

# 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), **Australan** (tan) and **Dutch** (orange) units.

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

# MAPBOARD

The map shows the following various theaters:  
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.
- **British Britannique** : Singapore.



## SIAM

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



## RAILROADS

They allow movement of an unlimited number of units each turn alongside the railroad in controlled regions.

Cost of movement for units and leaders on railroads is 0.

## REINFORCEMENTS

**British player:**

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