FIELD COMMAND

SINGAPORE 1942

COMMAND & STAFF COLLEGE
FIELD COMMAND MANUAL

Copy _____ of 20

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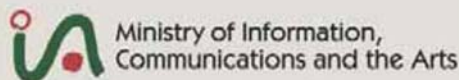
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WELCOME!

Thank you for purchasing a set of **Field Command: Singapore 1942**. We have designed this game to be both fun and historically authentic.

You assume field command at a crucial moment in history - the juncture before the Fall of Singapore during the Second World War. You can now find out if you can do better than the historical field commanders, Lieutenant-General Arthur Ernest Percival of the British Empire, Major-General Henry Gordon Bennett of the Dominion of Australia and Lieutenant-General Tomoyuki Yamashita of the Japanese Empire.

Equipment

The **Field Command: Singapore 1942** box set should contain the following items:

- » **1** mapboard
- » **1** combat board
- » **3** fog-of-war screens
- » **3** full scenario packs, consisting 8 deployment orders, 3 supply-&-reinforcement orders & 4 combat board unit charts
- » **4** combat board scenarios
- » **1** "Hall of Fame, Hall of Shame" card
- » **49** control markers
- » **80** supply tokens (also used as turn markers)
- » **122** playing pieces
- » **9** dice, consisting 2 four-sided dice, 3 six-sided dice, 2 eight-sided dice, 1 ten-sided die, 1 twelve-sided die

Number of Players

This game can be played by 2 or 3 players depending on the scenario.

On the **Commonwealth** side are the **British** (beige pieces) and the **Australians** (dark blue pieces). This side can be played by 1 player or 2 players. The **Japanese** (khaki pieces) forms the opposing side and is played by 1 player.

Getting Started

We have designed the game so that most of the information you need are on the game boards and the game components themselves.

Therefore, the best way to learn the game is to play it. We have also designed the rulebook with progresive game rules to make learning as easy as possible. This way, you and your fellow players can get right into the game without too much "studying". Once you've learnt the game from "Company Commander" all the way through to "Army Commander", you will only need to refer to the rulebook when needed.

Once you're ready, turn to the next section.

A Note on Historic Accuracy

We have tried to make the game as accurate as possible. We have taken effort to include information beyond what is needed for the game, so as to provide a deeper and richer experience for you, our player. For instance, the number of units in play mirrors the actual units available to the historic commanders. The equipment used was researched to provide accurate relative strengths. The victory conditions reflect the pressures the historic commanders were under.

However, we have to balance this information with creating an enjoyable game and with launching the product on time. Hence, if you do find any historic inaccuracies, we ask for your understanding.

If you have any comments and information that can make our game more accurate, please visit our website at **http://www.worldsforge.com /fieldcommand/** to contact us with your views and findings.

COMMANDER ROADMAP

COMMANDER ROADMAP continues

COMPANY COMMANDER ⊠

Learning Basic Combat

"Combat" refers to fights between units of the opposing sides with the possibility of either side being defeated. Resolving combat is the crux of the game. As a Company Commander, you command a single unit in combat.

This is your first experience of the battlefield. Good luck.

EQUIPMENT

2 players

1 combat board

2 ground units (infantry or vehicle)

SETUP

1. Decide which player will be the 'Attacker' and which player will be the 'Defender'.
2. Understand the following section on "Unit Types".

DOCTRINE: UNIT TYPES

There are 5 main types of units in the game:

» Infantry

» Vehicle

» Field Artillery

» Fixed Artillery

» Aircraft (Fighter & Bomber)

The Infantry, Vehicle, Field Artillery and Fixed Artillery units are collectively known as 'ground units', while the Aircraft units are also known as 'air units'. In this Section, we will only look at the Infantry and the Vehicle units.

Doctrine

A military doctrine is a common set of terms and guiding principles to allow military planners to establish common procedures, to plan operations, and to efficiently organise units.

It can also be thought of as a common reference framework linking theories, practice, concepts and principles for effective organisation.

Attributes

Each of these units has different attributes for:

- » Attack
- » Defence
- » Movement
- » Range

Most have some special rules for combat resolution or **special abilities**. In this Section, we will only look at the Attack and Defence attributes.

3. The Defender chooses a ground unit, either an infantry or a vehicle.
4. The Attacker chooses a ground unit of a *different colour*, either an infantry or a vehicle.

DOCTRINE: COMBAT BOARD

The Combat Board is divided into two Sides. The Defender's units are placed on the side coloured blue, while the Attacker's units are placed on the side coloured red.

For both sides, there are also spaces for placing aircraft units and artillery units drawn from various sectors, although this is not used for the time being. Although there are limited spaces for aircrafts and artillery on the Combat Board, there is no limit to the number of aircraft or artillery that can be involved in combat.

The chart with the outlines of each unit type and columns of dice is called the 'Unit Strength Chart'.

The chart below the Unit Strength Chart with the purple-coloured 12-sided dice is the 'Direct Strike Chart'.

5. The Defender places his unit on the Combat Board, on the *blue circle* closest to the middle of the board.
6. The Attacker places his unit on the Combat Board, on the *red circle* closest to the middle of the board.

GAMEPLAY

Determining Unit Strengths

7. Now both players refer to their respective Unit Strengths Chart on the Combat Board that shows the outlines of each unit type and columns of dice. It is important to make sure you are referring to the correct table depending on whether you are an Attacker or a Defender. Don't get confused.
8. Once you have found the chart, look for the unit in it that matches the unit you are fighting with. It is important to match both the colour and the shape of your unit. A Japanese unit is khaki. A British unit is beige. An Australian unit is dark blue.
9. Now observe the column of dice below your unit in the chart. Your unit's strength is represented by this set of dice. For instance, a Defender's Australian Infantry is represented by 6 6 . An Attacker's Japanese Light Tank is represented by 8 8 .

Combat Resolution

10. Each player now rolls the dice representing their respective unit's strength.
11. The basic combat mechanic is to compare the **highest die rolls** of the two opposing units. The unit with the higher result wins. Do not add the results. Just compare the highest die rolled.

Example:
The Attacker uses a Japanese Infantry and rolls 6 6 ⚠ with the results 3, 2 & 6. The highest die roll for the attacker is 6.

The Defender uses an Australian Armoured Car and rolls 8 6 with the results 5, 4. The highest die roll for the defender is 5.
Comparing the results, you can see that the Attacker wins by 1 point.

Combat Results

12. If a unit wins by 2 points or less, the defeated unit is 'suppressed'. If a unit wins by 3 points or more, the defeated unit is 'eliminated'. The suppressed and eliminated results are important in more advanced play. For now, just know that getting eliminated is worse than getting suppressed.

13. If the highest die rolls have the same result, then the combat ends in a *draw*. The Attacker's unit then gets to attack exactly one more time. Repeat Step 10 to 11. If this second attack also ends in a draw, then the Attacker's unit is 'fatigued' and must be set aside. In other words, each Attacker's unit can only attack a maximum of 2 times.

WINNING

The player with a unit left on the combat board at the end of the battle wins.

PRACTICE

Now, try again with different units, swapping roles as the Defender and the Attacker.

FREQUENTLY ASKED QUESTIONS

Must the Attacker always roll his dice first?
No. There is no rule on which player rolls his dice first. However, the convention is for the Attacker to roll first or for both players to roll simultaneously. In fact, the probabilities do not change whichever player rolls first.

Can an attacking unit attack more than 2 times?
No. After attacking two times, the unit is fatigued and cannot attack any more.

What happens if the both rounds end in a draw?
For this part of the training, the combat ends in a draw. In advanced play involving the mapboard, the Attacker's unit that is fatigued (i.e. drew in both rounds) is returned to the map sector where the combat occurred.

BATTALION COMMANDER ⊠

Learning Advanced Combat

Now that you've survived your first battle, you are ready to move on to command more units. Combat are usually not fought between single units. Instead they are usually fought between groups of units.

EQUIPMENT

2 players

1 combat board

6 ground units (infantry or vehicle) 🏃🏃🏃🚗🚗

SETUP

1. Decide which player will be the Attacker and which player will be the Defender.
2. The Defender chooses 2 infantry units and 1 vehicle unit of one colour.
3. The Attacker chooses 2 infantry units and 1 vehicle unit of a *different colour*.
4. The Defender places his units on the Combat Board. The units are placed on the blue circles closest to the middle of the board. The order of placing the units *does* matter.
5. The Attacker places his unit on the Combat Board, on the red circles closest to the middle of the board. The order of placing the units *does* matter.

GAMEPLAY

6. Understand the following section on "Tactics".

DOCTRINE: TACTICS

The first unit of each side is called the 'point' unit. Combat is resolved between the Attacker's point unit and the Defender's point unit, just as you have learnt as a Company Commander. However, as an Attacker commanding 2 or more units, you now have three tactical options:

Tactic 1: Standard Attack

The Standard Attack means simply resolving the fight between the two point units, exactly as learnt in Basic Combat.

Tactic 2: Force Concentration

This tactic requires the unit next in line to support the Attacker's point unit. This unit is called the 'supporting unit'. This tactic uses up one "attack" from both the point unit and the supporting unit.

The advantage of this tactic is that the Attacker gets to include 1 die from the supporting unit during combat.

Example:

The Attacker's point unit rolls [6][6] for attack. The Attacker's supporting unit rolls [6][⚠] for attack.

By using Force Concentration, the Attacker can now roll [6][6][6] for attack. The additional [6] is contributed by the supporting unit.

The attacker now has a much higher chance of getting a high number like 5 or 6. Remember, the highest die is the result. Do not add the results of each die.

Tactic 3: Flanking Manoeuvre

This tactic also requires a supporting unit. Similarly, this tactic uses up one "attack" from both the point unit and the supporting unit. The advantage of this tactic is that the Attacker gets to force the Defender to remove 1 die from the defending unit before combat.
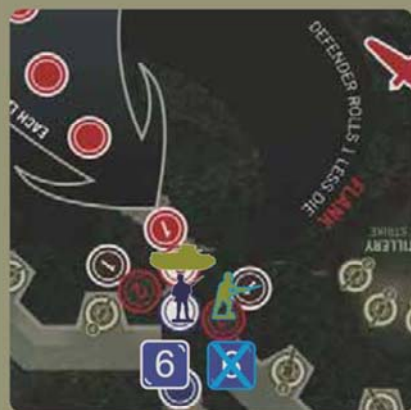
Example:

The Attacker's point unit is a light tank unit that rolls [8][8] for attack. The Attacker's supporting unit is a weaker infantry unit that rolls [6][6][⚠] for attack. The Defender's point unit rolls [6][6] for defence.

By using Flanking Manoeuvre, the Attacker still rolls [8][8] for attack. However, the Defender now rolls only [6] for defence.

The Defender now has a much lower chance of rolling a high number to defend against the attacker's [8][8]. Note that by using this tactic, the Attacker's relatively weak infantry unit has now played a pivotal role in the combat.

Tactical Decisions

6. The Attacker chooses the tactic to use for each attack. It is important to note that once a tactic has been chosen for a unit, its tactic *cannot* change. For instance, a unit assigned to provide support through a Flanking Manoeuvre, stays in that role until it uses up all its attacks. The Attacker may *not* use both Flanking Manoeuvre and Force Concentration at the same time.

7. If the Defender's unit wins, both the Attacker's point unit and the supporting unit are defeated and *share the same combat outcomes*. For instance, if the Defender manages to eliminate the Attacker's point unit, the Attacker's supporting unit is also eliminated.

8. Each fight between two units is called a 'combat round' or 'round'. Resolve combat between the point units of both sides until all the Attacker's units have used up all their "attacks". Remember that each Attacker's unit can only attack two times before it becomes fatigued and is set aside. The Attacker may choose to change tactics whenever an Attacker's point unit (and supporting unit, if any) are fatigued or suppressed or eliminated.

WINNING

The player with units left on the combat board at the end of the battle wins.

PRACTICE

Now, try again with different units, swapping roles as the Defender and the Attacker. As the Attacker, test out all three different tactics.

FREQUENTLY ASKED QUESTIONS

Must the Defender always place his units first?
Yes. The Defender always places his units first.

The Combat Board only has diagrams for a limited number of aircraft and artillery. For instance, there is only 1 bomber aircraft diagram. Does the diagram imply that there is a limit to the number of aircraft or artillery units that can join in combat?
*No. There is **no limit** to the number of air or artillery units that can be brought into combat, regardless of the spaces available on the combat board.*

Can a Defender's unit defend more than 2 times?
*Yes. A Defender's unit can defend **indefinitely**. There is no limit to the number of times a Defender's unit can defend, as long as it continues to be successful.*

Does participating as supporting unit use up 1 "attack"?

Yes. A unit supporting another unit twice is fatigued, just as though it is the point unit.

Can the Attacker change his mind and switch a unit's tactic (e.g from Flanking Manoeuvre to Force Concentration) between combat rounds?

No. A unit is committed to a tactic the commander has chosen. This reflects real combat where units cannot simply change their tactical role as they wish in the short duration of a skirmish. As a commander, choose your tactics wisely.

Can the Attacker swap the roles of the point unit and the supporting unit?

No. The point unit cannot be made the supporting unit and vice versa. Therefore, it is important to place your units in the correct order before starting the battle.

What happens if the point unit is fatigued, but the supporting unit has 1 "attack" left and there are no more attacking units left to be the next point unit?

The supporting unit can use up its last "attack" in a Standard Attack. This is the only circumstance whereby a supporting unit can become a point unit.

Can the Attacker commit 3 units and use both Flanking Manoeuvre & Force Concentration at the same time?

No. The Attacker may only use one tactic at a time.

For Force Concentration, can the Attacker choose which die to add from the supporting unit?

Yes. If the supporting unit's unit strength is represented by more than 1 type of die, then the Attacker can choose the type of dice to use. However, under normal circumstances, the Attacker would usually choose the strongest type of dice.

For Flanking Manoeuvre, what happens if the defending unit's unit strength is only represented by one die? Does this mean an automatic win for the Attacker?

No. Using the Flanking Manoeuvre against a unit with one die as its unit strength does not result in an automatic win. However, the unit is penalised by having to subtract 1 from its highest die result.

REGIMENT COMMANDER ⊠

Learning Combined Arms Combat

You are now ready to move on to more complex operations, involving artillery and air units. In warfare, the ability to coordinate units of different capabilities is crucial to a commander's success in the field.

EQUIPMENT

2 players

1 combat board

8 infantry units

4 vehicle units

4 artillery units

2 aircraft units

SETUP

1. Decide which player will be the Attacker and which player will be the Defender.
2. Decide which player will play the Japanese and which player will play the British.
3. The Defender chooses 9 units of the chosen colour – 4 infantry units, 2 vehicle units, 2 artillery units and 1 aircraft unit.
4. The Attacker chooses 9 units of the chosen colour – 4 infantry units, 2 vehicle units, 2 artillery units and 1 aircraft unit.
5. The Defender places his units on the Combat Board on the Defender's side (i.e. blue side):
   » The **infantry & vehicle units** are placed on the blue circles closest to the middle of the board. The order of placing the units *does* matter.
   » The **artillery units** are placed on the artillery symbols in the fortress or hills, *not* along the main axis of attack with the other ground units. Here, the order does *not* matter.
   » The **aircraft units** are placed on the airplane symbols, *not* along the main axis of attack with the other ground units. Here, the order does *not* matter.
6. The Attacker places his units on the Combat Board in a fashion similar to the Defender, but on the Attacker's side (i.e. red side).

GAMEPLAY

Air Superiority

7. The air units of the Attacker and Defender conduct rounds of combat using the Standard Attack tactic. No other tactics may be used. This is exactly the same as ground units carrying out Standard Attacks,

Air Superiority or
Air Supremacy?

"Air superiority" and "air supremacy" are similar concepts referring to air power dominance, differing only in degree.

"Air superiority" is having decisive control over the airspace above a limited territory through the dominance of one side's air force over the opposing side's air force for that territory.

"Air supremacy" is the ultimate form of air power dominance and air superiority, whereby one side's air force has such complete control of the airspace over the entire theatre that the opposing side's air force can no longer effectively interfere.

except that the Attacker and Defender can choose which air unit will be the point unit each round. As usual, the Defender chooses first.

7. There is no limit to the rounds of combat. Combat continues indefinitely until one side has no air units left. The air units left on the map will now function as "mobile artillery", in a similar fashion to ground artillery, in the upcoming ground battle.

8. Understand the following section on "Direct Strikes".

DOCTRINE: DIRECT STRIKES

Air units and artillery units are used to support attacking ground units. Instead of engaging in "combat" with the ground units, air units and artillery units conduct 'Strikes'. Both air and artillery units function the same way when doing so. For ease of reference, they are collectively termed 'strike units'.

Strikes are declared when a *new* pair of point units face off *before* combat is resolved. Each player decides how many and which strike units to commit to the Strike. They are not allowed to change this decision (either to add or remove units) once they have decided and the units are committed. The target of a Strike must always be a point unit or a supporting unit. Each strike unit can only Strike once in each battle. Once they are used, they are set aside.

Strikes are conducted by simply rolling a 12 and referring to the Direct Strike Chart on the Combat Board for the outcome. The aim is to roll as high as possible, as certain die results will cause the target to be either suppressed or eliminated. It is important to note that the strength of the target has *no effect* on the outcome. Hence, Strikes are useful against stronger units.

Conducting a Strike

The process for conducting a Strike follows:

i.   Before combat is resolved between a *new* pair of point units, both the Defender and Attacker declare the strike units (if any) they are committing to conduct a Strike. Either side may declare first.

ii. The Attacker's target is assumed to be the Defender's point unit, as that is the only legal choice. If the Attacker is using Force Concentration or Flanking Manoeuvre, then the Defender can choose to target either the Attacker's point unit or supporting unit.

iii. Both the Attacker and Defender rolls to resolve the Strike(s) against their chosen targets. The order of resolution does not matter as the results of the Strikes are independent. The result of each Strike only applies to the target. If there are multiple Strikes against one unit, dice may be rolled together or separately, as the probability of success remains the same either way.

iv. Once both the Attacker and Defender have exhausted their committed Strikes, normal combat resumes. The surviving supporting unit or new attacking or defending units move to the point position as necessary and new Strikes may then be called.

Combat

9. Combat is conducted in exactly the same way as learned in Advanced Combat, except that both the Attacker & Defender can now use their artillery units or air units to conduct Strikes (as described above). The Attacker's ground units can still only attack two times each. Continue the combat rounds until all the Attacker's units have used up all their "attacks".

WINNING

The player with ground units (i.e. infantry and/or vehicle units) left on the combat board at the end of the battle wins.

PRACTICE

Now, try each of the Combat Board Scenarios included with the game (i.e. Battle of Sarimbun Beach, Battle of Kranji, Battle of Bukit Timah, Battle of Pasir Panjang), swapping roles as the Defender and the Attacker.

FREQUENTLY ASKED QUESTIONS

When fighting for Air Superiority, can the point unit engaged in combat be changed each round?
Yes. Each point unit can fight as few as one round or fight indefinitely, if the player so wishes.

When fighting for Air Superiority, can defending or attacking air units retreat?
Yes. Air units can retreat at any time, effectively yielding control of the skies over to the opponent. In advanced play involving the mapboard, the retreating unit goes to the Aircraft Repair Box.

When conducting a Strike, if I have already hit my opponent's point unit, can I cancel the remaining Strikes? Conversely, if none of my Strikes hit, can I immediately call for more Strikes from any remaining available units?
No. The decision of how many units and which units to commit to a Strike is made before any Strike is resolved. This decision is absolute and final for that round of combat. All committed Strikes must be used and no new Strikes may be added. In effect all the Strikes happen simultaneously. Once the best result has been obtained, the remaining Strikes are unfortunately wasted. In the same vein, it is also illegal to observe the result of one Strike before deciding to conduct more Strikes for that same round of combat.

When conducting a Strike, can a non-point unit be targeted?
Yes & No. The target must always be the current point unit or the supporting unit, if any. No other units, including opposing artillery units, can be targeted.

It may seem strange that the large calibre fixed artillery batteries are so ineffective in the game. Using them hardly seem worth the 1 supply token required.

The reason is because historically, most of Singapore's guns were prepared against sea targets. They had only armour-piercing rounds, which were not effective against ground units, especially infantry. When fired, these rounds created deep holes in the ground rather than having a large blast radius that would have killed troops in a wide area.

Moreover, the guns were designed to fire southwards towards the sea. When they were turned to face northwards, their lines-of-sight were sometimes hindered by terrain or buildings. They also could not be depressed sufficiently to engage at close range enemy in the valleys below them.

In advanced play, one of the Situation Cards grants a cache of high explosive anti-personnel rounds, which then allows these fixed artillery to be used at their full effectiveness.

REGIMENT COMMANDER

The Attacker's point unit has been hit by a Strike. Is the Attacker's supporting unit affected?

No. Unlike combat, the results of a Strike only applies to the target of the Strike. However, instead of bringing up a new unit, the supporting unit can choose to become the next point unit and conduct a Standard Attack.

The opponent's point unit has been hit by a Strike and a new point unit has moved up. Can I declare new Strikes?

Yes. New Strikes may be declared whenever a new pair of point units face off.

Can I continue to conduct Strikes if I have no more ground units left along the central axis?

No. There must always be at least one pair of point units facing off along the central axis before a Strike can be conducted. Any unused striking units are wasted.

BRIGADE COMMANDER ✉

Learning Operational Warfare

A battle is basically warfare at an operation level to achieve specific objectives and is the next level up from tactical combat. Winning tactical engagements is necessary but insufficient to win a battle. A battle is won through the careful application of available strength to exploit the weaknesses of your enemy. A good field commander knows which battles to fight and which battles to avoid, which battles to win and which battles to lose.

You will now test your skills by deploying units & planning strategies on the mapboard.

EQUIPMENT

2 to 3 players

1 mapboard & control markers

1 combat board

Scenario cards for **"Historic Scenario – Impregnable Fortress"**

British, Australian & Japanese units

SETUP

1.   Decide which player will control the British, the Australian and the Japanese armies. The British and Australian armies are on the same 'side' and may be collectively referred to as 'the Commonwealth'. If there are only 2 players, one player can control both the British & the Australian armies.
2.   Understand the following section on the "Mapboard".

DOCTRINE: MAPBOARD

The mapboard is divided into **sectors** by lines, rivers or straits. Each sector has a name. Spaces that do not have a name are not a sector.

For instance, some small islands are usually part of a larger sector for the purposes of this game.

Symbols

Some sectors have a broad grey line running through it. These lines represent **roads**.

Some sectors are separated by a spiked line. These lines represent a **fortified line**. Note that spikes on the line faces only one direction meaning that the fortification is faces only one direction. Unit attacking into the spikes are at a disadvantage.

Stars represent **key strategic objectives**.

Broad & short light grey lines represent **airfields**. Aircraft units are based in airfields.

Black guns represent **fixed artillery emplacements**. These fixed defences fortify Singapore.

Black crates Represent **supply points**. These are logistic centres from which units are supplied.

The large dark grey arrows pointing towards Singapore island represent the **axis-of-attack** of the Japanese invasion force and is a special kind of "off-map" sector. They *cannot* be attacked or occupied by any Commonwealth units, but otherwise function the same way as normal sectors.

Control

Each sector must be controlled by *exactly* one player at all times, even if the players are on the same side. For instance, a sector is either controlled by the British or the Australians, but not both together. No sector is neutral (i.e. controlled by no player). Control is represented by control markers.

If a sector has ground units from two sides in it, then it is **'contested'**.

If a sector is controlled by one player but contains only units of one other player, its control changes to that player. This applies even to players on the same side. For example, on the Australian player's turn, Australian units move to and stop in an empty sector currently controlled by the British player. The sector immediately changes control to the Australian player.

Passing through an empty sector changes that sector's control *only if* the sector was controlled by the opposing side. If the players are on the same side, passing through does not change control.

Aircraft units do not affect control and cannot capture any sectors. Only ground units may do so.

Stacking Limit

Each sector may only have up to a maximum of **6 ground units** from each side. Hence the total number of ground units in a sector is 12. There is no stacking limit for air units.

Unit Deployment

3.   Each player takes the relevant Deployment Order for his army from among the Scenario cards. There is one card for each army. Make sure each player uses the right one.

4.   Look at the miniature mapboard on the Deployment Order. There are little unit icons printed on the sectors and axes-of-attack. Place the units on the actual mapboard as indicated by these icons.

In the late 1920s, the British planned a huge naval base on the northern coast of Singapore. When completed, it would boast of the world's largest dry dock and third largest floating dock at that time. It would have enough fuel tanks to support the entire British navy for a full six months.

However, due to political indecisiveness, the base was never completed despite the British pouring in a staggering sum of 60 million pounds. Even if completed, it would have been ineffectual as no fleet was to be based there. Ergo, it played no role in the defence of Singapore and was completely abandoned by the British by the time the Japanese invaded Singapore.

BRIGADE COMMANDER

Time

5. The passage of time in the game is represented by the calendar-like chart on the Supply & Reinforcement Order. There are two time periods on the calendar:

> » Day
> » Night

The first time period is on 8 February 1942 Night and the last time period is on 18 February 1942 Night. Place a grey token on the first time period.

GAMEPLAY

Turn Order

The players take their turns in the following order.

> » **Japanese**, as the aggressor, goes first.
> » **Australians**, responding to the Japanese landings, goes next.
> » **British**, goes last.

Overview of Each Turn

Each turn is divided into phases that go in the following order:

> » Refuel Aircraft
> » Deploy Aircraft
> » Move Units & Declare Attacks
> » Declare Offensive Artillery Barrages
> » Declare Defensive Artillery Barrages (by Defender)
> » Resolve Combat
> » Passage of Time

Each player goes through all the above phases each turn. The details of each phase are described below.

Refuel Aircraft

1. Return all the aircraft units that are on missions back to a friendly airfield. These units will take one turn to refuel and so cannot be deployed on a mission this turn. If there are no friendly airfields for the aircraft units to land, the aircraft units are eliminated instead. Note that the Japanese player has an off-map airfield and so will always be able to land.

Deploy Aircraft

2. Aircraft units that did not just land may be deployed to any sector on the mapboard. This is because the theatre of operations for **Field Command: Singapore 1942** is Singapore island, which is less than 70 kilometres across and well within the operating range of all aircraft deployed in the theatre at that time.
3. Each aircraft unit may take part in an attack or assist in defence. Either mission is carried out by moving the aircraft unit to the sector.

Move Units & Declare Attacks

4. Understand the following section on "Land Movement".

DOCTRINE: LAND MOVEMENT

Types of Movement

Infantry, **Vehicles** and **Field Artillery** units have both normal & on-road movement. **Fixed Artillery** units cannot move. A unit may, of course, move less sectors than the maximum allowed.

For **normal movement**, a unit moves the number of sectors indicated in the Movement Chart on the mapboard. For **on-road movement**, a unit must start from a sector with a road. It must stay on &, more importantly, *follow* the road throughout its movement. It must end its movement on the road.

Crossing Rivers & Water Obstacles

For **normal movement**, only infantry units may cross water obstacles. Their movement ends immediately after crossing. For **on-road movement**, all units may cross water obstacles. It is assumed that they drove across on the road (in other words, crossed the bridge).

Allowed Movement

Units may move into:

- » A friendly sector
- » A contested sector (essentially **reinforcing**)
- » An enemy-held sector (essentially **launching an attack** or **attacking**)

A unit must stop end its movement once it enters a contested sector or an enemy-held sector.

5. Move any unit that you wish to. Note that you must make all your movements and declare all your attacks *before* resolving combat. Once combat for any sector starts, no further units may be moved.

6. Moving units into a sector with only enemy units is the equivalent of launching an attack and immediately creates a contested sector.

Declare Offensive Artillery Barrages

7. Understand the following section on "Range & Artillery Barrages".

DOCTRINE: RANGE & ARTILLERY BARRAGES

Range

Only **Artillery** units have a range that allows them to attack a sector that they are not currently in. The range of each artillery unit is shown in the Firing Range Chart on the mapboard. All other units can only attack or defend against opposing units in the same sector. They effectively have a range of 0.

Strikes vs Combat

When an artillery unit attacks outside its current sector it must do so by carrying out a Strike. Conversely, it *cannot* Strike against units within its own sector. Instead, it must do so via combat. Attacking a sector containing an artillery unit means that the artillery unit is placed on the central axis on the Combat Board and defends via combat as though it is a normal ground unit.

8. Declare the artillery units that will be supporting various contested sectors. Be clear which artillery unit is supporting which sector. Artillery units can **either fire** or **move** in one turn. They *cannot* do

both. Artillery units that did not move in the preceding phase may now be used to support contested sectors via Strikes.

Declare Defensive Artillery Barrages

9. At this stage of the training, this is the only phase where a player can act on another player's turn. Any player who is being attacked by the current player may order artillery units to support these contested sectors. Be clear which artillery unit is supporting which sector.

Resolve Combat

9. Combat is resolved separately for each contested sector. The rules for resolving combat is as per the rules you learnt earlier as a Regiment Commander. Remember that artillery units in a contested sector cannot Strike, but must participate in combat like other ground units. The effect of the combat result on each unit is described in the following section on "Combat Results".

DOCTRINE: COMBAT RESULTS

There are 4 combat results:

- » Eliminated
- » Suppressed
- » Fatigued
- » Retreated

Eliminated

Defender's Fixed Artillery units that are eliminated are *captured* by the Attacker instead. They may be used by the Attacker on the turn after the battle concludes.

All other units that are eliminated are permanently removed from play.

Suppressed

Defender's Fixed Artillery units that are suppressed are *eliminated* instead and permanently removed from play.

Air units that are suppressed are moved to the Aircraft Repair box. This means they take one more turn than usual to get back into play. If the player holds no airfield, then the suppressed air unit is eliminated instead.

Defender's Ground units that are suppressed may withdraw to any neighbouring *uncontested* friendly

At the onset of the invasion of Singapore, General Nishimura of the Imperial Guards Division was impatient to attack and ordered his units to cross to Kranji in piecemeal without waiting for the full complement of landing crafts to be ready.

Shortly after, Guardsmen, who swam back to Johore after being confronted by the burning oil in the Kranji River, reported heavy casualties. General Nishimura then sent an aide-de-camp to request permission from General Yamashita to abort the Imperial Guards attack if casualties continued to mount.

General Yamashita was not convinced of General Nishimura's assessment of the situation and sent an officer to investigate the extent of the casualties. This officer reported that the Imperial Guards unit was in fact still intact and that the Australians defending the coast had retreated. This was when General Yamashita snapped that "The Guards can do as they please in this battle".

BRIGADE COMMANDER

sector, but may *not* withdraw across water obstacles.

Attacker's units that are suppressed may only withdraw to a sector where they launched an attack from *that turn*. They may withdraw across water obstacles to return to such a sector. In other words, if combat happens in a contested sector for which no fresh attack was launched across water that turn, then the Attacker's unit may *not* withdraw across a water obstacle. This is regardless of whether they may have launched an attack across water in a previous turn.

In all cases, if there is no legal sector to move to, then the suppressed unit is eliminated instead.

Fatigued

Defending Ground units are *never* fatigued.

Attacking Ground units are fatigued after they have made two attacks during combat. Fatigued units *remain* in the contested sector. They may fight again in the next turn of the attacking player.

Attacking & Defending Artillery units that have completed their Strikes are returned from the Combat Board to their originating sector on the mapboard.

Attacking & Defending Air units that have completed their Strikes *remain* in the contested sector on the mapboard to defend it until they need to refuel at the start of the player's next turn. Note that as gaining local Air Superiority is part of combat resolution, there should either be only attacking air units or defending air units in a contested sector at the end of combat, but not both.

Retreated

Both attacking units and defending units may voluntarily withdraw from combat. Attacking units may withdraw only after having fought at least 1 round. All units must withdraw together. No partial retreat is allowed. Legal sectors to retreat to are as described for suppressed units.

The retreating units are subject to Strikes from the non-retreating players remaining strike units. Artillery units may only strike at the point retreating unit (now acting as the rearguard). Aircraft units may strike any retreating unit.

10. If a sector remains contested at the end of combat (e.g. due to some of the Attacker's units becoming fatigued), then combat is continued during each of the Attacker's turns only. It is not continued during the Defender's turns. For instance, if the Japanese player launched an attack on a British-

Fatal Misinterpretation

Early into the Battle of Singapore on 9th February, General Percival prepared plans for a final defensive line against the invading Japanese. The plan was to hold a tight arc encompassing Kallang airfield, Peirce reservoir, MacRitchie reservoir, and the food, fuel and munitions dumps and depots in Bukit Timah area, should the situation turn for the worse.

However, he made the mistake of issuing the "secret and personal" order outlining his plan to his commanders too early. This was misread by Brigadier General Duncan Maxwell, whose forces were doing very well holding the Kranji river (part of the Jurong-Kranji defensive line) to mean an immediate withdrawal. General Maxwell did so, thus exposing the flanks of his neighbouring units, which had little choice but to also withdraw to protect their flanks. This chain-effect resulted in the premature collapse of the Jurong-Kranji defensive line.

controlled Kranji, but did not capture it when his turn ends. When it is the British player's turn, he may reinforce Kranji, but combat does not continue. Combat resumes again when it is the Japanese player's turn.

Deploy Reinforcements

11. When combat in all contested sectors has been resolved, collect new units as indicated on the Supply & Reinforcement Order. Place the units in the sector or the axis-of-attack indicated on the Scenario Cards.
12. Repeat steps 1 to 11 for each army.

Passage of Time

13. After all the armies have completed their turn, move the time marker forward to the next time period.

WINNING

Victory Conditions

Each army has different Victory Conditions as set out in their respective Deployment Order. For this game, refer to the condition set out under "Victory". The conditions set out under "Decisive Victory" and "Total Victory" are for more advanced play.

The **Japanese player** wins if he or she captures at least **2 Strategic Objectives** before the last turn (i.e. Night of 18 February 1942).

The **British player** wins if the Commonwealth holds on to at least **2 Strategic Objectives** until the end of the last turn (i.e. until the end of the British turn on the Night of 18 February 1942).

The **Australian player** wins if he still has **twelve units left** by the end of the last turn.

PRACTICE

Try again with all players commanding a different army.

FREQUENTLY ASKED QUESTIONS

When determining artillery range, where do I start counting?
The sector that an artillery unit is currently in does **not** *count. Start counting from its neighbouring sector. Hence, an artillery unit with a range of 1 can fire into all its neighbouring sectors.*

I still don't understand whether a suppressed unit can withdraw across a water obstacle. Can you explain that again?

To make this simple to understand, no unit may withdraw across a water obstacle unless it fulfils all of the following conditions:

- » *The unit is the Attacker's unit in a contested sector.*
- » *The Attacker just made an attack across a water obstacle into the contested sector the* **current turn**. *The withdrawing unit need* **not** *be one of the fresh attacking units.*
- » *The withdrawing unit is withdrawing into a sector from which an attack was launched the* **current turn**.

Can an artillery unit be used for both Offensive Artillery Barrage and Defensive Artillery Barrage in the same time period (e.g. Night of 10 February 1942)? This means that it may be firing multiple times in that time period.

Yes. An artillery unit may be used multiple times during a time period. However, it may only be used once per player's turn.

Can I make Strikes without commiting any ground units?

No. There must always be at least one pair of point units facing off along the central axis before a Strike can be conducted. If you commit no ground units, then you have no point unit on the central axis and no Strikes can be conducted.

British Surrender

The British formally surrendered shortly after 17:15hrs (5:15pm) on 15 February 1942, with the ceasefire at 20:30hrs (8:30pm).

The talks were held at the Ford Factory on Bukit Timah hill. It was during this talk that General Yamashita was famously quoted as asking General Percival, "All I want to hear from you is Yes or No!"

DIVISION COMMANDER ⊠

Learning Supplies & Logistics

Napoleon Bonaparte once said, "An army marches on its stomach." This holds true even for modern armies. No true field commander can ignore the importance of keeping his forces properly supplied with items ranging from the most advanced munitions to fuel, the lifeblood of a modern army, to the mundane field rations consumed by the common rifleman. Poorly supplied units quickly become demoralised. Properly managed logistics is a critical factor for an army's success in the field.

EQUIPMENT

2 to 3 players

1 mapboard & control markers

1 combat board

3 fog-of-war screens & supply tokens

Scenario cards for **"Historic Scenario – Impregnable Fortress"**

British, Australian & Japanese units

Except for the fog-of-war screens and supply tokens, this is the same equipment as for the earlier Brigade Commander section.

SETUP

1. Setup the game as described in the earlier Brigade Commander section.
2. Now, collect the number of supply tokens specified in the Deployment Orders. The white tokens represent 1 supply, while the grey tokens represent 10 supplies. The number of tokens are shown here for easy reference:

Japanese	**30 tokens**
Australian	**20 tokens**
British	**20 tokens**

3. Each player places the supply tokens collected behind their respective Fog-of-War Screens.

DOCTRINE: SUPPLY

Each player has a pool of available supply represented by supply tokens. The number of supply tokens each player has should always be hidden behind the Fog-of-War Screen.
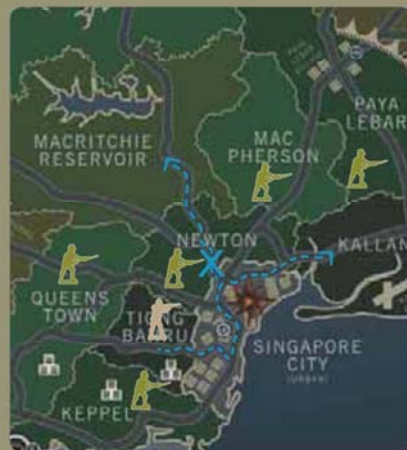
No Transfer

Supply tokens cannot be transferred between players, even if they are on the same side.

Use of Supply Tokens

Supplies are used for **all land-based attacks** and for both offensive and defensive **artillery barrages**. In more advanced play, they may also be used to fuel other actions.

Supply Lines

Every time a unit uses supply (in other words, requires a supply token for its action), a check must be done to make sure that they are linked to a friendly Supply Point. A unit with such a link is known as being 'in supply'. A unit that is not in supply cannot take actions that require supply.

A unit is linked to a Supply Point if there is a continuous chain of friendly sectors between the unit's sector and that Supply Point. The link can be of unlimited length, can take circuitous routes and need not follow roads, but cannot cross water. A Supply Point can be linked to an unlimited number of units without affecting its effectiveness.

Losing Supply Points

If a player loses control of a Supply Point, he must hand to the other player 6 + 6 + 6 supply tokens (capped at half of his total supply rounded down).

For instance, the player currently has 20 supply tokens. He rolls 6 6 6, getting the result of 5, 2 & 1, for a total of 8. This is less than half of his total supply points, which is 10. Therefore, he passes 8 supply points to his opponent.

Yamashita's Bluff

The issue of supplies played a critical role in the surrender of Singapore. Although there was intense Japanese artillery fire throughout the course of the Battle of Singapore, the reality was that the Japanese had a very limited supply of artillery shells.

General Yamashita gambled shrewdly by ordering his gunners to pound away as if they had plenty of ammunition, beginning even before the Japanese invaded Singapore, in order to demoralise the island's defenders and give the Commonwealth commanders a false impression. Knowing full well that he was numerically outnumbered and lacking supplies, General Yamashita pushed General Percival to surrender before either weakness could be discovered.

In fact, when the Japanese guns fell silent following the surrender of Singapore, they had just 100 rounds apiece and could have only continued firing for a maximum of just a few more hours.

GAMEPLAY

Overview of Each Turn

Each turn is divided into phases that go in the following order:

- » Refuel Aircraft
- » Deploy Aircraft
- » Move Units & Declare Attacks
- » Declare Offensive Artillery Barrages
- » Declare Defensive Artillery Barrages (by Defender)
- » Resolve Combat
- » Deploy Reinforcements
- » **Resupply (new phase)**
- » Passage of Time

The phases above are carried out in the same way as in the Brigade Commander section, except as modified below. The new phases are highlighted in bold above and also explained further below.

Refuel Aircraft

No supply is needed to refuel aircraft.

Deploy Aircraft

No supply is needed to deploy aircraft.

Move Units & Declare Attacks

Pay **1 supply** for each ground unit that moves into an opponent-controled sector (i.e. "launching an attack") or into a contested sector (i.e. "reinforcing'). Remember to check that every unit is in supply.

Declare Offensive & Defensive Artillery Barrages

Pay **1 supply** for each artillery unit committed to Strike. Remember to check that every unit is in supply.

Resolve Combat

There are no supply-related rules for combat resolution.

Deploy Reinforcements

There are no supply-related rules for deploying reinforcements.

Resupply

When all combat has been resolved, collect the number of supply tokens and new units as indicated on the Supply & Reinforcement Order.

Passage of Time

There are no supply-related rules for the passage of time.

WINNING

The game is won in the same way as in the Brigade Commander section, except as follows:

The **Australian player** wins if he still has **twelve units left in supply** (i.e. with a link to a friendly Supply Point) by the end of the last turn.

There is no change to the winning conditions for the Japanese player or the British player.

PRACTICE

Try again with all players commanding a different army.

FREQUENTLY ASKED QUESTIONS

Do I collect the same number of supply tokens for every scenario and for every time period?

No. The number of supply tokens collected varies from scenario to scenario, from time period to time period and from player to player.

I have an attacking unit in a contested sector. It is a new turn. Do I need to pay supply for it to renew its attack?

No. Supply is only paid for new attacking units moving into a contested sector. No supply is needed for units already in a contested sector to continue fighting.

Is any supply needed to attack and capture an unoccupied enemy-controlled sector?

No. It is sufficient to move into or through the sector.

Bennett's Escape

Upon receiving news of Singapore's surrender, General Bennett handed over command to Brigadier General Cecil Callaghan and escaped from the island without first seeking the permission of General Percival or his superiors in Australia. In the belief that he had learnt how best to defeat the Japanese, General Bennett had decided that his duty compelled him to escape Singapore to transmit his knowledge rather than face capture.

General Bennett and a small band of junior officers first commandeered a sampan at gunpoint and journeyed across the Straits of Malacca to the east coast of Sumatra. They then transferred to a sturdier launch and sailed up the Jambi River before moving overland to Padang on the west coast of Sumatra. Their final leg was a flight to Java and then onward to Melbourne, Australia, landing on 2 March 1942.

His decision turned out to be extremely controversial and after the war, some regarded it as courageous and praiseworthy, while others felt that it was a completely unjustified desertion.

CORPS COMMANDER ⊠ ^{xxx}

Learning to Adapt to the Uncertainty & Chaos of War

War is notorious for being chaotic, with very few battles following the textbook or even going according to plan. Thus, true combat is never a deterministic process, based simply on good general-ship, the number of troops and the weapons they use. Another important class of factors of a successful commander are adaptability to unexpected circumstances, inspired tactics and, in some cases, plain luck.

In **Field Command: Singapore 1942**, this element of uncertainty is simulated by Situation Cards, which are available in an add-on expansion to the main game. Without uncertainty, seasoned field commanders will find that the game is merely a set-piece battle. On the other hand, with the cards, the players can expect the unexpected and the ability to adapt to new situations will differentiate the skilful player from the merely experienced.

EQUIPMENT

2 to 3 players

1 mapboard & control markers

1 combat board

3 fog-of-war screens & supply tokens

1 pack of Situation Cards

Scenario cards for **"Historic Scenario – Impregnable Fortress"**

British, Australian & Japanese units

Except for the Situation Cards, this is the same equipment as for the earlier Division Commander section.

SETUP

1. Setup the game as described in the Brigade Commander and Division Commander sections.
2. Collect the number of cards as follows:

Japanese	2 cards
Commonwealth	2 cards

3. The British & Australian players decide how to split up the cards. It is permissible for one player to have no cards at the start of the game.
4. Understand the following section on "Situation Cards".

DOCTRINE: SITUATION CARDS

Types of Cards

There are a few different types of Situation Cards, called 'cards' from now on for easy reference. A card's type is shown on its lower left-hand corner. The various types of cards are as follows:

- » Event Cards
- » Deployment Cards
- » Combat Cards
- » Supply Cards

Each card type can only be played during specific phases of each turn, as explained below.

Card Target

Each card indicates the legitimate targets that the card can be played on. This is indicated on the lower right-hand corner of the card.

Typical targets include:

Self	**One of the Player's Own Units**
Friendly	**Any Unit on the Player's Side**
Enemy	**Any Unit not on the Player's Side**
Air	**Any Aircraft Unit**
Ground	**Any Ground Unit**

Card Limit

Each player can only hold a certain maximum number of cards at the end of his or her turn, as follows:

Japanese	**3 cards**
Australian	**2 cards**
British	**2 cards**

All cards exceeding the maximum allowed must be discarded at the end of the turn. Note that discarding an Event Card is not permitted.

No Transfer

Similar to supply tokens, cards cannot be transferred between players, even if they are on the same side.

GAMEPLAY

Overview of Each Turn

Each turn is divided into phases that go in the following order:

- » Refuel Aircraft
- » Deploy Aircraft
- » Move Units & Declare Attacks
- » Declare Offensive Artillery Barrages
- » Declare Defensive Artillery Barrages (by Defender)
- » Resolve Combat
- » Deploy Reinforcements
- » Resupply
- » **Draw Cards (new phase)**
- » **Discard Cards (new phase)**
- » Passage of Time

The phases above are carried out in the same way as in the Brigade Commander and Division Commander sections. None of these phases are changed, except that cards may be played. The new phases are highlighted in bold above and also explained further below.

Play Cards

Players can play as many cards as they wish per turn. They may also play cards during another player's turn as long as they are played during the correct phase and on the correct target player.

Each type of card can only be played during specific phases as follows:

Deployment Cards can only be played anytime *before* the combat rounds of the target player's turn begins.

Combat Cards can only be played anytime *during* the combat rounds of the target player's turn.

Supply Cards can only be played anytime *after* the combat rounds of the target player's turn ends.

Event Cards must be played *immediately upon being drawn*. They may not be kept. Any player found keeping or discarding an Event Card loses the game immediately.

CORPS COMMANDER

In other words cards can be played as follows:

»	Refuel Aircraft	Deployment Card(s) may be played
»	Deploy Aircraft	Deployment Card(s) may be played
»	Move Units & Declare Attacks	Deployment Card(s) may be played
»	Declare Offensive Artillery Barrages	Deployment Card(s) may be played
»	Declare Defensive Artillery Barrages	Deployment Card(s) may be played
»	Resolve Combat	Combat Card(s) may be played
»	Deploy Reinforcements	Supply Card(s) may be played
»	Resupply	Supply Card(s) may be played
»	Draw Cards	Event Card(s) must be played
»	Discard Cards	No cards may be played
»	Passage of Time	No cards may be played

Draw Cards

Draw a card after completing reinforcement deployment & resupply, as follows:

Japanese	1 card
Commonwealth	1 card

The **Japanese player** simply draws 1 card.

The **Australian player** and the **British player** must jointly draw 1 card *at the end of the British turn*. They then decide which player gets to keep the card. Again, as with all cards, cards may not be transferred between players, even if they are on the same side.

Remember to play any Event Cards that are drawn. Generally, Event Cards are in effect until the end of the player's *next* turn. In other words, all players are affected by the Event for exactly one turn. Do *not* draw an additional card to replace the played Event Card.

Discard Cards

If the total number of cards at this point exceeds the maximum allowed as follows, then the excess cards must be discarded.

Japanese	Max 3 cards
Australian	Max 2 cards
British	Max 2 cards

Secret Evacuation

During the close of the Battle of Singapore, a group of Commonwealth soldiers and officers was secretly evacuated from Singapore under the orders of American-British-Dutch-Australian Command or "ABDA COM". This group comprised Brigadier General Ian Stewart, three other Argyll & Sutherland Highlanders, Royal Air Force officers and some Japanese speakers from General Percival's staff.

These men were to train new troops on the most effective methods of fighting the Japanese. According to the order, no consideration was to be given to the consequent loss of the efficiency of the battalions from which they were taken.

WINNING

The game is won in the same way as in the Division Commander section

PRACTICE

Try again, with all players commanding a different army.

FREQUENTLY ASKED QUESTIONS

I can't find the Situation Cards anywhere in the box. Are they missing?

No. The Situation Cards are not included in the main game box set. They are available as an add-on (also known as "expansion pack") to the game. Please visit our website "www.worldsforge.com" for more details.

The rules stated on a Situation Card contradict the general rules of the game. Which one do I follow?

Always follow the rules on the Situation Card. The purpose of the Situation Cards is to create special rules and special situations for players to adapt to.

I just drew and played an Event Card. Do I get to draw another Situation Card?

No.

Why do we draw cards at the end of a turn, rather than at the beginning?

There are two gameplay reasons for this. First, it forces players to make choices about Situation Cards to discard. If cards are drawn at the beginning of a turn, the player is most likely to try to play enough Situation Cards, so that they don't have to discard any at the end of a turn. Second, it adds to the unpredictability of play. Players may choose to keep certain Situation Cards with a plan in mind, but the situation may have changed by the time they can play the Situation Cards, when their next turn arrives.

ARMY COMMANDER ⊠

Taking Full Command

You have now reached the pinnacle in terms of the technical skills and experience needed to play **Field Command: Singapore 1942**. Before long you may meet with other field commanders of comparable skill and experience and you will want challenges to determine your differing skill levels.

This Section includes a set of advanced rules that can be applied to any **Field Command: Singapore 1942** game.

ADVANCED RULES

Variant: Hypothetical Scenarios

Try out the other Scenarios included in the set, such as:

> » **"Scenario 01 – The Almost Naked Island"**
> Deploy the units for the Historical Scenario freely at the start of the battle and see if you can defend Singapore better than General Percival and General Bennett or take Singapore faster than General Yamashita. See if the battle would turn out differently if the Japanese had attacked by sea as the British had originally planned for.

> » **"Scenario 02 – Operation Tiderace"**
> As the British, see if you can retake Singapore from the Japanese occupiers at the end of World War II. As the Japanese, see if you have the ability to repulse a coastal invasion.

Just follow the specifications in the respective Scenario Packs for setting up the game and achieving victory. Different scenarios have different victory conditions, so make sure to read the victory conditions on the Scenario Cards carefully.

You can visit our website to download blank templates to design your own scenarios. We may also publish other Scenarios for use with **Field Command: Singapore 1942**.

Variant: Advanced Logistics

In this variant, the British & Australian players can decide how to split up their combined pool of supply tokens during setup. They may also transfer a maximum of ⚠ supply tokens between them at the end of either player's turn, during the Resupply phase.

ARMY COMMANDER

XXXX ⊠

Operation Zipper or Operation Tiderace?

Of the two British military plans to retake Singapore from the Japanese, Operation Zipper is a little more well-known. Hence, it seems incorrect to call Scenario 02 "Operation Tiderace".

The difference was that Operation Zipper was meant to be executed before the Japanese surrender and involved the recapture of Malaya, whereas Operation Tiderace was executed after the Japanese surrender and only involved the liberation of Singapore.

Variant: Penetration

In this variant, if a force comprising at least 3 vehicle unit captures a sector, then all the vehicles may continue to attack another sector by paying additional supplies, as long as all vehicle units continue to have movement left.

Variant: Breakthrough

In this variant, during combat, if an Attacker's *armoured vehicle* unit (like the Japanese light tank) rolls at least two '**8**'s and also wins the combat against the Defender's point unit, then a **breakthrough** has occurred.

Upon a breakthrough, first determine the combat result normally for the Defender's point unit (i.e. suppressed or eliminated). Then, half of the remaining Defender's units (rounded up) are also suppressed. This leaves only half of the remaining units (if any) on the Combat Board.

Variant: Rout

In this variant, during combat, if a Defender's point unit rolls all '**1**'s, then a **rout** has occurred.

Upon a rout, first determine the combat result normally for the Defender's point unit (i.e. suppressed or eliminated). Then, half of the remaining Defender's units (rounded up) are also suppressed. This leaves only half of the remaining units (if any) on the Combat Board.

Variant: Levels of Victory

You will notice that there are three sets of Victory Conditions stated on each Scenario Card. In fact, Victory Conditions are graded – the greatest victory is a "Total Victory", followed by a "Decisive Victory", followed by a plain "Victory". Not achieving minimally a "Victory" results in a "Defeat".

Instead of just trying to achieve "Victory", players can agree beforehand to try to achieve the higher levels of victory. Alternatively, each player can determine his or her level of victory when the game ends and the player with the highest level of victory wins the game.

The level of victory can also be used in a point system for tournament play.

As the Commonwealth forces did not have tanks, it seems improbable that they would be able to successfully engage and defeat Japanese armour in the game.

In fact, although the Commonwealth did not field tanks in the Malayan campaign, they were prepared for the possible use of armour by an enemy force and, hence, were equipped with sufficient anti-tank guns and mines. These were effective when properly deployed in depth along the narrow rural roads.

ARMY COMMANDER

Variant: Victory Based on Strategic Objectives

In this variant, winning is based on the number of strategic objectives held by each player when the game ends. The player holding on to the most Strategic Objectives wins.

For example, it is possible for the Commonwealth side to win (by holding on to 2 Strategic Objectives), but for the Australian player to be the lowest ranked (for holding on to *no* Strategic Objectives, while the British holds on to *two*).

FREQUENTLY ASKED QUESTIONS

Do I need to play all the above variants?
No. Just adopt the ones that you think you will most enjoy, in agreement with the other player(s).

FIELD OPERATIONS MANUAL

Doctrine by Field Commander Soh Guo Zhong

If you have just assumed command as a field commander, then do get familiar with the following basic tactics.

General

- » Do not forget that you can cross rivers, and that enemy troops can cross them too!
- » Using Force Concentration or Flanking Manoeuvre at the right time can help greatly in a battle.
- » Use weak units for Flanking Manoeuvre. Use strong units for Force Concentration.
- » Try to use your aircraft or artillery to suppress or eliminate enemy vehicles before engaging them in combat.
- » Due to the stacking limit, remember to leave some space in a non-threatened sector behind the frontline. This allows suppressed units to retreat to these sectors. Don't forget that if a suppressed unit has no legal space to retreat to, it is eliminated.
- » Remember to move your mobile field artillery away from the frontline sectors. You do not want to lose them unnecessarily.
- » Situation Cards make all the difference.

Japanese

- » Always watch your supply. Do not attack unnecessarily. Of course, don't be too thrifty when you need them, especially on your first couple of turns.
- » If you are being surrounded by Commonwealth forces, try waiting for your light tank reinforcements to arrive, as the Commonwealth players are usually too weak to launch an attack.
- » Do not neglect your aircraft units. They will assist you greatly in your attempts to breakthrough the enemy lines, especially since they need no supplies. Try to time your attacks with your air units' availability.
- » Aim for the Strategic Objectives, as you only need to capture 2 of them to win.
- » Remember, you have more than one way of entering the island.
- » Try to disperse the Commonwealth forces by putting troops in sectors adjacent to your real target.

British & Australian

- » Work together! It is of the utmost importance that the British and Australians work together if they want to stop the Japanese assault.
- » Australians can try counter-attacking if supply allows, due to the relatively stronger unit attack strength compared to the British.
- » Try to deploy behind rivers or fortified lines to give you an added defence bonus.
- » Use artillery bombardment to weaken the enemy troops. However, remember to keep enough supplies to fend off the main Japanese assault that usually occurs late in the game.
- » Wear the Japanese down. You do not need to wipe out all their units, but you can delay or prevent them from capturing the Strategic Objectives before the game ends.
- » Defend your supply depots. Denying the Japanese your supply will impede the final Japanese assault.
- » Try to cut off the Japanese supply lines, rendering them unable to attack.

HALL OF FAME & HALL OF SHAME

A blank sheet titled the "Hall of Fame & Hall of Shame" is included with the game. You may be wondering what this sheet is for.

The Story

During our first few playtest sessions amongst the WorldsForge core design team, we found that we wanted to record our greatest victories and most memorable moments. Picking up on this, our Lead Playtester, Soh Guo Zhong, took a blank sheet of paper and wrote the heading "Hall of Fame & Hall of Shame" in big bold letters across it. Thus was born the WorldsForge "Hall of Fame & Hall of Shame" sheet.

Thereafter, after almost every game, we would write down some of our greatest exploits or failures. Some interesting entries follow (although we will keep the actual numbers and the persons involved secret).

  » Most Supply Tokens Hoarded at End of Game: ??? Tokens
  » Longest Defence by a Lone British Infantryman: ??? Rounds (against 2 Japanese Tanks + 4 Elite Infantry)
  » Fastest Victory by Japanese: ??? Turns
  » Longest Exposition before Rolling of the Dice: ??? Minutes ??? Seconds
  » Most Suppressed Units Eliminated in One Turn due to Bad Stacking: ??? Units

As you can see, some entries are silly and some entries are worthy, but ultimately all are memorable. Months later, we still had lots of wonderful recollections of our gaming sessions just from reading this sheet of paper. Hence, we wanted to share this invention with you.

So create your own memories and record your greatest exploits (& humiliations) on the WorldsForge "Hall of Fame & Hall of Shame" sheet. You can download new blank sheets from our website as well.

WorldsForge