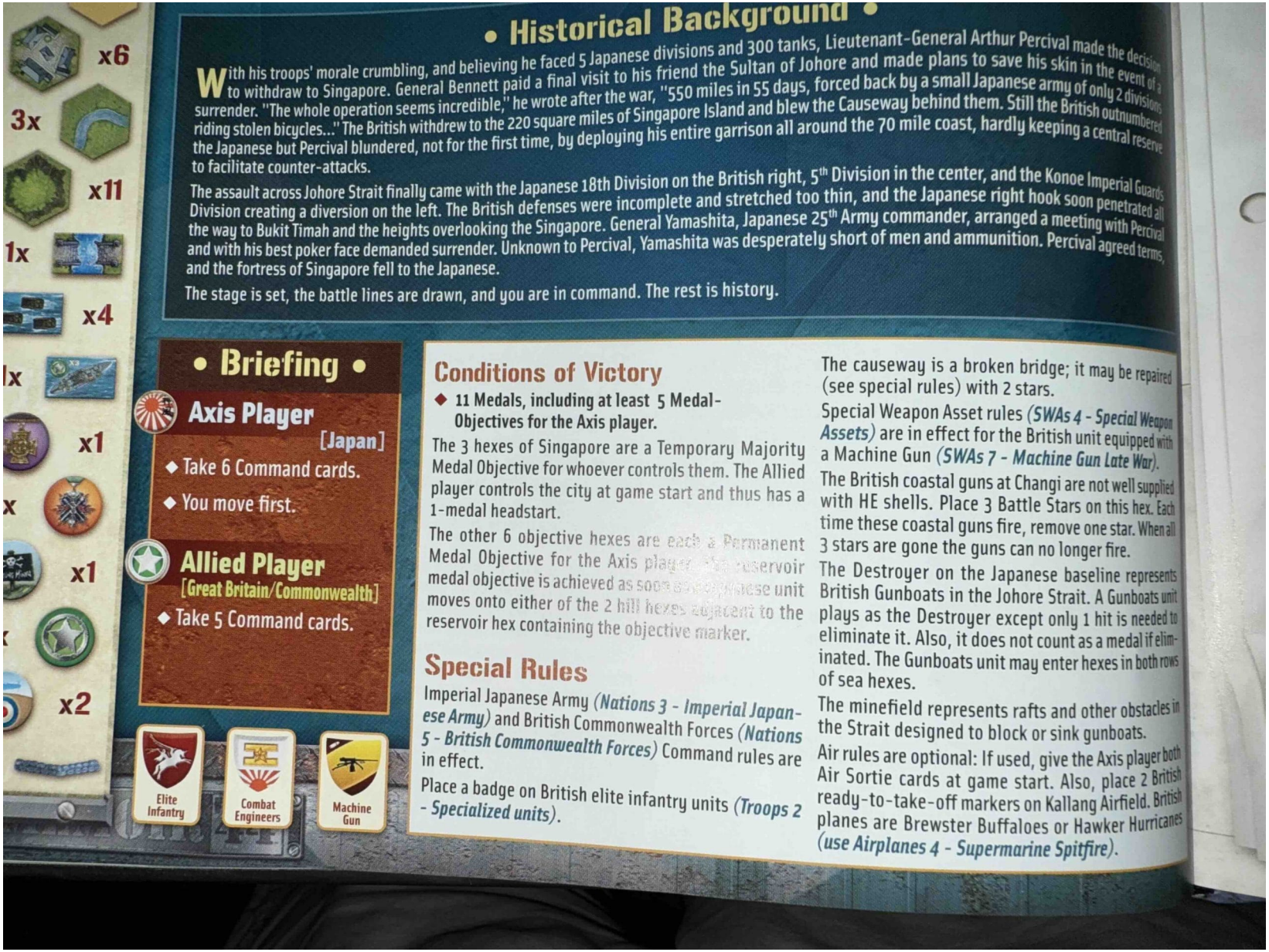
Singapore

PACIFIC THEATER
23
G089
SINGAPORE
BICYCLE BLITZKRIEG - MARE SHINKO SAKUSEN
Setup order
1 x1
2 1x
3 x1
4 2x
5 x19
6 1x
7 x1
8 1x
9 x2
10 2x
11 x1
12 1x
13 x6
17 x4
18 1x
19 x1
20 7x
21 x1
22 2x
23 x2
24 7x
Changi
Kallang
Singapore
Reservoirs
Sembawang
Seletar Base
Mandai
Causeway
• Historical Backgr
With his troops' morale crumbling, and believing he faced 5 Japanese divisions and 30
to withdraw to Singapore. General Bennett paid a final visit to his friend the Sulta
surrender. "The whole operation seems incredible," he wrote after the war, "550 miles in 5
riding stolen bicycles..." The British withdrew to the 220 square miles of Singapore Island a
the Japanese but Percival blundered, not for the first time, by deploying his entire garris
to facilitate counter-attacks.
The assault across Johore Strait finally came with the Japanese 18th Division on the Briti
Division creating a diversion on the left. The British defenses were incomplete and str
the way to Bukit Timah and the heights overlooking the Singapore. General Yamashita,
and with his best poker face demanded surrender. Unknown to Percival, Yamashita was
and the fortress of Singapore fell to the Japanese.
The stage is set, the battle lines are drawn, and you are in command. The rest is hi
• Briefing •
Axis Player
[Japan]
◆ Take 6 Command cards.
◆ You move first.
Allied Player
[Great Britain/Commonwealth]
◆ Take 5 Command cards.
Conditions of Victory
◆ 11 Medals, including at least 5 Medal-
Objectives for the Axis player.
The 3 hexes of Singapore are a Tempora
Medal Objective for whoever controls the
player controls the city at game start a
1-medal headstart.
The other 6 objective hexes are each
Medal Objective for the Axis player.
medal objective is achieved as soon as
moves onto either of the 2 hill hexes
reservoir hex containing the objective
Special Rules
Imperial Japanese Army (Nations 3 -
ese Army) and British Commonwealt
5 - British Commonwealth Forces) C
in effect.
Place a badge on British elite infan
- Specialized units).
Elite Infantry
Combat Engineers
Machine Gun

Terrain setup



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Scenario Description

order
x1
x1
23
6089
PACIFIC THEATER
SINGAPORE
BICYCLE BLITZKRIEG - MARE SHINKO SAKUSEN
FEBRUARY 09-15, 1942
Changi
Kallang
Sembawang
Seletar Base
Reservoirs
Singapore
Keppel
Mandai
Sungai Kranji
Bukit Timah
Tengah
Causeway

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

0
BR - Singapore
○

Allies Won

○

Axis Won

See Results Vote

Author:

Days of Wonder

Resource:

Campaign Book, Volume 2