COMBAT PATROL™: WWII
Supplement for the
The Falklands War
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Combat Patrol™ provides a comprehensive set of rules for skirmishes set in World War II. This supplement includes optional rules that provide additional period flavor. It also includes information on company and platoon organizations.

On April 2, 1982 Argentina invaded the Falklands – also known as the Malvinas – a group of barren, wind-swept islands in the south Atlantic on the edge of Antarctica. Even though the remote British territory was home to less than 2500 people, the invasion sparked one of the most ambitious military undertakings in the history of the United Kingdom. The end result of a two-centuries-long dispute between the two nations erupted into a major international crisis. Britain responded with 15,000 men embarking from a hastily prepared naval task force of ninety-three vessels, waging a war 8000 miles from their home shores. The Argentines would be fighting on their own doorstep.

ORDERS OF BATTLE:

Organizations of the units involved in the fighting in the Falklands are shown beginning on page 5 of this supplement. The orders of battle for the British army changed during the Cold War as new systems and weapons were introduced. The basic British rifle company during the time of the Falklands is depicted in the Winter of Discontent supplement and is not repeated in this supplement.

On the platoon organization diagrams the various squads, teams, and groups are shown with small six-sided dice next to them. This indicates that those units have their own activation dice and, therefore, activate individually.

For instance, the diagram of the paratrooper platoon on page five shows that each infantry section is divided into two teams that each have their own activation die.

MORALE:

British Guts:

British Para, Royal Marines, and Gurkha platoons and squads should have Guts ratings of Elite. British Army and Guards platoons and squads should have Guts ratings of Regular. If the player would like to simulate a unit just coming out of parade duty with little combat experience, those units can be considered as Green.

Argentine Guts:

While Argentine Army did have some professional soldiers, the majority of the men deployed to occupy the islands were young conscripts, often referred to as Chicos. Some reservists were recalled from the mainland to strengthen the force, but this created a mixed quality of troops and Argentine morale could be erratic.

For each Argentine Army team in the scenario, including any headquarters, draw a card from the Action Deck before the game begins and consults the ten-sided die icon:

- On a “roll” of 1-7, the Argentine unit has a Guts rating of Green.
- On a “roll” of 8-10, the Argentine unit is Regular.

Argentine Marine units are considered to have Regular Guts.

For scenarios involving the initial Argentine, all units should be considered Regular.
Defended Positions:

On some occasions, Argentine units proved to be tenacious defenders when occupying prepared defenses. When Argentine infantry is in positions designated by the Game Master to be prepared positions, their Guts level goes up one, from Green to Regular or from Regular to Elite. This will replicate those situations in which veteran British units had difficulty dislodging their Argentine foes, such as at Goose Green, Mt. Longdon, and Mt. Tumbledown.

Argentine Officers:

Contemporary accounts often include instances of Argentinian officers and senior NCOs leaving the field once a battle had commenced. This would lead units of conscripts leaderless at critical moments.

To represent this situation, a check is made for Argentine leaders after forces are deployed but before any cards are drawn from the Activation deck on the first turn. Draw a card from the Action deck for each leader figure and consult the high explosive icon section of the rules. If there is any high explosive icon and the figure is an officer, remove it from the table. If there is a medium or small icon and the figure is a noncommissioned officer, remove it from the table. Otherwise, the figure remains on the table during the game.

Teams whose leaders have abandoned them are pinned as described in Section 3.15 of the Combat Patrol™ rulebook. Any abandoned heavy weapons may be re-crewed from the remaining figures in their unit before the first Activation card is drawn.

Argentinian Commandos:

Due to the high potential for elite units to get involved in coups, Argentina had no permanently established commando units. They therefore tended to be ad hoc units brought together for operations and then immediately disbanded. 601 & 602 Commando Companies were formed at very short notice in 1982 from commando-trained personnel, plus Gendarmerie SWAT-type units. They wore camouflage uniforms and green berets. The Army Commandos were made up Argentine officers and NCOs only. Commando units always have a Guts rating of Regular.

Recommended Unit Stats:

We recommend the following stats for your units when using Combat Patrol™ for the Falklands.

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>G</th>
<th>A</th>
<th>M</th>
<th>E</th>
<th>R</th>
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<tr>
<td>Brit. PARA</td>
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<td>R</td>
<td>1</td>
<td>3</td>
<td>4</td>
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<tr>
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<td>R</td>
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<td>3</td>
<td>4</td>
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<tr>
<td>Brit. Guards</td>
<td>R</td>
<td>R</td>
<td>1</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Gurkha</td>
<td>E</td>
<td>R</td>
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<td>3</td>
<td>3</td>
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<tr>
<td>Arg. Infantry</td>
<td>*</td>
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<td>1</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Arg. Marine</td>
<td>*</td>
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<td>1</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Arg. Commando</td>
<td>R</td>
<td>R</td>
<td>1</td>
<td>3</td>
<td>4</td>
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</table>

* See the section, entitled “Argentine Guts.”
NIGHT FIGHTING

Faced with an enemy in well-defended positions, British troops used darkness to great advantage during the Falklands conflict. Refer to Section 7.11 of the Optional Rules supplement to Combat Patrol™ for rules for conducting fighting in darkness.

Though Argentine units had few night vision systems, those they did have had been purchased from the U.S. and were superior to that of the British. When Argentine figures have night vision devices, they are considered to be 2nd generation. British night vision devices are considered to be 1st generation. Apart from snipers, who utilized their night vision gear to deadly effect, the average Argentine soldier received little training in night combat tactics.

The British usually equipped a LMG or GMPG gunner with night vision, and they would light up targets with tracer fire to direct other troops. When they do this, other British soldiers may fire at the designated areas as if they were firing at muzzle flashed as described in Section 7.11.5 of the Optional Rules supplement.

SMOKE:

Most British Para and Royal Marine units were equipped with smoke rounds, fired from their Platoon HQ mortar. Refer to section 3.23 of the Combat Patrol™ rulebook for rules regarding the use of smoke.

HEROES:

To represent the real-life gallantry of the likes of Col. H. Jones, Lance-Corporal Gary Bingley or Private Barry Grayling, players may wish to utilize the optional Heroes rules in Section 3.26 of the Combat Patrol™ rulebook.

SMALL ARMS

When using Combat Patrol™ to play games set in the Falklands, new weapons must be represented. Use weapons data from Table 2 of the Winter of Discontent supplement and Table 1 of this supplement.

ANTI-TANK WEAPONS

Though there were no tank-on-tank fights and few fights with vehicles on both sides, there were a number of anti-tank weapons in the theater. Table 2 provides the attributes for these weapons.

UNRELIABILITY OF THE CARL GUSTAV IN FALKLANDS CLIMATE

Many accounts from British veterans complain of the lackluster performance of the Carl Gustav (a.k.a. “Charlie G”) anti-tank weapon in the cold, wet environment of the Falkland Islands. In fact, the British forces defending South Georgia during the invasion claimed a near 60% failure rate for the Charlie G. The Artic forces of 42 and 45 Commando on the other hand, appeared to have little trouble with the potentially cantankerous weapon.

If players wish to replicate this unreliability, before determining a hit,
any non-Royal Marine unit should draw a card: if the 10-sided dice is odd, the Carl Gustav round was a dud, on an even, proceed with hit determination as normal. An out of ammunition result causes the weapon to be unusable for the remainder of the game.

VEHICLES

With the sinking of the SS Atlantic Conveyor, the British lost most of their heavy lift helicopters, which severely limited the role vehicles would play in the Falklands campaign. The Saladin and Scimitar still saw some action, as at Wireless Ridge, but vehicle-on-vehicle engagements were all but non-existent.

For the sake of completeness and to allow for “what-if” scenarios, Table 3 provides information on many of the vehicles that participated in one way or another in the fighting. Missing vehicles in Table 3 may be found in Table 4 of the Winter of Discontent supplement.

CAMPAIGN GAMES

Section 3.29 of the Combat Patrol™ rulebook provides optional rules for improving the quality of figures from one game to the next, replacing casualties, and replacing lost equipment. We recommend you also use Section 3.28, Medics, if you are going to play campaign games.

SOURCES

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http://coldwargamer.blogspot.co.uk/2012/05/orbat-1980s-british-bg-part-7-infantry.html
http://www.solar.mcs.st-and.ac.uk/~aaron/SCEN/scenarios.html
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http://www.solar.mcs.st-and.ac.uk/~aaron/MODORG/ukfalk.html
http://theminiaturespage.com/boards/msg.mv?id=274763

Table 2: Anti-Tank Weapon Characteristics

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Short Rg</th>
<th>Pen</th>
<th>Medium Rg</th>
<th>Pen</th>
<th>Long Rg</th>
<th>Pen</th>
<th>HE Size</th>
<th>Rate of Fire</th>
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<td>66mm LAW</td>
<td>10</td>
<td>25</td>
<td>20</td>
<td>20</td>
<td>40</td>
<td>15</td>
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<tr>
<td>84mm Carl Gustav</td>
<td>25</td>
<td>40</td>
<td>50</td>
<td>35</td>
<td>100</td>
<td>35</td>
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<tr>
<td>120mm WOMBAT</td>
<td>60</td>
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<td>120</td>
<td>35</td>
<td>240</td>
<td>35</td>
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<tr>
<td>30mm L21 RARDEN</td>
<td>50</td>
<td>5</td>
<td>100</td>
<td>5</td>
<td>200</td>
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<td>76mm LSA1</td>
<td>75</td>
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<td>150</td>
<td>9</td>
<td>300</td>
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<td>76mm L23A1</td>
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<td>90mm GIAT F1</td>
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<td>CITR L33 Guns 155mm</td>
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Table 3: Vehicle Characteristics

<table>
<thead>
<tr>
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<th>Speed</th>
<th>Range/Penetration/Shots</th>
<th>Weapons</th>
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<td>Lower Wheels</td>
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<tr>
<td>Tank</td>
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<tr>
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<td>Panhard AML-90</td>
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Sources:

http://coldwargamer.blogspot.co.uk/2012/05/orbat-1980s-british-bg-part-7-infantry.html
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Van der Bijl, Nick, Nine Battles to Stanley, Barnsley, South Yorkshire, UK: Pen and Sword, 2014.

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Organization of British Paratrooper Formations in the Falklands

**Para Rifle Company**

**Falklands 1982**

**Company HQ:**
- Commander (Major) (Sterling SMG)
- 2IC (Captain) (Sterling SMG)
- Sgt Major (SLR)
- 4x RTO (Sterling SMG)
- Grenadier (M-79 grenade launcher)
- 2x Machine gunners (Sustained Fire GPMG) with 4 Loaders (SLR)
- 2x Snipers (L42A1 rifle)
- 2x Medics (pistol)

**Platoon HQ**
- Platoon Leader (Lieutenant) (Sterling SMG and small radio)
- Platoon Sergeant (SLR and small radio)
- RTO (Sterling SMG)
- 3x Runners (SLR)
- 52mm mortar with 3-man crew
- Carl Gustav recoilless weapon
- M-79 grenade launcher

**Rifle Section**
- Section Leader (Corporal) (Sterling SMG and small radio)
- Assistant Section Leader (SLR)
- 1 or 2 Machine gunners (GPMG)
- 1 or 2 Loaders (SLR)
- 2 or 4 Riflemen (depending on number of GPMGs) (SLR)
- Up to 6x M72 LAW
- Carl Gustav recoilless weapon
- M79 grenade launcher
- White phosphorous and HE hand grenades

**Support Company at battalion level includes:**
- 8x 81mm L16 mortar
- 6x Milan-1 teams
- 6x .50cal HAAMG
- Recce Platoon

**Recce Company at battalion level:**
- 2x or 3x Platoons of 3x 8-man sections:
  - Section Leader (Sterling SMG)
  - Assistant Section Leader (Sterling SMG)
  - 4x Scouts (SLR)
  - 1x Machine gunner (GPMG)
  - 1x Automatic rifleman (L44A1 Bren)

**Para Rifle Platoon**

**Falklands 1982**

**Platoon HQ**
- Platoon Leader (Lieutenant) (Sterling SMG and small radio)
- Platoon Sergeant (SLR and small radio)
- RTO (Sterling SMG)
- 3x Runners (SLR)
- 52mm mortar with 3-man crew
- Carl Gustav recoilless weapon
- M-79 grenade launcher

**Rifle Section**
- Section Leader (Corporal) (Sterling SMG and small radio)
- Assistant Section Leader (SLR)
- 1 or 2 Machine gunners (GPMG)
- 1 or 2 Loaders (SLR)
- 2 or 4 Riflemen (depending on number of GPMGs) (SLR)
- Up to 6x M72 LAW
- Carl Gustav recoilless weapon
- M79 grenade launcher
- White phosphorous and HE hand grenades

*The platoon leader and platoon sergeant may both swap dice with the three squads or each other in accordance with Section 3.2.4 of the rules.*

1x **Platoon HQ**
- Lt
- Signaller
- Runner
- Platoon Sergeant
- Mortar Man
- Asst. Mortar Man
- Carl Gustav w/ SLR

3x **Section Divided into Two Teams**
- Section Leader
- Rifle or GPMG
- Rifle
- rifle

Assistant Section Leader
- GPMG
- Rifle
- Carl Gustav
GUARDS/GURKHA COMPANY LEVEL ORGANIZATION: FALKLANDS 1982

Company HQ:
- 2 Sterling SMG
- 2 RTO (Sterling SMG)
- 4 SLR

Guards Support Company at battalion level includes:
- 8 81mm L16 mortars
- 16 Milan-1
- 4 .50cal HAAMG

Gurkha Support Company at battalion level includes:
- 8 81mm L16 mortars
- 6 Milan-1

Platoon HQ:
- 1 Sterling SMG
- 1 RTO (Sterling SMG)
- 3 SLR
- 1 52mm mortar

3 Rifle Sections:
1x Rifle Team
- 1x Corporal w/ SMG and small radio
- 6x Privates w/ SLR
- May swap 1 SLR for a GPMG
- May equip 1 Carl Gustav
1x GPMG Team
- 1x Lance Corporal w/ SMG
- 1x Private w/ GPMG
- 1x Private w/SLR
Section may include up to 3 M72 LAWs

GUARDS/GURKHA PLATOON LEVEL ORGANIZATION: FALKLANDS 1982

Platoon HQ:
- 1x Lieutenant w/ SMG
- 1x Private w/ SMG and radio
- 1x Sergeant w/ SLR
- 1x Private w/ SLR and one L9A1 mortar tube
- 1x Private w/ SLR and spare rounds for L9A1 mortar

3 Rifle Sections
1x Rifle Team
- 1x Corporal w/ SMG and small radio
- 6x Privates w/ SLR
- May swap 1 SLR for a GPMG
- May equip 1 Carl Gustav
1x GPMG Team
- 1x Lance Corporal w/ SMG
- 1x Private w/ GPMG
- 1x Private w/SLR
Section may include up to 3 M72 LAWs

Organization of Guards and Gurkha Formations in the Falklands
ROYAL MARINE COMPANY LEVEL
ORGANIZATION: FALKLANDS 1982

Company HQ:
- 2 Sterling SMG
- 2 RTO (Sterling SMG)
- 4 SLR
- 2 Sustained Fire GPMG
- 4 SLR

Platoon HQ:
- 1x Lieutenant w/ SMG
- 1x Private w/ SMG and Radio
- 1x Sergeant w/ SLR
- 1x Private w/ SLR and one L9A1 mortar tube
- 1x Private w/ SLR and spare rounds for L9A1 mortar

Support Company at battalion level includes:
- 9 81mm L16 mortar
- 6 Milan-1
- 6 .50cal HAAMG
- Recce Platoon
  3x8 man squads:
  - 2 Sterling SMG
  - 4 SLR
  - 1 GPMG
  - 1 L4A4 (Bren)

3 Rifle Sections:
1x Rifle Team:
- 1x Corporal w/ SMG and small radio
- 6x Privates w/ SLR
- May swap 1 SLR for a GPMG
- May equip 1 Carl Gustav
1x GMPG Team:
- 1x Lance Corporal w/ SMG
- 1x Private w/ GPMG
- 1x Private w/ SLR
Section may include up to 3 M72 LAWs

ROYAL MARINE PLATOON LEVEL
ORGANIZATION: FALKLANDS 1982

Platoon HQ
1x Lieutenant w/ SMG
1x Private w/ SMG and Radio
1x Sergeant w/ SLR
1x Private w/ SLR and one L9A1 mortar tube
1x Private w/ SLR and spare rounds for L9A1 mortar

3 Rifle Sections
1x Rifle Team
- 1x Corporal w/ SMG and small radio
- 6x Privates w/ SLR
- May swap 1 SLR for a GPMG
- May equip 1 Carl Gustav
- 1x Lance Corporal w/ SMG
- 1x Private w/ GPMG
- 1x Private w/ SLR
- Section may include up to 3 M72 LAWs

Organization of British Royal Marine Formations in the Falklands
Organization of Argentine Army Formations in the Malvinas
ARGENTINIAN MARINE COMPANY
FALKLANDS 1983

Rifle Platoons -- “Seccion Tiradores”

HQ Equipos (Team)
- Platoon Leader (NCO) (M3 SMG)
- RTO (SLR and Radio)
- 2x Runners (SLR)

Grupos Tiradores (Section)
- Section Leader (SLR)
- Assistant Section Leader (SLR)
- RTO (SLR and Radio)
- Automatic Rifleman (FM FAP)
- 6x Riflemen (SLR)

Support Grupos (Section)
- Section Leader (SLR)
- RTO (SLR and Radio)
- 2x Machine gunners (FN MAG)
- 6x Loaders and ammunition carriers (SLR)
- 3x M20 3.5” Super Bazookas to be assigned

ARGENTINIAN MARINE PLATOON
FALKLANDS 1983

Rifle Platoons -- “Seccion Tiradores”

HQ Equipos (Team)
- Platoon Leader (NCO) (M3 SMG)
- RTO (SLR and Radio)
- 2x Runners (SLR)

Grupos Tiradores (Section)
- Section Leader (SLR)
- Assistant Section Leader (SLR)
- RTO (SLR and Radio)
- Automatic Rifleman (FM FAP)
- 6x Riflemen (SLR)

Support Grupos (Section)
- Section Leader (SLR)
- RTO (SLR and Radio)
- 2x Machine gunners (FN MAG)
- 6x Loaders and ammunition carriers (SLR)
- 3x M20 3.5” Super Bazookas to be assigned

Company HQ
- Company Commander (M3 SMG)
- 2IC (M3 SMG)
- 2x RTO (SLR)
- 6x Runners, clerks, and supply specialists (SLR)
- 1 Machine gunner (FN MAG)
- Loader (SLR)

Support Platoon:
- Platoon leader (SLR)
- 2x Machine gunners (SFMG FN MAG with Tripod)
- 3 Loaders and ammunition carriers (SLR)
- 2x Mortar men (81mm Brandt mortar)
- 6x Loaders and ammunition carriers (M3 SMG or SLR)

Additional weapons may be attached from regimental support company:
- 6x 4.2” M30 mortar
- 6x 105mm RCL
- 4x .50cal HA/AMG
- 2x Blowpipe
- Recce platoon
  - 4x Jeep + .50cal
  - 8x Scouts (M3 SMG)
  - 8x Scouts (SLR)

Organization of Argentine Marine Formations in the Malvinas