

# MT. LONGDON'S CROSS

## MASL SCENARIO FW-4

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**Mt. Longdon, East Falklands, 11/12 June 1982:** Mt. Longdon was one of the final peaks needed secure the 3rd Brigade's route of advance on Port Stanley. At 2100 hours on the evening of 11/12 June, as B Company, 2 Para moved up the lower slopes they ran into a minefield, the perimeter defenses of what was anticipated to be an Argentinean company. It turned out to be a battalion that was well dug-in, supported by heavy weapons and, most alarming to the British, screened by snipers armed with night-vision equipment. The battle was a classic soldiers duel.

### BOARD CONFIGURATION:

### BALANCE:

⦿ Increase Argentinean SAN to 5

⦿ Decrease Argentinean SAN to 3



Only hexrows A-P on both boards are in play.

### VICTORY CONDITIONS:

The British win at game end if there are no Good Order Argentinean MMC on level 4.

|                           |   |   |     |   |   |   |   |     |
|---------------------------|---|---|-----|---|---|---|---|-----|
| ⦿ Argentines set up first | 1 | 2 | ⦿ 3 | 4 | 5 | 6 | 7 | END |
| ⦿ British move first      |   |   |     |   |   |   |   |     |



### Elements of 7th Infantry Regiment [ELR: 2] {SAN: 4}

Set up on board 39 at  $\geq$ level 2 with  $\leq$ 1 MMC per hex and not Adjacent to another such unit:



Set up on any whole hex on board 39 :



18



### Elements of B Co., 3 Para, 3rd Commando Brigade [ELR: 5] {SAN: 2}

Set up on board 18 in hexes  $\geq$  3 (see SSR 5):



### Elements of Support Company 3 Para

Enter on Turn 3 on the west edge of board 18 (see SSR 5):



### SPECIAL RULES:

- EC are Wet and Overcast with a Mild Breeze from the southeast. Roads, bridges and buildings do not exist, treat as other terrain. All Orchards are Crags. All Trees are Moorland.
- Night Rules are in effect. The base NVR is 3 hexes with Half-moon and Overcast. The British are the Scenario Attackers and are Stealthy. The Argentineans are the Scenario Defenders and are Normal. Cloaking is NA, but all British units may set up concealed regardless of terrain. The "?" are for Dummies.
- If neither Ambushed nor Pinned, British units may declare H-t-H CC and then qualify for a 1 CC DRM.
- Subject to E1.91, the Argentinean Plazer may attempt one additional starshell usage  $\leq$ 4 in each of his PFPh or DFPh (treating DFF and DFPh as one phase) and if successful may place a starshell counter anywhere on the playing area. He then rolls for Drift and extent of error, which is halved (FRD). This represents the Argentinean hospital ship's searchlight (the ship cannot be targeted).
- The British Milan and L14A1 have TS.

**AFTERMATH:** The British moved in small groups from one enemy position to another to attack each bunker and foxhole with grenades and LATW. The Argentineans responded with machinegun and mortar fire. At one point a Milan team from the Support Company reinforced the attack. Deadly Argentinean snipers maneuvered behind the British making the advance even more difficult. In order to clear one particularly stubborn bunker, which had claimed several Paras, Platoon Sgt. Ian Mackay charged the position and managed to knock it out with two grenades before he himself was killed. For this act he was awarded the Victoria Cross. As dawn broke and amid the morning mist, the Paras with bayonets fixed managed to clear the summit. The advance on Port Stanley continued.