

TIGER OF MALAYA

THE FALL OF SINGAPORE 1941-1942

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1.0 Introduction

TIGER OF MALAYA is a game for two players based on the operations of Commonwealth and Japanese forces in the southernmost Malayan state of Johore and the island of Singapore during December 1941 and January 1942. The 8 December 1941 Japanese invasion had, in five short weeks, driven the Allied defenders two-thirds the length of the Malayan peninsula with heavy casualties to the garrison. The defenders were shaken, but bolstered by the promise of reinforcements and an expectation that the Japanese would consolidate before resuming the offensive, they began to reorganize the front. The Japanese did not wait and almost immediately continued the attack. Pressure was on the Japanese to complete the campaign and transfer the bulk of their forces to Burma. The game includes four scenarios allowing players to simulate all or a part of the campaign and to explore what might have happened if additional Allied reinforcements had been committed to the campaign.

2.0 Components

- A. TIGER OF MALAYA includes this rules booklet, a map, several charts, and a set of 560 die-cut playing pieces.
- B. Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, like this: 2.2. When that section includes subsections, these are identified like this: 2.2.4.
- C. When the rules refer to another, related paragraph, they will have the number identifying that rule included parenthetically, like this: (2.2). This will help you find that rule for comparison or reference.

2.1 Definitions

Active: The player or side conducting the current impulse.

Attack Strength: A unit's value when attacking; higher numbers are better.

Control: A hex is controlled by the player who last had a unit or zone of control (6.0) in it. Unless the scenario instructions state otherwise, all hexes are Japanese-controlled at the start of the game.

Defense Strength: A unit's value when under attack; higher numbers are stronger.

Foot: Units whose primary mode of transport is the human or animal foot. Bicycles do indeed have wheels, but bicycle units are foot units.

Fractions: Many game functions require that numbers be divided. Unless the rules state otherwise all fractions are rounded up (2 ½ becomes 3, as does 2 ¼).

Inactive: The player or side not conducting the current impulse.

Mechanized: Units whose primary mode of transport is tracked vehicles. In TIGER OF MALAYA, the only mechanized units are tank units.

Motorized: Units whose primary mode of transport is vehicles. Units with the "wheels" motorized symbol and all units noted as motorized on the Unit Chart pay the motorized costs on the Terrain Effects Chart.

Movement Allowance: A measure of the maximum distance the unit may move in a single impulse in which movement is allowed, measured in movement points (MPs).

Range: The distance in hexes over which an artillery unit may project its support values.

Steps: Most units, other than artillery, are represented at several strength levels. Each increment of strength is called a step, and steps may be lost for several reasons, usually as a result of combat. When a unit suffers casualties, in the form of step losses, the counter is flipped to its back side or replaced with the counter showing the next lowest number of steps. Unless the scenario instructions state otherwise, the unit is set up at its greatest strength. The number of dots along a unit's left side indicate the number of steps possessed by the unit.

Support Value: An artillery unit's value when assisting friendly units in attack or defense. Only artillery units have support values.

Unit Type: The kind of troops or weapons the counter represents.

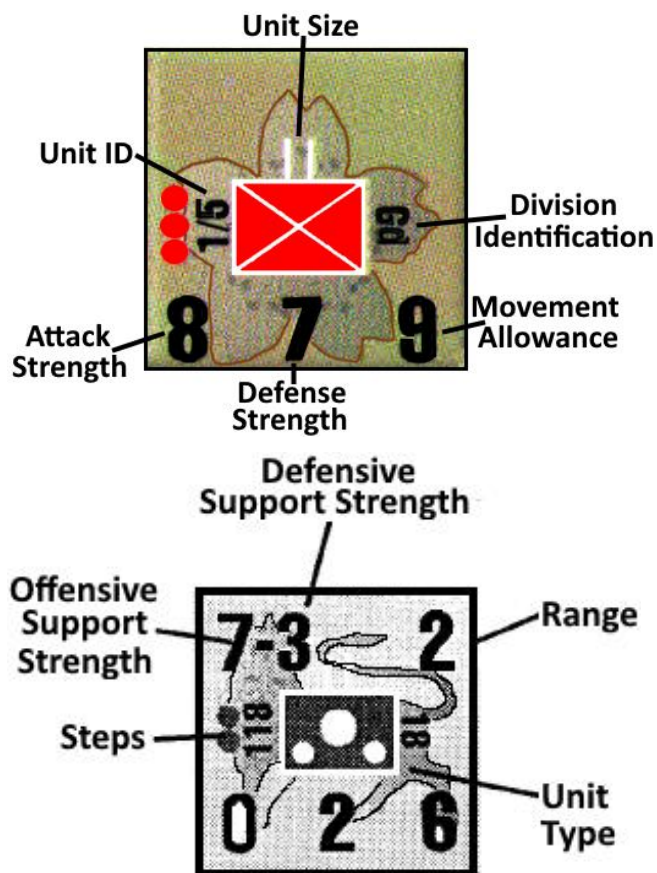
2.2 Counters

Most of the counters represent military units that took part or could have taken part in this campaign. The Japanese player controls all Japanese units while the Allied player controls all British, Australian, Indian, Gurkha, Malayan, Straits Settlement, Royal Navy, and Indian Princely States units. Playing pieces are identified by the following color patterns:

Unit Sizes

Symbol	Size
I	Company
II	Battalion
III	Regiment
X	Brigade
XX	Division

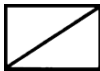
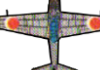
Type	Color Scheme
Japanese	Brown with a cherry blossom symbol in background.
Japanese*	As above with light green camouflage pattern overlaid.
Imperial Japanese Navy	Yellow with chrysanthemum symbol in background.
British	Tan with British Lion symbol in background.
Australian	Darker tan with swords-and-kangaroo symbol in background.
Australian*	As above with light green camouflage pattern overlaid.
Indian	Light tan with Wheel of Fate (Dharma Chakra) symbol in background.
Indian*	As above with light green camouflage pattern overlaid.
Malayan	Tan with Royal Malay coat of arms in background and dark blue unit boxes.
Malayan*	As above with light green camouflage pattern overlaid.
Straits Settlement Volunteer	Light brown with "Lion of Singapore" symbol in background.
Royal Navy	Blue
Indian Princely States	Light tan with Star of India symbol in background.
* Jungle-capable	



TIGER OF MALAYA

- A. The three numbers across most units represent (from left to right) the unit's attack strength, defense strength, and movement allowance. Some units have only two values; the first represents both attack and defense strength.
- B. Artillery units display across the top of the counter (from left to right) their offensive support strength, defensive support strength, and range. Jungle-capable units have special combat and movement abilities.
- C. A unit's designation is alongside its unit type indicator.
- D. The small dots represent the number of steps the unit possesses. Some Allied units with two dots (stacking points) do not have any lesser strength levels – they are eliminated if they suffer a step loss at the 2 stacking point level. The Strength Reductions Chart specifies the strength for each step in a multi-step unit.
- E. Other pieces are markers, used to determine the sequence of events, the presence of fortifications, and to indicate unit status.

Unit Type Chart

Foot		Motorized	
	Bicycle		Heavy Boat Engineer
	Cavalry		Light Boat Engineer
	Coastal Artillery		Motorized Anti-Tank
	Engineer		Motorized Artillery
	Headquarters		Recon
	Infantry		Truck
	Machine Gun	Mechanized	
	Mortar		Tank
	Mountain Artillery	Special Units	
	Replacement		Aircraft
			Steamer

2.3 Map

The map is divided into hexagons (called hexes) that define the units' positions like squares on a chessboard. Each hex is numbered, to aid in setting up the game. The map also shows important terrain features. The Terrain Effects Chart (TEC) explains the effects of terrain on movement and combat.

2.4 Scale

Each turn represents two days of actual time. Each hex is 3 miles across. Units represent battalions (500 to 1,000 men)

and companies (100 to 200 men).

3.0 Sequence of Play

- A. After selecting a scenario, each side sets up its units as shown in the scenario set up. Japan sets up first. Many units enter play later as reinforcements (10.1).
- B. Each turn consists of between four and seven impulses (3.2). The number of impulses that constitutes a turn varies with the weather. When the last impulse has been completed, the turn ends.

3.1 Initial Segment

3.1.1 Weather

The Japanese player rolls one die and consults the Weather Table to determine the number of impulses that make up the current turn.

3.1.2 Supply Status

Determines the supply status of units for each side (7.0).

3.1.3 Artillery Availability

Return all unavailable artillery (11.1.2) units to their available side.

3.1.4 Impulse Selection

- A. Japan selects a number of impulse chits equal to the weather result minus one, but never less than three.
- B. The Allies select a number impulse chits equal to the weather result minus two, but never less than three.
- C. One of the Allied chits must always be the JUNGLE-CAPABLE impulse chit; otherwise, choice of the chits is entirely up to the owning player.
- D. Players must choose from the chits provided in the game (they may not construct their own).
- E. Place the selected chits in a common container.

3.2 Impulses

- A. The Japanese player randomly draws a single impulse chit from the container and places it on the empty space to the left of the lowest numbered box containing an impulse chit.
- B. If this is the first chit drawn, it is placed in the box containing the number corresponding to the turn's weather. The color of the chit determines the active player: brown for the Japanese and tan for the Allies.
- C. The active player may move and/or conduct combat, depending on the chit drawn. This is defined as an impulse.
- D. When the impulse is complete, the active player draws another impulse chit and play proceeds according to the chit drawn.

Example: At the start of Turn 2 the Japanese player draws an Allied FULL chit. The Allies moves their units and conduct any attacks. When finished the active player draws another chit, this time a Japanese CHOICE chit. Had the Allies drawn another tan chit, Allied units would have had the opportunity to conduct a second impulse before any Japanese response.

- E. In each turn a number of impulses equal to the turn's weather condition is played. Thus, there will be some chits left unplayed at the end of the turn.

- F. When the final impulse is completed for the turn, remove the leftover chits, advance the turn marker one box on the Turn Record Track, and begin the next turn's Initial Segment.

3.3 Impulse Chit Descriptions

No matter which impulse chit is drawn, the active player is never required to move or attack unless desired.

3.3.1 Jungle Capable

Allied jungle-capable units (only) may perform a FULL impulse.

3.3.2 Attack

- A. The active player may break down (12.4) full-strength battalions.
- B. The active player may bombard (8.0) enemy units.
- C. Units of the active player may not move, but may attack adjacent enemy units.

3.3.3 Choice

The active player may take an ATTACK or a MOVE impulse (not both or any combination).

3.3.4 Full

- A. The active player may break down (12.4) full-strength battalions.
- B. The active player may attempt to destroy bridges (12.6.1).
- C. Reinforcements (10.1) for the active player may arrive.
- D. Unavailable artillery units of the active player may attempt to recover (11.1.2).
- E. Units of the active player may expend their entire movement allowance.
- F. The active player may bombard (8.0) enemy units.
- G. The active player's units may attack adjacent enemy units.
- H. The active player may construct fortifications (12.5).
- I. The active player may attempt to repair bridges (12.6.2).

3.3.5 Half

- A. Units of the active player may expend one-half of their movement allowance OR attempt to attack.
- B. If any unit moves, none may attack.
- C. If attacking, the active player rolls one die.
 1. On a 1-3, the active player's units may attack adjacent enemy units.
 2. If the attempt fails the active player may not attack enemy units and may not move any of units.
- D. The active player may break down (12.4) full-strength battalions.
- E. The active player may not bombard (8.0) enemy units.

3.3.6 Move

- A. The active player may break down (12.4) full-strength battalions.
- B. The active player may attempt to destroy bridges (12.6.1).
- C. Reinforcements (10.1) for the active player may arrive if available.

- D. Active units may move their full movement allowance.
- E. Active units may not bombard or attack enemy units.
- F. The active player may attempt to repair bridges (12.6.2).

4.0 Movement

- A. If the impulse chit drawn permits movement, all active units capable of moving may do so. Some restrictions apply by unit type, supply state, or position; some impulse chits limit units to half of their movement allowance.
- B. The active player moves units one at a time from hex to adjacent hex paying the movement costs specified on the Terrain Effects Chart. Movement cost is based on the least favorable terrain type found in the hex unless using a road (4.1).
- C. All terrain and zone of control (6.0) costs are cumulative.
- D. A unit may not normally exceed its modified (by supply status or impulse chit) movement allowance in a single impulse (see restrictions below).
- E. Retreats and advances after combat do not count against a unit's movement allowance.

4.1 Roads and Railroads

- A. To obtain the movement benefit of roads or railroads, movement must follow the road or railroad across a hexside containing the road or railroad, not merely into or out of a hex containing it.
- B. If movement along a road or railroad crosses a stream hexside, the moving unit pays the road or railroad movement cost for entering the hex plus the additional cost for crossing a stream hexside.
- C. The Singapore Causeway (hex 0946) is a wide bridge designed for heavy traffic, so units just pay normal road movement rate to cross it. They do not pay +3 movement points as with crossing a river bridge.

4.2 Enemy Units

Units may not enter hexes containing enemy units.

4.3 Impulse

- A. In a HALF impulse, a unit may move from one zone of control (6.0) to another only if it has sufficient MPs to pay all terrain and zone of control costs (even if only moving a single hex).
- B. In a FULL, CHOICE (if movement is chosen) or MOVE impulse a unit may always move one hex, regardless of terrain or zone of control costs.

4.4 Allied Movement Restrictions

- A. Except for the Malayan *Ind* company, no Allied unit may move from a hex where it is in supply to one where it will be out of supply at the end of the impulse.
- B. At the beginning of an Allied impulse where movement is possible, unsupplied Allied units must move so as to be in supply at the end of the impulse (or closer to being in supply).
- C. The Allies are not forced by this rule to move when a

CHOICE chit is drawn.

4.5 Rail Movement

- A. The Allies may move three stacking points (5.0) of non-artillery units, or one artillery unit, by rail an unlimited number of hexes along friendly-controlled railroad lines that do not contain an enemy ZOC during a FULL (but not a JUNGLE-CAPABLE FULL) impulse.
- B. Units moving by rail must begin and end the impulse on a rail line, may only follow the rail line, and may not enter or exit an enemy ZOC, even if the hex contains a friendly unit.
- C. Japanese units may not use rail movement.

4.6 Moving Artillery

Flip all artillery units that move to their back (unavailable) side.

4.7 Edge of the World

Units may not exit the map.

5.0 Stacking

- A. More than one friendly unit may occupy the same hex. This is called stacking. The maximum number of units of one side that may occupy a hex varies by terrain type, as noted on the Terrain Effects Chart.
- B. The step indicator is also the unit's stacking value.
- C. Truck units have no stacking point symbols and therefore do not count for stacking purposes.
- D. Total the stacking values of all units in a hex to determine if the stacking limit has been exceeded.
- E. Stacking restrictions apply at the end of an active player's impulse that included movement or an advance after combat (9.5).
- F. Units in excess of stacking limits at that time are eliminated (owning player's choice).
- G. Stacking restrictions limit the number of units that may attack from or into a hex. The maximum number of stacking points that may attack from a specific hex equals the hex's stacking limit or the defending hex's stacking limit, whichever is the least.
- H. The maximum number of stacking points that may defend in a hex is equal to the hex's stacking limit; all others are ignored.

6.0 Zones of Control

- A. Zones of Control (ZOCs) represent a unit's influence on its immediate vicinity. Units capable of exerting a ZOC do so in the six adjacent hexes, provided movement across the connecting hexside is possible.
- B. Every stack containing at least three stacking points exerts a ZOC.
- C. It costs mechanized, motorized, and jungle-capable units one additional MP to enter an enemy ZOC (costs are cumulative).
- D. It costs all other units two additional MPs to enter an enemy ZOC (costs are cumulative).
- E. Units entering an enemy ZOC are not required to stop.

- F. Jungle-capable units pay no additional MPs to exit an enemy ZOC; all other units pay one additional MP to exit an enemy ZOC.

7.0 Supply

- A. To function fully, units must be in supply.
- B. Supply for all units is judged at the beginning of each turn.
- C. Units that are out of supply are examined at the beginning of each impulse to determine if they are in supply. Thus, a unit may only be declared out of supply at the beginning of a turn, but can become supplied at the beginning of any impulse.

7.1 Allied Supply

- A. To be supplied, Allied units must trace a path no longer than five hexes (of any type) in length and unblocked by enemy units or ZOCs to a friendly HQ that is itself supplied.
- B. Count the hex the unit occupies, but not the hex the HQ occupies.
- C. Swamp, level 3 jungle, and 4 jungle count as two hexes each when tracing supply, unless the supply path is traced along a road or railroad.
- D. A friendly unit negates an enemy ZOC for supply purposes.
- E. Any number of units may trace supply through a single HQ. To be supplied, an HQ must trace an unblocked path no longer than six hexes in length to hexes 0550 or 0650. Portions of the path traced along a single contiguous road and /or rail line segment do not count against the six-hex limit.

7.2 Japanese Supply

- A. To be supplied, Japanese units must trace a path no longer than five hexes (of any type) in length and unblocked by enemy units or ZOCs to a friendly HQ that is itself supplied.
- B. Count the hex the unit occupies, but not the hex the HQ occupies.
- C. A friendly unit negates an enemy ZOC for supply purposes.
- D. To be supplied an HQ must trace an unblocked path of unlimited length to one of the following friendly-controlled hexes on north edge of the map: 0201, 0501, 0901, 1901; or the HQ must occupy a coastal hex on the eastern side of Malaya.

7.3 Headquarters

- A. An HQ may not trace supply to a hex occupied by enemy units.
- B. Any number of units may trace supply through a single HQ.

7.4 Effects

7.4.1 Attack Strength

Each unsupplied unit's attack strength is halved (round up individually).

7.4.2 Defense Strength

The defense strength of each unsupplied unit is reduced by 1, but never to less than 1.

7.4.3 Artillery

Unsupplied artillery may not be flipped to its available side during the Initial Segment.

7.4.4 Movement

- A. Movement allowances of unsupplied Allied units and unsupplied Japanese motorized or mechanized units are reduced by 2.
- B. Unsupplied Japanese foot units suffer no movement penalty.

7.4.5 ZOCs

Supply status does not affect a unit's ability to exert a ZOC.

8.0 Bombardment

8.1 General Rules

- A. Artillery and air units within range (11.1.1, 11.4.2) may attack enemy units by using the Bombardment Table.
- B. Enemy units being bombarded must be adjacent to a friendly unit.
- C. The active player may conduct bombardments in a FULL, ATTACK, or CHOICE (if attacking) impulse.
- D. Bombardment is not possible in a HALF impulse.
- E. A hex may be bombarded and later attacked by other units during the combat portion of the same impulse.
- F. There is no limit to the number of units that may participate in a single bombardment, but no hex may be bombarded more than once in the same impulse.
- G. No unit may bombard more than once during the same impulse.

8.2 Procedure

- A. The active player totals:
 - 1. The strength of air units assigned to the bombardment,
 - 2. The modified (by terrain) offensive support values of artillery units, and
 - 3. The modified attack strength of adjacent machine gun units participating in the bombardment.
- B. Total the number of enemy stacking points in the hex being bombarded, and find the appropriate column on the Bombardment Table.
- C. If the total bombardment strength does not appear on the table, use the next lowest number. Bombardments at less than the lowest value on the table are not allowed.
- D. Roll two dice and implement the results. The defender distributes losses among its units.
- E. When a bombarded hex contains more than one unit, the defender chooses which units take losses.

Example: The Allies decide to bombard a jungle level one hex containing three stacking points of Japanese units, with a bombardment strength of 12 (after halving for jungle). The bombardment will be resolved on the 12 column's 3 to 6 stacking point line. The Allies roll a 4 so the Japanese must eliminate one step from any randomly selected unit in the

hex.

- F. Flip all artillery units that bombarded to their back (unavailable) side.

9.0 Combat

- A. In combat, active units attack adjacent enemy units and artillery units project their support strength over intervening hexes to assist friendly units. If the impulse chit drawn permits, active units capable of conducting combat (9.1) may attack. Some restrictions apply by unit type, supply state, or position.
- B. Attacking is always voluntary.
- C. Not all units in a hex need attack the same enemy-occupied hex.
- D. Only one hex may be attacked per combat.
- E. Unoccupied hexes may not be attacked (to gain an advance after combat).
- F. All units stacked together must be attacked in a single attack.
- G. The terrain in the hex most favorable to the defender is used to resolve combat.
- H. Active non-artillery units may attack adjacent enemy units only if the attacking units could normally move into the defenders' hex.

9.1 Movement Cost of Combat

- A. During a FULL impulse, active units may only attack if they expend enough additional MPs to enter the hex under attack (exclude ZOC costs), plus one.
- B. Supporting artillery, and units that began the impulse adjacent to the enemy units under attack, are not required to expend additional MPs.

9.2 Artillery Support

- A. Both players secretly assign available artillery support to enemy-occupied and friendly-occupied (inactive player) hexes under attack.
- B. The active player may not add more support to an attack than twice the total printed attack strength of the attacking ground (non-artillery) units.
- C. The inactive player may not add more support than the total printed defensive strength of the defending units.
- D. Offensive support may be placed only in hexes adjacent to friendly units.
- E. Artillery units under attack by enemy ground units may not provide defensive support to any friendly units, and may not use their support values to assist in their own defense.
- F. Artillery strength is halved when targeting swamp, jungle, or hexes. The terrain the artillery occupies has no effect on its strength.
- G. Flip all artillery units that provide offensive support to their back (unavailable) side.
- H. Artillery may provide defensively support for only one hex under attack.

9.3 Resolution

- A. Battles are resolved one at a time in any order that the attacker desires, using the following procedure:

- B. Total the attack strengths (may be modified by supply) of all attacking units and add the support strength of any participating artillery (as modified by the terrain occupied by the defender).
 - C. Total the defense strengths (as modified by terrain, supply, or fortifications) of all defending units under attack and add the support strength of any participating artillery.
 - D. Divide the total modified attack strength of the attacking units by the modified defense strength of the defending units, dropping fractions, to get an odds level.
- Example:** A strength of 16 attacking a strength of 4 is 4:1, while 15 attacking 4 is only 3:1.
- E. Determine which odds column on the Combat Results Table is to be used, according to the terrain the defending units occupy.
 - F. This may be increased or decreased by a number of factors, listed on the table.
 - G. Roll the die, consult the Combat Results Table, cross-index the number rolled with the appropriate odds column, and determine the result.
 - H. Apply the result immediately (9.3.2).
 - I. Resolve any retreats (9.4) and advances after combat (9.5).
 - J. Proceed to the next battle.
 - K. When all battles are concluded, the combat portion of the impulse is over.

Example: An 8-7-9 infantry battalion, a 2-9 engineer company, and a 2-1-6 tank company are attacking a 3-4-7 British infantry battalion in level 1 jungle terrain. The Japanese player has allocated three artillery units totaling 15 factors to assist in the attack. The attacker-defender ratio is 19.5:4 (artillery is halved in jungle) which becomes 4-1. The inclusion of the tank unit in the attack increases the odds by two levels to 6:1. Combat is resolved on the 6:1 column of the Level 1 terrain line.

9.3.1 Maximum and Minimum Odds

- A. No attack may take place at less than the lowest odds shown on the Combat Results Table.
- B. Attacks at greater than the highest odds shown are resolved on the table's highest column.

9.3.2 Combat Results

- A. Combat results are in the form of #/#. The first number is the attacker's casualties and the second the defender's casualties.
- B. If a side takes step losses, the owning player determines which units take those losses.
- C. The attacker must remove from play a number of steps equal to the first number.
- D. The defender has some choice in how to take casualties.
 1. One-half (round any fraction down, an exception to usual practice) of the required losses must be taken as step losses.
 2. The remainder may be taken as hexes of retreat or

step losses (not both) at the owner's choice.

- E. If either side has an insufficient number of steps to satisfy the required loss portion of the combat result, the other side's losses are reduced by an amount equal to the unfulfilled portion.

9.3.3 Attacking Tanks

If a tank company is attacking and the attacker suffers two or more step losses, at least one must be a tank company.

9.3.4 Attacking Artillery

Players may not remove an artillery unit to satisfy a step loss unless it was present in the hex under attack.

9.3.5 A River Runs Through It

- A. The attack strength of all units attacking across a river hexside is halved.
- B. The attack strength of supporting artillery and air units is not affected by rivers.
- C. Units attacking across rivers with the aid of boat engineers (11.8) are not reduced in strength.
- D. Units may not advance or retreat across river hexsides without bridges unless they are stacked with a heavy boat engineer.

9.3.6 Open Water

- A. Units may only attack across an ocean hexside with the aid of boat engineers (11.8).
- B. The attack strength of all attacking units is halved.
- C. The attack strength of supporting artillery and air units are not affected by ocean hexsides.
- D. Units not stacked with a boat engineer unit can attack across an ocean hexside at half-strength if the ocean hexside is crossed by an intact causeway.
- E. The rules for advancing or retreating across an ocean hexside with no intact causeway are the same as for advancing (11.8.6) or retreating (11.8.5) across a river with no intact bridge, except that they apply to all units, not just motorized/mechanized units.

9.4 Retreats

- A. Retreats are performed by the owning player.
- B. A unit or a stack of several units forced to retreat through enemy ZOCs (even if the hex is occupied by friendly units) loses one step for every hex containing an enemy ZOC that is entered during the retreat.
- C. Retreats must, if possible, be away from the attacking units; each hex of the retreat must carry the retreating unit(s) one hex farther from the attacking units.
- D. A retreat path through an enemy ZOC may not be chosen if another exists that does not enter an enemy ZOC.
- E. Units from a single defending stack may retreat to different hexes.

9.5 Advances After Combat

- A. When defending units vacate a hex, surviving attacking units in adjacent hexes may advance.
- B. The length of the advance is the number of hexes retreated by the defender.

- C. All attacking units may advance after combat, except supporting artillery units.
- D. The first hex of the advance must be the hex attacked. The second and subsequent hexes are chosen by the attacking player.
- E. All advancing units must stop in the first hex containing an enemy ZOC.
- F. The movement benefits of roads and trails do not affect advance limits.
- G. Advancing units may not enter a hex that they would not be allowed to enter during normal movement.
- H. When attacking swamp or any level jungle hex the maximum advance after combat is one hex – the hex attacked.
- I. Stacking restrictions apply at the end of the advance.

Example: Two Japanese companies are attacked and the combat result is -/4. Following the required elimination of two steps, two hexes of the combat result remain unfulfilled and the attacking player may accordingly advance two hexes, provided no enemy ZOC exists in the first hex and the hex is not swamp or jungle.

9.6 Probes

- A. The active player may launch limited attacks to probe hexes containing enemy units. A probe is conducted exactly as an attack, except that the combat results are halved for both attacker and defender, and the attacker may not advance after combat.
- B. The defender may attempt to retreat before combat (12.3), but probing units may not advance into the hex.

10.0 Reinforcements and Replacements

10.1 Reinforcements

During the game both players receive additional units as reinforcements, as noted on the Reinforcement Schedule. These appear on the specified turn in any friendly FULL, MOVE, or CHOICE (if moving) impulse, entering the map at the hex noted or an adjacent hex. Reinforcements may move and attack during the impulse in which they enter the map, like any other unit. They must pay movement costs for their entry hex. Reinforcements are in supply during the impulse in which they enter the map.

10.1.1 Allied Reinforcements

- A. Allied reinforcements appear in hex 0650. Stacking restrictions do not apply to arriving reinforcements and any number of Allied units may arrive.
- B. If hex 0650 is Japanese-controlled, Allied reinforcements do not arrive and are delayed until the hex is again Allied-controlled.
- C. Allied reinforcements may not move or attack during the impulse in which they arrive.

10.1.2 Japanese Reinforcements

- A. Japanese reinforcements enter the map at the hexes specified if Japanese-controlled.
- B. If the hex is Allied-controlled, Japanese reinforcements do not arrive and are delayed until the hex is again

Japanese-controlled.

- C. Japanese units enter play by paying the terrain cost of the reinforcement entry hex as if entering from off the map (typically the road rate) and may continue moving and may attack if the impulse chit drawn allows.
- D. Japanese reinforcements may move and attack in the same impulse which they enter the map.
- E. Japanese air units are available for use during the turn in which they appear.

10.2 Replacements

10.2.1 General Rule

- A. During play both players receive replacements with which they may restore lost steps to infantry units (only).
- B. To restore a lost step, the player must expend a replacement and the unit must begin a FULL, MOVE, or CHOICE (if movement is chosen) impulse at least three hexes from the nearest enemy unit.
- C. The unit is increased one step in strength and may not move during the current impulse.
- D. Eliminated units rebuilt with replacements are placed in a friendly-controlled hex containing a supplied headquarters at least three hexes from the nearest enemy unit.
- E. Only a single step may be added to a unit in a single impulse – eliminated units may not be rebuilt to full strength, nor may a three-step unit be built to full strength from the first.
- F. Replacements may be used the turn they appear, or withheld for later use and tracked by the owning player.

10.2.2 Allied Replacements

- A. The Allies must determine if the replacements have affected the quality of the unit being rebuilt.
- B. The replacements received by the Allies represent the large number of untrained Australian and Indian troops whose use greatly affected the performance of the depleted units they were used to rebuild.
 - 1. The Allies may only rebuild Indian and Gurkha units with Indian replacements.
 - 2. The Allies may only rebuild Australian units with Australian replacements.
 - 3. British, Straits Settlement, Indian Princely State, and Malayan units may not be rebuilt.
- C. Each time the Allies rebuild a reduced or eliminated infantry unit, roll one die.
- D. On a 1-2 replace the unit with a weaker unit.
 - 1. Indian 3-4-7 and 4-7 battalions are replaced with 2-3-6 replacement battalions.
 - 2. Australian 7-8-9 and 6-9 battalions are replaced with 4-5-8 replacement battalions.
 - 3. In the case of an Australian battalion that has been reduced to a single step, it is not replaced by a weaker unit, but is not increased a step and the replacement is expended (used without any benefit).

- E. On a 3-6 the unit is increased a step.
- F. Expend in all cases a number of replacements of the appropriate nationality equal to the number of stacking points the replaced unit is increased.

Example: The Allies wish to rebuild three infantry units. The first is a depleted 1-2-7 Indian battalion. The Allies roll a 2 and it is rebuilt as a 2-3-6. The second is a depleted 4-5-9 Australian battalion. The Allies roll a 1 and it is not increased in strength, but one Australian replacement is expended. The third is an eliminated 4-7 Indian battalion. The Allies roll a 4 and it is placed on the map as a 2-7 and two Indian replacements are expended (the increase in stacking points).

11.0 Special Unit Types

11.1 Artillery

11.1.1 General Rule

- A. If forced to retreat, artillery units are eliminated.
- B. Artillery support is secretly allocated before combat.
- C. If an artillery unit moves, provides offensive support, or bombards, flip it to its unavailable side. Unavailable artillery may move normally, but may not bombard or provide support.

11.1.2 Recovery

- A. During the Initial Segment of each turn all unavailable artillery units are returned to their available (front) side.
- B. At the beginning of a FULL impulse all unavailable active artillery units may attempt to recover (return to their available side).
- C. The active player rolls one die for each unavailable artillery units.
 - 1. On a result equal to or less than the unit's recovery number (shown on the unit's unavailable side) the unit returns to its available side.
 - 2. Most jungle levels and swamp negatively affect the artillery recovery rolls. Ignore all recovery die-roll modifiers when rolling for Japanese mortar and mountain artillery units. See the Artillery Recovery Modifiers Chart.
- D. Artillery units must be within range of their intended target to bombard or lend their support values. Count the hex occupied by the target unit(s) but not the hex occupied by the artillery unit. Both offensive and defensive support is traced to the hex under attack.

11.1.3 Coastal Artillery

Coastal artillery units may not move, even with the assistance of a truck or steamer.

11.2 Headquarters

Headquarters are supply sources (7.0), or, more accurately, links in the supply chain.

11.3 Tanks

11.3.1 Attacker with Tanks

If the attacker includes one or more tank units and the defender does not include a tank or anti-tank unit, the final combat odds are increased by the highest modifier of the

attacking tank units. The circled number in the upper right hand corner of all tank units is the positive odds modifier which the tank unit adds to such attacks.

Example: A tank unit with a circled 2 adds +2 to the combat odds of any such attack it participates in.

11.3.2 Defender with Tanks

If the defending units include one or more tank companies and the attacker does not include a tank unit, the final combat odds are decreased by one (the odds, not the column).

11.4 Japanese Aircraft

11.4.1 Aircraft Availability

- A. The Japanese player rolls one die at the beginning of each turn. The number of aircraft available for the turn is the result minus 2 (on a 1-2 no aircraft are available).
- B. The Japanese player puts all four aircraft pieces in an opaque container and randomly draws out the appropriate number, placing them on friendly-controlled airfields or at the edge of the map.

11.4.2 Aircraft Range

Aircraft may only support attacks or undertake harassment (see below) in hexes within range of the north edge of the map or a Japanese-controlled airfield. See the Aircraft Range Table for specifics.

11.4.3 Aircraft Missions

- A. For air units flying Ground Support, the Japanese player commits an air unit to an attack within range (a maximum of one per attack) and the final odds are increased by the modifier shown on the aircraft piece (+1 or +2). Units flying Ground Support return to base at the end of the impulse.
- B. For air units flying harassment, the Japanese player commits a maximum of one air unit to harassing Allied movement. He or she places the air unit in a hex within range and the cost for Allied units to enter the hex is increased by the modifier shown on the aircraft piece (+1 or +2). Available Japanese Air units that are not committed to Harassment can fly Ground Support in all Japanese FULL and ATTACK impulses (including CHOICE impulses when the Japanese player chooses the Attack option). In any Japanese impulse, one Japanese air unit can be placed in any hex within range for Harassment duty, and stays there until the next Japanese impulse. At that time the Japanese player can leave it where it is, move it to a different hex, or return it to base so it can fly Ground Support in a later impulse.
- C. When retuning to base, the air unit may go to a friendly-controlled base in range or to one off-map.

11.4.4 Seizing Airfields

- A. Air units begin the game off the map and may only support an attack within the range of the north map edge.
- B. Once an airfield has been Japanese-controlled for two complete turns, the Japanese player may base one air unit on it when they are selected at the beginning of

each turn and trace range from the airfield.

- C. Aircraft must be on an airfield when not in use.
- D. If an Allied unit enters an airfield hex containing a Japanese air unit, it is permanently removed from play and is not available to be drawn again on a later turn.

11.5 Zero-Strength Units

Units with an attack strength of zero may not attack enemy units.

11.6 Steamers

- A. Steamers may only move along rivers and enter ocean hexes. They may not cross all-land hexsides or enter hexes occupied by enemy units.
- B. Movement along a river must follow the river along hexes with a hexside containing the river.
Example: A steamer may move from hex 0925 to 0825, but not directly from 0925 to 0926.
- C. Steamers have no attack or defense strengths, only a movement allowance.
- D. Units aboard a steamer are not subject to supply rules (7.0).

11.6.1 Transport

- A. A steamer may be used to transport one stacking point (two boats can carry an artillery unit) at a cost of 1 MP per hex.
- B. To be transported, a unit or units and a steamer must begin the impulse stacked together, move as a single unit, and end the impulse stacked together.
- C. All ZOC costs are paid normally.
- D. Units transported by steamer may land only in friendly-controlled hexes or enemy-controlled hexes within two hexes of a friendly unit (other than the steamer).

11.6.2 Steamers in Combat

- A. If alone in a hex entered by an enemy unit, the steamer moves to an adjacent hex it would be allowed to enter during movement (see above), subject to the rules of retreat.
- B. If unable to retreat, the steamer is removed from play.

11.7 Trucks

- A. Trucks are used to transport non-motorized units.
- B. Trucks have no attack or defense strengths, only a movement allowance.
- C. When transporting non-motorized artillery units, the truck's movement allowance is 2 plus the artillery unit's movement allowance, but never more than 8.
- D. During a friendly impulse in which movement is allowed, a truck may transport one artillery unit or three non-motorized stacking points of other units.
- E. To be transported, a unit or units and a truck must begin the impulse stacked together, move as a single motorized unit, and end the impulse stacked together.
- F. If every step being transported by a truck is eliminated, the truck is eliminated as well.
- G. A truck alone in a hex is eliminated the instant an enemy unit enters the hex.

11.8 Boat Engineers

- A. The Japanese Army includes boat engineers to help transport units across water barriers. Boat engineers come in two varieties, light and heavy, the difference being the unit types they may assist in crossing or attacking across a river or ocean hexside.
- B. If the Singapore Causeway is destroyed (12.6.3), boat engineers or the Japanese steamer are the only means by which Japanese units may land on Singapore Island.

11.8.1 Assistance with Movement

- A. Active motorized and mechanized units can cross river hexsides normally if the hexside crossed contains an intact bridge or causeway. They pay +3 movement points for doing so, just like Foot units.
- B. If a river or ocean hexside does not contain an intact bridge or causeway, active motorized and mechanized units cannot cross it unless they start the impulse in the same hex with a heavy boat engineer unit.
- C. Crossing the river or ocean hexside costs the entire movement allowance of the motorized/mechanized units, so their entire move will consist of moving to the hex on the other side – they cannot move beyond it.
- D. The heavy boat engineer unit may cross along with the units it is assisting (assuming the stacking limit of the hex on the other side allows it), or stay put in the hex where it started the impulse (owning player's choice).
- E. A heavy boat engineer cannot move anywhere else in the same impulse when it helps other units cross.
- F. One heavy boat engineer unit can assist all motorized/mechanized units stacked with it at the start of the impulse to cross the river or ocean hexside. The stacking limit of the hex it occupies and the stacking limit of the hex on the other side are the only limits to how many units it can help cross.

11.8.2 Assistance with Combat

- A. Light boat engineers allow a number of foot units equal to twice their stacking points to attack across a river hexside at no decrease in strength and across an ocean hexside hex at one-half strength.
- B. Heavy boat engineers allow a number of any units equal to twice their stacking points to attack across a river hexside at no decrease in strength and across an ocean hexside hex at one-half strength.
- C. The boat engineer and the attacking units must be stacked in the same hex to receive this benefit.

11.8.3 Combat Losses

If any steps are lost in an attack that utilized boat engineers, an equivalent number of steps of boat engineers are lost as well. Losses to boat engineers do not count toward fulfilling the combat results.

11.8.4 Motorization

Boat engineers are motorized units.

11.8.5 Assisting with Retreat After Combat

- A. Motorized/mechanized units can retreat (9.4) across a river hexside with no intact bridge only if they are

stacked with a heavy boat engineer unit and the hex they are attacked in is adjacent to that river hexside.

- B. The units must stop once they cross a river hexside without an intact bridge. They cannot retreat or advance beyond it in the same impulse when they cross it.
- C. A heavy boat engineer unit must retreat with the units it helps retreat across a river.
- D. If the heavy boat engineer unit they are stacked with is eliminated in combat, the motorized/mechanized units cannot retreat across the river hexside.
- E. In all cases, the stacking limit of the hex on the other side of the river limits how many units can retreat across it (5.0).
- F. Foot units defending with motorized/mechanized units are not affected by these restrictions.

11.8.6 Assisting with Advance After Combat

- A. Motorized/mechanized units can advance after combat (9.5) across a river hexside with no intact bridge only if they are stacked with a Heavy Boat Engineer unit when they attack, and (in the case of FULL impulses) if they did not move before attacking.
- B. If the heavy boat engineer unit they are stacked with is eliminated in combat, the motorized/mechanized units cannot advance or retreat across the river hexside.
- C. The units must stop once they cross a river hexside without an intact bridge. They cannot retreat or advance beyond it in the same impulse when they cross it.
- D. A heavy boat engineer unit may advance with the units it helps cross the river if desired. Foot units attacking or defending along with motorized/mechanized units are not affected by these advance and retreat restrictions. In all cases, the stacking limit of the hex on the other side of the river limits how many units can attack, advance and retreat across it (5.0).
- E. In all cases, the stacking limit of the hex on the other side of the river limits how many units can advance across it (5.0).
- F. Foot units attacking with motorized/mechanized units are not affected by these restrictions.

12.0 Special Rules

12.1 Singapore Garrison

- A. The Allies must keep a minimum of 20 stacking points of units on the island of Singapore (the fertile hexes comprising the island containing the city of Singapore) during the Scenarios Three and Four.
- B. The composition of the garrison is entirely up to the Allies.
- C. If the garrison falls below this number, the Japanese player may immediately select Allied units elsewhere and place them on the island in order to achieve the required garrison.

12.2 Weather

During each turn's Initial Segment, the Japanese player rolls one die and consults the Weather Table to determine the

turn's weather. The result is the number of impulse chits that will be played during the game-turn.

12.3 Jungle-Capable Units

- A. All units indicated as jungle-capable (with a light green camouflage pattern in their background) pay the jungle-capable movement costs on the Terrain Effects Chart (those in parenthesis).
- B. Jungle-capable units occupying a jungle hex may also attempt to retreat before being attacked or probed.
 - 1. The inactive player rolls one die for each jungle-capable unit attempting to retreat.
 - 2. On a 1-3, the unit may retreat two hexes. These retreating units may not enter enemy ZOCs.
 - 3. If the defender opts to retreat before combat and vacates its hex, the attacker may advance into the hex, but not attack again during the impulse with the advancing units or any assigned to support them.

12.4 Breakdowns

- A. Both players may break down a limited number of battalions into their components (companies) at the beginning of a friendly impulse. To do so, replace the battalion with the number of companies indicated on the Breakdown Chart.
- B. To reform a battalion, all breakdown units must end a friendly impulse in the same hex. Remove the breakdown units and place the appropriate battalion in the hex.
- C. Breakdown units do not have designations; any of the required type and strength or greater may be reformed into a battalion.
- D. If eliminated, they may be used again to break down battalions.

12.5 Fortifications

- A. Fort pieces double the defensive strength of units stacked with them. Forts do not double the defensive strength of units in town hexes.
- B. At the end of any FULL impulse a fortification may be placed in any hex containing at least six stacking points of infantry, engineer, machine gun, or recon units if the units have not moved and are not in an enemy ZOC.
- C. Engineer and construction units count double their step value for the purpose of constructing fortifications.
- D. If at the end of any friendly impulse no units of the constructing player are in the hex with a fortification or if at any time enemy units enter a hex containing a fortification, it is removed from play.

12.6 Bridges

A bridge exists across a river hexside wherever it is crossed by a road or railroad. Players can destroy a bridge or repair a destroyed bridge.

12.6.1 Blowing (Destroying) a Bridge

- A. If at the beginning of a friendly FULL, MOVE, or CHOICE (if movement is chosen) impulse and before any units move, a player may attempt to destroy a bridge when

controlling both hexes containing the bridge and three or more stacking points of friendly units or a friendly engineer unit of any size is in one of the hexes.

- B. Roll one die. If an engineer unit is blowing the bridge, the attempt is successful on a result of 2 or more. If any other units make the attempt, it is successful on a result of 4 or more. If successful, place a *Destroyed Bridge* marker.
- C. After attempting to blow the bridge the unit(s) that made the attempt may move one-half their modified movement allowance (round down).

12.6.2 Repairing a Bridge

- A. If at the end of a friendly FULL, MOVE, or CHOICE (if movement is chosen) impulse and after all units move, a player may attempt to repair a destroyed bridge when controlling both hexes containing the destroyed bridge and at least one stacking point of friendly engineers have been in one of the hexes for the entire impulse and have not engaged in combat.
- B. Roll one die, adding one to the result for each stacking point of engineers attempting the repair. On a modified result of 6 or more, the attempt is successful. Remove the *Destroyed Bridge* marker after all friendly units have completed movement.

12.6.3 Singapore Causeway

The rail and road that cross the ocean hex sides into and out of Singapore Island are on a causeway, which is similar to a bridge, except that it spans the ocean hexsides that separate the island from the mainland.

- A. When attempting to blow the causeway, the Allies subtract 1 from the die-roll (the causeway was pre-wired for demolition).
- B. Repairing the blown causeway is accomplished in the same manner as repairing a destroyed bridge (12.6.2).

12.7 Flaming Oil

Increase the attacker casualty level by one for all attacks by Japanese units across ocean hexsides against hexes on Singapore Island containing at least one Australian infantry battalion. (Australian troops emptied Singapore's oil reserves into the Johore Strait and incinerated many attacking Japanese.)

13.0 Optional Rules

13.1 Consecutive Impulse Limits

Neither player may perform more than three consecutive impulses; if a fourth consecutive impulse is drawn for the same player, the chit is returned to the container and another drawn until an opponent's chits is drawn.

13.2 Random Impulse Selection

If players desire, rather than choosing the impulse chits they place in the common container (3.1.4), each player randomly selects the appropriate number of impulse chits from those available. All other restrictions on chit selection remain in effect.

13.3 Lions of Singapore

Increase the defense strength of Straits Settlement battalions on Singapore Island (only) by one. If any Straits Settlement unit with an attack strength greater than zero is adjacent to Japanese units on Singapore Island at the start of an Allied FULL impulse, that unit must participate in an attack during the impulse.

13.4 Defensive Artillery Ammunition

Roll one die for each inactive artillery unit participating in combat. On a 1-2 it is flipped to its back (unavailable) side.

14.0 Scenarios

14.1 Scenario One: The Battle of Muar

The Japanese Imperial Guards Division, advancing south along the coastal road on 15 January 1942 met the newly arrived 45th Indian Brigade holding the Subgei River in northern Johore Province. The three inexperienced Indian battalions had been spread out along a 20-mile front and were quickly infiltrated by the Japanese 4th and 5th Infantry Regiments. Allied reinforcements, in the form of a British brigade, an Indian brigade and two Australian battalions, did not arrive in time to rescue the 45th Brigade, which was quickly overrun. Although eventually halted, the Japanese advance threatened the road and forced the withdrawal of three brigades fighting further north.

14.1.1 Time Frame

- A. The scenario starts with the second impulse of the 14-15 January turn and ends at the conclusion of the 22-23 January turn.
- B. The weather for the turn is 6.
- C. An Allied FULL chit was drawn for the first impulse.
- D. A Japanese MOVE chit has been drawn for the second impulse and the game begins with it.
- E. In the container are the following chits:
 - 1. Allied: JUNGLE-CAPABLE FULL, CHOICE, MOVE
 - 2. Japanese: 2 x FULL, CHOICE, MOVE

14.1.2 Special Rules

- A. All Allied units are in supply for the first two turns.
- B. Japanese units may not enter hexes numbered 13##.
- C. Allied units may not enter hexes numbered 13## north of hex.
- D. One randomly drawn Japanese air unit is available for use on the first turn.
- E. The Japanese control all hexes occupied by or adjacent to Japanese units at the start of the game. All other hexes are Allied-controlled at the start of the game.
- F. Reinforcements appear as listed on the Scenario Set-up Card; ignore the Reinforcement Chart.

14.1.3 Set-up and Reinforcements

See the Scenario One Set-up Card.

14.1.4 Victory

- A. At the end of the 22-23 January turn the Japanese win by controlling Batu Pahat (0523) or Batu Pelandok (0822) and at least one hex of the road between hexes 1322 and 1027 contains a Japanese unit or uncontested

zone of control.

- B. Any other result is an Allied victory.

14.2 Scenario Two: The Loss of Northern Johore

The speed of the Japanese advance down the Malayan peninsula caught the British unprepared. The rapid loss of the northern part of the country shocked the defenders and they hurriedly prepared a defense as far north of the naval base at Singapore as possible.

14.2.1 Time Frame

- A. The scenario starts with the second impulse of the 14-15 January turn and ends at the conclusion of the 24-25 January turn.
- B. The weather for the turn is 6.
- C. An Allied FULL chit was drawn for the first impulse.
- D. A Japanese MOVE chit has been drawn for the second impulse and the game begins with it.
- E. In the container are the following chits:
 - 1. Allied: JUNGLE-CAPABLE FULL, CHOICE, MOVE
 - 2. Japanese: 2 x FULL, CHOICE, MOVE

14.2.2 Special Rules

- A. All Allied units are in supply for the first two turns.
- B. One randomly drawn Japanese air unit is available for use on the first turn.
- C. The Japanese control all hexes occupied by or adjacent to Japanese units at the start of the game. All other hexes are Allied-controlled at the start of the game.
- D. Reinforcements are received per the reinforcement schedule.
- E. The Allies receive 23 (yes, 23) Indian replacements on the 22-23 January turn.

14.2.3 Set-up

See the Scenario Two Set-up Card.

14.2.4 Victory

- A. At the end of the 24-25 January turn the Japanese win by controlling at least six of the following: Batu Pahat (hex 0523), Ayer Hitam (1027), Yong Peng (1124), Kluang (1628), Paloh (1725) Batu Anam (1909), Segamat (1912), or Mersing (3334).
- B. The Allies win if the Japanese control no more than four of the listed hexes.
- C. Any other result is a draw.

14.3 Scenario Three: Tiger of Malaya

The Japanese campaign in Malaya shook the British position in the Far East to its very foundation. First the loss of the only two capital ships on the station, Repulse and Prince of Wales, had uncovered the seaward flank and left communications with the outside uncertain at best. Second was the rapid loss of northern Malaya and with it any plans to take the fight to the Japanese in Thailand. As the fight for Johore province and the island of Singapore loomed, the Japanese felt increasing pressure to conclude the campaign in order to transfer forces to Burma and the British began, at last, to face the fact that the colony might fall.

14.3.1 Time Frame

- A. The scenario starts with the second impulse of the 14-15 January turn and ends at the conclusion of the 19-20 February turn.
- B. The weather for the turn is 6.
- C. An Allied FULL chit was drawn for the first impulse.
- D. A Japanese MOVE chit has been drawn for the second impulse and the game begins with it.
- E. In the container are the following chits:
 - 1. Allied: JUNGLE-CAPABLE FULL, CHOICE, MOVE
 - 2. Japanese: 2 x FULL, CHOICE, MOVE

14.3.2 Special Rules

- A. All Allied units are in supply for the first two turns.
- B. One randomly drawn Japanese air unit is available for use on the first turn.
- C. The Japanese control all hexes occupied by or adjacent to Japanese units at the start of the game.
- D. All other hexes are Allied-controlled at the start of the game.
- E. Reinforcements are received per the reinforcement schedule.
- F. The Allies receive 23 (yes, 23) Indian replacements on the 22-23 January turn.
- G. The Indian 5/11S and 5/2P infantry battalions have been eliminated but may be rebuilt.
- H. The Allies receive six Australian replacements on the 24-25 January turn. The Special infantry battalion may be rebuilt.
- I. The Japanese receive six replacements on the 3-4 February turn.
- J. At the start of the 7-8 February turn, if the Allies control Skudai (1042), Johore Bahm (0945 and 0946), and Senai (1141), roll one die to determine if the lead elements of Australian I Corps are diverted to Malaya. Do not share the result with the Japanese player. On a 4 or more the 15-16 February reinforcements arrive; otherwise they are ignored.
- K. At the start of the 13-14 February turn, if the Allies control all hexes of Singapore Island and the lead elements of Australian I Corps have been diverted to Malaya, roll one die to determine if the remainder of I Corps follows. Do not share the result with the Japanese player. On a 4 or more the 21-22 February reinforcements arrive; otherwise they are ignored.

14.3.3 Set-up

See the Scenario Three Set-up Card.

14.3.4 Victory

- A. At the end of each turn in which a supplied Japanese unit is within four hexes of hex 0748, the Allies must determine if military and civilian authorities feel compelled to surrender.
 - 1. The Allies rolls two dice.
 - 2. Subtract one from the result if the 15-16 February reinforcements have entered play.
 - 3. Add one for each hex of Singapore Island that is Japanese-controlled.

4. Singapore surrenders and the game immediately ends on a modified result of 11 or greater.
- B. The Japanese win if Singapore surrenders prior to the 15-16 February turn.
- C. The Allies win if Singapore has not surrendered by the end of the 19-20 February turns.
- D. Any other result is a draw.

14.3.5 Optional Rule

The situation in Malaya deteriorated so quickly that 7th Australian Division and British 7th Armoured Brigade did not sail for Singapore. If players agree beforehand, ignore all reinforcements scheduled to arrive after the 28-29 January turn.

14.4 Scenario Four: The Great Base

This scenario assumes greater competence on the part of British strategic thinking before the Japanese attack: the 18th Infantry Division is dispatched earlier than was the case in addition to a larger number of modern fighter aircraft.

14.4.1 Time Frame

- A. The scenario starts with the second impulse of the 14-15 January turn and ends at the conclusion of the 23-24 February turn.
- B. The weather for the turn is 6.
- C. An Allied FULL chit was drawn for the first impulse.
- D. A Japanese MOVE chit has been drawn for the second impulse and the game begins with it.
- E. In the container are the following chits:
 1. Allied: JUNGLE-CAPABLE FULL, CHOICE, MOVE
 2. Japanese: 2 x FULL, CHOICE, MOVE

14.4.2 Special Rules

- A. All Allied units are in supply for the first two turns.
- B. One randomly drawn Japanese air unit is available for use on the first turn.
- C. Subtract three rather than two from subsequent Japanese aircraft availability die-rolls (11.4.1).
- D. The Japanese control all hexes occupied by or adjacent to Japanese units at the start of the game.
- E. All other hexes are Allied-controlled at the start of the game.
- F. Reinforcements are received per the reinforcement schedule.
- G. The Allies receive 23 (yes, 23) Indian replacements on the 22-23 January turn. The Indian 5/11S and 5/2P infantry battalions have been eliminated but may be rebuilt.
- H. The Allies receive six Australian replacements on the 24-25 January turn. The Special infantry battalion may be rebuilt.
- I. The Japanese receive six replacements on the 3-4 February turn.
- J. At the start of the 7-8 February turn, if the Allies control Skudai (1042), Johore Bahru (0945 and 0946), and Senai (1141), roll one die to determine if the lead elements of Australian I Corps are diverted to Malaya.

Do not share the result with the Japanese player. On a 3 or more the 15-16 February reinforcements arrive; otherwise they are ignored.

- K. At the start of the 13-14 February turn, if the Allies control all hexes of Singapore Island and the lead elements of Australian I Corps have been diverted to Malaya, roll one die to determine if the remainder of I Corps follows. Do not share the result with the Japanese player. On a 3 or more the 21-22 February reinforcements arrive; otherwise they are ignored.
- L. The 23rd Australian Brigade (the 3-4 March reinforcements) had been sent to three separate locations in the Dutch East Indies. Its arrival is not affected by the die-rolls above.
- M. Japanese reinforcements scheduled to arrive on and after the 19-20 February turn only enter play if the lead elements of Australian I Corps have entered play.

14.4.3 Set-up

See the Scenario Three Set-up Card.

14.4.4 Victory

- A. At the end of each turn in which a supplied Japanese unit is within four hexes of hex 0748, the Allies must determine if military and civilian authorities feel compelled to surrender.
 1. The Allies rolls two dice.
 2. Subtract one from the result if the 15-16 February reinforcements have entered play.
 3. Add one for each hex of Singapore Island that is Japanese-controlled.
 4. Singapore surrenders and the game immediately ends on a modified result of 11 or greater.
- B. The Japanese win if Singapore surrenders prior to the 3-4 March turn.
- C. The Allies win if Singapore has not surrendered by the end of the 23-24 March turn.
- D. Any other result is a draw.