

305 Singapore

Written by Pino. Posted in [Pacific Front](#)

Rating 0.50 (1 Vote)

Victory Results: 0 % 100 % Total plays **1** - Last reported by **pino** on **2022-10-25 23:39:00**

This scenario could be subject to heavy modification. Playtests still in progress.

Despite the successes, General Yamashita was aware that he did not have the soldiers and heavy artillery necessary to support a possible long siege.

The Japanese commander was therefore eager to speed up operations and immediately conclude the battle.

On the morning of February 12, Japanese troops resumed their attacks on the western flank of the British deployment.

The fights of February 14 were very violent; preceded by heavy artillery fire, Japanese soldiers attacked all sectors of Singapore's final defensive perimeter.

The brutal violence deployed by the Japanese soldiers demonstrated to the British generals the merciless combativeness of the soldiers of the Rising Sun and raised fears of further massacres in case of prolonged resistance and refusal to surrender.

At 4.00 pm on February 15, General Percival went on foot, together with Major Wild and the Brigadier Generals Newbigging and Torrence, in the presence of General Yamashita; the meeting between the two commanders in chief was short and tense.

General Yamashita abruptly demanded an immediate and unconditional surrender, threatening to launch a night attack at 20.00.

General Percival had to accept the ultimatum of the Japanese general and sign the surrender document which established the ceasefire and the end of the fighting in Singapore starting at 8.30 pm on February 15, 1942.


With the surrender of Singapore, more than 80,000 officers and soldiers of the British Empire fell prisoner along with large quantities of armaments and materials.

Exposed to deprivation, brutality and disease, over 27% of these prisoners would have died before the end of the war.

The fall of Singapore was a great military disaster for the British and allowed the Japanese army to reach decisive strategic positions that allowed in a short time to invade and conquer the Dutch Indies and Burma with ease, and to dominate all of Southeast Asia up to to threaten India and Australia. Even more relevant were the moral and psychological consequences of the unexpected and rapid fall of the great imperial base whose impregnability had been extolled for years.

The Japanese commander revealed that in the final phase of the battle his front-line troops, about 30,000 men, were far outnumbered by the British garrison of about 70,000 fighting soldiers; moreover, his artillery was left with only 100 shells for each gun, enough for only a few hours of fire; his divisions lacked ammunition and equipment.

He succeeded in deceiving his opponent with threats and brutality and demanded surrender boasting a superiority of forces that in fact he did not have.

	British	Japanese
Division 1	12 Squad Bases - 42 Regular Infantry - 1 Elite Infantry - 1 Officer - 2 Machine Gun Crew 1 QF-6 <i>(deployed on the bridge)</i>	6 Squad Bases - 19 Regular Infantry - 1 Officer - 2 Mortar Crew 2 Type 95 Ha-Go 1 Type 97 Chi-Ha
Division 2	12 Squad Bases - 42 Regular Infantry - 1 Elite Infantry - 1 Officer - 2 Machine Gun Crew	6 Squad Bases - 23 Regular Infantry - 1 Officer 2 Type 95 Ha-Go 1 Type 97 Chi-Ha
Strategy Decks	<i>Special Deck *</i> (critical objective x2 - Heroic Leadership x1 - suppressive barrage x1 - sustained blanket x1 - hardened veterans x1 - munitions resupply x1 - disrupt fuel supplies x1 - desperation x1 - counter assault x1)	Imperial Army <i>Special Deck *</i> (suppressive support x1 - sniper attack x1 - medical support x1 - go to ground x1 - all or nothing x1 - take cover x2 - Rally cry x1 - preparation x1 - cut supply line x1)
Starting Strategy Cards	0	2
Operations Cards	003 Shattered Morale 012 Massive Confusion 015 Shaken Defenders	006 Merciless Assault Heroic Courage Duty & Loyalty Banzai Mass Attack
Deployment Zone	Div. 1: Any dark yellow hex. Div. 2: Any light yellow hex.	Div. 1: Any light red hex. Div. 2: Any dark red hex.
Starting Initiative	<i>Setup First</i>	
Objective	Any other result is a British victory.	Control 3 objective points (immediate victory).
Rounds	8	
Actions per turn	3	3

	British	Japanese
Reinforcements		3 Squad Bases (Round 3 - Status Phase) - 11 Regular Infantry - 1 Officer 1 Type 94 6x6 Truck 1 Type 1 Ho-Ha Halftrack
Special Rules	In the first Round only British MG can be put in OP Fire mode.	
Terrain Features	<ul style="list-style-type: none"> The stream is shallow. Lakes are impassable. 	

