

Confrontation in the Falklands!
(1982)
Wargaming Methods, Scenarios and Games
Volume 1

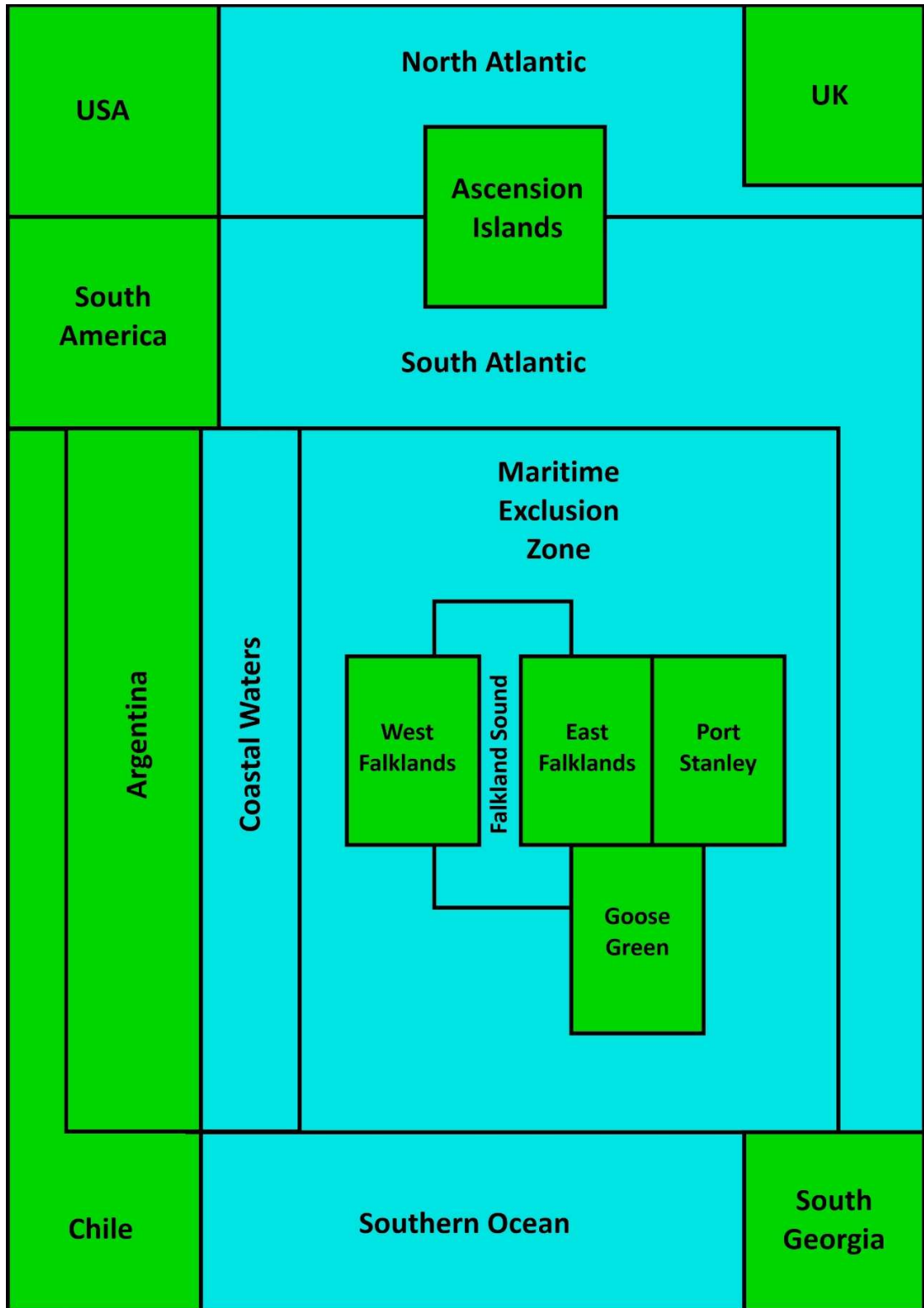
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The History of Wargaming Project

2020

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Matrix Game Map



Task Force Commander

Victory Conditions

The British player has to keep British public and political support, while reducing the Argentinian garrison's morale. Various events increase or decrease both scores. The random nature reflects the uncertainty how events would be perceived by the public and portrayed by the media.

British Cost of War (COW) Starts at 40 (War fever pitch)

If CoW has reached unacceptable level of 0 or less, the game ends immediately. The cost of the war leads to Margaret Thatcher resigning and being replaced in the UK.

If ship crippled, roll below, if sunk + 2

RN SS sunk - 1D6

RN ship - 1D6

RN Carrier - 2D6

Canberra damaged -5, if sunk -15 on CoW

MS - 1 (merchant ship counters represent many ships and take any number of hits)

MS Atlantic Conveyor/ Atlantic Causeway sunk -1D6 (*to reflect the loss of critical equipment e.g. harriers, helicopters.*)

British land forces out of supply -2 (after landing)

TRALA not in position in Far NE or Far E, or Far SE -2 (turn 11 onwards)

South Georgia recaptured +1

AS (Ambulance Ship) sunk +1 (*due to British public outrage*)

Argentine Garrison Morale (AM) Index starts at 120 with its troops at peak efficiency

If AM reaches 0, then Argentina has lost. For Argentina this represents a collapse in the morale of the garrison

Sinking Argent SS - 1 D6 -3AM (sub losses are easy to conceal)

Sinking Arg FF - 1 D6 -2 AM

Sinking Arg General Belgrano - 10 AM

Sinking Carrier 25th May - 8 AM

Atlantic Conveyor in San Carlos for 1 turn after landing AM -2 (once only) (*they land critical supplies to support the advance on Stanley*)

If AM reaches 0, Arg garrison morale has collapsed, the game stops and the war ends.

. God save the Queen."

At end of game if 20+ Arg still holding islands as winter draws in. Arg victory in the short term.
1-19 Arg tenuous hold on island, negotiations decide future
0 or less, British victory. Arg gov falls. Margaret Thatcher re-elected in UK
"The Falkland Islands are once more under the government desired by their inhabitants
And if CoW > 25 British military reputation reaches epic proportions.

British Reinforcement Schedule

Game Turn	Date	British Reinforcements	Notes
	2 April <i>Argentine Invasion</i>	<i>British reinforcements start in the Convoy Area North of the map and may move on the turn they arrive</i>	
1	12 –16 April	SSN Spartan SSN Conqueror	<i>TEZ (total exclusion zone) imposed around islands</i>
2	17 – 21 April	DLG Antrim FF Plymouth SSN Splendid DLG Sheffield DLG Coventry DLG Glasgow FFG Brilliant FF Arrow	
4	22 – 27 April	CVH Hermes, CVH Invincible DLG Glamorgan FF Yarmouth FF Alacrity FFG Broadsword MS 1 (large number of merchant ships)	<i>8 Harriers on each CVH</i>
5	28 April - 2 May	Liner Canberra (troop ship) LPD Fearless LPD Intrepid MS 2 (large number of merchant ships) MS 3 (large number of merchant ships)	<i>Canberra has many of the troops for the land invasion Vulcan Bomber raid available</i>
6	3- 7 May	AS Hecla	<i>Hospital ship</i>
7	8 – 12 May		
8	13- 17 May	FF Ardent FF Argonaut AS Hydra AS Herald SSN Valiant TRALA	Convoy route North should always have MS in from this turn on or + 1 CoW per turn
9	18 - 20 May	FF Antelope FF Ambuscade DLG Exeter	Convoy route South should always have MS in from this turn or + 1 CoW per turn TRALA (must be in Far NE or Far E, or Far SE)
10	21 –25 May	DLG Cardiff DLG Bristol FF Active FF Avenger FF Andromeda FF Penelope FF Minerva	
11	26- 30 May	MS Atlantic Causeway MS Atlantic Conveyor SSK Onyx SSN Courageous	Atlantic Conveyor has spare Harriers
12	31 May – 3 June		
13	4 – 8 June		
14	9 – 13 June		
15	14 June	Historical Argentine Surrender Date	Game finishes at end of turn due to onset of winter

Game Turn Sequence

1. Reinforcements phase
 - 1.1. Add British reinforcements
2. Naval task phase
 - 2.1 Move RN units
 - 2.2 Assign all RN naval units a task
 - 2.3 Resolve British Naval Tasks
 - 2.4 Allocate Harriers to task and resolve any attacks
3. Launch Vulcan bomber raids if available and required
4. Argentina Action phase
 - 4.1 Roll for random event
 - 4.2 Search phase Draw search card (*This represents the Arg search by Boeing 747, commercial trawler Narwal, Russian assistance, C-130 Hercules, Neptune P2V ASW Aircraft etc.*)
 - 4.3 Resolve combats resulting from successful searches
5. Beach landing phase
 - 5.1 British has option to declare beach landing
6. Advance on Stanley
 - if British have declared a beach landing in this turn or previous one
 - 6.1 Roll for progress in land war
 - 6.2 Any remaining aircraft based in the Falklands automatically attack any RN ships in San Carlos Water
 - 6.3 If San Carlos water does not have a minimum of 2 MS in it, land forces are out of supply this turn (if they have landed)
7. Admin
 - 7.1 Sea Exclusion Zone blockade phase
 - 7.2 Lines of supply check
 - 7.3 Land any RN CAPs
 - 7.4 Move turn counter on one turn

Air Raid Table

These can be printed out and drawn randomly or roll a D10. *(These represent only the critical airstrikes, not the many feints, returns to base, failure to find targets missions etc...)* a maximum of three air strikes is permitted per card i.e. if 9 or 10 rolled, then 2 or 3 cards are then drawn until there are 2 or 3 waves of air raids. More aircraft cannot be used in air raid than are available as shown on the playsheet

If RN ships in San Carlo, all Pucarás based in Falklands attack RN ships in San Carlos this turn with up to 6 aircraft in each wave.

1) Maximum effort! Wave 1- 8 Mirages IIIs Wave 2- 6 Canberra Bombers	2) 6 Canberra bombers	3) 6 A4 Sky Hawks
4) 12 Sky Hawks	5) Maximum effort! Wave 1- 4 Mirages Wave 2- 4 Mirages Wave 3- 4 Skyhawks	5) 4 Daggers
6) 8 Skyhawks	7) 2 Super Etendards with Exocet	8) Maximum effort! Wave 1 6 Skyhawks Wave 2 6 Skyhawks
9) Maximum effort! same as cards 3 and 5, each as separate wave	10) 2 Super Etendards with Exocet	

Playsheet

1 12 –16 April	2 17 – 21 April	4 22 – 27 April	5 28 April - 2 May	6 3- 7 May	7 8 – 12 May	8 13- 17 May
9 18 - 20 May	10 21 –25 May	11 26- 30 May	12 31 May – 3 June	13 4 – 8 June	14 9 – 13 June	15 14 June

Mirage III (only aircraft with air to air missiles) 8 Based at Stanley (yes, no)	Skyhawks 31
IAI Daggers 19	Super Etendards 4 (with 5 Exocets)
Canberra Bombers 7	Skyhawks 10 on CV 25 th May
Pebble Island Pucará 8	Goose Green Pucará 8
Stanley Airfield Pucará 8	Stanley Airfield successfully bombed by Vulcans Yes/ No
RN CV Hermes Harriers 12 (holds max of 16)	RN CV Invincible Harriers 8 (estimated max of 10)
Harriers on Atlantic Conveyor 14 <i>For transfer to CV in same area, lost if ship hit</i>	

Cost of War *CoW*- starts at 40

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
29 30 31 32 33 34 35 36 37 38 39 **40** 41 42 43 44

Argentine Morale *AM* starts at 120

120 119 118 117 116 115 114 113 112 111 110 109 108 107 106 105 104 103 102 101
100 99 98 97 96 95 94 93 92 91 90 89 88 87 86 85 84 83 82 81
80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61
60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41
40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21
20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

0 Argentine Morale Collapses

Task Group 79.1 CV Carreir Veinticinco de Mayo DD Santissima Trinidad, DD Hercules FF Drummond FF Guerrico FF Granville SS Santa Fe	Task Group 79.2 DD Py DD Segui DD Hercules SS Santiago del Estero	Task group 79.3 CA Belgrano DD Bouchard DD Piedra Buena SS Salta
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Random Events Table

(For player interested these are divided into two, A= actual, P = military possibility, but did not actually happen). These can either be printed out and drawn randomly or roll a 20 sided dice. Each event can happen more than once. If an event is rerolled, it should be seen as a slight variant of the original event.

<p>1. Argentine reinforces Les Malvinas by air (A): Add 2 AM to Argentine garrison- unless Vulcan bombing raid has closed Stanley airfield.</p>	<p>11. Harriers collide (A) – if Harriers are on CAP this turn, two are lost</p>
<p>2. Harrier crash land (P) on CV, one Harrier lost, one CV can launch no Harriers next turn while repaired.</p>	<p>12. UN Resolution against Argentina (A) –1 AM as Argentines realise world opinion is against them</p>
<p>3. Crash 2 Argen A4 Skyhawks crash (A)</p>	<p>13. Friendly Fire 1 Argen Aircraft shot down by friendly fire (A)</p>
<p>4. Calm wind Arg Carrier cannot launch airstrike this turn (A)</p>	<p>14. Friendly Fire! Shoot down civilian airliner on route between Durban to Rio de Janeiro + 2 CoW (P almost happened on 22 April 1982)</p>
<p>5. ‘Woodard predicts long bloody war’ (A) Inappropriate press release - 2 CoW</p>	<p>15 Night Collision 2 FF damaged and have to return to UK (P). Remove two from the same area.</p>
<p>6. ‘Gotcha’ (A) Sun Newspaper headline + 2 on CoW as boosts morale, only if RN has sunk Argent ship or SS.</p>	<p>16. British Chopper Ditches with heavy loss of life – 2 CoW</p>
<p>7. Hold Fire No British Sub can fire this turn due to political considerations (A)</p>	<p>17. Exocets for Sale! Argent obtains 5 more Exocets on black market (P)- add 5 to available stock for use by Mirage’s</p>
<p>8. Jury Rigged Exocet Argent jury rigs Exocet- if British ship on Gunline this turn only, Exocet fired from Falkland Islands at it</p>	<p>18. Flight of Mirages deployed to Stanley! (P) All remaining Mirages are now based at Stanley. Any future successful search on the operational map of these areas means an <u>automatic</u> attack by the Mirages (except south Atlantic, convoy route north and south, Argentine coast)</p>
<p>9. Friendly Fire, Blue on Blue (A) If British forces have landed, -1 CoW</p>	<p>19. Chile mobilises (P) Argentine recalls special forces from Falklands AM – 1D6</p>
<p>10. “I counted them all out and counted them all back” (A) Morale boosting press release +1 CoW</p>	<p>20. RN ships collide (P) RN FF collides with supply ship during cross decking, it returns to UK due to damage (RN pick one).</p>

Argentinian Search Cards

There are 10 cards. These may be printed out and one chosen at random or roll D10 each turn. If the area is underlined and bold and has RN units in it, roll for a contact. Note if RN SS, and air contact is rolled, ignore the contact (i.e. nothing happens). The areas marked in grey are out of air range for the all aircraft in Argentina airforce and for Harriers attacking targets in the Falkland Islands. Skyhawks cannot reach NNE, E, SSE (unless operating from carrier). Pucarás can only reach TEZ areas and San Carlos and Gunline. If an air raid of this type of aircraft is drawn, ignore the contact (i.e. nothing happens).

Convoy Area North and South are huge areas, therefore if 1,2,3 is rolled on a D6 no contact is made. Similarly, the wider South Atlantic area, roll D6 1,2,3,4 and contact does not occur.

Blank Card

South Atlantic <i>(5-6 to encounter)</i>						Ascension Island	
						North convoy <i>(4-6 to encounter)</i>	
						South convoy <i>(4-6 to encounter)</i>	
Argent coast	NW		N		NE	NNE	Far NE
			NTEZ				
	W	WTEZ	SAN CARLOS	GUNLINE OFF STANLEY	ETEZ	E	Far E
			STEZ				
SW		S		SE	SSE	Far SE South Georgia	

Notes:

Part of the uncertainty of the game is not knowing the frequency that the various areas are searched. The UK had no clear idea about the probability of being detected in each area. All areas are left on the card to make it difficult for them to assess this by flicking through all the cards.

Card 1

South Atlantic (5-6 to encounter)					Ascension Island		
					<u>North convoy</u> <i>(4-6 to encounter)</i>		
					South convoy <i>(4-6 to encounter)</i>		
<u>Argent coast</u>	NW		N		<u>NE</u>	NNE	Far NE
			<u>NTEZ</u>				
	W	<u>WTEZ</u>	<u>SAN CARLOS</u>	<u>GUNLINE OFF STANLEY</u>	ETEZ	E	<u>Far E</u>
			STEZ				
<u>SW</u>		<u>S</u>		SE	SSE	Far SE South Georgia	

Card 2

South Atlantic (5-6 to encounter)					Ascension Island		
					<u>North convoy</u> <i>(4-6 to encounter)</i>		
					South convoy <i>(4-6 to encounter)</i>		
Argent coast	<u>NW</u>		N		NE	NNE	Far NE
			NTEZ				
	W	WTEZ	<u>SAN CARLOS</u>	<u>GUNLINE OFF STANLEY</u>	ETEZ	E	Far E
			STEZ				
<u>SW</u>		S		SE	SSE	Far SE South Georgia	

Card 3

South Atlantic <i>(5-6 to encounter)</i>					Ascension Island		
					North convoy <i>(4-6 to encounter)</i>		
					South convoy <i>(4-6 to encounter)</i>		
<u>Argent coast</u>	NW		N		<i>NE</i>	NNE	Far NE
			<u>NTEZ</u>				
	<u>W</u>	<u>WTEZ</u>	SAN CARLOS	GUNLINE OFF STANLEY	ETEZ	E	Far E
			<u>STEZ</u>				
SW		S		SE	SSE	Far SE South Georgia	

Card 4

South Atlantic <i>(5-6 to encounter)</i>					Ascension Island		
					North convoy <i>(4-6 to encounter)</i>		
					South convoy <i>(4-6 to encounter)</i>		
Argent coast	<u>NW</u>		N		NE	<u>NNE</u>	Far NE
			NTEZ				
	<u>W</u>	WTEZ	<u>SAN CARLOS</u>	<u>GUNLINE OFF STANLEY</u>	ETEZ	E	Far E
			<u>STEZ</u>				
<u>SW</u>		<u>S</u>		SE	<u>SSE</u>	Far SE South Georgia	

Card 5

<u>South Atlantic</u> <i>(5-6 to encounter)</i>						Ascension Island	
						North convoy <i>(4-6 to encounter)</i>	
						South convoy <i>(4-6 to encounter)</i>	
<u>Argent coast</u>	NW		N		NE	<u>NNE</u>	Far NE
			<u>NTEZ</u>				
	<u>W</u>	<u>WTEZ</u>	<u>SAN CARLOS</u>	<u>GUNLINE OFF STANLEY</u>	<u>ETEZ</u>	<u>E</u>	Far E
			<u>STEZ</u>				
SW		S		SE	SSE	Far SE South Georgia	

Card 6

South Atlantic <i>(5-6 to encounter)</i>						Ascension Island	
						North convoy <i>(4-6 to encounter)</i>	
						<u>South convoy</u> <i>(4-6 to encounter)</i>	
Argent coast	<u>NW</u>		N		NE	NNE	<u>Far NE</u>
			<u>NTEZ</u>				
	W	WTEZ	SAN CARLOS	GUNLINE OFF STANLEY	<u>ETEZ</u>	<u>E</u>	Far E
			<u>STEZ</u>				
SW		S		SE	<u>SSE</u>	Far SE South Georgia	

Card 7

South Atlantic <i>(5-6 to encounter)</i>					Ascension Island		
					North convoy <i>(4-6 to encounter)</i>		
					South convoy <i>(4-6 to encounter)</i>		
<u>Argent coast</u>	NW		N		<u>NE</u>	NNE	Far NE
			NTEZ				
	W	<u>WTEZ</u>	<u>SAN CARLOS</u>	GUNLINE OFF STANLEY	ETEZ	<u>E</u>	Far E
			<u>STEZ</u>				
<u>SW</u>		S		SE	SSE	Far SE South Georgia	

Card 8

South Atlantic <i>(5-6 to encounter)</i>					Ascension Island		
					North convoy <i>(4-6 to encounter)</i>		
					South convoy <i>(4-6 to encounter)</i>		
Argent coast	NW		N		NE	NNE	Far NE
			NTEZ				
	W	WTEZ	<u>SAN CARLOS</u>	<u>GUNLINE OFF STANLEY</u>	<u>ETEZ</u>	E	Far E
			STEZ				
SW		S		<u>SE</u>	SSE	Far SE South Georgia	

Card 9

South Atlantic <i>(5-6 to encounter)</i>					Ascension Island		
					North convoy <i>(4-6 to encounter)</i>		
					South convoy <i>(4-6 to encounter)</i>		
Argent coast	<u>NW</u>		N		NE	NNE	Far NE
			NTEZ				
	<u>W</u>	<u>WTEZ</u>	<u>SAN CARLOS</u>	GUNLINE OFF STANLEY	ETEZ	<u>E</u>	Far E
			<u>STEZ</u>				
<u>SW</u>		S		SE	<u>SSE</u>	Far SE South Georgia	













































Card 10

South Atlantic <i>(5-6 to encounter)</i>					Ascension Island		
					North convoy <i>(4-6 to encounter)</i>		
					South convoy <i>(4-6 to encounter)</i>		
<u>Argent coast</u>	<u>NW</u>		N		NE	NNE	Far NE
			NTEZ				
	W	<u>WTEZ</u>	<u>SAN CARLOS</u>	GUNLINE OFF STANLEY	ETEZ	<u>E</u>	Far E
			<u>STEZ</u>				
SW		S		<u>SE</u>	<u>SSE</u>	<u>Far SE South Georgia</u>	














Game #3: Battalion Commander Map



Appendix- Game #1: Task Force Commander: Counters

SSN Conqueror 	SSN Courageous 	SSN Spartan, 	FFG Brilliant Type 22 	FFG Broadsword Type 22 
SSN Valiant 	SSK Onyx 	SSN Splendid 	DLG Coventry Type 42 	DLG Glasgow Type 42 
DLG Antrim County 	DLG Glamorgan County 	DLG Exeter County 	DLG Sheffield Type 42 	DLG Bristol Type 82 
FF Andromeda 	FF Penelope 	AS Hydra 	CVH Hermes 	CVH Invincible 
FF Minerva 	FF Plymouth 	FF Yarmouth 	LPD Fearless 	LPD Intrepid 
FF Arrow Type 21 	FF Alacrity Type 21 	FF Ardent Type 21 	AS Hecla 	AS Herald 
FF Active Type 21 	FF Ambuscade Type 21 	FF Antelope Type 21 	MS QE II Troop transport 	MS Atlantic Conveyor 
FF Avenger Type 21 	FF Argonaut Leander 	MS Atlantic Causeway 	MS merchant ships 	MS merchant ships 
MS merchant ships 	DLG Cardiff Type 42 	TRALA 		MS Atlantic Causeway 

UK Fleet

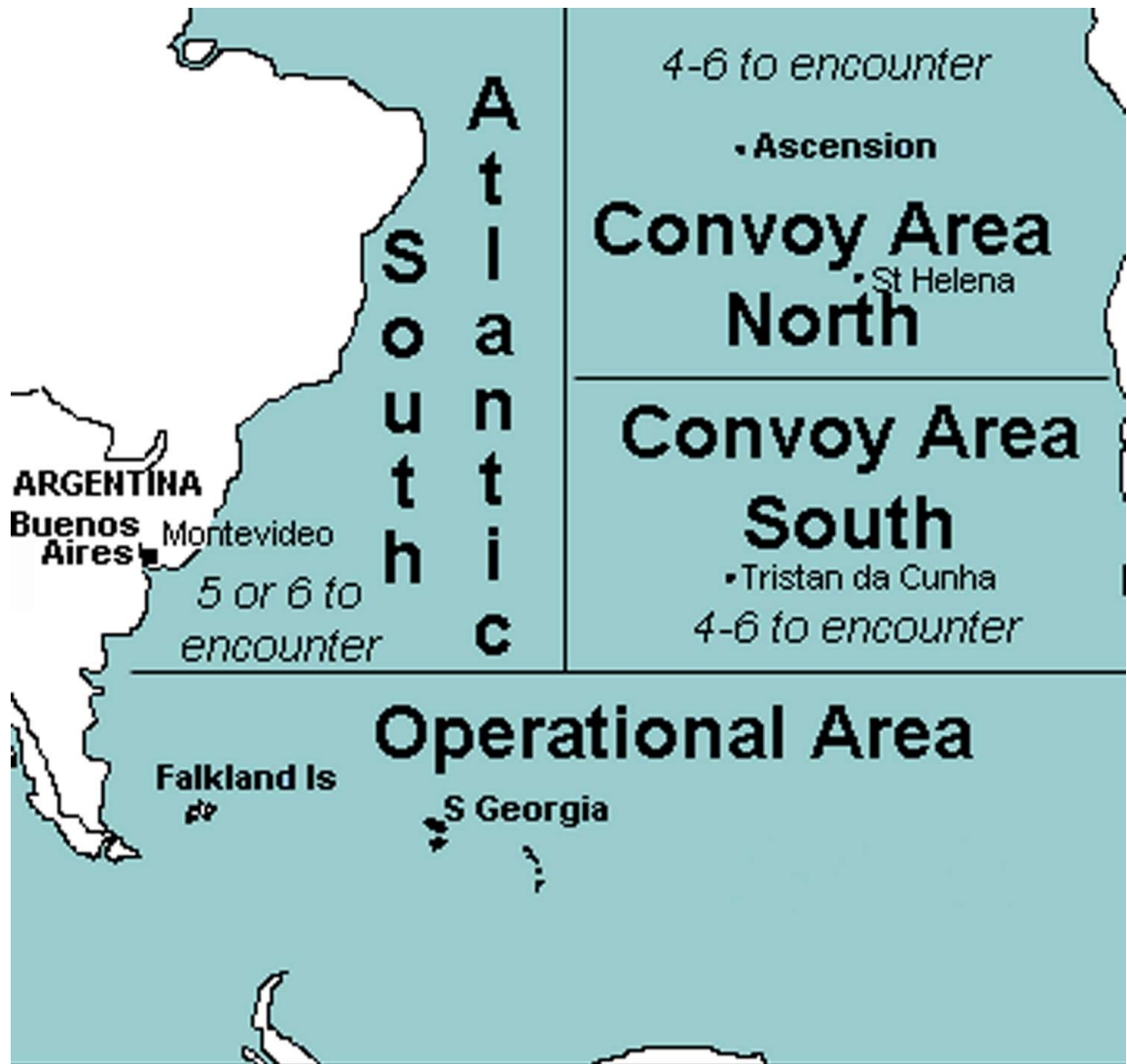
DD Santissima Trinidad 	DD Hercules Type 42/1 	Carreir Veinticinco de Mayo 	FF Guerrico Type 69 	FF Granville Type 69 
FF Drummond, Type 69 	DD Commodore Py 	DD Segui ouchard 	CL Belgrano Brooklyn 	DD Piedra Bue 
SS Santa Fe 	SS Santiago del Estero 	SS Salta, San Luis 		

Argentine Fleet

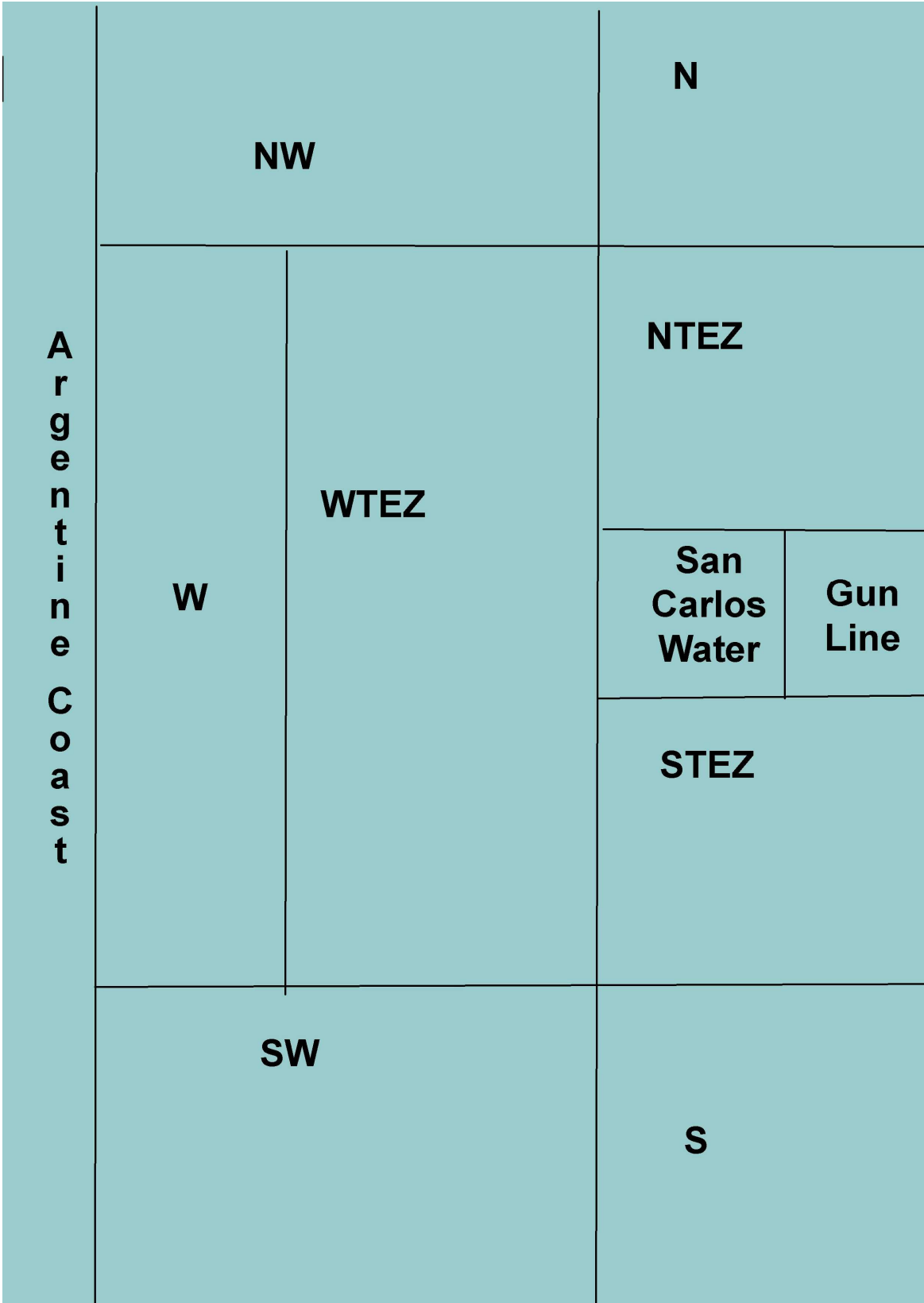
Special forces recce	Special Forces recce	Special forces Raid!	Ship damaged	Ship damaged
CAP 1	CAP 2	CAP 3	Ship damaged	Ship damaged
Naval shore bombardment	Naval shore bombardment		Ship damaged	Ship damaged

Task Group 1	Task Group 2	Task Group 3	Task Group 4
Task Group 5	Task Group 6	Task Group 7	RFAs
Task Group 1	Task Group 2	Task Group 3	Task Group 4
Task Group 5	Task Group 6	Task Group 7	TRALAs

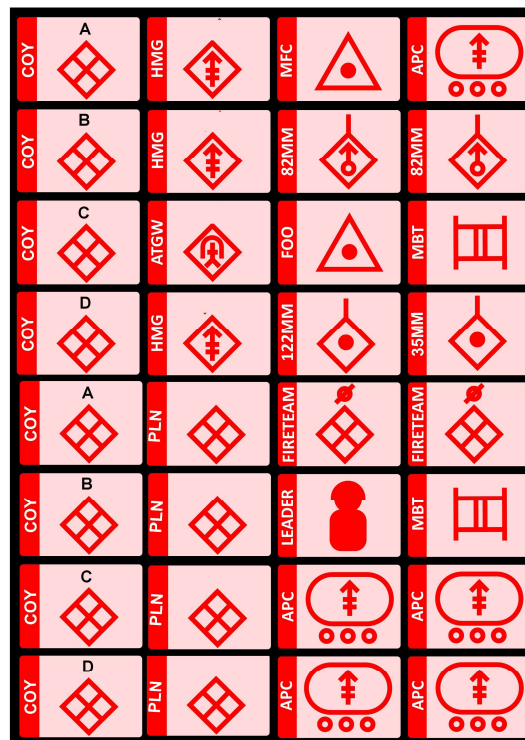
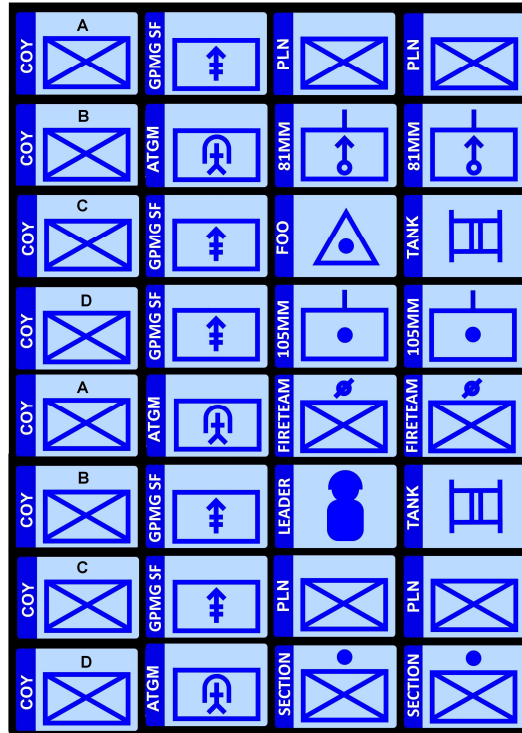
Appendix- Game #1: Maps



NE	NNE <i>outside Skyhawk range</i>	Far NE <i>Outside air range</i>
ETEZ	E	Far E
SW	SSE	Far SW South Georgia



Appendix- Game #3: Battalion Commander Counters



Colour versions of these counters can be downloaded from www.wargaming.co