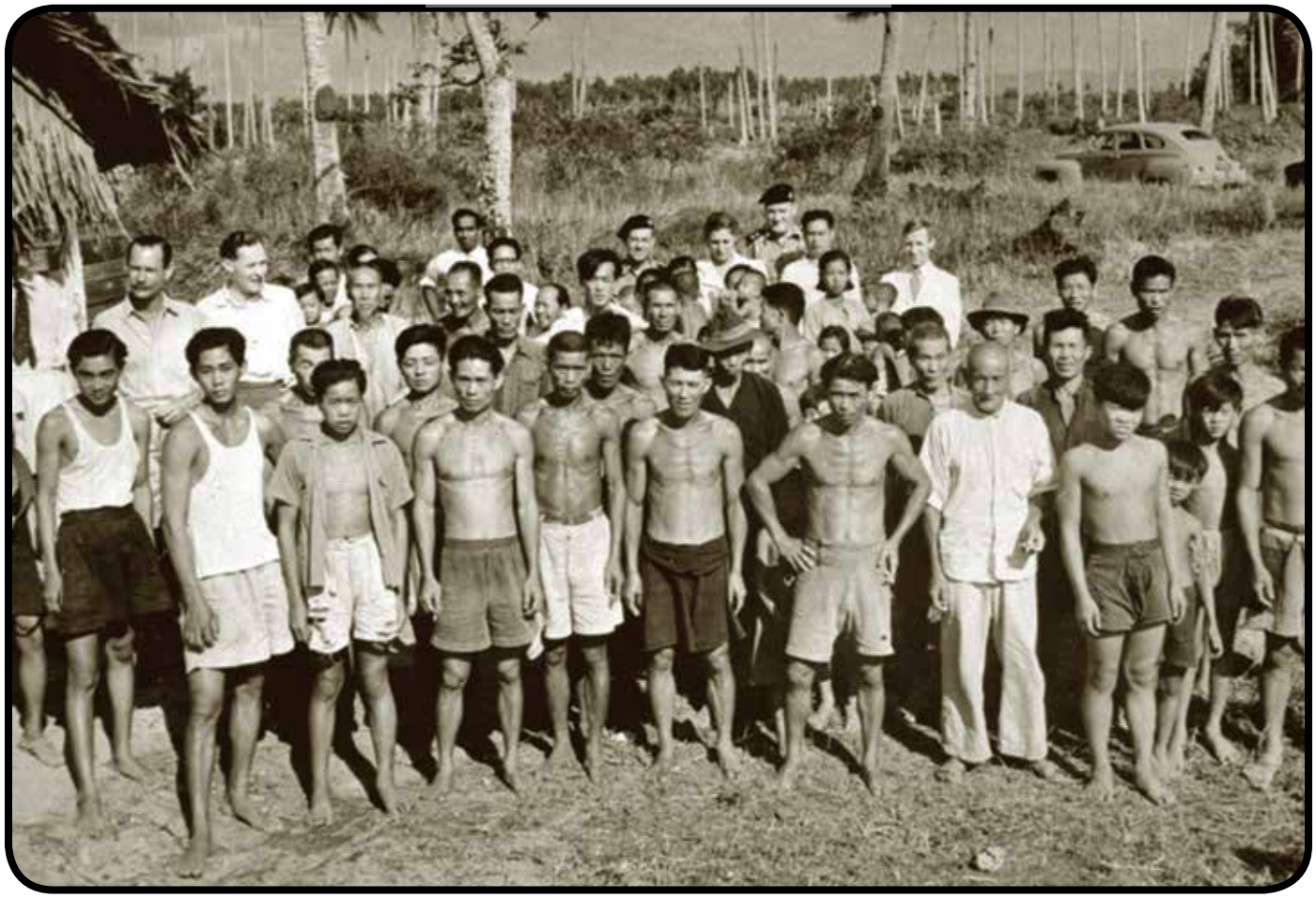
THE BRITISH WAY

Malaya

1948-1960



Designed by Stephen Rangazas

RULES OF PLAY

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The following Living rules include updates and clarifications to the original rules.
To aid readability, updates and clarifications are indicated in blue text.

1.0 Introduction

The *British Way: Malaya* is a game in *The British Way* COIN multipack. Alongside its accompanying games *Palestine*, *Kenya*, and *Cyprus*, this historical simulation strives to depict Britain's attempts to "manage" the emergencies, as the British referred to them, in their colonies during the period of decolonization that swept the world after WWII.

The British Way: Malaya focuses on the British counterinsurgency effort against the Malayan Communist Party (MCP) from June 1948 through to the official end of the Malayan Emergency in July 1960—although by the middle of the 1950s it was already becoming clear that the MCP had little chance of winning, and so the game can be considered to focus primarily on the earlier stages of this conflict. The game focuses on the counterinsurgency aspects of the conflict in rural areas of the Malayan Peninsula, and does not directly model the suppression and struggle of militant trade union movements that took place at the same time in Kuala Lumpur and Singapore.

The historical simulations that comprise *The British Way* multipack are designed to depict the full range of strategies used by the British during these conflicts, ranging from the more benevolent but still coercive provision of material benefits through pacification programs to the horrific measures used to gain control over the local population. Although many myths have arisen about an enlightened British approach to counterinsurgency that avoids large-scale violence and focuses on winning the population's 'hearts and minds', new scholarship on these conflicts have confirmed the brutality of the methods commonly used. This volume is intended to help synthesize and present this crucial scholarship, even if the simulations depicted are at times more unpleasant than fun. The main goal is that players find these thought-provoking and the gameplay encourages them to seek out the discussion of sources and historical background material in the Event notes and Campaign booklet.

1.1 General Course of Play

In *The British Way: Malaya*, one Event card at a time is revealed from the shared draw deck, and both players will have an opportunity to either execute that Event or perform an Operation from a unique menu, possibly adding a Special Activity. Propaganda cards mixed in with the Event cards provide periodic interruptions where the general board state is assessed and British Political Will is adjusted, possibly triggering an instant victory for either side, after which both players receive an opportunity to collect additional assets and redeploy their forces.

1.2 Components

The following components from the multipack are required to play *The British Way: Malaya*:

- A 17"x22" mounted *Malaya* game board (1.3).
- A deck of 35 *Malaya* cards (5.0).
- 15 blue cubes ('Police'), 15 tan cubes ('Troops'), 15 red embossed octagonal cylinders ('Guerrillas'), 4 flat red discs ('Bases'), 4 embossed cylinders (two blue and two red)—note that this is fewer than the total number of wooden pieces included in *The British Way* multipack; any excess should be set aside while playing *Malaya*.
- Three black and five white pawns (3.1.1).
- Specific markers from the countersheet: 1x Political Will, 1x Commander, 4x New Villages, 10x British/MCP Control, 9x Support/Oppose, 15x Sabotage/Terror, 8x Capability—all other markers should be set aside while playing *Malaya*.
- Two player aid sheets.
- One Propaganda Round aid sheet.
- Two six-sided dice (one red, one blue).
- This rules booklet.

1.3 The Map

The map shows the Federation of Malaya and some adjacent territories, divided into several different kinds of spaces.



1.3.1 Map Spaces. Map spaces include Provinces (Mountain or Jungle), Thailand, Kuala Lumpur, and two Economic Centers (ECs). All map spaces can hold forces (1.4), although Thailand may only hold MCP forces. The foreign territories of Indonesia and Singapore (which was under a separate British administration) are marked for flavor purposes and are not playable map spaces.

1.3.2 Provinces. The eight large irregular spaces (excepting Thailand) are Provinces, each corresponding to a historical member state of the Federation of Malaya (the very small states of

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Penang, Perlis, and Malacca are incorporated into Perak, Kedah, and Negri Sembilan for gameplay purposes). Each Province is marked with a numerical Population value (either '1', '2', or '3') that affects Political Will (1.10) via changes of Control (1.7) and Support or Opposition (1.6) during the Propaganda Round (6.1), and can also modify the MCP Rally Operation (3.3.1). Each Province also has a larger space for a Control marker (1.7) and a smaller space for a Support or Opposition marker (1.6). Provinces are further distinguished as Mountain (dark green, Perak and Selangor only), or Jungle (light green, all other Provinces), affecting British Sweep (3.2.3) and Assault (3.2.4) Operations, as well as certain Events (5.0). New Village markers may be placed in Provinces by the British Resettle (4.2.1) Special Activity and some Events (5.0).

1.3.3 Thailand. The irregular Thailand space provides a refuge for MCP forces, where they may Rally (3.3.1), March (3.3.2) to or from, and Extort (4.3.1) in. British forces may never enter Thailand, and it has 0 Population value and is not considered a Province. It may be Controlled by the MCP or Uncontrolled, but can never be shifted to Support or Opposition.

1.3.4 Kuala Lumpur. The large circular space is Kuala Lumpur, the capital city of the Federation of Malaya. Like Provinces, Kuala Lumpur has a marked Population value ('2') and two spaces for Control and Support or Opposition markers. A Terror marker in Kuala Lumpur has an additional effect on Political Will during the Propaganda Round (6.1).

1.3.5 Economic Centers. The two small circular spaces are Economic Centers (commonly abbreviated 'ECs'), representing Malaya's important tin and rubber industries respectively. Each EC has an Economic value of 6, affecting British Resource earnings during the Propaganda Round (6.2.1). A Sabotage marker in an EC blocks these earnings and has an additional effect on Political Will during the Propaganda Round (6.1).

NOTE: ECs are spaces that can hold forces, but they cannot be Controlled or shifted to Support or Opposition.

1.3.6 Adjacency. Adjacency affects the movement of forces and implementation of certain Events (5.0). Any two spaces that border one another are adjacent.

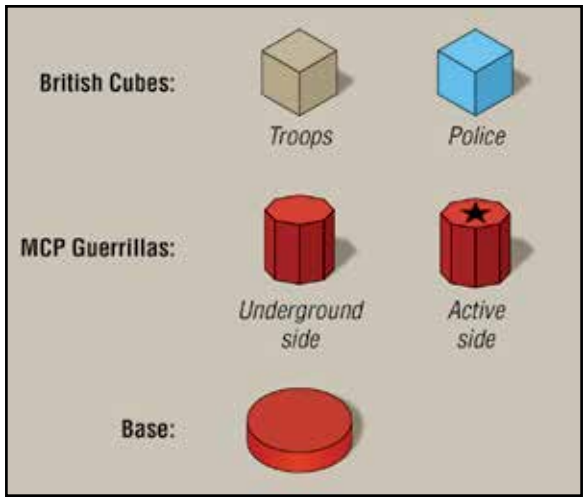
EXAMPLE: *MCP Guerrillas in Perak are adjacent to Thailand, Kedah, Kelantan, Pahang, Selangor, and the top Economic Center.*

1.4 Forces

The wooden pieces represent the two Factions' various forces: British Troops (tan cubes) and Police (blue cubes), MCP Guerrillas (red octagonal cylinders) and Bases (red discs).

NOTE: New Villages are markers and not considered forces.

DESIGN NOTE: *British Police represent both urban police (British and Malayan) and rural militias. Bases represent command, training, and supply facilities as well as political administrations.*



Important! The MCP in *Malaya* use only 4 red Base discs. The remaining red disc should be set aside and not used while playing Malaya.

1.4.1 Availability and Removal. Keep forces Available for placement in the Faction's Available Forces box. Forces removed from the map go to Available.

- Unless otherwise instructed (by Event, 5.1.1), forces may only be placed from or replaced with those in the Available boxes. A piece to be replaced by a piece that is unavailable is simply removed.

Important! Factions while executing an Operation, Special Activity, or Event to place their own forces may take them from elsewhere on the map if the desired force type is not Available.

EXAMPLE: *MCP without Available Guerrillas could remove Guerrillas from the map during a Rally (3.3.1) to place them Underground, either in the same space or a different space.*

1.4.2 Stacking. No more than two Bases (1.4) may occupy a single space, and no Bases may ever be placed in Economic Centers. Only MCP forces may be placed in, or move into, Thailand (1.3.3).

- Bases placed (such as via the Rally Operation [3.3.1] or Event [5.0]) may never violate stacking.
- More than one Terror marker may be placed in a space by Events (5.0), but never by the Terror Operation (3.3.4) or Reprisal Special Activity (4.2.2), which only place up to a maximum of one Terror marker in selected spaces.
- Only one New Village marker may be placed in a Province (1.3.2), and never in any other kind of space.

1.4.3 Underground/Active. Guerrillas are either Underground—symbol end down—or Active—symbol end up. Actions and Events flip them from one to the other state. Bases, Troops, and Police are always Active. Always set up and place new Guerrillas Underground (including if replacing a piece).

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NOTE: Unless instructions specify "Underground" Guerrillas, it is sufficient to "Activate" already Active Guerrillas (they stay Active). Also, "moving" or "relocating" Guerrillas does not affect Underground status unless specified.

1.5 Players & Factions

The game requires two players, each playing as one Faction: the British (blue), and the Malayan Communist Party or MCP (red).

1.6 Support and Opposition





Support and Opposition markers may be placed in Provinces and Kuala Lumpur, affecting some Operations and Special Activities and Political Will during the Propaganda Round (6.1). Kuala Lumpur (1.3.4) and all Provinces (1.3.2) always show one of three levels of Support for, or Opposition to, British rule in Malaya, that can shift during play. Each space may be either at Support or Opposition (indicated with the appropriate marker) or Neutral (indicated by the absence of any marker). A *shift* towards Support or Opposition either removes a marker of the opposite type, or places the specified marker if a space is already at Neutral. Some Events (5.0) may instruct you to *set* a space to Support or Opposition, in which case you should remove any other marker and simply place the specified marker.

NOTE: Thailand (1.3.3) and Economic Centers (1.3.5) are never at Support or Opposition and should always be treated as though they are Neutral.

1.7 Control





Provinces, Thailand, and Kuala Lumpur are always either Uncontrolled (indicated by the absence of any marker) or Controlled by either the British or the MCP (indicated by a Control marker of either Faction). The British and MCP each Control a space if their wooden forces pieces (1.4) in the space outnumber those of their opponent. Adjust Control markers immediately when Control changes due to placement, removal, or movement of pieces. Gaining or removing MCP Control immediately shifts Political Will (1.10) down or up by an amount equal to the Population value of the space (see 7.0 Victory). Control also affects certain Operations and Special Activities.

DESIGN NOTE: *The MCP sought to establish liberated areas and presence across Malaya. MCP Control does not necessarily imply the MCP have completely overrun the British state in these areas, but instead represents areas of heavy presence where the British are restricted to urban centers and the countryside is dominated by the MCP.*

1.8 Resources

At any moment, each Faction has between 0 and 20 Resources that it uses to pay for Operations (3.0). Mark Resources on the edge track with a cylinder of that Faction's color (1.5).

1.9 Sabotage and Terror





Sabotage and Terror markers are placed by the MCP Terror Operation (3.3.4), the British Reprisal Special Activity (4.2.2), and some Events (5.0), and can affect Political Will during the Political Will phase of the Propaganda Round (6.1) and British earnings during the Resources phase (6.2). Terror markers also inhibit MCP Agitation and British Pacify (6.3).

1.10 British Political Will



British Political Will is tracked with a marker on the edge track. The position of this counter will determine Victory (7.0) for either side. The marker is moved during the Campaign and during the Political Will Phase of the Propaganda Round (6.1). It may never be lower than 0 or greater than 20.

1.11 Commander



The current British Commander in Malaya is tracked with a marker on the Commander Track (6.6), affecting the number of spaces that may be selected by the British for Reprisal, Resettle, and Pacify with Train. The marker may be flipped to its reverse side ('Gurney Killed') to indicate that the shaded text of Event M10 is in effect.

1.12 New Villages



The four New Village markers form a pool available to the British Faction. New Villages are placed in Provinces by Resettle (4.2.1) and some Events (5.0). They block MCP Rally (3.3.1) and Extort (4.3.1) in a space, and also prevent Opposition being counted in that space during the Political Will phase of the Propaganda Round (6.1). There may only be one New Village in each Province space. New Villages are removed in one of four ways:

- If a New Village is ever in a British Controlled space with Support and no MCP forces.
- If a New Village is ever in a space with MCP forces and no British forces.
- The MCP can remove New Villages using Intimidate (4.3.2).
- Some Events (5.0) may remove or replace New Villages.

2.0 Sequence of Play

2.1 Setup

Follow the instructions on the second to last page of this booklet to prepare the draw deck (either standard or extended) and set up markers and forces. A full setup diagram can be found on the back page of this booklet.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. All played cards and the number of cards in the draw deck are open to inspection.

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NOTE: Unlike in most previous COIN series volumes, only one Event card is revealed at a time.

RECORD STEPS: As the steps of each Event card play are completed, place the Eligibility cylinder of the acting Faction's color (1.5) into the Initiative Track's appropriate box.

2.3 Initiative Track

One player takes the British Faction and the blue Eligibility cylinder, the other the MCP Faction and the red Eligibility cylinder.

NOTE: This sequence of play is a new simpler take on the 2-player sequence of play developed by Brian Train in COIN volume VII - *Colonial Twilight.*

When playing an Event card, the British or MCP player will execute Operations or the Event described on the card. At all times one player will be First Eligible, and the other will be Second Eligible. In each Event card round, the First Eligible player is first to choose what they will do, followed by the Second Eligible—whose choices are limited by what the First Eligible player did.



2.3.1 Eligibility. Each player puts one cylinder (blue and red respectively) on the First or Second Eligible spaces of the Initiative Track.

NOTE: The British always start the game in the 1st Eligible box. Eligibility order should remain untouched during each Propaganda Round (6.0).

2.3.2 Options for Eligible Factions.

First Eligible: The First Eligible player may perform a Limited Operation (2.3.4), execute the Event (5.0), perform an Operation (3.0) with Special Activity (4.0), or Pass (2.3.3).

The player selects their desired action and places their Eligibility cylinder in the appropriate box on the Initiative Track, then immediately executes the chosen action (Limited Operation, Event, Operation with Special Activity, or Pass).

Second Eligible: The Second Eligible player may then choose one of the boxes not containing the First Eligible player's cylinder and conduct the action in the box selected (or Pass).

2.3.3 Passing. After selecting a box, players may forgo the action in the box to Pass. If British pass they gain 2 Resources, and if MCP pass they gain 1 Resource (1.8). Both players may pass and the order of cylinders in the Initiative Track will still decide eligibility (2.3.5).

2.3.4 Limited Operation. A Limited Operation is an Operation in just one space, with no Special Activity. If the Limited Operation is a Garrison (3.2.2), Sweep (3.2.3), or March (3.3.2), it can involve pieces from multiple origin spaces but only one destination space.

2.3.5 Adjust Eligibility. After both players have selected and executed their actions, replace the Eligibility cylinders on the Initiative Track with the cylinder in the furthest left box becoming First Eligible, and the other cylinder becoming Second Eligible.

DESIGN NOTE: *Selecting the Limited Operation box guarantees the player first eligibility on the next card. Likewise, selecting the Operation & Special Activity box guarantees second eligibility on the next card. Eligibility after selecting the Event space will depend on what the other player has chosen. The only way to block Events in* The British Way *is to select the Event box and then either play the Event or Pass.*

2.3.6 Next Card. After eligibility has been reset, reveal the draw deck's next card and continue play.

2.4 Propaganda Card

When a Propaganda card is revealed, conduct a Propaganda round (6.0).

NOTE: Each series of Event cards leading up to a Propaganda Round is called a "Campaign."

3.0 Operations

3.1 Operations in General

A Faction executing an Operation (Op) chooses one of the four Operations listed on its Faction sheet and selects the map spaces (typically several) to be involved. Select a given space only once for a given Operation.

Operations usually cost Resources, often paid per space selected; the paying Faction must have enough Resources to pay for the Operation in each selected space. Operations are generally allowed in any number of spaces (Resources permitting) unless the Operation is Limited (2.3.4), in which case they are allowed in only one space.

The executing Faction chooses the order of the spaces in which the Operation is resolved, the enemy pieces to be affected (targeted), and the friendly pieces to be placed, replaced, or moved. Once targeted, a Faction's pieces are affected to the maximum extent possible. Actions affecting another Faction's pieces do not require that Faction's permission.

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3.1.1 Pawns. If desired, mark spaces selected for Operations (3.0), Special Activities (4.0), or other actions with white and black pawns. The pawns are for convenience, not a limit on play.

3.1.2 Free Operations. Certain Events grant free Operations or Special Activities, costing no Resources (5.4). Any Pacify or Agitate performed as part of a free Train (3.2.1) or Rally (3.3.1) Operation still costs Resources. All other requirements or procedures apply as normal, unless specifically modified by Event text (5.1.1, 5.4).

3.2 British Operations

The British choose from Train, Garrison, Sweep, or Assault Operations.

NOTE: British pieces may never be placed in, or move into, Thailand (1.3.3).

3.2.1 Train. Train adds British forces and can build Support via Pacify. Select Kuala Lumpur and/or any number of non-MCP Controlled Provinces, and pay 2 Resources for each space where cubes are placed.

PROCEDURE: Place up to 4 cubes in Kuala Lumpur and up 2 Police in each selected Province. Then, in one selected space (even if Limited Operation) with British Control, Troops, and Police, may Pacify to remove any Terror markers and shift up to once towards Support. Pacify costs 2 Resources per Terror marker removed and to shift towards Support, even if the Train Operation was free (3.1.2, 5.4).

NOTE: Train may Pacify in up to two spaces if Templer is the British Commander (6.6).

3.2.2 Garrison. Garrison protects Economic Centers by moving Troops and/or Police to them, and potentially revealing and removing Guerrillas there. It also allows the British to relocate their forces to Kuala Lumpur and one Province. Pay 2 Resources total (not per space selected).

PROCEDURE: Move any number of British cubes (Troops or Police) from any spaces to any Economic Centers, Kuala Lumpur, and one Province (if Limited Operation, all moving cubes must be placed in a single space). Then, in each Economic Center, Activate one Guerrilla for every cube there, and may Assault in one Economic Center at no added cost (if Limited Operation, may only reveal and Assault in an EC if it was selected as the single destination space).

3.2.3 Sweep. Sweep may move Troops and can reveal Guerrillas. Select any Provinces and/or Kuala Lumpur as destinations. Pay 2 Resources per selected destination space.

PROCEDURE: First, simultaneously move any adjacent British Troops desired into selected spaces. Then, in each selected space, Activate (1.4.3) one Guerrilla for every cube (moved or already there, even if no cubes moved). In Jungle Provinces, instead Activate only one Guerrilla for every two cubes there.

3.2.4 Assault. Assault removes enemy pieces. Select any spaces with cubes and MCP pieces. Pay 2 Resources per selected space.

PROCEDURE: In each selected space, remove one Active enemy piece for every Troop present, or one for every two Troops in Mountain Provinces, or one for every cube in Kuala Lumpur and Economic Centers. First remove Active Guerrillas, then remove Bases only once no Guerrillas remain (even Underground). For each Base removed, add 1 Political Will (1.10).

NOTE: Underground Guerrillas in a space prevent removal of Bases until all Guerillas are Activated and removed.

DESIGN NOTE: *Guerrillas are less hard hitting than Troops but enjoy an information advantage in that counterinsurgents must Activate (locate) them before Assaulting them.*

3.3 MCP Operations

MCP chooses from Rally, March, Attack, or Terror Operations.

3.3.1 Rally. Rally adds MCP forces and can increase Opposition via Agitate. Select any Provinces, Thailand, and/or Kuala Lumpur without Support (1.6) or New Villages (1.12). Pay 1 Resource per selected space.

PROCEDURE: In each selected space, place one Guerrilla or replace two Guerrillas with a Base (respecting stacking, 1.4.2). If the space already has at least one Base, may instead place Guerrillas up to the space's Population plus number of Bases there, or flip all Guerrillas there Underground (1.4.3). Then, in one selected space (even if Limited Operation) with MCP Control and a Base, may Agitate to remove any Terror markers and shift up to once towards Opposition. Agitate costs 1 Resource per Terror marker removed and to shift towards Opposition, even if the Rally Operation was free (3.1.2, 5.4).

3.3.2 March. March moves Guerrillas. Select any spaces as destinations. Pay 1 Resource per non-EC destination space (ECs may be selected as destination spaces for free).

PROCEDURE: Simultaneously move any Guerrillas desired into adjacent destination spaces. Set Guerrillas moving from one origin space to one destination space Active (1.4.3) if:

- The destination is an Economic Center or is at Support *and*
- The number of moving Guerrillas plus the number of cubes in that destination exceeds three.

Otherwise, moving Guerrillas retain their current orientation (Active or Underground).

3.3.3 Attack. Attack seeks to eliminate British forces. Select any spaces with MCP Guerrillas and British cubes. Pay 1 Resource per selected space.

PROCEDURE: In each selected space, Activate (1.4.3) all Guerrillas and roll one die: if the result is equal or less than the number of Guerrillas there, remove up to two British cubes (Police first, then Troops only once no Police remain). If any Troops are removed, lower Political Will (1.10) by 1.

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DESIGN NOTE: *The MCP generally avoided direct confrontations with British Troops, but an effective attack inflicting high casualties or the temporary seizure of a town, as the MCP did early in the war, was politically embarrassing for the British.*

3.3.4 Terror. Terror shifts Kuala Lumpur and Provinces towards Opposition and places Terror markers that hinder further attempts to influence it. In Economic Centers, Terror instead places Sabotage markers that block British Resource earnings (6.2.1). Terror markers in Kuala Lumpur and Sabotage markers in ECs also affect Political Will during the Propaganda Round (6.1). Select any spaces with at least one Underground Guerrilla. Pay 1 Resource per non-EC space selected (ECs may be selected for free).

PROCEDURE: In each selected space, Activate an Underground Guerrilla and place a Terror or Sabotage marker if there is not already one there (place Terror in Kuala Lumpur and Provinces, place Sabotage in ECs). Then, shift each space once towards Opposition (no effect in ECs).

NOTE: Terror Operations will not add Terror or Sabotage markers to spaces that already have them, but may still shift Kuala Lumpur and Provinces towards Opposition.

4.0 Special Activities

4.1 Special Activities in General

When a Faction per the Initiative Track (2.3) executes an Operation (3.0), it may also execute one Special Activity (***EXCEPTION:*** *Limited Operations, 2.3.4*). As with Operations, the executing Faction selects spaces and pieces affected, and the order of actions. Select a given space only once as a location for a given Special Activity. Events may grant free Special Activities (not further affecting Eligibility, 2.3.1).

Important! A Faction may execute its Special Activity at any one time immediately before, during, or after its Operation.

EXAMPLE: *MCP Rally in one space, then pause to Extort to gain Resources before continuing to Rally in other spaces.*

4.1.1 Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). Certain Special Activities must occur where their Accompanying Operation occurred. If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

4.2 British Special Activities

The British choose from Resettle, Reprisal, or Air Strike Special Activities.

4.2.1 Resettle. Resettle places New Villages. It may select one British Controlled Province without a New Village marker. It may only accompany Train (3.2.1).

PROCEDURE: In the selected Province, place a New Village marker (1.12) and shift once towards Opposition.

NOTE: Resettle may select up to two Provinces if Briggs is the British Commander (6.6). A New Village marker must be available to be placed and cannot be taken from elsewhere on the map.

4.2.2 Reprisal. Reprisal removes Opposition (or Support) and relocates one Guerrilla to an adjacent space. It may select one Province with British Troops. It may only accompany Garrison (3.2.2), Sweep (3.2.3), or Assault (3.2.4).

PROCEDURE: Set the selected Province to Neutral, place a Terror marker if there was not already one there, and move one Guerrilla to an adjacent space.

NOTE: Reprisal may select up to two Provinces if Gurney is the British Commander (6.6).

4.2.3 Air Strike. Air Strike removes Active Guerrillas. It may select up to two Provinces with British forces. It may accompany any Operation.

PROCEDURE: Remove one Active Guerrilla from each selected space.

DESIGN NOTE: *Air support in Malaya was most effective when paired with ground forces and intelligence. Blind bombing of the jungle produced few results but air operations that provided close air support, reconnaissance, and supply for ground forces operating in the field were effective.*

4.3 MCP Special Activities

MCP chooses from Extort, Intimidate, or Ambush Special Activities.

4.3.1 Extort. Extort enables the MCP to gain Resources. It may select up to two spaces with an Underground Guerrilla and no New Villages. Extort may only accompany Rally (3.3.1), March (3.3.2), or Terror (3.3.4).

PROCEDURE: In each space, Activate an Underground Guerrilla and gain 1 Resource.

4.3.2 Intimidate. Intimidate removes Police or New Villages and Support. It may select up to two spaces with an Underground Guerrilla. Intimidate may only accompany Rally (3.3.1) or Terror (3.3.4).

PROCEDURE: In each space, remove one Police cube, *or*, if more Guerrillas than British forces, MCP may instead remove a New Village and any Support in the space.

4.3.3 Ambush. Ambush allows the MCP to Attack in one space with guaranteed success and avoid exposing all their Guerrillas there. It may occur in one space already selected for Attack where there is an Underground Guerrilla. Ambush may only accompany Attack (3.3.3), and the selected Attack space must be paid for as usual.

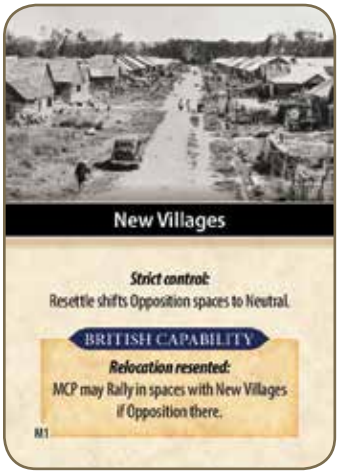
PROCEDURE: Instead of the usual Attack procedure, Activate only one Underground Guerrilla in the space and remove

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one enemy piece without rolling a die (Police first, Troops only once no Police remain). If any Troops are removed, lower Political Will (1.10) by 1.

NOTE: A free Ambush granted by an Event (5.4) occurs as if a free Attack were taking place in the selected space.

5.0 Events



Each Event bears a title, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally and in order (sometimes involving actions or decisions by the other Faction). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected. If another Faction is specified or selected to take an action, that Faction decides the details of the action. Some Events with lasting effects have markers as aids to play.

5.1.1 Where Event text contradicts rules, the Event takes precedence. However:

- Events may not violate stacking (and so never place Bases where there are already two, or a New Village marker where there is already one).
- Events place only Available pieces (1.4.1) and markers; they remove rather than replace if the replacement is not Available or if stacking (1.4.2) would be violated.
- Events may not raise Resources or British Political Will beyond 20 or reduce them below 0 (1.8, 1.10).

5.1.2 If two Events contradict, the currently played Event takes precedence.

5.1.3 An executed Event's text that can be implemented must be. If not all of its text can be carried out, implement that which can.

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). While the unshaded text often favors the British, a player may select either text option regardless of Faction.

DESIGN NOTE: *Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.*

5.3 Capabilities

Dual-use Events labeled "BRITISH CAPABILITY" or "MCP CAPABILITY" have lasting effects mainly relating to that Faction, either positive or negative. These labels are for flavor only, and both Factions may execute Capability Events with either label. The Event's effects last for the rest of the game.

NOTE: Set out executed Capability Event cards near the board as added reminders, using a Capability marker to indicate which option was selected.

5.4 Free Operations

Some Events allow a Faction to perform an immediate Operation or Special Activity that interrupts the usual sequence of play and is typically free: it bears no Resource cost and does not affect Eligibility (2.3.1, 3.1.2), though other procedures and restrictions remain unless modified by Event text (5.1.1).

NOTE: Pacify and Agitate cost Resources even if part of free Operations (3.2.1, 3.3.1). A free Ambush Special Activity occurs as if a free Attack is occurring in the space (4.3.3).

6.0 Propaganda Round

Conduct a Propaganda Round in the sequence of phases below when each Propaganda card is revealed. The Propaganda Round aid sheet also lists this sequence.

6.1 Political Will Phase

Calculate the *net* effect to Political Will of the following adjustments before shifting the marker:

6.1.1 Hearts and Minds. Subtract the total Population of spaces at Opposition and without New Village markers from the total Population of spaces at Support. Adjust Political Will by the difference, increasing it if positive and decreasing it if negative.

NOTE: Remember that Opposition Provinces with New Villages do not count their Population during this step.

6.1.2 Settlers Intimidated? First, place a Sabotage marker on each Economic Center without one where Guerrillas outnumber British cubes. Then, lower Political Will by 1 for each Economic Center with a Sabotage marker and for Kuala Lumpur if it has a Terror marker.

NOTE: It's important to calculate the net shift in Political Will during these steps before moving the marker and checking victory, rather than adjusting the marker one step at a time.

6.1.3 Victory? If British Political Will is now 0, 1, or 2, the game immediately ends with an MCP victory. If British Political Will is now 18, 19, or 20, the game immediately ends with a British victory. Otherwise, continue play.

6.1.4 Game End? If this is the final Propaganda card, end the game and check scores per Victory (7.0) to determine the winner.

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6.2 Resource Phase

Follow these steps to add to Factions' Resources to a maximum of 20 (1.8).

6.2.1 British Earnings. British gain Resources equal to the Population value under British Control plus the Economic value of Economic Centers without Sabotage.

6.2.2 MCP Earnings. MCP gain Resources equal to twice the number of Bases on the map.

6.3 Support Phase

British and MCP may spend Resources to affect Support and Opposition (1.6).

6.3.1 Pacify. The British may spend Resources to build Support in up to two spaces. Each space must have British Control (1.7), Police, and Troops. Every 2 British Resources spent removes a Terror marker or—once no Terror remains in a space—shifts the space once toward Support, up to one shift per space.

DESIGN NOTE: *Troops and Police or local militias together provide the security needed to gain popular support.*

6.3.2 Agitate. MCP may spend Resources to encourage Opposition in up to two spaces with MCP pieces and no British Control (1.7). Every 1 MCP Resource they spend removes a Terror marker or—once no Terror remains in a space—shifts the space once toward Opposition, up to one shift per space.

6.4 Redeploy Phase

6.4.1 British Redeploy. British must move Troops in Economic Centers or in Provinces with MCP Control to Kuala Lumpur or British Controlled Provinces. British may then move Police to any Economic Centers, Kuala Lumpur, and British Controlled Provinces.

6.4.2 Control. Now adjust British Control (1.7) to reflect the above moves.

6.5 Reset Phase

Then prepare for the next card as follows:

- Remove all Terror and Sabotage markers from the map.
- Flip all Guerrillas Underground (1.4.3).
- Shift the Commander Track (6.6) one space to the right if possible.
- Reveal the next card from the draw deck and continue play (2.3.2).

6.6 Commander Track

The British overall strategy in Malaya evolved over the course of the conflict. The Commander Track reflects these changes by altering the number of spaces that may be selected for some British actions.

6.6.1 Moving the Track. The Commander Track is moved at the end of each Propaganda Round (6.5) and by some Events (5.0).

6.6.2 Effects of the Track. The Commander Track allows the British to perform Reprisal in two spaces if at Gurney, Resettle in two spaces if at Briggs, and then may Pacify in two selected spaces with Train if at Templer.

NOTE: Templer allows the player to Pacify in two spaces selected for Train. The British may still only Pacify in one Train space with a Limited Operation.

6.6.3 Gurney Killed. The shaded option on Gurney Killed (M10) cancels the Commander Track effect until it shifts during the next Reset phase (6.5). Flip the marker over as a reminder.

DESIGN NOTE: *Sir Harold Briggs was never High Commissioner but his highly influential "Briggs Plan" that occurred between the earlier "Counter-Terror" period under Gurney and the more "Hearts and Minds" approach taken by Templer helps illustrate the three major phases of British strategy.*

7.0 Victory

Victory is determined by the level of British Political Will (1.10). British Political Will is measured on the edge track and can range from 0-20.

7.0.1 Early Victory. At the victory check during the Political Will phase of a Propaganda Round, the MCP win if Political Will is 0-2 and the British win if Political Will is 18-20.

7.0.2 Final Victory. If neither player has won at the end of the Political Will phase of the final Propaganda Round, the MCP win if Political Will is less than 10 and the British win if Political Will is greater than 10. If Political Will is exactly 10 the game is tied.

7.1 Raising Political Will

British Political Will is raised in the following ways:

- Removing an MCP Base by Assault or Event (+1 PW)
- Removing MCP Control (+ Population of space to PW)
- Events (+1 PW)
- At Propaganda Round, more Support Population than Opposition Population without New Village (+ difference to PW)

7.2 Lowering Political Will

British Political Will is lowered in the following ways:

- Each MCP Attack or Ambush that removes Troops (–1 PW)
- Adding MCP Control (– Population of space from PW)
- Events (–1 to –2 PW)
- At Propaganda Round, more Opposition Population without New Village than Support Population (– difference from PW)
- At Propaganda Round, each Terror marker in Kuala Lumpur and each Sabotage marker in Economic Centers (–1 PW each)

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8.0 Example of Play

Setup the game as indicated in section 2.1 (consult the setup diagram on the back of this booklet), but construct only the first part of the deck with these cards in the following order, face-down from top to bottom: New Directives (M23), Planters and Miners (M25), Gurney Killed (M10), MNLA (M8), Trade Unions (M7), Weapon Bounties (M29), and Propaganda! (M35).

Reveal the first card (New Directives) from the top of the deck. British are 1st Eligible and decide to perform a **Sweep** Operation combined with the **Reprisal** Special Activity. Place their round Eligibility cylinder into the 'Op & Special Activity' box on the Initiative Track. Sweep allows the British to move Troops into adjacent destination spaces and reveal Guerrillas, and they must pay 2 Resources for each space selected (this is true of all British Operations aside from Garrison, which just costs 2 Resources total). The British decide to Sweep in Perak, Pahang, and Johore. They move three tan Troops cube from Kuala Lumpur to Pahang and one Troops cube from Johore to Pahang. This replaces MCP Control with British Control in Pahang (flip the Control marker over), which also increases Political Will by 1 (the Population value of the Province) due to removing MCP Control (shift the Political Will marker from '12' to '13'). The British may then Activate one Guerrilla for every cube in each destination space, or for every two cubes in light green Jungle spaces, even if no new cubes entered the space during the Sweep. So, both Guerrillas in Pahang are flipped Active (symbol end up) as there are now four Troops cubes there, and the single Guerrillas in Perak and Johore are also flipped Active. Finally, the British must pay 6 Resources for using Sweep in three spaces—shift their blue Resources cylinder on the edge track from '20' to '14'.



The British Sweep in Perak, Pahang, and Johore

Next, they can perform the **Reprisal** Special Activity in up to two Provinces with at least one Troops cube—Reprisal may usually only select one Province, but the current British Commander (indicated on the Commander Track) is Gurney, who increases this to two Provinces. They select Pahang and Perak for Reprisal, set both Provinces to Neutral (remove the 'Oppose' marker in Pahang, Perak is already Neutral), place a Terror marker in both, and then move one Guerrilla in each Province to an adjacent space—move one Guerrilla from Pahang to Trengganu and one Guerrilla from Perak to Pahang (each Guerrilla remains Activated).

The British turn is now complete, and the MCP player may choose from either of the remaining two boxes on the Initiative Track—Limited Operation or Event. They decide to perform a Limited **Rally** Operation (place their red Eligibility cylinder in the 'Limited Op' box on the Initiative Track), which will cost them 1 Resource and may only select one space. They can select any non-Economic Center space without a New Village marker or Support for Rally, and select Trengganu, where they choose to replace the two Guerrillas there with a Base (remove the Guerrillas to Available then place a red Base disc in Trengganu). Rally also allows the MCP to Agitate in one MCP Controlled space with a Base, paying 1 additional Resource each to remove any Terror markers or shift once towards Opposition. They pay 1 additional Resource to shift Trengganu to Opposition (place an 'Oppose' marker there now). This costs the MCP 2 Resources

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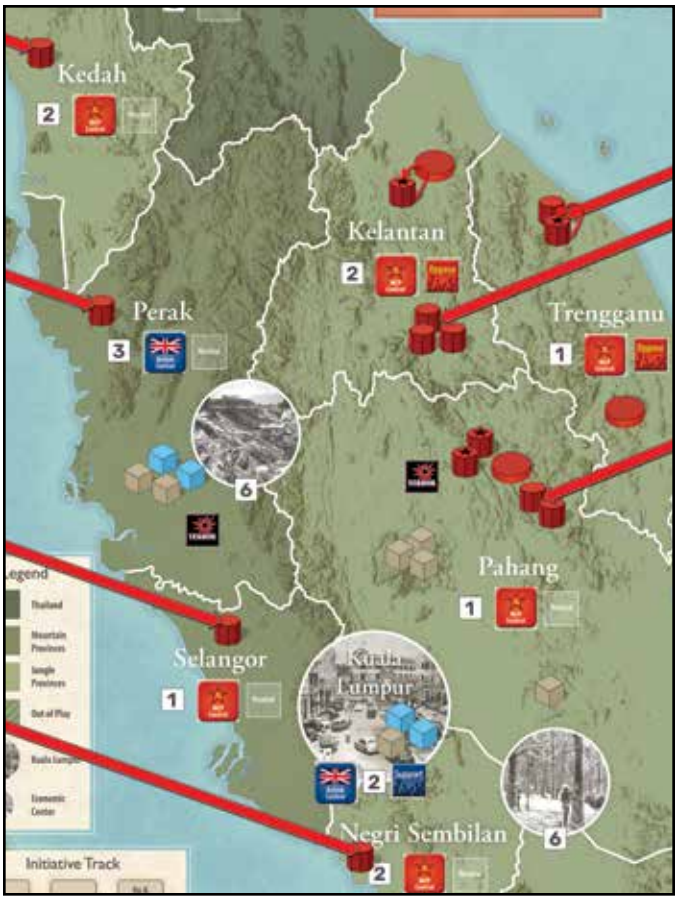
total—shift their red Resource cylinder on the edge track from '10' to '8'. The MCP turn is now complete, and as both players have completed their turns we reset Eligibility. The Faction whose cylinder is furthest to the left, in this case MCP, becomes 1st Eligible, and the other Faction becomes 2nd Eligible.



Eligibility is reset at the end of each turn

Reveal the next card: Planters and Miners. MCP are now 1st Eligible and decide to perform another **Rally** Operation with the **Extort** Special Activity. This time they can select any number of spaces for Rally, paying 1 Resource for each space, and they choose a total of seven spaces: Kedah, Perak, Kelantan, Trengganu, Pahang, Selangor, and Negri Sembilan. They place one Guerrilla each in Kedah, Perak, Selangor, and Negri Sembilan (do this now), then place three Guerrillas in Kelantan and two each in Trengganu and Pahang, as the presence of an MCP Base allows them to place Guerrillas up to the number of Bases plus the Population value of each space. Finally, they pay 1 more Resource to Agitate in Kelantan (with a Base and MCP Control), shifting it to Opposition. This costs them a total of 8 Resources, shifting their Resource cylinder down from '8' to '0'. The new Guerrilla also adds MCP Control in Kedah, Selangor, and Negri Sembilan, and replaces British Control with MCP Control in Pahang, reducing Political Will by a total of 6 for the new Population with MCP Control (shift the Political Will marker from '13' to '7' now).

Next, the Extort Special Activity will allow them to gain Resources by Activating one Underground Guerrilla in up to two spaces with no New Village marker. They Activate one Guerrilla in Kelantan and one Guerrilla in Trengganu, gaining 1 Resource each for 2 total—increase their Resource Cylinder from '0' to '2'.

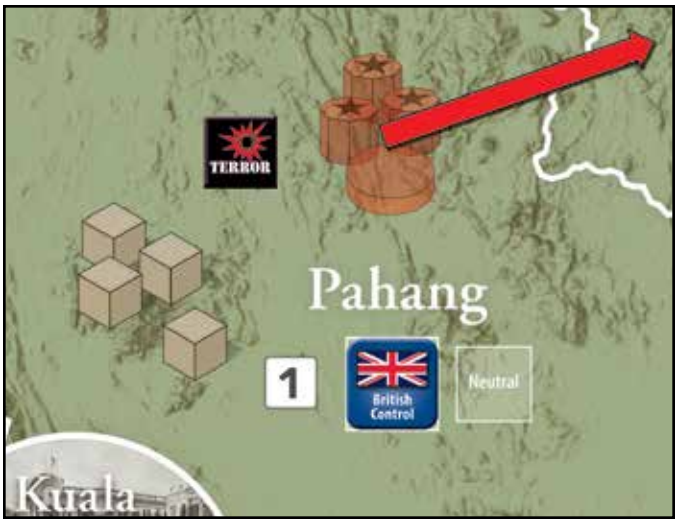


The MCP Rally to place Guerrillas and then Extort to gain Resources

The MCP turn is now complete, and the British have the same choice that MCP did previously—Limited Operation or Event. They choose to perform another **Sweep** Operation, this time limited to one space. They Sweep again in Pahang, moving in no new Troops but Activating both Underground Guerrillas there. This costs them 2 Resources—shift their Resource cylinder from '14' to '12'. We then reset British to 1st Eligible and MCP to 2nd Eligible.

Reveal the next card: Gurney Killed. The British decide to perform the **Assault** Operation with the **Air Strike** Special Activity. They use Air Strike first, which allows them to remove one Active Guerrilla each from up to two Provinces with British pieces, and they choose to remove one from Johore and one from Pahang—this also removes MCP Control from Pahang, increasing Political Will by 1 from '7' to '8'. Next, they Assault in Pahang only, and can remove one Active MCP piece for every Troop there (removing Bases last, and only if no Underground Guerrillas remain). They have four Troops in Pahang so remove all three Active Guerrillas and then the Base, also increasing Political Will by 1 (from '8' to '9') for removing the Base, and then adding British Control. (In Mountain Provinces, Assault only removes one MCP piece for every two Troops, and in Cities and Economic Centers it removes one for every cube, including Police.) The British pay 2 Resources for selecting a single Assault space, reducing their Resources from '12' to '10', then their turn is complete.

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The British Air Strike and Assault in Pahang to remove all MCP pieces there

MCP decide to perform a Limited **March** Operation. March allows them to move Guerrillas into adjacent spaces (maximum one space if the Operation is Limited), paying 1 Resource per destination space, or 0 Resources for Economic Center destinations. Underground Guerrillas moving with March will also flip Active if the destination is an Economic Center or a space with Support, and if the total number of moving Guerrillas plus cubes in the destination space is greater than three. In this case, the MCP simply decide to move one Underground Guerrilla from Kelantan to the adjacent Economic Center, paying 0 Resources to do so. We then reset MCP to 1st Eligible and British to 2nd Eligible.



An MCP Guerrilla Marches into the undefended Economic Center

Reveal the next card: MNLA. MCP decide to perform a **Terror** Operation with the **Intimidate** Special Activity. They Intimidate first, which can remove one Police cube from up to two spaces with Underground Guerrillas, or may instead remove a New Village and any Support if Guerrillas outnumber British pieces. There is only one space that is eligible for Intimidate, Perak, so they just remove one Police cube there.

Then, they can use Terror to Activate one Underground Guerrilla and place a Terror marker (or a Sabotage markers in Economic Centers) and shift once towards Opposition. Terror costs 1 Resource per space in Provinces and Kuala Lumpur, or 0 Resources in Economic Centers. The MCP only have 2 Resources remaining, so they Terror in Kedah, Negri Sembilan, and the top Economic Center. Activate the Guerilla in each space, place a Terror marker in Kedah and Negri Sembilan and shift each to Opposition, and place a Sabotage marker in the Economic Center. Finally, reduce MCP Resources by 2 from '2' to '0', then the MCP turn is complete.



MCP place Terror and Sabotage

The British perform a Limited **Garrison** Operation. Garrison always costs 2 Resources total, and allows the British to move cubes to any Economic Centers, Kuala Lumpur, and one Province of their choice, then Activate one Guerrilla for each cube in Economic Centers and Assault in one Economic Center. However, because this Operation is Limited, they may only move cubes to one space, and may only Activate and Assault in

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an Economic Center if they move any cubes there. They decide to move two Troops from Pahang to Negri Sembilan (they could have come from any space, not just adjacent), replacing MCP Control with British Control and increasing Political Will by 2, from '9' to '11'. Then reduce British Resources by 2, from '10' to '8', and reset British to 1st Eligible and MCP to 2nd Eligible.

Reveal the next card: Trade Unions. British decide to perform a **Train** Operation with the **Resettle** Special Activity. Train allows them to place 4 cubes in Kuala Lumpur, and up to 2 Police in any non-MCP Controlled Provinces, paying 2 Resources per space selected. They choose to place 4 Troops in Kuala Lumpur and 2 Police each in Pahang and Johore, for a total of 6 Resources (shift their Resources cylinder from '8' to '2'). Then, British may also Pacify in one space selected for Train that has British Control, Troops, and Police, allowing to pay 2 Resources for each Terror marker removed or for one shift towards Support. They spend their final 2 Resources to shift Johore to Support (place a Support marker there and shift the British Resource cylinder down to '0').

Next, they can Resettle in one British Controlled space, to shift it once towards Opposition and place a New Village marker (which prevents Rally and Extort, and also blocks any Opposition in the space from being counted during the Propaganda Round). They place a New Village in Negri Sembilan, which is already at Opposition.



The MCP have 0 Resources, so decide to execute the **Event**. The shaded text allows them to gain 5 Resources (shift their Resource cylinder to '5'), then set Kuala Lumpur to Neutral (remove the Support marker there). We then reset MCP to 1st Eligible and British to 2nd Eligible.

Reveal the next card: Weapon Bounties. MCP decide to perform an **Attack** Operation with the **Ambush** Special Activity. Ambush modifies one space selected for Attack where there is an Underground Guerrilla, so they do this first, selecting Perak where they Activate just one Guerrilla (but there is only one) and remove one cube, Police before Troops (remove the one Police cube there now). Then they also select Negri Sembilan for a regular Attack: if there were any Underground Guerrillas here they would need to Activate them all, then they roll one die, aiming to score equal or lower than the number of Guerrillas in the space. They roll a '4', which has no effect as there is only one Guerrilla in the space (if they had succeeded they would have removed two cubes, again Police first). If either Attack or Ambush ever removes a Troops cube, Political Will is reduced by 1. MCP must also pay 1 Resource for each space, reducing them to 3 Resources.

The British have no Resources remaining and the Event would require them to spend Resources, so they pass instead, placing their Eligibility cylinder in either the 'Limited Op' or 'Event' box to gain 2 Resources (shift their Resource cylinder to '2' now). We then reset British to 1st Eligible and MCP to 2nd Eligible.

The next card revealed is the Propaganda! card, triggering a Propaganda Round. We work through each phase in turn, starting with the Political Will phase:

- **Political Will:** Political Will is lowered by a net total of –4 (–3 because there is 5 Population with Opposition and no New Villages, compared with 2 Population with Support; and –1 because there is a Sabotage marker in one Economic Center), down to '7'. If Political Will was now at 0-2 or 18-20 then MCP or British would win respectively.
- **Resources:** British gain 6 Resources for each Economic Center without Sabotage (6), plus Resources equal to British Controlled Population (10)—so they gain 16 total, moving their Resource cylinder from '2' to '18'. MCP gain 2 Resources for each Base on the map, in this case 4 Resources total, increasing their Resource cylinder to '7'.
- **Support:** British may now Pacify in up to two spaces with Control, Troops, and Police, and do so in Kuala Lumpur and Pahang. In Kuala Lumpur they pay 2 Resources to add Support, and in Pahang they pay 4 Resources to remove the Terror marker and shift the space to Support—move their Resource cylinder down to '12'. MCP may Agitate in up to two MCP Controlled spaces, and do so only in Selangor, paying 1 Resource to add Opposition—shift their Resource cylinder down '6'.
- **Redeploy:** British must move all Troops from Economic Centers or MCP Controlled spaces to Kuala Lumpur or British Controlled Provinces, but there are no Troops in this situation. Then, they may move any Police to Economic Centers, Kuala Lumpur, or British Controlled Provinces, and decide to move two from Johore to Perak.
- **Reset:** Remove all Terror markers from the map. Flip all Guerrillas Underground. Shift the Commander Track one step to the right if possible—in this case, from Gurney to Briggs. Then reveal the next card and continue play.

This example of play is now complete. You can continue the current game by constructing the rest of the deck (two stacks of six random Event cards, each with a Propaganda card shuffled in with the bottom two Event cards) and revealing the next Event card. British Political Will is quite low, but they have managed to begin building a secure area in the south of the peninsula, and if they can consolidate this they may be able to systematically drive the MCP northwards until they are destroyed. Good luck!

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9.0 Event Tips and Background

At the bottom of each Event Background is a chapter number from Karl Hack's *The Malayan Emergency: Revolution and Counterinsurgency at the End of Empire* to provide even more context for the event. Hack's book is the most up to date and comprehensive history of the Malayan Emergency. I highly recommend anyone interested in exploring the conflict further to seek out his work. For an older, more popular account of the Malayan Emergency see Noel Barber's *War of the Running Dogs: Malaya, 1948-1960*.

M1. New Villages

BRITISH CAPABILITY

Strict control: Resettle shifts Opposition spaces to Neutral.

Relocation resented: MCP may Rally in spaces with New Villages if Opposition there.

Tips: With the unshaded capability in place, Resettle would still shift Neutral spaces to Opposition.

Background: New Villages were the British name for the resettlement areas for Chinese squatters relocated as part of the Briggs Plan and other population concentration efforts. At the height of the conflict, New Villages placed strict restrictions on the movement of people and food to deny supplies to the MCP. Although these restrictions could also coerce uncooperative areas to provide information, the forcible relocation and tight restrictions were unpopular with those moved (Hack, Chapter 5).

M2. Min Yuen

MCP CAPABILITY

Identified and captured: Assault may remove Bases first in 1 selected space.

Support base: Extort in MCP Controlled spaces adds the Population value in Resources.

Tips: The unshaded capability allows British Assault to remove Bases before Guerrillas (even if Underground) in one space per Operation. The shaded capability is still subject to the usual restrictions, so Extort would still not be possible in spaces with New Villages.

Background: The Min Yuen were the civilian support base of the MCP that provided food and other supplies to nearby MNLA (Card M8) units. By the end of the conflict the British had developed a system of large-scale operations, Special Branch (Card M17) intelligence gathering, and food denial (Card M19) to eliminate all branches of the Min Yuen in an area and prevent the MCP from regenerating its forces after the British directed attention to other areas (Hack, Chapter 8).

M3. Leaflets

Induce surrender: Remove 1 Guerrilla each from 2 Jungle spaces, or 2 Guerrillas from 1 Mountain space.

Few results: In 1 space with MCP pieces, place either 2 Guerrillas or 1 MCP Base.

Tip: Kuala Lumpur and the two Economic Centers are neither Jungle nor Mountain spaces, and so could not be targeted by the unshaded text. The shaded text could place Guerrillas but not a Base in Economic Centers.

Background: British psychological warfare operations dropped millions of leaflets each year, attempting to convince MCP members to surrender. These methods helped generate many of the SEPs (Card M32) who helped British forces identify other MCP groups and arms caches. The messaging of British leaflets changed over the Emergency from those depicting killed insurgents to the more effective depiction of the benefits of surrendering compared to the hardships of remaining in the jungle (Hack, Chapter 7).

M4. Chinese Squatters

Targeted for relocation: Place a New Village in any 1 Province without one.

Targeted for recruitment: MCP may place 1 Guerrilla each in any 2 Provinces.

Tips: None.

Background: Chinese squatters, rural communities on the jungle edge with only limited government contact following WWII, were the main population contested by the two sides during the conflict. The MCP would draw many of its supplies and recruits from among these communities. Chinese squatter communities were also the main targets of British directed reprisals (Cards M9, M26), deportation (Card M16), and resettlement in New Villages (Card M1). Eighty percent would be ultimately resettled (Hack, Chapters 3 and 5).

M5. MPAJA Legacy

Population exhausted by war: Set 1 Opposition space to Neutral.

Anti-Japanese force: Shift 2 spaces with MCP each 1 level toward Opposition.

Tips: None.

Background: Following their conquest of the peninsula in late 1941, the Japanese subjected Malaya to a brutal occupation. The MCP led a united front resistance movement, the Malayan People's Anti-Japanese Army (MPAJA), with assistance and cooperation from Force 136 of the British Special Operations Executive (SOE). The MCP would use their experience and legacy as a wartime resistance movement to strengthen their campaign against the British after WWII (Hack, Chapter 2).

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M6. Chin Peng

$250,000 British bounty: Activate all Guerrillas in 1 Province with a Base and move 2 Troops to the space.

Leader of the MCP: MCP may conduct 2 free Limited Operations.

Tips. Troops moved by the unshaded text may come from any map spaces, but not from Available. The two free Limited Operations granted by the shaded text may be of different types, are carried out one after the other, and may potentially use the same pieces twice.

Background: Chin Peng was the leader of the MCP, drafting many of the insurgency's resolutions and directives (Card M23) and negotiating directly with Tunku Abdul Rahman, head of the Alliance party (Card M22), at the Baling Talks. Unlike other insurgent leaders who leave no record of their perspective of a conflict, Chin Peng's memoir, *My Side of History*, offers insight into the MCP side of the Emergency (Hack, Chapters 3, 6, and 9).

M7. Trade Unions

Suppressed: MCP Resources –3. Set Kuala Lumpur to Support.

Support MCP: MCP Resources +5. Set Kuala Lumpur to Neutral.

Tips: None.

Background: The period between the end of WWII and the beginning of the Emergency in June 1948 was characterized by a significant amount of labor unrest and low level violence. The MCP dominated many of the trade unions. However, in the lead up to and shortly after the declaration of the Emergency, the British colonial government attempted to suppress union activity (Hack, Chapter 2).

M8. MNLA

MCP CAPABILITY

High casualties: MCP must remove 1 Attacking or Ambushing Guerrilla for each Troop removed.

Armed wing: MCP Attack and Ambush remove any 2 British cubes in each selected space.

Tips: The shaded capability allows MCP Attack and Ambush to remove Troops before Police, and allows Ambush to remove two cubes rather than one cube.

Background: The Malayan National Liberation Army (MNLA) was the armed wing of the MCP. The MNLA was capable of pulling off deadly ambushes against British forces and company-sized operations against isolated police outposts. Although attempts were made to form larger units and seize towns, large-scale British operations and the difficulty of feeding larger units prevented the MCP from replicating Mao's three stage strategy of guerrilla warfare (Hack, Chapters 4 and 6).

M9. Batang Kali

British terrorize the people: British Reprisal in 1 space with Troops and then free Assault there.

Brutal massacre: Set 1 Province to Opposition, then lower Political Will by 2.

Tips: None.

Background: In December 1948, 24 laborers were killed by British forces at Batang Kali in Selangor. This was one of the most infamous moments of the Malayan Emergency, sometimes compared to the Mỹ Lai massacre during the Vietnam War. The Batang Kali massacre illustrated how an early emphasis on the collective punishment of communities, such as house burnings and punitive sweeps, combined with a relaxed attitude by superiors towards violence against civilians, such as shooting at those running from sweeps, could create larger scale killings. Over the course of 1949, British commanders would "bureaucratize" counter-terror, in the language of historian Karl Hack, to avoid similar incidents while maintaining pressure on communities supporting the MCP (Hack, Chapter 3).

M10. Gurney Killed

Galvanizes settlers: Place 1 Police each into any 3 spaces with British pieces.

MCP kill leader: Cancel British Commander effect until Reset. Place 1 Guerrilla anywhere.

Tips: If the shaded text is executed, flip the British Commander counter to its "Gurney Killed" reverse side as a reminder until the end of the next Reset phase.

Background: The MCP ambush that killed High Commissioner Sir Henry Gurney was initially seeking to ambush police to gain arms. Gurney's death, alongside rising MCP incidents, created a sense of crisis for the British government, leading them to eventually appoint General Sir Gerald Templer with combined civilian and military authority (Card M28) to replace Gurney (Hack, Chapter 5).

M11. Chemical Defoliants

Denies terrorists crops: Subtract 1 MCP Resource for each Base in a Jungle Province.

Controversial program: Shift a space with an MCP Base 1 level toward Opposition. Political Will –1.

Tips: Thailand is not a Province and so would not be affected by the unshaded text.

Background: The British experimented with chemical defoliants to destroy crop areas farmed by MCP units in the deep jungle. The chemicals were primarily applied on the ground or sprayed from helicopters. Although the overall use of chemical defoliants was limited during the Emergency, it is seen by many as a precursor to the far larger US herbicide program during the Vietnam War (Hack, Chapter 7).

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M12. Orang Asli

Protected by jungle forts: Place up to 2 Police each in 2 Jungle Provinces without MCP Control.

Provide supplies to MCP: Place a Base into a Jungle Province.

Tips: Thailand is not a Province and so could not be selected for either effect.

Background: The Orang Asli are an indigenous people with several major groups dispersed over the less populated jungle areas of Malaya. As the MCP became increasingly isolated from the population on the jungle fringes, their forces made connections with the Orang Asli as a new source of supplies and base areas. The British initially dealt with the increased MCP activity through forced resettlement and bombing of Orang Asli communities, but eventually shifted to a more effective strategy of establishing a series of jungle forts. The jungle forts eventually forced the MCP further into the deep jungles near the border with Thailand (Hack, Chapter 7).



M13. Malay Police

Malay side with British: Place up to 4 Police total in any British Controlled spaces.

Alienate Chinese: Shift a space with Police 1 level toward Opposition.

Tips: The 4 Police placed by the unshaded text could be spread across up to 4 different British Controlled spaces as desired.

Background: The size of the police forces in Malaya increased dramatically over the course of the conflict, with nearly 70,000 police and several hundred thousand Home Guard mobilized to defend New Villages (Card M1). The British struggled throughout the conflict, particularly during the early years, to recruit enough police from Chinese communities (Hack, Chapters 5 and 7).

M14. Korean War

Rubber and tin prices soar: British Resources +10. Increase Political Will by 1.

Distracts from Emergency: British Resources –4.

Tips: None.

Background: The Korean War raised the prices of two of the main commodities of Malaya: tin and rubber. The increased revenue helped fund the Briggs Plan of resettlement and the eventual provision of benefits beyond basic necessities to the inhabitants of New Villages (Card M1), before declining again by 1953 (Hack, Chapter 5).

M15. Urban Calm

Colonial center: British free Train in Kuala Lumpur then conduct a free Limited Operation in or adjacent to Kuala Lumpur.

Guerrillas slip in: Place a Guerrilla in Kuala Lumpur.

Tips: The free Limited Operation granted by the unshaded text could make use of any cubes just placed by the Train, and could also move cubes from any spaces, provided they end up in or adjacent to Kuala Lumpur.

Background: Unlike other colonial struggles, such as the contemporaneous conflicts in Algeria and Indochina, the capital city of Malaya did not see significant insurgent activity. At the beginning of the conflict the MCP focused on establishing bases in rural areas, and only directed significant attention back to urban areas with the October 1951 Resolution in response to increased British pressure on their rural support base. The shaded Event represents a counterfactual of the MCP attempting to establish terrorist cells in Kuala Lumpur, similar to the FLN in Algiers or Viet Minh in Saigon (Hack, Chapter 6).

M16. Deportations

Deported to China: British may remove a total of 3 MCP pieces from any British Controlled spaces (*+1 Political Will per Base Removed*).

Families separated: Shift 1 Province 1 level toward Opposition then place a Guerrilla there.

Tips: The unshaded text may remove Bases before Guerrillas (even if Underground). 3 pieces in total may be removed, not 3 per space, and Political Will is increased by 1 for each Base removed.

Background: One of the forms of collective punishments (Card M26) the British used against Chinese squatter communities (Card M4) was deportation. Individuals, and eventually entire communities, perceived to be strong supporters of the MCP were deported to China. The number of deportations would decline following the CCP's victory in the Chinese Civil War (Card M30) and the shift towards resettling Chinese squatters into New Villages (Card M1). Ultimately, over 30,000 people would be deported (Hack, Chapter 3).

M17. Special Branch

Collects intelligence: Flip all Guerrillas Active in 2 spaces. British may free Assault in 1 space.

False leads: Flip all Guerrillas Underground.

Tips: The free Assault granted by the unshaded text may remove Guerrillas that have just been revealed, but could also take place in a different space if desired.

Background: Special Branch was crucial for establishing sufficient intelligence to destroy the Min Yuen (Card M2) in an

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area and identifying MNLA units (Card M8). Special Branch initially struggled with only limited capabilities to translate captured MCP documents and conduct interrogations due to a lack of Chinese-speaking personnel. Increasing numbers of SEPs (Card M32) over the course of the Emergency became a valuable source of intelligence for identifying underground MCP (Hack, Chapters 7 and 8).

M18. Jungle Warfare School

BRITISH CAPABILITY

Improved tactics: British Sweeps Activate 1 Guerrilla per cube in Jungle spaces.

Delays deployment: Each Train space that places Troops costs 4 Resources.

Tips: With the shaded capability in play, British Train may still only place Troops in Kuala Lumpur, but would have to pay 4 Resources to do so. They could instead pay 2 Resources to place up to 4 Police (and no Troops) in Kuala Lumpur.

Background: The geography of Malaya consisted mostly of jungles. As the MCP retreated into the deep jungles, the British needed to develop more effective ways of tracking and engaging them through the dense vegetation. Early in the war, a Jungle Warfare School was established to improve units' jungle training, using veterans of the SOE Force 136 that had resisted the Japanese occupation of Malaya, and other veterans from operations in Burma. The British also formed a special counter-insurgency 'Ferret Force' for six months in 1948 and subsequently deployed the Special Air Service (SAS) to pressure the MCP in the deep jungles (Hack, Chapters 3 and 7).

M19. Food Denial

Starve the MCP: MCP must remove 1 Guerrilla or lose 1 Resource for each New Village on the map.

Sympathetic civilians: MCP gains Resources equal to spaces with MCP pieces and New Villages.

Tips: MCP may choose any combination of Guerrillas and Resources to lose from the unshaded text, chooses which Guerrillas to remove (if any), and may remove them from any spaces, not just those with New Villages. The shaded effect counts only spaces with both a New Village and at least one MCP piece.

Background: As part of the British strategy of controlling the Chinese squatter communities (Card M4) through forced resettlement into New Villages (Card M1), a significant number of restrictions on food were implemented to prevent supplies from leaking out of New Villages back to the MCP. Food denial would eventually play a major role in reducing the MCP's strength by undercutting their sources of supplies and causing units to focus on self-production in jungle areas rather than launching attacks. The British also lured MCP guerrillas seeking food into ambushes and encouraged guerrillas to surrender due to food shortages (Hack, Chapter 8).

M20. Regroupment

Work sites fortified: Place up to 2 Police in each EC. British may then place 1 New Village into a space adjacent to an EC.

Poor conditions: Set 1 space with a New Village to Opposition. Place 1 Guerrilla in an EC.

Tips: None.

Background: From the beginning of the Emergency the MCP targeted economic sites for sabotage operations. They also sought to gain support from the laborers working in rubber plantations and tin mines. The British strategy of regroupment concentrated laborers and their families into nearby fortified sites in an attempt to cut off MCP influence. As with resettlement to New Villages (Card M1), the initial conditions in regroupment areas were often poor, eventually improving with time. Over the course of the Emergency, 650,000 laborers would be regrouped in this way, in addition to the population resettled into New Villages. (Hack, Chapter 5).

M21. White Areas

Restrictions lifted: Set a space with a New Village to Support and then remove the New Village.

Lifted too early: Replace 1 New Village with a Guerrilla.

Tips: None.

Background: Areas under the tight movement and food restrictions of New Villages (Card M1) had these restrictions gradually reduced as MCP activity in the area declined, until they were eventually designated as safe 'white' areas. Areas perceived by the British to be 'black' areas of strong MCP support often received additional restrictions and punishments. The British used the examples of 'white' areas and 'black' areas to encourage others to cooperate in reducing MCP activity by providing information (Hack, Chapter 8)

M22. Nationalist Parties

Alternative path: Shift 2 spaces 1 level each toward Support. Political Will +1.

Exclude Chinese: MCP may free Rally in 3 spaces.

Tips: None.

Background: The MCP's claim of fighting for independence was undercut by the advancement of the independence process by nationalist parties operating within the political system. The major Malay party was the United Malays National Organization (UMNO), who alongside the major Chinese party, the Malaysian Chinese Association (MCA), formed a political coalition known as the Alliance party. The Alliance played a major role in the transition to independence and the unsuccessful negotiations with the MCP at the Baling Talks (Hack, Chapter 9).

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M23. New Directives

Away from terror: Remove all Sabotage and Terror markers from ECs and Kuala Lumpur.

Focus on attacking British: MCP may perform a free Limited March followed by a free Limited Attack.

Tips: The free Attack granted by the shaded text may use Guerrillas that have just Marched, but could instead target a different space if desired.

Background: The MCP issued new directives at several points during the Emergency. Early in the conflict, the MCP issued orders to concentrate the MNLA (Card M8) into three base areas. In October 1951, a new resolution was issued ordering a greater focus on protecting and expanding the Min Yuen network (Card M2) and moderating the terror strategy to avoid alienating the population (Hack, Chapter 6).

M24. British Government

Demands new strategy: British Resources +6 or Political Will –1. Move the British Commander Track 1 space in either direction.

Tips: The British Commander Track may not be moved off the leftmost or rightmost space, and it must be moved if the event is executed. It should still be moved even if the shaded text from M10 is in effect.

Background: Although the Emergency began under Clement Attlee's Labour government, the Conservative Party led by Winston Churchill won the 1951 election. The Conservative government would be faced with the choice of who to replace Sir Henry Gurney with after his death (Card M10) in an MCP ambush (Hack, Chapter 5).

M25. Planters and Miners

Resources for the Empire: British Resources +6. Place up to 1 Police in each EC.

Demand protection: Move all Troops in 1 Province to an EC or Kuala Lumpur.

Tips: None.

Background: Many of the settlers in Malaya were involved in the production of the two major exports of the colony: tin and rubber. At the beginning of the Emergency, British security forces struggled with balancing their manpower between static defense to prevent economic sabotage by the MCP, and offensive operations against concentrations of the MNLA (Card M8) and MCP base areas (Hack, Chapter 3).

M26. Emergency Regulations

Collective punishments: Place 1 Terror marker each in 2 Provinces with British Control and MCP pieces. Set each Province to Neutral and then lower Political Will by 1.

Tips: Only set Provinces to Neutral where a Terror marker was just placed. This event might place a second Terror marker in either Province if there is already a Terror marker there. These would then cost additional Resources to remove during Pacify or Agitate.

Background: The declaration of the Emergency in June 1948 granted the British colonial government authority to impose collective punishments on communities deemed sympathetic to the MCP. These punishments included fines, house burnings, curfews, detention, and deportation (Card M16). The culmination of the collective punishments is commonly referred to as the 'counter-terror' phase of the conflict that contributed to unsanctioned killings and abuses such as Batang Kali (Card M9) (Hack, Chapter 2).

M27. Running Dogs

MCP CAPABILITY

Local collaboration: Intimidate may select max 1 space and Guerrilla used must flip Active.

Target traitors: Terror may also remove 1 Police from each selected space.

Tips: None.

Background: 'Running dogs' was the MCP's derogatory term for individuals working with the British, particularly those supplying information or working in the police. A significant proportion of MCP activity was engaged in terrorist attacks against 'running dogs' to directly eliminate specific opponents and discourage others from cooperating with the British (Hack, Chapter 4).

M28. Unity of Command

BRITISH CAPABILITY

Civilian and military powers: Pacify with either Train or at Propaganda may shift spaces up to 2 levels toward Support.

Overwhelming duties: Pacify costs 3 Resources per Terror removed or shift toward Support.

Tips: The unshaded capability allows British during Pacify to first pay to remove any Terror, and then shift up to two levels toward Support, paying 2 Resources per Terror removed or level shifted.

Background: Many counterinsurgency manuals stress the need for strong coordination between civilian and military organizations to address both the military and political challenges of combating an insurgency. The appointment of Sir Gerald Templer combined the powers of 'Governor-General' and 'Commander-in-Chief' to create a 'supremo' capable of addressing both military and political issues. The Templer era focused on tailoring political and military assets to address the

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challenges of specific areas, facilitating the gradual spread of secure 'white' areas (Card M21) across the peninsula (Hack, Chapter 7).

M29. Weapon Bounties

Encourage defection: British may pay up to 3 Resources to remove 1 Guerrilla per Resource spent.

Turn in the worst ones: Transfer 2 Resources from British to MCP.

Tips: The unshaded text may remove Guerrillas from any spaces.

Background: Alongside rewards for information on MCP leaders such as Chin Peng (Card M6), the British also offered monetary rewards for weapons collected from the MCP. As with other counterinsurgency campaigns with similar policies, often poorer quality weapons were turned in for the reward (Hack, Chapter 7).

M30. CCP Victory

Provide no support: MCP Resources –3. Remove 2 Guerrillas.

Emboldens MCP: MCP free Rally in 2 spaces then may free Agitate in 1 Rally space with a Base.

Tips: The unshaded text may remove Guerrillas from any spaces.

Background: The CCP's 1949 victory in the Chinese Civil War greatly emboldened the MCP's insurgency. The MCP hoped to follow Mao's strategy of establishing base areas and MNLA main force units (Card M8); however, pressure from the British and limited opportunities for base areas prevented the MCP from repeating the CCP's success. The CCP did train some of the MCP's cadres during the Emergency, but did not send any significant material assistance. In contrast to many post-WWII insurgencies, besides the use of Thailand as a border sanctuary, the MCP received little to no external assistance (Hack, Chapter 8).

M31. Ex-Palestine Recruits

Special constables: Place up to 4 Police in British Controlled spaces.

Tactics backfire: MCP free Rally in 2 spaces and then shift one selected space 1 level toward Opposition.

Tips: None.

Background: At the beginning of the Emergency there was a shortage of police in Malaya. To help fill the shortage and build off of the experience of previous campaigns, police who served in Mandatory Palestine, particularly during the recently ended Jewish insurgency (1945-1947, featured in *The British Way: Palestine*), were deployed to Malaya. Some of those recruited would repeat some of the rough methods adopted in Palestine (Hack, Chapter 3).

M32. SEP

Surrendered enemy personnel: British may replace up to 2 Guerrillas with Police in or adjacent to British Control.

Accelerates infiltration: MCP Intimidate in 2 spaces.

Tips: If the shaded text is selected the MCP would still require an Underground Guerrilla in each space selected for Intimidate.

Background: Surrendered Enemy Personnel (SEP) were MCP members that turned themselves over to the British. Many were encouraged to surrender due to supply shortages from food denial (Card M19) and leaflets highlighting the benefits of surrendering (Card M3). However, the number of surrenders only began to pick up when a more generous amnesty was granted and once the possibility of a negotiated settlement for the MCP was firmly rejected by the leading nationalist parties (Card M22) that took control of the newly independent Malaysia in the late 1950s. SEPs participated in many counterinsurgency activities after surrendering, such as psychological operations, providing intelligence on the MCP, or guiding security forces to MCP units or arms caches (Hack, Chapter 8).

M33, M34, M35. Propaganda

Background: In August 1957, Malaya gained independence from Britain. The picture is the ceremony where the first prime minister, Tunku Abdul Rahman, took over power. The push for independence was led by a coalition of Chinese and Malay nationalist parties (Card M22). By granting independence, the British undercut MCP claims of fighting to end colonial rule. In the late 1950s, surviving MCP retreated to the Thai border and were only capable of sustaining a low level of violence in remote areas (Hack, Chapter 9).



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Strategy Guide

By Joe Dewhurst



This strategy guide consists of some general advice for both players and then some specific tips for playing each Faction, and is intended to help get you started rather than explaining everything about the game. Much of the enjoyment of playing will come from exploring and developing these strategies yourself, and of course I need to keep some tricks up my sleeve in case we ever end up on opposite sides of the table.

General Advice

Have a plan – Each campaign (the sequence of Event cards leading up to a Propaganda Round) only lasts an average of six Event cards, meaning that you only should expect to get approximately three full Operation + Special Activity turns per campaign. This doesn't give you much time to get things done, so you should begin each campaign with a plan for what you want to achieve, and only divert from it if there is something more important you need to respond to, or if a better opportunity arises from the Event cards (although beware the allure of these, often they are not your best option).

Keep your eyes on the prize – The game is ultimately a struggle for Political Will, and you should carefully study the various ways in which this can be raised and lowered (these are summarised on both Faction player aids, and on the Propaganda Round aid sheet). Some of these have immediate effects and can often be very attractive, but in the long-term the Propaganda Round effects are likely to have a greater impact, and you should make sure that you are always working towards achieving these.

Master the one-two punch – The structure of the Initiative Track means that if you perform a Limited Operation on one turn you are guaranteed to be able to perform a full Operation + Special Activity on the next turn (unless the Propaganda card is drawn). This means that you can use a Limited Operation on one turn to set yourself up for a powerful action on the next—and remember that both Factions can also use a Limited Train or Rally to increase Support or Opposition respectively.

MCP Tips

Maintain presence – The British player will be aiming to use Support and New Villages to exclude you from areas of the map, so it is important to expand early and often into areas that they are seeking to control. Rally is ideal for this, but don't be afraid to use March to re-enter otherwise inaccessible areas if necessary, especially if they are only protected by a New Village.

Economic attrition – It costs you 0 Resources to March into Economic Centers and place Sabotage there, which will cost the British a lot of Resources and also reduce their Political Will, so make sure to do this at every opportunity you get. Also make sure to secure your own income, with a Base in Thailand being virtually untouchable and worth 4 Resources over the whole game if placed down early.

Pick your battles – Once Active your Guerrillas are easily removed by the British, especially outside of Mountains, but casualties can also be costly for the British to replace. Don't be afraid to take the fight to them when you see an opportunity, perhaps with a Limited March or Rally followed by an Attack and Ambush.

British Tips

The British Commander Track offers a very natural template for your strategy, enhancing a sequence of actions that should be your progressive focus across the three campaigns.

Clear – Sweep into a Province and then Assault there on your next turn to remove any enemy pieces, using Reprisal to eliminate Opposition and help uncover Bases. The one-two punch of a Limited Sweep followed by an Assault (combined with either Air Strike or Reprisal) can be particularly effective here.

Secure – Place New Villages and Police to prevent the MCP from Rallying in areas that you have cleared, potentially using Reprisal again in future turns to remove any lingering Opposition. Don't forget that you can Train Police even in Uncontrolled Provinces, so make sure to do so early, before the MCP can seize Control.

Pacify – Once a Province is cleared and secured, Pacify to bring it to Support, then move on to the next target and continue the cycle. In this way you can slowly creep across the peninsula, establishing safe 'white areas' and forcing the MCP to operate in an increasingly small zone. Garrison can be useful not only to protect Economic Centers, but also to rapidly redeploy Troops and enable Pacify.

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Key Terms Index

Accompanying: Operation required for a Special Activity. (4.1.1)

Activate: Flip Guerrillas Active. (1.4.3)

Active Pieces: Troops, Police, Active Guerrillas (symbol end up), and Bases. (1.4.3)

Adjacent: Spaces next to each other for actions or Events. (1.3.6)

Agitate: MCP action to increase Opposition. (3.3.1, 6.3.2)

Air Strike: British Special Activity to remove Active MCP pieces. (4.2.3)

Ambush: MCP Special Activity that modifies one Attack to Activate only one Guerrilla but remove only one cube. (4.3.3)

Assault: British Operation to remove Active MCP pieces. (3.2.4)

Attack: MCP Operation to remove British cubes and potentially reduce Political Will. (3.3.3)

Available: Pieces in Available boxes, waiting to be placed. (1.4.1)

British: A Faction committed to maintaining British influence in Malaya. (1.5)

British Political Will: Marker on edge track indicating British commitment to Malaya, position determines victory. (1.10, 7.0)

Campaign: Event card series leading up to a Propaganda Round. (2.4)

Commander Track: Track indicating the current British Commander in Malaya, allowing either Reprisal, Resettle, or Pacify with Train to target an additional space. (6.6)

Control: More friendly pieces than enemy pieces in a space. (1.7)

Cube: British Troops or Police piece. (1.4)

Cylinder: Token to mark a Faction's current Resources (1.8) or Eligibility on the Initiative Track. (2.3)

Dual Use: Event with two alternative effects. (5.2)

Economic Center: Special areas that generate British Resources during the Propaganda Round, unless Sabotaged. (1.3.5)

Event: Card with text a Faction may execute. (5.0)

Execute: Implement Event or conduct Operation or Special Activity. (2.3)

Extort: MCP Special Activity to gain Resources. (4.3.1)

Faction: Player role: British or MCP. (1.5)

Flip: Switch Guerrillas between Underground and Active. (1.4.3)

Forces: Troops, Police, Guerrillas, and Bases. (1.4)

Friendly: Forces belonging to the executing Faction. (1.4)

Garrison: British Operation to rapidly redeploy forces and protect Economic Centers. (3.2.2)

Guerrilla: Mobile MCP forces that are required for several Operations and Special Activities, and may be Underground or Active. (1.4)

Initiative Track: Track indicating which Faction is 1st and 2nd Eligible, and to mark actions performed on an Event card. (2.3)

Intimidate: MCP Special Activity to remove Police, or possible New Villages and Support. (4.3.2)

Kuala Lumpur: Urban space. (1.3.4)

Limited Operation: Operation in one space with no Special Activity. (2.3.4)

March: MCP Operation to move Guerrillas to adjacent spaces. (3.3.2)

MCP: A Faction committed to ending British rule of Malaya and installing a communist government. (1.5)

New Village: Marker placed by British Resettle or some Events that inhibits MCP Rally and Extort, and prevents Opposition from being counted during the Propaganda Round. (1.12)

Operation (Op): Core action a Faction takes with its pieces. (3.0)

Opposition: A space's Population favoring the MCP. (1.6)

Pacify: British action to increase Support. (3.2.1, 6.3.1)

Pass: Forego the action in the selected Initiative Track box to gain Resources. (2.3.3)

Pawn: A token to designate spaces selected for Operation or Special Activity. (3.1.1)

Phase: Part of a Propaganda Round. (6.0)

Place: Move a piece from Available to the map. (1.4.1)

Police: British forces that provide static defenses and may be moved with Garrison. (1.4)

Political Will Phase: Propaganda Round phase in which British Political Will is adjusted and victory is checked. (6.1)

Propaganda Round: Interruption to usual play, during which Political Will is adjusted, victory is checked, and other status phases are carried out. (6.0)

Province: Rural space, either Jungle or Mountain. (1.3.2)

Rally: MCP Operation to place new Guerrillas and Bases, flip Guerrillas Underground, and Agitate in up to one space. (3.3.1)

Redeploy Phase: Propaganda Round phase in which the British move pieces. (6.4)

Remove: Take from the map and return to Available. (1.4.1)

Replace: Remove pieces to place others in their stead. (1.4.1)

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Reprisal: British Special Activity to place Terror, set Provinces to Neutral, and relocate one Guerrilla to an adjacent space. (4.2.2)

Reset Phase: Propaganda Round phase to ready for the next card. (6.5)

Resettle: British Special Activity to place New Villages. (4.2.1)

Resources: Factions' wherewithal for Operations and other actions. (1.8)

Resources Phase: Propaganda Round phase in which both Factions may gain Resources. (6.2)

Sabotage marker: Placed on Economic Centers using Terror, blocks British Resource earnings and lowers Political Will during the Propaganda Round. (1.9)

Shaded: 2nd choice of Dual-Use Event, typically favors MCP. (5.2)

Space: A map area holding pieces in play: Provinces, Thailand, Kuala Lumpur, and Economic Centers. (1.3.1)

Special Activities: Actions accompanying Operations; unique to each Faction. (4.0)

Stacking: A limit of two total on Bases that can occupy a space. (1.4.2)

Support: A space's Population favoring the British. (1.6)

Support Phase: Propaganda Round phase in which British may perform Pacify and MCP may Agitate. (6.3)

Sweep: British Operation to move Troops to adjacent spaces and Activate Guerrillas. (3.2.3)

Target: Faction or piece that is the object of an action. (3.1, 4.1)

Terror: MCP Operation that places Terror or Sabotage markers and shifts spaces towards Opposition. (3.3.4)

Terror marker: Placed by Terror Operations, Reprisal Special Activity, and some Events. Must be removed by Pacify and Agitate before shifting a space towards Support or Opposition. (1.9)

Thailand: Foreign space that only MCP may enter or act in. (1.3.3)

Train: British Operation to place cubes and Pacify in up to one space. (3.2.1)

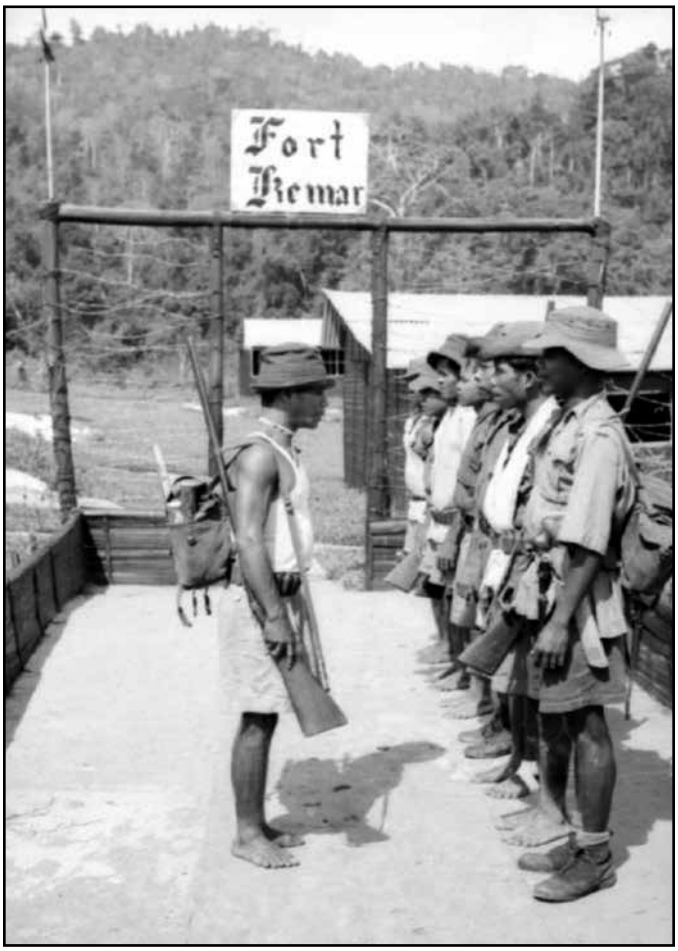
Troops: Mobile British forces that may Sweep and Assault. (1.4)

Underground: Guerrilla, symbol end down: not usually subject to removal from Assault and capable of Terror, Extort, Intimidate, and Ambush. (1.4.3)

Unshaded: 1st choice of Dual-Use Event, typically favors British. (5.2)

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Setup Instructions (2.1)



Malayan Emergency: 1948-1960

Deck Preparation. Gather the *Malaya* Event cards, remove the three Propaganda cards, and shuffle the remaining cards. Form three piles of 6 regular Event cards and set aside the remaining 14 regular Event cards (they will not be used). In each pile, shuffle a Propaganda card with 2 of the Event cards and place these 3 cards under the remaining 4 Event cards. Stack the resulting three 7 card piles to form the complete Event Deck of 21 cards.

NOTE: MCP use only four red discs for Bases, the fifth red disc can be set aside. All other wooden pieces are used in *Malaya*.

Set up the map as follows (see back page of this booklet for a full setup diagram):

- **Resources:** MCP 10, British 20
- **Commander Track:** Gurney
- **British Political Will:** 12
- **Initiative:** British 1st Eligible, MCP 2nd Eligible

Available:

MCP—2 Bases, 9 Guerrillas

British—7 Troops, 9 Police

Kuala Lumpur:

British Control, Support

British—4 Troops, 2 Police

Perak and Johore:

British Control, Neutral

MCP—1 Guerrilla

British—2 Troops, 2 Police

Pahang:

MCP Control, Oppose

MCP—1 Base, 2 Guerrillas

Kelantan:

MCP Control, Neutral

MCP—1 Base, 1 Guerrilla

Trengganu:

MCP Control, Neutral

MCP—1 Guerrilla

Kedah, Thailand, Selangor, Negri Sembilan:

Uncontrolled, Neutral, no pieces

Extended Malayan Emergency

Deck Preparation. Gather the *Malaya* Event cards, remove the three Propaganda cards, and shuffle the remaining cards. Form three piles of 8 regular Event cards and set aside the remaining 8 regular Event cards (they will not be used). In each pile, shuffle a Propaganda card with 4 of the Event cards and place these 4 cards under the remaining 4 Event cards. Stack the resulting three 9 card piles to form the complete Event Deck of 27 cards.

Setup the map and pieces following the instructions above.

DESIGN NOTE: *This additional* Malaya *scenario extends the game by adding two additional cards to each Campaign. Although all* The British Way *conflicts are relatively low intensity compared to conflicts in other COIN Volumes like* Fire in the Lake *or* Colonial Twilight, Malaya *is the closest of the group to fitting a higher operational intensity. Therefore, this scenario is an optional scenario for those wanting a slightly longer game than* The British Way *normally provides.*

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Setup Diagram