

# LION OF MALAYA

The Defense and Fall of Singapore

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## 1.0 INTRODUCTION

*Lion of Malaya* is an operational level game covering the Japanese invasion of Malaya and the advance to Singapore between December 1941 and February 1942. It is a two-player simulation. One player controls the Imperial Japanese Army (and some Navy units), and the other player controls the British Imperial and Commonwealth forces assembled to defend the peninsula and the important naval base.

### 1.1 Scale

Unit scale is regiment (for the Japanese) and brigade (for the Commonwealth). For combat units, assets represent antitank batteries and tank companies. Time scale is weekly; each turn corresponds to one week.

### 1.2 Map

The map represents the Malaya peninsula, the Island of Singapore, and some areas of Thailand. An irregular grid has been superimposed to the map to regulate movement and unit positioning. To ease stacking, the Island of Singapore is reproduced in an inset. Units placed on the Singapore Inset Map are subjected to some special rules. The Singapore city area on that map should be treated as jungle. Why? Dense urban terrain with more defensive position, and by the time you are fighting in it, there would be plenty of rubble.

### 1.3 Rounding Rule

When the rules ask for halving numbers always round down.

## 2.0 GAME TERMS & ABBREVIATIONS

**Asset:** this term defines tank and antitank units. They represent companies and batteries rather than brigades/regiments and battalions and have special rules. They are noted by having a vehicle/gun silhouette on the counter instead of a NATO symbol.

**Column shift:** Modification of the final odd ratios in a combat, it is done just before rolling the die.

**CW:** Commonwealth

**DRM:** Die Roll Modifier. In many instances, the result of the roll of a die is modified by a plus or minus in the rules and tables. This is indicated in DRM.

**IJA:** Imperial Japanese Army

**MP:** Movement Points, an indication of the ability of a unit to move.

**NATO Symbols and unit identification.** These are a standard in conflict simulations. In *Lion of Malaya* they are used for the bulk of the ground units, integrated with silhouettes for planes.

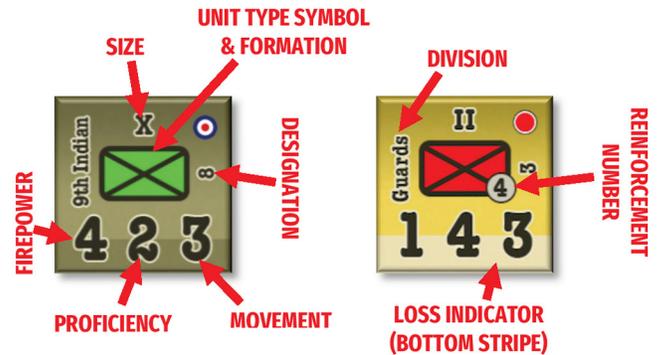
## 3.0 THE PLAYING PIECES

### 3.1 Ground Combat Units

Units are represented by die-cut, double-sided counters. The background color of the counter indicates the side to which it belongs:

- Olive-grey: British, Indian, Australian, and Dutch units (the single Dutch unit is further marked by the orange "Neutrality" Triangle used in the Netherland East Indies)

- Commonwealth units are further marked by the appropriate national roundel (yes there are kangaroos and kiwis!)
- Yellow: Japanese Army and Navy units.



**Unit Type Symbol & Formation:** the type of the unit according to NATO symbols. The color inside the symbol denotes formation subordination. Units with a white NATO symbol are independent and are not subordinated.

**Size:** The size of the unit:

- XX: Division
- X: Brigade
- III: Regiment
- II: Battalion
- I: Company

**Loss Indicator:** a lighter color stripe on the back of the counter indicating the fact that the unit has lost one step

**Designation:** historical designation of the unit for historical purposes.

**Firepower Factor:** a representation of the raw firepower a unit possess, it includes also organic and attached artillery

**Proficiency Factor:** a representation of training, élan, morale, and leadership of each unit

**Movement Allowance:** the ability of the unit to move expressed in Movement Points (MP)

**Combat Bonus:** a representation of the ability of the unit to support friendly units in attacks and defenses. It is indicated in the form of a simple number (Tank and AT units), and is present only on assets.

**Reinforcement Number:** several units have a small number enclosed in a circle. This is the turn number when they appear as reinforcements.

### 3.2 Headquarters (HQ)



HQ are special markers that are used to denote both the current fatigue level of a unit and the command status of the parent division. They reside on the Fatigue Track on the Inset Map Card. The numbers inside the boxes they occupy represent the current

fatigue level of the contained divisions. HQ markers have two sides, “Committed” (indicating the division is available for full operations) and “Uncommitted” (indicating the Division’s units cannot attack, and can use only half of their movement allowance).

**3.3 Air Units**

There are two types of Air units: Fighters and Bombers. These are differentiated by the silhouette on the counter.



**Effectiveness:** represented by a plus followed by a number. The effectiveness rating represents the ability of the unit to effectively perform missions, it is used as a DRM on the air mission result tables.



**Designation:** for historical purposes only.

*Note: The two COMP CW air units represent the big shipment of crated Hurricanes to Singapore. While the fighters came with their own squadrons, in practice, the need to press them into service, the lack of spare, and the confused nature of RAF organization on Singapore Island at the time meant that they were used in temporary groupings with pilots coming from all three squadrons. Japanese Sentai are Army Air Units. Units with names (usually naval air stations in Japan or Taiwan) are Naval Air units.*

**3.4 Markers**

Assorted markers used to track various functions of the game.  
 Game Turn: Indicates the passage of time  
 Panicked: this marker denotes CW units that have lost a combat.

**4.0 COMMAND AND FATIGUE**

One of the key elements of the historical campaign was the lack of initiative (and command infighting) on the Commonwealth side and the seemingly limitless drive of the Japanese commanders. The other key element was the progressive deterioration of both sides ability to carry on sustained operations due to losses, fatigue, and the environment.

**4.1 Command and Control**

Command and Control is abstracted in the formation command roll. At the start of each player turn, the owning player tests the command situation of each division. The player rolls one die per division and if the roll is equal or less than the control number printed on the HQ marker the division is fully committed. If the result is higher the division is uncommitted.

Committed divisions operate normally. Uncommitted divisions cannot attack, and their units can move only half their printed MP.

*Note: The Japanese 5th and 18th divisions are always committed (their commitment number is 6), but the Guards division still need to roll every turn. But also read 4.3.1 for an important special case regarding commitment.*

**4.2 General Bennett**

General Bennett, the General Officer Commanding, 8th Australian Infantry Division was an element of confusion in the

Commonwealth chain of command. A World War One decorated veteran, he had an extremely high opinion of himself and resented the promotion of General Blamey as commander of Australian Forces. He hoped to use the Malayan campaign to increase his standing. He continuously hassled the Malaya commander General Percival for greater authority and practically refused to cooperate with the commander of the III Indian Corps, General Heath. During the battle for Singapore island he refused to obey orders from Percival, turned the division artillery on other Commonwealth formations, and then escaped. The result was chaos.

To replicate Bennett’s disruptive influence, the 8th Australian Division in this game has a commitment number of two. In case the CW player decides to listen to Bennett, the player can place him in charge of the whole forward defense force. In this case the 8th Australian Division is automatically committed, but the two Indian Divisions (9th and 11th) are not. Yet units of these divisions that are in the same area with Australian units are considered part of the 8th Australian Division for the turn. The decision to put Bennett in charge could be taken on a turn by turn basis.

*Historical Note: Lieutenant General Henry Gordon Bennett, CB, CMG, DSO, VD was, at the time, one of the most famous Australian officers. He had previously served in World War One. He fought at Gallipoli, the Somme, Passchendaele, and in the 1918 battles. He commanded a battalion and a brigade. He served in the militia in the interwar years rising to division command. In 1932 he was placed on unattached list. He was recalled to duty in 1939 after the outbreak of the war. He expected to be named commander of the Australian Imperial Force, but due to both General Blamey’s political connections and his own negative attitudes on Australian and British regular officers, he was passed over and instead assigned to territorial units. In August 1940 he was assigned to the newly recruited 8th Infantry division. With this command Bennett was determined to make a mark and rise to higher positions. His division was moved to Malaya in February 1941. Bennett had constant clashes with the Malaya commanding officer, General Percival, the commander of the III Indian Corps, General Heath, and his own brigadiers. He always lobbied for more authority, refusing to implement orders of his own superior officers. When he was indeed placed in command, his performance was mixed. While Australian troops achieved tactical successes in the engagement at Gemas and Muar, Bennett never exploited them, in the end retreating. After having lobbied with Percival that Malaya Command needed a less rigid command, when he was in charge he always overruled his subordinates. Tensions between him and his brigadiers led to faulty defensive dispositions in Bennett sector on Singapore Island and some premature retreats that nullified several tactical successes in countering the Japanese landings. Toward the end of the campaign Bennett refused to follow orders, ordered his division artillery to be ready to fire on other CW units, and then abandoned his division to escape to safety, claiming Percival ordered him to do so. He was able to avoid punishment (but his career was more or less destroyed) until Percival and the other officers of the Malaya command were released from Japanese captivity in 1945. At that point he was faced with a formal inquiry.*



*The Bennett rule is here to represent the disruptive nature of Bennett’s personality and ambitions. The players need to balance*

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having a reasonable chain of command with having Bennett acting as the savior of the day. It also means that the 8th Australian Division is bound to be less effective than its numbers suggest, as was the case historically.

## 4.3 Fatigue

Another critical element in the campaign was the effect of battle fatigue on units on both sides. Fatigue is represented by the division fatigue tracks. The higher the fatigue number, the more exhausted the division is and the more negative effects it suffers. Fatigue is accumulated as results of combat (both attacking and defending) and because of enemy air interdiction. At fatigue level 5 to 7 the units of the division suffer a negative -1 DRM when attacking and attacks against them gain a +1 DRM. At level 8 the DRM for attacks made by the division increases at -2. At level 9 attacks are penalized with a -3 and defenses with a +2. At level 10 the attack DRM is -3. If fatigue exceeds level 10, the division automatically goes into rest mode (4.3.1) in the next command phase.



### 4.3.1 Rest

During his command phase a player can put one or more of his divisions at rest. The division in question is automatically uncommitted (4.1) for the entire turn, but it recovers three levels of fatigue at the end of the player turn.

## 4.4 Independent Units

Independent units are units with a white unit type symbol. They represent units organic to Corps (CW) and Army (Japan) level and units that were used independently. They are always committed and share the fatigue of the division they are operating with. If they are alone (in case of CW infantry brigades) in an area their fatigue level is 0.

**Exception:** the 12th Infantry Brigade has its own fatigue marker. 12th Infantry Brigade fatigue is tracked as usual but except for fatigue the 12th Infantry Brigade is treated as an independent unit.

## 4.5 Assets

There are some special units in the game, Japanese Tank Company groups and CW Anti-Tank batteries. They are treated as special units that can be attached to different combat units (see 10.1). Japanese Tank assets are independent (and have a white symbol background) while CW AT batteries are assigned to specific divisions and share the division color.

Assets are identified by having a single number (representing the DRM the asset gives to combat resolution).

Assets are not combat units and do not count as a step. They do not suffer step losses. They suffer the fate of the unit they are attached to. Remember each asset is attached to a particular unit.

## 5.0 SEQUENCE OF PLAY

*Lion of Malaya* is played in game turns. Each Game Turn is divided in several phases. Each phase must be completed before moving to the next:

### Strategic Phase

**Commonwealth Air Allocation:** The CW player allocates (openly) its air units to missions.

**Japanese Air Allocation:** The Japanese player allocates (openly) its air units to missions.

### Air Operations Phase

The air missions are resolved in this order: Counter Air then Ground Strikes, the Japanese player resolving his missions first. Naval Strike missions are not resolved until the appropriate movement phase.

### Japanese Player Turn

**Command Segment:** The Japanese player tests the command status of his formations to see if they are Committed or not. The command status lasts until the next Japanese Command Segment. Committed formations can move and fight normally. Uncommitted units can only move half their movement allowance, and cannot attack. The player also decides if the turn in progress will have a Movement-Combat sequence, or a Combat-Movement sequence.

**Reinforcements and Landing Segment:** The Japanese player removes reinforcing units from the current turn space on the Turn Track and places them in the Singora or Patani areas in Thailand, or in the At Sea Box.

**Movement and Combat Segment:** According to the choice made in the Command Segment the Japanese player either:

- move any or all of the player's units and then performs combats (mobile combat)
- performs combats (assaults) and then moves any or all of the player's units

Naval movement and landings are performed in this segment.

### Commonwealth Player Turn

The CW Player Turn consists of the same segments as in the above (replace "Japanese player" with "CW Player"); reinforcements enter in Singapore.

### Administrative Phase

Remove Panic Markers and advance the game turn marker to the next box in the track.

## 6.0 STACKING

A maximum of one division can stack in each area. The term "one division" refers to units bearing the same divisional identification. Independent units can stack for free. Assets do not count for stacking purposes, but the number of assets can never be more than the total of combat units in the area, plus one. Units from both sides cannot coexist in the same area.

**Note:** Stacking limits are more a representation of supply, control, and doctrinal factors than actual space limitations.

### 6.1 At Sea Box Stacking

There is no stacking limit in the At Sea Box. Any number of units can be placed there.

### 6.2 Singapore Stacking

Singapore Island represents a special exception to stacking limits. There are no stacking limits on the main map, any number of units can occupy Singapore area. on the inset map, units may purposefully be more than the stacking limit, but any such units in an area that is over stacked are combat ineffective as in 6.3.

## 6.3 Over stacked

You cannot purposefully over stack on the main map (the inset map poses a special exception; see 6.2), but this may be unavoidable due to Panic (9.8) and the vagaries of rule 4.2; Units in excess of the stacking limitation are combat ineffective, i.e., treat these Units as if their formation was Uncommitted. The owning player determines which units are in excess. Over stacking is allowed on the inset map, and one of the units will be combat ineffective. You decide which.

## 7.0 MOVEMENT

Movement is the act of moving ground units along the map. Units have a movement allowance, expressed in movement points, indicated on the counter. The movement allowance is used to move along the grid consuming points according to the type of terrain entered. Ground movement is done tracing a continuous path of contiguous areas from the start point to the end point. Areas cannot be skipped (but see 7.2), and movement points cannot be transferred.

### 7.1 Roads and Road Movement

The reduced movement rate of roads is available when units move from a connected road area to another and supersedes the movement cost of the base terrain in the area.

### 7.2 Infiltration Movement

The Japanese player can perform a special form of movement called infiltration that allows his forces to bypass CW troops defending along roads. If, during movement, a Japanese moving unit pays the non-road movement cost of an adjacent area occupied by CW units, the Japanese unit can cross that area and enter another area adjacent to the occupied area, provided that the new area entered is not itself occupied by CW units.

### 7.3 Naval Movement

Naval Movement is a special form of movement available only to the Japanese player. It allows the Japanese player to use sea movement to enter his reinforcements or to move units already on the map. Landings are possible only on the area marked by a Landing symbol (red arrow) on the map.

#### 7.3.1 Landing Procedure

Units in the 'At Sea' box at the start of the Landing segment can land in an allowed area. If the area is occupied by enemy unit(s), the landing units will perform an assault combat in the following Combat Segment, with a -2 DRM. Leave the units on the red Arrow until the combat phase. If the enemy vacates the area, the units will be able to occupy it. Other- wise they will remain on the landing arrow until the next turn.

If the landing area is not occupied by the enemy, they can be moved normally in the subsequent movement phase.

Amphibious Landing: the IJA (or the CW) can chose any kind of sequence, but each amphibious combat will be resolved as an assault. Also, units moved by the sea actually enter the area they are landing into.

*Note: This is not an oversight, landing units will always be involved in an assault combat rather than a mobile combat, representing the advantage of the defenders in such situations.*

### 7.3.2 Shore to Shore Landings

Units already on the map and occupying a Landing area can be removed from the area and placed in the 'At Sea' box, to be then landed in any subsequent turn. Furthermore, units leaving a landing area on the east coast can only land on the east coast. Units being moved to the sea box from the west coast can only land on the west coast. There is no naval movement past Singapore.

## 8.0 AIR OPERATIONS

### 8.1 Using Air Units

Air units are represented by counters. The counters represent specific formations equipped primarily with a single aircraft model of a specific type (except some CW bomber units, which are a mix of 'strange' and obsolete aircraft). Japanese units represent Sentai and are generally two steps, while CW units are mainly one step squadrons. Air units have a single rating used to perform every mission. What makes them different is the fact that not all air units can perform the same missions. There are two unit types, identified by the silhouette on the counter:



- **Fighters:** Single-engine aircraft whose primary missions are protecting friendly bombers, and attacking enemy ones. Fighters can perform Intercept, Escort, and Counter Air.
- **Bombers:** Two- and single-engine bombers, and bomber recon planes, used to bomb targets. Their main use is in attacking fixed targets (airbases and supply dumps), interdicting movement, and attacking naval convoys (troops using the naval movement option). Bombers can perform Ground Strikes, Naval Strikes, and Counter Air.

At the start of the turn both players allocate air units to one specific mission. Counter Air, Ground Strikes (and resulting Interception) missions are resolved in the Air Phase, while Naval Strikes (and resulting Interceptions) are resolved in the Movement segments of the player turn. Air units, once allocated to a mission cannot be transferred to other missions. When used (performing their mission), they are spent and not re-usable for the rest of the Game Turn.

### 8.2 Air Display

The air display is a convenient place on the map to put the Air units. Air units are placed there during the Air Phase, with each going in the space labelled for the mission for which they are allocated.

### 8.3 Air Missions

Fighters can be assigned to any mission-- Fighters "assigned" to Ground or Naval Strike missions are in fact performing an Escort mission. Bombers can be assigned to any mission on the Air Display except Interception.

#### Interception (Fighters only)

This is a defensive mission performed by the non-active player. It is performed both during the Air operations Phase (against enemy Ground Strike missions) and during the friendly Reinforcement and Landing segment (against enemy Naval Strikes). Fighter units are assigned to stop a specific enemy mission. Interception starts air combat.

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## Ground Strikes

These are strikes directed against identified enemy units, logistic concentrations, and anything suspicious that moves. During the Air operations Phase, the Japanese player assigns his air units to Ground Strikes, followed by the CW player. Units surviving enemy Interceptions then target a specific enemy division, rolling on the Ground Strike Table (once per unit).

*Example:* The Japanese player assigns the 12th and 90th Sentai to the Ground Strike Box. He then uses the 12th and 90th to attack the 11th Indian division. He will roll one die each for the 12th and 90th Sentai. He scores 3 and 1. The 12th Sentai modifier is +2 so the 3 becomes 5 causing the target to accrue 1 Fatigue point. The 90th Sentai modifier is +1 (it is equipped with Sonia light bombers) and the final result is 2: No Effect.

## Counter Air

Units assigned to the Counter Air mission are attacking enemy air units all around the combat area with a combination of fighter sweeps, bombing of airfields, destruction of air-related supplies, and strafing of air- craft on the ground. Counter Air missions attack the whole of the enemy air force. Counter Air missions are not subjected to Interception (this is abstracted by the opposing player Counter Air mission). Each unit assigned to a Counter Air mission rolls on the Ground Strike/Counter Air table. If the result indicates that defending air steps are lost, the owning player distributes the losses as that player sees fit.



## Naval Strikes

This mission attacks enemy units moving by sea. It is performed during the enemy Reinforcement and Landing Phase against units attempting a landing (opposed or not). Before landing the units, the non-phasing player may make one attack with air units and the Phasing player may intercept. If the non-phasing player units survive Interception they can then attack the landing units. The attacking air units uses the Naval Strike Table with results varying from aborting the movement (the units return to the At Sea Box), to inflicting step losses to the landing force.

*Example:* It is the IJA movement phase. The CW player sends the 34th Squadron to attack a Japanese regiment moving from the At Sea box to Endau. The Japanese has two fighter units, the 64th Sentai and the Yamada group, available in the Interception Box. He decides to intercept with the Yamada group. If the 34th Squadron survives the Interception, it will then attack the moving Japanese unit.

## Escort (Fighters only)

Escort missions allow the player to protect his Ground Strikes and Naval Strikes. Simply place Fighters in the appropriate mission box (Ground or Naval Strikes) and when announcing the specific Strike mission, allocate Escorts to the bomber planes. Intercepting enemies are required to attack the Escorts before attacking Bombers.

## 8.4 Air Combat Resolution

- Air units attack their targets individually, rolling one die on the appropriate table and adding their Effectiveness to the die roll. Each Air unit can attack a single target per mission, and can perform a single mission per turn. Air-to-air combat is considered to be simultaneous.
- During Interception, combat fighters on both sides fire simultaneously, and losses are extracted from the pairings. The intercepting units need to attack each escorting fighter unit at least once before attacking the bombers.

In case of the Counter Air mission, where there are no interceptors or escorts, all units on both sides have a chance to fire. The IJA player rolls the combat dice first, and the CW player rolls second. Each player then applies the losses for his side as he sees fit.

Aborted units are used for the turn and do not complete their mission but, apart from that, they are unscathed.

*Note:* The wording of the rules is correct: the intercepting player needs to attack escorts first and then, with remaining interceptors he can attack the Bombers. This reflects the fact that escorts tended to monopolize the attention of attacking fighters.

*Air Example:* We are in the Air Operations Phase. The IJA player has four bomber Sentai (12th, 75th, 90th, and 98th) in the Ground Strikes Box. He also has three fighter Sentai (1st, 11th, 64th). The CW player has the 2 VI-G.V. and the 243rd Squadron in the Interception box. The IJA player decides to subject the 11th Indian division to heavy air attacks. He sends the 12th, 75th, and 98th Sentai, escorted by the 1st and 64th. The CW player sends both units to intercept the Japanese. Air combat ensues. The CW player needs to engage both Japanese fighter Sentai. The Dutch fighters attack the 1st. The rolls are 3 for the flying Dutchmen and 1 for the Japanese, modified to 4 and 2, respectively. The 1st Sentai is forced to abort; the 2 VI-G.V. is unaffected. Hurrah for the Orangist! The 243rd (CW) and the 64th (IJA) score 2 (3) and 5 (7) respectively. The 64th Sentai is unaffected, while the 243rd suffers one step loss. Both CW units have survived, but the presence of the escorting fighters prevented them from engaging the bombers. If only one Japanese fighter Sentai was present, one of the two CW fighters could have engaged the bombers. If three or more CW fighters were used, the excess fighter(s) could have engaged the bombers. With the bombers surviving the attempted interception, they now attack the 11th Division. The modified rolls are 6, 2, and 3. The net results will be two fatigue points for the 11th Indian division.

*Historical Note:* Well, defending fighters are quite powerful in this game... their mere presence negates interceptors. Yes, it is true. This reflects the fact that if escorting fighters were present, they usually attracted the attention of the interceptors. This cut for both sides. Both CW and Japanese fighter pilots were usually drawn to the maneuvering dogfight typical of this campaign. These dogfights also acted as a magnet for other fighters. In several cases, the mere presence of a flight of four Buffalos attracted the whole Japanese

intercepting fighter units, allowing CW bombers to attack their target and escape. Also, you will have noticed that one Australian Buffalo unit, the 453rd Squadron, has the same rating of the zero-equipped Yamada air group. This is not an error. The 453rd was the best CW unit, the pilots had plenty of time to train with the Buffaloes, and devised superior tactics. In several engagements the Aussies were able to best the supposedly better Japanese aircraft.

**9.0 COMBAT**

Combat is always voluntary; it is performed between units in adjacent areas. A friendly stack can use some units to attack a specific area, others to attack a second or third area, etc., and some can even not attack at all. Once an area is attacked every enemy unit inside it is attacked; the defender cannot withhold units from combat. If different attacking units occupy areas adjacent to the same defender area, they can combine their attack; a unit cannot “split” its attack across multiple adjacent areas. No area can be attacked more than once in a single ground combat phase.

**9.1 Mobile and Assault Combats**

Depending on whether the player chose a movement-combat or combat- movement sequence, the combat in his player turn will be either mobile or assault, respectively. During mobile combat only the proficiency factor of the units involved is used to determine the combat strength. In assault combat a given unit’s combat strength is equal to its firepower plus proficiency.

*Example: In mobile combat. The combat strength of the full-strength CW 12th Infantry Brigade will be 4. In assault combat, it will be 9.*

**9.2 Combat Procedure**

For each combat the following steps are performed in this order:

1. The Attacker indicates his attacking units and their targets.
2. Total the modified combat strength of the attacking units and then divide it by the total modified combat strength of the defenders to determine combat ratio. Ratios are expressed in an attacker to de- fender form and rounded down in favor of the defender.
3. Total the DRMs for attacker and defender, and determine the net DRM.
4. Roll the die, modify the result, and apply the combat results.

**9.3 Terrain**

The defender hex terrain can influence the die roll according to the Terrain Effects Chart. Modifications range from a positive value (favoring the attacker) for clear areas, to negative modifiers favoring the defender. If the combat is an opposed amphibious assault, remember to apply the -2 DRM.

**9.4 Asset DRMs**

Each tank or antitank asset marker can support a single combat each turn. When attacking, the asset’s modifier is positive, and when defending, it is negative. They can be used only once per player turn. The attacker totals his DRMs, and the defender his own, and the net DRM is applied.

**9.5 Extreme Ratios**

Any attack made at odds worse than 1:3 uses the 1:3 column; any attack made at odds better than 7:1 uses the 7:1.

**9.6 Combat Results**

Combat results are expressed in step losses (L) and fatigue (F). Results can be nothing, a number followed by an L (step losses) or a number followed by an F (fatigue points) or a combination of the last two. The results on the left apply to the attacker, and the results on the right to the defender. Fatigue is applied equally to all participating divisions on the indicated side, whereas Losses are divided up among the involved friendly units as the owner sees fit, pursuant to 9.7 (but see 9.7.1).

*Example: Two regiments of the 5th division, and one of the 18th, are attacking two CW brigades from the 8th Australian division in a mobile combat. The combat ratio is 15 to 8, rounded to 3:2. The Japanese player rolls a 4: 1F1L/1F. The Japanese player will increase the fatigue level of both of his divisions by one, and lose one step. The CW player will increase by one the fatigue level of the 11th Infantry division.*

**9.7 Losses**

Each combat unit has one or two steps. After the first loss it is turned over to its weaker side, and after the second loss it is removed. If the unit has only one step, turning it over to its weaker side (blank) will Eliminate it (removing it from the game). The first step loss must be inflicted to the unit with the highest proficiency factor; the others are apportioned as the owner sees fit.

*Note: If units from the Guards division are involved in an attack, the first step loss received by the Japanese side must come from them.*

**9.7.1 IJA Tank Losses**

If the Japanese player is attacking and the combat included both Japanese tanks and CW Anti-tank guns, the Japanese player rolls a die and consult the AT Combat Table to determine the number of tanks that are Eliminated.

**9.8 Panic**

After a single combat where the CW player suffers more losses (only losses not fatigue points) than the Japanese player the CW units are deemed to have lost and are panicking.

Place a Panic Marker on the units (or stacks) involved. The immediate effect of a Panic Marker is to eliminate all assets attached to the panicked units. Furthermore, in the following CW movement and combat segment, panicked units cannot attack, and are forced to move along a road toward Singapore to the fullest extent of their movement. (Panic Markers are removed in the Administrative Phase.)



If Japanese units block their escape path toward Singapore, the CW units must take a proficiency test. The CW player rolls one die per unit. If the result is equal to or less than the unit proficiency factor, the unit ignores the Japanese troops, and completes its rout. If the result is higher than the proficiency factor, the unit collapses and it is Eliminated.

Note that CW units on the inset map are immune to Panic.

## 10.0 SPECIAL UNITS & RULES

### 10.1 Assets

Assets units represent smaller divisional and independent units that were used for specific purposes, namely CW Antitank batteries and IJA tank units. They are assigned to specific regiments and brigades during the command phase of each turn. Independent units can be assigned to units belonging to any formations, division units only to units belonging to the same formation. Assets can be re-assigned freely between friendly units anywhere on the map so long as the above is followed. No more than two assets can be assigned to a single combat unit.

**Exception:** Units in the At Sea Box can transfer assets only with units occupying the same At Sea Box.

**Example:** It is turn 2. The Japanese army has landed at Patani and Kota Bahru. The 5th division is in Kota, the 18th in Singora. One tank company is in Kota, and two are in Singora. The Japanese player wants to make the 5th division his main effort, thus he reassigns two tank companies from the Singora space to the Kota Bahru space. The 5th division in Kota Bahru has only three regiments there, 11th, 21st, 41st. The 41st already has a tank company attached. He decides to assign the two additional tank companies to the 21st.

### 10.2 12th Infantry Brigade

The 12th Infantry Brigade under its CO, Colonel Paris, was the best trained unit available to the CW forces. The troops were regulars, had not been “milked”, and had trained in Malaya for more than a year. Paris also had several armored cars at his disposal, and had developed jungle warfare tactics. This explains the proficiency rating of the unit. It was also constantly (over)used until exhaustion. The brigade has a fatigue marker, just like divisions, and is tracked in the same way. It is counted as an Independent unit for everything except Fatigue.

### 10.3 18th Infantry Division (British)

The 18th Infantry Division had been organized for combat in the Middle East and was redirected to Malaya en route while sailing around Africa. (The Italian royal Navy made use of the Mediterranean Sea impossible for anything but massively escorted convoys). Once landed at Singapore, the troops were not only unprepared for the local climate, but suffering from the long trip. To reflect this, the division enters the game on Turn 6 (with the HQ marker and one of its brigades) with a Fatigue level of 6.



### 10.4 The Johore Straits & the Singapore Inset Map

The Johore Straits (separating Singapore from the mainland) are impassable to for Japanese troops when using normal movement). The road connection shown on the map is useable only by the CW player (the causeway was partly wired for demolition and any competent officer will blow it up before the Japanese cross it). To cross the straits and attack

Singapore, the IJA player can launch a Cross-Strait Assault once per game in his combat phase. Furthermore, when launching the assault, the Japanese player must select a combat-movement option.

#### 10.4.1 The Cross-Strait Assault

After the Japanese player has announced his Cross-Strait Assault he removes all his units in the three coastal spaces bordering the Johore Straits, and places them as he chooses in the mainland part of the inset map, ignoring stacking limitations. The CW player deploys all units (and their assets) currently occupying Singapore Island in inset map island areas, following normal stacking limitations.

The Japanese player performs a normal combat phase (including combats on the main map if applicable), follow by a movement phase. After that, the CW player performs his own normal player turn. Before moving to the Administrative Phase, both players take an addition movement and combat segment (Japanese first) only on the inset map. Then, the turn proceeds normally to the Administrative Phase.

#### 10.4.2 Combat on the Inset Map

All combats in the inset maps are assaults (not mobile) and CW units are immune to Panic.

**Historical Note:** due to limited bridging capabilities (either to repair the cause-way or to place pontoon bridges) and a lack of crafts available, the Japanese Cross-Strait Assault is a unique event that cannot be repeated. So, if the IJA player fails to bring all three divisions across the straits in the special assault segment, he cannot bring reinforcements.

### 10.5 CW Infantry Replacements

During the game the CW player can disband reduced- strength, non-Panicked infantry brigades to create infantry replacements. He disbands units by removing them from the map during the Reinforcements Phase. For each such unit, he receives one replacement point. Each replacement point can be used to rebuild another reduced strength infantry brigade at full strength. Disbanded units can be any- where on the main and inset maps. Likewise, the receiving brigade can also be anywhere on both maps.

## 11.0 VICTORY

Singapore was the key (with a capital k) of the entire campaign. Taking or holding it was decisive for both sides. Of course, there were also other considerations, the destruction of Japanese pre-war regular units, for example, could have jeopardized the subsequent phase of the Southern Campaign, but Singapore was indeed the predominant consideration in the historical campaign.

Thus, the only indicator of Japanese victory or defeat is the control of Singapore. If the Japanese player conquers Singapore (Japanese units are present in all spaces in Singapore Island) or forces its surrender before the end of the last turn of the game, he wins. Otherwise the game ends in a CW victory (of sorts).

### 11.1 Singapore Surrender

Historically the CW garrison in Singapore surrendered before the IJA overran the whole island. Lack of water (the reservoirs had fallen into Japanese hands), battle fatigue, Australian collapse, and concerns for the civilian populations prompted General Percival to first ask for terms and then surrender without them. In game terms when the Japanese player controls 4 areas in the Singapore inset map at the end of his player turn, the Japanese player must roll a die to check if the fortress surrenders. To

achieve a surrender, the Japanese player must obtain a 6. The roll is modified by the following conditions:

- +1 per each area controlled by Japanese units above the initial four areas.
- +2 if the central reserve area had at any time been captured by the Japanese
- +1 if all CW formations are at fatigue 6 or more
- +1 for each CW combat unit in excess of the inset map stacking limits (6.2)

**Historical Note:** *The central reserve area contained (and still contains) the main water reservoirs providing potable water to Singapore city. Losing them put General Percival, his troops, and the people in Singapore in an untenable situation.*

## 11.2 Levels of Victory

- IJA Epic Victory: Taking Singapore or forcing its surrender before the end of Turn 6.
- IJA Decisive Victory: Taking Singapore or forcing its surrender by the end of the game.
- IJA Pyrrhic Victory: Taking Singapore or forcing its surrender by the end of the game, but having lost more than 3 regiments.
- CW Pyrrhic Victory: Holding Singapore (but not having units in Malaya) by the end of the game
- CW Marginal Victory: Holding Singapore and Johore by the last turn of the Game
- CW Decisive Victory: Holding Singapore, Johore, and Kuala Lumpur by the end of the game.
- CW Total Victory: Holding Singapore, Johore, and Kuala Lumpur by the end of the game and having eliminated 3 or more Japanese regiments.



**TERRAIN EFFECT CHART**

Type	Movement Cost	Combat DRM
Plantation/Clear	1	+1
Jungle	2	0
Swamp	2	-2
Road	1	No Effect
Impassable	Not Allowed	Not Allowed

**COMBAT RESULT TABLE**

	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1
-1	2F2L/-	2F2L/-	2F2L/-	2F2L/-	1F1L/1F	1F1L/1F	1F1L/1F	1F1L/1F	1F1L/1F	1L/1F
0	2F2L/-	2F2L/-	2F2L/-	1F1L/-	1F1L/-	1F1L/1F	1F1L/1F	1F1L/1F	1L/1F	1L/1L
1	2F2L/-	2F2L/-	1F1L/-	1F1L/-	1F1L/-	1F1L/1F	1F1L/1F	1F/1F1L	1L/1L	-/2F1L
2	2F2L/-	1F1L/-	1F1L/-	1F1L/-	1F1L/-	1F/1F1L	1F/1F1L	-/1F1L	-/2F1L	-/2F2L
3	1F1L/-	1F1L/1F	1F1L/-	1F1L/-	1F1L/1F	1F/2F1L	-/1F1L	-/2F1L	-/2F2L	-/2F2L
4	1F1L/1F	1F1L/1F	1F1L/1F	1F1L/1F	1F/1F	1F/2F2L	-/2F2L	-/2F2L	-/2F2L	-/3F2L
5	1F1L/1F	1F/1F	1F1L/1F	1F1L/1F1L	1F/1F1L	-/2F2L	-/2F1L	-/2F2L	-/3F2L	-/3F2L
6	1F1L/1F	1F/1F	1F/1F	1F/1L	1F/1F1L	-/2F2L	-/2F2L	-/2F2L	-/3F2L	-/3F2L
7	1F1L/1F	1F/1L	1F/2F	1F/1L	-/2F2L	-/3F2L	-/3F2L	-/3F2L	-/3F2L	-/3F2L
8	1F1L/1F1L	1F/1L	1F/2F1L	1F/2F1L	-/2F2L	-/3F2L	-/3F2L	-/3F2L	-/3F2L	-/3F2L

**AT COMBAT TABLE**

Die Roll	Result
1	NE
2	NE
3	NE
4	1 Tank Destroyed
5	1 Tank Destroyed
6	2 Tanks Destroyed

**AIR TO AIR TABLE**

Die Roll	Mission Result
0-	No Effect
1	No Effect
2	No Effect
3	No Effect
4	Abort
5	Abort
6	1 Loss
7	1 Loss
8+	2 Loss

**GROUND STRIKE/COUNTER AIR TABLE**

Die Roll	Mission Result
0-	No Effect
1	No Effect
2	No Effect
3	No Effect
4	1F
5	1F/1 Air Step Loss
6	2F/1 Air Step Loss
7	2F/1 Air Step Loss
8+	2F/2 Air Step Loss

**NAVAL STRIKE TABLE**

Die Roll	Mission Result
0-	No Effect
1	No Effect
2	No Effect
3	No Effect
4	Naval Movement Aborted
5	Naval Movement Aborted
6	1L
7	1L
8+	2L

# Lion of Malaya Errata and Clarifications Fixed and Amended in Standalone Tiny Battle Publishing Version

## Errata:

**Units:** 47<sup>th</sup> Infantry Brigade: the counter (and the rules are wrong), it should be the 44<sup>th</sup> Infantry Brigade (as shown on the inset map). Remember that the 44<sup>th</sup> and 47<sup>th</sup> are thus the same unit.

**Terrain Effect:** consider Singapore city area on the inset map Jungle. *Why? Dense urban terrain with more defensive position, and by the time you are fighting in it, plenty of rubble.*

## Clarifications:

**Divisions and the Fortress Singapore Scenario:** The division designations on the Singapore map are for assets. At this stage of the campaign, except for the Australians (Bennet did not want his own units under other commanders, but he took the 44<sup>th</sup> Indian as attachment), the other CW divisions were a hodgepodge of different brigades. The AT company from the 11<sup>th</sup> Indian could simply be attached to one of the two units in the sector.

**Overstacking:** yes, it is allowed on the inset map, and one of the unit will be combat ineffective, you decide which.

**Assets:** they are not combat units and do not count as a step. They do not suffer step losses. They suffer the fate of the unit they are attached to. Remember each asset is attached to a particular unit.

**Amphibious Landing:** the IJA (or the CW) can chose any kind of sequence, but each amphibious combat will be resolved as an assault. So option 2 is correct (and units moved by sea actually enter the area).

**Cross-Strait Assault DRM:** Japanese have a -2 DRM for cross strait assault

**First Turn:** the first turn will have two player couplets. so the Japanese (followed by the CW) player will have another chance to cross the straits (and can chose movement and combat rather than combat and movement), plus the Japanese can use infiltration movement.

**Singapore Island Map Terrain:** on Singapore island, only the central area is jungle, everything else is plantation or clear

## Counter Changes:

**47<sup>th</sup> Infantry:** changed to 44<sup>th</sup> Infantry

**Panic Markers:** counters for Elksbane (SITW Expansion) replaced with additional "Panic" markers

**Cosmetic:** white lines removed between some counters to expand bleed on counter sheet