



WORLD WAR III

TEAM YANKEE

FALKLANDS WAR
FIRESTORM CAMPAIGN

BRITISH

FIRESTORM: FALKLANDS

The British counter-invasion of the Falkland Island aimed to evict Argentine occupying forces and restore British administration over the Islands. Troops marched across rugged terrain in freezing conditions. They fought intense, close-quarters battles in these same conditions over 24 days (21 May to 14 June 1982) on the ground.

The campaign consists of a series of *World War III: Team Yankee* games in which players attempt to capture areas from the enemy or recover those lost in earlier games.

Each time a player attacks they place a Battle Arrow on the map, once all the arrows have been used the campaign is over and the side with the most victory points wins.

There is a total of 15 Battle Arrows.

PLAYING GAMES

When a pair of players want to play a game, they Place a Battle Arrow, Play a Game, and then Capture Areas.

FIRESTORM TROOPS

Firestorm Troops in *Firestorm: Falklands* represent special support units in the campaign. Firestorm Troops can be committed to a battle giving extra troops in the *World War*

III: Team Yankee game. These are additional Units that do not come from your Forces points total. When these troops are available it is listed below.

PLACE BATTLE ARROW

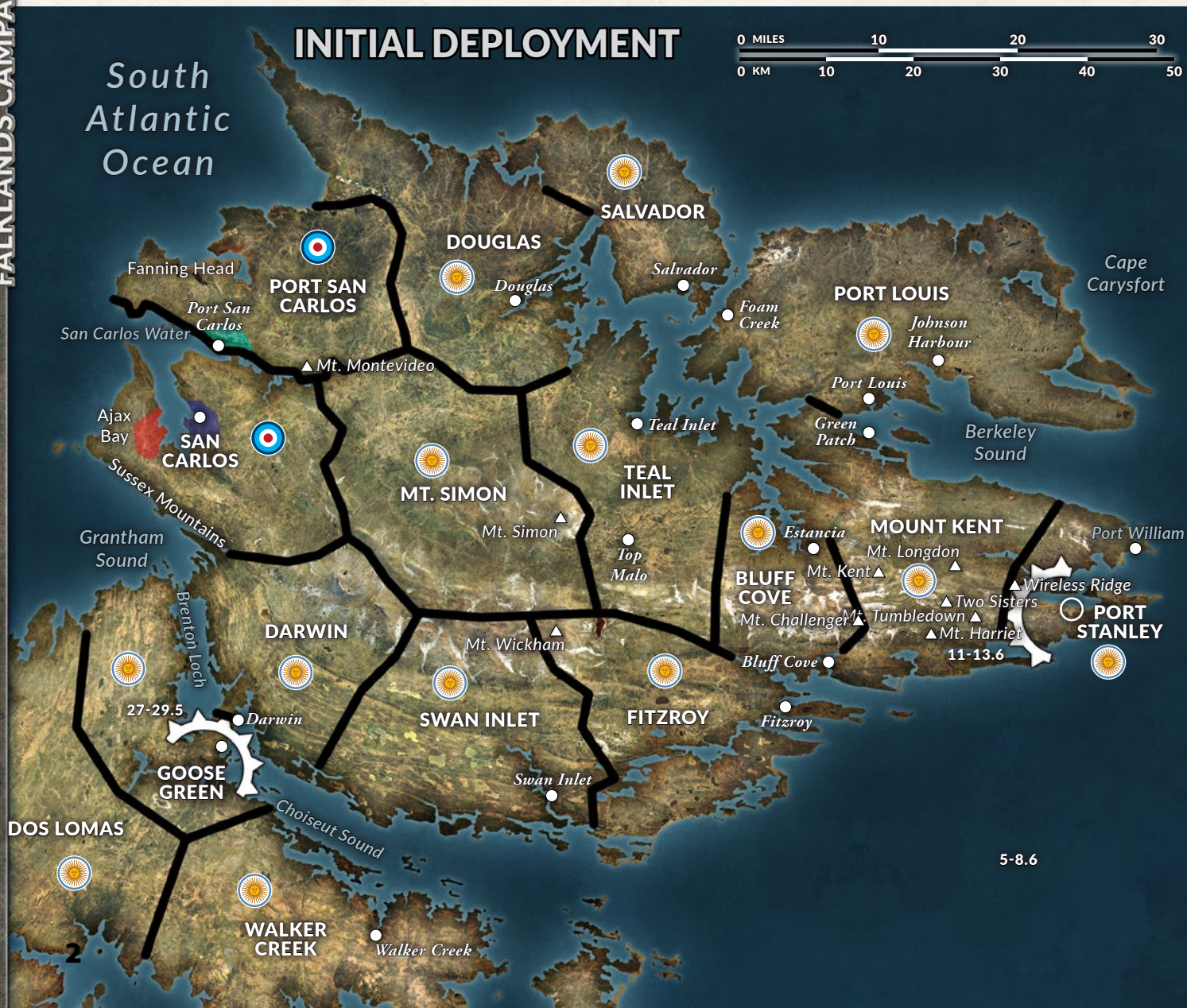
One of the players places a Battle Arrow:

Place a Battle Arrow from an area held by their side into an area held by the opposing side.

Who places the Battle Arrow is determined as follows.

OPERATION SUTTON

On the night of 20/21 May 1982, the British land 3 Commando Brigade at San Carlos Water, a sheltered bay on East Falkland. Once ashore, British forces consolidated their position and prepared for the overland advance towards Port Stanley.



For the first five Battle Arrows, the British player rolls a die.

- On a roll of 2+, the British player places the Battle Arrow.
- Otherwise, the Argentine player places the Battle Arrow.

FIRESTORM TROOPS AVAILABLE

The initial British landings were heavily contested by Argentine aircraft.

An Argentine player may take a **IA 58 Pucará Strike Flight** as part of their Force at no cost.

A British Player may take Naval Gunfire Support if Fighting from or in **SAN CARLOS** at no cost.

ADVANCE ON STANLEY AND GOOSE GREEN

On 27 and 28 May 1982, the British begin their march across East Falkland towards Port Stanley. The first major engagement was the Battle of Goose Green, which took place on 28–29 May 1982. 2 Para (2nd Battalion, Parachute Regiment) launched a night-time assault on Argentine positions around Goose Green and the Darwin settlement to prevent counterattacks on the San Carlos beachhead.

For the second five Battle Arrows, the Argentine player rolls a die.

- On a roll of 4+, the Argentine player places the Battle Arrow.
- Otherwise, the British player places the Battle Arrow.

FIRESTORM TROOPS AVAILABLE

The Argentines continued to receive air support as the British advanced from their beachhead.

An Argentine player may take a **IA 58 Pucará Strike Flight** as part of their Force at no points cost.

RESOLVING BATTLES WITHOUT PLAYING A GAME

Sometimes when running a Firestorm campaign you may have a situation where you can't organise a game, but want to move the campaign forward.

In these situations the battle is decided on the roll of the dice. Each player rolls a die and adds the Firestorm Troop Bonuses for the Firestorm Troops that they committed and any applicable Situation Modifiers. The higher roll wins the battle. A tie with both players rolling the same score results in a draw in which case neither side advances or retreats and counts as a defensive win.

FIRESTORM TROOP BONUSES

Each Firestorm Troop available to be committed to a battle gives a bonus to your die roll.

IA 58 Pucará Strike Flight	+1
Naval Gunfire Support	+1

SITUATION MODIFIERS

The Mount Kent and surrounding mountains and the urban area of Port Stanley give the defenders advantages.

Defending In Mount Kent or Port Stanley	+1
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THE FINAL BATTLES AROUND PORT STANLEY

The British have fought to the hills that lay to the west of Port Stanley and final decisive fighting has begun.

For the final five Battle Arrows, the British player rolls a die.

- On a roll of 3+, the British player places the Battle Arrow.
- Otherwise, the Argentine player places the Battle Arrow.

FIRESTORM TROOPS AVAILABLE

As the British advanced on Port Stanley they were able to utilised Naval gunfire from ship offshore to support their attacks. The Argentines continued to receive air support, but now more sporadically.

An Argentine player may take a **IA 58 Pucará Strike Flight** as part of their Force at no cost. However, they arrive on a 5+ rather than the normal 4+.

A British Player may take Naval Gunfire Support if Fighting from or in **FITZROY, BLUFF COVE, MOUNT KENT, or PORT STANLEY** at no cost.

MISSION TABLE		
DIE ROLL	COUNTER ATTACK	STATIC DEFENCE
1	Free for All	Breakthrough
2	Dust Up	Counterattack
3	Encounter	Contact
4	Breakthrough	Bridgehead
5	Counterattack	Rearguard
6	Contact	No Retreat

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.

At 22:00 on 11 June 1982, the main assault began on the Argentine positions on the peaks west of Port Stanley with devastating naval gunfire support from British warships offshore.

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.



PLACING BATTLE ARROWS

You place a Battle Arrow between a friendly area and an adjacent enemy area. You cannot place a Battle Arrow to attack out of an area that is completely surrounded by areas held by the enemy. These areas remain in your control, but cannot be used to launch an attack until they are relieved.

You cannot place a Battle Arrow to attack across a corner between areas. You must attack across the line of a border. Only one Battle Arrow can be active between two areas at the same time. Other players may attack into or out of a disputed area, but they cannot make the same attack as another game currently in progress.

BLUE-ON-BLUE OR RED-ON-RED GAMES

If you don't have an even match of British and Argentine players, you can either have one or more players change sides for the duration of the campaign, or have the players roll a die to see who is playing the enemy side for this game.

PLAY A GAME

The players then play a game, with the player that placed the Battle Arrow as the attacking player.

Players can choose a mission to play together (such as using Battle Plans, or just choosing), or the defender can choose either to counterattack or put up a static defence, then roll on the following table to select a mission.



KEY

CAPTURE AREAS

Once the game is over you update control markers.

ATTACKER WINS

If the winner was the attacker, they capture the enemy-held area. Mark the area that you captured by putting one of your side's control markers in the area replacing the enemy control marker already on the map

DEFENDER WINS

If the winner was the defender, not only will the attacker not place a control marker, but the defender may have been able to take some ground:

- If the players selected a mission together, the defender places a control marker on a roll of 4+.
- If the defender counterattacked, they place a control marker on a roll of 4+.
- If the defender put up a static defence, they place a control marker on a roll of 6.

If neither player won, then the areas remain with whoever held them at the start of the game and no control markers are placed.



WHO WON

At the end of the campaign, add up the Victory Points (VP) on the Firestorm Falklands Map for each side. Consult the following list to determine who wins and the scale of the victory.

ARGENTINE: STRATEGIC VICTORY (Argentine: 24+ VP)

Argentine determined defence has blunted the British offensive and East Falkland is secure. High casualties inflicted on the British have left them in disarray.

ARGENTINE: OPERATIONAL VICTORY (Argentine: 19+ VP)

Argentine troops have held their ground against the British attacks. British units remain, but the difficulties of the campaign have brought the British to negotiations.

ARGENTINE: TACTICAL VICTORY (Argentine: 14+ VP)

The Port Stanley has been secured, but at a great cost. The British are defeated for now, but the battle is not over, just delayed while we lick our wounds.

STALEMATE

(Argentine: Less than 14 VP, British Less than 20 VP)

The cost in men and equipment is high on both sides. Either reinforcements and further battles or diplomatic efforts will resolve the Falkland Islands issue.

BRITISH: TACTICAL VICTORY (British: 20+ VP)

You did well but we have not fully broken through the Argentine defences, with reinforcements and time we will breakthrough their lines.

BRITISH: OPERATIONAL VICTORY (British: 25+ VP)

The Argentines are defeated across most of the Falklands, we have pushed them back to Stanley, though they live to fight another day, we must plan our next attack.

BRITISH: STRATEGIC VICTORY (British: 30+ VP)

The Argentine forces in Stanley and across the islands have surrendered, the Falklands once more British!

FALKLANDS 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.

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.

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