

"Pobre Infantería Maldita"

**Company Level Combat in the Falkland
Islands / Islas Malvinas in 1982**



**Supplementary
rules for wargames
with 15 or 20mm
figures and models.**

**Based on RFCM's
Poor Bloody
Infantry ©2006**



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POBRE INFANTERÍA MALDITA (PIM)

COMPANY LEVEL COMBAT IN THE SOUTH ATLANTIC 1982

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DEDICATION - DEDICACIÓN

To all the Poor Bloody Infantry of the Falklands War.

A toda la Pobre Infanteria Maldita de la guerra de las Malvinas.



1. Introduction

Having recently dug into some history books after some years it struck the author that in retrospect ground combat in the Falklands/Malvinas campaign of 1982 had far more akin to World War 2 actions than so-called "ultra-modern" warfare. Being an undying fan of RFCM's Poor Bloody Infantry rules (2006 edition) it seemed logical to try an adaptation. Because of failing eyesight combined with better availability of figures and models I chose 20mm and 1/72nd scale for my game, but 15mm works absolutely fine.

2. PBI rule 33 (page 69) - Points for building a company

Sides may utilise less, but equal, points if agreed by the players in lieu of the standard 400 points. 200 points per side would represent one of the many clashes between combat patrols. If equipment is chosen which cannot be deployed, either the whole unit may be returned to the reinforcement reserve or the unit permanently abandons the kit and deploys without them.

3. PBI rule 37.A (page 110) – Medics and Chaplains

Medics are more professional and well equipped than their WW2 era counterparts. So they are no longer tied to a particular platoon, deploy/arrive with any Command Group and are effective on 3, 4, 5 or 6 for each AP spent clearing casualties. They cost 13 army points.

Both sides had battlefield priests or chaplains who did sterling work putting themselves in the firing line for the spiritual morale of their flocks. Treat as if a medic above, except that any square which takes a morale test with a chaplain or priest in it may reroll any or all of the dice once per turn.

4. Air attacks and off-table artillery strikes

Use the PBI off-table artillery rules (Rule 32, Section 10, page 64) with the following modifications. The flexibility and communications available in 1982 allow BOTH sides to call in this fire in any game turn, INCLUDING expenditure of two artillery strikes in the same turn (if two are selected as options) although the aiming points may not overlap. Any Command team or Forward Observation Officer (FOO) with Line of Sight (LoS) to at least one square of each strike's intended beaten zone must expend 3AP to call all fire in.

It is also possible to exchange these for air attacks (mostly as described in the PBI Optional rule I, page 112). At least one of the target squares must be in LoS of a FOO or Company Commander. If ALL the target squares of an air attack are in LoS of an on-table FOO, Company Commander or air force liaison officer then roll the "to hit" d6 twice and choose which die result to apply. If equipped with a laser designator then roll three times and choose

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the preferred result. Deploy an aircraft model accordingly over the first square and then resolve Opportunity AA Fire before executing the attack as described in Optional rule I.

If a proper artillery piece (105 or 155mm) is deployed on table, by expenditure of 8AP one square may be beaten as if by off-table artillery, minimum range 5 squares. Every square hit by air or artillery is pinned.

Up to two artillery or mortar fires may be WP smoke. Carry out a normal fire but add smoke to hit squares. All smoke blows away at the beginning of the next Artillery & Air phase.

5. AA weapons as opportunity fire

Specialist AA weapons which did not fire in the last turn may fire in the opponent's turn as normal Opportunity Fire, during either the Air Attack and/or Reinforcement phases. Only specialist AA weapons listed below may intercept an air attack or helicopter insertion / casevac. There is neither minimum nor maximum range for these AA weapons in the game, and LoS cannot be blocked. This represents an aircraft being fired at not only at its attack point or landing zone but also as it flies in from off table.

Specialist AA Weapons system	Number of dice to roll	Narrative
LMG, HMG	2D6	Either 7.62mm or 0.5in. <i>If 0.5in achieves one hit, firer may choose to reroll the other die.</i>
20mm Rh202 cannon	3D6	Twin barrelled 20mm towed auto cannon.
30mm HS831	3D6	Single barrelled 30mm towed auto cannon.
Tigercat SAM	3D6	Ground version of Seacat missile.
35mm Oerlikon GDF	4D6	Twin barrel 35mm towed auto cannon.
Blowpipe or SA7 SAM	4D6	Early shoulder fired guided missiles.
Rapier SAM	4D6	Modern guided missile with teething troubles.
Stinger or Roland SAM	6D6	Modern and effective guided missiles.

Cumulative Modifiers:-

Raw troops, roll - **1D6**

Veteran troops, roll + **1D6**

Target in a square out of direct LoS of this AA weapon, roll -**1D6**

To carry out AA fire, first declare which AA weapons will shoot or hold their fire. Then roll individually for each weapon on this table starting from most effective (most dice per weapon) first to the least effective last. Each weapon rolls separately, no pooling of dice. If any result other than No Effect is achieved, execute that result and ignore all further AA fire. Declared AA weapons are all considered to have fired – mark with smoke or flying missiles.

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AA Fire effect chart

Number of 6s rolled	Effect
0	No effect – mission or attack carried out unaffected.
1	Too hot. Aircraft evades and breaks off, but can return next turn. Firer rolls a MyChoice die: if target is a helicopter, see Rule 7 below.
2	Damaged. Aircraft aborts trailing smoke and debris, mission abandoned, all further air ops suspended for game. Helos see Rule 7 below.
3	Direct hit! Aircraft is shot down for all to see over the battlefield. +3d6 Victory points to enemy. Helicopters see Rule 7 below.
Number of 1s rolled	
3 or more	Attract unwanted attention. Firer’s square itself hit with fire (as described in the PBI Optional rule I, page 112). <i>Simulates return fire of enemy escorts and wingmen, enemy troops attempting to suppress enemy AA, or missiles and friendly fire from friends blazing away at passing aircraft.</i>

6. SAM vs ground targets

Some SAMs were used effectively against ground targets but to discourage their use as simple infantry support weapons, to use a Blowpipe or SA7 Grail requires 4AP to activate, minimum range 2. Roll 2d6 against all groups in the square if hit. Both Rapier and Tigercat can be used against ground vehicles (fire as if towed guns) but not against other troops.

7. Helicopters : Insertion of reinforcements.

If a force selects the Helicopter option then a reinforcement Platoon Commander group may be landed in any square neither adjacent to nor containing operational enemy forces, once per game, during a halflight or daylight turn. The rest of the reinforcements arrive with him or in adjacent orthogonal squares (not diagonal). Before players get carried away with their new powers, a helicopter must survive ALL Opportunity AA fire, neither aborting nor being shot down before it can land reinforcements. This forces players to consider air defence cover of objectives and LZ squares from whence they might be outflanked. Reinforcements aboard a helo that is damaged/aborted do not return. Such reinforcements are lost to the game, although no victory points count toward the victory total.

On a “Too Hot” result the AA firer rolls a My Choice die; a *My Choice* result means that the helicopter may be diverted to unload in another single square as chosen by the firer. If not the helicopter holds off and does not land this turn, although it may try again in another turn.

Any helicopter shot down with a Direct hit! spills its occupants AND in the original target square after each group saves against a hit at close range in the open. Apply any casualties now. Award +3d6 Victory points to enemy.

Finally if the helicopter survives all this, roll a d6. On a 6 it (or another nearby) is carrying AS12 missiles (both sides used this weapon) and can get one shot off counting LoS as if a ground-launched Rocket Launcher. Weapon minimum ranges do count here however.

Deploy a Wessex, Alouette III, Gazelle, UH-1, Puma or Scout (or crashed wreck) model accordingly. A crashed helicopter model turns an open square into a partial square.

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8. Helicopters: Casevac

If a force selects the Helicopter option it may opt to use a helicopter casevac instead of a reinforcement insertion, during a halflight or daylight turn. A helicopter must attempt to land at a Platoon Command group's current square and if successful (all AA fire getting a "no effect") removes all casualties from all squares of this platoon in one move. This simulates the wounded being helped back to a temporary Aid Post from where they can be airlifted to field hospital. No VP are lost for casualties extracted in this way because of the effectiveness of the hospitals.

9. Wheeled vehicles activating off road / good going

Rolling 9 or higher for AP triggers immediate Immobilisation (or one vehicle of a group if using group move). Use PBI rules.

10. Amphibious operations

See Peter Pig's website for PBI Unofficial Boat Rules. One or more table edges are designated before the game as beach or coastal, boats and amphibians may deploy in any board edge square which contains beach, port or sea. To do so a side must have bought boats, landing craft or amphibians in their force organisation.

The key advantage is that the deployment may take place on ANY water board edge regardless of being enemy baseline or on a flank (irrespective of the PBI boat rule). This means that the sea is always a vulnerable flank and players will need to carefully consider their sea defences.

There are three types used in the Falklands/Malvinas which conform to PBI Unofficial Boat Rules as follows:

Dinghy / Rigid Raider. Soft Hull, open top. Carries 2 groups. Armour none. Cost 10 army points.

Landing Craft (LCU) Hard Hull. Carries 10 groups/1 vehicle. Armour 3. Cost 20 army points.

LVTP7 amphibian. Hard Hull. Carries 6 foot groups. Armour 7. Cost 26 army points.

11. ATGW and recoilless

Anti-Tank Guided Weapons (Milan, AS12, SS11, Cobra and Bantam) can be used normally as anti-vehicle weapons, but they also fire targeted bombardments as "bunker busters". Use the PBI On-table rocket artillery rules, with the following exceptions:

- ATGW motivate and move as if towed guns, needing 6AP to set up/take down.
- Minimum range for AS12, Cobra and Bantam is 5 squares.
- Minimum range for Milan is 4 squares because of its SACLOS guidance and shorter arming distance.
- Only CLOSED squares in LoS are affected by ATGW. If one square is obscured (no direct LoS) then it is the only one attacked. Foot in Open and Partial squares cannot be affected by ATGW.
- They are devastating if they hit and there is no save for units hit.
- All foot groups in squares hit are pinned.
- They may also operate against enemy vehicles (however requiring the same activation however). This is because missiles are harder to replenish.

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Czekalski 105mm and 120mm Wombat recoilless rifles are also treated as if towed guns, except they do not trigger a 10 point penalty if used singly. They limber/unlimber (as described in PBI rule 21.3, page 32).

84mm Carl Gustav and 3.5in M20 bazooka weapons are treated as infantry AT requiring 2AP to shoot, maximum twice, only engaging other foot groups in closed squares at up to 2 squares range (otherwise as described in PBI rule 25.5, page 43). Range 4 squares against vehicles or building targets.

12. Day-time, half-light and night-time

The majority of battles in the Falklands/Malvinas campaign were fought up close and mostly at night. Once initial contact was made tracer, illum shells, flares and burning gorse or buildings provided just enough light to fight by. On top of this at least rudimentary night sights were available to many soldiers on both sides. The game recognizes night, daylight and half-light (dawn or dusk).

Therefore there is no special adjustment for fighting at night. Direct shooting at first (or last) half-light add +1 dice to every attack and add +2 if in full daylight.

To simulate the difficulties, commanders at night trying to motivate squares or roll for AP roll two dice and **ignore the higher roll, unless they are Night-trained**. Night-trained commanders cost double army points to purchase. AFVs are also treated the same.

Just before deployment the attacker firstly states their preferred start condition (either day or night) and then each player rolls 1D6, adding their army stance. Compare the results and consult the table below. The defender's Battle clock dictates when the attacker's starting condition becomes half-light (whether dawn or dusk) and then to the opposite condition.

Jump-off time	Starting condition	Half-light	Final condition
Jumped Off On Time: Attacker twice or more times Defender score	Clock 21 to 5	Clock 4 to 2	Clock 1
Behind schedule: Attacker score exceeds Defender score	Clock 21 to 8	Clock 7 to 3	Clock 2 to 1
All gone to hell: Defender score equal or greater than Attacker score	Clock 21 to 16	Clock 15 to 12	Clock 11 to 1

As a rule, air attacks and helicopter operations cannot be carried out at night in this game. Although some use was made of early NVGs or pathfinding by special forces, neither side was able to operate in the battlefield support role at this period and issues of IFF precluded Close Air Support even with night vision kit. Air attacks carried out at night were not tactical in nature and aimed at more general harassing targets on both sides.

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13. Cliffs, high hills and steep overlooks

Cliffs are impassable to all ground troops; they must be clearly identifiable on the game board. Fire between units divided either by a cliff or two vertical levels of separation never count as if firing at "Close Range".

This is because of the shelter afforded those at the top from natural cover, rocks and such from those firing upward and from the loss of grazing fire lines and the dead ground formed at the bottom to those firing downwards.

Line of Sight from level 2 hills is blocked for one square of "dead ground" immediately behind Closed Squares or Level 1 hills. A level 2 hill blocks all line of sight behind it.

14. What if... ?

Game scenarios that might have happened

PBI has a brilliant scenario-generating pre-game in common with many RFCM rules. But in the Falklands/Malvinas campaign we can generate scenarios which seem somehow out of place historically. Sometimes our obsession with how events played out historically can blind us to what might easily have happened if things had worked out differently. There are many fictional, and yet realistic possibilities. Here are a few:

What if ... there had been a counterattack on San Carlos beach-head

British Intelligence about Darwin and Goose Green was contradictory. 2 Para's famous attack might have been converted to a masking / holding operation or the attack may well have had to be abandoned. This would have left a relatively powerful force at Darwin, in concert with troops across at Port Howard, able to threaten to British supply lines toward Stanley over 40 miles in length. Some units at Darwin had undergone special assault training and there were Commando units (601 and 602) in the field. 1st Welsh Guards defending against Regimiento de Infanteria 12?

What if... there had been an Argentine amphibious action

If the bulk of the Armada Argentino had not been confined to Puerto Belgrano and coastal waters there might have been Marine amphibious landings in the vein of Operation Rosario, the original landings in April 1982. These could have ranged from small raids using special forces supported by naval gunfire and helicopters to all-out attacks with amphibious armoured assault vehicles and marines operating with naval strike aircraft in support. Troops protecting logistics, beach-heads, artillery, helicopter parks and supply lines might have found themselves under attack. Gurkhas vs LVTP7s?

What if... the British had taken a more direct approach to Stanley

Having trained often with the US military, Argentine planners were very aware that a direct assault on Stanley and the airport, in the same way as they had recently carried out, was a possibility that had to be prepared for. Especially if British helicopter losses had been less than they actually turned out, which would have allowed multiple options to the British in terms of mobility and manoeuvre. 45 Commando seizing Stanley airport by amphibious and helo insertion, shutting down Argentine anti-aircraft defences and forcing open a "back door" to the main Argentine defences?

What if... the Argentines had struck at 5 Brigade after Bluff Cove

Argentine troops atop Mount Harriet saw British landing ships and called in air attacks which proved terribly effective. Two ships were on fire and there were many casualties. The chances of a force going out to hit the British while they were reeling were quickly evaluated.

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Yet the risks of the Argentines leaving their prepared defences and friendly artillery cover and assaulting across open terrain were considered too great in the end. What might have happened if they had?

What if... the "Daher plan" (Operación Buzon) had been approved

With the outer ring of hilltop defences starting to breach, Argentine force commanders left holding the Islas Malvinas now with increasingly little help from the Armada or Fuerza Area Argentina looked for a last chance to even the odds. Brigadier General Americo Daher took his life in his hands to fly back to Argentina in person with a plan calling for a maximum effort to turn the tide. The Armada were to send several frigates to provide Naval Gunfire Support and anti-aircraft cover in concert with a calculated night airdrop of Argentine parachute troops across the British supply lines stretched across East Falkland. Possibly even to then engage the British defences around San Carlos bay or Teal Inlet and try to divide the British spearhead from its supporting tail as the winter weather was closing in. At the same time combined with hurling the rest of the FAA against the Royal Navy's logistical chain (as had already proved so effective at Bluff Cove) to provide maximum impact. Argentine IV Brigada Aerotransportada vs 2nd Scots Guards? Compania de Comandos 601 vs elements of 42 Commando and 29 Cdo Regt RA?

What if... the winter had set in early

The first snows fell on 1st June 1982. The clock was running for cold hungry troops on both sides who had been in the field and not under cover for weeks. Had the winter come earlier, or been unseasonably severe, the nightmare scenario for the British might have come. Worse weather might have affected resupply, air cover and movement, as well as taking a continuous toll of the men on the ground. Each side would have been obliged to take troops out of the line and rotate in replacements. Both sides would become ever more degraded in combat power and the initiative hard to regain. But with major settlements and high ground in Argentine control, and the Royal Navy also desperately needing to repair or rotate ships, it would need a serious effort to swing the balance. This might have ended up with a weird dug-in siege something more like 1915 than 1982. How might it have played out, if having failed at the negotiating table, the British government did not bottle it and go home? In actuality the British military leadership never lost sight of how dangerous this possibility was and took every effort to steer away from it becoming a reality.

LAST WORD

Many of the above could only have happened with greater resolve and courage from Galtieri and his leadership in the Argentine junta. As it was, the forces defending the Malvinas found getting support, supplies and reinforcements a little harder each day as the British blockade tightened and the Junta's commitment to the cause and its sons it had emplaced on the islands dwindled. Many young men paid with their lives. And for risking his neck in the cause, Daher was unable to return to the battle and ended up several years defending his actions against a series of military courts attempting to divert blame away from those who ought to have shouldered it.

S Avis February 2020

Recommended reading:

Mark Adkin's Goose Green ISBN 0304354961

Any of Vincent Bramley's books but Two Sides of Hell ISBN 0747518165 in particular

Hugh Bicheno: Razor's Edge ISBN 9780753821862

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ARGENTINA

Argentine army and marine units took part in every phase of the capture and subsequent retaking by the British of the Malvinas Islands. While much has been made by opponents of the inadequacy of training, experience and fighting spirit of the troops, many units fought bravely and some used innovative or aggressive tactics. Many units were let down by shortage of key equipment and a near criminal disregard on the part of senior leadership for leadership or logistical support. Good transportation and tactical communication was typically only available either in an emergency or for picked troops, which meant that junior officers were unable to wield as much influence as they should have compared to the well-provisioned NATO army they faced.

Opponents	British
Reconnaissance Adjustments	If using RASIT, roll 1d6. 1-3 +5 on 4-6 -3.
Victory Condition Adjustments	None.
National Characteristics	Army infantry units are mostly of Raw quality. Marine assault commando (601, 602) should be mostly of Regular quality but count as Veteran for morale tests and can close assault on 4AP providing they are the attacking force in the game. Rifle grenades are widely issued but did not prove particularly effective in combat. Tigercat and multi-barrel AA weapons may only deploy only in a visibly level, non-boggy open square adjacent to a road or airfield square. They cannot move in the game although such "Immobile" units may pivot by paying AP as normal.

Nationality		Assets and Liabilities		Option			
Rank	Command Responsibility			A	B	C	D
Capitán	Company						
Teniente	Platoon	Asset / Liability	Gifted Platoon Commander			1	
Cabo, Sargento	Section (replacement PC)		Poor Platoon Commander	2	1		1
Suggested Names	Hernandez, Miretti, Esteban, Piaggi		Helicopter	1		1	
			Off board Arty / Air	1	2		3
			Snipers	1	2		

Points Values – Cost per Model/Group	Raw	Regular	Veteran
Rifle or SMG group (Comando 601, 602, Grupo Alacrán)	4 (no)	6 (7)	no (9)
LMG group (Comando 601, 602, Grupo Alacrán)	7 (no)	10 (11)	no (16)
HMG group, tripod MAG (or 0.5in Browning AA)	10	13	17
M20 3.5in bazooka team	9	18	27
Cobra or Bantam ATGW team	15	20	No
Blowpipe or SA-7 Grail AAGW team	12 (13)	16 (17)	24 (25)
Platoon / Company commander group (Night-trained x2)	12 (Nt24)	18 (Nt36)	24 (Nt48)
Engineer, mine specialist	4	7	8
FOO / Air Force / NGS Liaison, Observer	no	15	No
Light Mortar team M19 60mm	6	7	9
81mm Medium Mortar team	9	11	15
106 or 120mm Heavy Mortar team	10	12	17
Chaplain or Company Medic - see PBI Optional rule A	0	13	0

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Argentine Vehicles				Veteran	Regular	Raw
Vehicle Name	Armour Effect	Gun Effect	Notes	no	35	no
AML 90	4	9	Armoured car with 90mm gun turret. Immob test off road.	no	26	no
LVTP7	7	3	Amphibious tracked transport.	no	6	no
Jeep, Landrover	Soft	none	Wheeled transport carrying up to 2 units. Only access road or track squares. Immob test off road.	no	16	no
MG Jeep	Soft	3	Carries M2 0.5in instead of troops. Immob test off road.	no	6	no
Radio Jeep, Radio Landrover	Soft	none	Wheeled transport only accessing road or track squares. These are used for radio communications vehicles and may attempt one second motivation in same way as the Company commander. Immob test off road.	no	11	no
Argentine guns and radars						
Czekalski 105mm	Foot group	11	Recoilless towed gun.	no	22	11
Oto Melara 105mm howitzer	Foot group 3 vs AT gun	9	Pack howitzer. Immobile in game. 8AP to beat one square as if by off-table , min range 5 squares.	no	20	11
Cobra / BANTAM	Foot group	9	ATGW.	no	18	9
M20 3.5in bazooka	Foot group	9	Foot anti-tank.	27	18	no
SA7 Grail	Foot group	3	See special rule SAM vs ground targets	24	16	12
Blowpipe	Foot group	6	See special rule SAM vs ground targets	24	16	12
Browning 0.50in M2	Foot group	3	AA mount. 2d6 AA effect. Immobile in game.	17	13	9
Rh202 AA gun	Foot group 3 vs AT gun	4	Towed twin 20mm AA gun. 3d6 AA effect. Immobile in game. Only deploy adjacent road or airfield on flat.	no	7	3
HS831 AA gun	Foot group 3 vs AT gun	6	Towed single 30mm AA gun. 3d6 AA effect. Immobile in game. Only deploy adjacent road or airfield on flat.	no	11	5
GD005 AA gun	Foot group 3 vs AT gun	7	Towed twin 35mm AA gun. 4d6 AA effect. Immobile in game. Only deploy adjacent road or airfield on flat.	no	13	6
RASIT radar	Foot group	none	May attempt two motivations in same way as the Company commander whenever enemy in LoS. Immobile in game.	no	8	7
Tigercat	Foot group	8	See special rule SAM vs ground targets. Immobile in game. Only deploy adjacent road or airfield on flat.	no	12	9

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Special Forces (Comando 601, 602, Grupo Alacran, Buzo Tactico) 1982

This company should be mainly of Veteran quality but may be Regular (such as in case of 602 when thrust into battle on arrival in the islands). Any or all commanders may be bought as night-trained.

Aggression levels allowed	2, 4
Group Command	Commando squad (up to 3)
Company commander group (FMK3 or Sterling SMG armed). 0-1 SA7 Grail or Blowpipe SAM. 0-1 FOO.	Platoon commander group (FAL rifle armed). 1-2 LMG (FAP or MAG armed) group. 2-3 FAL Rifle groups. 0-3 assault boats.
Close Quarters / Sabotage team	
Platoon commander group (SMG armed). 1-3 SMG (Sterling or silenced Patchett armed) group. 0-2 combat engineers.	

Groups shooting solely silenced weapons do not trigger return fire.
Any square containing **Blowpipe / SA-7 Grail** requires +1 AP more than usual to leave a square.

Compañía de Infantería del Ejército (Army Rifle Company) 1982

This company should be mainly of Raw quality. Armoured car squadron and selected infantry platoons (perhaps Recon for example) may be Regular quality. Up to half of commanders may be bought as night-trained.

Aggression levels allowed	1, 3
Company Command	Weapons Platoon (up to 3)
Company commander group (FMK3 or Sterling SMG armed). 0-2 SA7 Grail or Blowpipe SAM. 0-1 Cobra ATGW team 0-2 Medics / 0-1 Chaplain. 0-1 ground radar (RASIT) 0-3 M20 Bazooka teams (unless in rifle platoons)	Platoon commander group (FMK3 SMG armed). 1-3 HMG (tripod MAG or M2 0.5in) groups. 1-2 81mm Medium mortar teams. 0-2 120mm Heavy mortar teams. 0-2 Light 60mm mortar groups (M19). 0-2 105mm Czekalski recoilless guns*. <i>*Counts as a Towed Gun Unit in respect of emergency reinforcements.</i>
Infantry Platoon (up to 3)	Recon Platoon
Platoon commander group (FAL rifle armed). 1-3 LMG (FAP or MAG armed) group. 4-8 FAL Rifle groups. 0-1 M20 Bazooka teams (unless in Coy HQ)	Platoon commander group (FAL rifle armed). 0-2 Jeep/Landrovers/scrambling bikes 1-2 LMG (FAP or MAG armed) group. 3-5 FAL Rifle groups.
Anti-Aircraft Platoon	Armoured Car Squadron
0-1 Tigercat SAM. 0-3 Rheinmetall RH202 twin 20mm guns. 0-2 Hispano-Suiza HS831 30mm guns. 0-2 GDF twin 35mm AA guns.	Platoon commander group (FMK3 or Sterling SMG armed). 2-3 Panhard AML with 90mm guns. 0-4 dismounted FAL Rifle groups.

Any square containing either a **M20 bazooka team or Blowpipe / SA7 Grail** requires +1 AP more than usual to than usual to leave a square. This is because these weapons and their ammunition proved particularly burdensome in Falklands terrain. M2 0.5in HMGs and all the AAA platoon count as immobile in this game. Deployment must be adjacent to a road or on an airfield flat ground.

Argentine army, marines and air force troops often fought side by side (sometimes without much cooperation) so the mixing of platoons from other forces into the PBI fighting force is encouraged.

Compañía de Marinas (Marine Rifle Company) 1982

This organisation can be used for any Marine battalion forces , assault troops or troops detached to support army units.

Argentine ground forces often fought in battle groups composed of multiple units and disciplines.

This company should be mainly of Regular quality. Any or all commanders may be bought as night-trained.

Aggression levels allowed	2, 3, 4
Company Command	Heavy Weapons Platoon (up to 2)
Company commander group (FMK3 or Sterling SMG armed). 0-1 FOO Observer. 0-2 medico / 0-1 chaplain. LMG (FAP armed) group. 1-2 FAL Rifle groups.	Platoon commander group (FMK3 SMG armed). 1-3 HMG (MAG or tripod 0.50in) groups. 1-3 81mm Medium mortar teams. 0-2 60mm Light mortar teams.
Marine Infantry Platoon (up to 3)	AT Platoon
Platoon commander group (FAL rifle armed). 1-2 LMG (FAP armed) group. 3-5 FAL Rifle / rifle-grenade groups.	Platoon commander group FAL armed 1-2 Bantam or Cobra ATGW 1-3 M20 Bazooka teams.
Heavy Mortar platoon	Anti-Aircraft Platoon
Platoon commander group (FAL rifle armed). 1-4 106mm or 120mm Heavy mortar teams.	0-1 Tigercat SAM 0-2 Rheinmetall RH202 20mm guns 0-2 Hispano-Suiza HS831 30mm guns 0-2 GDF005 35mm AA guns
Amtrac platoon	Recon Platoon
1-2 LVTP7 Amphibious APCs Platoon commander group (FAL rifle armed). 1-3 LMG (FAP armed) group. 3-6 FAL Rifle / rifle-grenade groups.	Platoon commander group (FAL rifle armed). 0-2 Jeep/Landrovers/scrambling bikes 1-2 LMG (FAP or MAG armed) group. 3-5 FAL Rifle groups.

Any square containing either a **M20 bazooka team** or **Blowpipe / SA7 Grail SAM** requires +1 AP more than usual to than usual to leave a square. This is because these weapons and their ammunition proved particularly burdensome in Falklands terrain.

Argentine army, marines and air force troops often fought side by side so it is allowed to mix platoons from other forces into the PBI fighting force. Argentine Marines maintained their own transport and logistics chain which meant they remained well supplied in the main, although this caused friction with other troops who found themselves considerably less well cared for.

GREAT BRITAIN

British troops fought fierce small actions in the defence and recapture of South Georgia and in the main invasion. Two brigades of ground troops were deployed along with a number of supporting forces for a series of battalion-sized battles across East Falkland. The brigades were of varying levels of fitness and battle readiness and some found the Falklands a very challenging environment in which to fight. Leadership, reconnaissance and logistical supply were always aggressively and thoroughly carried through with telling results. Nevertheless, the loss of many of the Task Force's helicopters made the operation a formidable one.

Opponents	Argentina.
Reconnaissance Adjustments	British forces start at 5 on the recce grid from May 1982.
Victory Condition Adjustments	British lose 6 victory points due to the high expectations from the UK military and public.
National Characteristics	British infantry units are Regular quality. Gurkha, Parachute Regiment or Royal Marines can close assault on 4AP however. Royal Marine M&AW Cadre, SBS and SAS troops are Veteran quality. There are a high number of 66mm LAW and some M79 launchers which give firepower advantages described below. Rapier and 105mm guns cannot move in the game although such "Immobile" units may pivot by paying AP as normal.

Nationality		Assets and Liabilities		Option			
Rank	Command Responsibility			A	B	C	D
Captain	Company	Asset/ Liability	Gifted Platoon Commander	1	1		2
Lieutenant	Platoon		Poor Platoon Commander		1	1	
Corporal or Sergeant	Section (replacement PC)		Helicopter	1		1	
Suggested Names	Smith, Jones, McLeod, Gurung		Off board Arty / Air		2	3	1
			Snipers	1	2		

Gifted platoon commanders reflect not only motivation and training but excellent communication via Clansman.

There are a high number of 66mm LAW (and M79 GL) weapons integral to British infantry platoons which give firepower advantages in attack against hardened defences. Whenever fighting enemy in closed squares (including dug in) at 1 or 2 squares range add two dice to shooting.

MILAN ATGW posts are treated as per on-table rocket launchers with the following exceptions: only closed squares visible to the firer may be attacked (up to two adjacent squares) and units hit do not get a saving roll.

Paras trigger the Hero rules test if they suffer 3 hits instead of the usual 4. RM Commandos, SBS, Gurkhas and Scots Guards may close assault on 4AP.

[Type here]

Points Values - Cost per Model/Group	Raw	Regular	Veteran
Platoon / Company commander group or MFC (Night-trained x2)	no	18 (Nt36)	24 (Nt48)
FOO / Air - NGS Liaison (or same with Laser Des)	no	15 (20)	No
Engineer, mine clearance	no	7	8
Blowpipe (or Stinger) AAGW team	no	16 (or 20)	24 (or 30)
Carl Gustav team	no	18	27
Rifle or SMG group if SF, Para, RM, Scots Guards or Gurkha	no	9	13
Rifle or SMG group, other	no	8	No
LMG group if SF, Para, RM, Scots Guards or Gurkha	no	11	17
LMG group, other	no	10	No
HMG group, tripod GPMG (or 0.5in Browning AA)	no	13 (or 14)	17 (or 19)
MILAN ATGW team	no	20	No
81mm Medium Mortar team	no	11	15
Chaplain or Company Medic - see PBI Optional rule A	no	13	No

3 Commando Bde Rifle Company 1982

This organisation can be used for 2 Para, 3 Para, 40 Cdo, 42 Cdo or 45 Cdo RM. Also detachments defending South Georgia or Stanley in opening operations.
This company should be Regular quality. Recce platoon may be rated Veteran. All commanders must be bought as night-trained.

Aggression levels allowed – Parachute regt

2, 5

Aggression levels allowed – Royal Marines

2, 3, 4

Company Command

Company commander group (Sterling SMG armed).
0-1 SLR Rifle group (security) 0-1
Blowpipe AAGW.
0-1 Engineer group (RM or RAOC sapper)
0-1 Medic (RMO)
0-1 FOO observer (laser designator optional).

Fire Support Platoon

Platoon commander group (SLR rifle or Sterling SMG armed).
2-4 HMG (tripod GPMG) groups.
(Royal Marines may use 0.5in M2 HMGs.)

Infantry Platoon (up to 3)

Platoon commander group (SLR rifle armed).
2-4 LMG (bipod GPMG) group.
3-6 SLR Rifle groups.
0-1 Carl Gustav AT recoilless.

AT Platoon (from Support or Coy)

1-2 Milan ATGW posts. 1-2
SLR Rifle groups.

Mortar platoon (from Support Coy)

MFC Platoon commander group (Sterling SMG or SLR rifle armed).
1-3 81mm mortar groups.
0-1 SLR Rifle group.

Recce Platoon (from Support Coy)

Platoon commander group (SLR rifle armed).
1-2 Bren LMG group.
2-3 SLR Rifle groups.
0-1 FOO observer.

Any square containing either a **Carl Gustav team** or **Blowpipe** requires +1 AP more than usual to leave a square. This is because these weapons and their ammunition proved particularly burdensome in Falklands terrain. Paras trigger the Hero rules test if they suffer 3 hits instead of the usual 4.
M2 0.5in HMGs count as immobile in this game.

[Type here]

British Special Forces Detachment 1982

This organisation can be used for SAS, SBS and Royal Marine Mountain & Arctic Warfare cadre. This company should be Veteran quality. All commanders must be bought as night-trained.

Aggression levels allowed – SAS, SBS	3, 4
Aggression levels allowed – M&AW, RM	2, 4
Squadron / Cadre Command	Fire Support team
Company commander group (M16 assault rifle or MP5 SMG armed). 0-1 Engineer group. 0-1 FOO observer with Laser Designator. 0-1 Blowpipe or Stinger AAGW.	Platoon commander group (M16 Assault rifle armed) 1-3 MMG (tripod GPMG) groups. 0-2 Carl Gustav AT rifles. 0-1 Blowpipe or Stinger AAGW.
Patrol or Troop (up to 3)	Mortar platoon
Platoon commander group (SLR rifle armed). 1-2 LMG (bipod GPMG or Bren) group. 1-3 M16/M203 Assault rifle and M79 groups. 0-1 Close assault team with MP5 and shotguns. 1-2 combat medics.	MFC Platoon commander group (M16 assault rifle or MP5 SMG armed). 1-2 81mm mortar groups.
<p>Exceptional fitness combined with close insertion by boat or helicopter means normal penalties for carrying Carl Gustav or Blowpipe do not apply.</p> <p>SBS may close assault on 4AP.</p>	

[Type here]

5 Bde Rifle Company 1982	
This organisation can be used for Gurkhas, Scots Guards, Welsh Guards. This company should be Regular quality. Any or all commanders may be bought as night-trained.	
Aggression levels allowed – Scots Guards	3, 5
Aggression levels allowed – others	2, 3, 4
Company Command	MG Platoon
Company commander group (Sterling SMG armed). 1-2 Carl Gustav AT rifles. 0-2 Blowpipe AAGW. 0-1 Engineer group. 1 Medic. 0-1 FOO observer.	Platoon commander group (SLR rifle or Sterling SMG armed). 2-4 HMG (tripod GPMG or HMG (Browning 0.5in) groups.
Infantry Platoon (up to 3)	AT Platoon
Platoon commander group (SLR rifle armed). 1-3 LMG (bipod GPMG) group. 4-7 SLR Rifle groups. 0-1 Carl Gustav AT recoilless.	1-2 Milan ATGW posts 0-1 SLR Rifle groups.
Mortar platoon	CVRT Platoon (Blues & Royals)
MFC Platoon commander group (Sterling SMG or SLR rifle armed). 1-3 81mm mortar groups. 0-1 SLR Rifle groups.	0-2 FV101 Scorpion AFV 0-2 FV107 Scimitar AFV
AD element (Royal Artillery)	On table artillery
1-2 Rapier SAM systems	0-3 105mm Light Guns
<p>Any square containing either a Carl Gustav team or Blowpipe requires +1 AP more than usual to leave a square. This is because these weapons and their ammunition proved particularly burdensome in Falklands terrain. M2 0.5in HMGs count as immobile in this game.</p> <p>Gurkhas and Scots Guards may close assault on 4AP.</p> <p>Once per game any 81mm mortar team can stand on their baseplates to totally re-roll all their attack dice, saving against one automatic (broken ankle) hit per team immediately. (Re-roll goes ahead regardless of any casualties received).</p>	

[Type here]

British Vehicles						
Vehicle Name	Armour Effect	Gun Effect	Notes	Veteran	Regular	Raw
FV101 Scorpion	5	8	Tracked. 76mm gun, turreted. Carries smoke projectors - see PBI Optional rule G.	47	34	No
FV107 Scimitar	5	6	Tracked. 30mm auto-cannon, turreted. Carries smoke projectors - see PBI Optional rule G.	39	28	No
Volvo Bandwagon	Soft	none	Tracked transport carrying up to 8 units.	no	6	No
British Guns						
MILAN post	Foot group	12	Wire-guided anti-tank missile.	No	20	No
Carl Gustav	Foot group	9	84mm recoilless	27	18	No
Browning 0.50in M2	Foot group	3	AA mount. Immobile in game.	17	13	No
Blowpipe	Foot group	6	See special rule SAM vs ground targets	24	16	No
Rapier battery	Foot group	8	See special rule SAM vs ground targets	No	20	No
105mm L118 gun	Foot group	10	Artillery used in direct fire mode. Immobile in game. 8AP to beat one square as if by off-table , min range 5 squares.	No	20	No

Do not levy the usual +10 points for single vehicles – as there are so few AFVs in theatre there is no expectation of larger scale operations.

PBI '82 pocket rules summary

- 1) Build a company and choose ABCD options, in separate from other player. p69
- 2) Reveal them to each other and set up scenery. p12
- 3) Choose army stance 1,2,3,4,5
- 4) Carry out reconnaissance game. p14
- 5) Both players dice for which units will start as reinforcements. p20
- 6) Defender places 3 objectives. p24
- 7) Defender chooses direction of play.
- 8) Defender places mines and defences squares. p13
- 9) Attacker writes down his chosen objectives.
- 10) Jostle for direction of play - 3 rolls, defender D6+1 attacker D6. p25
- 11) Attacker chooses time of attack and both players roll 1D6+ stance.
- 12) Defender deploys. If only one unit on table he may attempt emergency reinforcements. p22
- 13) Attacker deploys and then takes first turn

BREAK TEST

MORALE

OPPORTUNITY FIRE (by proximity)

MOTIVATE & MOVE

ARTILLERY & AIR (ordered up in M&M) – smoke away

REINFORCEMENTS, HELICOPTER INSERTION & CASEVAC

IMMOBILISATION / SNIPERS / MINES

DEAD COMMANDERS

CLOCK (DEFENDER ONLY)

**TURN
ORDER**

OPPORTUNITY FIRE BY SMALL ARMS AND MG - roll 4, 5, 6 (5 or 6 if pinned) vs any foot or deployed guns – Proximity Range 1 - can also target embussed foot. p45

[Type here]

OPPORTUNITY FIRE BY TANK OR DEPLOYED GUNS AND INFANTRY AT -
always roll 4, 5, 6 (unless 5 or 6 if pinned) vs other vehicles and guns – Proximity
Range 3 - one shot regardless action points.

OPPORTUNITY FIRE BY SPECIALIST AA WEAPONS – no roll normally required

(unless 5 or 6 if pinned). Declare firers - most effective rolls first and so on. No
LoS or range restrictions - one shot regardless action points.

RETURN FIRE: by small arms and MG only - roll 5 or 6 **(veteran +1)**

Range 2 and over - roll to shoot back at small arms or MGs that fired at your square

HMGs and Rifle teams with 66mm LAW or rifle grenades can have up to 2 shots per turn
at AFVs - each shot costs 2AP. page 40.

General rule: No unit can fire more than 3 shots in a turn though they can be a mixture.

PINNING DOWN

Any successful “6” hits on a foot group can be declared as suppressive fire, no need to say so
before shooting. Put down a marker for each - build up 3 markers to pin all foot in the square
or any that END their move in that square. page 49.

Pinned units: lose 2APs off all action rolls and can't move out of the square unless forced by
morale. Opportunity fire is only on 5 or 6 while pinned.

To lift pinning: each 1AP spent buys a die roll by every foot group in the square - need 4, 5 or
6 (officer present +1) to lift. Squares unpin automatically when emptied.

LINE OF SIGHT

Line of Sight is blocked by CLOSED and edge-to-edge HILL squares but not by PARTIAL.
Level 2 hills can see over CLOSED squares but other Level 1 hills create dead ground. No
firing through friends although tanks and guns can fire through friendly infantry. They may
not fire through friendly vehicles. p35

CASUALTIES AND MORALE

Each friendly casualty in a square causes conventional morale tests.

In addition each platoon keeps track of its casualties wherever they are on the table. Once
each turn if the total number of casualties from that platoon equals 3 (raw) 4 (regular) or 5
(veteran) there is a 33% chance that platoon will fold up, break and COMPLETELY
ROUT/SURRENDER, so watch out! p56

You can clear casualties by spending your troops AP; you may clear squares which don't even
have your men in so long as they aren't held by the enemy. 1 die-roll per unit in square per
AP spent - 4, 5 or 6 removes a casualty. p55

SMALL-ARMS USE BY OTHER WEAPONS CREWS

Requires 1AP paid first before shooting to grab small-arms. P37

[Type here]

HEROES

A square which was peppered with 4 (British Paras 3) or more small arms/MG hits might create a hero if any foot infantry survived their saving rolls. If the surviving player rolls 5 or 6 on 1D, stop the turn immediately and consult p67.

OVERSTACKED SQUARES

8 foot groups or 4 vehicles in one square (or more) is overstacked. Small arms fire hits on 5+ instead of 6 and guns get a second chance of a hit for each shot that misses. p34

WP SMOKE

As normal attack plus smoke blocks LoS. Units in count as if in Closed, activating through smoke takes 1 more to activate, +1 AP to exit and fire at other targets as if firing at Closed.

PBI Rule finder:

Roads p13

Mines p66

Scenery guide p12-13

Smoke p59-60

Reinforcements p20-22

Objectives p24

Dead commanders p29

AFVs and foot moving together p35

Mortars p39

Direct HE at foot p43

Anti-tank gun shooting p40-43

Morale p56-57

Snipers p65



Parachute Company 3

Commando Brigade

British Army South Atlantic 1982



May be DEFENSIVE (2) or AGGRESSIVE (5) stances.

Infantry Regular. Paras 4AP to assault a position and trigger the Hero rules test (p67) if they suffer 3 hits instead of the usual 4.

SMG (Sterling) - Range 1 2D6 (4D6*) - Range 2 1D6 maximum

RIFLE TEAM (SLRs with 66mm and M79) - up to Range 6 1D6. **plus 2D once per turn fighting enemy in closed/dugin at up to 2 squares range.**

SNIPER (L42 Enfield) - up to Range 7 3D6 - only fires during enemy move.

LMG (bipod GPMG) - up to Range 8 2D6 (4D6*)

Co-axial MG - up to Range 6 2D6 (4D6*)

HMG tripod GPMG - any range 2D6 (4D6*) need to pay AP to pack up or deploy

*=against congested squares with 4 or more foot bases in them.

CARL GUSTAV 84mm – move as Infantry AT but fire as a Towed Gun.

MILAN fires as per on-table rocket artillery - minimum range 4 squares p113.

BLOWPIPE – 4D6 AA effect (opportunity). Costs 4AP to use against ground target.

British forces also deployed the 2inch mortar mostly to fire illum and marker smoke.

Any square containing either a **Carl Gustav team** or **Blowpipe** requires +1 AP more than usual to leave a square. This is because these weapons and their ammunition proved particularly burdensome in Falklands terrain.

Medium (81mm) mortars roll 2D6 per AP and need to set up to fire or pack up to move. Each roll of 6 is effective on the target square and forces occupants to test p39. Mortars are minimum range 2 squares - fire over troops but need line of sight to target unless own Platoon Commander (the MFC) can see target for them.

<i>Type</i>	<i>Armour / defence</i>	<i>Gun effect</i>	<i>secondary arm</i>
Carl Gustav	Foot group	9 84mm gun	Crew SMGs
MILAN	Foot group	12 ATGW	Crew SMGs
Scimitar FV107	5	6 30mm RARDEN	Turret co-axial MG
Scorpion FV101	5	8 76mm gun	Turret co-axial MG

Harrier strike - see p112 of rules

Foot attached to anti-tank weapons: 1D-1 AP, must stay within 1 of guns. p68

[Type here]



Royal Marine Company 3



Commando Brigade

Corps of RM South Atlantic 1982

May be DEFENSIVE (2) RESPONSIVE (3) or ATTACKER (4) stances. Infantry Regular. Commando 4AP to assault a position.

SMG (Sterling) - Range 1 2D6 (4D6*) - Range 2 1D6 maximum

RIFLE TEAM (SLRs with 66mm and M79) - up to Range 6 1D6. **plus 2D once per turn fighting enemy in closed/dug-in at up to 2 squares range.**

SNIPER (L42 Enfield) - up to Range 7 3D6 - only fires during enemy move.

LMG (bipod GPMG) - up to Range 8 2D6 (4D6*)

Co-axial MG - up to Range 6 2D6 (4D6*)

HMG tripod GPMG or M2 - any range 2D6 (4D6*) need to pay AP to pack up or deploy
*-against congested squares with 4 or more foot bases in them.

CARL GUSTAV 84mm – move as Infantry AT but fire as a Towed Gun.

MILAN fires as per on-table rocket artillery - minimum range 4 squares p113.

BLOWPIPE – 4D6 AA effect (opportunity). Costs 4AP to use against ground target.

Royal Marines also used the 2inch mortar but usually only for firing illum and marker smoke. Royal Marines use the term Troop rather than Platoon.

Any square containing either a **Carl Gustav team** or **Blowpipe** requires +1 AP more than usual to leave a square. This is because these weapons and their ammunition proved particularly burdensome in Falklands terrain.

Medium (81mm) mortars roll 2D6 per AP and need to set up to fire or pack up to move. Each roll of 6 is effective on the target square and forces occupants to test p39. Mortars are minimum range 2 squares - fire over troops but need line of sight to target unless own Platoon Commander (the MFC) can see target for them. M2 HMG is immobile.

[Type here]

<i>Type</i>	<i>Armour / defence</i>	<i>Gun effect</i>	<i>secondary arm</i>
Carl Gustav	Foot group	9 84mm	Crew SMGs
MILAN	Foot group	12 ATGW	Crew SMGs
Scimitar FV107	5	6 30mm RARDEN	Turret co-axial MG
Scorpion FV101	5	8 76mm	Turret co-axial MG

The slow ammunition feed for the RARDEN cannon

Harrier strike - see p112 of rules

Foot attached to anti-tank weapons: 1D-1 AP, must stay within 1 of guns. p68



Naval Infantry Company Batallón de Infantería de Marina 5



Armada Argentina (ARA) Guerra del Atlántico Sur 1982

May be DEFENSIVE (2), RESPONSIVE (3)
or ATTACKER (4) stances. Infantry
Regular.

SMG (FMK3 or Sterling) - Range 1 2D6 (4D6*) - Range 2 1D6 maximum

RIFLE TEAM (FALs with rifle grenades) - up to Range 6 1D6. **plus 1D once per turn fighting enemy in closed/dug-in at up to 3 squares range.**

SNIPER (FN Model 49) - up to Range 7 3D6 - only fires during enemy move.

LMG (bipod FAP) - up to Range 8 2D6 (4D6*)

Turret MG - up to Range 6 2D6 (4D6*)

HMG tripod MAG or M2 0.5in. - any range 2D6 (4D6*) need to pay AP to pack up or deploy
*=-against congested squares with 4 or more foot bases in them. M2 Gun Effect 3.

M20 Bazooka 3.5in. - move and fire as Infantry AT, Gun Effect 9.

BANTAM fires as per on-table rocket artillery - minimum range 5 squares p113.

BLOWPIPE/SA7 - 4D6 AA effect (opportunity). Costs 4AP to use against ground target.

Any square containing either an **M20 Bazooka team or Blowpipe** requires +1 AP more than usual to leave a square This is because these weapons and their ammunition proved particularly burdensome in Falklands terrain.

Medium (81mm) mortars roll 2D6 per AP and need to set up to fire or pack up to move. Each roll of 6 is effective on the target square and forces occupants to test p39. Medium mortars are minimum range 2 squares - fire over troops but need line of sight to target.

[Type here]

Heavy (106mm) mortars roll 3D6 per AP and need to set up to fire or pack up to move. Each roll of 6 is effective on the target square and forces occupants to test p39. Heavy mortars are minimum range 4 squares - fire over troops but need line of sight to target unless own Platoon Commander OR Company Commander can see target for them.

<i>Type</i>	<i>Armour / defence</i>	<i>Gun effect</i>	<i>secondary arm</i>
M20 Bazooka	Foot group	9 90mm	Crew rifles
BANTAM	Foot group	10 ATGW	Crew rifles
LVTP7	5	3 M85 0.5in MG	Infantry

Pucara, Turbo Mentor or Skyhawk strike - see p112 of rules

Foot attached to anti-tank weapons: 1D-1 AP, must stay within 1 of guns. p68



Infantry Company X Brigada Mecanizada Ejercito Argentino Guerra del Atlántico Sur 1982



May be DUG-IN (1) or
RESPONSIVE (3).

Infantry mainly Raw quality. Armoured car squadron and selected infantry platoons may be Regular quality.

SMG (FMK3 or Sterling) - Range 1 2D6 (4D6*) - Range 2 1D6 maximum

RIFLE TEAM (FALs with rifle grenades) - up to Range 6 1D6. **plus 1D once per turn fighting enemy in closed/dug-in at up to 3 squares range.**

SNIPER (FN Model 49) - up to Range 7 3D6 - only fires during enemy move.

LMG (bipod FAP) - up to Range 8 2D6 (4D6*)

Co-axial MG - up to Range 6 2D6 (4D6*)

HMG tripod MAG or M2 0.5in. - any range 2D6 (4D6*) need to pay AP to pack up or deploy
*=against congested squares with 4 or more foot bases in them. M2 Gun Effect 3.

M20 Bazooka 3.5in. – move and fire as Infantry AT, Gun Effect 9.

COBRA fires as per on-table rocket artillery - minimum range 5 squares p113.

BLOWPIPE/SA7 – 4D6 AA effect (opportunity). Costs 4AP to use against ground target.

Any square containing either an **M20 Bazooka team or Blowpipe** requires +1 AP more than usual to leave a square due to their encumbrance.

Medium (81mm) mortars roll 2D6 per AP and need to set up to fire or pack up to move.

Each roll of 6 is effective on the target square and forces occupants to test p39. Medium mortars are minimum range 2 squares - fire over troops but need line of sight to target. **Heavy (106mm) mortars** roll 3D6 per AP and need to set up to fire or pack up to move. Each roll of 6 is effective on the target square and forces occupants to test p39. Heavy mortars are minimum range 4 squares - fire over troops but need line of sight to target unless own Platoon Commander OR Company Commander can see target for them.

[Type here]

<i>Type</i>	<i>Armour / defence</i>	<i>Gun effect</i>	<i>secondary arm</i>
M20 Bazooka	Foot group	9 90mm	Crew rifles
Czekalski 105mm	Foot group	11 105mm RCL	Crew rifles
COBRA	Foot group	9 ATGW	Crew rifles
AML90	5	9 90mm	Co-axial MG

Pucara, Turbo Mentor or Skyhawk strike - see p112 of rules

Foot attached to anti-tank weapons: 1D-1 AP, must stay within 1 of guns. p68 ;**Avanzar!**

Raw quality platoons can be reconstituted and arrive again if completely destroyed or dissolved with a die-roll. p24