

Campaign introduction

Situation

After decades of failed negotiations, in 1982 Argentina ditched diplomacy and took the Falkland matter in its own hands.

The Falklands, or Malvinas, is an archipelago, just east off the Argentine coast, that has been contested for hundreds of years between Argentina and the United Kingdom. Being mostly uninhabited, and back in 1982 still believed to be resourceless, it became the prize of a fierce and undeclared war over principles and national pride.

In 1981, the new Junta led by General Leopoldo Galtieri, decided that 1982 would be the year of the Malvinas, inducing the population in a state of national fervor, and distracting the people from the terrible state of the economy.

The original plans called for an invasion at the end of the year, around October, when Argentina would have finished receiving its 14 Super Etendard airplanes with their ship killing Exocet missiles, and the UK would have decommissioned several warships, drastically reducing its fleet's power.

But in March, after an incident between Argentine scrap metal workers and British marines at South Georgia island, the military Junta feared that the UK would reinforce its presence in the South Atlantic, and thus ordered the immediate invasion of the Falkland Islands, which took place the 2nd of April 1982.

During the Argentine occupation, both the Fuerza Aerea Argentina and the Armada Argentina would deploy their assets on the islands: IA-58s Pucara, MB-339s, T-34s Turbo Mentor and various helicopters.

A-4s and Mirages were kept on the mainland due to the lack of long enough runways on the islands.

You are a young pilot of Armada Argentina, you were training on the A-4Q, but news of the war brought you back to the airplane you know how to fight in, the Aermacchi MB-339A (MC.33 in the Argentine service). You will deploy to Port Stanley, now renamed Puerto Argentino, and fight your hardest to repel the British fleet.

Gameplay

This is a mini campaign that aims to make you relive the events that unfolded in the spring of 1982. A long research was needed to recreate these missions as historically accurate as possible, nonetheless I took some "artistic" liberties, mostly on mission one and mission six, to make the mission more engaging and less boring; nothing unrealistic though! Also, in reality all these missions were flown by different pilots, whose names you will not find referenced in this campaign; the only real names you will find are, out of respect, the names of the fallen.

This said don't expect ace combat style missions, like the real deal you'll fly several sorties without spending one round, feeling boredom, frustration and fear.

In the documents folder for each mission you will find the briefing and the debriefing.

Tips:

- These are heavily scripted missions, always wait a prompt to taxi, you'll get clearances for take off and landing, closely follow instructions and flight routes, otherwise some triggers might not work.
- You need to be quite proficient in the 339, it's not at all a difficult airplane but you'll need to do some instrument flying so you'll need to be confident with the radio suite. Also in these weather conditions you'll often need anti-ice, anti-fog and you'll need to hold the relight button during the take off run.
- Save yourself tons of frustration and use a checklist, otherwise, trust me, you'll forget to unlock the controls, retract the speedbrake, or disengage the NSW during the take off run thus breaking it!
- In your navigation computer you'll find no waypoint, as the Argentines had pre-MLU 339s, and surely didn't have GPS in 1982.
- During cruise you can accelerate time, time compression will reset automatically when conversations are available.
- After completing all tasks and landing you will receive a mission complete message. At this point you can open the briefing page to read the debriefing or open the debriefing document once you exit the game.