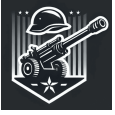


Singapore



Terrain setup

• Historical Background •

With his troops' morale crumbling, and believing he faced 5 Japanese divisions and 300 tanks, Lieutenant-General Arthur Percival made the decision to withdraw to Singapore. General Bennett paid a final visit to his friend the Sultan of Johore and made plans to save his skin in the event of a surrender. "The whole operation seems incredible," he wrote after the war, "550 miles in 55 days, forced back by a small Japanese army of only 2 divisions riding stolen bicycles...". The British withdrew to the 220 square miles of Singapore Island and blew the Causeway behind them. Still the British outnumbered the Japanese but Percival blundered, not for the first time, by deploying his entire garrison all around the 70 mile coast, hardly keeping a central reserve to facilitate counter-attacks.

The assault across Johore Strait finally came with the Japanese 18th Division on the British right, 5th Division in the center, and the Kornee Imperial Guards Division creating a diversion on the left. The British defenses were incomplete and stretched too thin, and the Japanese right hook soon penetrated all the way to Bukit Timah and the heights overlooking the Singapore. General Yamashita, Japanese 25th Army commander, arranged a meeting with Percival and with his best poker face demanded surrender. Unknown to Percival, Yamashita was desperately short of men and ammunition. Percival agreed terms, 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 history.

• 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 Temporary Majority Medal Objective for whoever controls them. The Allied player controls the city at game start and thus has a 1-medal headstart.

The other 6 objective hexes are each a Permanent Medal Objective for the Axis player. When a reservoir medal objective is achieved as soon as a Japanese unit moves onto either of the 2 hill hexes adjacent to the reservoir hex containing the objective marker.

Special Rules

Imperial Japanese Army (*Nations 3 - Imperial Japanese Army*) and British Commonwealth Forces (*Nations 5 - British Commonwealth Forces*) Command rules are in effect.

Place a badge on British elite infantry units (*Troops 2 - Specialized units*).

The causeway is a broken bridge; it may be repaired (see special rules) with 2 stars.

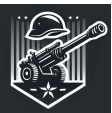
Special Weapon Asset rules (*SWAs 4 - Special Weapon Assets*) are in effect for the British unit equipped with a Machine Gun (*SWAs 7 - Machine Gun Late War*).

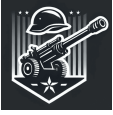
The British coastal guns at Changi are not well supplied with HE shells. Place 3 Battle Stars on this hex. Each time these coastal guns fire, remove one star. When all 3 stars are gone the guns can no longer fire.

The Destroyer on the Japanese baseline represents British Gunboats in the Johore Strait. A Gunboats unit plays as the Destroyer except only 1 hit is needed to eliminate it. Also, it does not count as a medal if eliminated. The Gunboats unit may enter hexes in both rows of sea hexes.

The minefield represents rafts and other obstacles in the Strait designed to block or sink gunboats.

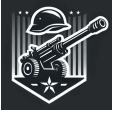
Air rules are optional: If used, give the Axis player both Air Sortie cards at game start. Also, place 2 British ready-to-take-off markers on Kallang Airfield. British planes are Brewster Buffaloes or Hawker Hurricanes (use *Airplanes 4 - Supermarine Spitfire*).





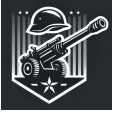
Scenario Description





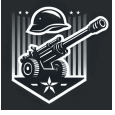
Full Map





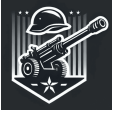
Right



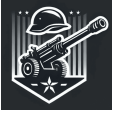


Center





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

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](#)

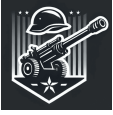
Please login, so your battle history can be updated. [Login](#)

Allied win rate—

Average medals per side

Allies—Axis—

Submitted AARs



0 Games reported

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

Allied victories0

Axis victories0

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

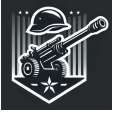
1. [Battle of Warsaw](#)→ — Open Scenario
2. [Slopes of Mount Austen](#)→ — Open Scenario



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](#)