



CRAGS OF TUMBLEDOWN MOUNTAIN

MASL SCENARIO FW-6

Scenario Design: Michael A. Dorosh



Mount Tumbledown, East Falklands, 13/14 June 1982. The final British advance on Port Stanley was blocked by a barrier of five craggy hills; by June 13th the only one still in Argentine hands was Tumbledown Mountain. Lieutenant Colonel Scott, commanding the 2nd Battalion, Scots Guards, decided that the proper course was a night attack from the west, along the line of the summit ridge. As the attack set off, British troops found abandoned Argentine tent lines with empty crates once containing 3rd generation night vision equipment; far superior to British NVGs. If that didn't suggest a stiff fight ahead, the identity of their enemy did: a battalion of Argentine Marines of BIM5, under Commander Carlos H. Robacio. Not only were the Argentines well equipped, but their best soldiers (many with experience in the Argentine civil war) were commanding the high ground.

BOARD CONFIGURATION:



FW2

BALANCE: add 2 6-5-8 squads to at start forces

add 1 7-5-8 squad to each company

VICTORY CONDITIONS: To win the Argentine player must have at least one Good Order MMC on any Level 2 hill hex at the end of Part II (SSR 5).

Argentines set up first	1	2	3	4	5	6	7	8	9	10	P1	P2	END
British move first													
2nd Battalion, Scots Guards (SAN:2) "G" Company, 2nd Battalion, Scots Guards [ELR 4]: enter on Turn 1 of Part I (SSR 5) on the west and south map edge between hexes FW2A6 and FW2G10 inclusive. 2 6 2 1 3													
"Left Flank" Company, 2nd Battalion, Scots Guards [ELR 4]: enter on Turn 3 of Part I (SSR 5) on the south edge between hexes FW2L10 and FW2T10 inclusive. 6 2 4													
"Right Flank" Company, 2nd Battalion, Scots Guards [ELR 4]: enter on any Game Turn of Part II (SSR 5) on any south edge hex. 6 2 3													
"N" Company, Batallón de Infantería de Marina 5 [ELR: 3](SAN 4): set up on any Level 2 Hill hex., and/or any hex east of hexrow Q (inclusive). All Fortifications are hidden as per E1.16. 2 8 3 2 3 20 2 6 4													
Reinforcements [ELR:3]: enter on Turn 2 of Part II (SSR 5) on any north edge hex between U1 and GG1 (inclusive). 5 2													

SPECIAL RULES:

1. EC is Wet and Overcast with a Mild Breeze from the west at start of each Part. In the event of Precipitation, it will be in the form of Falling Snow.

2. Night Rules are in effect for Part I (only). NVR is 4. The British are Scenario Attackers and are stealthy. Argentine forces are Scenario Defenders and are also stealthy. Visibility for the first 5 turns of Part II receive a +1 DRM for twilight.

3. Roads do not exist.

4. Argentines are equipped with NVG (X1.3)

5 The scenario is played in two parts. Part I is played as a regular 10-turn scenario. At the end of this part, all Melees are resolved. The Argentine player may then relocate any of his Good Order Personnel counters (and any SWs they possess) that are not within 2 hexes (inclusive) of any British personnel counters at the end of Part I. They may be relocated to any hexrow east of the row the easternmost Good Order British MMC occupies. (EX: if at the end of Part I a British squad occupied hex Q10, Argentine forces can relocate to any hex of hexrows R-GG inclusive). Argentines may not be redeployed adjacent to any Good Order British units. Part II then commences with the British moving first.

AFTERMATH: Roughly 100 men of Captain Eduardo Villarraza's "N" Company, the usual mixture of conscripts and experienced regulars, took the brunt of the British attack. "G" Company of the Scots Guards easily secured their objectives on the western end of the heights by 10:30pm. "Left Flank" Company under Major Kiszely, however, proceeded down the middle into tougher resistance, and casualties to both snipers and machine guns were heavy causing the company to fall back and regroup. The Guards established a firebase on a patch of high ground, and used it to support a second attack. The British managed to capture the summit, but the entire mountain was not secure even by daylight of the 14th. A counter-attack by two platoons under Second Lieutenant La Madrid and First Lieutenant Mino on the eastern end of Tumbledown was repulsed by "Right Flank" Company, but the situation remained tense until Argentine commanders ordered a general retreat at mid-morning of the 14th. Streams of Argentine soldiers double timing back towards Stanley marked the end of the last battle of the Falklands. By nightfall, the Argentines had signed the official surrender document ending the war.