

Historicon 2022 Admiralty Trilogy Scenario

“Operation Sutton” – British Player

Introduction: The British have had a few successes against the Argentine invaders of the Falklands, but it's time for the 'final plan' to take the islands back. Operation Sutton is an attempt from the sea at the back door of the occupied capital of Stanley. But as with all amphibious landings, it is at risk of being destroyed from the air if the enemy can get to the ships in time. Can the Royal Navy protect the amphibious and cargo ships long enough for Operation Sutton to get fully underway? Or will Argentine attack aircraft overwhelm Royal Navy defenses and sink both British hopes and pride in order to maintain control of the captured Malvinas?

Location: San Carlos Water and Falkland Sound, 21 May 1982, 0900 hours local time.

Operational Situation: Following the Argentine invasion and capture of the Falkland Islands on 02 Apr 1982, British armed forces began building up to overcome initial setbacks. Throughout April, the Royal Navy gathered warships and transports for the retaking of the Falklands. In late April, the British Cabinet gave the approval for Operation Sutton, the landing of troops on the Falklands. By early May, the amphibious force was assembled and ready with final permission given on 19 May.

Tactical Situation: In the early hours of 21 May, ships of the British amphibious and escort forces steamed into Falkland Sound and took positions to being landing in San Carlos Waters at four selected 'beaches'. By 0400 the landings were underway with no resistance, although a spotter patrol had sighted the initial landing, but were quickly silenced after a brief firefight with British Special Forces. By 0700, the landings were considered stable enough to reposition the amphibious and merchant ships closer to the landing zones for more rapid debarkation. However at 1000, an Argentinian reconnaissance plane overflew the area and put everyone on full alert.

Environment: Sea state 2. 50% visibility, clearing to 60% by 1000. Wind from 270° at 16 knots. Sunrise was at 0742, sunset is at 1610. Ceiling is 2500 meters, clearing to unlimited by noon.

British Forces:

Amphibious Force

<i>Intrepid</i>	(<i>Fearless</i> class LPD)
<i>Fearless</i>	(<i>Fearless</i> class LPD)
<i>Fort Austin</i>	(<i>Fort</i> class AEFS)
<i>Sir Lancelot</i>	(<i>Sir Bedivere</i> class LSL)
<i>Sir Galahad</i>	(<i>Sir Bedivere</i> class LSL)
<i>Sir Gerhaint</i>	(<i>Sir Bedivere</i> class LSL)
<i>Sir Percivale</i>	(<i>Sir Bedivere</i> class LSL)
<i>Sir Tristram</i>	(<i>Sir Bedivere</i> class LSL)
<i>Stromness</i>	(<i>Lyness</i> class AEFS)
<i>Europic Ferry</i>	(<i>Europic Ferry</i> class Ro-Ro)
<i>Norland</i>	(<i>Norland</i> class Ro-Ro)
<i>Canberra</i>	(<i>Canberra</i> class Liner)

Escort Group

<i>Antrim</i>	(<i>County Batch 2</i> class DDG)
<i>Ardent</i>	(<i>Type 21</i> class FF)
<i>Broadsword</i>	(<i>Type 22/1</i> class FF)
<i>Brilliant</i>	(<i>Type 22/1</i> class FF)
<i>Yarmouth</i>	(<i>Type 12 Mod</i> class FF)
<i>Plymouth</i>	(<i>Type 12 Mod</i> class FF)
<i>Argonaut</i>	(<i>Leander Batch 2B</i> class FF)

3 Commando Brigade

Rapier FSA	(10 Units on <i>Europic Ferry</i>)
Blowpipes	(One unit at each Beach)

Combat Air Patrol

800 Squadron (SHAR class Fighter) (16 Aircraft from *Hermes*)
 801 Squadron (SHAR class Fighter) (12 Aircraft from *Invincible*)
 CAP Fighters carry 2 100 Gal drop tanks and 2 AIM-9L Sidewinders

British Orders: Establish and defend a beachhead in San Carlos Waters. Safely disembark all troops and supplies to three designated beaches per OPLAN. Do not overly hazard any amphibious or merchant ship during the operation.

British Victory Conditions: *Decisive:* Only one amphibious/merchant ship is crippled (damaged 50% or greater) and no warship is sunk. *Tactical:* Only one amphibious/merchant ship is crippled (damaged 50% or greater) and only one warship is sunk.

Setup:

The Escort Group ships can be placed at player's discretion anywhere in San Carlos Waters and Falkland Sound to provide air defense for the Amphibious Force. The exception is that at 1300, two ships must take position on a picket

Version 10

line in preparation to provide AAW and NGFS on the Argentine airfield at Goose Green as marked on the British Map. Player's discretion which two ships are assigned, but neither can have taken any damage to surface gunnery or AAW systems prior to arriving on the picket line.

Amphibious Force ships are placed in accordance with British Map for unloading to designated beaches.

The Combat Air Patrol (CAP) is maintained by aircraft off the *Hermes* and *Invincible*, located 100 nm ENE of Port Stanley. CAP aircraft are to be located per the CAP map. The British Player must determine which stations are to be occupied at which times, as well as the transition between different aircraft from the two carriers. CAP planning must include transition times to support player decision for how many stations are occupied and for how long for entire time frame of engagement (0700 – 1600)

The Rapier Anti-Aircraft Batteries begin to come ashore at 0700 by helicopter and another is landed/made ready each hour. There are 12 sites located on the map. The British Player will determine which sites will be made ready in sequence prior to game start. Each Rapier site can be set up with one or two units.

Each Beach is protected by self-defense weaponry. If any fixing wing aircraft passes within 2 nm of a Beach, it can be fired upon by D6/3 Blowpipe anti-aircraft. If any fixing wing aircraft flies at Low Altitude over any Beach, it can be fired upon by small arms with an AA rating of 0.2.

Special Rules:

CAP Pursuit. For each aircraft put on CAP station, the British player must decide in advance if that pilot is on orders to stay local to the assigned station after making an initial attack on enemy aircraft or if the pilot is allowed to maintain active pursuit of engaged enemy aircraft and continue the attack until the enemy is destroyed.

Ground to Air:

Rapier – The Rapier system requires service when first set up, which in this circumstance is not feasible. When attempting to launch a missile, British player will roll a d6. On roll of 1-2, the missile successfully fired. Also, because of poor coordination between Rapier sites and naval units, there is a -1 penalty to the Combat Systems reaction roll. If the target is in VLow/NOE flight, reduce the Rapier ATA to 0.5 since the missile is actually firing downward from the mountain site. Each Rapier unit has 4 missiles. These Rapier units do not have their tracking radars, so must all target tracking must be in optical mode.

Blowpipe – Any fixing wing aircraft passing within 2 NM of a landing beach will be engaged by d6/3 Blowpipe rockets. Each landing beach has two Blowpipe launchers.

Small Arms – Any fixing wing aircraft flying over a landing beach at Low altitude will be fired at by small arms with an AA rating of 0.2.

Maintenance While the Naval Air Force of the Royal Navy has excellent mechanics and parts support, aviation efforts at sea are still problematic. For each aircraft launched to head for a CAP station, the player will roll a d10. On that aircraft's initial launch a die roll of 1, and successive launches of a die roll off 1-3, the aircraft must return to the carrier for investigation and repair of a mechanical failure.

Repair. To repair a mechanical failure, the British player will roll a d10. On a die roll of 1-3, the aircraft cannot be repaired and is out of commission for the rest of the day. If the aircraft can be repaired, the player will roll a d10 to determine how long until the aircraft is operationally available. On a 1-2, it will take 1 hours to repair. On a 3-6, it will take 2 hours to repair. On a 7-10, it will take 4 hours to repair. Any damage sustain by combat cannot be repaired in time for any aircraft to return to this engagement.

Other:

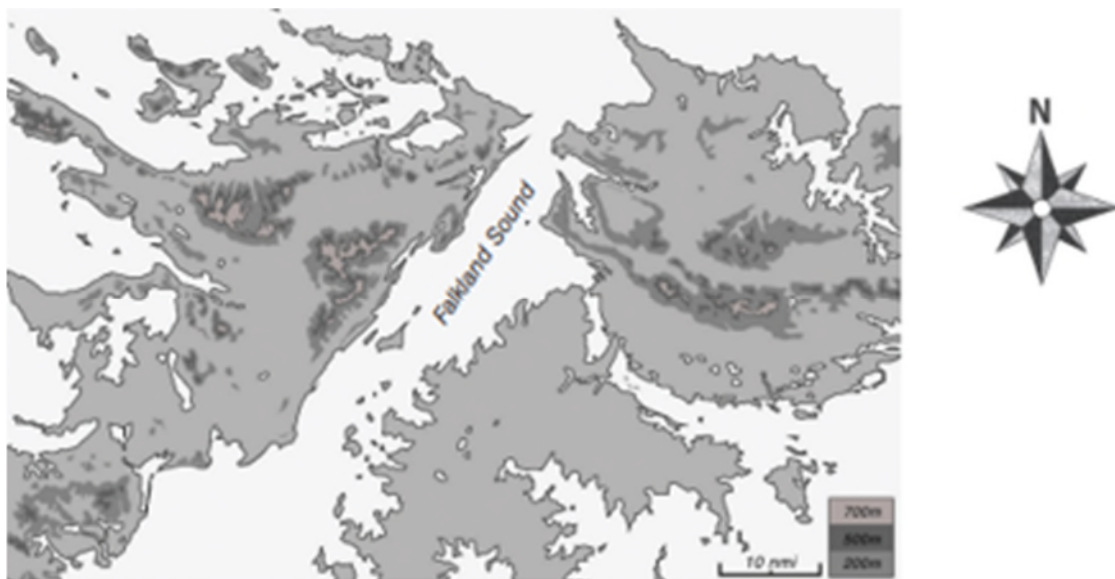
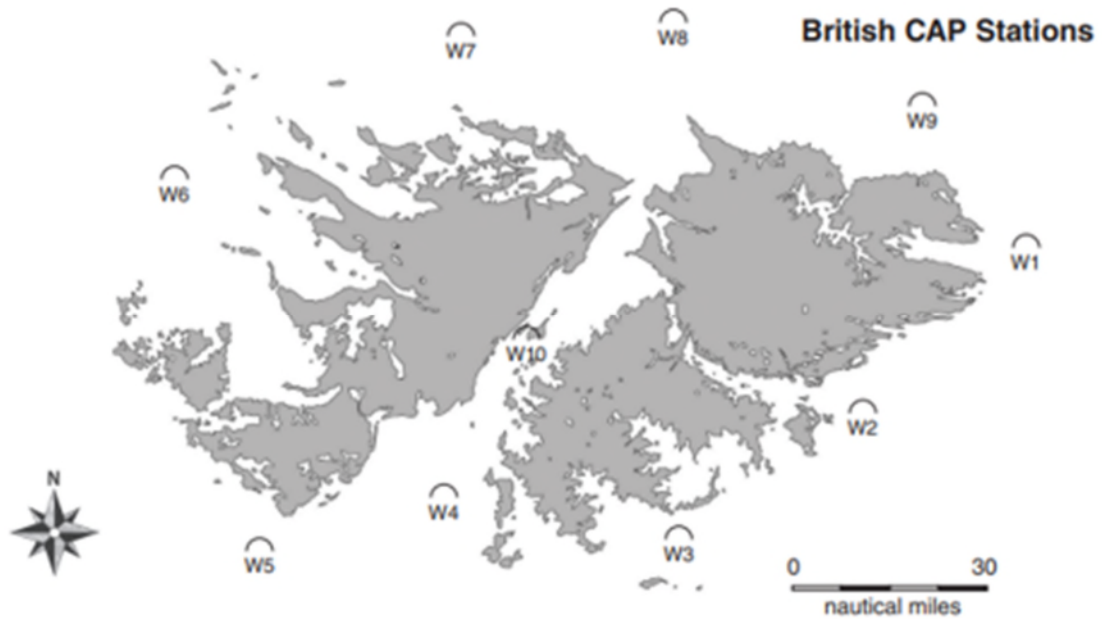
Amphibious/Merchant Ship Loadouts

<i>Intrepid</i>	3 Para, Stores, Ammo
<i>Fearless</i>	40 Commando, Stores, Ammo
<i>Fort Austin</i>	Supplies, ASW Support, Ammo
<i>Sir Lancelot</i>	305 troops, 3 RN Scout Helos, " Much Ammo "
<i>Sir Galahad</i>	350 Royal Marines, Ammo , Stores
<i>Sir Gerhaint</i>	Ammo , Supplies, 'Support' troops
<i>Sir Percivale</i>	310 RM/BA troops, Stores, Ammo , Blowpipe Batteries (already landed by 0900)
<i>Sir Tristram</i>	105mm Battery, Ammo , Stores, 'Support' troops
<i>Norland</i>	2 Para, Stores, Ammo
<i>Canberra</i>	42 Commando, Stores, Ammo
<i>Europic Ferry</i>	2 Para supplies, 29 Battery RA (Rapier), 656 Sqdn AAC
<i>Stromness</i>	45 Commando, Stores, Ammo

Version 10

Sea Harrier Patrol Travel/Patrol Times (in Mins)

Station	Dist (NM)	Time Out	Loiter	Combat	Time Back	Reserve
W1	100	13	54	4	13	116
W2	132	17	45	4	17	106
W3	166	22	30	4	22	128
W4	191	25	30	4	25	137
W5	217	29	24	4	29	113
W6	208	28	20	4	28	121
W7	187	25	24	4	25	122
W8	139	19	42	4	19	112
W9	98	13	54	4	13	120
W10	173	23	30	4	23	114



fin

Historicon 2022 Admiralty Trilogy Scenario

“Operation Sutton” – Argentinian Player

Introduction: The British have had a few successes against the Argentine invaders of the Falklands, but it's time for the 'final plan' to take the islands back. Operation Sutton is an attempt from the sea at the back door of the occupied capital of Stanley. But as with all amphibious landings, it is at risk of being destroyed from the air if the enemy can get to the ships in time. Can the Royal Navy protect the amphibious and cargo ships long enough for Operation Sutton to get fully underway? Or will Argentine attack aircraft overwhelm Royal Navy defenses and sink both British hopes and pride in order to maintain control of the captured Malvinas?

Location: San Carlos Water and Falkland Sound, 21 May 1982, 0900 hours local time.

Operational Situation: The Malvinas Islands were successfully liberated on 02 Apr 1982 after a brief fight with British forces. Throughout mid-April, there were various British attempts to interfere with establishment of a stable government in the Malvinas. In late April, the commando raids and warship attacks increased and became a problem. On 26 April, South Georgia Island was attacked and forced to surrender. In May, British aggression increased and the cruiser *Belgrano* was sunk on 02 May. But the Argentine forces struck back and sank *HMS Sheffield*. By mid-May, there attacks on facilities on the Malvinas increased in number and intensity.

Tactical Situation: After 0200 on the 21st, lookouts in the San Carlos area reported seeing ships in the Falkland Sound, but contact was soon lost and deemed to be just another British raid. After 0800, a second report came in indicating troops were being landed in the San Carlos Water area. The local command in Port Stanley deemed this to be a raid in force, as that area was unsuitable for landing a main invasion force. However a reconnaissance flight was finally launched and at 1000 flew over the San Carlos Water and reported that a full-fledged amphibious landing was underway. The full alert was issued to all forces. Unfortunately there were no specifics as to the number or type of ships, only “the whole British Fleet is laid out below me”.

On the other hand, more senior and suspicious officers back on the mainland thought there might be something to the 0800 report and began preparing to launch an air attack on the area, just in case the British were really up to something after all.

Environment: Sea state 2. 50% visibility, clearing to 60% by 1000. Wind from 270° at 16 knots. Sunrise was at 0742, sunset is at 1610. Ceiling is 2500 meters, clearing to unlimited by noon.

Argentinian Forces (Available on May 21st):

Command	Airfield	Aircraft
Air Force Group 2	Trelew	8 Canberra B.62
Air Force Group 3	Malvinas (Goose Green)	6 Pucara
Air Force Group 4	San Julian	10 A-4C Skyhawk
Air Force Group 5	Rio Gallegos Rio Gallegos	15 A-4B Skyhawk 2 KC-130H Tankers
Air Force Group 6a Air Force Group 6b	San Julian Rio Grande	8 M-5D Dagger A 10 M-5D Dagger A
Air Force Group 8a Air Force Group 8b	Rio Gallegos Comodoro Rivadavia	7 Mirage IIIEA 3 Mirage IIIEA
1 st Naval SQDN	Malvinas (Port Stanley)	4 MB.339A
3 rd Naval SQDN	Rio Grande	8 A-4Q Skyhawk

Argentinian Orders: Attack British ships conducting landing in San Carlos Waters. Especially target troop and supply ships.

Argentinian Victory Conditions: *Decisive:* Sink three ships, one of which must be an amphibious/merchant ship. *Tactical:* Crippled (damaged 50% or greater) three ships, two of which must be amphibious/merchant ships.

Setup:

Based on the 0800 report, Argentine air forces at airfields other than Malvinas can begin arming and fueling for sorties against the British per player's discretion. (Note: a 0945 sortie departure is the earliest that can be launched).

Version 10

The 1000 reconnaissance report confirms that there are British ships in the San Carlos Waters and Falkland Sound. That flight was by three MB.339A from Port Stanley and may initiate an attack if so desired, but are armed with only rockets and cannon having prepared before it was confirmed there were British in Falkland Sound.

Argentine player may determine the composition and load out of any airstrike from each air field, but any coordinated attacks can only be between Air Force Groups with Air Force Groups and Naval Squadrons with Naval Squadrons. Time to load and arm is a critical factor to consider.

Argentine player should also determine if inflight refueling is to be part of the overall tactical plan. While operational coordination between the Navy and Air Forces was not part of Argentine battle plane, coordination for refueling was.

The direction of approach and sequence of attack must be determined prior to each airstrike departing each airfield based on rally point. There are three rally points from which to launch attacks; Arbo, Barco, and Casa. They are measured from Point Zorro which is the northern tip of Chanco Point.

- Arbo bears 000° at 20 nm from Zorro. Attack course from Arbo is 200°. Speed and altitude are at player's discretion.
- Barco bears 280° at 40 nm from Zorro. Attack course from Barco is 110°. Speed and altitude are at player's discretion.
- Casa bears 225° at 60 nm from Zorro. Attack course from Casa is 040°. Speed and altitude are at player's discretion.

Special Rules:

Scouted Attack. Each attack group sent out must declare in advance whether or not the attack will go straight in for a direct attack with a die roll to determine what ship is attacked or do a fly by for the first pass for the pilot to accurately identify what ships are where and then choose which ship to attack on a second pass.

The random determination is for the player to roll a d10. On a 1-5, the pilot attacks the nearest ship. On 6-9, the pilot attacks the second nearest. On a 10, the pilot attacks the third nearest ship. If the selected ship is already on fire or damaged, the pilot can abort the attack and reroll.

Maintenance. The Argentine Air Force and Naval Air Force suffered from problems of inadequate maintenance due to lack of proper parts support and fully trained maintenance personnel. After every take-off, player will roll a d10 to determine if a mechanical problem has occurred that will require the aircraft to return back to base for investigation and repair if necessary. On a 1-2, the aircraft must return. For aircraft flying a second sortie, on a die roll of 1-5, the aircraft must return due to a mechanical problem.

Repair. The Argentine Air Force and Naval Air Force suffered from problems of inadequate maintenance due to lack of proper parts support and fully trained maintenance personnel. Player will roll a d10 to determine if an aircraft that had to return to base due to a mechanical problem can be repaired and be available for operation use. On a 1-6, the aircraft cannot be repaired and is out of commission for the rest of the day. If the aircraft can be repaired, player will roll a d10 to determine how long until the aircraft is operationally available. On a 1-2, it will take 2 hours to repair. On a 3-4, it will take 3 hours to repair. On a 5-10, it will take 4 hours to repair. Any damage sustain by combat cannot be repaired in time for any aircraft to return to this engagement.

Other:

Aircraft Loadout Options

Command	Aircraft	Ordnance	Ext Fuel	Reserve	CBT Load	Remarks
Trelew	Canberra B.62	8 Mk17 HE	-	518	Full	
Malvinas (GG)	Pucara	3 LAU-69B	-	300	Light	
		2 M117 750 lb	-	300	Light	
San Julian	A-4C Skyhawk	4 BR-250	1 300G	295	Light	A
		4 BR-250, 2 Shafrir 2	2 150G	295	Light	A
		1 Mk17	2 150G	350	Light	A
		1 Mk17, 2 Shafrir	2 150G	350	Light	A
		1 Mk17	2 150G	185	Light	B
		1 Mk17, 2 Shafrir	2 150G	125	Light	B
Rio Gallegos	A-4B Skyhawk	1 Mk 17	2 150G	315	Light	A
		1 Mk 17	2 150G	135	Light	B
		3 BR-250	2 150G	290	Light	A
		3 BR-250	2 150G	290	Light	B
San Julian	M-5D Dagger A	1 Mk17 HE	2 1300 L	220	Light	
		1 Mk17 HE, 2 Shafrir 2	2 1300 L	220	Light	
		2 BR-250	2 1300L	220	Light	
		2 BR-250, 2 Shafrir 2	2 1300L	220	Light	

Version 10

Rio Grande	M-5D Dagger A	1 Mk17 HE	2 1300 L	235	Light	
		1 Mk17 HE, 2 Shafrir 2	2 1300 L	235	Light	
		2 BR-250	2 1300L	235	Light	
		2 BR-250, 2 Shafrir 2	2 1300L	235	Light	
Rio Gallegos	Mirage IIIEA	2 Magic 1 R.530	2 1700 L	175	Unloaded	C
Comodoro R.	Mirage IIIEA	2 Magic 1 R.530	2 1700 L	345	Unloaded	C
Malvinas (PS)	MB.339A	2-30mm DEFA, 2 Mk81	-	300	Full	
		2-30mm DEFA, 2 LAU-10A	-	300	Full	
Rio Grande	A-4Q Skyhawk	4 PG 250	2 150G	271	Light	A
		6 PG 250	2 150G	298	Light	A
		4 Mk82 Snakeyes	2 300G	295	Light	A

Remarks:

A. Aerial Refuel, 40 nm FMP

B. No refuel, 20 nm FMP

C. 20 nm FMP or 20 nm on afterburner, if fitted

Airfield to Rally Point Distances (NM)

	<u>Arbo</u>	<u>Barco</u>	<u>Casa</u>	<u>Comment</u>
Trelew	550	540	NA	
Malvinas (Green Goose)	NA	NA	NA	May attack straight into Falkland Sound, CSE 315°
San Julian	370	340	360	May choose any Attack Point
Rio Gallegos	NA	360	350	
Rio Grande	NA	340	310	
Comodoro Rivadavia	465	450	NA	
Malvinas (Stanley)	60	NA	NA	May also attack from Green Goose, 50 nm at 260°



fin

Historicon 2022 Admiralty Trilogy Scenario

“Operation Sutton” – Referee

Setup:

Arg player will have generic maps of area, but no markings of beaches or ship locations. As aircraft return to base, Arg player may begin to markup map with locations of attacked ships and Rapier sites if that site fired at that aircraft.

Arg player will determine when air strikes will launch, what planes will be in air strike, what ordnance will be carried on each plane, which rally point will be used, and if that strike will attack on first pass randomly or on second pass with identified targets.

Brit player will have maps with Beaches, Rapier sites, and NGFS picket line indicated. The amphibious ships will be placed as indicated. Combatant placement is at Brit Player discretion. Brit player will determine pursuit order for each CAP station prior to that station being manned.

Scenario starts at 0900, that means Brits have three Rapiers units placed and operational per the pre start assignments.

The tasking for AAW/NGFS on the Argentine airfield at Goose Green will not come due to the ongoing Argentine air attacks.

Title: Operation Sutton; May 21, 1982

Desired Date: Saturday

Desired Time: 1300

Duration: 6 hours

Players: 9

Location: Independence A

GM: Jay Wissmann

Prize: Gift Certificate

Period: Modern

Scale: 1/6000

Rules: *Harpoon V, Admiralty Trilogy Group*

Description: The British have had a few successes against the Argentine invaders of the Falklands, but it's time for the 'final plan' to take the islands back. Operation Sutton is an attempt from the sea at the back door of the occupied capital of Stanley. But as with all amphibious landings, it is at risk of being destroyed from the air if the enemy can get to the ships in time. Can the Royal Navy protect the amphibious and cargo ships long enough for Operation Sutton to get fully underway? Or will Argentine attack aircraft overwhelm Royal Navy defenses and sink both British hopes and pride in order to maintain control of the captured Malvinas? Join the *Admiralty Trilogy* in recognizing the 40th Anniversary of the Falklands War with a battle from the *South Atlantic War* supplement.