

Tactical Combat Series:

Goose Green

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Introduction

Goose Green is a game about the first land battle of the Falklands War (May 28, 1982), which was critical for both sides. The British needed a land victory to satisfy the government and the public considering the recent naval losses. The Argentinians wanted to prove themselves against the professional British war machine. What was first proposed as a raid turned into a 14-hour battle that added another name to the laurels of British military history.

1.0 General Special Rules

1.1 Terrain Notes

1.1a Gully. Gully hexes are Partly Protective terrain but have no elevation effects. Moving from a Gully hex to a non-Gully hex costs an additional +3 MPs. Units in Gully hexes may only spot, observe for indirect fires or British sorties, or conduct direct fires into adjacent hexes. Similarly, only adjacent units may spot, observe for indirect fires or British sorties, or conduct direct fires into Gully hexes. Mortars may fire out of Gully hexes normally. Artillery Missions attack units in Gully hexes normally. Air sorties may be directed at Gully hexes even without an observer.

1.1b Buildings. Buildings are 5 meters high.

1.1c Boca House, Burntside House and Cemetery. These are only for map reference and have no terrain effects.

1.1d Elevation. The Goose Green map uses 15-meter contour intervals rather than the standard 20-meter contour intervals. When calculating terrain elevation for LOS determination or artillery observation, treat the contour lines as if they used the standard 20-meter interval (e.g., treat 15m contour lines as 20m, 30m contour lines as 40m).

1.1e Trenches. The Argentinians had built a series of trenches on the hills near the Gorse Line. Trench hexes are Partly Protective terrain but do not block LOS.

1.1f Bridges. The first time a unit attempts to cross the Darwin Inlet bridge, roll a single die. On a result of 1-2 the bridge is crossable; on a 3-6 the bridge may not be crossed for the duration of the game. The Darwin Inlet, Dairy and Schoolhouse bridges are Bottlenecks (cf. *TCS* 20.1d).

Design Note: *The Darwin Inlet Bridge is a very narrow causeway and contemporary images show it in a dilapidated state with segments missing. No accounts state the condition of the bridge in 1982 and historical orders did not plan for any attack across the bridge, only direct fire support north of the inlet.*

1.1g Tracks. Due to the unfamiliarity with the terrain, British units do not benefit from Tracks in any way. They may use the Darwin Inlet, Dairy and Schoolhouse bridges at a cost of 1 MP per hex.

1.1h Gorse Line. Gorse line hexsides (essentially a large hedgerow) have an elevation of 5m and are treated as Partly Protective hexside terrain for direct fires.

1.1i Coast Hexes. Any hex containing both sea and land (however small of an amount) are considered Land for all purposes. If the hex center dot is in the sea, the hex's elevation is Zero.

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1.2 Unit Designations

Individual platoon numbers are written on the counters. Hence, the typical infantry platoon will be 10-D-2, which stands for "10 Platoon, D Company, 2 Para Bn".

1.3 Command and Control

1.3a British Command Prep Rating. British Command Prep Rating is either 1 or 3 depending on the status of Colonel "H", see 2.3.

1.3b Argentinian Command Prep Rating. Argentinian Command Prep Rating is 6.

1.3c British Higher Commander's Intent. 2 Para is to capture Darwin and Goose Green.

1.3d Argentinian Higher Commander's Intent. Task Force Mercedes is to defend Goose Green, Darwin, and the Airfield from an impending British assault.

1.4 Weather

The weather on the day of battle was a typical Falkland winter day: bitter cold with rain, sleet, and high winds. While this did not overly affect visibility, the high winds did affect the accuracy of artillery.



Roll each full hour on the Weather Table and apply the results listed. There is also an Ocean Weather Table only used for British Close Air Support (see 2.5).

1.5 Night Turns

Due to the increased training the British had in night operations; the night turns are 30 minutes rather than a full hour.



1.6 Anti-Aircraft Fire

Argentinian Anti-Aircraft units and the British Blowpipe section are treated as AA units (TCS 25.1e) for enemy Sorties. They cover all hexes on the map and may fire at an unlimited number of Sorties.

1.7 Mines

1.7a Ineffective Mines. Mines laid down by the Argentinians were mostly improperly placed or exposed on the surface. Minefields in this game have their firepower halved (TCS 21.0b, 21.3c).

1.7b Mine Type. Minefields do not affect P-targets (optional: British Scimitars 4.1c).

1.7c Minefield Placement. Minefields in the game are labeled directly on the map and new Minefields may not be placed during the game by either side. Breached minefields can be indicated by placing a Minefield Breach marker on the hex.



A group of 2 Para take a break after the battle ended.

2.0 British Special Rules

2.1 British Artillery

The only battery available is 8 (Alma) Btry (-)/29 Cdo Rgt, RA (3x 105mm). Use Line 10 on the Artillery Adjustment Table.

Design Note: Only half of the battery was available at Goose Green due to the lack of helicopter transport. For this reason, the Barrage Fire Value is 9 and 4 for Good Shot/Bad Shot respectively.

2.2 2nd Para

2.2a Battalion Organization. All units under British command (including all optional forces) are considered part of 2 Para for all game purposes.

2.2b Paratrooper Morale. British units do not apply the +1 Morale modifier for night.

2.2c Limited Ammo. Due to the lack of organic transport, 2 Para was forced to carry most of its 81mm mortar ammo and other ammo by foot. Each scenario lists the number of available fires for the 2 Para 81mm Mortar Section and MILAN ATGM Section. Once a unit has used all its available ammo it is removed from play (not counted as eliminated).



2.3 Colonel "H"

The fiery Lt. Col. "H" Jones was a man who led from the front. Colonel "H" and his entourage command group are represented by the 1-step Tac 1 Infantry section counter.

When Tac 1 is in play, the British player's Command Prep Rating is a 3 and the British may not use alternate routes or alternate objectives (TCS 6.14c) on any Op Sheet. If Tac 1 is eliminated, all implemented and unimplemented Op Sheets are removed, and all British units immediately go to No Orders status. The next turn, Major Chris Keeble takes over command; the British player may now create new Op Sheets with a Command Prep Rating of 1 and may include alternate routes and objectives if desired.

If Tac 1 enters Assault Combat (alone or stacked with other Infantry), the stack ignores all Morale Checks and adds a +1 column shift on the Fire Table. Each time during the Assault sequence when a step loss inflicted on the British stack, roll a die. On a die roll of a 1 or 2, Tac 1 receives that step loss (and is thus eliminated). Otherwise inflict step losses normally. These Assault rules apply for the entire Assault sequence, including any Final Overwatch.

Design Note: *The higher Command Prep Rating and prevention on the use of alternates demonstrates the tight control Colonel "H" had over his battalion. The assault rule gives the British player very interesting choices. By being aggressive with "H", does the British player attempt to assault Argentinian positions but potentially lose his implemented Op Sheets? If so, should the British do it quickly or wait as long as possible?*



Credit: PA Images (<https://www.paimages.uk/>)
Lieutenant Colonel Herbert "H" Jones

2.4 Anti-Tank Guided Missiles (ATGMs)



2.4a Milan ATGM. The MILAN unit has two steps and a minimum range of two hexes. Each scenario lists the available number of MILAN fires, if any. The MILAN unit may not fire during a Night turn unless the target is in an Illuminated hex. The MILAN unit may only conduct Point Fires.

Important: When the MILAN fires, both its Steps must fire at the same Target. (TCS 9.1g)

Note: For this rule, Argentinian Inf units occupying Trench or Building hexes are treated as B-targets; any Point Fire step losses inflict Area target step losses instead, causing a Morale Check as if inflicted by the Area Fire Table.

Because of its superior sights, the MILAN unit receives a +2 modifier on the Spotting Table. In addition, all MILAN fires use the Close Range modifier (+5) since they are guided fires.

2.5 Close Air Support

2.5a Calling for Close Air Support.

During the Aircraft & Artillery Phase of any Day (not Twilight) turn, the British player may request Close Air Support. The British player is restricted to three Close Air Support requests per game in scenarios 5.1 and 5.5, and two requests in scenarios 5.3 and 5.4). There must be a delay of one hour after any request before a new request can be made. For each request, roll a single die on the Ocean Weather Table affecting the aircraft carrier. On a result of 1-2, the weather at sea is good enough and three Harrier GR.3's arrive that turn and are used normally. If the result is 3-6, the weather at sea is stormy: no Air Support is received, and that request has been used.



Design Note: *There were two occasions where the Forward Air Controller requested for Harrier support, but due to the rough weather conditions at sea, support was not possible. Not until the end of the battle did three Harrier GR.3s finally arrive on the battlefield. This rule shows the unpredictability of calling for air support only to have it not show up when you need it.*

2.6 HMS Arrow

2.6a Fire Support. HMS Arrow was stationed in Benton Loch and has unlimited range. The Arrow fires as a Battery artillery fire (semi-automatic gun) and has unlimited HE and Illum fires (no Smoke). The Arrow may not use Continuous Fire or Fast Fire missions.

2.6b Availability. This ship was supposed to supplement the limited gun support for the Paras. Due to an untimely mechanical failure, her sole 4.5 in (114mm) gun was out of action for most of its time in Brenton Loch and begins the game broken and nonfunctional. During each Command Phase, beginning with the first turn (0300, but 0230 for scenario 5.5), roll a single die to see if the gun has been repaired. On a roll of 1, the gun is repaired and functions normally for the rest of its time in play.

Due to the threat of air strikes once it was daylight, HMS Arrow left the Goose Green area to return to the relative safety of San Carlos Bay at 0445 hrs. Therefore, HMS Arrow is only available until 0430 inclusive.

Design Note: *The Arrow had finally brought her gun to bear right before she was required to leave. The gun was repaired only by having a seaman hold the broken switch with his finger while it fired.*

2.7 Fire Support

2.7a Allocation of Fire Support. The British player must designate on Op Sheets which fire support element will be supporting which line company. When available, the fire support units are:

81mm Mortar Section
B Btry/29 Cdo Regt RA
HMS Arrow

Each support element must be attached to a single line company (A, B, C, or D). Companies can be assigned more than one Support. Companies with assigned Support are the only units that can spot for that Support element. If support units are allocated to units listed in Reserve, they become available as soon as the first of the Reserve units are released. Each of these three support elements can be assigned to a new Op Sheet and attached to a different company when the new Op Sheet implements. The 81mm Mortar Section can observe for its own fires as well.

2.7b Fire against Darwin & Goose Green.

For fear of causing civilian casualties, British Artillery Missions and Sorties may not target any hex within three hexes of a Darwin or Goose Green settlement hex. In addition, only British Infantry units (including Tac 1) may assault or fire into a Darwin or Goose Green settlement hex; no Weapons unit may do so. These restrictions do not apply to Argentinian fires.

2.7c Illum. Artillery and Mortar Illum may only be placed within 10 hexes of an observer of the line company that the firing unit is supporting. Restrictions regarding observers (TCS 18.4b, 24.3a) apply normally except that no LOS to the target hex is required.

Credit: Lieutenant Carlos Daniel Esteban
Goose Green School (hex 21.09) on fire after reportedly being hit by 35mm Anti-Aircraft fires.



Lieutenant Reberto Néstor Estévez's Platoon of *Regimiento de Infantería 25*.

3.0 Argentinian Special Rules

3.1 Argentinian Morale

Argentinian units without a printed morale have a morale value of 7.

3.2 Argentinian Artillery

The only battery available is Btry A (-)/ *Grupo de Artilleria Aereotransportado 4* (3x 105mm). Use Line 8 on the Artillery Adjustment Table.

When the counter is deployed on-map, it is considered On-Map Artillery (TCS 24.6). The Argentinians had sufficient ammo for HE missions and may fire HE missions normally without tracking ammunition use each turn. The Argentinians **may not** fire Smoke, Illum, Continuous Fire or Fast Fire missions.

Design Note: Much like the British howitzers, only three guns were present at Goose Green. One more was damaged on transit to Goose Green. The Barrage Fire Value is 9 and 4 for Good Shot/Bad Shot respectively.

3.3 Task Force Mercedes

Battalion Organization.

The conglomeration of Argentinian units at Goose Green was organized into a reinforced battalion-sized unit called **Task Force Mercedes**. All Argentinian units are considered part of a single Battalion for Op Sheet size.

Design Note: Some Argentinian units, such as B-12 in operational reserve, were not actually part of TF Mercedes but all Argentinian units effectively work as one reinforced battalion.

3.3a FAA Troops (Fuerza Aerea Argentina). These troops (3xInf, 1xMtr) must set up and remain in Goose Green settlement hexes.

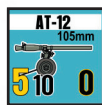
Important: Only FAA units may observe for the fire of the FAA 81mm Mortar Section. The Mortar Section may observe for its own fire as well.

Design Note: These troops were ground personnel left behind when the Pucaros were moved from the Goose Green Airfield to Stanley. They fell under the ground commander's control as last-ditch infantrymen to defend the settlement of Goose Green.



3.3b 120mm Mortar. The single 120mm mortar of Task Force Mercedes (designated Mtr-12, not the one designated B-12) is a 1-step unit and barely contributed to the battle. The mortar was fixed to its baseplate severely limiting its usefulness.

Every time the Argentinian player attempts to fire this 120mm mortar (which has a fire power of 3 marked with an asterisk) roll a D6. On a die roll of 1 the mortar fires normally. On any other result, the mortar fails to fire. This attempt, although unsuccessful, counts as one of the two normal fires this mortar can make each turn.



3.3c Recoilless Rifle. The RR unit is a P-firer but fires at full strength against A-targets (unlike AT guns). Like many of the heavy weapons in the Argentinian arsenal, the recoilless rifle was missing its sight but would still be effective against Area targets when aimed in the enemy's direction.

3.3d Illum. The Argentinian player may not use mortar illum in this game.



3.3e .50 Cal MGs. The Argentinian .50 Cal MGs were feared weapons but too heavy to move easily. Treat these heavy MGs as Weapons units for SYRs (i.e. they are eliminated if they conduct an SYR; see TCS 17.4, Step 3).

3.3f Dug-in Status. Argentinian units may be on Prepared Defense Op Sheets but may never enter Dug-In status except in Trench hexes.

3.3g Reserves. When committing units in Reserve (TCS 6.14b), the Argentinian player must roll for each counter (platoon, section) separately rather than as a group.



3.4 Close Air Support

At the beginning of each Daylight turn the Argentinian player may roll two dice for Close Air Support. The air support may come in the form of Sorties of Pucaros or Aermacchis.

Roll	Result
2-10	None
11	2x Aermacchi
12	2x Pucara

Argentinian Sorties were looking for targets of opportunity and were not directed by land forces. Always apply the **No observer modifier** to Argentinian Sortie Success rolls.

3.5 Lack of Transportation

Some units have a movement allowance of zero. They cannot move under their own power, nor can they be towed. Once placed on the map they are fixed in place.

3.6 Reinforcements

Argentinian reinforcements come in two groups:

0900: **Group A** (3-A-12, 9-C-25)

1400: **Group B** (B-12: 3x Inf, 1x 120mm Mtr Sec)

The Argentinian player rolls one die at the start of the Command Phase in each full hour turn indicated on the Turn Record Track on the map checking for the number needed on the Reinforcement Table (on the map). Both reinforcement groups arrive via helicopters, which are abstracted in this game. When the player has successfully rolled for a reinforcement group, the units in the group are placed during the Argentinian player's Action Phase on or within three hexes of any Goose Green settlement hex. They may not be placed within four hexes of enemy units. Reinforcement groups may be held off-map if the Argentinian player desires, and may arrive during any subsequent Argentinian Action Phase

These reinforcement groups begin the game without any Op Sheets; they may not be placed on any Op Sheets (implemented or not) until their entry roll is successful. They may remain off map and accrue weighted turns normally.

4.0 Optional Variants

Players may mutually agree to use any of the optional variants listed below to balance the game and/or add a different angle for replays. These variants do not have a direct effect on Victory Conditions, but players will easily discern which variants favor which side, if any.

4.1 British Options

4.1a Additional 2 Para Units. The Defense (Def-2) and Assault Pioneer (AP-2) Platoons were used during the battle to carry MG and 81mm mortar ammo. As an option for scenarios 5.1 or 5.5 only, the British player may add these two platoons, setting them up in the same hex as the 81mm Mortar Section, but must then remove two British MG Sections and reduce the British 81mm mortar ammo to 2x HE, 2x Smoke, and 2x Illum.

4.1b Royal Marines. J Company, 42 Commando (J-42 Cdo, 3x Inf) was sent to the Goose Green area on the morning of May 29. This option assumes that this company was sent earlier to bolster the ranks of 2 Para. All units of J-42 enter at Entry A at any time the British player wishes.

4.1c Armor Support. Major Keeble (2-i-c, 2 Para) had requested at least 2 vehicles from the Blues and Royals (RHG/D), the only British armor unit present in the Falklands. His request was turned down for fear that the vehicles might bog in the soft ground. This option assumes that Major Keeble's request was approved and 2 Scimitars enter at Entry A at any time the British player wishes.

4.1d Arrow's Gun. This option assumes that HMS Arrow's gun does not malfunction at the critical moment that it did. HMS Arrow does not roll for repair but is still only available until 0430 (inclusive).

4.2 Argentinian Options

The only operational reserve the Argentinians had for the Falklands Islands was B Co, 12th Regt (B-12: 3x Inf, 1x 120mm Mtr Sec) which was eventually transported as reinforcements into Goose Green. The options below look at the possibilities of the Argentinian command having a better-quality operational reserve available, having a larger operational reserve, or deploying Task Force Mercedes in more flexible ways.

4.2a Better Quality Reinforcements. This option replaces B-12 with the 601st Commando Company (CC 601: 3x Inf) as Reinforcement Group B. CC 601 enters using the same rules as the B-12 (see 3.6).

4.2b More Reinforcements. This option explores the possibility of having both B-12 and CC 601 as reinforcements. In each indicated full hour turn, each group makes a separate die roll on the Reinforcement Table. If one group successfully rolls as reinforcements, it enters normally, and the other group continues to roll until it is successful. Due to lack of enough helicopter transportation, if both groups roll successfully on the table on the same turn, CC 601 enters that turn, and B-12 enters one turn after that.

4.2c More Flexible Reserves. Give the Argentinian side a Command Prep Rating of 4 instead of 6. Units that begin in Reserve may be committed in groups if desired (rule 3.3g is not in effect).

4.2d Alternate MG Deployment. Allow Argentinians to set up one MG from Goose Green Dug-In w/i 2 17.23 (scenarios 5.1 and 5.3).



Credit: Dix Noonan Webb/BNPS

D Company, 2 Para with recently captured Argentinian POWs at Boca Hill (vic hex 9.22).

5.0 Scenarios

5.1 Battle of Goose Green Historical Setup

First Turn: 0300 28 May

Last Turn: 1640 28 May

Number of turns: 39

Initiative: British

First Set Up: British

Note: The British player must write up his Op Sheets **before** the Argentinian player sets up. Remember that night-time operations must be tightly controlled by Op Sheet (TCS 26.1b).

British Information

Set Up:

33.52: Tac 1

Enter Area B: A-2 (3x Inf)

w/i 1 33.50: **B-2** (3x Inf)

w/i 1 33.53: **C-2** (2x Inf)

Enter Area A: D-2 (3x Inf)

w/i 1 28.50: **Spt-2** (MILAN ATGM, 81mm Mtr), 32 GW (Blowpipe)

w/i 1 19.44: **Spt-2** (3x MG)

Ammunition:

105 mm Howitzer: 16 HE

81mm Mortar: 8 HE, 5 Smoke, 5 Illum

MILAN ATGM: 5 fires

Orders:

Implemented Op Sheet (Attack): Attack. May draw up additional starting Op Sheets as desired (no accrued weighted turns).

Historical Orders:

Implemented Op Sheet (Attack): A-2 will attack Burntside House and then attack towards Coronation Ridge. B-2 will attack Burntside Hill and attack through Coronation Ridge. Spt-2's MG's will support B-2's assault. C-2 and rest of Spt-2 will follow B-2 to Coronation Ridge to establish fire support base. D-2 is in Reserve.

Fire Support Allocation:

A-2: Howitzers

B-2: HMS Arrow, Mortars

Non-Implemented Op Sheet (Attack): A-2 (minus 3-A-2) will move along the Darwin Inlet and into Gorse Gully to capture Darwin from the south. 3-A-2 will block northern end of Darwin Inlet bridge and rejoin A-2 when Darwin is captured. C-2 will capture the Airfield via Darwin Hill and D-2 will capture Goose Green

via Middle Hill and Boca House. Spt-2 will move to establish fire support base on Darwin Hill. B-2 will be in Reserve.

Fire Support Allocation:

A-2: Mortars

D-2: HMS Arrow, Howitzers.

Argentinian Information

Set up:

w/i 3 25.43, w/i 1 38.39, *and/or* w/i 2 30.37: **A-12** (1-A-12, 2-A-12), Rcn-12, Mtr-12 (120mm), Mtr-12 (81mm). All units begin in Fire Mode.

w/i 2 17.23: Admin-12 (Dug-In)

4.13: 7-C-8 (Reserve)

w/i 1 9.22: **MG-12** (1x MG) (Dug-In)

w/i 2 3.03: **C-12** (3x Inf) (Reserve)

G1AA (1x 20mm AA each): 11.08, 12.08, 13.08, 14.08, 15.08, 15.09

B-GADA 601 (1x 35mm AA each): 23.01, 24.00

Any hex(es) in Goose Green:

C-25 (7-C-25, 8-C-25) (Reserve)

MG-12 (2x MG) (Reserve)

AT-12 (105mm RR)

A-GAA 4 (105mm Howitzers [3 steps])

FAA (3x Inf, 81mm Mtr)

Artillery Ammunition: Unlimited (see 3.2)

Argentinian Reserves: The Argentinian player may not roll to commit any Reserves until a British unit has been Spotted or the British player makes an attack (Direct, Indirect, Artillery) on the Area Fire Table.

Orders:

Implemented Op Sheet (Prepared Defense): Defend positions. Units begin in Reserve or Dug-In as indicated in Set-Up. The Prep Defense Op Sheet may designate retreats and phase lines for withdrawing, but no attacks or forward movement may be drawn on the initial Op Sheet(s) until units that begin in Reserve are committed (TCS 6.14b).

Historical Orders:

Implemented Op Sheet (Prepared Defense): Defend positions. A-2 will fall back to Gorse

Line trenches if overwhelmed. 7-C-8 is in Reserve and will move to the Boca Hill trenches upon release. 7-C-25 is in Reserve and awaiting developments. C-12 and 8-C-25 are in Reserve and will move to defend the Schoolhouse and Airfield as needed. All units will fall back to Goose Green if defense fails.

Victory Conditions

Automatic Victory:

The British earn an automatic victory if they capture all hexes of Goose Green and Darwin as well as the Airfield and Burntside House.

Victory Points:

Only the British side gains or loses Victory Points (VPs). The British side gains VPs for a hex by controlling it. A side controls a VP hex by occupying it or being the last to occupy or pass through it. **The British only gain VPs for a location if they control all locations above it in this list:**

Location	VPs
Burntside House	1
All 5 Darwin Hill Trenches	1
Darwin (3 hexes)	1
Boca Hill (3 hexes)	1
Schoolhouse	1
Airfield (7 hexes)	1
Goose Green (per 3 hexes)	1
Each British Plt eliminated	-1
Per 3 British Sec eliminated	-1

Initially the Argentinian player controls all Victory Point hexes.

VPs	Result
0-2	Major Argentinian Victory
3-4	Minor Argentinian Victory
5	Draw
6-7	Minor British Victory
8 or more	Major British Victory

Historical Outcome:

The British won a Minor Victory with 6 VPs. Although the British would eventually persuade the Argentinian forces in Goose Green to surrender, they failed to achieve all of their objectives (namely Goose Green itself) according to their original assault plan by dusk of May 28.

5.2 Burntside House and Low Pass

First Turn: 0300 28 May
Last Turn: 0500 28 May
Map Area: North of xx.30 inclusive
Number of turns: 5
Initiative: British
First Set Up: British

British Information

Set up:
33.52: Tac 1
Enter Area A: D-2 (3x Inf)
Enter Area B: A-2 (3x Inf)
w/i 1 33.50: B-2 (3x Inf)
w/i 1 33.53: C-2 (2x Inf)
w/i 1 28.50: Spt-2 (81mm Mtr)
w/i 1 19.44: Spt-2 (3x MG)

Ammunition:

105 mm Howitzer: 5 HE
81mm Mortar: 3 HE, 3 Smoke, 5 Illum

HMS Arrow: Roll normally to see if HMS Arrow's gun is repaired. Alternately, both players can agree that the HMS Arrow is available from scenario start until 0430 (inclusive).

Orders:

Implemented Op Sheet (Attack). Draw up before the Argentinian player sets up.

Historical Orders:

Implemented Op Sheet (Attack): A-2 will attack Burntside House and then attack towards Coronation Ridge. B-2 will attack Burntside Hill and attack through Coronation Ridge. The Spt-2 MG's will support B-2 assault. C-2 and rest of Spt-2 follow B-2 to Coronation Ridge to establish support base. D-2 is in Reserve.

Fire Support Allocation:

A-2: Howitzers
B-2: HMS Arrow, Mortars

Argentinian Information

Set up:

w/i 3 **25.43**, w/i 1 **38.39** and/or w/i 2 **30.37: A-12** (1-A-12, 2-A-12), Rec-12, Mtr-12 (81mm), Mtr-12 (120mm). All units start in Fire Mode.

Artillery Ammunition: Unlimited (see 3.2)

Orders:

All units begin on a single implemented Prepared Defense Op Sheet. As per 3.3f, none of these units may begin Dug-in. The Argentinian player is free to establish failure instructions as desired.

Victory Conditions

The British player (only) gains Victory Points (VPs) for controlling the following hexes at the end of the scenario:

38.39 (Burntside House), 25.43, 29.38, 22.35, 26.32

In addition, award the British player one VP for each Argentinian Infantry platoon eliminated. Subtract one British VP if the Argentinians inflict 3 or more step losses.

<i>VPs</i>	<i>Result</i>
0-2	Argentinian Victory
3	Draw
4 or more	British Victory

Historically, this was a British victory but it was close.

5.3 Darwin Hill

First Turn: 0620 28 May
Last Turn: 1100 28 May
Map Area: xx.15 to xx.40 inclusive
Number of turns: 15
Initiative: Roll normally
First Set Up: British

British Information

Set up:
25.29: Tac 1
w/i 1 25.27: A-2 (1-A-2, 2-A-2)
27.23: 3-A-2
w/i 1 17.32: B-2 (3x Inf)
w/i 1 29.37: C-2 (2x Inf)
w/i 1 23.33: D-2 (12-D-2, 10-D-2 [-1], 11-D-2 [-1])

Enter from north edge of playing area at 0720: Spt-2 (3x MG, MILAN ATGM, 81mm Mtr), **32 GW** (Blowpipe)

Ammunition:

105 mm Howitzer: 12 HE
81mm Mortar: 5 HE, 3 Smoke
MILAN ATGM: 5 fires

Orders:

Implemented Op Sheet (Attack). C-2 and D-2 must begin in Reserve. Draw up before the Argentinian player sets up.

Historical Orders:

Implemented Op Sheet (Attack): A-2 (minus 3-A-2) will move along the Inlet and up Gorse Gully to capture Darwin Hill, then Darwin settlement. 3-A-2 will defend Darwin Pond from possible counterattack from Darwin settlement. B-2 will move through Middle Hill and attack Boca House. C-2 and D-2 will be in Reserve. Spt-2 will move to establish fire support base on Coronation Ridge.

5.3 Darwin Hill con'd

Argentinian Information

Set up:

19.22: 7-C-25

19.23: 1-A-12 [-1]

18.23: Admin-12 (Dug-In)

16.23: 2-A-12 [-2]

9.22 *and/or* 10.21: MG-12 (1x MG) (Dug-In), 7-C-8

Off Board: Mtr-12 (81mm, in range of all hexes in play)

Artillery Ammunition: Unlimited (see 3.2)

Reinforcements: Do not roll for reinforcements.

Orders:

Implemented Op Sheet (Prepared Defense): Defend positions. Per 3.3f, only designated units may begin Dug-In.

Victory Conditions

The British win if no Argentinian units occupy any of the Trench hexes on Darwin Hill or Boca Hill **and** no British platoon has been eliminated. The Argentinian player wins otherwise.

Historically this was an Argentinian victory as the British were repulsed and did not take Darwin Hill until hours later. Colonel "H" was killed in the attack on Darwin Hill and the British forces needed to reorganize and renew the assault.

5.4 The Airfield & Schoolhouse

First Turn: 1220 28 May

Last Turn: 1640 28 May

Map Area: xx.00 to xx.25 inclusive

Number of turns: 14

Initiative: Roll normally

First Set Up: British

Note: Tac 1 has been eliminated so apply the effects in 2.3.

British Information

Set up:

w/i 1 22.20: A-2 (1-A-2 [-2], 2-A-2 [-2]) (Reserve) (per historical orders)

w/i 1 9.20: B-2 (4-B-2 [-1], 5-B-2 [-1]) (Reserve) (per historical orders)

w/i 1 21.19: 3-A-2, C-2 (2x Inf)

w/i 1 10.17: D-2 (10-D-2 [-2], 11-D-2 [-1], 12-D-2)

w/i 1 23.20: Spt-2 (3x MG, MILAN ATGM [-1]), 32 GW (Blowpipe)

Note: Tac 1 has been eliminated and 81mm Mortar Section is not in play.

Ammunition:

105mm Howitzer: 2 HE

MILAN ATGM: 2 fires

Orders:

Implemented Op Sheet (Attack)

Historical Orders:

Implemented Op Sheet (Attack): C-2, plus 3-A-2, will move south and attack the Airfield. D-2 will attack Dairy and the Schoolhouse, then take Goose Green. Spt-2 will establish fire support base on Darwin Hill and support C-2 and D-2. A-2 and B-2 are in Reserve. When released, B-2 will make a wide envelopment south of the Airfield and set up a blocking position southwest of Goose Green settlement.

Fire Support Allocation: D-2: Howitzers.

Argentinian Information

Set up:

21.09: 3-A-12

w/i 1 17.09: 8-C-25, MG-12 (1x MG)

13.08: 9-C-25

w/i 2 10.05: C/12 (7-C-12, 8-C-12)

13.01: 9-C-12

G1AA (1x 20mm AA each): 11.08, 12.08, 13.08, 14.08, 15.08, 15.09

B-GADA 601 (1x 35mm AA each): 23.01, 24.00

Any hex(es) in Goose Green:

7-C-8 [-3]

A-12 (1-A-12 [-3], 2-A-12 [-3])

7-C-25 [-4]

Admin-12 [-2]

AT-12 (105mm RR)

Mtr-12 (81mm)

A-GAA 4 (105mm Howitzers [3 steps])

EAA (3x Inf, 1x 81mm Mtr)

Artillery Ammunition: Unlimited (see 3.2)

Reinforcements: Reinforcement Group A is already in play. Roll for Reinforcement Group B normally.

Orders:

Implemented Op Sheet (Prepared Defense): Defend the Schoolhouse and the Airstrip. Per 3.3f, none of the Argentinian units may begin Dug-In.

Victory Conditions

The British gain 1 VP for each of the following

- No Argentinian unit is w/i 3 any Airfield hex.
- Occupy (or last to pass through) the Dairy **and** Schoolhouse.
- Have at least 1 unit in or adjacent to a Goose Green hex.

<i>VPs</i>	<i>Result</i>
0-1	Argentinian Victory
2	Draw
3	British Victory

5.5 Bloody Goose Green

On the morning of May 27th, BBC radio broadcast worldwide that “a parachute battalion is poised and ready to assault Darwin and Goose Green.” While historically the Argentinians did not take additional precautions, this scenario explores how both sides might have reacted differently. This assumes that the Argentinians adjusted their defenses knowing that the British were coming overland from the north.

First Turn: 0230 28 May

Last Turn: 1640 28 May

Number of turns: 40

Initiative: Roll normally

First Set Up: British

Note: The British player writes up his Op Sheets **before** the Argentinian player sets up.

British Information

Set up:

Enter Area A and/or Area B: Tac 1, A-2 (3x Inf), B-2 (3x Inf), C-2 (2x Inf), D-2 (3x Inf)

w/i 1 19.44 *and/or* w/i 1 28.50: Spt-2 (3x MG, 81mm Mtr, MILAN ATGM), 32 GW (Blowpipe)

Ammunition:

105mm Howitzer: 16 HE

81mm Mortar: 8 HE, 5 Smoke, 5 Illum

MILAN ATGM: 5 fires

Orders:

Implemented Op Sheet (Attack): Attack. May draw up additional starting Op Sheets as desired (no accrued weighted turns). Draw up Op Sheets before Argentinian player sets up.

Argentinian Information

Set up:

Anywhere south and east of Camilla Creek, south of Low Pass, south and west of Burntside Pond, and west of Burntside Brook:

7-C-8

A-12 (1-A-12, 2-A-12)

C-12 (3x Inf)

C-25 (7-C-25, 8-C-25)

Rec-12 [-3]

Admin-12

MG-12 (3x MG)

AT-12 (105mm RR)

Mtr-12 (120mm)

Mtr-12 (81mm)

w/i 1 any Airfield hex *and/or* Goose

Green hex: G1AA (6x 20mm AA), B-GADA 601 (2x 35mm AA)

In any Goose Green hex: EAA (3x Inf, 81mm Mtr)

w/i 3 any Goose Green hex: GAA 4 (105mm howitzers [3 steps])

Artillery Ammunition: Unlimited (see 3.2)

Argentinian Reserves: The Argentinian player may not roll to commit any Reserves until a British unit has been Spotted or the British player makes an attack (Direct, Indirect, Artillery) on the Area Fire Table.

Orders:

Implemented Op Sheet (Prepared Defense): Defend positions. Per 3.3f, only those Argentinian units that set up in Trench hexes may be Dug-In. Per TCS 6.14b, the Argentinian player may designate up to 50% of all units as in Reserve.

Victory Conditions

Use the Victory Conditions from scenario 5.1.



Credit: PA Images

Discarded Argentinean helmets and equipment following the surrender.

Order of Battle and Counter Manifest

British Organization of Forces

2nd Battalion, The Parachute Regiment

Battalion Troops (1x Inf Sec (Tac 1), 1x Def-2 (optional))

A Company (3x Inf)

B Company (3x Inf)

C (Patrols) Company (2x Inf)

D Company (3x Inf)

Support Company (1x MILAN ATGM, 3x MG, 1x 81mm Mtr,

1x Aslt Pio (optional)), 32 GW (1x Blowpipe)

42 Commando Royal Marines (part)

J Company (3x Inf) (Optional)

The Blues and Royals (RHG/D, part)

B Squadron (det.) (2x Scimitar) (optional)

29th Commando Regiment, Royal Artillery (part)

B Battery (-) (3x 105mm Howitzers [off-map])

Argentinian Organization of Forces

Task Force Mercedes

Regimiento de Infanteria 12

Battalion Troops (1x Recon, 1x Admin, 1x 120mm Mtr, 1x 81mm Mtr, 3x .50 Cal MG, 1x 105mm Recoilless Rifle)

A Compañía (3x Inf)

B Compañía (3x Inf, 1x 120mm Mtr)

C Compañía (3x Inf)

C Compañía, Regt de Inf 25 (3x Inf)

C Compañía (det.), Regt de Inf 8 (1x Inf)

Fuerza Aerea Argentina

Base Aerea Condor (3x Inf, 1x 81mm Mtr)

Grupo de Artillería de Defensa Aérea 601 (det.)

B Compañía (det.) (2x 35mm AA)

Grupo 1 de Artillería Antiaérea (det.)

Escuadron 1 (det.) (6x 20mm AA)

Compañía de Commando 601 (3x Inf) (optional)

Grupo de Artillería Aereotransportado 4 (part)

A Bty (-) (3x 105mm Howitzers)

Glossary

AA

Aermacchi

Artillería Antiaérea

Artillería de Defensa Aérea

Aslt Pio

ATGM

Btry

Cdo

Compañía

Def

FAA

Grupo de Artillería Aereotransportado

Gorse Line

GW

MG

Mtr

Para

Pucara

Regimiento de Infantería

RHG/D

Rgt

Sec

Spt

Anti-Aircraft

The Aermacchi MB-339 is a military jet trainer and light attack aircraft

Anti-Aircraft Artillery

Air Defense Artillery

Assault Pioneer

Anti-Tank Guided Missile

Battery

Commando

Company

Defence

Fuerza Aerea Argentina (Argentinian Air Force)

Airborne Artillery Group

A large hedgerow

Guided Weapon (Regiment)

Machine Gun

Mortar

Parachute

The FMA IA 58 Pucará is an Argentinian ground-attack aircraft.

Infantry Regiment

Royal Horse Guards and 1st Dragoons (a.k.a The Blues and Royals)

Regiment

Section

Support

Designer's Notes

The Falklands War has always fascinated me ever since I watched the BBC documentary "War in the Falklands." I was awestruck that although being fought between two modern conventional military forces, the action was very similar to that of World War II. Brave Argentinian pilots would skim low to deliver bombs on awaiting enemy ships. British troops coming ashore in landing craft like their fathers did on the beaches of Normandy. The British marching (or "yomping") across the entire length of the Falklands Island to bring the final battle with the Argentinians in the hills surrounding Port Stanley. Yet with all the similar themes to World War II, there were many leaps in technology and equipment introduced in the war that changed the way future battles were to be fought.

While reading Max Hastings, "The Falklands War", I became interested in the Battle of Goose Green, the first land battle between Argentinian and British forces. I wondered to myself if this would make a TCS game, as the battle was fought mostly with infantry and a sprinkling of the new technology and advancements in weaponry. My first confirmation that this could work as a game was the size of the area it covered. It fit perfectly on one of The Gamers standard 34x22" maps. A fellow club member lent me the book, "Goose Green: A Battle is Fought to Be Won", by Mark Adkin. The book contained a wealth of information and became the primary source on which to base this game.

The only "modern" weaponry represented are the MILAN ATGMs, and even these are limited in their usage. I was amazed at how perfectly everything worked together and at how tight of a battle can be played out. 2 Para suffered more casualties in this battle than did any other unit in the subsequent battles for Port Stanley. The Argentinians themselves stood their ground and fought quite well against the better trained Paratroops, falling back only after suffering many casualties and making their way to fallback positions.

Player's Notes

British Player:

The British player should notice two things quickly. The first is that the firepower and morale of the British units is far superior to anything the Argentinians can muster. The second thing the British player should note is the limited support he gets. Artillery and mortar ammo is limited, naval and air support requires a lucky die roll to use. Given these two factors, the British player must plan his strategy very carefully, relegated to using his infantry with the heavy VP penalties associated with it.

The British player must also write his Op Sheets very carefully. Given the Tac 1 prevention on alternates and allocation restrictions on support, the player must run his battle tightly and anticipate where and when his units should reach an objective. Any change during the battle (which always happens) may cause units to be in the wrong place at the wrong time with no help available.

Historical Notes

The Argentinians' longtime claim to the Falkland Islands ended with the seizure of the islands in April of 1982. The British response was to retake the islands by force once diplomatic solutions had failed. While the British had not expected the campaign to be easy, they did expect their military training and equipment to dominate the Argentinian forces.

The British landed in the Port San Carlos area on May 21 to establish a beachhead and set up operations for the capture of Port Stanley. The capture of the island capital, the British believed, was the key to victory, and the Argentinian forces thought this as well. Most of the Argentinian forces were arrayed to protect the capital. The remaining forces were spread out throughout the rest of the island to defend the other settlements and installations. One of these outpost positions was set up in Goose Green, the second largest settlement in the Falklands.

Argentinian Player:

All hope is not lost. While your troops are not the best in the world, you have plenty of support and are fighting a defensive battle in dug-in positions. It should be readily apparent that to win, you must inflict losses to the British. While terrain is worth VP's, it cannot all be held. Historically, the Argentinians did not even station any troops in Darwin, instead concentrating their defense on the Darwin Hill alone. Leaving an infantry platoon in Darwin settlement will certainly prevent any British units from flanking east.

The historical setups do not provide the best defense but will delay the British in successive stages. The Argentinians need to establish their main defense on Darwin Hill as soon as possible. The .50cal MG's also give the Argentinians reach beyond the range of the British infantry platoons, possibly keeping them at bay. If the defense at Darwin Hill fails, the AA guns deployed on the airfield make a very deadly hedgehog. Reinforce this with infantry and it becomes another strong line of defense.

When all else fails, make your last stand at Goose Green. The restrictions on the types of fire that the British can use against the settlement hexes make it very difficult for the British to take Goose Green. Make every village hex count.

The call was made to conduct a raid against the Goose Green defenses, as it was the largest concentration of enemy troops to threaten the beachhead. While being a sizable force, Lt. Col. Italo Piaggi's hodge-podge force was strictly in a defensive posture and ordered to defend Goose Green, Darwin and the airfield being used to station Pucara attack aircraft. Regardless, Major General J. Moore, British ground commander, wished to dominate all enemy in his path to Port Stanley.

The recent sinking or damaging of nine British ships by May 27 by Argentinian attack aircraft may have prompted the need to carry out an operation. The objective had little significance in the overall British strategy of capturing the island capital. However, the British desperately desired a victory on land to quell the fears of Parliament and the British public and prove the British forces' superiority over the Argentinian military.

2 Para was chosen to conduct the raid by chance

as it was the closest unit to Goose Green. But Lt. Col. Herbert "H" Jones saw this as an opportunity to lead his men into battle and demonstrate the ferocity of the descendants of the infamous Red Devils. His style of leadership matched that of other famous commanders like "Stonewall" Jackson or Erwin Rommel, an impetuous spirit that seemed able to inspire men to do anything. Jones led from the front, passing over extraneous advice from his subordinates to accomplish his tasks. But much like some of his historical kin mentioned above, he was to meet a similar fate on the battlefield and die with valor.

2 Para was part of the three battalion Parachute Brigade and was assigned to perform a tour in Belize before being called to duty in the Falklands. They were composed of an all-volunteer force that went through extensive training to hone their fighting ability. The Paras wore the distinctive maroon berets and paired with the Royal Marines in 3 Commando Brigade, wanted desperately to prove themselves against the other military arm. The battalion was armed quite heavily and allotted with extra machine guns per section as ordered by Colonel "H". They were equipped with the latest technical implements on the battlefield as well, including the Blowpipe anti-aircraft missile and the never-before-used MILAN anti-tank missile.

The Argentinians defending Goose Green was a mix-match of units from three infantry regiments, anti-aircraft troops, artillerymen, and air force personnel who serviced the Pucara aircraft. Technically under the command Brig. Gen. O. Parada, an air force general, Lt. Col. Piaggi, commander of the 12th Regiment was assigned command of the ground defenses surrounding Goose Green. Argentinian regiments were roughly the same size as British battalions but lacked much of the heavier equipment with which the Paras were equipped, having only half the number of allotted MG's and serious deficiency in mortars. Piaggi was supplemented, however, by three 105mm howitzers, a 105mm recoilless rifle, and a handful of .50 cal machine guns. In addition, the six 20mm and two 35mm anti-aircraft guns could be elevated downward with deadly results against ground targets. Piaggi's main problem was the many approaches the British could take to attack Goose Green. The British could come from the north or south by land, east or west by sea, or heliborne anywhere.

Most of the Argentinian troops in the 12th Regiment were conscripts, barely trained and

poorly equipped. They were augmented by troops from the 25th Regiment, who had received commando training, were considered elite, and like 2 Para, proudly wore distinctive berets signifying their elite status. When the British closed with their enemy, they were surprised by the level of preparation demonstrated by the Argentinians. Entrenchments, foxholes with overhead cover, and mines were laid out and covered as many of the approaches as possible. The dominating terrain feature in the area was Darwin Hill, and the Argentinians would make their great stand against the British there.

The original mission called for a raid against the Goose Green settlement, but the mission was scrubbed numerous times and eventually wound up being a hasty assault to capture Goose Green. Due to these last-minute changes, Colonel "H" struggled to organize all the support he needed for the fight. The major limitation facing the British was the lack of transport. 3 Brigade being composed of light infantry units did not have the heavy ground transportation units that the British needed. Heavy weapons needed to be airlifted by the scarce helicopter force, even scarcer tractors, or commandeered local vehicles. Therefore, 2 Para could only bring three howitzers with limited ammunition with them and all the machine gun ammunition, mortar rounds, and MILAN missiles needed to be carried by the already overburdened men.

Colonel "H" envisioned a complex six-phase assault starting at night on May 28 and ending before sunrise with the capture of Darwin, the airfield, and Goose Green. The plan was a series of leapfrog movements by the three-line companies (A, B, and D) with C Company and Support Companies providing support. It was an ambitious plan considering the British were unfamiliar with the terrain, enemy troop concentrations, or even enemy strength. But the plan did take advantage of the night, for which 2 Para trained extensively, as well as the fire support from HMS Arrow, whose 4.5in gun was worth a battery of howitzers. Reconnaissance on the morning of May 27 indicated entrenched troops near the Burntside House and occupying Darwin Hill. The outposts were north of Darwin Hill and therefore could not see anything beyond the 100-foot-high hill.

Prior to the battle a BBC radio broadcast reported the intention of the British to assault Goose Green. Colonel "H" was furious and believed that this would cause many of his men to be killed. Piaggi heard the broadcast, but due to its vague description and lack of any pertinent information, the Argentinian commander kept his forces where they were. His forces were arrayed covering the northern and southern land approaches with a company each. The western beach was manned by a platoon, Darwin Hill by another platoon, and a company of the 25th Regiment was in Goose Green in reserve.

At 0230 on May 28, 2 Para were at their starting positions. A Company assaulted the suspected Argentinian positions around Burntside House, finding no enemy but almost injuring the Falklands residents of the house. Meanwhile, B Company brushed aside light resistance in the Low Pass area. D Company was to move from its reserve position to occupy the hill adjacent to Darwin Hill at this phase of the battle. Instead, it became embroiled in a bitter trench battle where 2 Para suffered its first casualties. It was now 0600. Colonel "H" had planned by this hour to be making the final assault on Goose Green itself. The unfortunate breakdown of HMS Arrow's sole gun made it unable to provide illumination and fire support, while the unexpectedly stiff Argentinian resistance, coupled with the general loss of cohesion in a night assault, plagued "H"'s plans from the start.

Lt. Manresa's A Company, 12th Regiment had already shown that a conscript force could fight well against a well-trained enemy. While taking heavy casualties, the remnants of the company fell back in good order to the main trench works on Darwin Hill. There they met the reinforcements sent by Piaggi, consisting of one platoon from the 25th Regiment, as well as the platoon already manning the trenches. Another platoon guarding the western coastline moved up to a series of earthworks on Boca Hill. In all, there were roughly 200 men under Manresa's command waiting for 2 Para.

2 Para got under way again at 0645 after it had policed the area D Company had just fought over and had gathered its casualties. It pushed off with A Company in the lead coming down the eastern approach of Darwin Pond, leaving one platoon to guard the northern end of the inlet against any counterattack from Darwin. To the west, B Company advanced to flank Darwin Hill and take Boca House. As soon as

A company got to the foot of Darwin Hill, the Argentinians opened fire, suppressing the lead elements. The men quickly took refuge in a gully that ran perpendicular to the Gorse Line, a hedgerow of bush and shrub that ran east-west across Darwin Hill.

Colonel "H" wanted to see for himself what the holdup was and ran ahead with his Tac 1 entourage only to become another occupant of the gully. A Company men tried outflanking the Argentinian fighting positions but were turned back with casualties at every attempt. To break the deadlock, Colonel "H" brazenly ran out from the cover of the gully, up the hill, and tried taking out the enemy emplacements himself. Members of his Tac 1 staff followed, stunned at the sudden initiative of their commanding officer. As Colonel "H" was firing at a trench in front of him, a concealed position to "H"'s right opened fire, hitting him in the back and mortally wounding him. This event seems to have immediately spurred the men of A Company along, as they slowly crawled out of the gully and started taking out the Argentinian positions with their rifles, GPMG's, LAW's, and white phosphorus grenades.

While A Company was struggling with the gully and the trenches, B Company made its way towards the right flank of the main Argentinian positions. As they emerged from the crest of Middle Hill, a smaller hillock to the northwest of Darwin Hill, B Company was pounded by heavy machine gun fire from the platoon situated on Boca Hill to the south. With A Company pinned down and B Company faltering, the commander of D Company proposed going around B Company, using the western beach to outflank the entire position. Colonel "H", before his charge, vehemently responded, "Don't tell me how to run my battle!" With the battalion commander now gone, and 2 Para's Second in Command (2-i-c) coming forward to take over, the D Company commander now took the initiative. Their comrades in A Company were now taking out the trenches on Darwin Hill to the left and the Spt-2 provided mortar, MG, and MILAN support. D Company advanced along the western beach, through a minefield, and forced the Argentinians entrenched near Boca Hill to surrender.

The whole fight for Darwin Hill and Boca Hill lasted about 6 hours and had caused 8 British KIA's and about 15 WIA. The Argentinians suffered 18 deaths and about 40 wounded or captured with the remainder retreating towards Goose Green.

As 2 Para prepared for their next move, two platoons of Argentinian reinforcements were chopped in. These reinforcements, plus the remaining forces left to Piaggi, protected the southern approaches to Goose Green, the airfield, and the Schoolhouse and the Dairy to the north. Assisting in their defense were the six AA guns near the airfield and two east of Goose Green. Maj. Keeble, now in command of 2 Para, planned to send C Company through to the airfield to capture it and have B Company make a wide sweeping move around the airfield to approach Goose Green from the southwest. As C Company stepped off, they were met with the fire of mortars, artillery, and the deadly AA guns. They suffered twelve casualties as they retreated to Darwin Hill.

D Company was then tasked to assault the airfield and marched through a minefield and maneuvered along the base of the hill to avoid the AA fire. They succeeded in capturing the airfield and proceeded to the Dairy and Schoolhouse with the assistance of C Company. When white flags were seen waiving in the Argentinian trenches close to the airfield, Lt. Barry, platoon leader of 12 Platoon, walked out to seek the terms of the surrender. In a tragic turn of events, distant gunfire caused confusion as both sides to start firing point blank. Barry and two other Paras were killed as well as many of the Argentinians who were originally trying to surrender.

C and D Company proceeded to clear out the enemy in the Dairy, the Schoolhouse, and east of the airfield. By this time (1500), the winter sun was sinking toward the horizon. By 1600, additional reinforcements arrived for the Argentinians, consisting of the only operational reserve on the islands, the last uncommitted company from the 12th Regiment. Three Harriers made an appearance, dropped cluster bombs and fired rockets on the two 35mm AA guns on the little peninsula east of Goose Green. None of the weapons found their mark. With the sun setting, both sides hunkered down, the British dissatisfied that they had been unable to capture Goose Green. The Argentinians felt some sense of defeat but had performed well for a conscript force and had a full fresh company not yet used.

On the morning of the 29th, Maj. Keeble sent a surrender ultimatum to Lt. Col. Piaggi with "inevitable consequences" if the surrender was refused. Piaggi did not know the size of the force against him, was pinned against the sea with no more hope of reinforcements or resupply and was under the constant threat of airstrikes. He sent word back to Maj. Keeble stating his unconditional surrender. As the surrendering Argentinian forces marched past their captures, the British Paras were shocked to see the sheer number of Argentinian forces remaining. The true force-on-force ratio was one Para for every two Argentinians fighting at Goose Green.

With the battle over and the Goose Green residents liberated, 2 Para took stock of their accomplishments and losses. The Argentinians had suffered a total of 55 dead and slightly less than 100 wounded. 2 Para had lost a total of 17 KIA (plus 1 KIA from a helicopter pilot shot down by Pucaros on a medivac run), and roughly 65 WIA. But their beloved commanding officer was dead. The sheer number of officers and NCOs killed and wounded shows how intimate the fighting was as platoon and section leaders would lead their men by example.

While many historians questioned the reasons why the battle was fought, the battle did produce several outcomes. First, it satisfied the British government and public's thirst for revenge against the Argentinians. The British learned from their mistakes at Goose Green and properly assigned supporting arms to their infantry units during the battles near Stanley in June. 2 Para would fight again on Wireless Ridge, but with more artillery, armor support, and a purely night operation, suffered only 3 KIA and took the ridge with relative ease compared with Goose Green. The Argentinians unfortunately could not learn from Goose Green as their entire force surrendered and any useful knowledge lost.

The war would continue until June 14 when, like the situation at Goose Green, the Argentinian forces were pinned against the sea in Port Stanley. Both sides had lost tremendously, the British losing many of its technologically advanced warships as well as the prime of its armed forces while the Argentinians suffered a humiliating defeat that would eventually force an overthrow of the military junta.

Annotated Bibliography

Adkin, Mark. **Goose Green: A Battle is Fought to be Won.**

Adkin provides a very thorough account from the British perspective. Many veterans' recollections are used adding color and detail to the events leading up to the battle plus a complete phase-by-phase coverage of the battle itself.

Fitz-Gibbon, Spencer. **Not Mentioned in Despatches: The History and Mythology of the Battle of Goose Green.**

Fitz-Gibbon sets out to provide a less rosy picture of the battle. The book looks past the gallantry so well attributed to Colonel H and the rest of 2 Para. He examines every action and questions whether or not Colonel H's command style and decisions nearly led to defeat. While this book does not provide as much information as Adkin's book, it does attempt to debunk much of the battle's hype. It is difficult to find.

Hastings, Max and Jenkins, Simon. **The Battle for the Falklands.**

This book introduced me to the Falklands War and now pales in comparison to Middlebrook's work. However, the book is still a very good account of the Falklands Campaign and is very available. Goose Green is the subject of one chapter.

Middlebrook, Martin. **The Falklands War.**

*This book was originally published under the title **Operation Corporate**, I was recommended it by a fellow wargamer during the design. It is an exceptional account of the campaign with many veteran interviews from both sides and gives a feeling of combat that only Middlebrook provides.*

Middlebrook, Martin. **The Argentinian Fight for the Falklands.**

*Falklands from the Argentinian point of view. In Middlebrook fashion, details are unmatched. This book supplements **The Falklands War**. Some of the information supplemented the Argentinian information used for the game.*

Piaggi, Italo A. **Ganso Verde** (Goose Green).

This is the memoir of the Argentinian commander. Written as a diary, this book helps fill in details on the Argentinian forces, but my limited Spanish prevented me from reading the entire book.

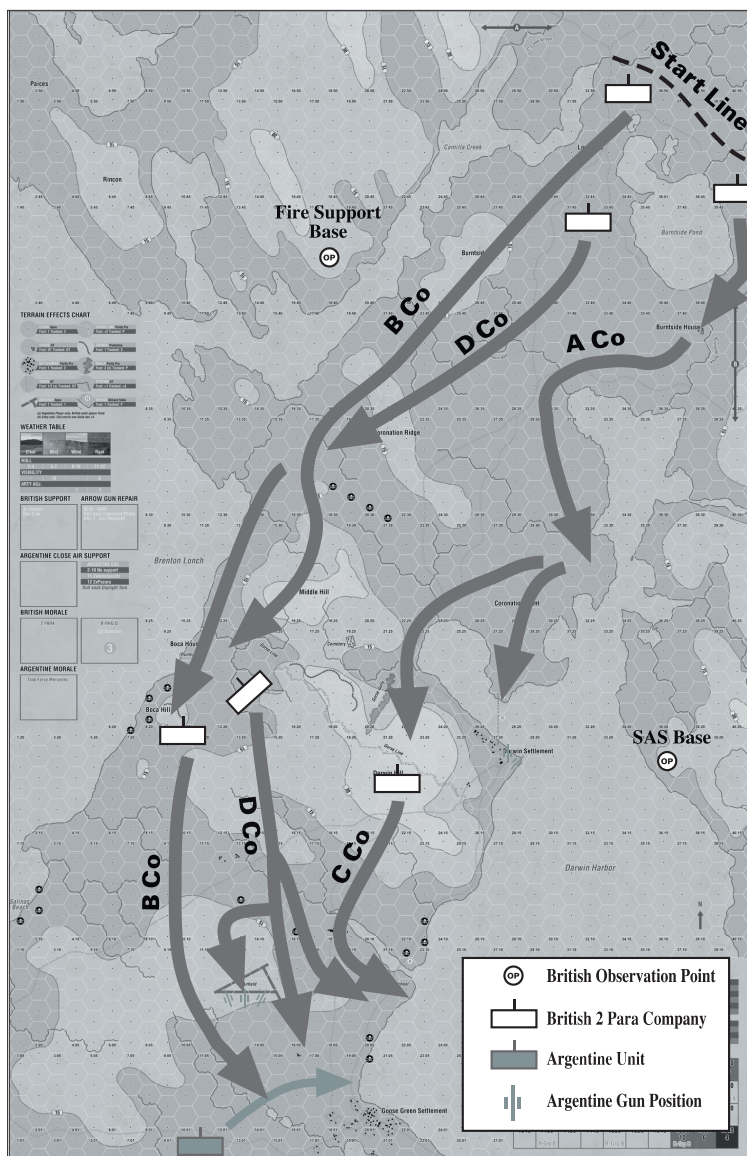
van der Bijl, Nick. **Nine Battles to Stanley.**

A good account on ground battles in the war. This book did not include any additional information than Adkin or Fitz-Gibbon but was helpful in providing details on all the land battles—particularly those around Stanley.

Fix Bayonets: The Battle for Goose Green.

<https://youtu.be/rYQClyiUJ-g>

An excellent documentary featuring some of the veterans that fought there including three 2 Para company commanders: Dair Farrar-Hockley (A Co), John Crosland (B Co), Phil Neame (D Co), and a C Company Corporal.



This diagram shows the historical British attack as depicted using the game's Op Sheet format.

GOOSE GREEN OP SHEET

Time:

Type:

Size:

TERRAIN EFFECTS CHART

Unit	Open	Grass	Forest	Water
Infantry	100%	100%	50%	0%
Artillery	100%	100%	100%	0%
Armored	100%	100%	100%	0%
Recon	100%	100%	100%	0%
Engineer	100%	100%	100%	0%
Medical	100%	100%	100%	0%
Supply	100%	100%	100%	0%

WEATHER TABLE

Unit	Open	Grass	Forest	Water
Infantry	100%	100%	50%	0%
Artillery	100%	100%	100%	0%
Armored	100%	100%	100%	0%
Recon	100%	100%	100%	0%
Engineer	100%	100%	100%	0%
Medical	100%	100%	100%	0%
Supply	100%	100%	100%	0%

BRITISH SUPPORT

100% Support	100% Support
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ARGENTINE CLOSE AIR SUPPORT

2-10 No support	1-12 No support
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BRITISH MORALE

7 P.A.A.	3
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ARGENTINE MORALE

High Moral Morale

START & END SCENARIOS

0700 - Start Scenario 5.5	0800 - Start Scenario 5.5
0900 - End Scenario 5.5	1000 - End Scenario 5.5
1100 - Start Scenario 5.5	1200 - Start Scenario 5.5
1300 - End Scenario 5.5	1400 - End Scenario 5.5

REINFORCEMENTS

GROUP 1a (3-8-17) 5-C-20	GROUP 1b (3-17) 5-C-20
1000 - 0m-2	1000 - 0m-2
1100 - 0m-3	1100 - 0m-3
1200 - 0m-4	1200 - 0m-4
1300 - 0m-5	1300 - 0m-5
1400 - 0m-6	1400 - 0m-6
1500 - 0m-7	1500 - 0m-7
1600 - 0m-8	1600 - 0m-8
1700 - 0m-9	1700 - 0m-9
1800 - 0m-10	1800 - 0m-10

TURN RECORD TRACK

0700	0720	0740	0800	0820	0840	0900	0920	0940	1000
1020	1040	1100	1120	1140	1200	1220	1240	1300	1320
1340	1400	1420	1440	1500	1520	1540	1600	1620	1640

Task Organization:

Failure Instructions:

Written Notes: