding forts, they take a

heavy beating unless they send in overwhelming numbers, a case that held true only at Donelson. Finally, the Confederate Squadron has little basis in fact; it evidently appears in the game to give the Southern player some satisfaction in running his own riverine force. The few Confederate gunboats then "available" were either abuilding in Memphis or they were jealously kept downriver for the defense of New Orleans.

A third problem arises over the use of supply. The South has wagons, slow-moving supply units that allow flexible operations. Valuable as they may be, they count nothing for victory points when eliminated. Northern supply is somewhat different, chained to the rivers as players would expect, or to converted rail lines. Moving southward, Union troops can convert Southern rails down from the north edge. However, they cannot rail on the lines, only supply can be traced, a fine twist to rail-roading to say the least.

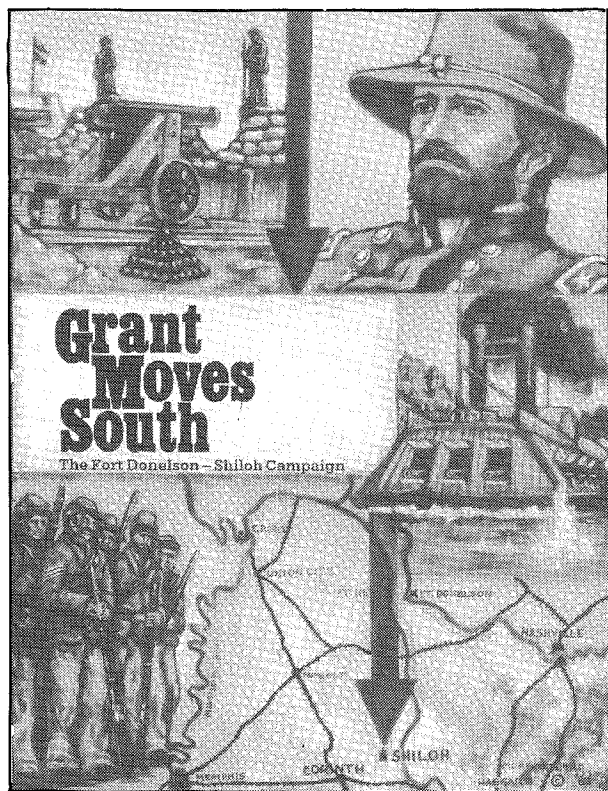
Despite these problems, *Grant Moves South* is a challenging strategic simulation, especially if all optional rules are used, which is highly recommended. Players will see the flavor of the river campaign come alive, of gunboats charging into the Southern hinterland and armies clashing at a dozen Shilohs across Kentucky and upper Tennessee.

For a first effort, designer Southard has done a commendable job. One wishes that *Grant* could have been more developed and sharpened, particularly on the naval side. While the price tag is steep (\$22.50), the game is a must for civil war enthusiasts. It is intriguing to see what Johnston and Grant could have done if they had put their best minds to work in this early struggle for the West.

I thank the reviewer for his account of the fog-of-war and combat systems of my game. I'm glad he found *Grant* a "challenging strategic simulation" and "a playable, fascinating game." I'm also glad he did not dispute the rating of some particular leader, or argue that the game should have been at a different scale or complexity level. But the chief impression left by his text is negative; and it is a negative view based mainly on inaccurate reporting of the game and the history.

For instance, we're told that victory points "center around eliminations and Nashville." In truth, there are large rewards to each side for Corinth and Columbus, and for Rebel capture of Union cities. These objectives are spread out all over the map, making many different strategies possible and inviting lots of maneuver; the review does not suggest this.

In the game, it is said, the armies do not "fight the historical Shiloh." Well, the playtesters commented on how the game makes it obvious why Shiloh occurred at the place and time it did: to get Corinth the Union has to sail upriver (Grant did not "march up the Tennessee", he went by boat), and the natural landing to use is Pittsburg Landing.



Woods are said to be "completely absent." In truth, they completely fill the map; all the hexes except towns are filled in by a woods pattern. (The reviewer's "strong green" is in fact a woods pattern of green, yellow, and brown.) Movement off roads costs three times as much as movement along roads - although the rules don't use the word "woods", is it hard to see why the cost is tripled?

The Island Number Ten special rule explains that yes, Pope's army is moving against the island, but needs help from the gunboats. Grant did not control Pope or coordinate with him; therefore the player should not have any Pope counters. All Grant did was to send naval forces, as he does in the game. (Island Number Ten, being completely surrounded by water, could not be the target of "land assaults"; it fell after a gunboat ran its batteries to cut its supply route.)

In the same way, the Design Notes explain that the big victory point award for Corinth really is an award for Memphis: take Corinth and Memphis will fall (because it will be cut off), and without Corinth the Union could have only an insecure hold on Memphis. As for the river forts, Fort Henry is a pushover and

ACCURACY COUNTS

Columbus and Donelson are tough, the historical truth; what's the basis for complaint? It's frustrating to have included comments and rules to anticipate particular criticisms, and then see the criticisms made anyway.

To me the most serious criticism is, "... the Confederate Squadron has little basis in fact. ... it evidently appears in the game to give the Southern player some satisfaction. ..." In other words, easygoing Jon and his boss Jack Greene put a lie into their game to make it more appealing. Not at all. Being a game designer, I'll probably stay poor; but I'm honest. For the makeup of the Squadron see, for example, Gosnell's book (in the *Grant* bibliography), pp. 36 and 72, or pp. 243-44 of Scharf's *History of the Confederate States Navy*, vol. I. For its influence on the general's plans, and more OB information, see the Official Records Ser. 1, Vol. VII, pp. 445, 462-3, 546, and 692. And note my two separate comments in the games rules that the Squadron should not be confused with gunboats "abuilding in Memphis."

The reviewer also thinks "ship movement is too extravagant" because "the Conestoga alone can move 110 hexes per turn." (It can't, actually; some of those hexes would have to be upstream, for which the cost is 1½ movement points.) Well, historically *Conestoga*, *Tyler*, and *Lexington* went from Fort Henry up to Florence and back on February 6-9 (one turn), an operation costing 77 movement points; and they spent only 2½ days travelling, the rest of the time being spent raiding a Rebel camp and at Florence. So if anything the allowances are a bit low. (Something not caught: *Tyler* and *Lexington* got transposed, *Tyler* should be the slower. This has no effect on play. Perhaps like my hero, I was drinking too much whiskey.) In any case, I based the movement rates on considerable research in the Official Records and elsewhere; the reviewer calls them "too extravagant" without citing any sources at all.

And that underlines the big problem with this review. A reviewer can offer any opinions he likes; it's a free country. But he must report the game correctly. When he questions its accuracy, he must get his own facts right, and present his own sources. (I hope for this in his reply to this reply.)

It doesn't anger me that the reviewer made errors; I've made such errors in review articles too. But it does anger me that the review was printed unchanged even after I had told the editor of the mistakes. Since there was a dispute, couldn't the text have been checked by a third party?

A magazine ought to work hard to check the accuracy of its reviews. After all, a game company works hard - at least, Quarterdeck worked hard to check the accuracy of its games. In game publishing, what would be the equivalent of the writing and handling of this review - publish a game with eight major errors, and include critical comment in the box?

But I'm pleased with everyone else's reaction to *Grant*. The review says the game is "a must for civil war enthusiasts." Others enjoy it, too. One buyer told me at Origins, "I never was interested in the Civil War before I played your game, and now I am." That person's comment alone more than makes up for the annoyance of this review.

JON SOUTHARD

THE LAST WORD

At Keith Poulter's request, I'm submitting a reply on *Grant Moves South*. Laying aside my initial reaction, that *Wargamer* space might be better used, I will address the designer's specific points.

Mr. Southard primarily challenges my views on the Confederate Squadron. The review notes that the Squadron has "little basis in fact" and that the few boats 'available' were elsewhere. Actually, the war records indicate anywhere from one to eight Southern boats operating above Memphis from November 1861 to April 1862. Commodore George Hollins brought most of them from New Orleans over the winter. My concern is not with the Squadron's existence, but with its effectiveness as portrayed in the game.

While historians suggest that Hollins had five gunboats at New Madrid and Island No. 10 in March and April, the Confederates never got into a naval battle. They did not engage the Union navy in anything more than rare potshots. Usually they would sight the enemy and quickly retire around the bend, (see Evans, *Confederate Military History: Tennessee*, pp. 11-13 and 29-31; and *Battles and Leaders*, Vol. I, p. 439). Most of the Hollins force ended up scuttled, burnt or sunk downriver from Memphis in 1862-63, (see Pratt, *Civil War On Western Waters*, pp. 35 and 227-228, and individual vessel histories, *Civil War Naval Chronology 1861-1865*, Part VI).

The major controversy we have about the Squadron turns on my choice of words. Instead of questioning whether the gunboats were "available", I should have written more precisely and said "available and ready for combat". Shortly after the Hollins group arrived upriver, General Lovell in New Orleans ordered several members back to Louisiana; Union movements in the Gulf were threatening the lower Mississippi. What Lovell left Hollins was a ragtag force almost "worthless" for combat (see Evans, *Tennessee*, p. 31 above). Hollins himself was

reluctant to steam up to Memphis in the first place, and afterwards he made slight effort to seek the enemy. Confederate annals report very little about the obscure Hollins Squadron; they found nothing to praise, unlike the heroic deeds of *Virginia* and *Arkansas*. One historian frankly admits, "These vessels do not appear to have been of any particular service..." (see Evans, *Confederate Military History: The South After The War and The Confederate Navy*, p. 56).

Although the Hollins Squadron appears worthless, Mr. Southard cites Union letters to show how the Squadron had "influence on the generals' plans". All three letters are from Grant, who reports that "one" or "three" Confederate gunboats have been spotted at or above Columbus. In November and December 1861 he asks for the navy's help. In January 1862 he notes that Union vessels "encountered" the Confederates, who immediately turned and fled.

By February, when the *Grant* game starts, Union naval commanders did not fear the Southern gunboats. The South in fact was much more worried about Northern ironclads coming down than the Union was about Southern ships venturing north. Even before the South could put gunboats on the water, Northern ironclads had gone into action and were masters in motion on the rivers (see Stern, *The Confederate Navy*, p. 77). General Grant, for all his land prowess, is not a leading authority on the river war.

In view of the Squadron's poor record, naval combat rules in *Grant* favor the South too much. As players of Yaquinto's *Ironclads* can attest, wooden vessels do not match up well against ironclads, even with cottonclad rams hitting iron. However, the designer allows the Squadron, which contains "ordinary river boats" in his own words, to enjoy these results on rolls of two dice:

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- vs. one ironclad: 5 chances to damage ironclad
3 chances to be sunk by Union
- vs. two-three ironclads: 1 chance to damage two ironclads
2 chances to damage one ironclad
5 chances to be sunk by Union
- vs. four or more ironclads: South automatically sunk

Union wooden vessels can pad the results somewhat, however these examples do apply to an all-ironclad force.

What is more surprising about the naval combat, the rules require both sides to retreat when both have surviving vessels. In other words, three Union ironclads could lose one vessel and then have to sit back when the Squadron escapes. Given their dominance on the river, the ironclads should be able to stand and fight another round, or pursue the hapless Confederates.

Equally surprising is the victory point allotment when the Squadron goes north, regardless of combat. To earn five points, it merely has to enter a river hex at Cairo or above; the designer explains that the move represents destruction of Union river traffic. There is no problem with the Squadron doing this unopposed, but put ironclads in the hex and it should be a different story; sinking the Squadron ought to wipe out the victory points.

In a nutshell, the Hollins Squadron is a fiction as to use and effectiveness. Yet Mr. Southard explains in his design notes that it is valuable as a fleet in being. My recollection is that the German Fleet at Jutland was also a fleet in being, but that force truly worried the British and was worth preserving; this one is an historical shadow, barely worth the counter is printed on. If the Confederates must have a riverine force, then an optional rule about the *Eastport* would have made more sense (the *Eastport* was captured while undergoing ironclad conversion on the upper Tennessee). Southern ironclads *did* worry Union river commanders.

Both in his design notes and in his response to my review, Mr. Southard explains that the Squadron is not the River Defense Fleet found at Plum Point in May 1862. Of course I recognized this Fleet's identity, hence the review's reference to "abuilding in Memphis". In contrast to the Hollins Squadron, the Fleet made a

fair showing and went down in combat at Memphis in June. The *Grant* naval combat results arguably fit the River Defense Fleet better than the inferior Hollins Squadron.

In regard to "extravagant" ship movement, I meant to say that Union wooden vessels can move too far alone. There is no requirement for them to stay with other friendly vessels, nor is there any naval-land combat except for fort bombardments. I singled out the *Conestoga* as an example. At her actual speed of 8-12 knots per hour, she would have to travel anywhere from 11 to 17 hours a day to go as far as the designer allows her to go. The rate is too ambitious for a single wooden vessel in hostile countryside. Even the designer's example of 77 hexes in 2½ days involves three ships, not one. My review covered this by the comment that gunboats "do not have to support each other".

To elaborate, the naval book of the day called for action in concert, preferably led by ironclads. The war is full of examples where the Union succeeded with flotillas or fleets. Union commanders had no desire to send single wooden vessels into the middle of nowhere. Yet the *Conestoga* or any other wooden vessel can penetrate alone deep into Southern territory without the least fear of hostility from unfortified land forces. The result in *Grant* is ahistorical; Confederate torpedoes, obstructions, snipers, field artillery and raiders are nonexistent.

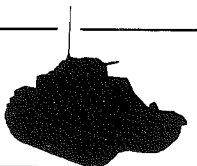
If there is doubt as to land forces dominating isolated wooden gunboats, Reynoldsburg Island is a good eye-opener. Throughout the war, Southern land forces constantly preyed on isolated river traffic. Given the large number of Confederate troops in *Grant*, a *Conestoga* would likely lose some of her range and possibly her flag. The game does not permit either one to happen.

Concerning fort-naval combat, *Grant* provides four possible fort attacks. Henry and Donelson are fine, because they happened and we know that the former was easy on the Union fleet and the latter was tough. However, what about Columbus and Pillow? they didn't "fall"; they were both abandoned by the Confederates before the Union navy ever confronted them in force.

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Absent any sustained combat against Columbus and Pillow, we can only speculate as to what ironclads, mortars and land troops could have done. The designer chooses to make Pillow another Donelson and Columbus a shade weaker on the River Battles Table. I question whether either position could have held up so well, especially against combined operation. Literature of the time called Columbus a "Gibraltar", yet we will never know whether it was one. In *Grant*, Columbus is not "historical truth" as Mr. Southard contends, but merely an educated guess.

The offensive for Island No. 10 and all that implies for a Mississippi campaign was not done properly. My review said Pope was shortchanged; how else do you explain the absence of an army? The game presents a map of western and middle Tennessee without all the major forces who operated there.

By way of justification, the designer writes that "Grant did not control Pope or co-ordinate with him", therefore it would seem that Pope can be forgotten. Exactly the same can be said of Buell, who was hardly the right arm of Grant, yet Buell and his army are in the game. On the Southern side, Van Dorn and Price were off in trans-Mississippi and missed Shiloh, yet they are brought into play, even earlier than their historical arrival if players mutually agree, so why not Pope?

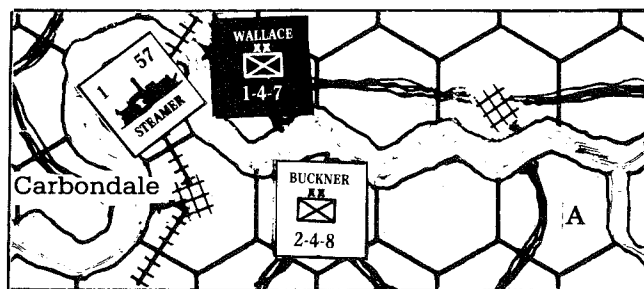
In focusing mainly on Grant, the designer misses the overall strategic value of a Mississippi army under Pope. If Mr. Southard doesn't believe Pope was worth the effort, then I suggest that the Confederate Squadron wasn't either. It clearly would be the better approach to include Pope and let gamers explore what alternatives Pope would have. He really wasn't a worthless fellow; after Shiloh he was called to the Corinth area and lent support to Grant. And Corinth, according to the designer, is vital to victory. (A Note on Island No. 10: Two ironclads, not one, ran the position and they enabled Pope to cross over to the Tennessee shore, where he cut off retreat thanks to a bottleneck peninsula. The Island garrison had supply but no retreat, having prepared for a river attack not a land action, so they surrendered. If necessary, Pope was preparing to invest the Island and row troops across the Channel. The operation was feasible: the Confederates were outnumbered at least 4 to 1, they were poor in quality, nearly all their artillery pointed away toward the river, and some guns were under water. In addition, Union troops could count on heavy suppression fire from the ironclads and mortars.)

An important point in the designer's response was about victory conditions, Corinth included. Players win by taking certain cities and inflicting casualties on the enemy, aside from points for retaking Henry or raiding river traffic. I found that the

game just doesn't allow Southern invasion of Northern cities; the crossings to Cairo and Smithland are readily blocked, and Paducah lies in the jaws of Union reinforcements or transfers. Moreover, I believe that an aggressive Southern player will lose the contest for casualty points; the North collects three for each Confederate strength point lost after the first 25, while the South gets three for each after the first 50 Union strength points are lost. Even with the loaded victory scale against the North, the arithmetic is too strong.

Regarding territory, when the Confederates hold Nashville, they earn 15 victory points, compared to a combined total of 12 for Corinth, Memphis and Columbus. In the event they yield Nashville, they lose the 15 and concede four points to the North, as well as bonus points per turn, depending on when the North holds the city. Again, the numbers seem decisive.

Before Corinth, I believe the Union has to clear out Henry/Donelson and Kentucky/Nashville first, or the river invasion will be a landing too far. Corinth is the Southern version of Paducah, close to the jaws of Confederate reinforcements or transfers.



Our final issue concerns the effect of woods. In the review I wrote that they are absent from the map. Mr. Southard objects to this, saying that the map is filled with woods, as shown by the higher movement cost off roads. Specifically, my comment was directed at combat *a la* Shiloh. For combat purposes, they are completely absent, yet we learn from Shiloh that woods were a factor. Perhaps the designer excluded their effect because of the broad map scale, 5.75 miles to the hex.

To sum up our dialogue, I wrote the *Grant* review with the wargame consumer in mind. For \$22.95, players have a right to see more than cursory comments about beer and pretzels, how a game sucks, or how great it is. All of my review was offered in that vein, to enlighten the reader and interest him or her in the game. Overall, *Grant* is a good simulation, despite the designer's sensitivity about his creation. Having designed a few games as well, I understand his concern.

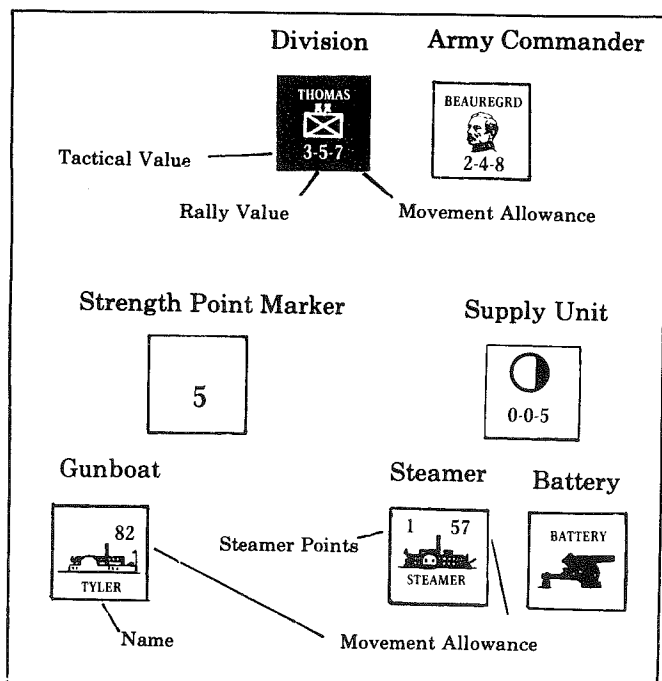
Designer's concern, however, should not prevent people from making criticisms — even at the risk of being a minority of one. The issue here is more than the right to express opinions in a free country; I would hope we can, otherwise we're all in trouble. No, the issue has more to do with our responsibility to engage in reasonable debate and let you the reader decide. I have reviewed the game properly, with a few unfortunate choices of words and brief explanations not always understood. Perhaps the limited *Briefings* space is a contributing factor.*

Where we do not see eye to eye is in the play of the game, what should go into the design and what should be justifiably excluded. A particular dispute seems to be on points Mr. Southard explains in the design notes, as for example, Pope's army. Is it wrong for a reviewer to disagree with these notes, and therefore his design premises, in a game review? If we don't agree, does it follow that error is the cause and the reviewer is the one who is mistaken? Couldn't there be an honest, well-supported difference of opinion? By analogy, art critics have for a long time dissected the premises of paintings, books, films, etc. and their critiques are not summarily thrown out as "error".

In good conscience I have played *Grant Moves South* and reported it to the gaming community. *Grant* is after all just a game to be enjoyed, not as an end in itself, but as fun and recreation for hard-earned dollars.

ROGER NORD

The review was originally to be run on the *Briefings* pages. Ed).



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American Civil War Miniature Rules

By Paul Koch

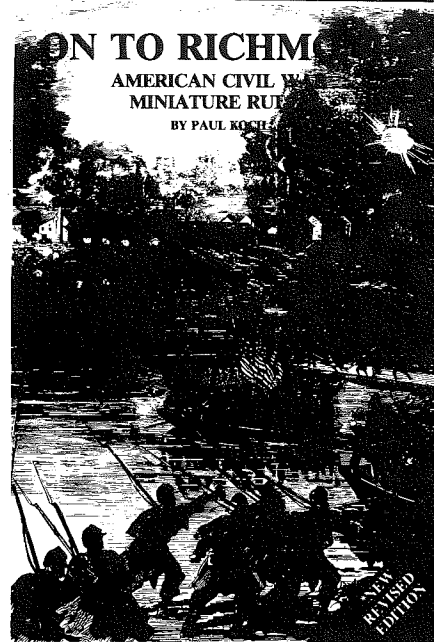
ON TO RICHMOND is a simple, fast-moving system for refighting corps level battles of the American Civil War. The emphasis throughout the 32-page rulebook is on speedy and easy resolution of battles with large numbers of troops.

Units in **ON TO RICHMOND** maneuver and fight in brigade-sized units, with each player generally controlling a Corps. Each brigade contains from 4-10 stands of figures, each representing about 300 troops. Ten-sided dice are used to resolve combat, with units suffering either a morale loss or the removal of a whole stand.

ON TO RICHMOND has concise and realistic rules covering all of the key aspects of grand tactical combat during the Civil War, including: unit organization, troop and commander quality for both armies, formations, weapon types, terrain, morale, fortifications, reserves, and much more. Optional rules cover Gatling guns, additional formations, prone units, rosters, and larger games.

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TACTICS AND GRAND TACTICS OF THE NAPOLEONIC WARS

By George Jeffrey

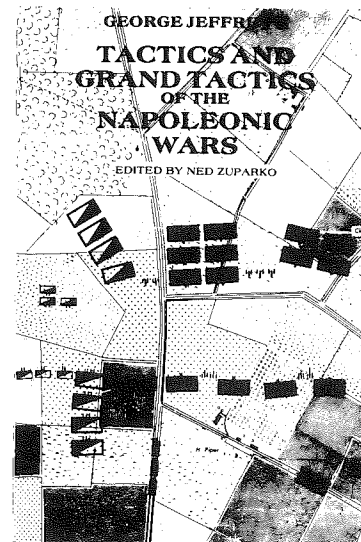
A comprehensive, 156-page study of the deployment and maneuver of units and formations on the Napoleonic battlefield. Major sections of the book include: troop and weapon types; command structure and organization for the armies of Napoleon and his enemies; general principles of tactics; march rates, formations and times of deployment for infantry, cavalry and artillery; grand tactics, and much more.

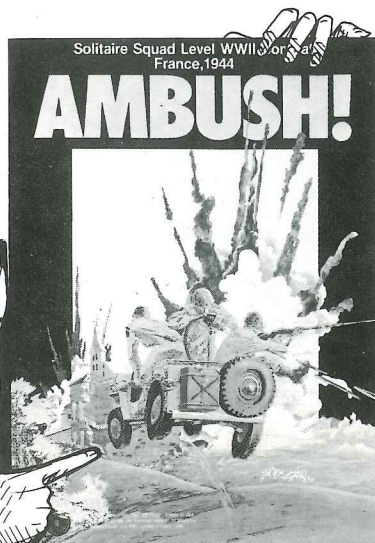
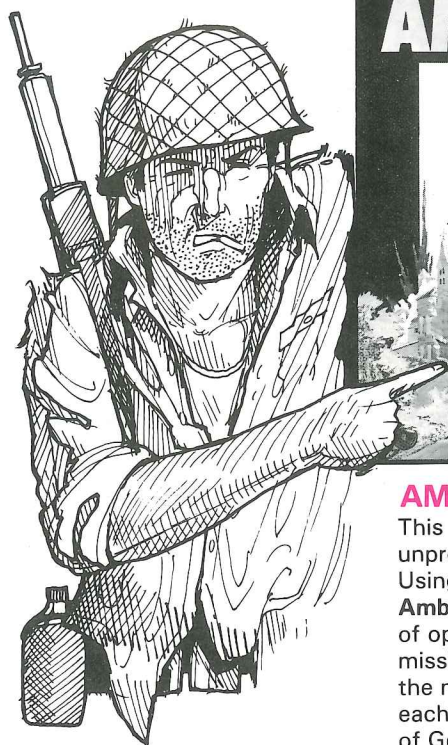
Napoleon said, "I may lose a battle, but I will never lose a minute," and in this book particular attention is given to the critical importance of time on the battlefield.

"TACTICS AND GRAND TACTICS OF THE NAPOLEONIC WARS" is sure to be an invaluable reference tool for all students of Napoleonic history, and should be included in every library.

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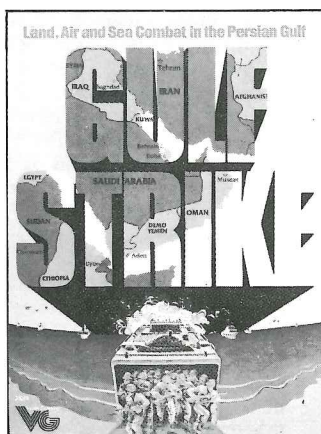
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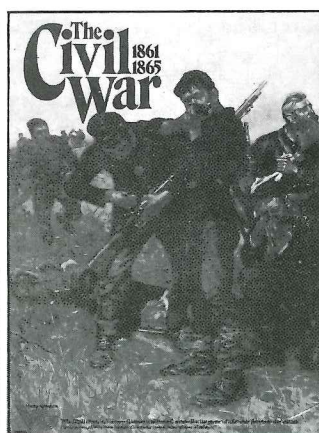
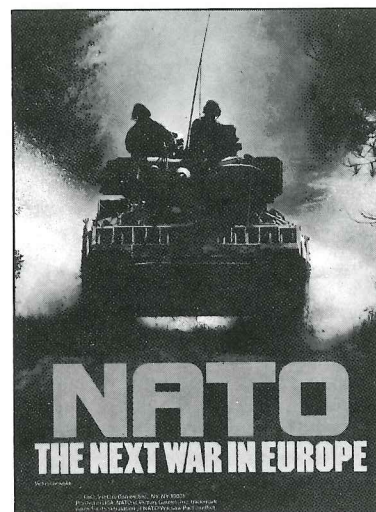


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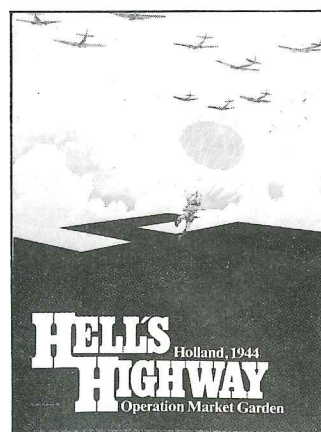
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STAR COMMANDER

Do you like card games that you can learn how to play in five minutes and master in an hour? Are you looking for more games that your wife, children, non-gaming friends and other novices can play, enjoy and win? Then, my friend, *Star Commander* is for you.

Historical Concepts' easy to learn, fast-paced card game for two to five players was one of the dark horses of the '83 Origins convention in Detroit. All the rules you need to know are on two cards, and people can enter and leave the game at any time. The more players involved the better it gets, but even two or three people can have a good time at *Star Commander*. (Maximum of five, but six can play if you xerox one of the playing sheets).

Each player begins the game with one uncrewed scout ship. The object is to be the first to build a fully crewed fleet of two scouts, one cruiser, one dreadnought and one base star. Players spend crew cards to build ships and use a variety of weapons cards to whittle down or blow up the ships that the other players have laboriously constructed. Depending on the cards you have drawn (a player always has seven cards in his hand except while actually fighting a battle) you can fire lasers (light or heavy), missiles or novaguns (if you have a big warship) or even commit suicide by ramming an opposing ship. Defensive cards include shields and some maneuvers (including a disengage card that breaks off combat entirely).

There are a number of specialty cards in the deck as well. These include spies and saboteurs, fire control (to allow you to deploy a shield

and immediately fire your weapons through it before your opponent can fire again), convoys (enabling one ship to protect another) and a pair of commission ship cards that let you hoard a batch of crew cards and then spend them all in a crash program to build a big warship.

The game is fast, unpredictable (as your fortunes can be quickly reversed by the relative defensive and offensive cards you and your opponents hold) and a great deal of fun. It is a bargain at \$12.

Mark McLaughlin

QUEEN OF THE SKIES

Avalon Hill's *B-17: Queen of the Skies* game is a tactical simulation of the flight of a single B-17F of the U.S. Eighth Air Force in Europe from November 1942 to May 1943. It is an exciting simulation, but also a very frustrating one. Each scenario portrays a single mission as the player tries to complete the 25-mission campaign that will earn him and his plane a ticket back home. The first few missions are mere "milk runs," but as you progress through the campaign game, missions get much harder. This mounting suspense gives a role-playing feel to the game as you begin to wonder if any of the original crew members will complete their missions in one piece.

The components range from the bland to the beautiful. The main board is mounted and presents a bird's eye view of your B-17 as it wings its way over the French countryside. There are a dozen beautifully drawn cards representing the attacking German fighters,

including FW-190s, Me (or BF for the purists out there) 109s and 110s. The six color-coded charts (some double sided) and a six-sided die determine what happens to your plane.

One of the most enjoyable things about *B-17* is picking the names for the plane and the flight crew. If there are a lot of people around, it can rapidly turn into a party game as people ask "can I have the top turret?" or, "are any of the waist gun positions open?"

Play is relatively quick (once you learn where all the charts are) and very bloody. The designer notes that, historically, a crewman had only a 30 percent chance of surviving all 25 missions. After a dozen CAMPAIGNS, however, I have yet to get a plane, let alone a particular crew member, through 25 missions.

Part of the reason for this fatalistic effect may be the lack of percentage possibilities employed by the six-sided die system. Some die rolling and chart referencing might have been eliminated if the designer used ten- or even twenty-sided dice. For example, a player might have to roll the dice 30 or more times when—and if—he makes it to his target.

This is one of the flaws in the game. It is very hard not to yield to temptation and make a few "divine intervention" re-rolls. For example, of my first three planes, the first blew up after its bomb bay was hit, the second saw both pilot and copilot seriously wounded along with a botched landing by the engineer, and the third had its wing tanks holed leaving it high and dry over France. Now I don't mind getting shot down if there is a chance the next plane will make it through the campaign, but as I played more and more campaigns, I realized the

next planes wouldn't make it either. Don't think life is a bed of roses for the Germans, though, as the Luftwaffe will lose around 10 fighters for each bomber it shoots down.

There is not much in the way of tactics that the *B-17* player can employ. More often than not he is the victim of the dice. Some people might think that this makes the simulation a flying crap game, but, after all, a *B-17* in a tight formation doesn't have much in the way of options.

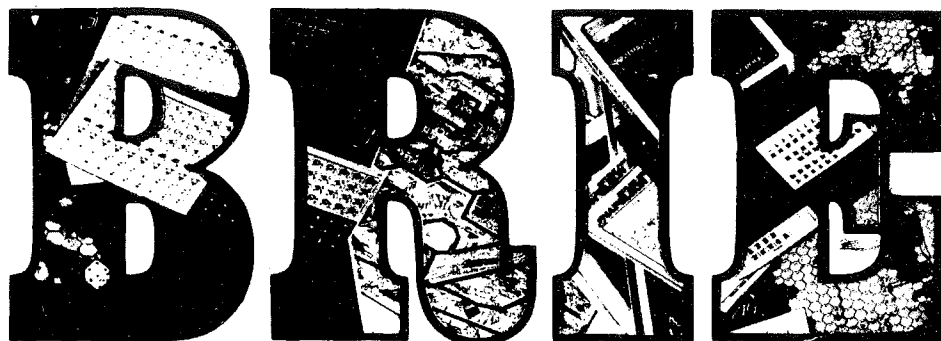
B-17 is, nevertheless, one of the best-conceived air war simulations I have ever played, but it is flawed in its execution. Designer Glen Frank captured the tension and suspense of a *B-17* in combat, but over did it by making the game too bloody. I can't help but wonder if there will be any sequels to this game (perhaps *B-24*) which would employ additional types of fighters, or better yet, if Avalon Hill will develop a computer version with graphics, no charts and more evenly distributed percentages for events.

This game was well received at Origins '83, probably because it is imaginative, different and not too expensive (only \$15). The rules are well-written, short and easy to learn. A sample mission is included, making this game ideal for first-time gamers. *B-17* might wear thin after you watch your first couple of planes go down in flames, but if you like solitaire games you can't win, you'll love *B-17*.

Kevin Nealon

MOHAWK

Mohawk is the Aulic Council of New York's beer and pretzels game of the French and Indian War (1754





- 1760). Physically, it is a beautiful game with an attractive point-to-point map of the northern British colonies and maritime Canada. The counters are simple but colorful with markers for regiments, Indian tribes, naval squadrons, forts and burning towns. It is a basically simple game that can be played in an evening after dinner.

The rules, however, are another story. They are short but, as one opponent said, they are not so much rules but "a series of loopholes in close formation." The 18th Century is supposed to have been an era of gentlemanly wars. In order to play *Mohawk*, both players will have to be gentlemen. This is not a game for rules lawyers, and you will often have to make up your own interpretations as you go along. It is not that the rules are incomplete, but they are poorly organized, imprecisely written and poorly illustrated.

The system is the relatively standard I move and fight you move and fight, with combat occurring on one of five tactical fields arrayed on the map edges. The terrain and the route of march to the battle determine the type of terrain. Combat is similar to GDW's *House Divided*, with the defender having a bonus in forts and on beaches, Indians and rangers increased in value in woods and regulars having the benefit in the open field. Militia are pretty much worthless wherever they are, as they should be, and go home every other turn. Indians are also a little unreliable, in that some of them go home whenever they win a battle.

The game has several nice touches. For example, the six Iroquois tribes, the most powerful Indians in the game, begin as neutrals. Three have a pro-French side

facing, three a pro-British side facing when set up. Whenever a player wins a battle, he flips one of his opponent's Iroquois to his side. When all six show the same allegiance, the Iroquois join that player for the rest of the game. There is also a naval mini-game at the start of the first, second and every even numbered turn thereafter. The players secretly place their four fleet markers, of varying strength, on one of four port boxes in the naval map. The players then reveal the value of their ships and resolve combat to determine whose ships get through to America. Ships carry regulars and increase a player's ability to raise and move Indians and militia.

Players can fight battle, burn forts and towns, move by sea (English only) promote militia to regulars after victories. The game should be played twice, however, with each side taking the French once. That is because the French cannot win, barring extraordinary dice rolling, due to the power, numbers, mobility and naval advantages of the British. There are no leaders in the game to represent the excellent French generalship (as opposed to initially abysmal British leadership and colonial disunity) that enabled the French to last so long in the real war. Thus the French player does not have the advantages possessed by his historical predecessors.

I have rarely wanted to like a game as much as I wanted to like this one. A native upstate New York and a former tour guide at the forts and battlefields of the French and Indian War, I was eager to play a game on my favorite period of history. I was thus disappointed at some aspects of *Mohawk* but, as I said before, if played by gentlemen, preferably with a

bottle of brandy and some snuff available, it can be a diverting evening's entertainment.

Mark McLaughlin

BARBARIAN KINGDOM & EMPIRE

Icarus Games is a small organization run by some nice people in Urbana, Illinois. Using some simple, old-style components and some elegant if bland graphics they have designed a gem of an ancient game. The basic idea is that a player starts out with one tribal counter and through growth (a la *Civilization*) evolves from a Barbarian tribe to a nomadic warrior clan and from there to a Kingdom, an Empire and, finally dissolves back into barbarism. My history professors would have loved these guys.

On first glance, the game is not impressive. Once you play it, however, it is infectiously enjoyable. Two to six players can play the open-ended game described above, where each player starts as a barbarian trying to wrestle a homeland from the somnambulant, decaying Roman Empire, or one of eight scenarios ranging from the Punic Wars to Charlemagne. There is even an excellent solitaire scenario where the player begins the game as the Roman Republic and expands outward around the Mediterranean basin. This is not merely a die-rolling encounter game, as most solitaire games tend to be, but one that involves careful planning and economic/military management.

Although easy to learn, the rules should be read at least three times to pick up the subtle nuances (such as stacking, which can be either two fleets, or two weak units, or one weak and one medium unit, or one legion etc., and naval movement — you have to roll to see if you sink whenever you cross sea zones, but NOT if you only go along the coasts). The most engaging part of the rules is the administration phase, in which you allocate money not only to maintain and buy military units, but to pay off an increasingly expensive, corrupt and inefficient bureaucracy. The older your kingdom or empire, the more you have to spend to prevent corruption, rebellion or, in the case of an empire, complete and irrevocable collapse.

The game has one other commendable feature. Players can float in and out at any time, and victory goes to him who amassed the highest average of points per turn that he was involved in the game. You can also throw in the towel if you have ten or less units or an income of less than ten monies and so back to the steppes (or deserts, or frozen Viking homeland) and begin again as a barbarian. You even get to keep your old victory points when you do so (although it will take about six turns before you are back in the running). This can be a good tactic if several players are devolving into weak empires, as a fresh barbarian horde can wreak havoc with the understrength and financially pressed imperial rulers.

Barbarian, Kingdom and Empire is a fast (it is not unusual to do 20-30 turns in an evening) enjoyable and unique game of ancient Europe. A must for fans of the period.

Mark McLaughlin

Richard Berg's DRUID

Complexity: low to moderate
Solitaire Suitability: moderate
Playing Time: two hours
Players: two

West End's newest game is DRUID, a fast-paced game of ancient "guerilla warfare". DRUID is an historically accurate game of Boudicca's Rebellion. In 61 AD, Boudicca, the red-haired Amazon queen of the Britons led her tribal warriors to bloody revolt against the might of Imperial Rome. In a climactic battle near present-day Coventry, 8000 elite legionaries defeated almost 80,000 tribesmen, but not before the

frenzied natives had savaged London and Colchester. DRUID typifies Roman-barbarian warfare. It accurately reflects the clash of massive untrained hordes of Britons and the small elite forces of the Roman legion. Yet it avoids cumbersome mechanics. Players enjoy features like Hidden Movement, rules for Druid Priests, and Invocations to the Gods.

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