

WORLD WAR III TEAM YANKEE

FALKLANDS

AXIS OF ATTACK



LINKED MISSION CAMPAIGNS

Every battle fought in a war was part of a campaign—even as each battle was being fought the commanders were planning the next one. The conclusion of every successful campaign affected the course of the war as a whole. By participating in a campaign you can make a valuable contribution to your side's war effort.

Campaigning adds a whole new dimension to your *World War III: Team Yankee* battles. Individual battles become part of an unfolding story as your fortune fluctuates between victories and defeats. Instead of just a single victory, can you string together a series of victories and prove your superior generalship? Or perhaps, as you get the measure of your opponent's force, you can turn early defeats into a triumphant reversal in a later battle.

TYPES OF CAMPAIGNS

This PDF gives you two ways of running your campaign: a simple series of linked missions, or a campaign that recreates the Axis of Attack from a series of historical or storied battles.

Linked mission campaigns use the Mission Selector to generate the next mission based on the outcome of your previous battles. You and your opponent's forces will march from one hard-fought battle to the next.

Axis of Attack campaigns are based upon real or fictional campaigns with more of an established narrative. They still use the Mission Selector table to generate battles, but contain added factors that the real life or fictional commanders had to contend with. You and your opponent will have to overcome these problems before you can claim ultimate victory. Can you change the course of history or your favourite speculative novel?

MISSION SELECTOR

The Random Missions selector table can form the basis for *World War III: Team Yankee* campaigns. Using it you can quickly and easily decide on a mission for you and your opponent to play. Follow the instructions for either one-off games or linked games, roll the dice and get playing!

MISSION SELECTOR	
HIGHEST ROLL	MISSION
13 or more	Bridgehead
12	Free for All
11	Encounter or Dust-Up
10	Contact
9	Counterattack
8	Breakthrough
7	Rearguard
6 or less	No Retreat

LINKED MISSION CAMPAIGNS

Linked missions are a quick and easy way to add a bit of story to the games you play with a friend.

When playing a series of linked games, you can use the random method of mission selection for one-off games (page 82 of the rulebook) or the Battle Plans method (page 95 of the rulebook) for the first game. For subsequent games each player only rolls one die and adds:

- their Victory Points from the last Mission,
- +1 if they have a higher Victory Point total than their opponent in all games so far,
- -2 if they won the last game, but were the defender and the mission didn't use the Meeting Engagements special rule.

Once again the player with the highest score determines the mission and selects if there is a choice. Look up their score on the Mission Selector table. The higher scoring player is the attacker, regardless of the mission's normal means of determining who attacks. If both players scored the same, then use the mission's normal rules to decide who is the attacker and who is the defender.

EXAMPLE

Bob won the first game against Tim, 6 victory points to 3. For their next game they both roll a die. Bob rolls a 3 and adds 6 for the last mission and 1 for having the higher total so far, for a total of 10. Tim rolls a 3 and adds 3 for the last mission for a total of 6. Bob scored higher and will attack in the Contact mission.

ENDING LINKED MISSION CAMPAIGNS

It's a good idea to set a limit to the number of games you will play in a Linked Mission campaign.

Set a limit on the number of games you will play in the campaign by mutual agreement with your opponent. After the final game is played, the player with the higher Victory Point total from all games played has won the campaign.

MORE MISSIONS

There are many more missions in the Missions pack available to download from:

<https://www.battlefront-community.com/article/more-missions/>

Feel free to substitute mission from there to fit the theme of your campaign.

FALKLANDS AXIS OF ATTACK

Axis of Attack Campaigns can be based on actual campaigns, from your favourite fictional source, or from the fevered depths of your imagination. The following campaign is an exciting example designed for *two players* set during the 1982 Falklands War. Once you have the feel of how this campaign works, feel free to use it as a template for your own Axis of Attack campaigns based on your own ideas and research.

The Falklands War provides a mix of asymmetric warfare, harsh logistics, and tactical challenges that makes for some interesting wargame campaigning.

You could play your games at a variety of sizes, adjusting the size of your games to what you have, what you think best represents the historical encounters, or even throw in some what if equipment and allies.

THE CAMPAIGN MAP

The campaign map shows the area where players will fight the battles. It has two Axes of Attack through which players will fight toward victory.

WHAT IS A ROUTE?

The British advance on Stanley was essentially fought over two routes: the northern route and the southern route. The campaign map is divided into these two paths and each is called a Route.

WHAT IS AN SECTOR?

Each Route has seven Sectors, one for each campaign turn. Some Sectors are shared, while some are optional where the players have a choice to play one or the other.

HOW THE CAMPAIGN WORKS

The campaign is played over eight campaign turns. A turn lasts one game.

If the attacking player won the battle, the campaign moves to the next sector closer to their objective.

If the defending player won, the campaign remains in the current sector.

The campaign concludes at the end of the seventh campaign turn.

STARTING THE CAMPAIGN

The campaign start with the British player attacking from San Carlos Water in to San Carlos.



SECTOR SPECIAL RULES

Some Sectors have special rules to represent the unique factors or situations influencing the battles in these areas. However, not all sectors have special rules.

BRITISH BRIEFING

The British Player is the Attacker for the Campaign.

The primary objective of the British armed forces is to expel invading Argentine military forces, restore British administration over the Falkland Islands, and liberate the local population. The key to this is taking the capital, Port Stanley.

ARGENTINE BRIEFING

The Argentine Player is the Defender for the Campaign.

The objective of the Argentine forces in seizing and reclaiming the Falkland Islands (Islas Malvinas) is to assert long-standing sovereignty claims, and to secure a quick, popular military victory. Argentina's strategy relied on the assumption that Britain would never actually launch a military response. Consequently, they had no cohesive plan for an active land campaign once the British landed at San Carlos on 21 May 1982. Their defensive strategy defaulted to a static holding operation focused almost entirely around Port Stanley.

Their plan became a delaying campaign to bring the British to the negotiation table.

VICTORY CONDITIONS

BRITISH VICTORY

If the British player reaches Port Stanley, they have won the campaign and returned the Falkland Island to British rule.

The fall of Port Stanley and the final Argentine surrender took place on 14 June 1982, bringing an end to 74 days of conflict.

ARGENTINE VICTORY

If the Campaign ends before the British reach Mt. Longdon, Two Sisters, or Mt. Harriet, the Argentines have won the campaign, forcing the British to negotiate on the future of the Falklands.

DRAW

If the Campaign ends before the British reach Port Stanley, the campaign is a draw.

SECTORS

SAN CARLOS WATER

The ground troops landing from San Carlos Water (code-named Operation Sutton) on 21 May 1982 involved a complex amphibious assault to establish a secure bridgehead on East Falkland. The initial assault wave consisted of approximately 4,000 British troops from 3 Commando Brigade.

This is the Starting point for the Campaign. The British attack into **San Carlos** from their ships in this bay.

SAN CARLOS

Following the successful establishment and consolidation of the bridgehead, British ground forces began pushing outward from the San Carlos perimeter to secure the rest of East Falkland. On 26 May 1982 the 2nd Battalion, Parachute Regiment (2 PARA) officially broke out from their positions, marching south toward the Argentine garrison at Goose Green and Darwin. The following day the rest of the British forces began their broad advance eastward toward Stanley. Elements of the 45 Commando and the 3rd Battalion, Parachute Regiment (3 PARA) commenced their iconic and gruelling cross-country march ("yomp" and "tab") across the northern route via Teal Inlet.

Though the infantry avoided major ground engagements during the march, they were under constant threat from above.

TERRAIN

The northern half of East Falkland features rugged and mountainous terrain, defined by the Wickham Heights range and unique, ancient "stone runs."

The Wickham Heights is a rugged chain of hills and mountains that runs east-to-west across the northern half of the island. Stone Runs are a signature terrain feature of the area. These are vast, dramatic fields of quartzite boulders that flow down hillsides and valleys. The coastline is heavily indented with deep fjords, drowned river valleys, and natural harbours (such as Berkeley Sound). The ground consists chiefly of peat bogs, undulating pasture, small streams, and shallow freshwater lakes.

ARGENTINE AIR SUPPORT

During the establishment of the British beachhead at San Carlos the Argentines concentrated their attack aircraft on the British ships and beachhead.

Argentine Strike Aircraft arrive on a 3+ while fighting in San Carlos.

GOOSE GREEN

Before the British could advance towards Stanley along the south, they had to eliminate the large Argentine garrison at Goose Green to secure their flank.

2 PARA launched a ferocious, 40-hour assault against heavily entrenched Argentine forces. Operating without artillery support, the paratroopers engaged in brutal daylight entrenchment-clearing.

Argentine troops were heavily dug in around the settlement and Darwin Ridge, using natural terrain, trenches, and fortified installations to counter the British advance.

TERRAIN

Goose Green is located on a narrow, treeless isthmus with rolling ground, thick gorse, and boggy peat. It offered almost no natural cover, making effective camouflage and concealment extremely difficult. The sodden ground severely restricted troop movement.

ENTRENCHMENTS AND NESTS

Argentine Forces defending Goose Green may convert .50 cal HMG teams into Nests and up to two FAL rifle & MAG teams into MAG LMG Nests.

.50 cal HMG Nest retain the same weapon stats. MAG LMG Nests retain the same weapon stats as FAL rifle & MAG team but have Halted ROF 5 and Moving ROF 2.

.50 cal HMG Nests and MAG LMG Nest in this Unit cannot Move, but can rotate to face the target when Shooting, and are Nests.

Each Nest team is a separate Independent Team.

Nest: The Nests are always Concealed and in Bulletproof Cover.

Teams attacking a Nest must re-roll successful Firepower tests to Destroy it.

Nests cannot Charge into Contact.

TEAL INLET

The liberation of Teal Inlet on 30 May 1982 was achieved through a gruelling 36-hour cross-country march rather than a major fire fight. Driven forward by the 3rd Battalion, the Parachute Regiment (3 Para) under Lieutenant Colonel Hew Pike, the operation relied heavily on surprise, local knowledge, and physical endurance.

Teal Inlet (or Evelyn Station) served as a vital logistical hub, field hospital, and temporary burial site. It supported the 3 Commando Brigade's advance toward Port Stanley.

TERRAIN

The terrain during the march to Teal Inlet consisted of trackless, waterlogged peat bog mixed with treacherous "stone runs".

BLUFF COVE

Following the victory at Goose Green, the British took a massive gamble to speed up the advance. Using information from a civilian phone call that revealed the area was undefended, elements of 2 PARA commandeered a lone civilian helicopter to leapfrog 20 miles forward, seizing Fitzroy and Bluff Cove without a fight. While highly successful, this aggressive move stretched British supply lines to the absolute limit and isolated the paratroopers.

To reinforce 2 PARA's vulnerable forward position, the 5th Infantry Brigade (comprising the Welsh Guards and Scots Guards) was sent by sea via the Royal Fleet Auxiliary landing ships RFA Sir Galahad and RFA Sir Tristram. Due to logistical delays and a lack of air cover, the ships sat at anchor in broad daylight at Port Pleasant near Fitzroy. Argentine A-4 Skyhawk fighter-bombers caught them unprotected, striking both vessels with multiple bombs.

TERRAIN

Bluff Cove, located on the east coast of East Falkland, is characterized by its shallow, enclosed bay, gently sloping white sand, and gravel beaches. The surrounding land is defined by rugged, uneven, and hilly farm terrain featuring low-lying coastal cliffs that rise to about 10–20 meters.

ESTANCIA

During the war, Estancia House—a remote sheep farm owned by the Heathman family located just west of Port Stanley—served as a crucial forward base for the British military during the advance on the capital. It served as a civilian refuge and British logistics base.

TERRAIN

Terrain to and from Estancia House was similar to that experienced near Teal Inlet.

ARGENTINE ARTILLERY PRE-PLANNED TARGETS

As the British forces drew closer to Stanley, Argentine artillery batteries dug into the surrounding hills opened up with accurate, observed harassing fire on any movement spotted on the northern plains.

Argentine Artillery Units may place two Ranged In markers per Unit when placing Ranged In markers as the start of a game in this sector. Once one Ranged In marker from a Unit is used for an Artillery Bombardment, remove the second Ranged In marker.

MOUNT HARRIET

The Battle of Mount Harriet was a flawless night assault executed by the 42 Commando, Royal Marines on 11–12 June 1982. As part of the first phase of the British breakthrough on Stanley's outer defensive ring, the attack succeeded in capturing the strategic high ground of Mount Harriet while suffering remarkably low casualties, despite facing a heavily dug-in enemy.

TERRAIN

Mount Harriet is a rugged, boulder-strewn ridge rising roughly 300 meters above the southern approach to Stanley.

NIGHT

This Battle is fought using the Night Fighting rules on page 93 of the *World War III: Team Yankee* rulebook. You can either choose to fight entirely in Darkness, or roll of the Random Time of Day table, but with the result of Daylight instead being Darkness.

NAVAL GUNFIRE SUPPORT

At 22:00 on 11 June 1982, the main assault began with devastating naval gunfire support from British warships offshore. If the British player is the Attacker in this game they get the following Naval Gunfire Support:

Each Shooting Step, choose a Formation HQ Team or an Observer to request a Naval Gunfire bombardment. On a roll of 5+ they may Spot for a four-gun Naval Gunfire Bombardment using their own Skill rating and the following weapon stats:

Range Unlimited, ROF ARTILLERY, Anti-tank 4, Firepower 1+.

Remove the Ranged In marker for this bombardment at the end of the Shooting Step.

MOUNT LONGDON

The Battle of Mount Longdon was fought on the night of 11–12 June 1982. It was the bloodiest, most fiercely contested, and iconic infantry engagement of the Falklands War. Fought by the 3rd Battalion, Parachute Regiment (3 PARA) on the Northern Route, the battle was part of the initial assault to shatter the outer defensive ring around Port Stanley.

TERRAIN

Mount Longdon is a long, narrow, jagged ridge of exposed volcanic rock that runs west to east, dominating the northern approach to Port Stanley. The ridge was highly restricted. The jagged rock formations meant the British could not easily flank the position; they had to launch a linear assault right down the narrow spine of the mountain.

NO BRITISH INITIAL ARTILLERY

The commanding officer of 3 PARA, Lieutenant Colonel Hew Pike, planned a silent night attack without an initial artillery bombardment to maximize the element of surprise.

If the British player is the Attacker in this game they cannot fire Artillery Bombardments until Turn 2.

NIGHT

This Battle is fought using the Night Fighting rules on page 93 of the *World War III: Team Yankee* rulebook. You can either choose to fight entirely in Darkness, or roll of the Random Time of Day table, but with the result of Daylight instead being Darkness.

TWO SISTERS

The Battle of Two Sisters was fought on the night of 11–12 June 1982. It took place simultaneously with the battles of Mount Longdon and Mount Harriet, forming the central thrust of the British assault on Stanley's outer defensive ring.

The attack was executed by 45 Commando, Royal Marines, who advanced along the Northern Route to seize the mountain from a determined Argentine garrison.

TERRAIN

Two Sisters (known in Spanish as *Dos Hermanas*) is a prominent, twin-peaked rocky ridge rising roughly 300 metres above the surrounding open country. It sits directly between Mount Longdon to the north and Mount Harriet to the south. The two peaks ("North Sister" and "South Sister") were natural fortresses. The open, boggy ground leading up to the mountain offered absolutely no cover for an attacking force, and the area was heavily mined.

NIGHT

This Battle is fought using the Night Fighting rules on page 93 of the *World War III: Team Yankee* rulebook. You can either choose to fight entirely in Darkness, or roll of the Random Time of Day table, but with the result of Daylight instead being Darkness.

NO BRITISH INITIAL ARTILLERY

At 21:30 on 11 June 1982, the Royal Marines began their silent advance under total darkness.

If the British player is the Attacker in this game they cannot fire Artillery Bombardments until Turn 2.

NAVAL GUNFIRE SUPPORT

To break the deadlock, British artillery and the 4.5-inch guns of the Type 21 frigate HMS Glamorgan opened up, pounding the Argentine positions on the peaks.

If the British player is the Attacker in this game they get the following Naval Gunfire Support:

Each Shooting Step, choose a Formation HQ Team or an Observer to request a Naval Gunfire bombardment. On a roll of 5+ they may Spot for a four-gun Naval Gunfire Bombardment using their own Skill rating and the following weapon stats:

Range Unlimited, ROF ARTILLERY, Anti-tank 4, Firepower 1+.

Remove the Ranged In marker for this bombardment at the end of the Shooting Step.

MOUNT TUMBLEDOWN

The Battle of Mount Tumbledown took place on the night of 13–14 June 1982. It was the most brutal, hard-fought, and iconic engagement of the Falklands War, representing the final, bloody breakthrough of the Argentine inner defensive ring looking down into Port Stanley. The assault was carried out by the 2nd Battalion, Scots Guards.

The mountain was occupied by the elite Argentine 5th Marine Infantry Battalion (BIM 5) under Commander Carlos Robacio. Unlike many conscript units, these marines were highly trained, well-disciplined, and dug into heavily reinforced rock bunkers.

TERRAIN

The Argentine position held the high ground with a clear view of the open valley below. Any attacking force had to climb a slippery, freezing, boulder-strewn slope right into the teeth of heavy machine-gun and mortar fire.

NIGHT

This Battle is fought using the Night Fighting rules on page 93 of the *World War III: Team Yankee* rulebook. You can either choose to fight entirely in Darkness, or roll of the Random Time of Day table, but with the result of Daylight instead being Darkness.

NAVAL GUNFIRE SUPPORT

British artillery is supplemented by the 4.5-inch guns of the Type 21 frigate HMS Glamorgan, pounding the Argentine positions on the peaks.

If the British player is the Attacker in this game they get the following Naval Gunfire Support:

Each Shooting Step, choose a Formation HQ Team or an Observer to request a Naval Gunfire bombardment. On a roll of 5+ they may Spot for a four-gun Naval Gunfire Bombardment using their own Skill rating and the following weapon stats:

Range Unlimited, ROF ARTILLERY, Anti-tank 4, Firepower 1+.

Remove the Ranged In marker for this bombardment at the end of the Shooting Step.

WIRELESS RIDGE

The Battle of Wireless Ridge was fought simultaneously with the Battle of Mount Tumbledown on the night of 13–14 June 1982. It was the final major engagement of the Falklands War.

While the Scots Guards were fighting their brutal, close-quarters battle on Tumbledown, the 2nd Battalion, Parachute Regiment (2 PARA)—the same unit that had fought at Goose Green—was assigned to capture Wireless Ridge on the northern flank of the advance.

Wireless Ridge was defended by the Argentine 7th Infantry Regiment and elements of their dismounted 1st Cavalry Regiment.

TERRAIN

Wireless Ridge consisted of a series of low, grassy hills topped with rocky outcrops.

NIGHT

This Battle is fought using the Night Fighting rules on page 93 of the *World War III: Team Yankee* rulebook. You can either choose to fight entirely in Darkness, or roll of the Random Time of Day table, but with the result of Daylight instead being Darkness.

NAVAL GUNFIRE SUPPORT

At Goose Green, 2 PARA had suffered heavy casualties fighting without adequate artillery support. For Wireless Ridge, their commanding officer, Lieutenant Colonel David Chaundler, resolved to do the exact opposite.

If the British player is the Attacker in this game they get the following Naval Gunfire Support:

Each Shooting Step, choose a Formation HQ Team or an Observer to request a Naval Gunfire bombardment. On a roll of 5+ they may Spot for a four-gun Naval Gunfire Bombardment using their own Skill rating and the following weapon stats:

Range Unlimited, ROF ARTILLERY, Anti-tank 4, Firepower 1+.

Remove the Ranged In marker for this bombardment at the end of the Shooting Step.

PORT STANLEY

Stanley (also known as Port Stanley) is the capital city of the Falkland Islands. It is located on the island of East Falkland, on a north-facing slope. Following the collapse of their inner defensive ring at Mount Tumbledown and Wireless Ridge, Argentine forces found themselves trapped, exhausted, and completely exposed to British forces looking straight down into Port Stanley.

As the sun rose on 14 June, thousands of Argentine soldiers began a disorganized, broken retreat from the surrounding hills into the streets of Port Stanley.

FALKLANDS TERRAIN

FALKLANDS TERRAIN CHART

TERRAIN	DASH SPEED	CROSS TEST	HEIGHT	BULLETPROOF COVER
OPEN SPACES				
Pasture	Cross-country Dash	No	Flat	No
Peat Bog	Terrain Dash	Yes	Flat	No
VEGETATION				
Thick Gorse	Terrain Dash	No	Short	No
HEDGES AND WALLS				
Fence	Terrain Dash	No	Short	No
Stone Wall	Terrain Dash	Yes	Short or Tall	Yes
HILLS				
Low Rise	Cross-country Dash	No	Short	Yes
Gentle Hill	Terrain Dash	No	Tall	Yes
Steep or Rocky Hill	Terrain Dash	Yes	Tall	Yes
BANKS, GULLIES, & CLIFFS				
Gully Access or Floor	Terrain Dash	No	Flat	No
Gully Side	Terrain Dash	Yes	Tall	Yes
Steep Bank or Low Seawall	Terrain Dash	Yes	Short	Yes
Cliff, Cutting, or High Seawall	Impassable	Impassable	Tall	Yes
Stone Runs, Rocky Outcrops	Terrain Dash	Yes	Short	Yes
WATER				
Brook or Stream	Terrain Dash	No	Flat	No
Creek or Shallow River	Terrain Dash	Yes	Flat	No
Ford across a Creek or River	Terrain Dash	Yes	Flat	No
Sodden/Soft Ground	Terrain Dash	Yes	Flat	No
Swamp or Lake	Impassable	Impassable	Flat	No
ROADS AND RAILWAY LINES				
Road or Airfield	Road Dash	No	Flat	No
BUILDINGS				
Doors and Windows	Terrain Dash for Infantry Impassable to Tanks and Guns	No	Short	Yes
Exterior Walls	Impassable	Impassable	Tall	Yes
Inside Buildings	Terrain Dash	No	Short	Yes
Rubble or Craters	Terrain Dash	Yes	Short	Yes
WRECKS				
Wrecked Tanks	Terrain Dash	No	Short	Yes