



FIELD COMMAND SINGAPORE 1942

BASIC RULES QUICK REFERENCE SHEET

The following are the key rules to remember.

COMBAT

1. Before a fight, match the unit's **colour & shape** to the table on the Combat Board to find out what dice to roll. Use the colour of the die in the table to easily identify the die to roll.
2. In a fight, compare the **highest die** each player rolled. Higher result wins. Adding is not required.
3. If the winner wins by 3 or more, the loser's unit is "eliminated". If not, then it is "suppressed".
4. Each Attacking unit (red side) can **only attack 2 times**. Each Defending unit (blue side) can keep defending until it loses a fight.
5. If the Attacker uses Flanking, the Defender **rolls 1 die less**.
6. If the Attacker uses Concentrate, the Attacker **rolls 1 die more**. Choose a die from the supporting unit's die set as shown in the table.
7. Keep fighting until one player has no units left. This player loses and the other player wins!

ARTILLERY & STRIKES

8. **Before a new pair of ground units fight**, decide & declare how many guns you want to fire. Once this decision is made, you cannot add or cancel guns, until all the firing is done.
9. Each gun can only fire once. It can **only target the front unit or the supporting unit** along the Combat Axis. It cannot target another gun.
10. To fire a gun, roll a **purple 12-sided die** and refer to the Direct Strike table on the Combat Board.

AIR COMBAT

11. Air combat happens before any ground combat happens. Each player chooses a aircraft unit to fight. Keep fighting using aircraft units until **one player has no aircraft units left**. The other player's remaining aircraft units can now be used to strike (similar to guns).

SUPPLIES

12. Before a battle, **pay 1 supply for each attacking unit**. Defending units defend for free!
13. Before a battle, **pay 1 supply for each gun firing**. Both attacker and defender must pay to fire guns.
14. Aircraft units get to fight for free!
15. Don't forget to **collect supplies at the end of your turn**!



MAPBOARD

16. Complete all movement (including attacks) **before** rolling any dice.
17. British & Australian units **cannot enter or attack Japanese invasion arrows**.
18. A sector **cannot have both British and Australian units in it**, even though they are on the same side.
19. A sector can have a **maximum of 6 ground units** (soldiers, tanks, guns) from each side in it. So the maximum is 12 (6 Japanese + 6 British or Australian).
20. There is no restriction on the number of aircraft units in a sector. There is also no restriction on the number of guns that can fire into a sector from outside.

MOVEMENT

21. If a unit is moving by driving (using “on-road movement”), the movement must follow a road.
22. **Only infantry units can cross water**, unless there is a road (bridge) across the water.
23. Fixed gun units cannot move. Aircraft units can move anywhere.
24. A unit must stop if it enters an enemy-held sector or a sector with an on-going battle.