

FALKLANDS (1982)



ARGENTINE ARMY WEAPONS TABLE

Type	Range				Rate of Fire	Characteristics
	Close 20cm	Normal 40cm	Long 60cm	Extreme 80cm		
Browning PD (9mm) Pistol	+1d6	NE	NE	NE	2	melee
FMK 3/4 Sub-machine gun	+2d6	+1d6	NE	NE	3	short weapon, silent weapon
M16A1 Assault Rifle	+2d6	+1d6	+1d6	-	3	assault weapon
FM FAL Assault Rifle	+2d6	+1d6	+1d6	+1d6	3	packs a punch, unlimited range
Winchester Mod. 70 Rifle	+2d6	+1d6	+1d6	+1d6	1	packs a punch, unlimited range
FM MAG Medium Machine gun	+2d6	+1d6	+1d6	+1d6	7	ammunition belt, packs a punch, support weapon, unlimited range
M2HB Heavy Machine gun	+2d6	+2d6	+2d6	+1d6	7	ammunition belt, cumbersome, packs a punch, support weapon, unlimited range
GME-FMK2-M0 Grenade	+1d6	NE	NE	NE	1 (A5)	devastating, indirect fire, minimum range 10, single shot
M203 40mm Grenade-launcher	NE	+1d6	+1d6	-	1 (A5)	devastating, indirect fire, minimum range 20, single shot



BRITISH ARMY WEAPONS TABLE

Type	Range				Rate of Fire	Characteristics
	Close 20cm	Normal 40cm	Long 60cm	Extreme 80cm		
L9A1 Pistol	+1d6	NE	NE	NE	2	melee
L34A1 Sub-machine gun	+2d6	+1d6	NE	NE	3	short weapon, silent weapon
M16A1 Assault Rifle	+2d6	+1d6	+1d6	-	3	assault weapon
L1A1 Assault Rifle	+2d6	+1d6	+1d6	+1d6	3	packs a punch, unlimited range
L42A1 Rifle	+2d6	+1d6	+1d6	+1d6	1	packs a punch, unlimited range
L4A1 Light Machine gun	+2d6	+1d6	+1d6	+1d6	4	packs a punch, support weapon, unlimited range
L7A1 Medium Machine gun	+2d6	+1d6	+1d6	+1d6	7	ammunition belt, packs a punch, support weapon, unlimited range
M2HB Heavy Machine gun	+2d6	+2d6	+2d6	+1d6	7	ammunition belt, cumbersome, packs a punch, support weapon, unlimited range
L2A2 Grenade	+1d6	NE	NE	NE	1 (A5)	devastating, indirect fire, minimum range 10, single shot
M203 40mm Grenade-launcher	NE	+1d6	+1d6	-	1 (A5)	devastating, indirect fire, minimum range 20, single shot



ARGENTINE ARMY INFANTRY SQUAD

Squad Value: 595 points
Breakpoint: 4

No.	Model	VT	Weapon	Characteristics
1	Sergeant	4	FM FAL Assault Rifle, Browning PD (9mm) Pistol, FMK2 Grenades	leader
1	Corporal	4	FM FAL Assault Rifle, FMK2 Grenades	leader
1	Machine gunner	3	FM MAG Medium Machine gun, FMK2 Grenades	
6	Riflemen	3	FM FAL Assault Rifle, FMK2 Grenades	

VARIANTS:

- » The Squad can become *Veterans* for +50 points.
- » You can add an M2HB .50 cal. Heavy Machine gun Section for +315 points.
- » You can add a Medic for +40 punti.
- » Up to two Riflemen per Squad can become *Assistants* to the FM MAG for +10 points each.
- » The whole Squad (including any attached Sections) can buy the *Trained with the bayonet* characteristic for +5 points per model.
- » The Corporal can buy a Browning PD (9mm) Pistol for +10 points.
- » One Leader can buy *binoculars* for +10 points.
- » You can make the whole Squad *Seasoned fighters* for +50 points.
- » You can buy up to 3 *Wait Actions* for +40 points each.

ARGENTINE ARMY INFANTRY SQUAD (variants)

HEAVY MACHINE GUN SECTION

No.	Model	VT	Weapon	Characteristics
1	Machine gunner	3	M2HB .50 cal. Heavy Machine gun, FM FAL Assault Rifle, FMK2 Grenades	support assistant, support section
2	Riflemen	3	FM FAL Assault Rifle, FMK2 Grenades	support assistant, support section

MEDIC

No.	Model	VT	Weapon	Characteristics
1	Medic	4	Browning PD (9mm) Pistol	medic



**ARGENTINE ARMY
601 COMMANDO SQUAD**

**Squad Value: 625 points
Breakpoint: N/A (they must all be killed)**

No.	Model	VT	Weapon	Characteristics
1	Lieutenant (treated as the Squad's <i>Sergeant</i>)	5	FM FAL Assault Rifle, Browning PD (9mm) Pistol, FMK2 Grenades	heliborne, leader, trained with the bayonet
1	Sergeant (treated as the Squad's <i>Corporal</i>)	5	FM FAL Assault Rifle, Browning PD (9mm) Pistol, FMK2 Grenades	heliborne, leader, trained with the bayonet
2	Commando	5	FM FAL Assault Rifle, Browning PD (9mm) Pistol, FMK2 Grenades	heliborne, trained with the bayonet
1	Commando	5	FM FAL Assault Rifle, Browning PD (9mm) Pistol, FMK2 Grenades	heliborne, medic, trained with the bayonet
1	Sniper	5	Winchester Mod. 70 Rifle, Browning PD (9mm) Pistol, FMK2 Grenades	infiltrator, marksman, sight, silent weapon, sniper, trained with the bayonet

VARIANTS:

- » The Squad can become *Veterans* for +50 points.
- » One Commando per Squad can replace his FM FAL Assault Rifle with an FM MAG Medium Machine gun for +35 points.
- » One Commando per Squad can become *Assistant* to the FM MAG for +10 points.
- » You can replace the FM FAL Assault Rifle with a silenced FMK 3/4 Sub-machine gun for -25 points each.
- » You can replace all the FM FAL Assault Rifles with M16A1 Assault Rifles for -10 points each.
- » One Commando armed with M16A1 Assault Rifle can add an M203 40mm Grenade-launcher for +50 points.
- » You can buy up to 3 *Wait Actions* for +40 points each.

SPECIAL RULES:

Heliborne: a Squad with this characteristic is taken onto the battlefield by helicopter. Roll 1d6 before Deployment to see which side the entire Squad comes on from: 1-2 right-side; 3-4 left-side; 5-6 normal. A model that comes in from the side can be deployed within 30cm of the table edge but both he, and any enemy models, cannot be deployed less than 30cm away from any enemy model.

**BRITISH ARMY
ROYAL MARINES SQUAD**

**Squad Value: 750 points
Breakpoint: 4**

No.	Model	VT	Weapon	Characteristics
1	Sergeant	5	L1A1 Assault Rifle, L2A2 Grenades	leader, trained with the bayonet
1	Corporal	5	L1A1 Assault Rifle, L2A2 Grenades	leader, trained with the bayonet
1	Marine	4	L4A1 Light Machine gun, L2A2 Grenades	trained with the bayonet
7	Marines	4	L1A1 Assault Rifle, L2A2 Grenades	trained with the bayonet

VARIANTS:

- » The Squad can become *Veterans* for +50 points.
- » You can add a *Sniper* for +125 points.
- » You can add an M2HB .50 cal. Heavy Machine gun Section for +345 points.
- » The Squad *leaders* can buy an L9A1 (9mm) Pistol for +10 points each.
- » One Marine per Squad can buy the *Medic* characteristic for +15 points.
- » One Marine per Squad can replace his L4A1 Light Machine gun with an L7A1 Medium Machine gun for +40 points.
- » Up to two Marines per Squad can become *Assistants* to the L4A1 for +10 points each.
- » Up to two Marines per Squad can become *Assistants* to the L7A1 for +10 points each.
- » One leader can buy *binoculars* for +10 points.
- » You can make the whole Squad *Seasoned fighters* for +50 points.
- » You can buy up to 3 *Wait Actions* for +40 points each.

**BRITISH ARMY
ROYAL MARINES SQUAD (variants)**

SNIPER

No.	Model	VT	Weapon	Characteristics
1	Marine Sniper	4	L42A1 Rifle, L9A1 (9mm) Pistol, L2A2 Grenades	infiltrator, marksman, sight, silent weapon, sniper, trained with the bayonet

HEAVY MACHINE GUN SECTION

No.	Model	VT	Weapon	Characteristics
1	Marine Machine Gunner	4	M2HB .50 cal. Heavy Machine gun, L1A1 Assault Rifle, L2A2 Grenades	support assistant, support section, trained with the bayonet
2	Marines	4	L1A1 Assault Rifle, L2A2 Grenades	support assistant, support section, trained with the bayonet

BRITISH ARMY SPECIAL AIR SERVICE SQUAD

Squad Value: 990 points
Breakpoint: 5

No.	Model	VT	Weapon	Characteristics
1	Lieutenant (treated as the Squad's <i>Sergeant</i>)	5	L1A1 Assault Rifle, L9A1 (9mm) Pistol, L2A2 Grenades	camouflage, leader, seasoned fighter, trained with the bayonet
1	Sergeant (treated as the Squad's <i>Corporal</i>)	5	L1A1 Assault Rifle, L9A1 (9mm) Pistol, L2A2 Grenades	camouflage, leader, seasoned fighter, trained with the bayonet
1	Commando	4	L4A1 Light Machine gun, L9A1 (9mm) Pistol, L2A2 Grenades	camouflage, seasoned fighter, trained with the bayonet
1	Commando	4	L7A1 Medium Machine gun, L9A1 (9mm) Pistol, L2A2 Grenades	camouflage, seasoned fighter, trained with the bayonet
6	Commandos	4	L1A1 Assault Rifle, L9A1 (9mm) Pistol, L2A2 Grenades	camouflage, seasoned fighters, trained with the bayonet

VARIANTI:

- » The Squad can become *Veterans* for +50 points.
- » You can replace a Commando armed with L1A1 Assault Rifle with a Sniper for +30 points.
- » One Commando per Squad can buy the *Medic* characteristic for +15 points.
- » Up to two Commandos per Squad can become *Assistants* to the L4A1 for +10 points each.
- » Up to two Commandos per Squad can become *Assistants* to the L7A1 for +10 points each.
- » You can replace the L1A1 Assault Rifles with L34A1 Sub-machine guns for -25 points each.
- » You can replace all the L1A1 Assault Rifles with M16A1 Assault Rifles for -10 points each.
- » One Commando armed with M16A1 Assault Rifle can add an M203 40mm Grenade-launcher for +50 points.
- » One leader can buy *binoculars* for +10 points.
- » Up to two Commandos can buy the *infiltrator* characteristic for +15 points each.
- » You can buy up to 3 *Wait Actions* for +40 points each.

ESERCITO INGLESE SQUADRA SPECIAL AIR SERVICE (varianti)

SNIPER

No.	Model	VT	Weapon	Characteristics
1	Sniper	4	L42A1 Rifle, L9A1 (9mm) Pistol, L2A2 Grenades	infiltrator, marksman, sight, silent weapon, sniper, trained with the bayonet