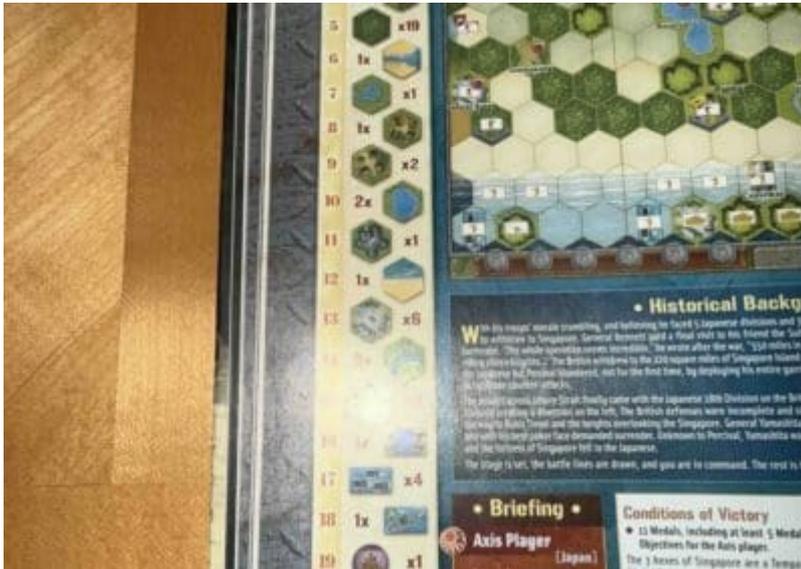




Singapore



Terrain setup



Scenario Description



Full Map



Right



Center



Left



IMG_0802

The **Battle of Singapore** in **February 1942** was the climactic phase of Japan's "**Bicycle Blitzkrieg**" during the **Mare Shinko Sakusen** (Greater East Asia Co-Prosperity Sphere offensive). Japanese forces, using speed, surprise, and bicycles to maneuver swiftly through Malaya, overwhelmed British Commonwealth defenses and pushed them back to Singapore.

Despite its strong coastal defenses, Singapore fell after a week of land-based attacks and psychological warfare. General Percival surrendered on **February 15, 1942**, in one of Britain's worst military defeats, with over 80,000 Allied troops taken prisoner. The fall of Singapore stunned the Allies and gave Japan control over a key strategic stronghold in Southeast Asia.

General Howitzer sums it up in one sentence:

The Japanese rolled through Malaya on - can you believe it! - bicycles, outmaneuvered the Brits, and took Singapore without breaking stride—proof that arrogance and poor leadership lose wars faster than bullets.

11 VP's, including at least 5 Medal Objectives for the Axis player.



Card Balance:

Allies - 5

Axis - 6

Complexity:

4

Conditions:

Jungle Beach

Context:

Historical

Location:

Singapore

Year:

1942

Theater:

Pacific

Campaign:



Bicycle Blitzkreig

Codename:

Summary:

Objectives:

11 VP's including Permanent Medal and Temporary Majority Medal Objectives

Battlefield:

Combination of beach assault and jungle terrain and the city of Singapore.

Troops:

Allies - 10 Infantry including Machine Gun, 2 Artillery, a gun boat, and optional British Hawker Hurricanes

Axis - 10 Infantry, 4 Armor, 3 Artillery



☐ **Winning as Allies**

1. You have a gun boat in the corner right next to the enemy. Use it as many times as you can before they take it out.
2. You have a couple of Artillery. Use them well, but note that the unit at Changi only has enough ammo for three hits.
3. You have many Permanent Medal Objectives to guard, so in most cases you will need to keep your forces in a defensive position.



4. Air rules are optional. It is important for British defenses to make use of them as you have two Hawker Hurricanes at your disposal.



□ **Winning as Axis**

1. You have many forces which can be brought to bear but you will need to use your landing craft to get them ashore.
2. You need to take out the enemy gun boat in the corner of your right flank ASAP. That will only take one Grenade.
3. Once you have dealt with immediate threats near the beach, you can take some time to repair the causeway, which will take two Stars. Then you can advance your three Armor units into battle.
4. Your right flank is your strongest. Once you get your forces ashore with the landing craft, you can advance against Tengah and capture your first Medal Objective. Then you can continue deep into enemy territory.

Battle Reports



BR - Singapore



Allies Won



Axis Won

See Results

Vote



Author:

Days of Wonder

Resource:

Campaign Book, Volume 2