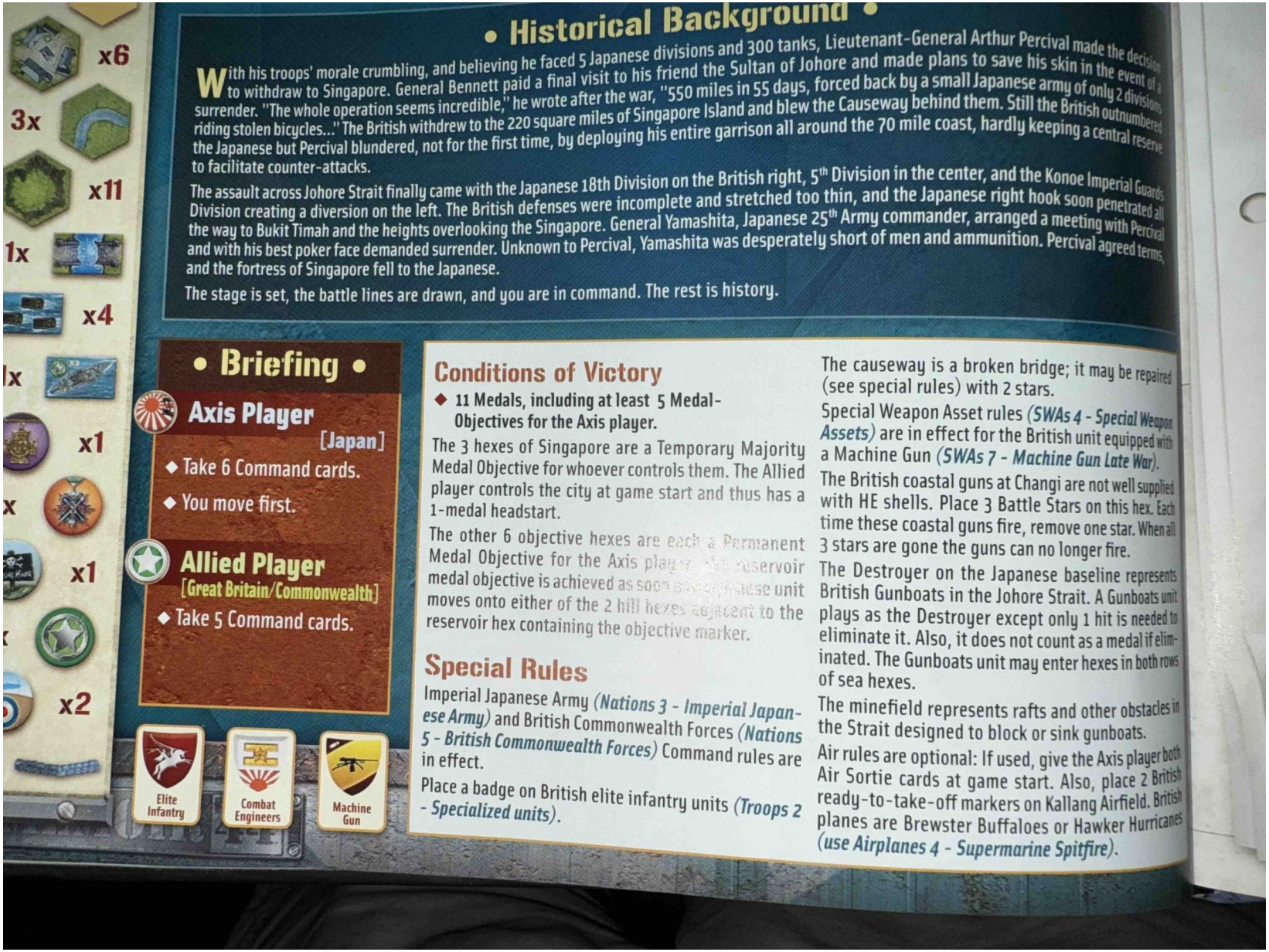
Singapore


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
Mandai
Seletar Base
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



(c) GeneralHowitzer.com | 4

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

Author:

Days of Wonder

Resource:

Campaign Book, Volume 2

General Howitzer / Battle Reports

Singapore

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate—
Average medals per side
Allies—Axis—
Submitted AARs

0Games reported

No AARs for this scenario yet. File the first field report.

Allied victories**0**
Axis victories**0**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

1. Battle of Warsaw→ — Open Scenario
2. Slopes of Mount Austen→ — Open Scenario

3. Operation Frankforce→ — Open Scenario
4. Drop in the Night: 82nd→ — Open Scenario
5. The Coup de Main→ — Open Scenario
6. Cut of the Cotentin→ — Open Scenario
7. The Scottish Corridor→ — Open Scenario
8. The Charging Bull→ — Open Scenario
9. The Hedgerow Breach→ — Open Scenario
10. The Avranches Breakthrough→ — Open Scenario
11. Tigers Versus Kangaroos→ — Open Scenario
12. Take Falaise→ — Open Scenario
13. Tuchola Forest→ — Open Scenario
14. Bzura River→ — Open Scenario
15. Hel→ — Open Scenario
16. Tomaszow Lubelski→ — Open Scenario
17. Battle of Kock→ — Open Scenario
18. Luga Bridges→ — Open Scenario
19. Slim River→ — Open Scenario
20. Kota Bharu→ — Open Scenario
21. Ban Sadao→ — Open Scenario
22. Breaking the Jitra Line→ — Open Scenario
23. Gurun→ — Open Scenario
24. Kampar→ — Open Scenario

25. Bakri→ — Open Scenario
26. Tenaru→ — Open Scenario
27. Clearing Matanikau River→ — Open Scenario
28. Roi-Namur Landings→ — Open Scenario
29. Kwajalein→ — Open Scenario
30. Engebi Landings→ — Open Scenario
31. Guam Landings→ — Open Scenario
32. Orote Peninsula→ — Open Scenario
33. Landings at Peleliu→ — Open Scenario
34. Iwo Jima Landings→ — Open Scenario
35. Counter-Offensive on Okinawa→ — Open Scenario
36. The Rescue of Mussolini→ — Open Scenario
37. Umurbrogol Pocket→ — Open Scenario
38. Capture of Parry→ — Open Scenario
39. Medeera Pocket→ — Open Scenario
40. Singapore Current scenario
41. [Stalingrad] Red Barricades Factory Complex→ — Open Scenario
42. Matanikau River→ — Open Scenario
43. Japanese Counterattack→ — Open Scenario
44. [Iwo Jima] The Meat Grinder→ — Open Scenario
45. Counter-attack on Mortain→ — Open Scenario
46. Bloody Ridge→ — Open Scenario

47. Roi→ — Open Scenario
48. Namur→ — Open Scenario
49. Gemencheh Bridge→ — Open Scenario
50. Kepa Oksywska→ — Open Scenario
51. Szack→ — Open Scenario
52. Drop in the Night: 101st→ — Open Scenario
53. Coldstream Hill→ — Open Scenario

The Bicycle Blitzkreig

1. Slim River→ — Open Scenario
2. Kota Bharu→ — Open Scenario
3. Ban Sadao→ — Open Scenario
4. Breaking the Jitra Line→ — Open Scenario
5. Gurun→ — Open Scenario
6. Kampar→ — Open Scenario
7. Bakri→ — Open Scenario
8. Singapore Current scenario
9. Gemencheh Bridge→ — Open Scenario