

MALAYA 1941



INTRODUCTION

Malaya 1941 covers the December 1941 invasion of the Malay peninsula and the air and naval campaigns around it. The Japanese forces must capture Singapore and their offensive could be well stopped by the mighty 'Prince of Wales' battleship. The British have to repulse the offensive or hold as long as they can.

Malaya 1941 lasts 17 turns, each representing on average 4 days, between the 8th December 1941 and the 15th February, 1942. It opposes the British and the Japanese over the Malay peninsula.

- The **Japanese** have 3 powerful veteran divisions and a strong air force, but their navy is puny.
- The **British** are on the defensive, with troops of dubious and varied quality. But their fleet, with 'HMS Prince of Wales' and possibly 'HMS Hermes' could make a difference.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 2h00

Favored Side: British

Most Difficult Side to Play: British

The game lasts 17 turns (between December 8th, 1941 and February 15th, 1942), each turn being equivalent to 4 days.

The **British player** always plays before the **Japanese player**.



FORCES

The **Japanese player** controls the **Japanese units** (various reds for Army, Navy and Air Force).

The **British player** controls the **British Army** and **Indian Army** (tan), **RAF** (blue), **Royal Navy** (grey blue), **Australian** (tan) and **Dutch** (orange) units.

The **Siamese units** can be controlled by either side.

MAPBOARD

The map shows the following various theaters and neighboring seas:
Malaya, Siam, parts of Japanese Empire (with Hainan and Saigon).



VICTORY

IMMEDIATE VICTORY

- One of the players reaches or exceeds 20 VP or more at the end of a turn.
- The **Japanese player** wins the game if he controls Singapore with supplied units at the end of a turn.

END GAME VICTORY

The **British player** wins if he still controls Singapore at the end of the game.

VP BONUS

- The **Japanese player** earns 1 VP the first time he controls each of the following locations:
Kuala Lumpur, Kluang, Kota Bahru, George Town.
- The **British player** earns 3 VP the first time he controls each of the following locations:
Bangkok, Saigon.

VP LOSS

- The **Japanese player** loses 1 VP if he does not control the following locations at the end of the game:
Kuala Lumpur, Kluang, Kota Bahru, George Town.

SPECIAL RULES

ECONOMIC PHASE

There is no economic phase in this scenario.

SUPPLY SOURCES

- **Japan** : Saigon and Hainan, Singora after Siam alliance.
- **British Britannique** : Singapore.



SIAM

The units of the **British Empire** cannot enter its territory till the 'Operation Matador' card has been played.

When Siam Alliance card is played by **Japan**, Siamese territory and units change sides.



ROADS AND RAILROADS

In this scenario, Railroads allow movement into connected regions at the cost of 0.5 MP per region entered, as long as that region is friendly (if not, the full cost is paid). This applies to all land units. Roads give NO movement discount but will allow supply in Jungles and Marshes (otherwise not allowed if no road present).

NB: unlike other WAW scenarios, railroads do not offer unlimited transport (to represent the weakness of the infrastructure and rolling stock).

SINGAPORE STRAIT AND COASTAL ARTILLERY

No **Japanese** naval unit may enter this region during the game. Singapore coastal defenses were turned seaward and would have prevented any naval attack, landing or passage.

LIMITED RAF RANGE

British player: no land-based British and Dutch plane may fly north across the «No RAF» striped border. Only Royal Navy naval airplanes could do so .

REINFORCEMENTS

British player:

Turn 2 / Kuah Island : Force Z with Admiral *Philipps*** + BB Prince of Wales + BC Repulse + DD Electra.