

# ***Danger Close***

## **Falklands War 1982**

### **SQUAD LISTS**

The squad lists in this collection are designed to help players game the events that occurred during the Falklands War in 1982. Obviously the equipment available to soldiers during wartime is not as regulated as quartermasters and gamers might wish, but these guidelines should help you collect the small forces required for *Danger Close* in a relatively accurate manner.

If you feel that we have committed an error somewhere in the list, don't hesitate to contact us at [mail@empresminiatures.com](mailto:mail@empresminiatures.com) so that we can correct it.

Each entry has been provided as a grid, which if printed off can just have your soldiers' names added to make an army list ready for play. There is also a page of blank grids at the end if you would prefer to write out your own squads.

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N.B. As far as we are aware, sections only had radios to communicate with higher headquarters, not with each other. Therefore all troops will be subject to the *Called Shots* rule. British troops may have access to night vision equipment if appropriate to the scenario.

#### Special Rules

**Battle Rifle:** The SLR/FN FAL is a Battle Rifle. This gains +1 to hit like a bolt action rifle, but firing it gives the enemy a +3 Spotting bonus like an assault rifle does.

**Called Shots:** Unlike the ultra-modern warzones *Danger Close* was originally written for, in the Falklands there were Regular squads without a radio net. Therefore, these squads may inform each other of Spotted enemies with a roll equal to or higher than the distance between them in inches on a d20.

**Runner:** Since there is poor radio availability at the squad level, a runner may have to be sent. It will take a runner d20/2 turns to reach a platoon HQ, and d20 to reach a company HQ.

## Argentine infantry grupo tiradore

Name	S&D	A	M	P. Wpn	S. Wpn	Grenades	Notes
Cb. Pmo.	3	N	R	FN FAL	Bayonet		This assumes an ordinary Argentine platoon with a high number of conscripts. Feel free to upgrade some of them to S&D3 if you are representing a more veteran unit.  The FN FAL is a Battle Rifle. The FN FAL (HB) is a Squad MG. The M3 is an SMG. The M20 is an RPG. The FN MAG is a Light Machine Gun.  The first Voluntario in the Cabo Primero's team has the squad's radio.
Vtro	3	N	R	FN FAL	Bayonet		
Vtro	2	N	R	FN FAL	Bayonet		
Vtro	2	N	R	FN FAL	Bayonet		
Vtro	2	N	R	FN FAL	Bayonet		
Cb.	3	N	R	FN FAL	Bayonet		
Vtro	3	N	R	FN FAL (HB)	Pistol		
Vtro	2	N	R	FN FAL	Bayonet		
Vtro	2	N	R	FN FAL	Bayonet		
Vtro	2	N	R	FN FAL	Bayonet		

### Support

There are three of these squads to a platoon, so some of their battle brothers may appear in support. The platoon HQ includes an S&D3 LT with FN FAL/M3 & Sgt. with FN FAL, as well 2 S&D3 men with SLRs, one with a radio. The support section includes an S&D3 Cabo with FN FAL and FN MAG gunner, and an S&D2 RTO with FN FAL and 3-6 teams of two men, one with FN FAL and one with 3.5" M20

## Argentine marine grupo tiradore

Name	S&D	A	M	P. Wpn	S. Wpn	Grenades	Notes
Cb. Pmo.	4	N	R	FN FAL	Bayonet		The FN FAL is a Battle Rifle. The FN FAL (HB) is a Squad MG. The M3 is an SMG. The M20 is an RPG. The FN MAG is a Light Machine Gun.  The first Voluntario in the Cabo Primero's fire team is the squad's radio operator.
Vtro	3	N	R	FN FAL	Bayonet		
Vtro	3	N	R	FN FAL	Bayonet		
Vtro	3	N	R	FN FAL	Bayonet		
Vtro	3	N	R	FN FAL	Bayonet		
Cb.	3	N	R	FN FAL	Bayonet		
Vtro	3	N	R	FN FAL (HB)	Bayonet		
Vtro	3	N	R	FN FAL	Bayonet		
Vtro	3	N	R	FN FAL	Bayonet		
Vtro	3	N	R	FN FAL	Bayonet		

### Support

There are three of these sections to a platoon so some of their battle brothers may appear in support. The platoon HQ includes an S&D4 LT and Sgt. with M3 and FN FAL respectively, and two S&D3 men with SLRs, one of them an RTO. The support section includes an S&D3 Cabo with FN FAL and FN MAG gunner and an S&D2 RTO with FN FAL and 3-6 teams of two men, one with FN FAL and one with 3.5" M20

## British guards/Gurkha section

Name	S&D	A	M	P. Wpn	S. Wpn	Grenades	Notes
Cpl.	4	N	R	Sterling	Bayonet		The SLR is a Battle Rifle. The Sterling is an SMG. The GPMG is an Light Machine Gun.
Pvt.	3	N	R	SLR	Bayonet		
Pvt.	3	N	R	SLR	Bayonet		The corporal has a small radio with which to communicate with his platoon HQ.
Pvt.	3	N	R	SLR	Bayonet		
Pvt.	3	N	R	SLR	Bayonet		Depending on the mission they may have access to a Carl Gustav and up to three M72 LAW, all of which count as AT-4/Javelins.
Pvt.	3	N	R	SLR	Bayonet		
Pvt.	3	N	R	SLR	Bayonet		If using Gurkhas or a battle-tested Guards unit feel free to upgrade more of your men to S&D4.
L. Cpl.	4	N	R	Sterling	Bayonet		
Pvt.	4	N	R	GPMG	Pistol		
Pvt.	3	N	R	SLR	Bayonet		

### Support

There are three of these sections to a platoon so some of their battle brothers may appear in support. The Platoon HQ is S&D4, and includes an LT & RTO with Sterlings, a Sgt. with SLR, and a 2-man *small mortar* team with SLRs.

## British Royal Marine section

Name	S&D	A	M	P. Wpn	S. Wpn	Grenades	Notes
Cpl.	4	N	R	Sterling	Bayonet		The SLR is a Battle Rifle. The Sterling is an SMG. The GPMG is an Light Machine Gun.
Pvt.	4	N	R	SLR	Bayonet		
Pvt.	4	N	R	SLR	Bayonet		The corporal has a small radio with which to communicate with his platoon HQ.
Pvt.	4	N	R	SLR	Bayonet		
Pvt.	4	N	R	SLR	Bayonet		One soldier may swap their weapon for a second GPMG. Depending on the mission they may have access to a Carl Gustav and up to three M72 LAW, all of which count as AT-4/Javelins.
Pvt.	4	N	R	SLR	Bayonet		
Pvt.	4	N	R	SLR	Bayonet		
L. Cpl.	4	N	R	Sterling	Bayonet		
Pvt.	4	N	R	GPMG	Pistol		
Pvt.	4	N	R	SLR	Bayonet		

### Support

There are three of these sections to a platoon, so some of their battle brothers may appear in support. The Platoon HQ is S&D4, and includes an LT & RTO with Sterlings, a Sgt. with SLR, and a 2-man *small mortar* team with SLRs.

## British paratrooper section

Name	S&D	A	M	P. Wpn	S. Wpn	Grenades	Notes
Cpl.	4	N	R	Sterling			The SLR is a Battle Rifle. The Sterling is an SMG. The GPMG is an Light Machine Gun. The M79 is a UGL. The corporal has a small radio with which to communicate with his platoon HQ. One man may swap his weapon for a second GPMG, another for an M79. Depending on the mission, they may have access to up to 4 M72 LAWs, which count as AT-4/Javelins.
Pvt.	3	N	R	SLR			
Pvt.	3	N	R	SLR			
Pvt.	3	N	R	SLR			
Pvt.	3	N	R	SLR			
L. Cpl	4	N	R	SLR			
Pvt.	4	N	R	GPMG			
Pvt.	3	N	R	SLR			

### Support

There are three of these sections to a platoon so some of their battle brothers may appear in support. The Platoon HQ is S&D4, including an LT & RTO with Sterlings, and a Sgt. & 3 men with SLRs. The LT & Sgt. have small radios, and 2 of the SLR men form a *small mortar* team. The HQ also has access to a Carl Gustav (AT-4/Javelin) and M79 grenade launcher.

## British paratrooper recce section

Name	S&D	A	M	P. Wpn	S. Wpn	Grenades	Notes
Cpl.	4	N	R	Sterling	Bayonet		The SLR is a Battle Rifle. The Sterling is an SMG. The GPMG is an Light Machine Gun. The L4 Bren is a Squad MG. The corporal has a small radio with which to communicate with his platoon HQ. One man may swap their weapon for an M79 Grenade Launcher, which counts as a UGL.
Pvt.	4	N	R	SLR	Bayonet		
Pvt.	4	N	R	SLR	Bayonet		
Pvt.	4	N	R	L4 Bren	Pistol		
Pvt.	4	N	R	SLR	Bayonet		
L. Cpl	4	N	R	Sterling	Bayonet		
Pvt.	4	N	R	GPMG	Pistol		
Pvt.	4	N	R	SLR	Bayonet		

### Support

There are three of these sections to a platoon so some of their battle brothers may appear in support.

Name	S&D	A	M	P. Weapon	S. Weapon
Support					

Name	S&D	A	M	P. Weapon	S. Weapon
Support					

Name	S&D	A	M	P. Weapon	S. Weapon
Support					