

FIELD COMMAND SINGAPORE 1942

COMMAND & STAFF COLLEGE
FIELD COMMAND MANUAL I.I

Copy _____ of 20



WorldsForge

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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.

A NOTE ON THIS EDITION OF THE RULES

The purpose of this new edition of the rulebook is to provide a consolidated reference of all the **Field Command: Singapore 1942** rules, for the convenience of our gamers.

The rules presented in this document are a collation of the rules in Rulebook Edition I and the rule clarifications and errata found in the Field Command website FAQ. Except in a very few instances, none of the rules presented in this edition is meant to revise or contradict these earlier sources.

If an error or contradiction or missing information is found, please either email "contact@worldsforge.com" or fill in the form shown at the bottom of the following webpage: "http://www.worldsforge.com/fieldcommand/sg1942_rulesreference.php#new_question".

A NOTE ON HISTORIC ACCURACY

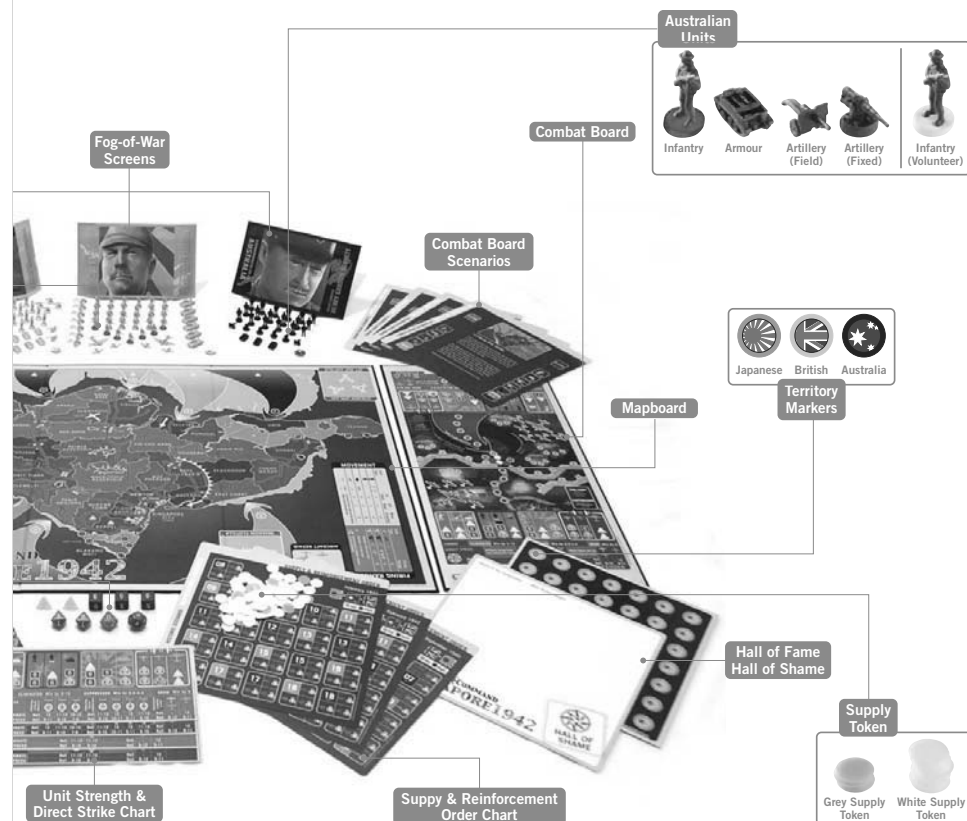
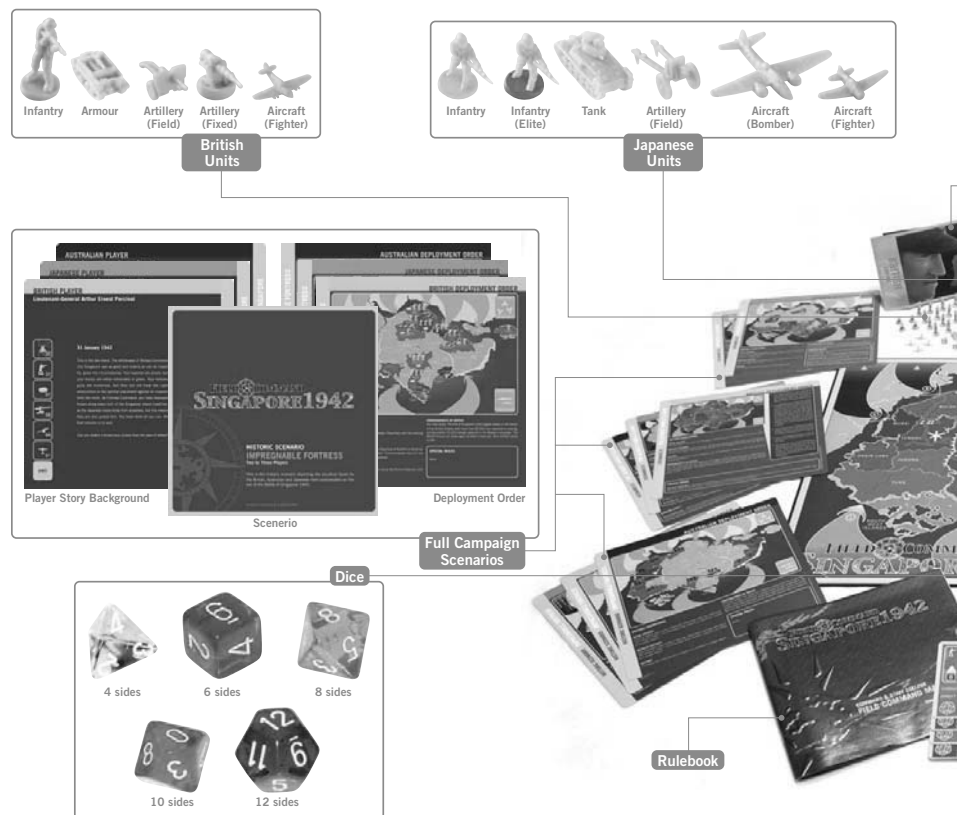
We have tried to make the game as accurate as possible. We have taken effort to include information beyond what is needed for the game, so as to provide a deeper and richer experience for you, our player. For instance, the number of units in play mirrors the actual effective unit strength available to 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, this game is not intended as a pure historical simulation. We have to balance the researched 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.

COMPONENTS

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



HOW TO USE THIS RULEBOOK

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.

If you have never played this game before, it is best to start with the TRAINING SECTION. The TRAINING SECTION is broken up into tutorials that teach the rules progressively, in increasing complexity. You can jump straight into the first tutorial “Company Commander” on the next page and start playing. This way, you and your fellow players can get right into the game without too much “studying”.

The first three tutorials (“Company Commander” to “Regiment Commander”) teach the game for the Combat Board Scenarios, which requires 2 players.

The next three tutorials (“Brigade Commander” to “Corps Commander”) teach the game for the Full Campaign Scenarios, which requires 2 to 3 players. 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.

Once you’ve done all the tutorials from “Company Commander” all the way through to “Corps Commander”, then you have learnt the full game! Only when you encounter more complex rule situations do you need to refer to the DOCTRINE SECTION (starting Page D-01).

The BASIC RULES QUICK REFERENCE is a convenient summary of all the main rules for use during gameplay or if you are returning to the game after a long break.

Finally, and perhaps most importantly, you can check the WorldsForge website for the latest rule clarifications and updates. The website address is <http://www.worldsforge.com...>

Once you’re ready, turn to the first training tutorial for a Company Commander.

TRAINING SECTION

PAGE T-01

If you have never played any WorldsForge’s Field Command game before
OR
if you are not experienced with wargames, then this is the section for you.

TRAINING

BASIC RULES QUICK REFERENCE

PAGE R-01

If you have played this game before and need a quick refresher of the main rules,
then this is the section for you.

BASIC RULES

DOCTRINES SECTION

PAGE D-01

If you are an experienced gamer and want to know all the rules all at once
OR
if you have encountered an unusual situation not covered in the Training Section and want
to find out the rules for it, then this is the section for you.

DOCTRINE

TRAINING SECTION

COMPANY COMMANDER

Learning Basic Combat

"Combat" refers to fights between the 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.

ORDER OF BATTLE

Equipment Used

PLAYER 1



ATTACKER
Japanese

PLAYER 2



DEFENDER
British

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.


DEPLOYMENT

Setup

Attacker's Side

Attacker's Unit Strength Chart

Attacker's Side



Defender's Side

Defender's Unit Strength Chart

Player 1

ATTACKER
Japanese

Place Attacker's Point Unit here

Place Defender's Point Unit here

Player 2

DEFENDER
British

Lieutenant-General Arthur Percival

Arthur Ernest Percival enlisted at the age of 26 during the First World War. He won a Croix de Guerre for leading a counter-attack that saved a French artillery unit from capture. After the war, Percival attended the Staff College at Camberley from 1923 to 1924. He was a good student and sufficiently impressed his instructors that they recommended him for accelerated promotion.

In 1937, as Chief Staff Officer in Malaya, Percival drew up an appreciation that confirmed north Malaya as a critical battleground if the Japanese attacked. Percival was promoted to acting lieutenant-general in April 1941 and appointed General Officer Commanding (Malaya). He had misgivings about the appointment, due to the inadequate forces under his command.

TRAINING

T-02

OBJECTIVE

Winning Conditions

The player with a unit left on the Combat Board at the end of the battle wins.

ENGAGE!

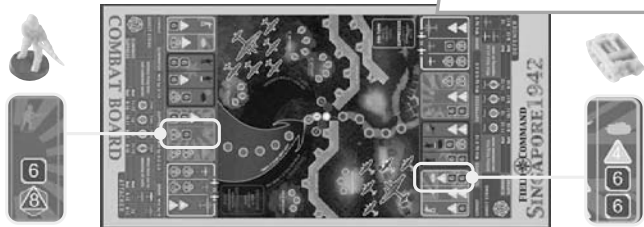
Gameplay

Overview

The purpose of this training tutorial is simply to show you the basic way that units “fight” in this game. This basic mechanic is fundamental to the whole game.

Phase 1 – Determine Unit Strengths

- Each player refers to their respective Unit Strength Charts on the Combat Board. This is the chart showing silhouettes of units and columns of dice. The Attacker's chart is always Red and the Defender's chart is always Blue.
- Once you have found the chart, look for the unit silhouette on it that matches your unit. It is important to match both the **colour** and the **shape** of your unit.
- Now, observe the column of dice below your chosen unit in the chart. This set of dice represents your unit's strength in combat (either in attack or in defence) and you roll this set of dice during combat resolution.



As can be seen from the charts, the Attacker's Japanese Elite Infantry unit rolls a 6, while the Defender's British Vehicle unit rolls a 6 4.

BASIC RULE 1

Before a fight, match the **unit's colour & shape** to the Unit Strength Chart on the Combat Board to find out what dice to roll. Use the colour of the die in the Chart to easily identify the die to roll.

Major-General Henry Bennett

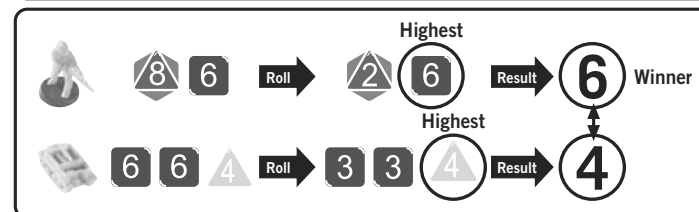
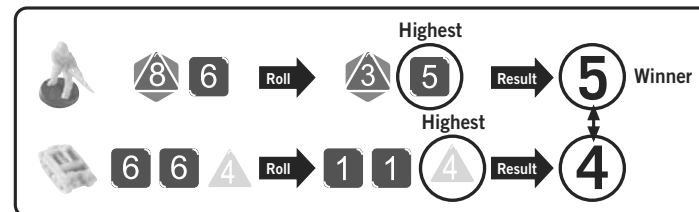
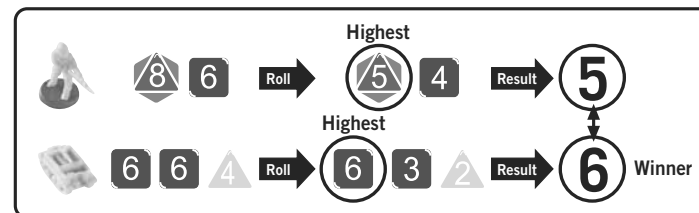
Henry Gordon Bennett volunteered to serve when the First World War broke out. He became highly decorated through his achievements at various battles such as Gallipoli and Pozieres. He was promoted to Brigadier-General in December 1916 at the age of 29, becoming the youngest general in the Australian army.

At the outbreak of the Second World War, Bennett was given command of the Volunteer Defence Corps, instead of the Australian Imperial Force or "AIF" as he desired. However, he eventually received an active command when appointed the commander of the newly formed 8th Division, which was posted to Malaya in February 1941.

Phase 2 – Resolve Combat

- The Attacker now rolls a green 8-sided die and a blue 6-sided die representing his Japanese Elite Infantry unit strength. The Defender rolls two blue 6-sided die and a yellow 4-sided die representing his British Vehicle unit strength.
- Now compare the highest die rolled by each player. Do not add the results. Just compare the highest die rolled. The unit with the higher result wins.

Examples:



BASIC RULE 2

In a fight, compare the **highest die** each player rolls. Higher result wins. Adding is **not** required.

Lieutenant-General Tomoyuki Yamashita

Tomoyuki Yamashita attended military preparatory schools in his youth and joined the Imperial Japanese Army in 1906 after graduating from the Imperial Japanese Army Academy. Subsequently, he graduated sixth from the Army War College and became an expert on Germany.

Between the World Wars, he unsuccessfully pushed for military reduction, for an end of the conflict with China and for maintaining peace with the United States and Great Britain. On 6 November 1941, Yamashita was put in command of the Twenty-Fifth Army, specifically for the conquest of Malaya and Singapore. His success in that campaign earned him the nickname "Tiger of Malaya".

Phase 3 – Determine Combat Results

- 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.

- If both units have the same highest result, then the combat ends in a draw. An Attacker's unit can only attack a **maximum of 2 times** before it becomes “fatigued”.

Since the Attacker has already attacked once, it gets to attack exactly 1 time more. Repeat **Phase 2**.

If this second attack also ends in a draw, then the Attacker's unit is fatigued and must be set aside leaving on the Defender's unit left on the Combat Board. Remember that the Defender's unit is never fatigued.

BASIC RULE 3

If the winner wins by **3 or more**, the loser's unit is “eliminated”. If not, then it is “suppressed”.

BASIC RULE 4

Each Attacker's unit (red side) can only **attack 2 times**. Each Defender's unit (blue side) can **keep defending** until it loses a fight.

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, also known as “formations” in military parlance.

ORDER OF BATTLE

Equipment Used



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.

DEPLOYMENT


Setup

PLAYER 2



DEFENDER
Australian

PLAYER 1



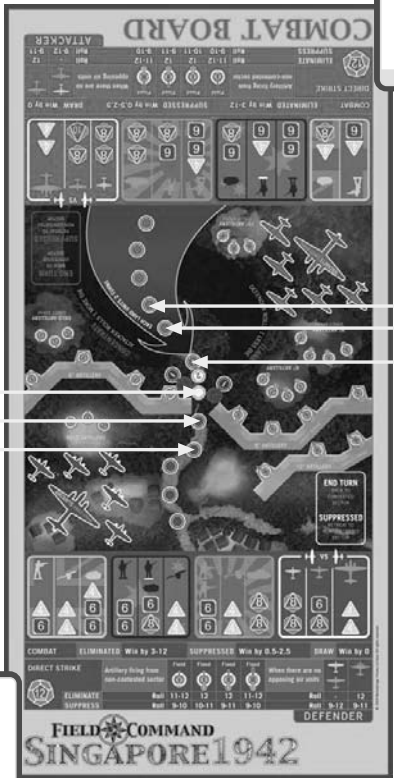
ATTACKER
Japanese

Defender deploys first

Arrange in any sequence that you like

Attacker deploys last

Arrange in any sequence that you like



The Defender deploys his or her units first before the Attacker deploys his or her units.

OBJECTIVE

Winning Conditions

The player with no unit left on the Combat Board at the end of the battle loses. The other player with at least one unit left on the Combat Board at the end of the battle wins.

ENGAGE!

Gameplay

Overview & Definitions

This game is played in the same way as in the "Company Commander" training tutorial, except that the Attacker gets to choose a tactic for each combat round. A "combat round" refers to each fight between two opposing units by comparing dice rolls, as you have learnt in the "Company Commander" training tutorial.

Each player's first unit on the combat axis (in other words, the unit that fights) is called the "point unit". The Attacker's next unit in line is called the "supporting unit".

Phase 1 – Determine Unit Strengths

- Determine the strengths of your units by referring to the Unit Strength Charts as explained in the "Company Commander" training tutorial.

If you are the Attacker, you should find that your units have the following unit strengths:

Japanese Tank



Japanese Elite Infantry



If you are the Defender, you should find that your units have the following unit strengths:

Australian Armoured Personnel Carrier



Australian Infantry



Silent Fortress Guns?

While it is true that the fixed batteries in Singapore were designed to defend against a coastal attack and hence generally faced south, the guns had an all-round 360° transverse and could fire northwards. Hence, the guns were able to and did fire northwards all the way into Johore.

Early in the Battle of Singapore, after the Japanese captured Tengah Airbase, the Connaught and Johore batteries punched deep holes in its runway with their armour-piercing rounds to render it useless. By the end of the Battle of Singapore, the rifling of the Connaught guns' were worn smooth by their continuous use. Similarly the Labrador and Siloso batteries supported the Malay Regiment defending Pasir Panjang.

Phase 2 – Attacker Choose Tactic

- Before combat is resolved between the Attacker's and the Defender's point units, the Attacker chooses the tactic to use for that attack. The three choices are:

- » General Assault Requires 1 Attacker's unit only
- » Force Concentration Requires 2 Attacker's unit – a point unit and a supporting unit
- » Flanking Manoeuvre Requires 2 Attacker's unit – a point unit and a supporting unit

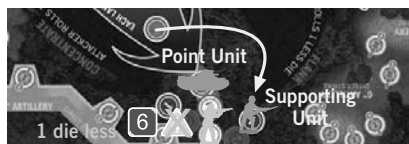
General Assault is the standard fight between 1 Attacker unit and 1 Defender unit as you have learnt earlier in the "Company Commander" training tutorial.



Force Concentration pits 2 Attacker units against 1 Defender unit. The Attacker's supporting unit helps out the Attacker's point unit by contributing the highest die from its own unit strength to the Attacker's point unit's unit strength. Hence, the Attacker gets to roll one additional die in the combat round.



Flanking Manoeuvre also pits 2 Attacker units against 1 Defender unit. The Attacker's supporting unit helps out by distracting the Defender's point unit. The effect of this is that the Defender's point unit loses its **lowest die** from its unit strength. Hence the Defenders gets to roll one fewer die in the combat round.



BASIC RULE 5

If the Attacker uses Concentrate, the Attacker **rolls 1 die more**. Attacker chooses which die to add from the supporting unit's set of dice.

BASIC RULE 6

If the Attacker uses Flanking, the Defender **rolls 1 die less**. The Defender chooses which die to lose.

It is important to note the following additional rules:

- » Using Force Concentration or Flanking Manoeuvre uses up 1 attack from the point unit and 1 attack from the supporting unit per combat round.
- » Only one tactic can be used at a time. Flanking Manoeuvre and Force Concentration cannot be used at the same time, even if the Attacker is prepared to commit two supporting units.
- » Once a tactic has been chosen for a unit, its tactic cannot change. The point unit (and any supporting unit) must keep using the chosen tactic until all its (or their) 2 attacks are used up. For example, a point unit using a General Assault cannot decide to change to Force Concentration after using up one "attack", even if the player is willing to bring up a supporting unit. It must use General Assault for both its "attacks". 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.

Phase 3 – Resolve Combat

- Resolve combat as you have learnt as a Company Commander. If you are using Force Concentration or Flanking Manoeuvre, remember to modify the number of dice rolled by the Attacker or the Defender, as appropriate. There is no change to the combat resolution mechanic of comparing the highest final results rolled for the opposing units.

Phase 4 – Determine Combat Results

- If the Defender's unit wins, then all the Attacker's units involved in that combat round are defeated and share the same combat outcomes. Hence, if the Attacker is using Force Concentration or Flanking Manoeuvre, the Attacker risks losing both his or her point unit and supporting unit to a successful defence. For instance, if the Defender manages to eliminate the Attacker's point unit, then the Attacker's supporting unit is also eliminated.
- Whenever a point unit is defeated, the next unit in line becomes the new point unit. A new Attacker's point unit allows the Attacker to change tactics.
- Repeat **Phases 2 to 4** until one player has no units left on the board. Remember that an Attacker's unit can only attack a maximum of 2 times before it becomes fatigued.

Ineffectual Fixed Artillery

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

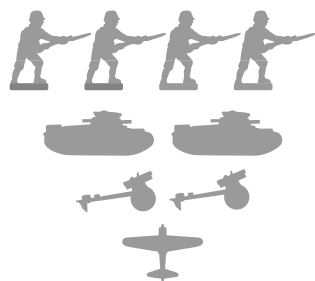
Learning Combined Arms Combat

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.

ORDER OF BATTLE

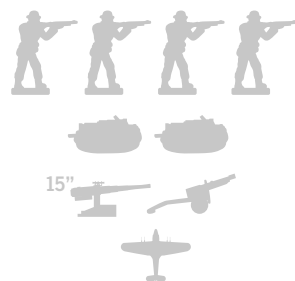
Equipment Used

PLAYER 1



ATTACKER
Japanese

PLAYER 2



DEFENDER
British

DEPLOYMENT

Setup

Attacker deploys last

Arrange in any sequence that you like

Place in Field Artillery Area

Place in Field Artillery Area

Place in Air Units Area

Place in Air Units Area

Place in Fixed Artillery Area

Place in Fixed Artillery Area

Arrange in any sequence that you like

Defender deploys first

The Defender deploys his or her units first before the Attacker deploys his or her units.

PLAYER 1
ATTACKER
Japanese

PLAYER 2
DEFENDER
British

COMBAT BOARD

FIELD COMMAND SINGAPORE 1942

COMBAT

ELIMINATED	WIN	5-12	SUPPRESSED	WIN	0-5-2-5	DRAW	WIN	0
11-12	12	12	12	11-12	12	12	12	12
10-11	10-11	9-11	9-10	10-11	10-11	9-11	9-10	10-11

END TURN

DEFENDER

Commonwealth or Allies?

The British & the Australians are commonly known to belong to the Allies during the Second World War. Hence it may seem strange that the British-Australian side in the game is referred to as the "Commonwealth side".

Actually it is also not wrong to refer to the British-Australian side as the "Allies side". However, since the Americans did not participate in the Battle of Singapore in 1942 and the development of the "Singapore Strategy" for the defence of the British Far East was an exclusively British affair with Australian input, the more specific and older grouping that they both belonged to was the British Commonwealth.

OBJECTIVE

Winning Conditions

The player with no unit left along the combat axis of the Combat Board (in other words, no infantry unit and no vehicle unit left) at the end of the battle loses. The other player with at least one unit left along the combat axis of the Combat Board (in other words, at least one infantry or vehicle unit left) at the end of the battle wins.

ENGAGE!

Gameplay

Overview & Definitions

This game is played in the same way as in the “Battalion Commander” training tutorial, except that both players can now use a new kind of attack – the Direct Strike.

A Direct Strike, also known as a “strike”, is a kind of supporting attack where a player's unit get to fire at his or her opponent's unit. In a strike, the firing unit just rolls to see if it hits or misses. Unlike combat, there is no “opposed roll”, in that the target unit does not get to fight back and never rolls any die. The target of a strike must always be a unit along the combat axis, in other words, a “combat unit”.

A unit able to use strikes is known as a “strike unit”. Only artillery units and aircraft units can be strike units and they both function the same way. A strike unit is always placed outside of the combat axis. It cannot be attacked or be a target of strikes. On the downside, its presence also does not count towards victory in the battle. A player with no units left on the combat axis loses, even if he has many unused strike units left.

	Combat Unit	Strike Unit
Deployment	Always in Combat Axis	Never in Combat Axis
Maximum Number per Battle	6 per Side	Unlimited
Attacking Method	Combat Tactics Only	Direct Strike Only
Can Be Attacked via Combat?	Yes	No

BASIC RULE 7

Keep fighting until **one player has no units left** on the combat axis. This player loses and the other player wins!

Can Be Targeted by Strikes?	Yes	No
Type of Die Rolled		
Count Towards Battle Victory?	Yes	No

Phase 1 – Conduct Air Combat

The purpose of this phase is to determine local air superiority. This is determined when only one player has air units left on the Combat Board.

1. The Defender chooses an air unit. Any air unit may be chosen. After the Defender has made his or her choice, the Attacker chooses an air unit. Similarly, any air unit may be chosen.
2. The chosen air units now fight using the standard combat resolution mechanism (in other words, the one-on-one General Assault tactic). No other tactic may be used. Just like ground combat, the air unit that rolls the highest die result wins.
3. If both players still have air units left on the Combat Board, then repeat **Phase 1** from **Step 1**. Both players may choose a new air unit to dogfight. There is no limit to the rounds of combat. Combat continues indefinitely until one side has no air units left.
4. The air units left on the combat board will now function as strike units (in other words, “mobile artillery”), in a similar fashion to ground artillery, in the upcoming ground combat.

Example:
Initial Setup



BASIC RULE 8

Air combat happens before any ground combat happens. Each round, each player chooses any 1 aircraft unit to do the fighting. 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 artillery units).

Naval Base at Sembawang

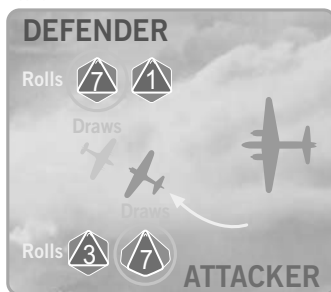
In the late 1920s, the British planned a huge naval base on the northern coast of Singapore. When completed, it would boast of the world's largest dry dock and third largest floating dock at that time. It would have enough fuel tanks to support the entire British navy for a full six months.

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.

Round 1



Round 2



Round 3



Round 4



Phase 2 – Attacker Choose Tactic

- After local air superiority is determined, ground combat is conducted in exactly the same way as you learnt earlier in the “Battalion Commander” training tutorial. The first step is for the Attacker to choose a tactic to use and bring up a supporting unit as necessary.

Phase 3 – Conduct Strikes

- At this point, since a new pair of units is facing off, both players may now attempt to strike at (in other words, fire at) his or her opponent's point unit and supporting unit. It is important to note that strikes can only be

declared whenever a new pair of point units faces off and before combat is resolved (in other words, before any die for the combat round is rolled).

- Each player decides how many and which strike units (if any) he or she is committing to conduct a Strike. The Defender declares first. Their decision is final and they are not allowed to change this decision (either to add or remove units) once they have decided and the units are committed. In other words, they are not allowed to see the result of a strike then decide to declare more strikes or to cancel some strikes.

BASIC RULE 10

Each strike unit can only fire once. It can only target the point unit or the supporting unit along the combat axis. It cannot target another strike unit.

- The target of a strike is always a single unit and must always be a point unit or a supporting unit. 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.

BASIC RULE 9

Before a new pair of ground units fight, decide & declare how many strike units you want to fire. Once this decision is made, you cannot add or cancel strike units, until all the firing is done.

BASIC RULE 11

To fire a strike unit, roll a purple 12-sided die and refer to the Direct Strike table on the Combat Board.

Once the strikes are declared, it does not matter whether the Attacker or the Defender rolls first, since the result of a strike does not affect the result of any other strike or the opponent's roll. However, by convention, the Attacker rolls first.

HMS Sussex & HMS Cleopatra

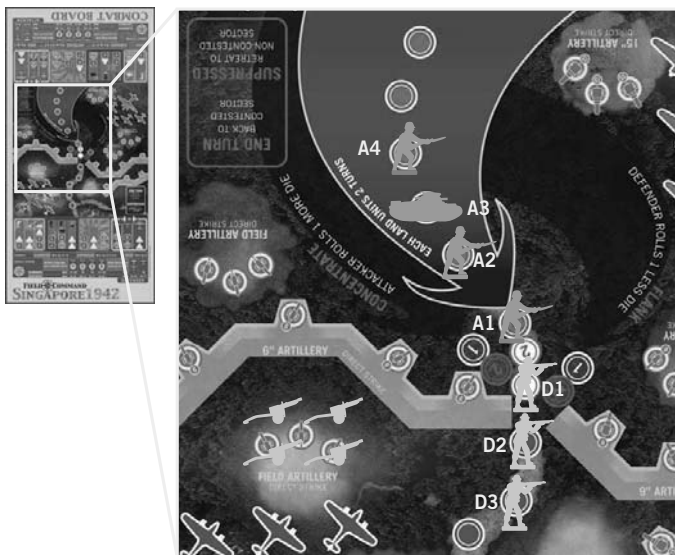
The silhouettes of the two ships in the Invasion Flotilla box on the mapboard are of the London-class heavy cruiser, HMS Sussex, and the Dido-class cruiser, HMS Cleopatra. Both these ships were actually in the British flotilla during Operation Tiderace when the British re-occupied Singapore in September 1945 after the war ended.

HMS Sussex was the flagship and was where the Japanese garrison of Singapore formally surrendered to the British at 11:30hrs on 5 September 1945, while HMS Cleopatra was the first ship to enter the re-captured Singapore port.

- Each strike unit can only strike once in each battle. Once both the Attacker and Defender have completed all their committed strikes, set aside all the strike units that have fired. Following this, normal ground combat resumes between the combat units, assuming all the units survived the strikes. However, if the strikes result in a point unit being defeated, then a new point unit moves up to the front and new strikes may be called.
- Combat is conducted in exactly the same way as in the "Battalion Commander" training tutorial. Remember to add or remove dice as appropriate for the Attacker's tactic. Do also remember that an Attacker's combat unit can only attack two times each battle, after which they must be set aside.
- Repeat **Phases 2 to 3** until one player has no units left on the board.

Example:

The following is an illustrative example. The Attacker & Defender has deployed their troops as follows:



Round 1



A1 & D1 are naturally the point units to flank with A2.

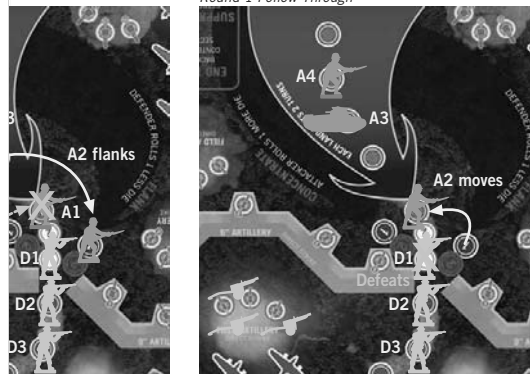
At this point, since A1 & D1 are facing off, but no die has been rolled yet, Strikes can be declared. The Attacker decides to fire only 1 artillery unit, holding 3 artillery units in abeyance for the meaty Japanese Light Tank (A3) coming up. He targets the point attacker (A1) and scores a hit.

Round 3

D3 is now the Defender's point unit. A3 is now the Attacker's point unit. The Attacker decides to concentrate his forces by bringing up A4 and wipe out the remaining Brit Inf.

Since this is a new pair of units facing off, Strikes again can be declared. The Defender calls in his remaining 2 artillery unit strikes. He zeroes both in on the Japanese Light Tank (A3) as per his initial plan. Both hits. However, since he had targetted both guns at A3, he cannot "transfer" one of the "hits" to A4.

Round 1 Follow-Through

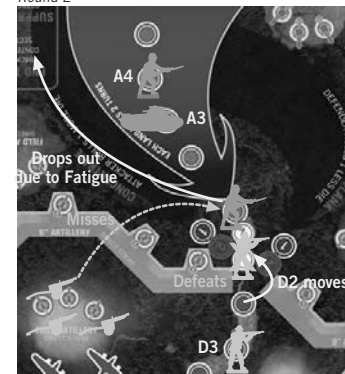


A2 now drops into position as the Attacker's point unit and must use the General Assault Tactic.

A new pair of units facing off, Strikes can be declared. The Attacker decides to fire only 1 artillery unit, holding 3 artillery units in abeyance for the meaty Japanese Light Tank (A3) coming up. He targets the point attacker (A1) and scores a hit.

Although this seems like a new pair of units facing off, it is actually a continuation of Round 1 (where A1 got destroyed by artillery fire) and so no new Strikes can be declared. Combat is resolved normally. Fortunately, the Attacker rolls well despite the earlier loss and A2 defeats D1.

Round 2



D2 drops into position as the Defender's point unit.

Since this is a new pair of units facing off, Strikes again can be declared. The Defender decides to fire another 1 artillery unit at the Attacker's lucky infantry (A2), holding 2 artillery units in reserve. Unfortunately, he misses this time.

Combat is resolved normally. A2 defeats D2. A2 then drops out of combat, since it had already attacked twice and is fatigued.

Round 3 Follow-Through



A4 is the remaining attacking unit and so automatically becomes the point unit (departing from its supporting role, which is now meaningless).

Although this is a new pair of units facing off, it is actually a continuation of Round 3.

Combat is resolved normally. D3 defeats A4 and heroically holds the sector, aided in its victory by the judicious use of artillery unit and some lucky die rolls.

ORDER OF PLAY: BATTLE

Setup

1. Defender Deploys All Units
2. Attacker Deploys All Units

Air Combat

3. Defender Chooses a Point Air Unit
4. Attacker Chooses a Point Air Unit
5. Defender & Attacker Resolve Air Combat
6. If Both Defender & Attacker still have Air Units left, go back to Step 3

Ground Combat

7. Attacker Chooses Tactic
8. Defender & Attacker Declare Strikes
9. Defender & Attacker Resolve Strikes
10. Defender & Attacker Resolve Combat until One Unit is Eliminated, Suppressed or Fatigued
11. Defender or Attacker Bring Up a New Point Unit as Appropriate
12. If Both Defender & Attacker still has Ground Units left along the Combat Axis, go back to Step 7

Wrap Up

13. Defender & Attacker Withdraw All Unused Strike Units

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.

ORDER OF BATTLE

Equipment Used

PLAYER 1

- » Japanese Control Markers
- » Japanese Units
- » Historic Scenario – Impregnable Fortress, Japanese Deployment Order

Japanese Army

PLAYER 2

- » Australian Control Markers
- » Australian Units
- » Historic Scenario – Impregnable Fortress, Australian Deployment Order

Australian Army Commonwealth

PLAYER 3

- » British Control Markers
- » British Units
- » Historic Scenario – Impregnable Fortress, British Deployment Order

British Army Commonwealth

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 instead of 3, then one player controls both the British & the Australian armies.

Mitsubishi A6M

More well-known as the “Zero Fighter”, the Mitsubishi A6M was an extremely nimble and advanced fighter that outclassed its American contemporaries when it was first introduced.

The specifications of the Japanese Navy were met through Mitsubishi's ingenious use of a special aluminium alloy that made it extremely lightweight, resulting in its legendary range & manoeuvrability.

However, this design also meant little armour and that made the plane extremely vulnerable to enemy rounds, especially when tactics were developed to counter its agility.

DEPLOYMENT

Setup

Mapboard

In order to tell which cards are relevant to a specific scenario, look at the scenario printed on the left or right edge of a card. The scenario that you will be playing is "Historic Scenario – Impregnable Fortress".



Each player should have the relevant Deployment Order for his or her army. Make sure each player uses the correct one.

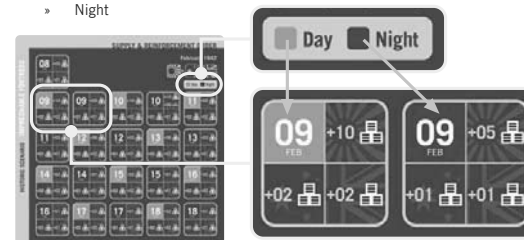
Now refer to the miniature mapboard on a Deployment Order. There are little unit icons printed on the sectors and axes-of-attack. The type and number are clearly shown. Place the units on the actual Mapboard as indicated by these icons.



Time Chart

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



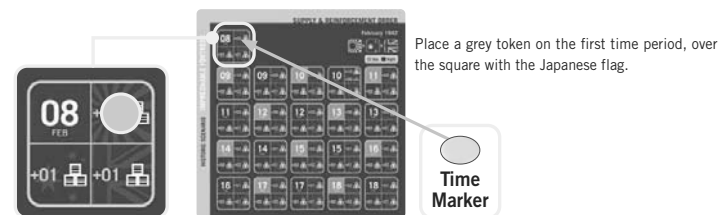
The first time period is on **8 February 1942 Night** and the last time period is on **18 February 1942 Night**.

First time period



Last time period

The order in which the armies take their turns are shown in the upper right corner.



Brewster Buffalo or Hawker Hurricane?

While it is true that the British still flew the extremely outdated and outclassed Brewster Buffalo when the Japanese first invaded Malaya, they were replaced by 51 modern Hawker Hurricanes on 3 January 1942. These arrived in Singapore together with 24 pilots.

Although they had an immediate impact, they were simply outnumbered and by the eve of the Battle of Singapore, the British had only one squadron left. On the morning of 9 February 1942, the remaining 10 Hawker Hurricanes engaged 84 Japanese planes that were supporting the Battle of Sarimbun Beach. They shot down six enemy planes for the loss of one. Nevertheless, the remnants were withdrawn to Sumatra shortly after the Japanese landed on Singapore island.

OBJECTIVE

Winning Conditions

Each army has a different set of 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.

ENGAGE!

Gameplay

Overview & Definitions

This is the first full game that you will play, where you command a whole army and deploy your troops to achieve specific strategic objectives. What you have learnt in the earlier training tutorials (from “Company Commander” to “Regiment Commander”) on conducting a battle on the Combat Board will be used repeatedly in this game as battles are fought across the battlefield.

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 in the order shown in the table below. Each army goes through all the phases each turn. The details of each phase are described further down.

ORDER OF PLAY: CAMPAIGN TURN (BASIC)

Planning Stage

1. Refuel Aircraft Units
2. Deploy Aircraft Units
3. Move Ground Units & Declare Attacks
4. Declare Offensive Artillery Barrages
5. Declare Defensive Artillery Barrages (by Defender of any contested sector)

Execution Stage

6. Change Sector Status
7. Resolve Battles

Supply Stage

8. Collect & Deploy Reinforcements
9. (not used)
10. (not used)
11. (not used)

Ending a Turn

12. Check for Victory
13. Progress Time (if this is the last army for the time period)

Dalley's Desperados

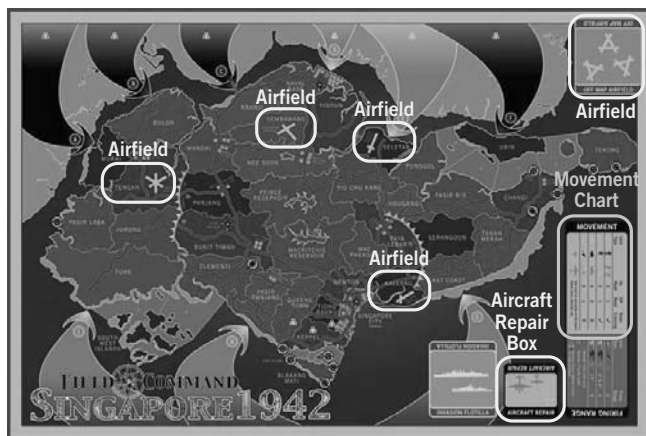
Dalforce was a volunteer unit named after its commander, Lieutenant Colonel John Dalley of the Federated Malay States Police Force. It is officially known as the Singapore Overseas Chinese Anti-Japanese Volunteer Army, but was quickly nicknamed “Dalley's Desperados” due to the ferocity with which its volunteers fought against the Japanese forces.

Dalforce often had to make do with weapons that were far inferior to the weapons used by the Japanese. Contrary to what the volunteers in Dalforce believed, the British had actually planned to fully equip Dalforce. A special consignment of modern pistols, rifles, tommy-guns and ammunition designated for the unit was being shipped to Singapore on the SS Empress of Asia. Unfortunately, Japanese aircraft spotted and sunk the laden ship on 5 February 1942, just three days before the invasion of Singapore.

Nevertheless, the poorly-equipped Dalforce still managed to inflict heavy losses against the Japanese throughout the Battle of Singapore.

Phase 1 – Refuel Aircraft Units

1. Return all the aircraft units that are on missions back to a friendly airfield. Return all the aircraft units that are in the Aircraft Repair Box back to a friendly airfield. These units will take one full 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 at, then the aircraft units are eliminated instead. Do note that the Japanese army has an off-map airfield, which cannot be captured, so its aircraft units will always be able to land.



Phase 2 – Deploy Aircraft

2. Aircraft units that did not just land and did not just complete repairs 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. An aircraft unit may take part in an attack or assist in defence of a sector. This is carried out simply by moving the aircraft unit to the sector.

BASIC RULE 23

Aircraft units can move anywhere.

Phase 3 – Move Ground Units & Declare Attacks

3. Move any ground units that you wish, as long as it is within their movement range. The movement range is indicated on the Movement Chart on the left side of the Mapboard.

It is important to note the following additional rules:

- » Each ground unit must choose either on-road or off-road movement. Off-road movement just means movement between sectors without needing to follow roads. On-road movement means that the unit must start in a sector with a road and must drive along that road to enter and exit sectors throughout its movement. A unit cannot move partially using on-road movement and partially using off-road movement.

BASIC RULE 21

If a unit is moving by driving (using “on-road movement”), the movement **must** follow a road.



BASIC RULE 24

A unit **must** stop if it enters an enemy-held sector or a sector with an on-going battle.

- » Each ground unit must stop when it enters a sector with at least 1 enemy ground unit. Moving ground units into an uncontested sector with at least 1 enemy ground unit is the equivalent of “declaring an attack” and will result in a “contested sector”.

Imperial Guards Repulsed at Kranji

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”.

- British & Australian units cannot move into an Axis-of-Attack. They cannot attack an Axis-of-Attack in any way. In effect, an Axis-of-Attack stays Japanese-controlled throughout the entire game.

Axis-of-Attack



- British and Australian units cannot share a sector, even though they are on the same side. This applies to both air units and ground units. However, they can pass through each other's sectors.



Allies may not share a sector

- A sector can have a maximum of 6 ground units (infantry, vehicle, artillery) from each side in it. So the maximum is 12 ground units (6 Japanese + 6 British or Australian). This is known as a "stacking limit".



Maximum 6 ground units per side in 1 sector

- An axis-of-attack has no limit on the number of units in it. In other words, it does not have a stacking limit.

BASIC RULE 17

British & Australian units **cannot** enter or attack Japanese Axis-of-Attack arrows.

BASIC RULE 18

British and Australian units **cannot** share a sector, even though they are on the same side.

BASIC RULE 19

A sector can have a **maximum of 6 ground units** (infantry, vehicle, artillery) from each side in it. So the maximum is 12 (6 Japanese + 6 British or Australian).

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.

BASIC RULE 20

There is **no restriction** on the number of aircraft units in a sector.

- A sector can have any unlimited number of air units in it.

- Among the ground units, only infantry units can cross water, unless there is a road (bridge) across the water. If there is a road, then all ground units can cross. It is assumed that the other ground units (such as vehicle units and artillery units) crossed by moving along the bridge.

- Fixed artillery units cannot move.



- Do note that you must make all your movements and declare all your attacks before resolving any battles. Once combat for any sector starts, no further units can be moved.

Phase 4 – Declare Offensive Artillery Barrages

- Declare the artillery units that will be supporting the various contested sectors and sectors that just got attacked. Be clear which artillery unit is supporting which sector. Do note that an artillery unit that just moved in Phase 3, cannot fire. There is no limit on the number of artillery units that can fire into a sector.

BASIC RULE 22

Only infantry units can cross water, unless there is a road (bridge) across the water.

BASIC RULE 23

Fixed artillery units cannot move.

BASIC RULE 16

Complete all movement (including attacks) **before rolling** any dice.

Bennett's Objectives

It may seem strange that although both the British and Australian players are on same side, the condition for an Australian Victory in the game does not mention any strategic objectives.

In fact, this mirrors what happened historically. When defeat seemed certain around 14 February 1942, General Percival informed his commanders of his decision to negotiate surrender. Despite General Percival's instructions for resistance to continue until a formal agreement is reached, General Bennett ordered all Australian troops to stand fast and focus solely on defending the Australian headquarters at Tanglin Barracks. They were ordered not to engage Japanese troops unless fired upon, ostensibly to ensure "the spirit of the cease-fire is not destroyed by foolish action", although the Japanese attacks had not abated. This unilateral ceasefire effectively removed the Australian units from the general defence of Singapore.

Phase 5 – Declare Defensive Artillery Barrages

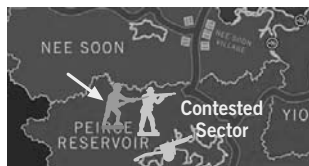
- For any army that is defending a sector being attacked by the army now taking its turn, the defending army may declare the artillery units that will be supporting these contested sectors. Be clear which artillery unit is supporting which sector. There is no limit on the number of artillery units that can fire into a sector.

BASIC RULE 20

There is also **no restriction on the number of artillery units that can fire into a sector from outside.**

Phase 6 – Change Sector Status

- All uncontested sectors that have attacks declared on them in Phase 3, now have their status changed simultaneously from uncontested sectors to contested sectors. A contested sector is any sector occupied by ground units from two opposing sides.



Phase 7 – Resolve Battles

- Combat is now resolved separately for every contested sector where the current army is the Attacker. Each such battle must take place and you cannot choose to skip any battle.
- Transfer all the units in a contested sector, as well as all supporting artillery units on to the Combat Board for battle. Do remember that artillery units in a contested sector **cannot** strike, but must participate in combat like other ground units.



Artillery unit cannot strike if in a contested sector

The rules and mechanics of the battle are the same as what you have learnt earlier in the “Regiment Commander” training tutorial. The only difference is that the various combat outcomes, such as “fatigued” or “suppressed” now have additional rules on what happens to the affected unit. This is as follows:

CONDITIONS	OUTCOME	WHAT HAPPENS?
Attacker's Ground Units Has Attacked 2 Times	Fatigued	The fatigued unit stays in the sector and continues the battle on the Attacker's next turn.
A Unit is Defeated by a Difference of 3 or More	Eliminated	The eliminated unit is immediately & permanently removed from play.
A Unit is Defeated by a Difference of Less Than 3	Suppressed	The suppressed unit must immediately move to an adjacent friendly uncontested sector. However, it cannot move into a sector already occupied by units of an allied army.

- If a sector remains contested at the end of the battle (usually due to the some of the Attacker's units being fatigued and remaining in the sector), then the battle is continued during the Attacker's next turn. The battle does **not** continue during the Defender's turn, although the Defender can move more troops in on his or her turn to reinforce.

Example:

The Japanese army launched an attack on the British-controlled Kranji sector, but did not manage to capture it when the battle ended. When it is the British army's turn, it may reinforce Kranji sector, but combat does not continue. Combat resumes only when it is the Japanese army's turn again.

British Surrender

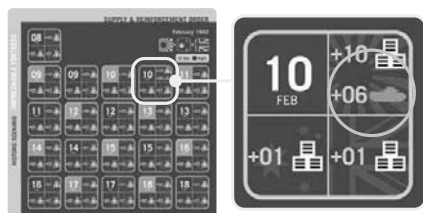
The British formally surrendered shortly after 17:15hrs (5:15pm) on 15 February 1942, with the ceasefire at 20:30hrs (8:30pm).

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!”

Phase 8 – Collect & Deploy Reinforcements

- When all the battles have been resolved, collect new units as indicated on the Supply & Reinforcement Order chart. Place these new units in the sector or the axis-of-attack as indicated in the Special Rules of the Deployment Order chart.

For the Historic Scenario, which you are playing, only the Japanese army receives reinforcements. This happens only once, in the night of 10th February. Place these new Japanese tank units on Axis-of-Attack C.



Phases 9 to 11 are not used in this training tutorial.

Phase 12 – Check for Victory

- At the point the turn does not end yet. Instead, check to see if your army has fulfilled the victory conditions as set out in its Deployment Order chart. If it has, then the game ends. If not, the game continues.

Phase 13 – Progress Time

- When all the armies have had their turns (in other words after the Japanese army, the Australian army and the British army have all had their turn), advance the time marker by one time period to the next calendar square on the Supply & Reinforcement Order chart.



Phase 14 – Next Army's Turn

- It is now the turn of the next army, starting again from Phase 1.

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.

ORDER OF BATTLE

Equipment Used

Except for the Fog-of-War Screens and supply tokens, this is the same equipment as for the earlier “Brigade Commander” training tutorial.

PLAYER 1

- » Japanese Control Markers
- » Japanese Units
- » Historic Scenario – Impregnable Fortress, Japanese Deployment Order
- » Japanese Fog-of-War Screen
- » 40 Supply Tokens

Japanese Army

PLAYER 2

- » Australian Control Markers
- » Australian Units
- » Historic Scenario – Impregnable Fortress, Australian Deployment Order
- » Australian Fog-of-War Screen
- » 20 Supply Tokens

Australian Army (Commonwealth)

PLAYER 3

- » British Control Markers
- » British Units
- » Historic Scenario – Impregnable Fortress, British Deployment Order
- » British Fog-of-War Screen
- » 20 Supply Tokens

British Army (Commonwealth)

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 instead of 3, then one player controls both the British & the Australian armies.

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.

DEPLOYMENT

Setup

Setup the game as described in the earlier “Brigade Commander” training tutorial on Page T-20.

Now, collect the number of supply tokens specified in the Deployment Order chart of the respective armies.

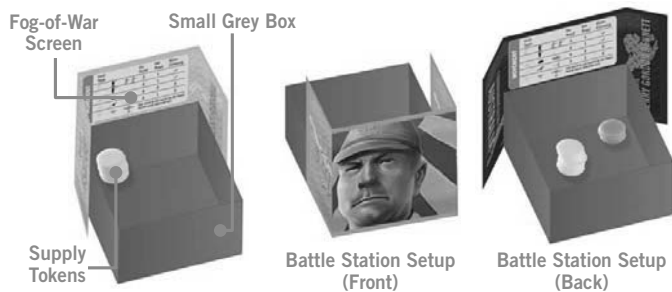


The white tokens represent 1 supply, while the grey tokens represent 10 supplies.

The number of tokens for each army is shown here for easy reference:

- » Japanese 40 tokens (2 grey and 20 white)
- » Australian 20 tokens (1 grey and 10 white)
- » British 20 tokens (1 grey and 10 white)

Each player places the supply tokens collected behind their respective Fog-of-War Screens, so that the other players cannot see how many supplies he or she has.



It is important to note that supplies **cannot be transferred** between armies, even if they are on the same side. This applies throughout the entire game.

OBJECTIVE

Winning Conditions

The game is won in the same way as in the “Brigade Commander” training tutorial on Page T-20, except as follows:

The **Australian player** wins if he still has twelve units left in supply (in other words, each unit can trace a supply line back 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**.

ENGAGE!

Gameplay

Overview & Definitions

The purpose of this training tutorial is to teach the mechanics of using supplies. In all other aspects, the game is no different from what you have learnt in the “Brigade Commander” training tutorial.

With supplies, the game becomes more challenging as you will learn that attacks cannot be launched and guns cannot be fired without supplies. This means that the Japanese army cannot win by simply launching massive multi-sector assaults every turn and the British and Australian armies cannot win by simply keep firing their guns unceasingly. Good planning and careful resource management is now crucial.

Turn Order

There is no change from the turn order learnt in the “Brigade Commander” training tutorial.

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 in the order shown in the table below. Each army goes through all the phases each turn. The details of each phase are described further down.

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.

ORDER OF PLAY: CAMPAIGN TURN (INTERMEDIATE)

Planning Stage

1. Refuel Aircraft Units
2. Deploy Aircraft Units
3. Move Ground Units & Declare Attacks
4. Declare Offensive Artillery Barrages
5. Declare Defensive Artillery Barrages (by Defender of any contested sector)

Execution Stage

6. Change Sector Status
7. Resolve Battles

Supply Stage

8. Collect & Deploy Reinforcements
9. Collect Supplies
10. (not used)
11. (not used)

Ending a Turn

12. Check for Victory
13. Progress Time (if this is the last army for the time period)

The phases are carried out in exactly the same way as in the "Brigade Commander" training tutorial, except as modified and explained below.

Phase 1 – Refuel Aircraft Units

1. There is no change to this phase. No supply is needed to refuel aircraft.

Phase 2 – Deploy Aircraft

2. There is no change to this phase. No supply is needed to deploy aircraft.

Phase 3 – Move Ground Units & Declare Attacks

3. Pay 1 supply for each ground unit that **enters a sector with at least 1 enemy ground unit**. This applies regardless of whether the sector is current contested or not. This also applies regardless of whether the current army is the Attacker and the Defender of a contested sector. In other words, this applies even if an army controls a contested sector and is merely reinforcing his position.

No supply is needed for a unit already in a contested sector to continue fighting. This applies to the units of both the Attacker and the Defender of the contested sector.

No supply is needed to attack and capture an **unoccupied** enemy-controlled sector. It is sufficient to move into or through the sector.

4. At the point of paying the supply, you must first check to see whether the unit using the supply is connected to a supply point, which is denoted by the symbol of a crate on the Mapboard. The connection is known as a "supply line". A unit with such a connection is known as being "in supply". A unit is in supply if there is a continuous chain of **friendly sectors** between the unit's sector and a supply point. Needless to say, the supply point must also be in a friendly sector.

It is important to note the following additional rules:

- » A supply line can be of unlimited length, can take circuitous routes and need not follow roads, but cannot cross water except via a road. This chain may be traced through a contested but friendly sector. The chain may terminate in a contested enemy-controlled sector.
- » A supply line starting from an axis-of-attack may be traced across water for its first step (in other words, the first normal sector that it enters). Subsequent sectors must follow the normal rules for tracing supply lines and cannot cross water as per normal.
- » A supply point can be linked to an unlimited number of units without affecting its effectiveness.

BASIC RULE 12

Before a battle, pay **1 supply for each unit attacking**. Units defending get to defend for free!

Japanese Feint Attack on Pulau Ubin

In order to divert the attention of the British Fortress Command away from the actual location of the main Japanese invasion along the northwest coast of Singapore, General Yamashita launched a feint attack against Pulau Ubin on 7 February 1942, a day before the main invasion. The island was off the northeast coast of Singapore and was captured without much effort.

On the same day, Japanese artillery commenced a heavy bombardment of the northeast coast creating the false impression that the hammer stroke of the imminent invasion of Singapore will fall there. It worked. General Percival became more confident of his inaccurate prediction that the Japanese will attack from the east and did not commit his reserves to stem the Japanese actual invasion in the northwest a day later.



Phase 4 – Declare Offensive Artillery Barrages

5. Pay 1 supply for each artillery unit firing into another sector. Remember to check that each unit firing has a supply line back to a friendly supply point, as per Step 4 above.

BASIC RULE 14

Aircraft units get to fight for free!

No supply is needed for air units. This applies even when an air unit conducts a strike during the battle later.

BASIC RULE 13

Before a battle, pay 1 supply for each artillery unit firing. Both Attacker and Defender must pay to fire artillery units.

Phase 5 – Declare Defensive Artillery Barrages

6. The defending armies pay 1 supply for each artillery unit firing into another sector. Remember to check that each unit firing has a supply line back to a friendly supply point, as per Step 4 above.

No supply is needed for air units. This applies even when an air unit conducts a strike during the battle later.

Phase 6 – Change Sector Status

7. There is no change to this phase. No supply is needed to change the status of a sector, although supplies are needed to move ground units into a contested sector as noted in Phase 3.

Phase 7 – Resolve Battles

8. There is no change to this phase. No supply is needed during the resolution of a battle.
9. If an army loses control of a sector with a supply point, it must transfer 6 + 6 + 6 supply tokens, capped at half of his total supplies rounded down, to the capturing army.

Example:

A player's army currently has 20 supplies. He rolls 6 6 6, getting the result of 5, 2 & 1. Adding these numbers, the total is 8. This is less than half of his army's total supplies, which is 10. Therefore, he passes 8 supplies worth of tokens to his opponent's army.

This rule applies regardless of whether the capturing army's capturing unit is itself in supply or not at the moment of capture. Following the capture, the capturing army's units are now linked to the newly captured supply point and hence are now in supply.

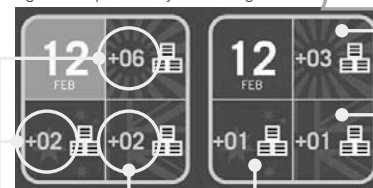
Phase 8 – Collect & Deploy Reinforcements

10. There is no change to this phase. No supply is needed to collect or deploy reinforcements.

Phase 9 – Collect Supplies

11. Collect the number of supply tokens as indicated in the calendar square of the current time period in the Supply & Reinforcement Order chart. Do note that the number of supplies to collect varies with each army. The number for each army is indicated in the sub-division of the calendar square that has the flag of the respective army in the background.

Number of Supplies



Army's Turn

An army with no supply points still receives supplies as per normal at the end of its turn. However, in accordance with **Rule 14.3.2**, the army cannot use them as no supply line can be traced, because there is no originating supply point. Hence, the army cannot take any actions that require supplies, including launching an attack.

Example:

If the Japanese army captures Tiong Bahru, Keppel and Queenstown sectors from the Commonwealth armies, the Commonwealth armies will still receive supplies but cannot use them until they re-capture at least one supply point. This may prove impossible if the re-capture requires the launching of an attack.

Phases 10 to 11 are not used in this training tutorial.

Phase 12 – Check for Victory

12. There is no change to this phase. There is no supply-related rule when checking for victory.
13. However, do note that there is a change in the victory condition of the Australians as noted under "Objectives" above.

Phase 13 – Progress Time

14. There is no change to this phase. There are no supply-related rules for the progression of time.

Punjabis Disguise & the Malay Regiment

Despite being heavily outnumbered and subjected to constant heavy Japanese artillery bombardments and air attacks, the Malay Regiment guarding Pasir Panjang ridge put up a heroic defence against the Japanese during the final phase of the Battle of Singapore. The regiment never retreated and often resorted to hand melee fighting even when their ammunition ran out and all hope was apparently lost, thereby inflicting heavy losses against the Japanese.

Frustrated by the fierce resistance put up by the Malay Regiment, the Japanese came up with a ploy in an attempt to infiltrate its lines. A group of Japanese soldiers disguised themselves as Punjabi soldiers in the British Army and moved towards the Malay Regiment's position. However, their ploy failed when Second Lieutenant Adnan Bin Saidi found it suspicious that these approaching "Punjabi soldiers" were marching in four rows instead of the usual three of the British Army and decisively ordered his men to open fire on them.

CORPS COMMANDER

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.

ORDER OF BATTLE

Equipment Used

Except for the Situation Cards, this is the same equipment as for the earlier “Division Commander” training tutorial.

PLAYER 1

- » Japanese Control Markers
- » Japanese Units
- » Historic Scenario – Impregnable Fortress, Japanese Deployment Order
- » Japanese Fog-of-War Screen
- » 40 Supply Tokens
- » Japanese Deck of 36 Situation Cards from **Field Command: Singapore 1942 Cards Expansion**

Japanese Army

PLAYER 2

- » Australian Control Markers
- » Australian Units
- » Historic Scenario – Impregnable Fortress, Australian Deployment Order
- » Australian Fog-of-War Screen
- » 20 Supply Tokens
- » Commonwealth Deck of 36 Situation Cards from **Field Command: Singapore 1942 Cards Expansion** (shared with the British Army)

Australian Army (Commonwealth)

PLAYER 3

- » British Control Markers
- » British Units
- » Historic Scenario – Impregnable Fortress, British Deployment Order
- » British Fog-of-War Screen
- » 20 Supply Tokens
- » Commonwealth Deck of 36 Situation Cards from **Field Command: Singapore 1942 Cards Expansion** (shared with the Australian Army)

British Army (Commonwealth)

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 instead of 3, then one player controls both the British & the Australian armies.

DEPLOYMENT

Setup

Setup the game as described in the earlier “Brigade Commander” training tutorial on Page T-20. Collect supplies as described in the earlier “Division Commander” training tutorial on Page T-32.

Now, divide the cards from the **Field Command: Singapore 1942 Cards Expansion** into the Japanese deck and the Commonwealth deck. Shuffle each deck separately and place them beside the Mapboard.

Each side draws the number of cards from their respective decks as follows:




- » Japanese 2 cards
- » Commonwealth 2 cards

The players for British & Australian armies collectively draw 2 cards, then decide how to split up the 2 cards drawn. It is permissible for one army to have no cards at the start of the game.

If an Event Card is drawn, play it immediately and draw a new card to replace it.

It is important to note that cards **cannot be transferred** between armies, even if they are on the same side. This applies throughout the entire game.

The following is the summary for the “Historic Scenario – Impregnable Fortress” and “Scenario 01 – The Almost Naked Island”.

	 Japanese	 Australian	 British
Starts with...	2 Cards	2 Cards Split between British & Australian Armies	
Draws...	1 Card per Turn	1 Card per Turn at End of British Turn Split between British & Australian Armies	
Maximum Hand	3 Cards	2 Cards	2 Cards

Defection of 2/10th Indian Battalion

During the Battle of Malaya, several groups of Indian soldiers from the British Indian Army defected to the Japanese side by joining the pro-Japanese Indian National Army or “INA”. The INA in Malaya was led by Captain Mohan Singh and fought alongside the Japanese against the British.

During the Battle of Singapore, an INA officer, Captain Allah Ditta, got close enough to a British Indian Army battalion, the 2/10th Baluch, during combat to start shouting invitations. Upon hearing Captain Ditta’s speech, the 2/10th Baluch, which was frightened and aware of the growing disintegration of General Percival’s command, discarded their arms and joined the INA.

OBJECTIVE

Winning Conditions

The game is won in exactly the same way as in the “Division Commander” training tutorial on Page T-32.

ENGAGE!

Gameplay

Overview & Definitions

The purpose of this training tutorial is to teach the mechanics of using the Situation Cards (also known simply as “cards”) from the **Field Command: Singapore 1942 Cards Expansion**. In all other aspects, the game is no different from what you have learnt in the “Brigade Commander” & “Division Commander” training tutorials.

With cards, the game becomes more unpredictable. Your opponent may disrupt your carefully laid plans with a well-played card or use an unexpected tactic or strategy assisted by cards. Your own plans for playing certain cards may also be upset, since cards are drawn at the end of your turn, but can only be played on your next turn after the other players have had their turns. Hence, as a field commander, you will need to keep adapting to new situations.

This is what a card looks like.



Card Power

This merely provides a quick visual reference of the Card's effects. Always read the text on the card for the full explanation.

Card Type



Card Target

This indicates what the Card affects.

Basics of Playing Cards

A player can play as many cards as he or she wishes, as long as the cards are played during the correct army's turn and during the correct phase in the turn. The turn and phase that the cards can be played on is summarized as follows:

	When to Play	Phase to Play	Notes
	On Your Army's Turn Only	Play before any Battle Starts	Usually Targets a Sector
	When Your Army is a Combatant of a Battle	Play at the Start of a Battle	Applies only to Units involved in the Battle & Lasts for 1 Battle Only
	On Your Army's Turn Only	Play after all Battles have Ended for your Turn (although some Sectors may remain Contested)	
	On Your Army's Turn Only	Must be Played Immediately when Drawn	Player then Draws Another Card as a Replacement
	When Your Army is the Target of a Card	Play whenever Opponent Plays a Card or Takes an Action that can be Negated	Negated Card is Discarded

All bonuses, penalties and effects stack unless otherwise indicated. There is no limit to the number of cards that can be played at any one time. The only exception is that cards that are **exactly the same** cannot be played on the same target at the same time.

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.

Example:

For the first card expansion used for the “Historic Scenario – Impregnable Fortress”, two Coastal Searchlight cards cannot be played during the same battle, as they are exactly the same card and affect the same battle. However, it is permissible to play both a Coastal Searchlight card and an Effective Machine Gun Placement card at the same time. It is also permissible to play a Coastal Searchlight card on one battle and another Coastal Searchlight card on another battle, although both battles are happening in the same turn.

Turn Order

There is no change from the turn order learnt in the “Brigade Commander” & “Division Commander” training tutorials.

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 in the order shown in the table below. Each army goes through all the phases each turn. The details of each phase are described further down.

ORDER OF PLAY: CAMPAIGN TURN (ADVANCED)

Planning Stage

1. Refuel Aircraft Units
2. Deploy Aircraft Units
3. Move Ground Units & Declare Attacks
4. Declare Offensive Artillery Barrages
5. Declare Defensive Artillery Barrages (by Defender of any contested sector)

Execution Stage

6. Change Sector Status
7. Resolve Battles

Supply Stage

8. Collect & Deploy Reinforcements
9. Collect Supplies
10. Draw Cards
11. Discard Excess Cards

Ending a Turn

12. Check for Victory
13. Progress Time (if this is the last army for the time period)

The phases are carried out in exactly the same way as in the “Brigade Commander” & “Division Commander” training tutorials, except as modified and explained below.

Phase 1 – Refuel Aircraft Units



1. You may play a Deployment Card during this phase. Your opponent may counter any card you play with a Negation Card.

Phase 2 – Deploy Aircraft



2. You may play a Deployment Card during this phase. Your opponent may counter any card you play with a Negation Card.

Phase 3 – Move Ground Units & Declare Attacks



3. You may play a Deployment Card during this phase. Your opponent may counter any card you play with a Negation Card.

Phase 4 – Declare Offensive Artillery Barrages



4. You may play a Deployment Card during this phase. Your opponent may counter any card you play with a Negation Card.

War Minister Itagaki or General Itagaki?

The Japanese commander in Scenario 02 “Operation Tiderace”, General Itagaki Seishiro, did serve briefly as the War Minister of the Empire of Japan from 1938 to 1939. Subsequently, he served as a general in various regions, such as China and Korea before being assigned as the commander of the Japanese 7th Area Army headquartered in Singapore in April 1945, shortly before the war ended. He surrendered the Japanese forces in Southeast Asia to Lord Louis Mountbatten on 12 September 1942 on board the British heavy cruiser, HMS Sussex.

Phase 5 – Declare Defensive Artillery Barrages



5. You may play a Deployment Card during this phase. Your opponent may counter any card you play with a Negation Card.

Phase 6 – Change Sector Status

6. Once this phase begins, no more Deployment Cards can be played.
7. There is no change to this phase. No cards can be played during this phase. There is no cards-related rule when changing the status of a sector.

Phase 7 – Resolve Battles



8. You may play a Combat Card during this phase, as long as you are a combatant in a battle. It need **not** be your army's turn. The Combat Card must be played at the start of the battle before any dice is rolled. Your opponent may counter any card you play with a Negation Card. Once a battle begins, no more Combat Cards can be played.

Phase 8 – Collect & Deploy Reinforcements



9. Once this phase begins, no more Combat Cards can be played.
10. You may play a Supply Card during this phase. Your opponent may counter any card you play with a Negation Card.

Phase 9 – Collect Supplies



11. You may play a Supply Card during this phase. Your opponent may counter any card you play with a Negation Card.

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.

Phase 10 – Draw Cards

12. Draw for each army as follows:

- » The Japanese army simply draws 1 card.
- » The Australian army and the British army collectively draw 1 card at the **end of the British army's turn**. The players then decide which army gets to keep the card, just as they have done at the start of the game. Do remember that once a card has been assigned to an army, it cannot be transferred to another army, even if they are on the same side.

13. Immediately play any Event Card that is drawn. Generally, Event Cards are in effect for 1 full turn until the end of the player's next turn. In other words, all players are affected by an Event Card for exactly one turn each. Draw an additional card to replace each played Event Card.

Phase 11 – Discard Excess Cards

14. Each army can only hold a certain maximum number of cards at the end of its turn. Check this after drawing the cards in Phase 11. The maximum for each army is as follows:

- » Japanese Army Maximum 3 Cards
- » Australian Army Maximum 2 cards
- » British Army Maximum 2 cards

If you have exceeded the maximum allowed, you can decide which card to discard. The excess cards must be discarded immediately.

Remember that an Event Card must be played immediately when it is drawn and that it is illegal to discard an Event Card.

Phase 12 – Check for Victory

15. There is no change to this phase. No cards can be played during this phase. There is no cards-related rule when checking for victory.

Phase 13 – Progress Time

16. There is no change to this phase. No cards can be played during this phase. There are no cards-related rules for the progression of time.

No Anti-Tank Defence?

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.

BASIC RULES QUICK REFERENCE

BASIC RULES

R-00

BASIC RULES QUICK REFERENCE

The following are the key rules to remember.

COMBAT

1. Before a fight, match the unit's **colour & shape** to the Unit Strength Chart on the Combat Board to find out what dice to roll. Use the colour of the die in the Chart to easily identify the die to roll.
2. In a fight, compare the **highest die** each player rolls. 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 Attacker's unit (red side) can **only attack 2 times**. Each Defender's unit (blue side) can keep defending until it loses a fight.
5. If the Attacker uses Concentrate, the Attacker **rolls 1 die more**. Attacker chooses which die to add from the supporting unit's set of dice.
6. If the Attacker uses Flanking, the Defender **rolls 1 die less**. The Defender chooses which die to lose.
7. Keep fighting **until one player has no units left** on the combat axis. This player loses and the other player wins!

STRIKES

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

BASIC RULES

R-01

AIR COMBAT

11. Air combat happens before any ground combat happens. Each round, each player chooses any 1 aircraft unit to do the fighting. 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 artillery units).

SUPPLIES

- 12. Before a battle, **pay 1 supply for each unit attacking**. Units defending get to defend for free!
- 13. Before a battle, **pay 1 supply for each artillery unit firing**. Both Attacker and Defender must pay to fire artillery units.
- 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 Axis-of-Attack arrows**.
- 18. British and Australian units **cannot share a sector**, even though they are on the same side.
- 19. A sector can have a **maximum of 6 ground units** (infantry, vehicle, artillery) 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 artillery units** 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 artillery 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.

BASIC RULES

R-02

DOCTRINES SECTION

DOCTRINE

D-00

IMPORTANT BASIC INFORMATION

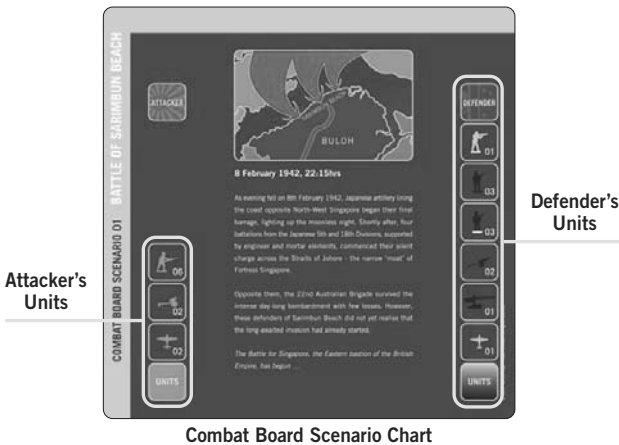
A SETUP, ORDER OF PLAY, WINNING & OTHER BASIC GAMEPLAY INFORMATION

A.1 Important Information

- A.1.1 Multiple Scenarios: This game consists of a spectrum of scenarios of varying setup and complexity. Some scenarios are single-battle scenarios, which are played solely on the Combat Board. Other scenarios are campaign scenarios, which are played on both the Mapboard and the Combat Board. Scenario specific information can be found on the Combat Board Scenario charts or the Deployment Order charts of the various scenarios.
- A.1.2 Learning the Game: The easiest way to learn the game is to go through the TRAINING SECTION (starting Page T-01) which consists of structured tutorials that teach the rules in order of increasing complexity. If this is the first time you are playing a "Field Command" game by WorldsForge, then it is strongly recommended that you learn the rules using the TRAINING SECTION, so that the game can be properly enjoyed.

A.2 Combat Board Scenario Gameplay Information

- A.2.1 Number of Players: A Combat Board Scenario requires 2 players – an Attacker and a Defender.
- A.2.2 Setup: A Combat Board Scenario consists of a single Combat Board Scenario chart. The setup information is shown on the chart.



DOCTRINE

D-01

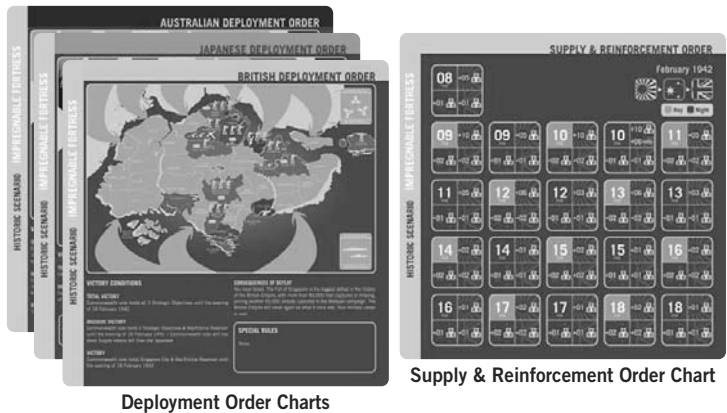
DOCTRINE

D-02

- A.2.3 Order of Play: The full order of play for a Combat Board Scenario can be found on Page D-08.
- A.2.4 Winning: A player who has no units left on the combat axis of the Combat Board loses. The other player wins.
- A.2.5 Relevant Rules: **Doctrines 1 to 5** (starting Page D-01) capture all the rules relevant to a Combat Board Scenario.

A.3 Full Campaign Scenario Gameplay Information

- A.3.1 Number of Players: A Full Campaign Scenario requires 2 or 3 players, depending on the scenario played. Each player commands an army. The "Historic Scenario – Impregnable Fortress" requires 3 players.
- A.3.2 Setup: A Full Campaign Scenario consists of a Supply & Reinforcement Order chart and one Deployment Order chart for each army. Please refer to **Rule 8.2** for more details.



- A.3.3 Order of Play: The full order of play for a Full Campaign Scenario can be found on Page D-23.
- A.3.4 Winning: The winning conditions for each army are shown on its respective Deployment Order chart for the scenario played. These winning conditions are called "victory conditions".
- A.3.5 Relevant Rules: **Doctrines 6 to 16** (starting Page D-16) capture all the rules relevant to a Full Campaign Scenario. The rules for a Combat Board Scenario are also relevant. It is recommended that you learn to play a Combat Board game before you try to play a Full Campaign game.

B RULES PRECEDENCE

B.1 Rules are found on a number of game components. Some rules may seem to contradict each other. For clarity, the order of rules precedence is as follows:

- » **General Rules** found in this rulebook are the regular rules.
- » **Unit Special Capabilities Rules** concerning the ability of each unit type supersede the General Rules.
- » **Card Rules** written on the Situation Cards supersede all other rules above.
- » **Scenario Special Rules** written on the charts of a specific scenario supersede all other rules above.

RULES FOR THE COMBAT BOARD & COMBAT BOARD SCENARIOS

1 DOCTRINE: DICE TYPES

1.1 There are 5 types of dice used in the game:



1.2 **Dice Icons:** In this rulebook and on the game components, the number and type of dice to roll is directly represented by dice icons . You can easily identify the type of dice by looking at the colour or the shape or the number shown in the icon, which signifies the number of die facets.

1.3 **Dice Nomenclature:** The arrangement of the dice icons show how to obtain a result after rolling the dice. In most cases, you will be required to pick the highest die result. Very rarely will you be required to add the die results.

- » **Picking the Highest Number:** If you see [X][Y], it means you roll an X-sided die and a Y-sided die and pick the highest result.



means that you roll one six-sided die and two four-sided dice and **pick the highest number**.

DOCTRINE

D-03

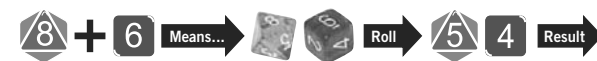
Example:



means that you roll two eight-sided dice and **pick the highest number**.

- » **Adding the Numbers:** If you see [X] + [Y], it means you roll an X-sided die and a Y-sided die and add the results.

Example:



means that you roll one eight-sided die and one six-sided die and **add the results**.

Example:



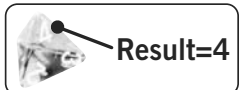
means that you roll three six-sided dice and **add the results**.

Example:

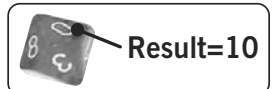


means that you roll one six-sided die and one four-sided die and **pick the highest number**, then add this number to the result from rolling one ten-sided die.

1.4 **Reading the 4-sided Die:** After a 4-sided die comes to rest, the number that is at the apex and that is upright is the die result.



1.5 **Reading the 10-sided Die:** A 10-sided die is read normally. However, a result of "0" actually means "10". (The reason for this anomaly is that multiple standard 10-sided dice are sometimes used in other games to generate higher factor results. For instance, two 10-sided dice can be used to generate a result ranging from 1 to 100, represented by double zeroes. Three 10-sided dice can be used to generate a result ranging from 1 to 100, represented by triple zeroes.)



DOCTRINE

D-04

2 DOCTRINE: UNIT TYPES

2.1 Basic Types: There are 4 basic types of units:

- » Infantry Units 
- » Vehicle Units 
- » Artillery Units (Field & Fixed) 
- » Aircraft Units (Fighter & Bomber) 

2.2 Collective Types: For ease of reference, the basic types of units are sometimes grouped using the following collective terms:

Collective Term	Constituents & Notes
Ground Units	Infantry Units, Vehicle Units, Artillery Units.
Air Units	Aircraft Units.
Combat Units	Units attacking using normal combat. Always deployed along the combat axis of the Combat Board. Typically Infantry Units & Vehicle Units. Sometimes Artillery Units.
Strike Units	Units attacking using Direct Strikes. Always deployed outside of the combat axis of the Combat Board. Typically, Artillery Units & Aircraft Units.

2.3 Attributes

2.3.1 Each unit have a number of attributes as follows:

- » Attack Strength
- » Defence Strength
- » Movement (on-road & off-road)
- » Range
- » Special Capability

2.3.2 Units that look similar, but that have a different colour or a different base colour, generally have different values for their respective attributes.

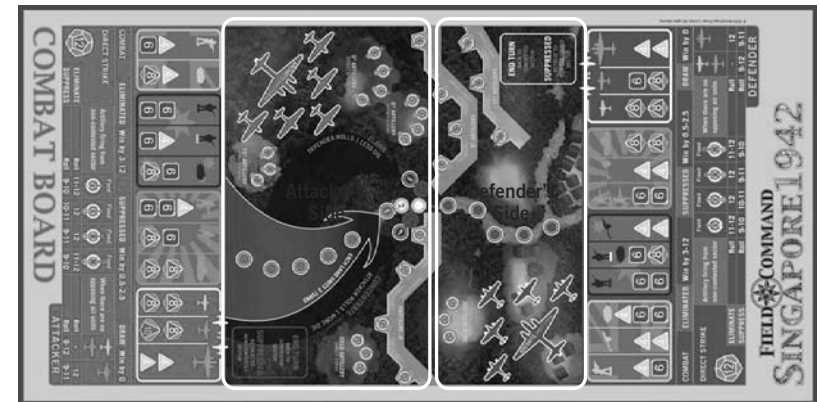
DOCTRINE

D-05

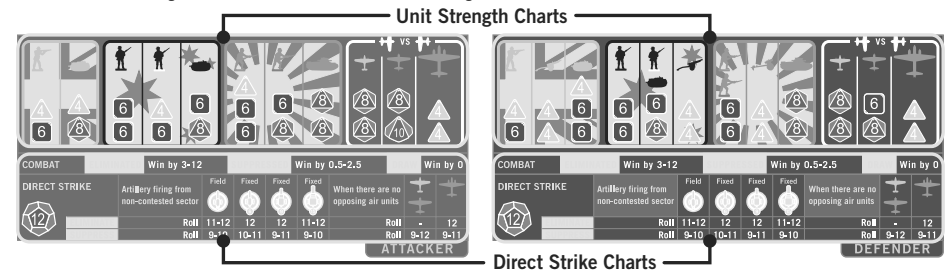
3 DOCTRINE: COMBAT BOARD

3.1 Combat Board Features

3.1.1 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.



3.1.2 The Combat Board has two charts with outlines of each unit type and columns of dice. These are the "Unit Strength Charts" – one for Defence Strength (for the defenders) and one for Attack Strength (for the attackers).



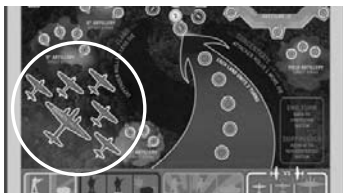
3.1.3 Below each Unit Strength Chart is another chart with the symbol of a purple 12-sided dice on the left. These are the "Direct Strike Charts".

DOCTRINE

D-06

3.2 Placement of Aircraft Units

- 3.2.1 All aircraft units are placed in the area of the Combat Board where outlines of aircraft units are found.
- 3.2.2 No Placement Limited: Although there may be a limited number of outlines on the Combat Board, this does not restrict the number of aircraft of each type that can be brought into the battle. Just place all the extra aircraft units in the area with the aircraft outlines as per normal.



3.3 Placement of Artillery Units

- 3.3.1 Artillery units are placed on the Combat Board as follows:

- 3.3.1.1 For Combat Board Scenarios: All artillery units are placed away from the combat axis, where outlines of artillery units are found. It is important to match the type of artillery placed with the outlines on the Combat Board (for instance, a 15" gun play-piece to a 15" gun outline) as guns of different calibres have different effectiveness.

- 3.3.1.2 For Full Campaign Scenarios (Artillery Units Outside Contested Sector): Artillery units firing in from **outside** the contested sector are placed away from the combat axis, where outlines of artillery units are found. It is important to match the type of artillery placed with the outlines on the Combat Board (for instance, a 15" gun play-piece to a 15" gun outline) as guns of different calibres have different effectiveness. They can only use their direct strike ability.

- 3.3.1.3 For Full Campaign Scenarios (Artillery Units Inside Contested Sector): Artillery units that are **inside** the contested sector are no different from infantry units & vehicle units. They are placed along the combat axis and defend as normal ground units. They may not use their direct strike ability. Please refer to **Rule 3.4.1**.

- 3.3.2 No Placement Limited: Although there may be a limited number of outlines on the Combat Board, this does not restrict the number of artillery of each type that can be brought into the battle. Just place each extra gun next to a gun of the same calibre, so that the calibre of the extra gun is clear.

3.4 Placement of Infantry Units & Vehicle Units

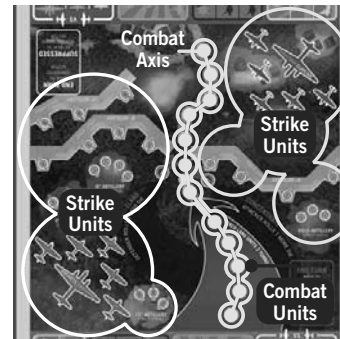
- 3.4.1 All infantry units & vehicle units are placed in the circles along the combat axis. Following from **Rule 3.3.1.3**, for a Full Campaign Scenario, any artillery units inside the contested sector where the battle is taking place are also placed in the circles along the combat axis. It is important to note that the order of placement **does** matter as the units placed closest to the centre fights first.



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- 3.4.2. All the units placed along the combat axis are known as "combat units". All the units not placed along the combat axis are known as "strike units".
- 3.4.3 Once a battle starts, the player cannot swap the order of any combat unit placed along the combat axis. The player is committed to this unit order for the rest of the battle.
- 3.4.4 No Placement Limited: Due to the stacking limit in a Full Campaign Scenario only 6 ground units are normally allowed in each contested sector. Hence, a battle normally has at most 6 units from each army. However, if more than 6 units are allowed for whatever reason, just deploy them along the combat axis as per normal. The extra units are not restricted by the circles printed on the Combat Board.



4 DOCTRINE: COMBAT & TACTICS

ORDER OF PLAY: BATTLE

Setup

1. Defender Deploys All Units
2. Attacker Deploys All Units

Air Combat

6. Defender Chooses a Point Air Unit
4. Attacker Chooses a Point Air Unit
5. Defender & Attacker Resolve Air Combat
6. If Both Defender & Attacker still have Air Units left, go back to Step 3

Ground Combat

7. Attacker Chooses Tactic
8. Defender & Attacker Declare Strikes
9. Defender & Attacker Resolve Strikes
10. Defender & Attacker Resolve Combat until One Unit is Eliminated, Suppressed or Fatigued
11. Defender or Attacker Bring Up a New Point Unit as Appropriate
12. If Both Defender & Attacker still has Ground Units left along the Combat Axis, go back to Step 7

Wrap Up

13. Defender & Attacker Withdraw All Unused Strike Units

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4.1 Definitions

- 4.1.1 **Point Unit:** The first unit of each player on the combat axis is the “point unit”. If the point unit is defeated, the next unit along the combat axis becomes the new point unit.



- 4.1.2 **Supporting Unit:** The unit that is next in line can sometimes be used to support the point unit in the execution of certain tactics (see **Rule 4.4 to 4.7**). When used in this way, the unit is called a “supporting unit”.



Units Used for Flanking Manoeuvre



Units Used for Force Concentration

- 4.1.3 **Determining Attacker & Defender:** For a Combat Board Scenario, the Attacker and the Defender are indicated on the Combat Board Scenario chart. For a Full Campaign Scenario, the Attacker is the army that is attacking the contested sector where the battle is taking place, while the Defender is the army that is defending the same contested sector. Another way to describe this is that the Attacker is the army trying to gain control of the contested sector, while the Defender is the player who currently has control of the contested sector.
- 4.1.4 **Battle:** The complete resolution of all combat on the Combat Board for a particular contested sector during a particular turn is known as a “battle”. Although a sector may remain contested over a few time periods, a battle “ends” when all combat is resolved for that particular turn. As such, a battle always last exactly one turn. This is important when determining the duration for effects due to Situation Cards that last for “one battle”. The definitions of a “turn” and a “time period” are given in **Rule 7.1**.

4.2 Order of Placement of Units

- 4.2.1 The Defender always places all his units first.

4.3 Combat Resolution Mechanic

- 4.3.1 **Basic Mechanic:** When two units engage in combat, each player looks up his or her respective unit's Attack Strength or Defence Strength on the Unit Strength Chart on the Combat Board. Each player then rolls the dice representing their respective unit's strength and chooses the **highest result**. There is no need to add the numbers. The players compare their respective highest number and the one with the higher number wins. The defeated unit is moved off the combat axis. If no player has a higher number then it is a draw.

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 6 6 and rolls with the results 5, 4. The highest die roll for the defender is 5.

$$6 - 5 = 1$$

Comparing the results, you can see that the Attacker wins by 1 point.

- 4.3.2 **Modifiers:** Often, one of more units may have a bonus or a penalty due to the terrain or to specific circumstances. Add these modifiers to the highest result as appropriate. The unit with the highest final result, after taking into account all these modifiers, wins.
- 4.3.3 **Combat Results:** If a unit wins by 3 points or more, the defeated unit is “eliminated”. If a unit wins by less than 3 points, then the defeated unit is “suppressed”. An eliminated or suppressed unit is moved off the combat axis. For a Full Campaign Scenario, the effects of both results are further explained in **Rule 12.2 & 12.3**.
- 4.3.4 **Attacker's Fatigue:** Each of the Attacker's unit along the combat axis can only attack **exactly 2 times**. Each time is called an “attack”. If an Attacker's unit remains undefeated after two rounds of combat, then it is “fatigued”. A fatigued unit is moved off the combat axis. For a Full Campaign Scenario, the effect of being “fatigued” is further explained in **Rule 12.4**.
- 4.3.5 **No Defender's Fatigue:** A Defender's unit is **never fatigued** and can defend indefinitely as long as it continues to be successful until defeated.
- 4.3.6 **Order of Dice Rolling:** For each combat round, either the Defender or the Attacker may roll his or her dice first, since the probability does not change. However, if there is a dispute, then by convention either the Attacker rolls first or both players roll simultaneously.

4.4 Tactics Overview

- 4.4.1 The Attacker with at least two units along the combat axis has three tactical options:

- » General Assault
- » Force Concentration
- » Flanking Manoeuvre

- 4.4.2 **No Tactic Switching:** A unit is committed to a chosen tactic **until all its attacks are used up**. A unit cannot switch tactics in the course of a battle. It is important to note that General Assault is also a tactic and hence cannot be switched.

Example:

A player has chosen General Assault as the tactic for his point unit. After using up one attack resulting in a draw, the player cannot then decide to switch to Flanking Manoeuvre by bringing up a supporting unit. The point unit must complete all its attacks using General Assault for this battle.

Example:

A player has chosen Flanking Manoeuvre as the tactic for his point unit and brings up a supporting unit accordingly. After using up one attack (from both units) resulting in a draw, the player cannot then decide to switch to Force Concentration, although Force Concentration similarly requires a supporting unit. Both the point unit and the supporting unit must complete all its attacks using General Assault for this battle.

- 4.4.3 **One Tactic at a Time:** Only one tactic may be used at any one time. A player cannot use both Force Concentration and Flanking Manoeuvre at the same time by committing 2 supporting units.

- 4.4.4 **No Role Swapping:** A player cannot swap the roles of a point unit and its supporting unit. Therefore, it is important to place your units in the correct order at the start of the battle.

- 4.4.5 **Effect of Elimination:** In a tactic requiring both a point unit and a supporting unit, if either of these units is eliminated (for instance, due to an artillery strike), then the remaining unit must complete all its remaining attacks using the General Assault tactic as the point unit. This is the only circumstance whereby a supporting unit can become a point unit.

4.5 Tactic 1: General Assault

- 4.5.1 In this tactic, combat is resolved between the Attacker's point unit and the Defender's point unit, as per the Combat Resolution Mechanic described in **Rule 4.3**.

4.6 Tactic 2: Force Concentration









- 4.6.1 This tactic requires a supporting unit (in other words, the unit next in line). This tactic uses up one attack from the point unit and one attack from the supporting unit. Combat is then resolved between the Attacker's point unit and the Defender's point unit, as per the Combat Resolution Mechanic in **Rule 4.3**.

- 4.6.2 The advantage of this tactic is that the Attacker gets to include 1 die from the supporting unit to the point unit during combat. The Attacker gets to choose which die to include, although under normal circumstance, it is assumed that the Attacker will include the strongest die type.

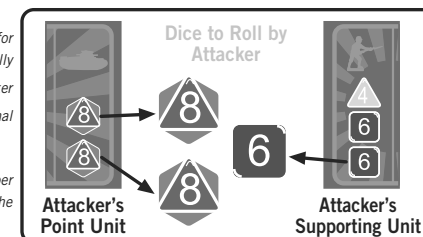
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Example:

The Attacker's point unit is a light tank that normally rolls   for attack. The Attacker's supporting unit is an infantry unit that normally rolls   for attack. By using Force Concentration, the Attacker can now roll a total of three dice    for attack. The additional  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.













- 4.6.3 The disadvantage of this tactic is that, if the Defender wins, then both the Attacker's point unit and the Attacker's supporting unit suffer the same combat result. For instance, if the result is an "elimination" then both the Attacker's point unit and the Attacker's supporting unit are eliminated.



4.7 Tactic 3: Flanking Manoeuvre

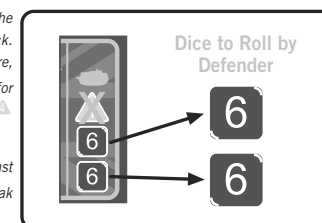
- 4.7.1 This tactic requires a supporting unit (in other words, the unit next in line). This tactic uses up one attack from the point unit and one attack from the supporting unit. Combat is then resolved between the Attacker's point unit and the Defender's point unit, as per the Combat Resolution Mechanic in **Rule 4.3**.

- 4.7.2 The advantage of this tactic is that the Attacker gets to force the Defender to remove 1 die from the Defender's point unit during combat. The Defender chooses which die to remove as a result of being flanked, although under normal circumstance, it is assumed that the Defender will remove the weakest die type.

Example:

The Attacker's point unit is a light tank unit that normally rolls   for attack. The Attacker's supporting unit is an infantry unit that normally rolls   for attack. The Defender's point unit normally rolls   for defence. By using Flanking Manoeuvre, the Attacker still rolls   for attack. However, the Defender now rolls only  for defence. The Flanking Manoeuvre has caused the Defender's point unit to lose its  die in combat.

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



- 4.7.3 If, for whatever reason, the Defender's unit strength is represented by only a single die, then the Defender does not remove the die. Instead, the unit is penalised by having to subtract 1 from its die result.

- 4.7.4 The disadvantage of this tactic is that, if the Defender wins, then both the Attacker's point unit and the Attacker's supporting unit suffer the same combat result. For instance, if the result is an "elimination" then both the Attacker's point unit and the Attacker's supporting unit are eliminated.

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4.8 Withdrawal from Combat

Please refer to *Doctrine 13*.

4.9 Air Combat & Air Superiority


- 4.9.1 **Determining Local Air Superiority:** The first phase of a battle is to determine local air superiority. For all battles, local air superiority is determined **before** ground combat begins. Local air superiority is established when only air units of one side (either the Attacker or the Defender) remain on the Combat Board. There is no limit to number of rounds of air combat needed to establish local air superiority. Air combat continues indefinitely until either the Attacker or the Defender has no air units left on the Combat Board. The remaining air units now function as mobile artillery, in a fashion similar to ground artillery units, during ground combat.
- 4.9.2 **Point Unit for Air Combat:** Air combat is conducted in rounds between two point air units, similar to ground combat. The only difference is that the Attacker and the Defender gets to choose which air unit will be the point unit each round. The Defender chooses his or her point air unit first, followed by the Attacker.
- 4.9.3 **Air Combat Resolution:** All air combat is conducted using the General Assault tactic (in other words, the standard combat resolution mechanic). No other tactic may be used.
- 4.9.4 **No Fatigue:** Neither the Attacker's air units nor the Defender's air units will suffer from fatigue. Each air unit can fight in as few or as many rounds as the player wishes, until local air superiority is established.

5 DOCTRINE: DIRECT STRIKES

5.1 Strike Units

- 5.1.1 Artillery units **outside** a contested sector and aircraft units inside a contested sector can be used to support ground units during a battle by conducting "strikes". Both air and artillery units function the same way when doing so. For ease of reference, they are collectively termed "strike units". All other units on the Combat Board are termed "combat units".
- 5.1.2 Each strike unit can only strike once in each battle. Once it is used, it is fatigued and must be placed back on the Mapboard or otherwise set aside.

5.2 Strike Resolution Mechanic

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

5.3 Declaring Strikes

- 5.3.1 Strikes are declared whenever a **new pair of point units** face off, but before combat is resolved. In other words, strikes can be declared whenever either the Attacker's point unit changes or the Defender's point unit changes. It is not necessary for both the Attacker's point unit and the Defender's point unit to change before strikes can be declared.
- 5.3.2 There must always be at least one pair of point units facing off on the combat axis before a strike can be declared and conducted. If one side has no more units left along the combat axis, then no more strikes can be conducted. Any unused strike unit is "wasted".
- 5.3.3 Both the Attacker and Defender must declare strikes before combat between the new pair of point units is resolved and before any strike is resolved. Either side may declare first. Each player declares exactly which strike unit will be committed to a strike and which unit is the target of each strike. This decision is absolute and final. A player is not allowed to change this decision (such as adding or cancelling strikes) once the declaration has been made and the strike units committed. This means that a player cannot observe the result of a strike and cancel the remaining strikes or declare more strikes, until a new pair of point units face off.

Example:
The Attacker has 3 strike units. After a couple of his ground units suffered defeats against the Defender's strong vehicle unit, the Attacker decides to use his strike unit. He can do so, since he is bringing up a new infantry unit to the point position, even though the Defender's point unit has not changed.

The Attacker decides to use 2 of his strike units and declares accordingly. Their only possible target is the Defender's point unit, which is the strong vehicle unit. Once this declaration has been made, the Attacker cannot change his decision. The Attacker rolls for both his strikes, but both miss. He cannot declare new strikes even though he has 1 unused strike unit left. Both strike units are used up and he must now set them aside. Combat now resumes between his new infantry unit and the Defender's strong vehicle unit.

- 5.3.4 Each strike targets **exactly one unit**. The target of a strike must always be a point unit or a supporting unit. Hence, an Attacker's strike target is always the Defender's point unit, as that is the only legal choice. A Defender's strike target can be either the Attacker's point unit or the Attacker's supporting unit, if the Attacker is employing the Force Concentration tactic or the Flanking Manoeuvre tactic. No other units, including opposing artillery units or units behind the point unit along the combat axis, can be targeted.

5.4 Conducting Strikes

- 5.4.1 After both the Attacker and the Defender have declared their strikes, they roll to resolve the strike against the chosen targets as per the Strike Resolution Mechanic described in **Rule 5.2**. The order of resolution does not matter as the results of the strikes are independent. However, by convention, the Attacker rolls first.
- 5.4.2 If there are multiple strikes against one target, the dice may be rolled together if the strike units have the same strike probabilities. If in doubt, just roll each strike separately.
- 5.4.3 The results of multiple strikes can only apply to the chosen target. Any "additional" results can never be "transferred" to another unit. These "additional" results are essentially "wasted". Similarly, once the best result (in other words, eliminate) is achieved, any remaining declared strikes on that target cannot be cancelled and is also "wasted". In effect, all the strikes actually occur simultaneously and the best result is applied.

Example:
The Defender has 3 strike units. The Attacker has just decided to use the Flanking Manoeuvre tactic with his new point unit, which is a tank unit. He brings up a supporting infantry unit. The Defender decides to fire all 3 of his strike units at the Attacker's point tank unit which he judges as a greater threat.

Once this declaration has been made, the Defender cannot change his decision. The Defender fires and has extremely good rolls. Two of the strikes give an "eliminate" result and one strike gives a "suppress" result. The best result applies and so the Attacker's tank unit is eliminated. However, although the Defender has a "leftover" eliminate result, the target of all 3 strikes is the tank unit, as initially declared. Hence, this "leftover" result cannot be transferred to the Attacker's supporting unit or the Attacker's next unit in line or any other unit. This "leftover" result is "wasted" and discarded.

5.4.4 No Defence Bonus: Bonuses, such as defence bonuses related to water obstacles, and penalties do not apply to strike units unless specifically stated. Bonuses and penalties generally apply only to units along combat axis.

5.4.5 If both the Defender's point unit survives and either the Attacker's point unit or the Attacker's supporting unit survives, then no new strikes can be declared and normal combat commences. Do note that if the Attacker's point unit is defeated, but the Attacker's supporting unit survives, then the Attacker's supporting unit becomes the point unit (although no new strikes can be declared) and must use the General Assault tactic until all its attacks are exhausted, in accordance with **Rule 4.4.5**. In all other instances, new units move to the point position (and supporting position, as necessary) and new strikes may then immediately be called, since a new pair of point units is now facing off. Please refer to the following table:

	Attacker's Point Unit Survives	Attacker's Point Unit Defeated	
		Attacker's Supporting Unit Survives	Attacker's Supporting Unit Defeated
Defender's Point Unit Survives	• Combat Resumes as Normal	• Attacker's Supporting Unit becomes Point Unit and Must Use the General Assault Tactic	• Attacker Brings Up New Point Unit (& Supporting Unit as Necessary)
	X No New Strikes can be Declared	X No New Strikes can be Declared	✓ New Strikes can be Declared
Defender's Point Unit Defeated	• Defender Brings Up New Point Unit	• Attacker's Supporting Unit becomes Point Unit and Must Use the General Assault Tactic • Defender Brings Up New Point Unit	• Attacker Brings Up New Point Unit (& Supporting Unit as Necessary) • Defender Brings Up New Point Unit
	✓ New Strikes can be Declared	✓ New Strikes can be Declared	✓ New Strikes can be Declared

RULES FOR THE MAPBOARD & FULL CAMPAIGN SCENARIOS

6 DOCTRINE: MAPBOARD

6.1 Mapboard & Full Campaign Scenarios

The Mapboard is used for full campaign scenarios. Units are deployed and moved on the Mapboard with battles resolved on the Combat Board.



6.2 Sectors

6.2.1 “Sectors” are spaces on the Mapboard. They are divided by lines, rivers, and straits.



6.2.2 Each sector has a name. A space that does not have a name is not a sector. For instance, a sea zone (see **Rule 6.3**) is not a sector. A small unnamed island is not a sector. It constitutes part of a nearby sector with the same colour and do not form a separate space.



6.2.3 Sector Stacking Limit for Ground Units: A 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. Fixed artillery units are ground units and do contribute towards the stacking limit.

6.2.4 Sector Stacking Limit for Air Units: There is no stacking limit for air units.

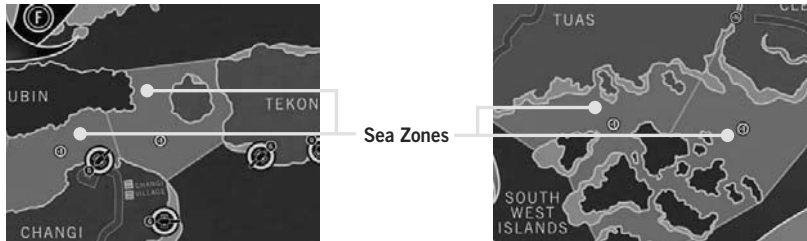
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6.3 Sea Zones & Water Obstacles

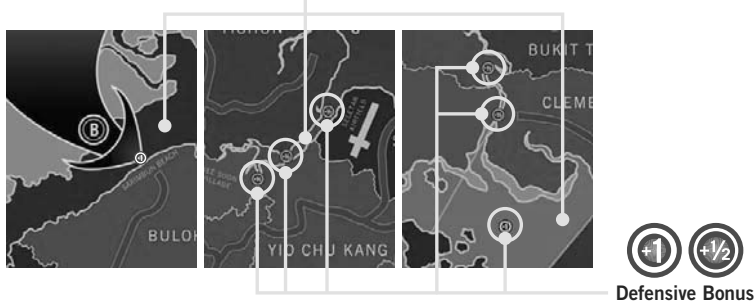
6.3.1 “Sea zones” are spaces found on large bodies of water. They are coloured in grey and are used to link coastal sectors.

6.3.2 Sea zones are **not** sectors. They do not have any of the properties of sectors. Hence they do not affect range and cannot contain units.



6.3.3 “Water obstacles” are all bodies of waters shown on the Mapboard, including sea zones. Examples are the rivers forming sector boundaries and the straits in the north and south of Singapore island that the various axes-of-attacks cross.

Water Obstacles



6.3.4 Attacks across a water obstacle or a sea zone may confer a defensive bonus. These bonuses are indicated directly on the Mapboard.

6.4 Axes-of-Attack

6.4.1 “Axes-of-Attack” are the large dark grey arrows pointing in from the edge of the Mapboard. They represent the directions of attack of the invading force.

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Axis-of-Attack

6.4.2 An axis-of-attack is a special kind of “off-map” sector. They function in the same way as normal sectors, except for the following special properties:

- » A unit from a normal sector cannot enter an axis-of-attack.
- » A unit may move or attack from an axis-of-attack across a water obstacle into a normal sector. This also applies for units that normally cannot cross water.
- » A unit attacking from an axis-of-attack may be suppressed or retreat back into that axis-of-attack.
- » A unit starting from an axis-of-attack may move to another axis-of-attack. Distance does not matter. However, its movement ends in the destination axis-of-attack.
- » An axis-of-attack has no stacking limit.
- » Normally, a supply line cannot cross water. However, a supply line starting from an axis-of-attack may cross water as its first step. Subsequent steps cannot cross water as per normal.

6.4.3 An axis-of-attack is “activated” if there is at least one unit in it at the start of the game.

6.4.4 An axis-of-attack that is not activated at the start of the game cannot be moved into or otherwise used for the rest of the game. For all intents and purposes, such an unactivated axis-of-attack is **non-existent**. All the rules in *Doctrines 6 to 16* refer to activated axes-of-attack only.

6.5 Map Symbols



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6.5.1 Broad grey lines represent “roads”. Roads are used for on-road movement by ground units.

6.5.2 Broad & short light grey lines represent “airfields”. Aircraft units are based in airfields.

6.5.3 Compass-like gold stars represent “key strategic objectives”, also known as “objectives”. These are important for some victory conditions.

6.5.4 Black guns on a circle represent “fixed artillery emplacements”. These fixed defences are fortifications.

6.5.5 Black crates represent “supply points”. These are the logistic centres from which units are supplied and are the starting points of supply lines.

6.5.6 Spiked lines represent “fortified defence lines”, also known as “fortified lines” or “defence lines”. Spiked lines always form a part of the line separating two sectors. The spikes on a fortified line face only one direction, meaning that the fortifications face only one direction. Attacks crossing the fortified line **against** the spikes may result in a defensive bonus. These bonuses are indicated directly on the fortified line.

6.5.7 A number in a circle represents a “defence bonus”. These bonuses are conferred on the ground combat units defending a sector.



6.6 Control

6.6.1 Each sector must be controlled by exactly one army at all times, even if the armies are on the same side. For instance, a sector is either controlled by the British army or the Australian army, but not both together. No sector is neutral (in other words, controlled by no army). Control is represented by control markers.



6.6.2 A sector containing ground units from opposing sides is a “contested” sector.

6.6.3 A sector cannot contain units from two armies of the same side. For instance, a sector cannot contain both a British unit and an Australian unit. This applies for both ground units and air units. However, a unit can pass through a sector containing units from a friendly army, as long as it does not stop in that sector. A unit can always stop in a sector controlled by another army, if the sector is empty.

6.6.4 If a sector is controlled by one army, but contains only ground units of one other army, its control changes immediately to the latter army. This applies even for armies on the same side.

Example:

On the Australian army's turn, Australian ground units move to and stop in an empty sector currently controlled by the British army. The sector immediately changes control to the Australian army.

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Example:
On the Japanese army's turn, Japanese ground units defeat all the British ground units in a contested sector. The sector immediately changes control to the Japanese army.

- 6.6.5 Passing through an empty sector changes that sector's control only if the sector was controlled by the opposing side. If the armies are on the same side, passing through does not change control.
- 6.6.6 Aircraft units do not affect control and cannot capture any sectors. Only ground units can affect control and can capture sectors.

6.7 Defence Bonuses

- 6.7.1 When an Attacker attacks a sector with inherent defence advantages, such as across a water obstacle or across a fortified line, the Defender may receive a defence bonus. This is represented on the Mapboard by a circle with a number inside. Unless otherwise stated, such a bonus always applies to the Defender.



- 6.7.2 A fortified line confers a defence bonus. If a fortified line does not span the entire boundary between two sectors, but only extends across a road entering the sector, then the defence bonus applies only if the Attacker attacks the sector via on-road movement.
- 6.7.3 A defence bonus is a modifier as explained in **Rule 4.3.2**. The defence bonus is added to the Defender's highest die result before the results are compared. A +1/2 defence bonus works in the same way as any other defence bonus and is simply added to the highest die result. The unit with the highest number wins.

Example:
The Attacker's highest die result is 3. The Defender's highest die result is 5. The defence bonus is +1. Hence, the Defenders final die result is 5+1 = 6, which is higher than the Attacker's 3. The Defender wins by 3 and the Attacker's unit is eliminated.

Example:
The Attacker's highest die result is 5. The Defender's highest die result is 5. The defence bonus is +1/2. Hence the Defenders final die result is 5+1/2 = 5 1/2. The Defender wins by 1/2 and the Attacker's unit is suppressed.

- 6.7.4 If a sector is attacked from several directions each granting a different defence bonus, then it implies that some of the defences have been outflanked and the Defender always receives the **lowest possible** defence bonus.

Example:
An attack is launched against Buloh sector from Axis-of-Attack B (defence bonus +1) and Mandai sector (defence bonus +1/2). The applicable defence bonus drops to +1/2.

Example:
An attack is launched against Paya Lebar sector from Hougang sector across the Serangoon Defence Line. Some attacking units attack via on-road movement (defence bonus +1/2), while other attacking units attack via off-road movement (no defence bonus.) The applicable defence bonus drops to 0 (no bonus).

7 DOCTRINE: TIME

7.1 Definitions

- 7.1.1 A "turn" is the period over which a single army (Japanese, Australian, British) acts.
- 7.1.2 A "full turn" is the period over which all armies in a Full Campaign Scenario acts. The starting point of a full turn may vary.

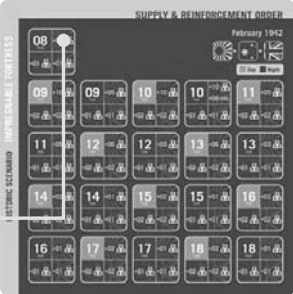
Example:
The period from the start of a Japanese player's turn to the start of the Japanese player's next turn is a full turn.

Example:
The period from the end of the British player's turn to the end of the British player's next turn is a full turn.

- 7.1.3 A "time period" is a full day period or a full night period of a particular date, as tracked using the Supply & Reinforcement Order chart of a Full Campaign Scenario (see **Rule 7.2.1**). It is exactly the same length as a "full turn".

7.2 Passage of Time

- 7.2.1 During a Full Campaign Scenario, time is tracked using the calendar on the Supply & Reinforcement Order chart. At the start of the game, place a white supply token chip or some other marker on the first calendar square in the upper left corner. This marker is known as the "time marker". When all the armies have had their turns, advance the time marker to the next calendar square.



8 DOCTRINE: ORDER OF PLAY

ORDER OF PLAY: CAMPAIGN

Setup

1. All Players Deploy All Units in Accordance with the Scenario's Deployment Order Chart for Each Army
2. All Players Collect Starting Supplies & Cards (if Applicable) in Accordance with the Scenario's Deployment Order Chart for Each Army
3. Place Time Marker on First Time Period of the Scenario

Full Turn

Each Army take its Turn in the Order Shown in the Upper Right Corner of the Scenario's Supply & Reinforcement Order Chart.

For Army Currently Taking Its Turn:

6. Planning Stage Move Units, Declare Attacks & Commit Artillery Strikes
5. Execution Stage Fight Battles (if any)
6. Supply Stage Collect Supplies, Draw Cards, Collect Reinforcements, Deploy Reinforcements
7. Victory Check If the Current Army has Fulfilled Its Victory Conditions as Set Out in the Army's Deployment Order Chart for this Scenario, then go to Step 10
8. Time Passage If All Armies have Taken Its Turn for the Current Time Period, then Advance the Time Marker by One Time Period
9. Next Army's Turn Go back to Step 4 for the Next Army Taking Its Turn

Wrap Up

13. All Armies Check Their Level of Victory to Determine the Winner of the Campaign

8.1 Brief Overview

- 8.1.1 This Doctrine provides a general & simplified overview of the stages, phases & steps in a typical turn taken by an army during a Full Campaign Scenario. However, more detailed rules are found in Doctrines 9 to 16 (starting Page D-28) and clarify & modify the general overview shown in this Doctrine.
- 8.1.2 If this is the first time you are playing a Full Campaign Scenario, it is strongly recommended that you learn the game through the TRAINING SECTION (starting Page T-01) which consists of structured tutorials that teach the rules in order of increasing complexity, so that the game can be properly enjoyed.
- 8.1.3 The term "army" is used instead of "player" to prevent confusion, as one player may be controlling two or more armies that are on the same side.

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8.2 Setup

- 8.2.1 **Units:** All armies first place the units on the Mapboard in accordance with the instructions on the relevant Deployment Order chart for the chosen Full Campaign Scenario. The type & number of units to place are typically shown as icon silhouettes on the miniature mapboard on the Deployment Order chart.

- 8.2.2 **Supplies (Optional):** This step is optional and depends on whether you want to play the game with supplies. All armies collect the number of supplies shown on the back of their respective Deployment Order chart. The number is found in the box with a 'supply crates' icon.



Starting Supplies



Starting Cards



- 8.2.3 **Cards (Optional):** This step is optional and depends on whether you want to play the game with cards. All armies collect the number of cards indicated on either the Deployment Order chart or the Reference Cards that come with the cards. Please refer to **Rule 15.2.2** for more details.

- 8.2.4 **Time:** Place a marker on the first calendar square, which is found in the upper left corner of the Supply & Reinforcement Order chart.

8.3 Planning Stage

- 8.3.1 **Phase 1 – Refuel Aircraft Units**

Return all the aircraft units that are on missions back to a friendly airfield. Return all the aircraft units that are in the Aircraft Repair Box back to a friendly airfield. These units will take one full 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 at, then the aircraft units are eliminated instead. Do note that if an army has an off-map airfield, which cannot be captured, then its aircraft units will always be able to land.



- 8.3.2 **Phase 2 – Deploy Aircraft Units**

Aircraft units that did not just land and did not just complete repairs may be deployed on a mission. Given the small size of the theatre of operations of the game, which is well-within the operating range of all aircraft deployed in the theatre at that time, an aircraft unit may move to any sector on the Mapboard.

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8.3.3 Phase 3 – Move Ground Units & Declare Attacks

8.3.3.1 Move any ground units that you wish, as long as it is within their movement range. The movement range is indicated on the Movement Chart on the left side of the Mapboard. Each ground unit must choose either on-road or off-road movement and must stop when it enters a sector with at least 1 enemy ground unit. Moving ground units into an uncontested sector with at least 1 enemy ground unit is the equivalent of “declaring an attack”.

8.3.3.2 If you are playing the game with supplies, then **pay 1 supply** for each ground unit that moves into a sector with at least 1 enemy ground unit. Remember to check that each unit moving has a supply line back to a friend supply point.

8.3.3.3 Do note that you must make all your movements and declare all your attacks before resolving any battles. Once combat for any sector starts, no further units can be moved.

8.3.4 Phase 4 – Declare Offensive Artillery Barrages

8.3.4.1 Declare the artillery units that will be supporting the various contested sectors and sectors that just got attacked. Be clear which artillery unit is supporting which sector. Do note that an artillery unit that just moved, cannot fire.

8.3.4.2 If you are playing the game with supplies, then **pay 1 supply** for each artillery unit firing. Remember to check that each unit firing has a supply line back to a friendly supply point.

8.3.5 Phase 5 – Declare Defensive Artillery Barrages

8.3.5.1 For any army that is defending a sector against the army now taking its turn, the defending army may declare the artillery units that will be supporting these contested sectors. Be clear which artillery unit is supporting which sector.

8.3.5.2 If you are playing the game with supplies, then **pay 1 supply** for each artillery unit firing. Remember to check that each unit firing has a supply line back to a friendly supply point.

8.4 Execution Stage

8.4.1 Phase 6 – Change Sector Status

All uncontested sectors that have attacks declared on them in Step 3, now have their status changed simultaneously from uncontested sectors to contested sectors.

8.4.2 Phase 7 – Resolve Battles

8.4.2.1 Combat is now resolved separately for each contested sector where the current army is the Attacker. Each such battle must take place and you cannot choose to skip any battle.

8.4.2.2 Transfer all the units in a contested sector, as well as all supporting artillery units on to the Combat Board for battle. The rules and mechanics

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of the battle are the same as for the Combat Board Scenario, as described in **Doctrines 1 to 5**. The effect of the combat result on each unit is described in **Doctrine 12**.

8.4.2.3 Remember that, in accordance with **Rule 3.3.1.3**, artillery units in a contested sector cannot strike, but must participate in combat like other ground units.

8.4.2.4 If a sector remains contested at the end of the battle (usually due to the some of the Attacker's units being fatigued and remaining in the sector), then the battle is continued during the Attacker's next turn. The battle does not continue during the Defender's turn, although the Defender can move more troops in on his or her turn to reinforce.

Example:

The Japanese army launched an attack on the British-controlled Kranji sector, but did not manage to capture it when the battle ended. When it is the British army's turn, it may reinforce Kranji sector, but combat does not continue. Combat resumes only when it is the Japanese army's turn again.

8.5 Supply Stage

8.5.1 Phase 8 – Collect & Deploy Reinforcements

When all the battles have been resolved, collect new units as indicated on the Supply & Reinforcement Order chart. Place these new units in the sector or the axis-of-attack as indicated in the Special Rules of the Deployment Order chart.

8.5.2 Phase 9 – Collect Supplies (Optional)

If you are playing the game with supplies, then collect the number of supply tokens as indicated in the calendar square of the current time period in the Supply & Reinforcement Order chart. Do note that the number of supplies to collect varies with each army. The number for each army is indicated in the sub-division of the calendar square that has the flag of the respective army in the background.

8.5.3 Phase 10 – Draw Cards (Optional)

8.5.3.1 If you are playing the game with cards, then draw the number of cards stipulated for the scenario that you are playing. In accordance with **Rule 15.3.2**, remember to play any Event Cards that are drawn. Generally, Event Cards are in effect for 1 full turn. Draw an additional card to replace each played Event Card.

8.5.3.2 For the “Historic Scenario – Impregnable Fortress”, the number of cards to draw for each army is as follows:

- » The Japanese army simply draws 1 card.
- » The Australian army and the British army jointly draw 1 card at the end of the British army's turn. The players then decide which army gets to keep the card. Do remember that, In accordance with **Rule 15.2.4**, once a card has been assigned to an army, it cannot be transferred to another army, even if they are on the same side.



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8.5.4 Phase 11 – Discard Excess Cards (Optional)

8.5.4.1 If you are playing the game with cards, then you must now discard cards in excess of your maximum allowed card hand.

8.5.4.2 For the “Historic Scenario – Impregnable Fortress”, the maximum hand of each army is as follows:

- » Japanese Army Maximum 3 Cards
- » Australian Army Maximum 2 cards
- » British Army Maximum 2 cards

8.6 **Playing Cards**

If you are playing the game with cards, then cards can be played at anytime as follows:

	When to Play	Phase to Play	Notes
Deployment	On Your Army's Turn Only	Play before any Battle Starts	Usually Targets a Sector
Combat	When Your Army is a Combatant of a Battle	Play at the Start of a Battle	Applies only to Units involved in the Battle & Lasts for 1 Battle Only
Supply	On Your Army's Turn Only	Play after all Battles have Ended for your Turn (although some Sectors may remain Contested)	
Event	On Your Army's Turn Only	Must be Played Immediately when Drawn	Player then Draws Another Card as a Replacement
Negation	When Your Army is the Target of a Card	Play whenever Opponent Plays a Card or Takes an Action that can be Negated	Negated Card is Discarded

8.7 **Ending a Turn**

8.7.1 Phase 12 – Check for Victory

Check to see if your army has fulfilled the victory conditions as set out in its Deployment Order chart. If it has, then the game ends. Please refer to **Doctrine 16** for more details.

8.7.2 Phase 13 – Progress Time

When all the armies have had their turns, advance the time marker by one time period to the next calendar square on the Supply & Reinforcement Order chart.

8.7.3 Phase 14 – Next Army's Turn

It is now the turn of the next army, starting again from Phase 1.

8.8 **Finishing a Campaign**

Once an army has achieved victory, then a winner is determined based on a method that is pre-agreed between the players before the game started. The simplest method is that the army that first achieves victory wins. A more sophisticated method requires all players to check their level of victory based on their respective Deployment Order charts and the army with the highest level of victory wins. A variant requires that the potential winner to hold on to the objective sectors for a full turn to confirm the victory. Please refer to **Doctrine 16** for more details.





9 **DOCTRINE: GROUND UNIT MOVEMENT**

The rules in this Doctrine generally pertain to the movement of ground units during the “Move Ground Units & Declare Attacks” Phase of the Planning Stage (see **Rule 8.3.3**).

9.1 **Off-Road & On-Road Movement**

9.1.1 Fixed artillery units cannot move.

9.1.2 Infantry units, vehicle units and field artillery units can move. They have two modes of movement – “off-road” movement & “on-road” movement. In each turn, a unit may only use one movement mode, not both.

Unit Type	On Road	Off Road	River Crossing
	3	1	✓
	2	1	✓
	4	2	X
	2	1	X
Can move to any sector on the board Refuel every alternate turn			

9.1.3 The number of sectors allowed for either modes of movement for each unit type is indicated in the Movement Chart on the Mapboard. A unit may, of course, move less sectors than the maximum allowed.

9.1.4 For off-road movement, a ground unit may move into any adjacent sector, although some unit types cannot cross water (see **Rule 9.2**). Off-road movement is also known as “normal movement”.

9.1.5 For on-road movement, a ground unit must start in 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.

Example:



A vehicle unit with 4 on-road movement starts in Pasir Ris sector. Driving along the road, it first moves into Hougang sector, then into Paya Lebar sector, then back into Hougang sector, before finishing its movement in Yio Chu Kang sector.

9.2 Crossing Water Obstacles (Rivers & Straits)

- 9.2.1 The ability of a unit type to cross water obstacles is indicated on the Movement Chart on the Mapboard.
- 9.2.2 For off-road movement, generally only infantry units may cross water obstacles. Any unit that crosses a water obstacle via off-road movement ends its movement immediately after crossing.
- 9.2.3 For on-road movement, all units may cross water obstacles. It is assumed that they drove across on the road that spans the water obstacle (in other words, they crossed the bridge). Their movement does not end after crossing and they may continue moving if they have movement left.

9.3 Starting & Ending Movement

- 9.3.1 May Start from Any Sector: A ground unit may start its movement from any sector, including a contested sector. There are no special rules or penalties or disadvantages for moving out of a contested sector and units may move up to their full movement limit as per normal.
- 9.3.2 Must Stop in Enemy-Occupied Sector: A ground unit must end its movement when it enters a sector with at least 1 enemy ground unit. If this sector is currently uncontested, then the movement is called an “attack” and the sector becomes contested at the end of the Planning Stage, but before any battle starts. An army may attack multiple sectors in one turn.
- 9.3.3 May Pass Through Enemy-Controlled Empty Sector: A ground unit need not end its movement if it is moving through an enemy-controlled sector that is devoid of enemy ground units. The control of such a sector immediately switches to the army of the unit moving through.
- 9.3.4 Must Not Stop in Friendly-Occupied Sector: A ground unit cannot end its movement in a sector with units from a friendly army, but not from its own army. For instance, a British ground unit cannot end its movement in a sector containing Australian ground units.

- 9.3.5 Must Not Launch Attack from a Contested Sector: A ground unit can move from a contested sector into another contested sector. However, a ground unit can only move into an **uncontested sector containing enemy units** (essentially launching an attack) from an uncontested sector. An army cannot launch an attack from a contested sector.
- 9.3.6 Summary: There are a number of possibilities for movement in terms of the state of the starting sector and the ending sector, such as friendly-vs-enemy, contested-vs-uncontested. The following table provides the definitive summary of the possible movements.

ORIGIN SECTOR		DESTINATION SECTOR			
		Friendly Controlled		Enemy Controlled	
		Uncontested	Contested	Uncontested	Contested
Friendly Controlled	Uncontested	✓	✓ [requires supplies]	✓ [requires supplies, if not empty]	✓ [requires supplies]
	Contested	✓	✓ [requires supplies]	X	✓ [requires supplies]
Enemy Controlled	Uncontested	It is not possible to start in an uncontested enemy-controlled sector. Any enemy controlled sector with friendly units would be contested.			
	Contested	✓	✓ [requires supplies]	X	✓ [requires supplies]

- 9.3.7 May Withdraw & Attack in the Same Turn: Following from above, it is perfectly legal for a unit to move out of a contested sector and, if its movement permits, attack another sector in the same turn. The sector attacked can be the sector that it just moved out of.

9.4 Axes-of-Attack

- 9.4.1 In accordance with **Rule 6.4.4**, only activated axes-of-attacks may be moved into or otherwise used. For all intents and purposes, an unactivated axis-of-attack is **non-existent**. Hence, all the rules below refer to activated axes-of-attacks only.

- 9.4.2 A unit may move or attack from an axis-of-attack into a sector as per normal. No unit may attack an axis-of-attack.
- 9.4.3 A unit may move from an axis-of-attack to another already activated axis-of-attack. Distance does not matter. However, the unit must end its turn in the destination axis-of-attack.
- 9.4.4 A unit from a land-based axis-of-attack (A to F) cannot move to a sea-based axis-of-attack (G to I) and vice-versa.
- 9.4.5 A unit that normally cannot cross water (such as an artillery unit or vehicle unit) can move or attack from an axis-of-attack across a water obstacle into a normal sector. Once across, the non-water-crossing unit cannot cross back.

10 DOCTRINE: AIR UNIT MOVEMENT & USAGE

The rules in this Doctrine generally pertain to the movement & use of air units during the “Refuel Aircraft Units” & “Deploy Aircraft Units” Phases of the Planning Stage (see **Rules 8.3.1 & 8.3.2**).

10.1 Refuelling

- 10.1.1 An air unit must refuel every alternate turn. During an army's Planning Stage, an air unit that is not at an airfield must immediately move to and land at a friendly airfield. If there is no friendly airfield to land at, the air unit is eliminated. Do note that if an army has an off-map airfield, which cannot be captured, then its air units will always be able to land.

10.2 Movement

- 10.2.1 During an army's Planning Stage, an air unit that did not just land and did not just complete repairs, may be deployed on a mission. Given the small size of the theatre of operations of the game, which is well-within the operating range of all aircraft deployed in the theatre at that time, an air unit may move to any sector on the Mapboard.
- 10.2.2 It is legitimate to withhold the deployment of a ready air unit. Deploying an air unit is not mandatory and is entirely the prerogative of the army.

Example:

The Japanese army has deployed all his air units on the first turn. The British army can decide not to deploy his single air unit in the same turn, so as to have air superiority on the next turn, while all the Japanese air units are refuelling.

- 10.2.3 The movement & use of aircraft generally does not require supplies, even when entering a contested sector. However, certain types of missions may require supplies. These will be noted in the rules governing these special missions.

10.3 Missions

- 10.3.1 An air unit can only be on one mission every turn.

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- 10.3.2 An air unit deployed to a sector is assumed to be on a “standard” mission of gaining local air superiority, followed by supporting its ground units through strikes. This has been incorporated into the order of play for a battle (see **Doctrine 4**) and a player is not required to declare the nature of this “standard” mission. This rule applies generally, and the type of air unit (whether a fighter or a bomber) does not matter.
- 10.3.3 However, an air unit may also be deployed for other missions (such as the dropping of propaganda leaflets). Such missions can only be activated through the use of a Situation Card (see **Doctrine 15**) and may or may not require the use of supplies. A player is required to declare such special missions to ensure that there is no confusion with air units on the standard mission.
- 10.3.4 Air Strikes: When used as a strike unit, an air unit has a range of 0 and so can only strike an opposing unit in its current sector. This assumes that it is in the air (in other words, deployed) and is not caught on the ground. Except for this difference, air units function as mobile artillery and are governed by the same direct strike rules as artillery units.

10.4 Air-to-Air Combat & Repairs

- 10.4.1 An air unit that is suppressed in air-to-air combat during a battle goes immediately to the Aircraft Repair Box on the Mapboard. During its army's next Planning Stage, it cannot be immediately deployed, although it is technically at an airfield undergoing repairs. Instead, it is transferred from the Aircraft Repair Box to a friendly airfield (together with the other returning air units) for refuelling. This means that there is no unintended advantage for an air unit to be suppressed and returned to an airfield early. It must wait out one turn in the same way as its other returning fellow air units.



Example:

The Japanese army deployed 4 fighter units to the Kranji sector. In the ensuing battle, one fighter unit is suppressed and goes to the Aircraft Repair Box. On the Japanese army's next turn, the 3 remaining fighter units return to the airfield to refuel. The suppressed unit also moves from the Aircraft Repair Box to the airfield. Then on the Japanese army's next turn, all 4 fighter units are ready for deployment again.

- 10.4.2 It is not possible to entirely evade interception. Once air units from opposing sides occupy the same sector, then air-to-air combat must occur for at least one round before the air units of one side can withdraw. A player will generally be able to observe which sector an opponent's air unit is in and either deploy an air unit to the same sector (ensuring at least one round of air combat) or to another sector to avoid air combat. Nevertheless, in the latter case, during the opponent's turn, the opponent will be able to deploy to his air unit's sector (again ensuring at least one round of air combat).

Example:

The British army observes that the Japanese army has air units in Kranji sector only and deploys his lone fighter unit to Mandai sector where it has immediate local air superiority. During the Japanese army's turn, the Japanese army has 2 fighter units ready at his airfield and deploys them to Mandai sector to intercept the British fighter unit.

10.5 Withdrawal of Air Units from a Battle

- 10.5.1 The withdrawal of air units and ground units happen **independently** and are not linked. The rules in this section pertain to withdrawal of air units from a battle. For the rules on the withdrawal of ground units, please refer to **Doctrine 13**.

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- 10.5.2 An army (whether an Attacker or a Defender) may withdraw all its air units at any time during a battle. If there are opposing air units in the battle, then the withdrawal is allowed only after at least 1 round of air-to-air combat. The withdrawing army effectively yields local control of the skies to the opponent.
- 10.5.3 The withdrawing army must withdraw **all** its air units for that battle. An army may not make a partial withdrawal involving only some air units.
- 10.5.4 An air unit that has withdrawn goes immediately to the Aircraft Repair Box.

10.6 Airfields & Air Units on the Ground

- 10.6.1 No Landing at an Enemy's Airfield: It is not permitted to land in an airfield controlled by an opponent, even if the sector is devoid of the opponent's units.
- 10.6.2 No Landing at an Ally's Airfield: It is not permitted to land in an airfield controlled by a friendly army, unless the sector is devoid of the friendly army's units. In such a case, control immediately switches to the landing air unit's army.
- 10.6.3 No Specific Attacks on Airfields: It is not permitted to specifically attack or destroy an airfield. However, the sector containing the airfield may be attacked normally using ground units.
- 10.6.4 No Air-Only Attacks on Airfields: It is not permitted to attack an air unit on the ground solely with another air unit. The attack must involve at least one ground unit as per normal rules for attacking a sector.
- 10.6.5 Grounded Air Units Cannot Defend: An air unit on the ground has no Defence Strength (as indicated by the absence of any air unit Defence Strength in the Defender's Unit Strength Chart on the Combat Board). Hence, an air unit on the ground cannot participate in defence.
- 10.6.6 Captured Air Units are Eliminated: If a sector containing only a Defender's grounded air units is captured, then all the Defender's grounded air units are immediately eliminated.

11 DOCTRINE: ARTILLERY RANGE & USAGE

The rules in this Doctrine generally pertain to the movement & use of artillery units during the "Move Ground Units & Declare Attacks", "Declare Offensive Artillery Barrages" & "Declare Defensive Artillery Barrages" Phases of the Planning Stage (see **Rules 8.3.3 to 8.3.5**).

11.1 Firing Range

- 11.1.1 "Firing Range" is also known as "range". Units with a range of 1 or more can strike a sector that they are not currently in. Generally, only artillery units have a range of 1 or more. 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.

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Unit Type	Firing Range
	2
	6" & 9"
	15"
	Defender: +1/2 to die result
	Defender: +1 to die result
	Defence bonus if attacker attacks via road movement



- 11.1.2 Range is measured in sectors. When counting range, the sector that an artillery unit is currently in does not count. Instead range is counted starting from an immediate adjacent sector. The immediate adjacent sector is range 1 and so forth. Hence, an artillery unit with a range of 1 can fire into all its neighbouring sectors.
- 11.1.3 Sea zones are not sectors and do not affect range or range count.
- 11.1.4 An axis-of-attack is a sector. An artillery unit can fire out of (in other words, strike from) an axis-of-attack as per normal. However, since an axis-of-attack cannot be attacked, an artillery unit cannot fire into (in other words, strike at units inside) an axis-of-attack.

Example:

An artillery unit on Axis-of-Attack B can fire into Tengah sector. An artillery unit on Axis-of-Attack F can fire into Pasir Ris sector. However, an artillery unit in Tengah sector cannot fire into Axis-of-Attack B.

11.2 Movement vs Strikes vs Combat

- 11.2.1 During any single army's turn, an artillery unit may only carry out one action. It may:

- » Move to another sector
- » Strike another sector
- » Defend within its own sector

It cannot do two actions, such as both move & strike, or both defend & strike.

Example:

The Japanese army moves one of its artillery units. This unit cannot be used to support any attacks by the Japanese army via strikes, since it has moved. Immediately after the Japanese army's turn, the Australian army attacks a Japanese-controlled sector. Since this is no longer the Japanese army's turn, this artillery unit can now fire to defend the attacked sector.

- 11.2.2 An artillery unit may strike once during each army's turn. Hence, it is legal and possible for an artillery unit to strike multiple times within a time period.

Example:

In the "Historic Scenario – Impregnable Fortress", a Japanese artillery unit can be used 3 times each time period (e.g. the Night of 10 February 1942) – once on their own turn (for Offense), once on the Australian turn (for Defence) and once on the British turn (for Defence).

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Since Australian & British units are on the same side and cannot attack each other, an Australian or British artillery unit can be used 2 times each time period – once on their own turn (for Offense) and once on the Japanese turn (for Defence). This reduces the “book-keeping” by players on which artillery unit has fired in a particular time period.

- 11.2.3
- An artillery unit in a contested sector cannot strike, whether against enemy units in the same sector or in another sector further away. It must defend via combat in the same way as an infantry unit or a vehicle unit. It must continue to defend in this way until the sector is no longer contested or it moves out of the contested sector. It receives defence bonuses (if any) in the same way as any other ground unit (see **Rule 6.7**).
- 11.2.4
- Conversely, an artillery unit firing into a contested sector must do so via strikes. Since it is not in a contested sector, it is never involved in combat and cannot attack, be attacked, be suppressed or be eliminated.
- 11.2.5
- No Strikes without an Attack: A strike is always conducted as **a part of a battle**. A strike can only be declared when a new part of point units face off (see **Rule 5.3**). If an army attempts to do a “strike-units-only” attack (in other words, order a 'risk-free' bombardment of a sector), then when battle begins, it will not have any units along the combat axis. Since it does not have a point unit along the combat axis, this means no strikes can be declared or conducted. Further, because it has no units on the combat axis, it immediately loses the battle (see **Rule A.2.4**). Hence, a strike can never be conducted against an uncontested sector in the absence of any attacking ground units.
- 11.2.6
- An army cannot use or control another army's artillery unit (or any other unit), even if they are both on the same side. Hence, it is not allowed for an Australian artillery unit to support a battle during the British army's turn and vice versa.

11.3 **Attacking & Reinforcing with Artillery Units**

- 11.3.1
- Artillery Units Cannot Attack: Although a field artillery unit can move, it cannot move into an uncontested enemy-occupied sector as part of an attack, since it has no Attack Strength (as indicated by the absence of its Attack Strength in the Attacker's Unit Strength Chart on the Combat Board). An artillery unit can only support an attack via a strike.
- 11.3.2
- Artillery Units Can Reinforce: A field artillery unit can move into & reinforce a contested sector, where its army is the Defender, since it has Defence Strength (as indicated in the Defender's Unit Strength Chart on the Combat Board).

11.4 **Fixed Artillery Units**

- 11.4.1
- Control: Although a fixed artillery unit is immobile, it is still a ground unit. Hence, a sector with only a fixed artillery unit is not an empty sector. To capture such a sector, an attack needs to be launched as per normal attack rules.

Example:
If the Australian army moves all units out of Pasir Laba sector, except for the immobile 6" Australian fortress gun, the Japanese army would still need to launch an attack (and pay the necessary supplies) to capture Pasir Laba sector.
- 11.4.2
- Defending & Attacking: Since a fixed artillery unit is immobile and is also an artillery unit, it cannot be used to attack another sector (see **Rule 11.3.I**). However, it can defend against an attack on its sector in the same way as any other ground unit.

- 11.4.3
- Capture & Combat Results: It is possible to capture a fixed artillery unit. A Defender's fixed artillery unit that is defending in the same way as any other ground unit and that is “eliminated” via combat is captured by the Attacker instead. If the Attacker successfully captures the sector, then the captured fixed artillery unit may be used by the Attacker on the turn after the battle concludes. If the Attacker does not capture the sector, then the captured fixed artillery unit is immediately eliminated. A fixed artillery unit that is eliminated via a strike or that is suppressed via either combat or a strike, is eliminated instead and permanently removed from play.

12 **DOCTRINE: COMBAT RESULTS**

The rules in this Doctrine generally pertain to the “Resolve Battles” Phase of the Execution Stage (see **Rules 8.4.2**).

12.1 **Combat Results Overview**

- 12.1.1
- There are 5 combat results possible during combat resolution:
 - » Eliminated
 - » Suppressed
 - » Fatigued
 - » Withdrawn
 - » Captured (applicable to fixed artillery units only)

Their effects are described in detail below.

- 12.1.2
- Combat results are only applicable to the battles of a Full Campaign Scenario. For a Combat Board Scenario, any unit that is removed from the combat axis is defeated and the winner is the player with units remaining on the combat axis (see **Rule A.2.4**).

12.2 **Eliminated**

- 12.2.1
- A unit is “eliminated” if it is defeated by a difference of **3 or more** in combat (or due to the result of a strike). An eliminated unit is permanently removed from play.
- 12.2.2
- Defender' Fixed Artillery Units: A Defender's fixed artillery unit that is eliminated via combat is captured by the Attacker instead. They may be used by the Attacker on the turn after the battle concludes. A Defender's fixed artillery unit that is eliminated via a strike is still eliminated. Please refer to Rule 11.4.3 for more details.

12.3 **Suppressed**

- 12.3.1
- A unit is “suppressed” if it is defeated by a difference of **less than 3** in combat (or due to the result of a strike).
- 12.3.1.1
- Legal Sectors for Withdrawal: A suppressed unit must immediately move out of the contested sector into:
 - » An adjacent uncontested sector controlled by the unit's army.
 - » An adjacent uncontested sector controlled by a friendly army, if the sector is empty. Control of such a sector immediately switches to the unit's army.

12.3.1.2 Illegal Sectors for Withdrawal: A suppressed unit may not move into:

- » A non-adjacent sector.
- » A contested sector.
- » An enemy-controlled sector, even if the sector is empty or contains only air units.
- » An adjacent uncontested sector controlled by a friendly army, if the sector is not empty or even if it contains only air units.

12.3.1.3 If there is no legal sector to move to, then the suppressed unit is eliminated instead.

12.3.2 Each suppressed unit from the same battle may move to a different sector.

12.3.3 Being suppressed is not normal movement. Hence a unit's movement range does not come into play and a suppressed unit always moves a maximum of 1 sector (in other words, into an adjacent sector).

12.3.4 Defender's Fixed Artillery Units: A suppressed Defender's fixed artillery unit is eliminated instead and is permanently removed from play.

12.3.5 Defender's Ground Units: A suppressed Defender's ground unit may not withdraw across a water obstacle.

Example:

Both Clementi sector and South West Islands sector are controlled by the British, although South West Islands sector is empty. Japanese units holding Tuas sector are attacked by British units from Clementi sector. These Japanese units cannot withdraw to the South West Islands sector for two reasons. First, retreating or suppressed units can only withdraw to a neighbouring uncontested friendly sector. However, South West Islands sector is currently controlled by the British. Second, the South West Islands sector is across water. No defending unit may withdraw across water.

12.3.6 Attacker's Ground Units

12.3.6.1 A suppressed Attacker's ground unit may only withdraw to a sector from which the Attacker is attacking or reinforcing from in the current turn. The unit itself need not have attacked from that sector. It is sufficient that an attack was launched from that sector in the current turn.

Example:

The Japanese army attack Kranji sector with 1 infantry unit from Axis-of-Attack C and 4 infantry units from Mandai sector. In the course of the battle, 3 Japanese infantry units are suppressed. All 3 suppressed Japanese ground units can withdraw back to Axis-of-Attack C, even though only 1 infantry unit attacked from there initially.

12.3.6.2 A suppressed Attacker's ground unit may withdraw across a water obstacle to return to a sector described in **Rule 12.3.6.1** above. In other words, if no fresh Attacker's units attack a contested sector across a particular water obstacle in a specific turn, then no Attacker's unit can withdraw across that water obstacle that turn. This is regardless of whether any Attacker's units attacked across that water obstacle in a previous turn.

Example:

In the first turn of the game, elements of the Japanese army attack Buloh sector from Axis-of-Attack B. They fail to capture it, but were not completely repulsed. Some fatigued units remain. In the course of the battle, suppressed Japanese units are allowed to withdraw back to Axis-of-Attack B, since some units attacked from there initially. In the second turn of the game, the battle continues in Buloh sector, although the Japanese army did not commit any new troops. In this turn, no suppressed Japanese unit may withdraw to Axis-of-Attack B, since no Japanese unit attacked from there this turn.

12.3.7 Air Units: A suppressed air unit is moved to the Aircraft Repair Box. If the air unit's army controls no airfield, then the suppressed air unit is eliminated instead. Please refer to **Rule 10.4.1** for more details.

12.4 Fatigued

12.4.1 Defender's Ground Units: A Defender's ground unit is never fatigued. It may defend indefinitely until defeated.

12.4.2 Attacker's Ground Units: An Attacker's ground unit is fatigued after it has made two attacks during combat. Fatigued units remain in the contested sector. They continue the battle in the Attacker's next turn without the need for the Attacker to pay additional supplies.

12.4.3 Artillery Units: An artillery unit that has completed its strike is immediately returned to its originating sector on the Mapboard.

12.4.4 Air Units: An air unit that has completed its strike remain in the contested sector on the Mapboard to defend it until they need to refuel at the start of its army's next turn. Do note that as gaining local air superiority is part of combat resolution, there should either be only the Attacker's air units or the Defender's air units in a contested sector at the end of combat, but not both.

12.5 Withdrawn

12.5.1 Both the Attacker and the Defender may voluntarily withdraw all ground units or all air units from a battle. All ground units must withdraw together and all air units must withdraw together. No partial withdrawal is allowed. The legal sectors to withdraw to are the same as those for suppressed units (see **Rule 12.3.1**). Please refer to **Doctrine 13** for the full rules on ground unit withdrawal from a battle. Please refer to **Rule 10.5** for the full rules on air unit withdrawal from a battle.

12.6 Captured

12.6.1 Only fixed artillery units may be captured. Please refer to **Rule 11.4.3** for the full rules on capturing a fixed artillery unit.

13 DOCTRINE: WITHDRAWAL OF GROUND UNITS FROM A BATTLE

The rules in this Doctrine generally pertain to the "Resolve Battles" Phase of the Execution Stage (see **Rules 8.4.2**).

ORDER OF PLAY: WITHDRAWAL FROM COMBAT

1. Declaration of Withdrawal by Withdrawing Army
2. Complete Resolution of Air Superiority
3. Complete Resolution of Declared Strikes by Withdrawing Army
4. Resolve All Unused Strikes by Staying Army
5. Move Withdrawing Units Out of Sector
6. Change Control of Sector to Staying Army

13.1 Withdrawal Basics

- 13.1.1 The withdrawal of air units and ground units happen **independently** and are not linked. The rules in this section pertain to withdrawal of ground units from a battle. For the rules on the withdrawal of air units, please refer to **Rule 10.5**.
- 13.1.2 A Defender may withdraw all his or her ground units at any time during a battle and need not have fought any combat rounds. An Attacker may withdraw all his or her ground units only after at least 1 round of combat.
- 13.1.3 The withdrawing army must withdraw **all** its ground units. An army may not make a partial withdrawal involving only some ground units.
- 13.1.4 A withdrawn unit is similar to a suppressed unit. **Rules 12.3.1 to 12.3.6** applies, with the substitution of "suppressed unit" with "withdrawn unit".

13.2 Order of Play

- 13.2.1 Following the declaration of a withdrawal, local air superiority must be immediately determined, if this has not yet been done. This can be resolved via air-to-air combat as per normal, or the withdrawing army may choose to also withdraw all its air units in accordance with **Rule 10.5**. In any case, only air units of at most one army should remain on the Combat Board before continuing with the withdrawal.
- 13.2.2 The next step is the resolution of strikes by the withdrawing army and by the staying army. Please refer to **Rule 13.3** for full details.
- 13.2.3 Once the strikes are all resolved, the withdrawing army may now move its withdrawn ground units out of the contested sector. Please refer to **Rule 13.1.4** for full details on the legal sectors for withdrawal.
- 13.2.4 Following completion of withdrawal, control of the sector is immediately ceded to the staying army. This occurs even if, for whatever reason, the staying army has no ground units left at the end of the withdrawal (for instance, due to the last unit being eliminated by the declared strikes of withdrawing army).

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3.3 Resolution of Strikes

- 13.3.1 **Withdrawing Army's Strikes Forfeited:** The moment a withdrawal is declared, the withdrawing army can no longer declare any more strikes for that battle. However, the withdrawing army may roll for any declared strikes. Hence, in effect, only the staying army's point unit has a chance of being affected. The withdrawing army's unused strikes are forfeited. The withdrawing army's unused strike units are treated as though they have fired. No supplies are to be returned for any unused strikes.
- 13.3.2 **Staying Army's Strikes Not Forfeited:** Following the declaration of a withdrawal, the staying army may conduct strikes using all his remaining strike units (including aircraft units). This is the advantage of being the staying army. The staying army simply rolls a strike for each unused strike unit. The withdrawing army's units are eliminated in the order of their deployment on the combat axis. In other words, the withdrawing army's point unit, now acting as the rearguard, gets eliminated first and so forth down the line. Suppressed results are ignored.
- 13.3.3 **Treatment of Strikes by Air Units:** Aircraft units are strike units and operate in the same way as all other strike units during a withdrawal. There are no special rules governing aircraft units conducting strikes during a withdrawal.

14 DOCTRINE: SUPPLY

14.1 Supply Management

- 14.1.1 **Representation:** "Supplies" are represented by supply tokens and are used to fuel certain actions, primarily attacks and artillery barrages. A white supply token represents 1 supply and a grey supply token represents 10 supplies.



- 14.1.2 **Collection:** At the start of each Full Campaign Scenario, each army collects the number of supplies indicated in the Deployment Order chart (see **Rule 8.2.2**). At the end of each turn, each army collects the number of supplies indicated in the Supply & Reinforcement Order chart (see **Rule 8.5.2**). Do note that the number of supply to collect varies from scenario to scenario, from time period to time period and from army to army.



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- 14.1.3 Concealment: The number of supply tokens each army has should always be hidden behind the respective army's Fog-of-War Screen.



Fog-of-War Screen

- 14.1.4 No Transfer: Supplies cannot be transferred between armies, even if they are on the same side.

14.2 Use of Supplies

- 14.2.1 Supplies Needed: Supplies must be paid for the following actions:

- 1 supply is paid for each unit **entering** a sector with at least 1 enemy ground unit. This applies to both the Attacker and the Defender of a contested sector. In other words, this applies even if an army controls a contested sector and is merely reinforcing his position.
- 1 supply is paid for each artillery unit firing into a contested sector. This applies for both offensive and defensive artillery barrages.

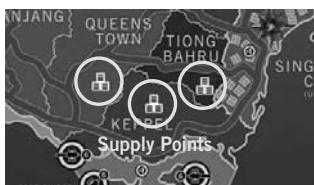
Supplies may also be used to fuel other actions as described in a scenario's special rules or on a situation card.

- 14.2.2 Supplies Not Needed: For clarity, supplies need not be paid for the following actions:

- No supply is needed for air units. This applies even when an air unit conducts a strike.
- No supply is needed for a unit already in a contested sector to continue fighting in a new turn. This applies to the units of both the Attacker and the Defender of the contested sector.
- No supply is needed to attack and capture an **unoccupied** enemy-controlled sector. It is sufficient to move into or through the sector.

14.3 Supply Points & Supply Lines

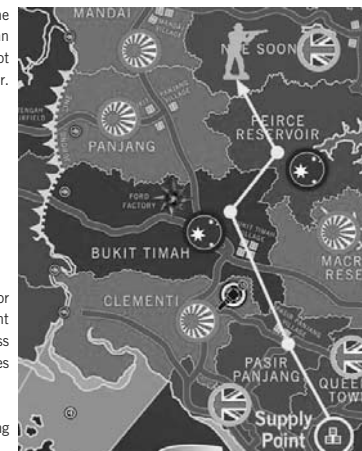
- 14.3.1 Every time a unit requires supply for its action, a check must be done to make sure that it is connected to a friendly supply point, represented by a black crate on the Mapboard. A unit with such a connection is known as being "in supply". A unit that is not in supply cannot take actions that require supply.



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- 14.3.2 A unit is in supply if there is a continuous chain of friendly sectors between the unit's sector and a supply point. This chain can be of unlimited length, can take circuitous routes and need not follow roads, but cannot cross water except via a road. This chain may be traced through a contested but friendly sector. The chain may terminate in a contested enemy-controlled sector.



- 14.3.3 A supply line originating from an axis-of-attack may be traced across water for its first step (in other words, the first normal sector that it enters). Subsequent sectors must follow the normal rules for tracing supply lines and cannot cross water as per normal. Please refer to **Rule 6.4.2** for a list of all the special properties of an axis-of-attack.

- 14.3.4 A supply point can be connected to an unlimited number of units without affecting its effectiveness.

- 14.3.5 Timing of Checks: Supply line checks are done at the point when an action that require supply is about to be taken (for instance, at the point of launching an attack or firing an artillery unit), typically during an army's Planning Stage. It is a check done "at that instance" and is not affected by factors such as whether the supply line is later cut or whether the originating supply point is later lost or which army's turn it is.

Example:

For example, there are some Japanese units on South West Islands sector. The British had just captured Tuas sector by launching an attack from Clementi sector. In other words, the British now control both Tuas sector and Clementi sector. These are the only two sectors adjacent to South West Island sector. This means that it is not possible for the Japanese force to trace any supply line into the South West Islands sector at all during the Japanese turn. The Japanese units are now out of supply and cannot launch any attacks or take any actions that required supply (such as fire artillery from the sector). Further, both Tuas sector and Clementi sector contain British units and are not empty sectors. Clementi sector contains a fixed artillery unit (the 15" fortress gun). Hence, the Japanese units cannot simply move into Clementi sector and will need to launch an attack to capture Clementi sector. This effectively means that the Japanese force is now stuck on South West Islands until the situation changes.

- 14.3.6 When moving into an uncontested sector containing enemy ground units (in other words, launching an attack), the supply check is done at the originating sector (or "staging sector") before movement starts. Therefore, an attacking unit only needs to be in-supply in the staging sector that it is attacking from, not the sector that it is attacking into. In any case, since **Rule 9.3.5** precludes a unit in a contested sector from directly moving into (in other words, launching an attack into) an uncontested sector containing enemy ground units, therefore, generally, the supply line can always be additionally extended from the uncontested & friendly staging sector to the attacked sector as well.

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14.4 Losing Supply Points

- 14.4.1 If an army loses control of a sector with a supply point, it must transfer **6** + **6** + **6** supply tokens, capped at half of his total supplies rounded down, to the capturing army.

Example:

A player's army currently has 20 supplies. He rolls **6** **6** **6**, getting the result of 5, 2 & 1. Adding these numbers, the total is 8. This is less than half of his army's total supplies, which is 10. Therefore, he passes 8 supplies worth of tokens to his opponent's army.

This rule applies regardless of whether the capturing army's capturing unit is itself in supply or not at the moment of capture. Following the capture, the capturing army's units are now connected to the newly captured supply point and hence are now in supply.

- 14.4.2 An army with no supply points still receives supplies as per normal at the end of its turn. However, in accordance with **Rule 14.3.2**, the army cannot use them as no supply line can be traced, because there is no originating supply point. Hence, the army cannot take any actions that require supplies, including launching an attack.

Example:

If the Japanese army captures *Tiong Bahru*, *Keppel* and *Queenstown* sectors from the Commonwealth armies, the Commonwealth armies will still receive supplies but cannot use them until they re-capture at least one supply point. This may prove impossible if the re-capture requires the launching of an attack.

15 DOCTRINE: SITUATION CARDS

15.1 Card Layout

- 15.1.1 "Situations Cards", also called "cards", are an add-on to the game that is sold separately. They are designed to increase the variability and the replayability of the game. The first cards expansion for this game is used for the "Historic Scenario – Impregnable Fortress" and "Scenario 01 – The Almost Naked Island".

- 15.1.2 **Card Type:** The type of the card is shown on the lower right corner of the card illustration. There are 5 different card types, as shown below.

- » Event
- » Deployment
- » Combat
- » Supply
- » Negation

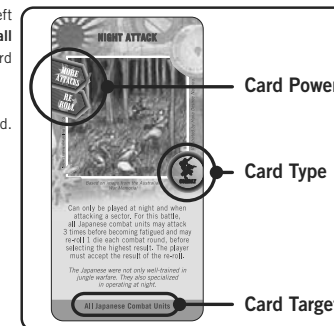
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- 15.1.3 **Card Power:** A summary of the function of each card is shown along the upper left edge of the card. This is only a convenient visual reference and **does not present all the information** related to a card. Players are advised to read the full text of the card for the specific functions and powers of a card and the requirements for its use.

- 15.1.4 **Card Target:** The target that a card can affect is shown along the bottom of the card. Typical targets include:

- | | |
|---------------|--|
| » Self | The army's own army |
| » Friendly | An army on the same side as the army |
| » Opponent | An army on the opposing side to the army |
| » Strike Unit | A strike unit, such as an aircraft unit or an artillery unit |
| » Combat Unit | A ground unit along the combat axis |



15.2 Card Basics

- 15.2.1 **Decks:** The cards are divided into two decks, with one deck for each side.






- 15.2.2 **Starting Hand:** The player for each army draws a fixed number of cards before the start of the game. The number of cards to start with is indicated on either the Deployment Order chart of the relevant scenario or the Reference Cards that come with the cards. Note that an Event Card must be played immediately when it is drawn. Draw an additional card to replace each played Event Card.

- 15.2.2.1 In the "Historic Scenario – Impregnable Fortress" and "Scenario 01 – The Almost Naked Island", the Commonwealth players collectively draw 2 cards at the start of the game. The players then decide which army keeps each of the newly drawn cards. It is permissible for one of the armies to start the game with no cards. After this decision has been made, as noted in **Rule 15.2.4**, these cards cannot be transferred.

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- 15.2.3 Drawing Cards: Each army draws a fixed number of cards at **the end of his or her turn**. Typically, each army draws 1 card. Note that an Event Card must be played immediately when it is drawn. Draw an additional card to replace each played Event Card.
- 15.2.3.1 In the “Historic Scenario – Impregnable Fortress” and “Scenario 01 – The Almost Naked Island”, the Commonwealth players collectively draw 1 card at the end of the British army’s turn. The players then decide which army keeps the newly drawn card. After this decision has been made, as noted in **Rule 15.2.4**, the card cannot be transferred.
- 15.2.4 Transfer of Cards: Cards **cannot** be transferred between armies, even if they are on the same side.
- 15.2.5 Hand Limit: Each army can only hold a certain maximum number of cards at the end of its turn. This limit is checked after the drawing of new cards. The army’s player may decide which card to discard to bring his or her hand down to the maximum allowed. The excess cards are discarded immediately. Note that an Event Card must be played immediately when it is drawn and that it is illegal to discard an Event Card.
- 15.2.6 Summary for “Historic Scenario – Impregnable Fortress” and “Scenario 01 – The Almost Naked Island”:

	 Japanese	 Australian	 British
Starts with...	2 Cards	2 Cards Split between British & Australian Armies	
Draws...	1 Card per Turn	1 Card per Turn at End of British Turn Split between British & Australian Armies	
Maximum Hand	3 Cards	2 Cards	2 Cards

15.3 Card Usage

- 15.3.1 Rules Precedence: As stated in **Rule B.1**, if the rules on a card contradict the general rules of the game, then always follow the rules on the card. The purpose of the cards is to create special rules and special situations for players to adapt to.
- 15.3.2 When to Play: Each card type has specific rules governing its use in the game, such as the specific phases of each turn that it can be played and so forth. This is as follows:

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	When to Play	Phase to Play	Notes
	On Your Army's Turn Only	Play before any Battle Starts	Usually Targets a Sector
	When Your Army is a Combatant of a Battle	Play at the Start of a Battle	Applies only to Units involved in the Battle & Lasts for 1 Battle Only
	On Your Army's Turn Only	Play after all Battles have Ended for your Turn (although some Sectors may remain Contested)	
	On Your Army's Turn Only	Must be Played Immediately when Drawn	Player then Draws Another Card as a Replacement
	When Your Army is the Target of a Card	Play whenever Opponent Plays a Card or Takes an Action that can be Negated	Negated Card is Discarded

Another way to determine when a card can be played is as follows. Essentially, only one type of card can be played in each phase of an army's turn. Please refer to **Doctrine 8** for the Order of Play.

Collective Term	Constituents & Notes
Planning Stage	Deployment Cards may be played. Negation Cards may be played.
Execution Stage	Combat Cards may be played. Negation Cards may be played
Supply Stage	Supply Cards may be played. Negation Cards may be played.
Supply Stage, Draw Cards Phase	Event Cards must be played. Negation Cards may be played.

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- 15.3.3 Stacking & Duplicate Effects: All bonuses, penalties and effects stack unless otherwise indicated. There is no limit to the number of cards that can be played at any one time. The only exception is that cards that are **exactly the same** cannot be played on the same target at the same time.

Example:

For the first card expansion used for the “Historic Scenario – Impregnable Fortress”, two Coastal Searchlight cards cannot be played during the same battle, as they are exactly the same card and affect the same battle. However, it is permissible to play both a Coastal Searchlight card and an Effective Machine Gun Placement card at the same time. It is also permissible to play a Coastal Searchlight card on one battle and another Coastal Searchlight card on another battle, although both battles are happening in the same turn.

16 DOCTRINE: VICTORY CONDITIONS

16.1 Levels of Victory

- 16.1.1 Each army in each scenario will have its own set of victory conditions. These victory conditions are set out in the respective army's Deployment Order chart.
- 16.1.2 Three different levels of victory are usually shown on the Deployment Order chart. 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”.



VICTORY CONDITIONS

TOTAL VICTORY
Commonwealth side holds 2 Strategic Objectives until the evening of 18 February 1942 + 15 Australian units remains in supply (i.e. linked to a supply depot)

DECISIVE VICTORY
Commonwealth side Holds 2 Strategic Objectives until the evening of 18 February 1942 + 12 Australian units remain in supply (i.e. linked to a supply depot)

VICTORY
12 Australian units remain in supply (i.e. linked to a supply depot)

16.2 Winning

- 16.2.1 There are a variety of ways to determine the winning conditions of a game, based on the victory conditions described above. The most important point is that the armies decide and agree on the final winning conditions before the game starts. Some suggestions follow, using “Historic Scenario – Impregnable Fortress” as the reference scenario:

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- » Simple Win: The Japanese army wins if it achieves any level of victory before the end of its last turn on the Night of 18 February 1942. Otherwise, the British & Australian armies both win.
- » Standard Difficulty Win: The army to first achieve a Victory, wins. There may be more than one winning army, as two armies may achieve a Victory simultaneously.
- » High Difficulty Win: The armies agree on a level of victory to achieve (e.g. Total Victory). The first army to achieve that level of victory wins. There may be more than one winning army, as two armies may achieve the agreed level of victory simultaneously. Conversely, all three armies may lose if none of them had achieved the agreed level of victory by the end of the last turn.
- » Ranked Win: The game stops when the Japanese army achieves a level of victory or by the end of the last turn. At that point, the army with the highest level of victory wins. Do note that under the “Historic Scenario – Impregnable Fortress”, the victory conditions are designed such that there is only one situation where a clear winner cannot be determined. In all other cases, only one army will have the highest level of victory

16.3 Capturing Objectives Required for Victory

- 16.3.1 Only Control Needed for Victory: A sector containing an objective only needs to be **friendly-controlled** to count towards victory. Whether the sector is contested or unsupplied has no bearing. Hence, merely cutting-off a sector or contesting a sector does not deprive the objective's defender of a victory nor does it contribute to the attacker's victory in any way.
- 16.3.2 Time Lag after Capture of Objectives: The victory conditions may necessitate the capture of various objectives. Players have two options in terms of when the game ends and a winner is determined. Again the most important point is that the players decide and agree on the final winning conditions before the game starts.
- » Immediate Win Option: The game is over immediately upon the capture of the last required objective.
 - » Full Turn Confirmation Option: The game is not over upon the capture of the last required objective. Instead, the potential winner has to hold onto all the objectives needed for victory for one full turn (in other words, until his next turn), before a win is declared. This affords all his or her opponents the fair opportunity of one turn with which to reclaim at least one of the objectives and reverse the win.

Example:

In the “Historic Scenario – Impregnable Fortress”, the Japanese army captures the final required objective on the Night of 16 February 1942 during his own turn. He is now the potential winner, but has to hold onto all objectives until the start of his next turn on the Day of 17 February 1942. The Australian army and the British army now each have one turn to try to dislodge the Japanese forces from at least one of the objectives to prevent a Japanese win.

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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.

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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.

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