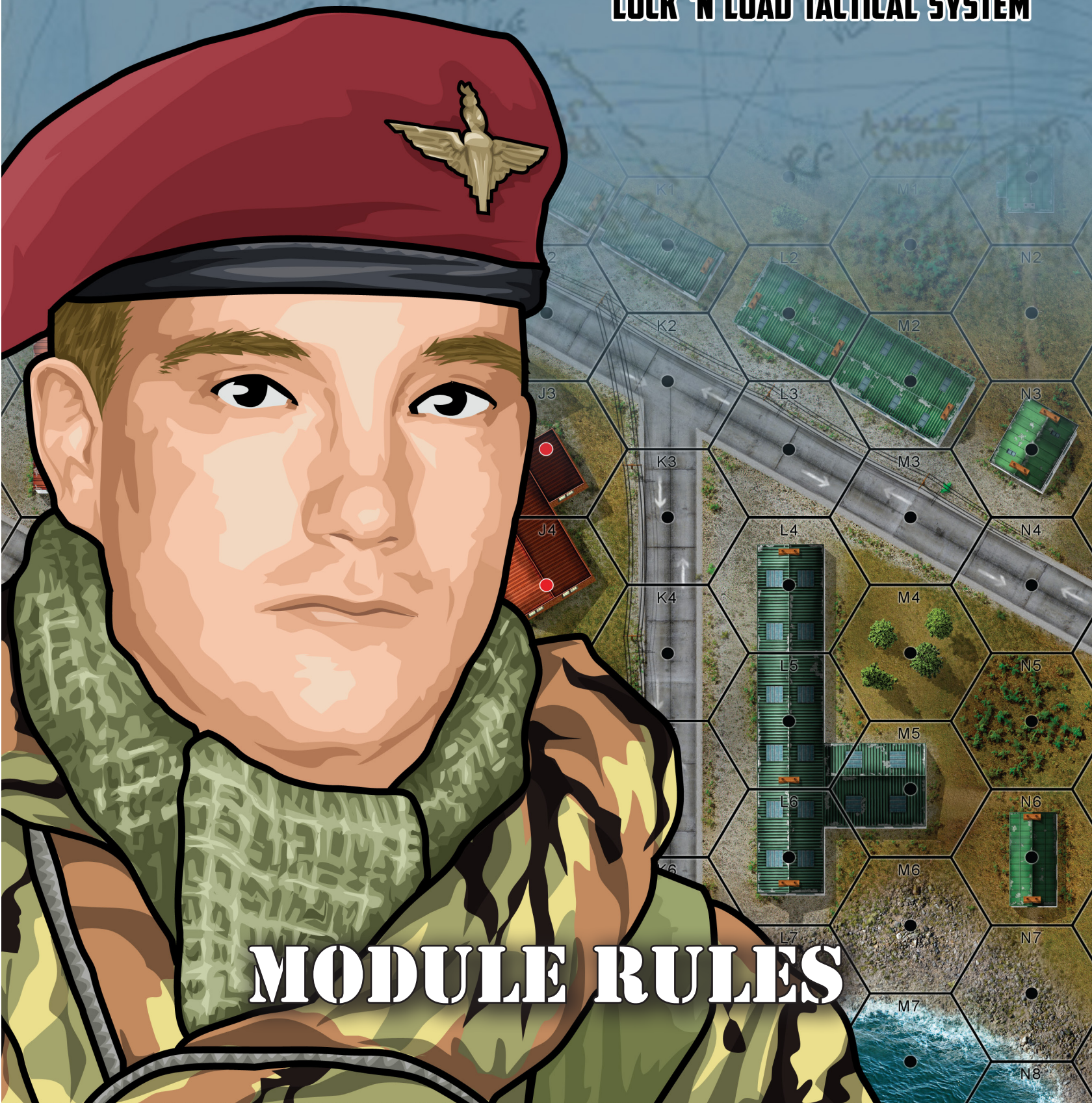


# HEROES OF THE FALKLANDS

LOCK 'N LOAD TACTICAL SYSTEM



## MODULE RULES



# MODULE RULES

## INTRODUCTION: *HEROES OF THE FALKLANDS* SCENARIOS AND MODULE RULES

*Heroes of the Falklands* brings you to the windswept, rocky landscape of the Falkland Islands—or Islas Malvinas, as they are known by the Argentines. The brief but brutal war in 1982 began after the Argentines unexpectedly seized Stanley, the capital of the Falklands, and the island of South Georgia from small garrisons of British Royal Marines. The British government responded by sending a large naval task force to the South Atlantic to reclaim the disputed islands. Here, the fierce ground combat that occurred during the war is depicted as only the immersive squad-level **Lock 'n Load Tactical Series** can.

Presented here are the *Heroes of the Falklands* (*HotF*) module-specific rules. All section numbers in these module rules work off of those in the Core Rules, and refer only to this module.

## Community & Support

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums:

<http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Tickets section:

<http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our Resource section:

<http://forums.lnlpublishing.com/resources>.

### 1.6.6 Blowpipes



Blowpipes are SWs that fire surface-to-air missiles, and were used by both sides in *HotF*. The blue numbers on the to-hit table on the back of the counter indicate that it is a surface-to-air SW. Blowpipes cannot be fired from Buildings or Bunkers. A Blowpipe cannot be fired unless it has LOS to its target; thus during Night Combat (20.0) the target must be within two hexes of the firing unit or within the hexes illuminated by a Starshell. For more on when Blowpipes can be fired see the section on Fixed-wing Aircraft (19.1).

## 7.1 Smoke-Laying Capabilities



Below are the Smoke-laying Capabilities for each nationality in *HotF*:

**Argentines: 2**

**British: 2**

### 10.1.2 Thermal Imaging Sights

In *HotF* all vehicles and some weapon systems have Thermal Imaging Systems (TIS). These are the British Scorpion and Scimitar, the Argentine AML-90 AFV, and the British Milan WT. All units with TIS subtract two (-2) from their spotting attempt. A natural 6 on a spotting attempt always fails.



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Vehicles with TIS can attempt to spot units in their turret's covered arc even if buttoned, and still subtract two (-2) from the spotting attempt.

TIS are not affected by Smoke as per 7.0.

## 10.2.1 Buildings in *Heroes of the Falklands*

All Buildings marked with a black dot are considered Wooden / Light Construction (LC) Buildings, and all Buildings marked with a red dot are considered Stone / Heavy Construction (HC) Buildings. All three-hex or more Stone (HC) AND Wooden (LC) Buildings are two-story Buildings. There are also a few Wooden (LC) and Stone HC) Building markers in the counter mix.

## 10.8 Module-Specific Terrain



**Rough:** Rough represents rock-strewn terrain that provides excellent cover, but only degrades LOS. Rough hexes provide a +3 TM, cost Leg units 3 MPs to enter, and degrade LOS. T, O and R movement-class units cannot enter a Rough hex. Rough is the height of the hex it occupies (i.e., Level-0, or a Level-1 or -2 Hill). An example of Rough is hex 10C6.

Ordnance that fires HEAT ammunition (has an H in a red circle on the upper left of its back side) at non-vehicle targets in a Rough hex do not subtract one (-1) from its HE equivalent (see 14.2.1).

**Beach:** Beaches in the Falklands and on South Georgia are rocky and difficult to move on. It costs all unit types 2 MPs to enter a Beach hex. Beach hexes are considered open terrain and are at Level-0

(or sea level, if you prefer). An example of a Beach hex is hex 11E7.

## 13.0 NATIONAL CHARACTERISTICS

*Heroes of the Falklands* contains forces from Argentina and Great Britain. Both sides have a few different types of forces in the module, and each have a unique Identification Badge (IB, 3.0).

## 13.1 British Forces

During the Falklands War the British fielded elite units from the Parachute Regiment, the Royal Marines, and Gurkhas. These units are all light brown. They share Support Weapons and Weapon Teams. They have fixed-wing air support from Harriers and armored ground support from Scimitar and Scorpion AFVs. All British MMCs except for the Para Half-squad have the 'M'-superscript (8.5), adding one (1) to their IFP when attacking and defending in Melee. This is per unit, not per stack. All British Squads can Assault Move.

### 13.1.1 British Marksmanship (D8)



British Para and Royal Marine (but not Gurkha) Squads, Half-squads and Heroes have a 'D8'-superscript above their IFP. When these units and Leaders and the Support Weapons they carry (e.g., the L7A2 MG) attack, they do so with 1d8 instead of 1d6.

**Example:** A  $D81^M-7-4$  Squad attacks with 1 FP + 1d8. A  $D81^M-7-4$  Squad possessing a L7A2 SW attacks with 3 FP + 1d8. A Leader with a L7A2 attacks with 1 FP + 1d8.



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Para and Royal Marine Heroes attack with their IFP + 1d8. British Paras and Royal Marines Leaders also roll a D8 when attacking with a SW, even though they don't have the D8 superscript

The British Para Sniper attacks with 1d8 + 1d6.

In Melee, British units with a 'D8'-superscript roll 1d8 + 1d6 when attacking.

**Example:** A  $D81^M-7-4$  Para Squad attacks with 2 FP in Melee and rolls 1d8 + 1d6. Two  $D81^M-7-4$  Squads attack with 4 FP in Melee and roll 1d8 + 1d6.

Mixed stacks of British Ghurkas and Paras or Royal Marines get to roll a D8 to attack if the lead unit is a Para or Royal Marine. In Melee, the 1d8+1d6 combination is used only if Paras or Royal Marines constitute the majority of the Friendly Melee units (Leader are not considered, unless they are using a SW).

## 13.1.2 British Resiliency

Whenever enemy units enter a hex to Melee with Shaken British Para or Royal Marines' Squads or Half-squads, and no other Melee-eligible British unit (Good Order MMC, including a Weapon Team, or eligible SMC), the Shaken Squads/Half-squads can attempt to rally. The status of non-Melee-eligible (NME) units in the hex—with the exception of Leaders (see below)—is irrelevant and, if Shaken, they do not get to attempt to rally. Apply the following:

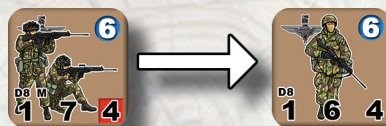
- For the Shaken Squads and Half-squads' rally attempts, a Leader (or Hero) is not required, but if a Good Order (GO) Leader is present use his Leadership Modifier (LM, 11.1.1) as

per the rally rules (3.0).

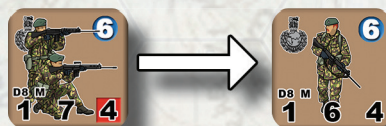
- If the Shaken Squads/Half-squads are in a hex with a +TM, the -2 bonus to the rally die-roll is also applied.
- If a Shaken Leader is in the hex, he attempts to rally first and, if successful, applies his LM to the MMC(s)'s rally attempt(s).
- The rally attempt(s) occurs BEFORE Melee.
- If the British Para or Royal Marines' Squads/ Half-squads rally, they fight in the Melee; if they don't rally, and no other GO, Melee-eligible unit is in the hex, including any that have just rallied, they are eliminated.

## 13.1.3 British Squad Reduction

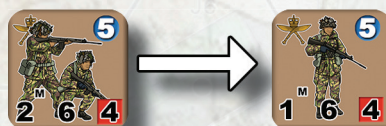
British Para  $D81^M-7-4$  Squads reduce to  $D81-6-4$  Half-squads:



British Royal Marine  $D81^M-7-4$  Squads reduce to  $D81^M-6-4$  Half-squads:



British Gurkha  $2^M-6-4$  Squads reduce to  $1^M-6-4$  Half-squads:





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## 13.2 Argentine Forces

The Argentines fielded a range of forces, from elite Amphibious Commandos that can Assault Move and well-trained Marines (both gray-blue) to well-equipped but poorly trained Army conscripts (light green). All three types of units share Support Weapons, which are green with a blue-gray diagonal stripe, and Weapon Teams (all are light green). They have fixed-wing air support from Pucar- as (light green) and helicopter support from Pumas and Alouettes (gray-blue). Armored vehicles include AML-90 AFVs (light green) and LVTP-7s (gray-blue).

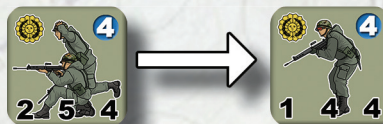
### 13.2.1 Unpredictability (Flash)

On any turn that the Argentine and British initiative rolls are equal, the Argentines Flash. When the Argentines Flash, for every DFT attack, including Artillery Fire Missions, they roll 2d6 and choose the higher of the two die-rolls. During Flash, Argentine Snipers roll 3d6 and choose the best two. For to-hit rolls on the OFT, roll 3d6 and choose the best two; if a hit is scored, the subsequent penetration and/or DCT rolls are rolled for normally. In Melee the Argentine player rolls 3d6 and chooses the best two. The Flash effect lasts one turn.

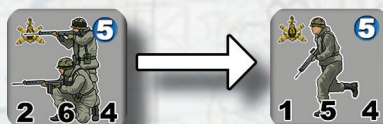
On turns such as Turn 1, where a side is already granted the initiative, no roll is made for initiative, thus there is no chance for the Argentines to Flash on these turns.

### 13.2.3 Argentine Squad Reduction

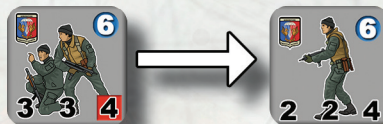
Argentine Army 2-5-4 Squads reduce to 1-4-4 Half-squads:



Argentine Marine 2-6-4 Squads reduce to 1-5-4 Half-squads:



Argentine Amphibious Commando 3-3-4 Squads reduce to 2-2-4 Half-squads:



### 15.9.1 ARA Guerrico



The Argentine corvette, the ARA *Guerrico*, is used in the scenario "The Devil Went Down to Georgia".

Due to the limitations of our counter die, we were unable to make the *Guerrico* in to one continuous counter, as it was in the original *Ring of Hills* module. Instead, it is split in to three 5/8" counters that can be placed together (though some of the art, but none of the essential information, is left out).



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Since the *Guerrico* does not move, this split counter is fully functional. However, we also offer a free downloadable PDF of the complete counter on our Web site in the resources section, for those who prefer a print-and-play of the counter.

Specifics on the use of the *Guerrico* are delineated in a SSR.

## 20.2.1 Starshell Capabilities



Below are the Starshell Capabilities for each nationality in *Heroes of the Falklands*:

**Argentine:** 3

**British:** 3

## 21.4.1 Mines in *Heroes of the Falklands*



None of the Mines markers in *HotF* have a Firepower (FP) printed on them. Unless otherwise noted in a scenario, the Mines' FP is 1.

## 22.0 Scenario Information

The scenarios in this booklet are laid out, for thematic effect, in date order. If you are new to the LnLT System, a good starter scenario in this module is "The Last Gasp"; it has a small footprint (one Map) and only uses infantry units (MMCs, 1.0), Leaders (11.1) and Support Weapons (1.6), and it also has an Event (1.8).

A second scenario to play is "Pinned"; it adds a second Map, more infantry units and fixed-wing airstrikes (19.1). Helicopters (19.2) are used in a few scenarios, and new players should try them out first in "The Devil Went Down to Georgia".

Vehicles (15.0) have a limited role in this module, and the best scenario for a beginner to play involving them is "The Burbs".





## THE AMBUSH



- **Leader or Hero**
- **Single-use**
- Utilize this Skill when a unit occupies an enemy hex or is adjacent to an enemy-occupied hex.
- Roll 1d6 and place the forces allotted in the table in or adjacent to the user's hex (even if enemy-occupied). Reinforcements assume the activation status of the user and must be of the user's type (Para, Marines, etc.), but randomly selected.

### 1D6 RESULT

### REINFORCEMENTS

1

Nothing

2

Half-squad, MG SW

3, 4

Squad, MG SW

5, 6

2 x Squads



## ASSAULTER



- **Leader**
- Units in the same hex with this Leader are given Assault Movement capabilities as defined in 6.1.



## DEADEYE



- **Leader or Hero**
- Double the range of units stacked with Leader.
- If a Hero possesses this Skill, only his range is doubled.



## DEADLY



- **Leader or Hero**
- Add one to the Firepower (FP) of attacks from units stacked with this Leader. That's 1 FP TOTAL not 1 FP per each unit in the stack.
- If a Hero possesses this Skill, add 1 FP to his attacks.



## DECISIVE



- **Leader**
- **Single-use**
- This Leader can activate both himself and units stacked in his hex twice. The activation occurs during a second impulse. Remove any Fired, Moved, Assault Move, Low Crawl, Stealth or Ops Complete markers immediately before the second activation. Mark the units as appropriate after the second activation.



# HEROES OF THE FALKLANDS

## SKILL REFERENCE CARD



### DIE HARD



- **Leader**
- This Leader and any units (whether Good Order or Shaken) in his hex can roll TWO dice for any Damage Check, choosing the single die result they wish to apply. Roll 2d6 for EACH unit.



### FANATIC



- **Leader**
- Shaken units stacked with this Leader aren't eliminated when an enemy Squad enters the hex for Melee; they attempt to rally (TMs apply). Leaders rally first and then other units. If the Leader does not rally, the other units cannot attempt to rally. Units that don't rally are eliminated. Those that do rally can fight in the Melee as per 8.0.



### LEADER-HERO



- **Hero**
- This Hero has exceptional Leadership.
- In addition to Hero qualities, he also has a Leadership Modifier (LM) of 1, which can be used for everything Leaders use theirs for (11.1), e.g., during the Operations Phase they can activate units in adjacent hexes.
- The Hero suffers no Leadership penalties when wounded.



### ERRATIC



- **Leader or Hero**
- **Single-use**
- Utilize this Skill when combat results call for a Damage Check (DC). Roll 1d6: if the result is even, neither the Leader nor the units in the hex take a DC; if the result is odd, the Leader and the units in the hex take double the initial DC, e.g., if the original DC was DC2, the DC would be DC4.
- If a Hero possesses this Skill, it only applies to him.



### INSPIRATIONAL



- **Hero**
- **Single-use**
- If this Hero begins the Rally Phase in a hex with a friendly MMC (even if it's a hex locked in Melee), he creates another Hero. The new Hero does not draw a Skill counter.



### OP MOVEMENT



- **Leader or Hero**
- If not marked with a Moved, Fired, Assault Move, Ops Complete or Stealth, this Hero or Leader (and all units stacked with the Leader) can Opportunity Move. At any point they would be eligible to Opportunity Fire, they can activate and move instead, including making an attempt to Close Assault an enemy vehicle.



# HEROES OF THE FALKLANDS

## SKILL REFERENCE CARD



### PLOUGH THE ROW



- **Leader or Hero**
- This Leader, and the units in his hex, can attack any two adjacent hexes when they attack. Both hexes must meet all requirements for Fire Combat (5.0).
- If a Hero possesses this Skill, it only applies to him. He can participate in an attack with other units in his hex and then fire separately at an adjacent hex, if desired.



### ROCKET MAN



- **Hero**
- This Hero is an expert with hand-held anti-tank and anti-air weapons.
- If British, give the Hero a LAW or Blowpipe; if Argentine, give him a 3.5" Bazooka or Blowpipe.
- Add one (1) to each range column on the LAW/Bazooka/Blowpipe and subtract one (1) from all to-hit rolls.



### VERSATILE



- **Leader or Hero**
- Assault Movement (AM) capable MMCs in this Leader's hex can fire BEFORE moving; the fire still suffers the -2 penalty. After firing, the units can move as per AM rules (6.1). The units can enter Melee via AM.
- If a Hero possesses this Skill, only the Hero has the benefits, not the other units in his hex.



### PREEMPT



- **Leader or Hero**
- **Single-use**
- After the opponent has declared which units will conduct their impulse, but before the impulse is conducted, the Leader, and all units in his hex, can conduct an impulse. All units must be eligible to conduct an impulse (not marked with Fired, Moved, Assault Move, Low Crawl, Ops Complete or Stealth).
- If a Hero possesses this Skill, only the Hero can conduct a Preempt impulse.



### SPEEDY



- **Leader or Hero**
- Add 2 Movement Points (MPs) to this Hero or to the Leader and all units in the Leader's hex.
- MMCs (not WTs) Double-Timing with this Leader have 8 MPs.
- If units in the Leader's hex are Assault Movement capable, they can expend up to 4 MPs and then fire.