

FIRESTORM: FALKLANDS

South
Atlantic Ocean



GAMES 1-5: 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.

GAMES 6-10: 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 nighttime 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.

GAMES 11-15: 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

OPERATION SUTTON

- An Argentine player may take a LA 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

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

THE FINAL BATTLES AROUND PORT STANLEY

- An Argentine player may take a LA 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.

KEY



British
Control



Argentine
Control



Battle Arrow
Marker



Area
Border



Victory
Points