

THE BRITISH WAY

Japanese Occupation

1942-1945



Designed by Stephen Rangazas

RULES OF PLAY

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1.0 Introduction

The British Way: Japanese Occupation is a game in the *Enemy of My Enemy* expansion for *The British Way* COIN multipack. Alongside its accompanying game, *Arab Revolt*, the historical simulations included in the expansion allow players to explore how earlier conflicts shaped the insurgencies in post-war Malaya and Palestine. More specifically, the games illustrate how the British in each conflict made alliances of convenience with future insurgent opponents to combat an immediate common threat.

The British Way: Japanese Occupation covers Japanese counterinsurgency efforts against British attempts to organize wartime resistance in cooperation with the Malayan Peoples' Anti-Japanese Army (MPAJA). The game particularly focuses on the period from the start of the Japanese occupation in 1942, when resistance consisted largely of British stay-behind forces and quickly organized MPAJA guerrilla units, until the end of the occupation due to Japanese surrender in 1945. It centers around the two major sides: the Japanese occupation forces assisted by local collaborators, fighting against a coalition of British Force 136 operatives and various local guerrillas. The British player has partial control over the MPAJA forces led by their future opponent, the Malayan Communist Party (MCP).

The Japanese approach to counterinsurgency in Malaya, as in other occupied territories during WWII, was dominated by extreme brutality, even beyond the usual brutality associated with counterinsurgency. Although forgoing the vast destruction of the scorched earth "Three Alls" (kill all, burn all, loot all) approach used against Communist guerrillas in China, Japanese forces began the occupation of Malaya with a massive killing of "suspected" Chinese throughout the peninsula and in Singapore known as the "sook ching" (Chinese for "eradication" or "purge"). Estimates of the deaths during this initial phase are around 50,000. Violence in response to the insurgent resistance generally consisted of reprisals against civilian communities near insurgent activity and the use of widespread selective repression by the Kempeitai secret police. On top of the direct physical violence, the occupation also involved intense economic exploitation, extracting critical materials, food, and services from the population to further the broader Japanese war effort. As elsewhere in the "Greater Co-Prosperity Sphere", extraction led to food shortages that threatened the population with starvation. Forced service included the brutal conscription of laborers to construct railways and the press-ganging of women to serve as "comfort women" for Japanese forces. As with other multipack games, *Japanese Occupation* does not shy away from such core aspects of the conflict and its stakes. Instead, the game deliberately focuses on these aspects to provide an educational overview of how each side approached the conflict, within the limits of what is possible with the COIN series.

Although it is part of an expansion to *The British Way* that uses many components from the original *Malaya* game, the *Japanese Occupation* game is an entirely standalone game. Players

should carefully read the rules that follow and not assume any mechanical similarities with previous multipack games.

1.1 General Course of Play

In *The British Way: Japanese Occupation*, 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. Icons on Event cards will also trigger a simple non-player MPAJA action each round, before players take their actions. Propaganda cards mixed in with the Event cards provide periodic interruptions where the general board state is assessed and Resistance is adjusted, after which both players receive an opportunity to collect additional assets and redeploy their forces.

1.2 Components

The following components from *The British Way* multipack and the *Enemy of My Enemy* expansion are required to play *The British Way: Japanese Occupation*:

- A 17"x22" mounted *Malaya* game board (1.3).
- A Japanese Available Forces (1.4) overlay tile that goes over the MCP Available Forces box printed on the board.
- An Operation Zipper Track (6.7) overlay tile that goes over the Commander Track printed on the board.
- A deck of 35 *Japanese Occupation* cards (5.0).
- 6 light blue cubes ('Police'), 15 tan cubes ('Troops'), 4 blue embossed octagonal cylinders ('non-MPAJA Guerrillas'), 10 red embossed octagonal cylinders ('MPAJA Guerrillas'), 5 flat red discs ('Supply Caches'), 3 embossed cylinders (1 blue and 2 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 *Japanese Occupation*.
- Six black and three white pawns (3.1.1).
- Specific markers from *The British Way* countersheet: 4x New Villages, 9x Intel, 9x Support/Oppose, 15x Sabotage/Terror, 6x Capability—all other markers should be set aside while playing *Japanese Occupation*.
- Specific markers from the *Enemy of My Enemy* countersheet: 1x Resistance, 1x Zipper, 4x Jungle Camps, 4x Railways, 4x Starred Railways, 3x Kempeitai, 3x Force 136, 1x Out of Play.
- 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 British Malaya and some adjacent territories, divided into several different kinds of spaces. Two overlay tiles, Japanese Available Forces and Operation Zipper Track, are placed over MCP Available Forces and Commander Track respectively, and Railway markers are placed along the borders between some Provinces (1.3.6).



1.3.1 Map Spaces. Map spaces include Provinces (Mountain or Jungle), Kuala Lumpur, and two Economic Centers (ECs). The territories of Thailand, Indonesia, and Singapore are marked for flavor purposes and are not playable map spaces.

DESIGN NOTE: Singapore played a major role in the resistance and was the center of the Japanese occupation government. However, those aspects of the struggle are modeled by Events to focus the core gameplay on rural resistance to the Japanese occupation.

1.3.2 Provinces. The eight large irregular spaces (excepting Thailand) are Provinces, each corresponding to a historical part of British Malaya (the very small states of 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 Resistance (1.13) via Opposition (1.6) during the Propaganda Round (6.2). Each Province also has a larger space for Intel chits (1.11), placed in the “Uncontrolled” box, and a smaller space for an Opposition marker (1.6). Provinces are further distinguished as Mountains (dark green, Perak and Selangor only), or Jungle

(light green, all other Provinces), affecting Japanese Sweep (3.3.3) and Assault (3.3.4) Operations, as well as certain Events (5.0). New Village markers (1.15) may be placed in Provinces by the Japanese Construct (3.3.2) Operation.

1.3.3 Thailand. Thailand is not a playable space and should be marked “Out of Play” during setup (2.1). Some Events (5.0) may refer to spaces adjacent to Thailand even though the space itself is omitted from the game.

1.3.4 Kuala Lumpur. The large circular space is Kuala Lumpur, the capital city of British Malaya. Like Provinces, Kuala Lumpur has a marked Population value (‘2’) and two spaces for holding an Intel chit and an Opposition marker.

1.3.5 Economic Centers. The two smaller circular spaces are Economic Centers (commonly abbreviated ‘ECs’), representing Malaya’s important tin and rubber industries respectively. Each EC affects Japanese Resource earnings from their Extract (4.3.1) Special Activity.

NOTE: ECs are spaces that can hold forces, as well as Kempeitai and Force 136 markers, but they cannot hold Intel chits or be shifted to Opposition. Players may want to use two rectangular “1” markers from *The British Way* to cover the “6” value of each Economic Center, since that value is not relevant in *Japanese Occupation*.

1.3.6 Railway Markers. During setup (2.1), eight Railway markers are added to the borders of several map spaces, four of which are marked with stars and should be placed on the borders with Thailand and Johore. Railway markers are a feature of the map and cannot be moved or removed. Railway markers should be considered to run along the entirety of the border that they sit on, and for the purposes of the Extract Special Activity (4.3.1) they are also connected through Economic Centers and Kuala Lumpur. Railway markers are adjacent to all spaces that touch the borders they sit on. The British may place Sabotage markers on adjacent Railways through the Sabotage Operation (3.2.3). Sabotaged Railways reduce the Resource (1.7) earnings of the Japanese Extract Special Activity (4.3.1) and allow the British to place Opposition in adjacent Provinces during the Propaganda Round. The Construct Operation (3.3.2) removes Sabotage markers from Railways.

NOTE: Unlike the Railways printed on the *Palestine* map, Railway markers are not spaces that can hold forces. Only Sabotage markers may be placed on Railway markers.

1.3.7 Adjacency. Adjacency affects the movement of forces and implementation of certain Events (5.0). Any two spaces that border one another are adjacent. Railway markers (1.3.6) are adjacent to all spaces touching the borders they sit on, including Provinces (1.3.2), Kuala Lumpur (1.3.4) and Economic Centers (1.3.5).

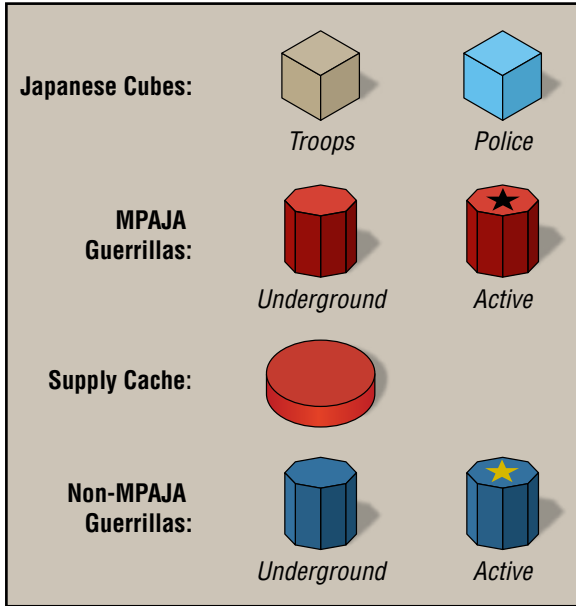
EXAMPLES: A MPAJA Guerrilla in the southern Economic Center is adjacent to Pahang, Johore, and Negri Sembilan Provinces. It is also adjacent to the three connecting Railway markers for the purposes of the Sabotage Operation.



1.4 Forces

The wooden pieces represent the Factions' various forces: Japanese Troops (tan cubes) and Police (light blue cubes), non-MPAJA Guerrillas (blue cylinders), MPAJA Guerrillas (red cylinders), and Supply Caches (red discs).

NOTE: MPAJA Guerrillas, non-MPAJA Guerrillas, and Supply Caches are all considered to be British forces for game purposes, despite the British player only having limited control over some of them.



Important! The Japanese in *Japanese Occupation* use only 6 light blue cubes. The remaining 9 light blue cubes should be set aside and not used while playing the game. The British use only 10 red cylinders and 4 blue cylinders, the remaining cylinders should be set aside.

DESIGN NOTE: MPAJA Guerrillas represent those led by the Malayan Communist Party (MCP), while non-MPAJA Guerrillas represent various other resistance factions, including Malay, KMT, and other Chinese groups that were far smaller than the widespread MPAJA movement. Police represent local forces collaborating with the Japanese, overwhelmingly from the Malay community but also including elements of the Indian National Army.

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: British without Available Guerrillas could remove Guerrillas from the map during a Train (3.2.1) to place them Underground, either in the same space or a different space.

NOTE: Although somewhat bizarre when considering the color of each side's wooden pieces, the British use the blue British Available Forces box while the Japanese use the red Japanese Available Forces box. This is to ensure consistency between the British and their "red" opponent, particularly when using the "Return of British Rule" sequence to transition from *Japanese Occupation* to *Malaya*.

1.4.2 Stacking. No more than one Supply Cache (1.4) may occupy a single space. Supply Caches may never occupy Economic Centers (1.3.5).

- Placing (such as a Supply Cache via Supply 4.2.1 or Event 5.0) may never violate stacking.
- Only one Sabotage or Terror marker may be placed in a space or on a Railway marker (1.3.6). If one is already present, ignore any further placement through Operations (3.0) or Special Activities (4.0). However, more than one Sabotage or Terror marker may be placed by Events (5.0).
- Only one Jungle Camp (1.10) and one New Village (1.15) marker may ever be in a Province, and never in any other kind of space.

NOTE: Although offering no additional benefit, more than one Kempeitai (1.8) or Force 136 marker (1.9) may occupy a space.

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

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

1.5 Players & Factions

The game requires 2 players, each playing as one Faction: the British (blue), and the Japanese (red).

1.6 Opposition

Opposition markers may be placed in Provinces and Kuala Lumpur, affecting some Operations and Special Activities and the Resistance Phase during the Propaganda Round (6.2). Kuala Lumpur (1.3.4) and Provinces (1.3.2) always show one of two levels of attitude toward the Japanese Occupation that can shift during play. Each space may be either Opposition or Neutral (indicated by the absence of any marker). Actions and Events (5.0) that add or remove Opposition simply add or remove the marker.




DESIGN NOTE: This game does not allow the Japanese player to build up Support for their occupation. Although some within the Malay community actively collaborated with the Japanese to improve their local position, there was little political support for the occupation itself. Opposition markers represent areas where the resistance has successfully mobilized the population away from passive neutrality. The narrow active collaboration with Japanese occupation forces is modeled by the collaborationist Police cubes and the lowering of Resistance by having more Police on the map during the Propaganda Round.

1.7 Japanese Resources


At any moment, the Japanese Faction has between 0 and 20 Resources that it accumulates through Extract (4.3.1) and Events (5.0) to improve its position during the Resistance Phase of the Propaganda Round (6.2). Mark Japanese Resources on the edge track with a red cylinder. The British do not have Resources and any reference to “Resources” is shorthand for Japanese Resources.

NOTE: Unlike other COIN games where Resources represent operational resources that limit the number of selectable spaces, here Resources depict successful extraction from the occupied territory to further Japan’s broader war effort.

1.8 Kempeitai

 Kempeitai markers represent Japanese secret police units. They are moved through the Deploy Operation (3.3.1) and during the Propaganda Round (6.5), modify Japanese Sweep (3.3.3) and Assault (3.3.4), and are used to conduct Eliminate (4.3.3). The British may Ambush (3.2.4) to remove Kempeitai markers to Kuala Lumpur and increase Resistance by 1. Kempeitai markers are not forces (1.4).

1.9 Force 136

 Force 136 markers represent British and Chinese operatives of the Special Operations Executive (SOE) who infiltrated into occupied Malaya to organize resistance. They are placed and moved with the Contact Operation (3.2.2) and during the Propaganda Round (6.5). The presence of Force 136 enables the British player to select spaces for their Train (3.2.1), Sabotage (3.2.3), and Ambush (3.2.4) Operations, even during a Limited Operation (2.4.4). Force 136 markers are also required for the Supply (4.2.1) and Gather (4.2.2) Special Activities. Force 136 are removed through the Japanese Eliminate Special Activity (4.3.3) and by Events (5.0). Force 136 markers are not forces (1.4).

NOTE: If none are in the Available box, the British may *not* relocate on-map Force 136 markers following the rule for wooden forces (1.4.1). This is not relevant to Kempeitai as they are never placed from Available.

1.10 Jungle Camps



Jungle Camp markers represent remote MPAJA camps in the deep jungles of Malaya. Jungle Camps are placed by Contact (3.2.2), the ‘Seize Supplies’ MPAJA card icon (5.5), and Events (5.0). If a Jungle Camp is needed to be placed and none are Available, the placing Faction *must* remove an on-map Jungle Camp to carry out the placement (representing the relocation of existing MPAJA infrastructure). Jungle Camps allow the British to place MPAJA Guerrillas with Train (3.2.1). Jungle Camps are removed through the British Supply (4.2.1) and Japanese Eliminate (4.3.3) Special Activities. The number of on-map Jungle Camps may enable the non-player MPAJA to win the game, resulting in both players losing (7.0).

1.11 Intel Chits



Intel chits depict intelligence on vulnerabilities in the Japanese defenses or other factors that improve the preparation for a future Allied invasion of Malaya. Intel chits have a value of ‘0’, ‘1’, or ‘2’. During setup (2.1) and in the Reset Phase of the Propaganda Round (6.6), Intel chits are randomly placed facedown, concealing their values, in the “Uncontrolled” box of every Province (1.3.2) and Kuala Lumpur (1.3.4). Neither player may look at concealed (facedown) Intel chits. The British Gather Special Activity (4.2.2) flips Intel chits to their revealed side, showing the chit’s value. The Japanese Eliminate Special Activity (4.3.3) flips revealed Intel chits back to their concealed side. The value of all revealed Intel chits increases Resistance (1.13) during the Propaganda Round (6.2).

1.12 Sabotage and Terror



Sabotage markers are placed by the British Sabotage Operation (3.2.3) and some Events (5.0), reducing the Resource (1.7) earnings of the Japanese Extract Special Activity (4.3.1) and allowing the British to place Opposition in adjacent Provinces during the Propaganda Round. Sabotage markers are only removed by the Japanese Construct Operation (3.3.2) or Events (5.0).

Terror markers are placed by the Japanese Reprisal Special Activity (4.3.2) and Events (5.0). They block the placement of Opposition with the ‘Mobilize Population’ MPAJA card icon (5.5) and during the Propaganda Round (6.3). Terror markers are removed during the Reset Phase of the Propaganda Round (6.6).

1.13 Resistance Marker



Resistance 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 Resistance Phase of the Propaganda Round (6.2). It may never be lower than 0 or greater than 20.



DESIGN NOTE: Unlike other COIN multipack games that focus on lowering a ruling power's Political Will to trigger favorable negotiations or state collapse, the fate of occupied Malaya will be decided by the broader conflict in the region. The British and their local allies seek to increase Resistance against the occupation forces to contribute to that broader conflict. Higher Resistance represents a more costly occupation for the Japanese, less resource extraction, and laying the groundwork for an Allied invasion. The Japanese seek to get the most out of their occupied territory while keeping unrest in check.

NOTE: The Resistance marker is double-sided, featuring an MPAJA flag on one side to indicate the possibility of them winning and to acknowledge their contribution to resistance against the Japanese occupation. Players are welcome to use either side as they wish, with no game effect.

1.14 Operation Zipper Preparation



The level of preparation for the Allied invasion to retake the Malayan peninsula is reflected by a marker on the Operation Zipper Track (6.7), affecting British Special Activities (4.2) and the number of Available Supply Caches (1.4). Its position also indicates the required Resistance for an MPAJA or British victory.

1.15 New Villages



The four New Village markers form a pool available to the Japanese Faction. New Villages are placed in Provinces by Construct (3.3.2) and some Events (5.0). They augment the Japanese Resources gained by Extract (4.3.1). There may only be one New Village in each Province space, and never in any other spaces. New Villages are removed if one is ever in a space with British forces and no Japanese forces.

DESIGN NOTE: New Villages represent the forced resettlement of urban dwellers to rural areas to form "food colonies" to increase food production for the occupation forces and general population. Only a few of these sites were driven by the military rationale of depriving the insurgency of resources. See Event J15 for a discussion of the militarized version that more closely resembled the British New Villages established during the Malayan Emergency.

2.0 Sequence of Play

2.1 Set Up

Follow the instructions on the second to last page of this booklet to prepare the draw deck 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.

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 a cylinder of the Faction's color (1.5) into the Initiative Track's appropriate box.

2.3 MPAJA Action

As each Event card is revealed, the British or Japanese player will first execute the MPAJA card icon (5.5) on the card, before either player acts. The effects, executing Faction, and distribution of the four types of MPAJA icons are described in section 5.5 and summarized on the Japanese side of the player aid sheet.

2.4 Initiative Track

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

NOTE: Remember to resolve the MPAJA action on each Event card before either player acts on it (2.3, 5.5).

When playing an Event card, the British or Japanese 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.





2.4.1 Eligibility.

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

NOTE: British always start the game in the 1st Eligible Box and return there during the Reset Phase (6.6) of each Propaganda Round.

2.4.2 Options for Eligible Factions.

First Eligible: The First Eligible player may perform a Limited Operation (2.4.4), execute the Event (5.0), or perform an Operation (3.0) with Special Activity (4.0), or Pass (2.4.3).

The player selects their desired box 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).

2.4.3 Passing. After selecting a box, players may forgo the action in the box to Pass. If British pass they may conduct a Contact Operation (3.2.2). If Japanese pass, they may conduct a Limited Deploy Operation (3.3.1). Both players may pass and the order of cylinders in the Initiative Track will still decide eligibility (2.4.5).

NOTE: Ignore the Pass options written on the Initiative Track and instead consult the bottom corners of the player aid sheets for reference.

2.4.4 Limited Operation. For the Japanese, a Limited Operation is an Operation in just one space with no Special Activity. If the Japanese Limited Operation is a Sweep (3.3.3), it can involve pieces from multiple spaces but only one destination space. The British may conduct Limited Train (3.2.1), Sabotage (3.2.3), and Ambush (3.2.4) Operations in any spaces with Force 136 markers (1.9). A Limited Contact Operation (3.2.2) may either place one Force 136 marker or move any Force 136 markers. British Limited Operations may also not be combined with a Special Activity.

2.4.5 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. 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 take the Event space and then either play the Event or Pass.*

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

2.5 Propaganda Card

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

NOTE: Each series of Event Cards 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.

British Operations are generally allowed in any spaces with Force 136 markers (1.9), even if a Limited Operation. Japanese Operations are generally allowed in up to three spaces unless a Limited Operation, 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.

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.

3.2 British Operations

The British choose from Train, Contact, Sabotage, and Ambush Operations.

3.2.1 Train. Train places Guerrillas. Select any non-EC spaces with Force 136 markers.

PROCEDURE: In each selected space, British may place one non-MPAJA Guerrilla or, if Jungle Camp marker, may place an MPAJA Guerrilla. If a Supply Cache in the selected space, may instead place up to two Guerrillas of any type.

3.2.2 Contact. Contact allows the British to place or move Force 136 markers.

PROCEDURE: Either place one Force 136 marker in any Province OR move any Force 136 markers to adjacent spaces. Up to one non-MPAJA Guerrilla may be moved with each moving Force 136 marker. Then, place a Jungle Camp, if none, in any Provinces where Force 136 placed or moved.

3.2.3 Sabotage. Sabotage allows the British to Sabotage adjacent Railways. Select any spaces with Force 136 markers and Underground Guerrillas.

PROCEDURE: In each selected space, Activate an Underground Guerrilla and place a Sabotage marker on an adjacent Railway marker without one.



3.2.4 Ambush. Ambush removes or displaces Japanese forces or Kempeitai markers. Select any spaces with Force 136 markers, Underground Guerrillas, and Japanese forces or Kempeitai markers.

PROCEDURE: In each selected space, Activate an Underground Guerrilla to either remove one Police OR roll a die—if greater than cubes in the space, British may move one Troop cube or Kempeitai marker to Kuala Lumpur to increase Resistance by 1. Add 1 to the roll for each Supply Cache in or adjacent to the space.

3.3 Japanese Operations

Japanese choose from Deploy, Construct, Sweep, or Assault Operations.

3.3.1 Deploy. Deploy places Police and moves Kempeitai markers. Select up to three spaces, either Neutral Provinces with Troops or Kuala Lumpur.

PROCEDURE: In each selected space, place one Police. Then, even if a Limited Operation, the Japanese player may move any Kempeitai markers to any spaces with Japanese forces (Troops or Police).

3.3.2 Construct. Construct repairs Railways and places New Villages. Select up to three Provinces with more cubes than Guerrillas.

PROCEDURE: In each selected Province, remove a Sabotage marker from an adjacent Railway OR if a Province with no New Village and adjacent to an Economic Center, may place a New Village and set the space to Opposition.

3.3.3 Sweep. Sweep moves Troops and Activates Guerrillas. Select up to three destination spaces.

PROCEDURE: First, simultaneously move any adjacent Troops desired into selected spaces. Then, in each selected space, Activate (1.4.3) one Guerrilla for every cube. If Jungle Province and no Kempeitai in the space, instead Activate a Guerrilla for every two cubes.

3.3.4 Assault. Assault eliminates enemy Forces. Select up to three spaces with Japanese Troops and Active British forces.

PROCEDURE: In each selected space, remove one Active British forces piece for every Troop cube, or if Mountain and no Kempeitai, one for every two Troops. First remove Active Guerrillas, then remove Supply Caches only once no Guerrillas remain (even Underground).

NOTE: Assault may only remove British forces (i.e., wooden pieces). Force 136 and Jungle Camps are harder to locate and can instead be removed by the Japanese Eliminate Special Activity (4.3.3). Unlike other COIN multipack games, Police in Kuala Lumpur and Economic Centers do *not* join Assaults. In this conflict, collaborationist police largely provided information benefits, as modeled with Sweep and Eliminate.

4.0 Special Activities

4.1 Special Activities in General

When a Faction per the Initiative Track (2.4) executes an Operation (3.0), it may also execute one Special Activity (**EXCEPTION:** *Limited Operation*, 2.4.4). As with Operations, the executing Faction selects spaces, 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, 2.4.1).

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

EXAMPLE: British Train, then pause to Supply and place Supply Caches, then Train in another space.

4.1.1 Accompanying Operations. Some Special Activities specify that they may only accompany certain types of Operations (3.0). 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 Supply, Gather, or Raid Special Activities.

4.2.1 Supply. Supply places Supply Caches. It may accompany Train (3.2.1) or Contact (3.2.2) and takes place in up to two Provinces with Force 136 and Jungle Camps (or up to three such Provinces if Operation Zipper is at 12 or higher, see 6.7.3).

PROCEDURE: In each selected space, replace a Jungle Camp with a Supply Cache.

4.2.2 Gather. Gather reveals Intel chits. Gather may accompany the Contact (3.2.2), Sabotage (3.2.3), or Ambush (3.2.4) Operations and takes place in up to two spaces with Force 136 markers.

PROCEDURE: In each selected space and each space adjacent to it, may Activate one Underground Guerrilla to reveal a concealed Intel chit.

4.2.3 Raid. Raid moves Guerrillas and then acts with them. It may accompany any British Operation (3.2) and takes place in up to two spaces adjacent to a Supply Cache (or up to three such spaces if Operation Zipper is at 20, see 6.7.3).

PROCEDURE: In each selected space, move in one or two Guerrillas from an adjacent space with a Supply Cache and if desired perform a Limited Sabotage or Ambush there (even if no Force 136 present).



4.3 Japanese Special Activities

Japanese choose from Extract, Reprisal, or Eliminate Special Activities.

4.3.1 Extract. Extract allows the Japanese to gain Resources. It may only accompany Deploy (3.3.1) and may select up to two Economic Centers.

PROCEDURE: For each selected Economic Center, gain one Resource for each starred Railway without Sabotage connected to it by a chain of Railways without Sabotage. A Railway marker is connected to any other Railway marker on a border that touches its border, and Railway markers adjacent to Economic Centers and Kuala Lumpur are also adjacent to each other. Then, gain one additional Resource for each New Village on the map.

EXAMPLE: The starred Railway on the Kedah-Thailand border is connected directly to the Railway on the Perak-Thailand border, and through it to the Railway on the Perak-Kelantan border and thence the top Economic Center. Continuing down it connects through the Perak-Pahang-Selangor Railway, Kuala Lumpur, and the Negri Sembilan-Pahang Railway, to the bottom Economic Center. A Sabotage marker on the Perak-Kelantan Railway would interrupt the connection to both Economic Centers.

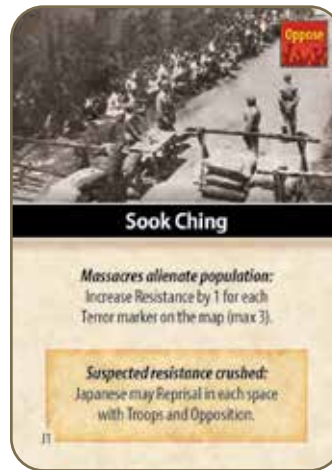
4.3.2 Reprisal. Reprisal removes Opposition and displaces Guerrillas. It may accompany the Construct (3.3.2), Sweep (3.3.3), or Assault (3.3.4) Operations and takes place in up to two spaces with Japanese Troops.

PROCEDURE: In each selected space, add a Terror marker, if none already there, and set the space to Neutral. Then, move one Guerrilla from there to an adjacent space.

4.3.3 Eliminate. Eliminate removes enemy markers and conceals Intel. It may accompany the Construct (3.3.2), Sweep (3.3.3), or Assault (3.3.4) Operations and takes place in up to two spaces with Kempeitai markers.

PROCEDURE: In each selected space, either conceal a revealed Intel chit or roll a die—if greater than Guerrillas in the space, Japanese may remove an enemy marker (Jungle Camps before Force 136). Add 1 to the die roll for each Police cube in the space. If Force 136 removed, reduce Resistance by 1.

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 (e.g., an Event could not place a second Supply Cache in a space).
- 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 Resistance beyond 20 or reduce it below 0 (1.13).

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 marked "BRITISH CAPABILITY" or "JAPANESE 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 Mandatory Events

Two Event cards are designated as “Mandatory Events” (J6 JUNGLE IS NEUTRAL and J9 ATOMIC BOMBINGS). A Mandatory Event’s effect occurs immediately when drawn, before the 1st Eligible player acts. Neither player may then select the Event box of the Initiative Track (2.4) during this round. A Mandatory Event’s effect occurs immediately after the MPAJA card icon (5.5) is resolved.

5.5 MPAJA Card Icons

At the top right of each Event card is one of four MPAJA card icons. When an Event card is drawn, immediately resolve the MPAJA card icon before the First Eligible player decides which box of the Initiative Track (2.4) to select. The effects, executing Faction, and distribution of the four types of MPAJA icons are listed below and summarized on the Japanese side of the player aid sheet:



Mobilize Population (14 Cards): British add Opposition to a space with a Jungle Camp and no Terror.



Kill Traitors (6 Cards): British remove a Police from a space with an MPAJA Guerrilla.



Seize Supplies (6 Cards): Japanese replace a Supply Cache with a Jungle Camp in a space without a Jungle Camp.



Food Shortage (6 Cards): Japanese remove an MPAJA Guerrilla from a space without a Supply Cache.

DESIGN NOTE: The MPAJA card icons, alongside the MPAJA phase of the Propaganda Round, represent the independent agency of the insurgent organization beyond their alliance with Force 136. Although sharing a common immediate goal, the MPAJA had their own approach to the conflict and post-war goals. The card icon mechanic offers a simple but effective way of including the MPAJA’s independent actions without resorting to a cumbersome non-player flowchart or an additional player faction that might exaggerate their agency.

6.0 Propaganda Round

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

6.1 MPAJA Phase

The British player resolves independent actions carried out by the MPAJA non-player Faction:

6.1.1 Clashes? Remove one MPAJA Guerrilla and one non-MPAJA Guerrilla from each space where both are present.

6.1.2 Mobilize? Place one MPAJA Guerrilla in each space with Opposition.

6.2 Resistance Phase

Calculate the net effect to Resistance of the following adjustments before shifting the marker:

6.2.1 Intel? Increase Resistance by the value of each revealed Intel chit (1.11).

6.2.2 Defenses Undermined? Increase Resistance by 1 for every Supply Cache on the map and by 1 for each space with more Guerrillas than cubes.

6.2.3 Resources Extracted? Reduce Resistance by 1 for every 4 Japanese Resources (1.7), then set Japanese Resources to 0.

DESIGN NOTE: Resource extraction reducing Resistance does not directly represent a weakening of the resistance movement, but instead reflects a failure to deny Malaya’s resources to the Japanese. Such a failure could convince Allied high command to devote resources to other, more promising, theaters, rather than to an invasion of the peninsula.

6.2.4 Population Subdued? Reduce Resistance by 1 for every five Population at Neutral and by 1 for every three spaces with Police.

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

6.2.5 Invasion Preparation. After calculating the net shifts in Resistance, place the Zipper marker in the highest space of the Operation Zipper Track (6.7) of equal or lower value than Resistance.

EXAMPLE: If Resistance is now 14, the Zipper marker would be placed in the 12 space of the Operation Zipper Track.

6.2.6 Game End? If final Propaganda card, the game immediately ends with an evaluation of Victory (7.0). Otherwise, continue to the next phase.

6.3 Resources Phase

6.3.1 British. For each Railway with a Sabotage marker, British may set one adjacent space without a Terror marker to Opposition.

6.3.2 Japanese. Japanese may perform a Construct Operation (3.3.2).

6.4 Support Phase

6.4.1 Supply. British may perform a Supply Special Activity.

6.4.2 Reprisal. Japanese may perform a Reprisal Special Activity.



6.5 Redeploy Phase

6.5.1 British Redeploy. British may move any Force 136 markers to any spaces with Jungle Camps.

6.5.2 Japanese Redeploy. Japanese may move any Kempeitai markers and Police on the map to any spaces with more Japanese Troops than Guerrillas.

6.6 Reset Phase

Then prepare for the next card as follows:

- Remove all Terror markers from the map.
- Return all Intel chits (1.11) to the pool and then randomly draw and place one chit facedown in the “Uncontrolled” box of each Province and Kuala Lumpur.
- Flip all Guerrillas Underground (1.4.3).
- Set British to First Eligible, then reveal the next card from the draw deck and continue play (2.4.6).

NOTE: Unlike other COIN multipack games, Sabotage markers are *not* automatically removed at Reset. The Japanese player must use Construct to repair the Railways.

6.7 Operation Zipper Track

The Operation Zipper Track represents preparation for the Allied military operation that aims to retake the Malayan peninsula from the Japanese. As the British and their MPAJA allies escalate the level of resistance to the occupation, they receive greater supplies from South East Asia Command (SEAC). The final position of Operation Zipper, determined by Resistance, also decides who wins the game: Japanese, MPAJA, or British (7.0).

6.7.1 Moving the Track. The Operation Zipper Track is primarily moved during the Resistance Phase of the Propaganda Round (6.2). The Track can also be moved by Events (5.0), but will still be reset according to the Resistance level during the Propaganda Round.

6.7.2 Supply Caches. When the Operation Zipper Track reaches a box with a Supply Cache, the British immediately place that Supply Cache into their Available Forces Box (1.4.1). Similarly, if the marker decreases past a box with a Supply Cache, British must immediately remove a Supply Cache to it, first from Available Forces and then from the map.

6.7.3 Modifying British Special Activities. At the ‘12’ level of the track, British can conduct their Supply Special Activity (4.2.1) in one additional space. At the ‘20’ level of the track, British can conduct their Raid Special Activity (4.2.3) in one additional space.

DESIGN NOTE: *Operation Zipper was the planned Allied invasion to retake Malaya that did not take place, due to the atomic bombings and Soviet offensives in Manchuria forcing Japanese surrender before the invasion occurred. An early surrender of this kind is possible due to the ATOMIC BOMBINGS Mandatory Event (J9). However, just like the real-world decision-makers, players cannot assume the Japanese will surrender before Operation Zipper takes place.*

7.0 Victory

Victory is determined by the level of Resistance (1.13) at the end of the game, and possibly a comparison of Jungle Camps and Force 136 markers in play. Resistance is measured on the edge track and can range from 0-20.

7.0.1 Victory. At the final Propaganda Round, after conducting the MPAJA and Resistance Phases, check the final Resistance level to determine the winner of the game:

- If Resistance is less than 18, the Japanese player wins the game.
- If Resistance is at 20, the British player wins the game.
- If Resistance is at 18-19 and there are fewer Jungle Camps than Force 136 markers on the map, the British player wins. Otherwise, the MPAJA wins and both players lose.

NOTE: Unlike other multipack COIN games, *Japanese Occupation* does not have the possibility of early victory before the final Propaganda Round. Victory is always determined during the third Propaganda Round.

7.1 Raising Resistance

Resistance is raised in the following ways:

- Each Troop or Kempeitai moved by Ambush (+1 R per piece moved)
- Events (+1 to +3 R)
- At Propaganda Round, each revealed Intel chit (+ R equal to chit value)
- At Propaganda Round, every Supply Cache on the map (+1 R per Supply Cache)
- At Propaganda Round, each space with more Guerrillas than cubes (+1 R per space)

7.2 Lowering Resistance

Resistance is lowered in the following ways:

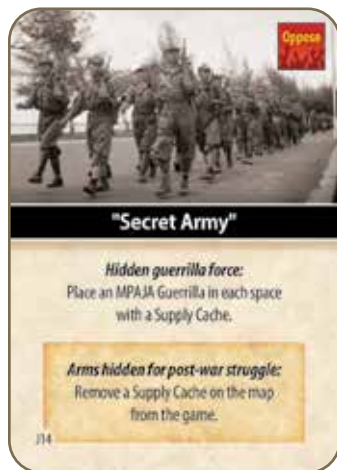
- Each Force 136 removed by Eliminate (–1 R per marker removed)
- Events (–1 to –3 R)
- At Propaganda Round, every 4 Resources (–1 R per 4 Resources)
- At Propaganda Round, every 5 Population at Neutral (–1 R per 5 Neutral Population).
- At Propaganda Round, every 3 spaces with Police (–1 R per 3 spaces)



8.0 Example of Play

Set up 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, facedown from top to bottom: “SECRET ARMY” (J14), JUNGLE CONFERENCE (J27), GREATER EAST ASIA CO-PROSPERITY SPHERE (J2), BURMA THEATER (J17), AIR DROPS (J8), MALAY COLLABORATION (J21), and PROPAGANDA! (J33). The Intel chits would usually be placed randomly, but for the purposes of this example of play place them facedown as follows: Kedah (2), Perak (1), Kelantan (1), Trengganu (2), Pahang (0), Selangor (0), Kuala Lumpur (1), Negri Sembilan (2), Johore (0).

We are now ready to begin.



Reveal the first card, “SECRET ARMY”, from the top of the deck. In *Japanese Occupation*, before either player acts, we check the MPAJA icon at the top right corner of the card to see what action MPAJA take. This card features “Mobilize Population”, the most common icon, which allows the British to add Opposition to a space with a Jungle Camp and no Terror. There is currently only one space with a Jungle Camp that doesn’t already have Opposition, Negri Sembilan, so the British add Opposition there.

already have Opposition, Negri Sembilan, so the British add Opposition there.

The British are 1st Eligible and decide to perform a **Contact** Operation with the **Raid** Special Activity, which will allow them to get their third Force 136 marker onto the map while also damaging the Japanese infrastructure. Contact allows the British to either move all their Force 136 markers to adjacent spaces (possibly also moving a blue non-MPAJA Guerrilla with each), or to place one Available Force 136 marker into any Province. They decide to do the latter, and place a Force 136 marker in Trengganu along with a Jungle Camp, which is placed whenever a Force 136 marker is moved or placed with Contact.

Next the British will Raid, which allows them to select up to two spaces adjacent to Supply Caches, then move one or two Guerrillas from a space with a Supply Cache into each selected space and either Ambush or Sabotage there. There is currently only one space with a Supply Cache, Perak, and the British don’t want to leave it unprotected, so they just select Selangor and move one (red) MPAJA Guerrilla from Perak to there. They then use this Guerrilla to Sabotage, Activating it to place a Sabotage marker on the adjacent Railway. The British turn is now complete.



British Contact and Raid

The Japanese can now choose from the other two boxes on the Initiative Track, Limited Operation or Event. The current Event is attractive, but they have a good opportunity to set up an effective action on the next turn, so decide to perform a Limited **Construct** Operation instead. Construct can usually select up to three Provinces with more cubes (Troops and Police) than Guerrillas, but Japanese Limited Operations are restricted to one space, so the Japanese just select Perak. They can then either place a New Village or remove a Sabotage marker from an adjacent Railway, and they decide to remove the Sabotage marker that the British just placed on the Railway between Perak, Selangor, and Pahang.

The Japanese 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 Japanese, becomes 1st Eligible, and the other Faction becomes 2nd Eligible.



Eligibility is reset at the end of each round



Reveal the next card: **JUNGLE CONFERENCE**. The MPAJA icon on this card is “Food Shortage”, which allows the Japanese to remove an MPAJA Guerrilla from a space without a Supply Cache, and they decide to remove the Guerrilla in Pahang.

The Japanese are 1st Eligible and decide to perform a **Deploy** Operation with the **Extract** Special Activity. They will Extract first, which allows them to gain 1 Resource

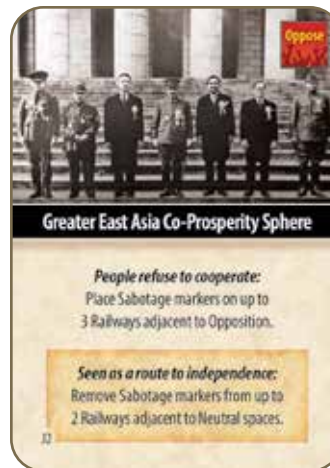
for each starred Railway connected to each Economic Center (blocked by Sabotage on any intervening Railways). In this case there is no Sabotage on any Railways, so they gain the full 8 Resources—4 for each Economic Center each being connected to four starred Railways. These Resources are marked with the red cylinder on the edge track, and will help them reduce Resistance during the Propaganda Round (they aren’t spent during the Campaign).

Next they Deploy, which allows them to place a Police cube in up to three Neutral Provinces with Troops and/or Kuala Lumpur. In this case only Kuala Lumpur is an option, as both Perak and Johore have Opposition, so they just place one Police into Kuala Lumpur. Deploy also allows them to move their Kempeitai markers to any spaces with Japanese forces, even if not selected for the Operation, but they choose not to move any. The Japanese turn is now complete.

The British decide to perform a Limited **Train** Operation. British Limited Operations can usually be performed in any spaces with Force 136 markers, no different to their regular Operations. Train is further restricted to Provinces and/or Kuala Lumpur and allows them to place a (blue) non-MPAJA Guerrilla, or a (red) MPAJA Guerrilla if there is a Jungle Camp present, or up to two Guerrillas of any type if there is a Supply Cache present. They decide to place two MPAJA Guerrillas in Perak, one non-MPAJA Guerrilla in Trengganu, and one MPAJA Guerrilla in Negri Sembilan. The British turn is now complete, so we reset British to 1st Eligible and Japanese to 2nd Eligible.



British Limited Train



Reveal the next card: **GREATER EAST ASIA CO-PROSPERITY SPHERE**. The MPAJA icon on this card is another “Mobilize Population”, so the British add Opposition to Trengganu (where there is now a Jungle Camp). British are 1st Eligible and decide to perform the unshaded effect of the **Event**, which will allow them to place Sabotage markers on three Railways adjacent to Opposition, crippling the Japanese occupation economy. They place Sabotage markers on the Perak-Kelantan border Railway, the Perak-Selangor-Pahang border Railway, and the starred Railway adjacent to Negri Sembilan. The British turn is now complete.

The British turn is now complete.



The Japanese decide to perform a **Sweep** Operation with the **Reprisal** Special Activity. They Reprisal first, which allows them to select up to two spaces with Troops, adding a Terror marker to each and setting it to Neutral, then moving one Guerrilla to an adjacent space. They select Perak and Johore, placing Terror and removing Opposition from both, then moving one MPAJA Guerrilla from Perak to Kedah and one from Johore to Negri Sembilan.

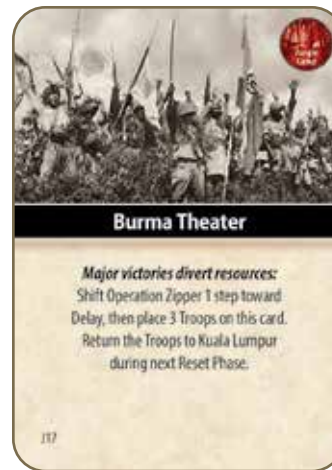
Next the Japanese will Sweep, which allows them to move Troops into up to three destinations from any adjacent spaces, then Activate Guerrillas in the destinations. They select Perak, Kelantan, and Negri Sembilan, moving Troops and Activating Guerrillas as follows:

- **Perak:** No Troops moved in, both Guerrillas Activated by the cubes already there.
- **Kelantan:** Two Troops moved in from the adjacent Economic Center, Activating the Guerrilla (requiring two cubes due to Jungle).
- **Negri Sembilan:** Two Troops moved in from Kuala Lumpur, two Troops moved in from the adjacent Economic Center, two Troops moved in from Johore, Activating all three Guerrillas (requiring two cubes per Guerrilla due to Jungle).



Japanese Reprisal and Sweep

The Japanese turn is now complete, so we reset British to 1st Eligible and Japanese to 2nd Eligible.



Reveal the next card: **BURMA THEATER**. The MPAJA icon on this card is “Seize Supplies”, which allows the Japanese to replace a Supply Cache with a Jungle Camp in a space without a Jungle Camp, but there are not currently any eligible spaces, so it has no effect.

British are 1st Eligible and decide to perform a **Train** Operation with the **Supply** Special Activity. They Supply first, which allows them

to replace up to two Jungle Camps with Supply Caches in Provinces with Force 136 markers, which they do in Trengganu and Negri Sembilan.

Next they Train as follows, removing some Guerrillas from the map to place elsewhere, which can be done once there are none left in the Available Forces box:

- **Perak:** Place two MPAJA Guerrillas.
- **Trengganu:** Place one non-MPAJA Guerrilla from Available and one from Kedah.
- **Negri Sembilan:** Place two MPAJA Guerrillas from Negri Sembilan, just removing them temporarily and then placing them back Underground.

The British turn is then complete.

The Japanese decide to perform a Limited **Sweep** Operation in Negri Sembilan, just Activating both freshly placed Guerrillas without moving any Troops. The Japanese turn is now complete, so we reset Japanese to 1st Eligible and British to 2nd Eligible.



Reveal the next card: **AIR DROPS**. The MPAJA icon on this card is another “Seize Supplies”, which this time will be effective as there are two Supply Caches in spaces without Jungle Camps. The Japanese decide to replace the Supply Cache in Trengganu with a Jungle Camp.



The Japanese are 1st Eligible and decide to perform an **Assault** Operation with the **Eliminate** Special Activity. Assault allows them to select up to three spaces with Troops and at least one Active British forces piece, and remove one per Troop (or one per two Troops in Mountains without Kempeitai markers). They remove the one Active non-MPAJA Guerrilla in Kelantan, the two Active MPAJA Guerrillas in Perak (but cannot remove the Supply Cache as it is protected by the Underground Guerrillas), and all three Active Guerrillas plus the Supply Cache in Negri Sembilan.

Next they Eliminate in Perak and Johore, in both cases using their Kempeitai markers to roll to try and remove the Jungle Camps. The roll needs to exceed the number of Guerrillas in the space to succeed, but gains a bonus equal to the number of Police in the space (+1 to both rolls in this case). In Perak they roll a 4 (modified to 5) and in Johore they roll a 1 (modified to 2), so both rolls succeed and both Jungle Camps are removed, leaving the Force 136 marker in Perak vulnerable to future Eliminates. The Japanese turn is now complete.



Japanese Assault and Eliminate

The British decide to perform a Limited **Contact** Operation, which they can use to move all three of their Force 136 markers to adjacent spaces. They move one marker from Trengganu to Kelantan, bringing a non-MPAJA Guerrilla with it, and one from Negri Sembilan to Pahang, but decide not to move the Force 136 marker in Perak. They also place a Jungle Camp in each space that a Force 136 marker moved into, Kelantan and Pahang. The British turn is now complete, so we reset British to 1st Eligible and Japanese to 2nd Eligible.



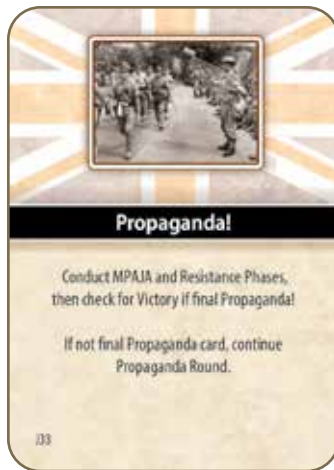
Reveal the next card: **MALAY COLLABORATION**. The MPAJA icon on this card is “Kill Traitors”, which allows the British to remove a Police cube from a space with an MPAJA Guerrilla. They decide to remove the Police in Johore.

British are 1st Eligible and decide to perform an **Ambush** Operation with the **Gather** Special Activity. They will Gather first, which selects up to two spaces with Force 136 markers, then allows them to

Activate Guerrillas in and adjacent to those spaces to reveal Intel chits. They select Perak and Pahang, and Activate one Guerrilla each in Kedah, Perak, Trengganu, and Johore, flipping over the Intel chit in each of those spaces. This reveals a 2-value chit in each of Kedah and Trengganu, a 1-value chit in Perak, and a 0-value chit in Johore. A good haul for the British!

Next they will Ambush, which they can do in any spaces with a Force 136 marker, Underground Guerrillas, and Japanese pieces (even Kempeitai markers). There are only two of these, Perak and Kelantan, so they will Ambush in both. In Perak they Activate a Guerrilla to remove the Police cube, while in Kelantan they Activate a Guerrilla to target a Troops cube, which requires a roll greater than the number of cubes there, but gains +1 for the adjacent Supply Cache in Perak. They roll a 2, increased to a 3, and relocate one Troops cube to Kuala Lumpur, increasing Resistance by 1, to 3. The British turn is now complete.

The Japanese decide to execute the shaded **Event** effect, which first allows them to place Police into three Provinces of their choice, and they choose Perak, Negri Sembilan, and Johore. It also allows them to then Eliminate in one space with Police and Kempeitai, which they do in Perak, choosing to use Eliminate to conceal (flip back facedown) the 1-value Intel chit there. The Japanese turn is now complete, so we reset Japanese to 1st Eligible and British to 2nd Eligible.



The next card revealed is a PROPAGANDA! card, triggering a Propaganda Round. We will work through each phase in turn, starting with the MPAJA phase.

- **MPAJA:** There are no spaces with both MPAJA and non-MPAJA Guerrillas, so none are removed. One MPAJA Guerrilla is then placed into each space with Opposition—in this case Trengganu and Negri Sembilan.

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.

The British have managed to establish several Supply Caches and begin increasing Resistance, but have a long way to go until they can liberate Malaya. To win conclusively they will need to bring Resistance to 20 during the final Propaganda Round, triggering Operation Zipper, but they can also win with Resistance at 18 or 19 if there are more Force 136 markers than Jungle Camps on the map, otherwise this means that the MPAJA win. If Resistance remains below 18 then the Japanese will win, and to do this they will need to use their Troops and Kempeitai to aggressively suppress all resistance, British and MPAJA alike.

- **Resistance:** Resistance is increased by a net total of 3 (+4 for revealed Intel chits, +1 for Supply Caches, +3 for spaces with more Guerrillas than cubes, -2 for 8 Resources, -2 for 13 Neutral Population, -1 for four spaces with Police), up to 6. This sets the Operation Zipper Track to the '6' space, releasing an additional Supply Cache to the British Available Forces box. Japanese Resources are then set to 0.
- **Resources:** British set Kelantan and Selangor to Opposition. Japanese Construct in Perak and Negri Sembilan to remove Sabotage on adjacent Railways, and in Johore to place a New Village (also setting it to Opposition).
- **Support:** British Supply in Kelantan and Pahang to replace the Jungle Camps with Supply Caches. Japanese Reprisal in Kelantan and Negri Sembilan, placing Terror, removing Opposition, and moving both Guerrillas into Pahang.
- **Redeploy:** British do not move any Force 136 markers. Japanese move their Kempeitai marker in Kuala Lumpur to Kelantan.
- **Reset:** Remove all Terror markers from the map (but do not remove Sabotage). Remove all Intel chits and place one randomly, facedown, in each Province and Kuala Lumpur. Flip all Guerrillas Underground, set British to 1st Eligible and Japanese to 2nd Eligible, then reveal the next card and continue play.



9.0 Event Tips and Background

The card backgrounds below provide brief summaries of the historical events and the rationale behind the effects on the cards. For those looking to read more, there are excellent accessible sources from each of the three main actors' perspectives. For the MPAJA, I would recommend *Red Star Over Malaya* by Cheah Boon Kheng. It's also a good choice if you're looking for the best one-volume overview of the conflict. Although Freddie Spencer Chapman's *The Jungle is Neutral* is the classic British memoir, Margaret Shennan's *Our Man in Malaya* also provides a good account of the Force 136 perspective. Finally, Paul Kratoska's *The Japanese Occupation of Malaya and Singapore, 1941-1945* offers a nice discussion of the different aspects of Japanese occupation policy, including repression, extraction, and collaboration.

J1. Sook Ching

Massacres alienate population: Increase Resistance by 1 for each Terror marker on the map (max 3).

Suspected resistance crushed: Japanese may Reprisal in each space with Troops and Opposition.

Tips: None.

Background: Shortly after the Japanese conquest of the Malayan peninsula, Japanese forces began a violent purge of "anti-Japanese" Chinese in Singapore and the surrounding countryside known as the "sook ching" (Chinese for "eradication" or "purge"). The Kempeitai (J29) conducted the indiscriminate purges which killed tens of thousands in Singapore alone. The brutality convinced many Chinese elites to collaborate and provide a "donation" to the Japanese occupation government of \$50 million (J3). In 1947, the British put the perpetrators of the sook ching on trial for war crimes, with the convicted masterminds executed.

The unshaded effect reflects how the shock from this pre-emptive and indiscriminate repression increased popular sympathy for acts of resistance. The shaded effect illustrates the Japanese expanding sook ching-style violence into the rural countryside with reprisals against communities suspected of helping the growing insurgency.

J2. Greater East Asia Co-Prosperity Sphere

People refuse to cooperate: Place Sabotage markers on up to 3 Railways adjacent to Opposition.

Seen as a route to independence: Remove Sabotage markers from up to 2 Railways adjacent to Neutral spaces.

Tips: The unshaded effect can place Sabotage markers on Railways that already have them.

Background: During its conquest of Southeast Asia and the Pacific, Japanese occupation forces conquered the colonies of other great powers, many of which possessed growing nationalist movements seeking independence. The Greater East Asia Co-Prosperity Sphere promised an alternative regional eco-

nomie order under Japanese leadership. This framing served to mask their hegemonic expansion, similar to how western colonial powers had framed their conquests as bringing enlightened modernization or "benevolent assimilation". Many nationalist leaders initially jumped at the opportunity to support Japan in displacing western colonial powers (J26). Yet, as Japanese economic demands and brutality became apparent, enthusiasm for the Greater East Asia Co-Prosperity Sphere sharply declined.

This card reflects the diverging trajectories of Japan's pitch to the region. The shaded effect illustrates the promises placating many within occupied Malaya, discouraging the population from sabotaging the occupation government's hold over the economy. In contrast, the unshaded effect represents a rejection of the Greater East Asia Co-Prosperity Sphere and greater efforts to avoid collaboration, thereby undermining Japan's goal of extracting resources for its war effort.

J3. Overseas Chinese Association

Chinese community resists: British may place up to 2 MPAJA Guerrillas and 1 non-MPAJA Guerrilla in any spaces with Force 136.

Gives "donation" to Japanese: Increase Japanese Resources by 1 for every 2 Neutral Population.

Tips: None.

Background: The Overseas Chinese Association (OCA), led by prominent Chinese business leaders, sought to serve as an intermediary between the Chinese population in Singapore and the Japanese occupation government. The OCA collected the "donation" of \$50 million that Japan extorted from the population following the sook ching (J1). The OCA conducted many other similar activities, viewing reluctant collaboration with Japan as the best means of lessening the effects of occupation on the population. The card features a portrait of Lim Boon Keng, a Peranakan physician and social reformer who was compelled by the Japanese to serve as president of the OCA during the war.

The unshaded effect of the card illustrates how many rural Chinese communities chose instead to support the MPAJA insurgency and other resistance groups. In contrast, the shaded effect models the "donation" and other benefits to the occupation government's economic policies (increased Resources) from the OCA's approach of collaborating to survive (Neutral Population).

J4. Chin Peng

Works with British agents: Increase Resistance by 1 for each space with Force 136 and a Jungle Camp.

Mutual distrust about post-war struggle: Remove a Jungle Camp from each space with Force 136.

Tips: None.

Background: Chin Peng, the future leader of the Malayan Communist Party's post-war insurgency against British rule and the Malaysian state, served as an MPAJA leader in Perak during the resistance against Japan. As the Japanese captured the other leaders of the MPAJA, Peng suddenly found himself in



charge and served as the liaison officer between the insurgency and British Force 136 operatives (J27). For his cooperation with Force 136, the British government granted Chin Peng the Order of the British Empire (OBE), later withdrawn for his resistance against British rule. During the war Chin Peng developed a friendship with Force 136 officer John Davis (J25), who went on to serve as an intermediary between the MCP and the Malaysian state during the 1955 Baling talks toward the end of the Malayan Emergency (1948-1960, covered by *The British Way: Malaya*).

The unshaded effect covers Chin Peng's coordination of MPAJA and Force 136, enhancing the resistance to Japanese rule. The shaded effect represents the increasing friction and doubts between the two "allies" as Japanese surrender approached and the MPAJA began stashing their weapons for a future conflict against the returning British (J14).

J5. "Hill Rats"

Rebels mistaken for bandits: Flip all Guerrillas Underground.

Bandits disguised as rebels: Remove Opposition from a space with an Active Guerrilla.

Tips: None.

Background: The Japanese used "hill rats" as a derogatory term for the guerrillas and the many other armed groups that formed in the vacuum caused by the collapse of British rule. Although many of these became associated with either the MPAJA or other organized resistance groups, others were essentially just bandits attempting to survive the occupation by preying on the less fortunate.

The unshaded effect reflects how appearing like bandits could obscure the activities of the resistance groups or lead Japanese forces to pursue less immediately threatening criminal groups. In contrast, the shaded effect illustrates the problem of criminals posing as resistance members to exploit the population. Such behavior could quickly undermine civilian support for the real insurgents.

J6. Jungle is Neutral

MANDATORY EVENT

Attrition from rough conditions: Roll a die for each Jungle Province—if result is 1-2, each Faction must remove one of their forces from the space (Troops to Kuala Lumpur).

Tips: Roll separately for each Jungle Province (either player may roll). Force 136, Jungle Camps, and Kempeitai markers are not forces and cannot be removed by this Event. Supply Caches are forces and can be removed, but British may choose to remove a Guerrilla first if one is present.

Background: The phrase "jungle is neutral" comes from the title of Freddie Spencer Chapman's (J16) famous 1949 memoir of the war. The book chronicles his experiences surviving in the jungle and evading Japanese forces after the fall of Singapore in 1942. Chapman represented one of the few "stay-behind" British operatives not captured by the Japanese, largely thanks

to assistance from the MPAJA insurgency's leader Chin Peng (J4). In 1943, Chapman managed to join up with other members of Force 136.

This mandatory event models how the jungle was neutral to all the major combatants, whether local guerrillas, Force 136 operatives, or Japanese forces. The tough conditions of the jungle wore down all sides. Deep jungle camps may have provided sanctuary from Japanese raids, but they also made survival a real challenge for those hiding out there. Supplies from British air drops helped alleviate the poor conditions for the guerrillas (J8).

Image attribution: Ondřej Žváček CC BY 2.5

J7. South East Asia Command

Mountbatten aids Force 136: Shift Operation Zipper 1 step towards Ready, then British may Gather.

Focuses on other fronts: Shift Operation Zipper 2 steps toward Delay.

Tips: The shaded effect may cause British to have to remove Supply Caches to the track, possibly from the map if none are Available.

Background: Led by the British commander Admiral Lord Louis Mountbatten, South East Asia Command (SEAC) coordinated Allied efforts in Southeast Asia, including Force 136 covert operations. The unshaded effect represents Lord Mountbatten's steadfast support for supplying the MPAJA resistance and infiltrating operatives into Malaya using submarines (J28) and air drops (J8). However, SEAC faced the difficult task of balancing resources across many fronts, including the Burma campaign (J17) and guerrilla forces in other occupied territories. The shaded effect delays preparation for Operation Zipper (J33) as military forces are deployed elsewhere.

J8. Air Drops

BRITISH CAPABILITY

Liberators devoted to drops: Supply may select 1 space without Force 136.

Supplies lost: Roll a die for each space selected for Supply—if result is 1-2, do not replace Jungle Camp with Supply Cache.

Tips: If the unshaded Capability is in play, British may still only select max two spaces for Supply (or three at Zipper 12), but one of these does not require the presence of a Force 136 marker.

Background: In the face of Japanese brutality and economic demands, the MPAJA insurgency quickly gained a large pool of supporters and recruits. Yet, the insurgency lacked weapons and supplies, particularly in their remote jungle camps (J6). Allied South East Asia Command (J7) organized air drops to provide much-needed resources and communication equipment (J19) for the guerrillas. In exchange for supplies, the insurgency agreed to shelter Force 136 agents who remained behind after the Japanese conquest (J16) or who infiltrated into the peninsula (J28).



The unshaded effect eases restrictions on the British player's Supply Special Activity to reflect the use of Mark VI Liberator aircraft to air drop supplies directly to the MPAJA. However, air dropping risked the security of the supplies, which could be damaged, blown away, or captured by Japanese forces (shaded effect).

J9. Atomic Bombings

MANDATORY EVENT



Early end to the war? If this is the third Campaign, immediately proceed to the final Propaganda Round—conduct MPAJA and Resistance Phases then check for Victory.

Tips: This Mandatory Event has no effect if it is drawn in the first or second Campaigns, but will immediately end the game if it is drawn in the third Campaign.

Background: Allied commanders anticipated a military reconquest of the Ma-

layan peninsula in late 1945, known as Operation Zipper. However, in August 1945, the atomic bombings at Hiroshima and Nagasaki rapidly brought about Japanese surrender and precluded the need for a costly attack. The MPAJA rushed to fill the vacuum of authority during the period between the sudden end of the Japanese occupation and the return of the British. As happened historically, this Mandatory Event may suddenly end the war before the British are ready to launch their invasion.

J10. Rationing System

Occupation economy collapses: Reduce Japanese Resources by half (round down).

Resources extracted for war effort: Increase Japanese Resources by 2 for each New Village on the map.

Tips: None.

Background: Despite lofty promises of a Greater East Asia Co-Prosperity Sphere (J2), the Japanese occupation government balanced the need to maximize resource extraction from occupied colonies and the resulting social disruption that fueled armed resistance against occupation. As one Japanese account argued, maintaining food stability was the most important factor for gaining the support of the local population. Additionally, when Japan ceded the four northern states to Thailand, much of the rice growing areas were lost, removing another source of food (J18).

The Japanese implemented a rationing system and various resettlement schemes (J15) to mitigate food shortages. To gain greater control over occupied areas, the Japanese also issued new currency, including the famous “banana money” pictured on this card. However, rapid inflation and a growing black

market quickly made the new currency worthless. The unshaded effect models the collapse of the Japanese occupation economy, undermining Malaya's contribution to the broader war effort. In contrast, the shaded effect represents the earlier years of the occupation when heavy resource extractions could still provide resources for other fronts.

J11. KMT Guerrillas

Establish proto-state in north: British may Ambush or Sabotage with an Underground Guerrilla in each space adjacent to Thailand.

Fight the communists: Remove an MPAJA Guerrilla and Opposition from each space with both non-MPAJA and MPAJA Guerrillas.

Tips: The unshaded effect can use both non-MPAJA and MPAJA Guerrillas, as the latter are assumed to be working with the new KMT proto-state.

Background: The communist-aligned MPAJA represented the largest of the resistance groups against the Japanese occupation, but nationalist Chinese guerrillas also formed groups, including those associated with the Kuomintang (KMT). The most prominent KMT group, numbering around 400 guerrillas, was known as the Overseas Chinese Anti-Japanese Army (OCAJA). The OCAJA largely concentrated in the northern states of Malaya (unshaded effect). The struggle between communist and nationalist forces in China during the war also occurred among the resistance groups that recruited from Chinese communities in Malaya. The shaded effect shows how military clashes between the MPAJA and KMT guerrillas could divert resources from the war against the Japanese (removing MPAJA Guerrillas and Opposition). Given the Allied forces' alliance with the KMT government in China, Force 136 frequently used Nationalist Chinese operatives (J20), although the British still primarily depended on the MPAJA for organizing activity against the Japanese.

J12. Labor Service Corps

JAPANESE CAPABILITY

Deeply unpopular: British may place Opposition in 1 space adjacent to each Railway where Sabotage is removed by Construct.

Forced labor: Extract may remove 1 Sabotage from a Railway adjacent to Troops before adding Resources.

Tips: None.

Background: Beyond extracting material resources, the Japanese occupation government also needed civilian manpower to maintain their war effort, particularly operations in the difficult Burma Campaign (J17). In December 1943, the Japanese formed the Labor Service Corps to organize forced labor for the construction of the Burma Railway connecting Thailand and Burma. For every 250 inhabitants, 20 working age men were impressed into labor tasks. Several hundred thousand Southeast Asian civilians (including many from Malaya) worked on the railway as forced laborers, with more than 90,000 dying.



The shaded effect models how the Japanese use of forced labor undermined the resistance's ability to achieve lasting sabotage of railways. Any damage could be quickly repaired by units of the Labor Service Corps. However, as with other extractive policies, the policy of working laborers to death was unsurprisingly unpopular and drove many to support resistance activity (unshaded effect).

J13. Lai Teck Betrayal

Former British agent: British may conduct 2 Limited Ambush and/or Sabotage Operations using any MPAJA Guerrillas.

Provides information to Kempeitai: Japanese may Eliminate in each space with Kempeitai.

Tips: None.

Background: Lai Teck, born in Vietnam and originally known as either Pham Van Dac or Hoang A Nhac, was the leader of the Malayan Communist Party (MCP) from 1939 until being succeeded by Chin Peng (J4) in 1947. Lai Teck is infamous for his numerous treacheries, probably working as a spy for the French in Indochina before infiltrating the MCP on behalf of the British, and later working for the Japanese during the occupation. In December 1941, shortly after the Japanese conquest of Malaya, Lai Teck met with the British stay-behind operatives to begin the alliance between Force 136 and the MPAJA. After being arrested by the Japanese in early 1942, Lai Teck flipped to serving as a Japanese agent and eventually helped the Kempeitai capture much of the MPAJA leadership at the Batu Caves a few months later. In 1947 Lai Teck fled from Malaya, eventually being hunted down and killed by communist agents in Thailand.

The unshaded effect illustrates the initial coordination between Force 136 and MPAJA organized through Lai Teck's connections with the British. The shaded effect shows how Lai Teck helped the Kempeitai track down his former allies.

J14. "Secret Army"

Hidden guerrilla force: Place an MPAJA Guerrilla in each space with a Supply Cache.

Arms hidden for post-war struggle: Remove a Supply Cache on the map from the game.

Tips: A Supply Cache removed from the game by the shaded effect may never be returned and permanently reduces the British to four total Supply Caches.

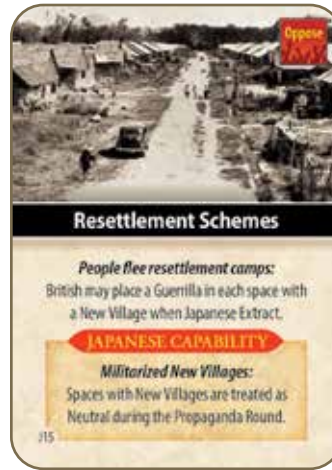
Background: During the war against Japan, the British suspected that the MPAJA was forming a "secret army" by hiding weapons for a future conflict against British rule. In 1946, Lai Teck (J13) denied the existence of the "secret army" to British interrogators. However, Chin Peng claimed in his memoir that "our secret army were able to stash away some 5,000 individual weapon pieces in jungle caches of which no more than 10 per cent were acquired through Force 136 air supplies".

The unshaded effect aids the British, with the rumors of a "secret army" proving to be false when British agents discover a much larger insurgent force operating against the Japanese

(place MPAJA Guerrillas). The shaded effect is the historical result, with the MPAJA stowing away arms for its post-war insurgency (remove a Supply Cache).

J15. Resettlement Schemes

JAPANESE CAPABILITY



People flee resettlement camps: British may place a Guerrilla in each space with a New Village when Japanese Extract.

Militaryized New Villages: Spaces with New Villages are treated as Neutral during the Propaganda Round.

Tips: The shaded Capability has an effect on the Mobilize and Population Subdued steps of the Propaganda Round.

Background: With the Japanese occupation government brutally extracting resources from captured territories, food shortages broke out. Severe famine plagued many areas of Indochina, furthering operations by the resistance organization known as the Viet Minh. In Malaya the food shortages were less severe, and the Japanese mitigated the problem by forcibly resettling urban population to rural areas to increase food production and lessen demand in cities.

In contrast to the later British New Village counterinsurgency strategy used during the Malayan Emergency (1948-1960), during the Japanese occupation resettlement occurred primarily to increase food production. Only a few of the resettlement sites were formed to undermine rural support for the MPAJA insurgency, with the shaded effect broadening the military use of resettlement to target rural opposition. Regardless of its rationale, forced resettlement remained deeply unpopular for those relocated, leading some to escape and join the insurgency (unshaded effect). The image on the card does in fact depict a later British New Village in Malaya, as we were unable to find any images of wartime Japanese New Villages.

J16. Freddie Spencer Chapman

Operatives hidden by MPAJA: British may place or move 2 Force 136 markers to any spaces with Jungle Camps.

Guerrillas refuse to cooperate: Remove a Jungle Camp from a space with Force 136, then conceal 1 Intel chit.

Tips: The unshaded effect could place one Force 136 marker and move another if desired, or place two or move two.

Background: Freddie Spencer Chapman was a British Special Operative Executive (SOE) officer who helped set up the Special Training School 101 in Singapore before the war with Japan. During the Japanese invasion of Malaya he ended up behind enemy lines, eventually joining up with MPAJA guerrillas led by Chin Peng (J4). He spent eighteen months with



them before finally reestablishing contact with the British in 1943, after which he continued to work in Malaya as a Force 136 operative until the end of the war.

To organize subversive activities in Axis-occupied territories, the British formed the Special Operations Executive (SOE) in 1940. SOE operatives conducted espionage, sabotage, intelligence gathering, and helped to organize local resistance to occupation forces. In 1940-1941, British forces quickly organized SOE activity in Southeast Asia following the Allies' disastrous defeats and major territorial losses. In Malaya and Burma, SOE agents such as Freddie Spencer Chapman, John Davis (J25), and Lim Bo Seng (J20) infiltrated behind enemy lines to link up with local resistance fighters.

The unshaded effect represents locals helping SOE agents like Freddie Spencer Chapman avoid Japanese patrols and link up with members of the MPAJA (moving Force 136 to Jungle Camps). In contrast, the shaded effect illustrates the possibility of locals refusing to help foreign agents who attracted brutal Japanese reprisals. The lack of local cooperation would quickly lead to operatives being captured and hinder intelligence gathering.

J17. Burma Theater

Major victories divert resources: Shift Operation Zipper 1 step toward Delay, then place 3 Troops on this card. Return the Troops to Kuala Lumpur during next Reset Phase.

Tips: Either player may wish to execute this Event.

Background: The China Burma India (CBI) theater remained one of the key fronts in the Allied war against Japan, particularly for Commonwealth forces. Japanese advances in the theater threatened the security of India and the flow of Allied supplies to the Nationalist forces in China. Each side achieved major victories in the CBI theater over the course of the war, which could force the redeployment of troops from military operations in Malaya, such as Allied forces being reserved for Operation Zipper or Japanese forces devoted to pacifying the peninsula.

J18. Thai Administration

Unpopular with Malays: British may place up to 3 non-MPAJA Guerrillas in Provinces adjacent to Thailand.

Takes over northern states: Japanese may remove 1 Guerrilla from each space adjacent to Thailand, then must relocate any Troops in those spaces to Kuala Lumpur.

Tips: The shaded effect may even remove Underground Guerrillas.

Background: In 1943, Japan ceded the four northern states of Malaya (Kedah, Perlis, Kelantan, and Trengganu) to its ally Thailand, represented on this card with a portrait of wartime Thai leader Plaek Phibunsongkhram. However, Japanese forces and Kempeitai officers could still operate there and the Japanese retained control of the strategic infrastructure in the Thai-administered states (hence why the game does not remove those spaces from play).

The shaded effect reflects Japanese forces launching operations (removing one Guerrilla from each space) and then redeploying out of the northern states (returning to Kuala Lumpur). However, the ceding of states to Thai authority was unpopular with Malay elites, driving them to support the insurgency (placing non-MPAJA Guerrillas) rather than collaborating with Japan (J21).

J19. Radios

BRITISH CAPABILITY



Regular intelligence updates: Gather may select up to 3 spaces with Force 136.

Communications down: Gather may only use Guerrillas adjacent to 1 selected space.

Tips: If the shaded Capability is in effect, Gather may still use Guerrillas in each selected space, but only use Guerrillas adjacent to one of the selected spaces.

Background: Radios were a critical piece of equipment for Force 136 as they offered one of the only means of regularly communicating with South East Asia Command (J7) to request additional supplies, coordinate activities, and pass along intelligence. The loss of radios meant long periods of no communication with Force 136, leading Allied command to wonder about the fate of their operatives. The unshaded effect enhances the British player's ability to pass on intelligence (Gather Special Activity) while the shaded effect illustrates the severe hindrances to intelligence gathering caused by the loss of radio equipment.

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J20. Lim Bo Seng

Contacts in Singapore: Remove a Force 136 marker to reveal any 2 Intel chits.

Tortured by Kempeitai: Remove a Force 136 marker and a concealed Intel chit, then reduce Resistance by its value.

Tips: An Intel chit removed by the shaded effect should be revealed and then set to one side – it will be placed back on the map during the next Reset Phase.

Background: Lim Bo Seng, a Nationalist Chinese agent serving with British Force 136, was one of the operatives infiltrated into Malaya to conduct subversive activities against the Japanese. Despite the incredible risks, Lim Bo Seng conducted many missions, including in Singapore. In 1944 he was captured by the Japanese. He refused to break under torture, eventually dying in captivity in June 1944. Lim Bo Seng is commemorated as a hero in Malaya and Singapore, with a memorial located in Singapore's Esplanade Park.



The unshaded effect allows the British player to gain intelligence (reveal Intel chits) from Lim Bo Seng's contacts in Singapore, at the cost of temporarily devoting a Force 136 marker to this mission. The shaded effect shows how brutal Kempeitai torture (J29) of Force 136 operatives could block their espionage activities by revealing the location of their informants and the types of information the Allies sought to collect.

J21. Malay Collaboration

Malays form guerrilla groups: British may place all non-MPAJA Guerrillas in any spaces.

Collaborate with Japanese: Place 1 Police each in any 3 Provinces, then Eliminate in 1 Province with Police and Kempeitai.

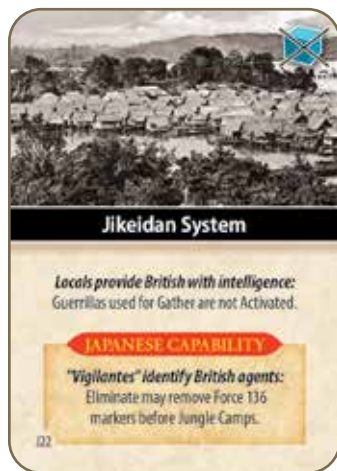
Tips: None.

Background: Many among the Malay majority collaborated with the Japanese occupation government after the embarrassing British military defeat in December 1941. In the early 1940s, the victorious Japanese seemed to offer a better route for nationalists than joining resistance movements that would simply restore western colonial rule. The Japanese, stretched across many fronts and occupied territories, needed the collaboration of local elites to have any means of extending administration and security into rural areas.

The shaded effect reflects the Malay collaboration with the formation of local auxiliary forces (J30) and the provision of information from collaborating locals to the Kempeitai secret police (J29). The unshaded effect illustrates the small Malay resistance groups who formed to fight the Japanese.

J22. Jikeidan System

JAPANESE CAPABILITY



Locals provide British with intelligence: Guerrillas used for Gather are not Activated.

"Vigilantes" identify British agents: Eliminate may remove Force 136 markers before Jungle Camps.

Tips: None.

Background: Jikeidan, Japanese for "vigilante group", was a system organized in occupied areas to help the Japanese occupation forces maintain control over local

communities. The jikeidan system expected civilians to report on resistance groups and prevent their activities. Any communities failing to live up to their duties could face severe collective punishments. By 1944, the system extended throughout the Malayan peninsula, with major organizations in Perak, Penang, Malacca, Selangor, and Singapore. Despite the threat, many communities decided to at least passively support the resistance, refusing to give up guerrillas or Force 136 operatives.

The two effects of this Capability Event represent the varying effectiveness of the jikeidan system. The unshaded effect, favoring the British player, allows Guerrillas to collect intelligence more covertly through tips from the local population. The shaded effect eases the Kempeitai's efforts in removing Force 136 markers as local civilians follow the jikeidan system and report on Allied infiltration attempts.

J23. Allied Bombing

Devastates railway network: British may place Sabotage markers on any 2 Railways.

Anger at collateral damage: Remove Opposition from 2 Provinces adjacent to Railways with Sabotage markers.

Tips: The unshaded effect can place Sabotage markers on Railways that already have them.

Background: To deny the Japanese resources and the use of captured transportation networks, Allied bombers struck targets within occupied territories. The unshaded effect aids the British player by damaging the railway network through aerial bombing, undermining the extraction and transportation of supplies. However, allied bombing could also cause significant collateral damage to the occupied population, particularly since laborers were kept in camps near railways (J12). Collateral damage could undermine the population's sympathy for resistance groups associated with the Allies (shaded effect).

J24. Victory in Europe



Resources to the Pacific: Shift Operation Zipper 1 step toward Ready, then British may Supply.

Cold War tensions loom: Reduce Resistance by 1 for each space with Force 136 and a Jungle Camp.

Tips: None.

Background: Events in Europe could impact the resources available for the war in the Pacific. Allied forces aimed to first achieve victory

in the European theater before pivoting their focus to the Pacific. The unshaded effect represents how a quicker Allied battlefield victory in Europe could expedite the shift of resources to winning the fight against the Japanese.

However, as victory in Europe approached, tensions between the Western Allies and the Soviet Union over the post-war order could undermine cooperation between ideologically opposed allies in Axis-occupied territories (see GMT's *Churchill* for an overview). The shaded effect models a possible collapse in cooperation between the MPAJA and Force 136 as each side prepares for a post-war clash (J14).



J25. John Davis

Meets with Chin Peng: British may Contact then conduct any Special Activity.

Loses contact with command: Remove a Force 136 marker to this card. Return it to any Province with a Jungle Camp during next Reset Phase, or to Available if none.

Tips: None.

Background: During the period of Japanese occupation, British officer John Davis served as the key Force 136 operative (pictured on the card with Lim Bo Seng, J20). Davis infiltrated into Malaya by submarine as part of Operation Gustavus (J28) and played a critical role in negotiating an agreement with the MPAJA (J27). Davis became friends with the MPAJA's leader Chin Peng (J4), who led the post-war insurgency against British rule. The unshaded effect illustrates Davis' interactions with Chin Peng allowing the British to contact the MPAJA and then secure equipment from higher command (Supply), collecting intelligence on Japanese forces (Gather), or organizing daring attacks (Raid).

The shaded effect illustrates the difficulty of issuing commands when Force 136 lost its transmission equipment (J19), forcing the British to rely on the MPAJA's much slower courier system. Additionally, without radios, Davis could only get information to high command by meeting up with submarine infiltration groups (J28).

J26. Subhas Chandra Bose

Assassination attempt: British may Ambush in 1 space with Troops, rolling to move Troops. If successful, increase Resistance by 2 instead of moving any Troops.

Indian National Army: Japanese may Sweep in 2 spaces, treating Police as Troops.

Tips: The shaded effect may move in Police from adjacent spaces.

Background: In October 1943 Subhas Chandra Bose formed the Provisional Government of Free India. Bose, an Indian nationalist, saw aligning with the Japanese as the best means of ensuring Indian independence. In occupied Malaya Indians became exempt from labor recruitment (J12). However, many were instead expected to serve in the Indian National Army (INA) as an auxiliary force for the Japanese in Malaya and the Burma Campaign (J17). The shaded effect represents the better trained INA units being deployed to combat resistance groups, allowing the Japanese to use locally recruited forces (Police) as more conventional forces (Troops).

There is evidence that agents of the Special Operations Executive were tasked by London with assassinating Bose, possibly on one of his visits to Malaya. Despite many earlier assassination attempts, Bose did not die until a plane crash in August 1945. The unshaded effect reflects an SOE assassination attempt on Bose in a daring act of resistance.

J27. Jungle Conference

BRITISH CAPABILITY

Agreement with MCP: Ambush and Sabotage Operations may each select 1 additional space without Force 136.

Discourages opposition: Each Supply removes Opposition from 1 selected space (if possible).

Tips: The unshaded Capability would allow British to select up to four spaces for Ambush and Sabotage if all three Force 136 markers are on the map. If the shaded Capability is in effect, British may choose which Opposition marker to remove, but must remove one if possible.

Background: In December 1943 a contingent of Force 136 operatives led by John Davis (J25) met with representatives from the MPAJA to reach an agreement for coordinating activity against the Japanese. Putting post-war issues aside, the two sides successfully negotiated the "Blantan Agreement". The agreement had the MPAJA provide manpower and ensure the local population's cooperation with the eventual British reconquest of Malaya in exchange for the British providing equipment and training for the guerrillas.

This Capability Event determines whether the British manage to successfully hash out an agreement with their possible future enemies, the Malayan Communist Party (MCP). The unshaded effect allows the British player to select spaces for Ambush or Sabotage without the need for British operatives (Force 136) there. The shaded effect reflects how the agreement ignored post-war issues, including the independence of Malaya, possibly undermining popular support for the insurgency (removing Opposition).

J28. Operation Gustavus

Submarine landings: Place a Force 136 marker and a Supply Cache in any Province with a Jungle Camp.

Japanese naval patrols: Remove a Force 136 marker or Supply Cache from a Province with or adjacent to Troops.

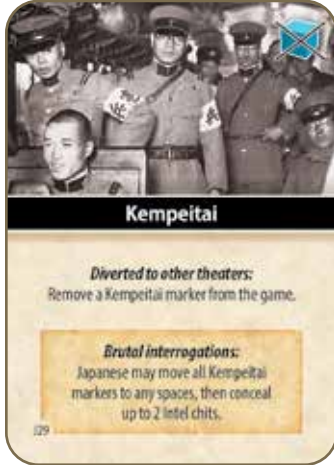
Tips: None.

Background: Operation Gustavus infiltrated Force 136 operatives into Malaya using submarines. Operatives such as John Davis (J25) and Lim Bo Seng (J20) arrived through Gustavus I. Additional Gustavus operations ferried operatives in and out while bringing essential supplies, including radios (J19). The unshaded effect allows the British player to place operatives (Force 136) and equipment (Supply Cache) in any Province on the map to reflect a submarine landing.

The Japanese aimed to counter submarine landings either through naval patrols or by the Kempeitai (J29) collecting intelligence on the planned landing sites. The shaded effect represents a failed landing with a recently landed operative and equipment being captured by Japanese patrols.



J29. Kempeitai



Diverted to other theaters: Remove a Kempeitai marker from the game.

Brutal interrogations: Japanese may move all Kempeitai markers to any spaces, then conceal up to 2 Intel chits.

Tips: A Kempeitai marker removed from the game by the unshaded effect may never be returned and permanently reduces the Japanese to two total Kempeitai.

Background: During World

War II the Kempeitai operated as the Japanese secret police, with tens of thousands of officers spread throughout occupied areas. The Kempeitai conducted counter-espionage operations against subversive resistance activities, and was infamous for its use of torture and reprisals against suspected civilian communities. The shaded effect illustrates the Kempeitai's use of torture to crack down on Allied espionage (concealing Intel chits). However, with demands for Kempeitai personnel in Burma, China, Manchuria, and the Philippines, developments elsewhere could force the relocation of units serving in Malaya (unshaded effect).

J30. Malayan Volunteer Corps

Intimidated by guerrillas: Remove 1 Police each from up to 3 spaces with Guerrillas and Opposition.

Local defense forces: Place 1 Police in each space with Troops.

Tips: None.

Background: The Japanese encouraged the formation of the Malayan Volunteer Corps, a police force made of local Malay nationalists who viewed the occupation as a means of ending British rule (J21). This auxiliary Malay force allowed the Japanese to establish a lasting presence in rural areas (shaded effect). The Malayan Volunteer Corps largely restricted their activities to static defense and serving as guides. In late 1944, the mass participation of Malay communities led to the creation of a Malay Women's Auxiliary Corps, providing the Japanese occupation government with even greater local presence.

The MPAJA targeted Malay collaborators, referring to them as "running dogs" to discourage others from working with the Japanese (unshaded effect). The MPAJA's assault on Malay collaborators continued into the immediate post-war period as the resistance took revenge against collaborators. The role of the Malay majority in the occupation police force worsened relations with Chinese rural communities, who became the key support group for the post-war MCP insurgency depicted in *The British Way: Malaya*. In that conflict, Malays also served extensively as police on the side of the British counterinsurgents.

J31. Comfort Women

Demands resisted: Reduce Japanese Resources by 1 for each space with Troops and Opposition.

Forced compliance: Increase Japanese Resources by 1 for each space with Troops.

Tips: None.

Background: One of the most horrendous Japanese acts in occupied areas was the impressment of women and girls into sexual slavery for the Japanese army, euphemistically referred to as "comfort women". The Japanese military forced several hundred thousand into service, particularly from Korea. Such practices also occurred in Malaya and Singapore.

Although card "effects" for such a brutal practice in a game focused on military strategies are difficult to represent in any meaningful sense, this Event reflects the multifaceted nature of the Japanese "Extract" Special Activity that exploits the occupied population to further their war effort (shaded effect). As with other extraction policies, widespread enslavement of women could drive individuals to join the insurgency (unshaded effect).

J32. MPAJU

Supply jungle camps: British may place an MPAJA Guerrilla in each space with a Jungle Camp and Opposition.

Exposed to reprisals: Japanese may Limited Sweep then Reprisal in 1 Province adjacent to a Railway with a Sabotage marker.

Tips: None.

Background: As with many insurgencies, the MPAJA possessed a dedicated civilian support network, known as the Malayan People's Anti-Japanese Union (MPAJU). The civilian network provided supplies, raised funds, and gathered intelligence. The MPAJU also sent out feelers to Indian (J26), Chinese (J3), and Malay (J21) officials collaborating with the Japanese to establish avenues for infiltrating the occupation government. The two card effects reflect how the MPAJU could expand the insurgency's ability to operate (unshaded effect) but at the risk of attracting Japanese reprisals against communities near insurgent activity (shaded effect).

J33, J34, J35. Propaganda!

Background: Operation Zipper, the British plan for the reconquest of Malaya and Singapore, never occurred historically because of the Japanese surrender following the atomic bombings of Hiroshima and Nagasaki (J9). In September 1945 British forces landed and took over control of Kuala Lumpur. However, their arrival was both delayed and disorganized, and much of the countryside fell to the MPAJA. Descending from the hills, the MPAJA seized Japanese armories and pursued revenge against those who had collaborated with the occupation forces. Following the war, rising labor unrest and British crackdowns eventually led to a resumption of insurgent activity, now against British rule, as depicted in *The British Way: Malaya*.



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 and Supply Caches. (1.4.3)

Adjacent: Spaces next to each other for actions or Events. (1.3.7)

Ambush: British Operation to remove Police and displace Troops and Kempeitai. (3.2.4)

Assault: Japanese Operation to remove Active British pieces. (3.3.4)

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

British: A Faction committed to resisting the Japanese occupation of Malaya. (1.5)

Campaign: Event card series leading up to a Propaganda Round. (2.5)

Capability Events: Events with a lasting effect on the game. (5.3)

Construct: Japanese Operation to remove Sabotage and place New Villages. (3.3.2)

Contact: British Operation to place and move Force 136 markers and non-MPAJA Guerrillas. (3.2.2)

Cube: Japanese Troops or Police piece. (1.4)

Cylinder: Token to mark Japanese Resources or a Faction's Eligibility on the Initiative Track. (1.7, 2.4)

Deploy: Japanese Operation to place Police and reposition Kempeitai. (3.3.1)

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

Economic Center: Special areas used by the Japanese to generate Resources using Extract. (1.3.5)

Eliminate: Japanese Special Activity to remove Jungle Camps and Force 136, and to conceal Intel chits. (4.3.3)

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

Execute: Implement Event or conduct Operation or Special Activity. (2.4)

Extract: Japanese Special Activity to gain Resources. (4.3.1)

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

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

Force 136: Marker indicating presence of British operatives, not a forces piece. (1.9)

Forces: Troops, Police, Guerrillas, and Supply Caches. (1.4)

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

Gather: British Special Activity to reveal Intel chits. (4.2.2)

Guerrilla: Mobile British forces that are required for several Operations and Special Activities, either MPAJA or non-MPAJA, 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. (2.4)

Intel chit: Marker placed in each map space, indicating value of intelligence there. (1.11)

Japanese: A Faction committed to occupying Malaya, suppressing resistance, and extracting resources. (1.5)

Jungle Camp: Marker indicating presence of MPAJA camp, not a forces piece. (1.10)

Kempaitai: Marker indicating presence of Japanese secret police, not a forces piece. (1.8)

Kuala Lumpur: Urban space. (1.3.4)

Limited Operation: Operation with no Special Activity, only in one space for Japanese. (2.4.4)

Mandatory Event: Event with an immediate effect before either player acts. (5.4)

MPAJA Card Icon: Icon indicating an immediate effect when each Event card is revealed. (5.5)

MPAJA Phase: Propaganda Round phase in which MPAJA actions take place. (6.1)

New Village: Marker placed by Japanese Construct that enhances Extract. (1.15)

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

Operation Zipper Track: Track indicating progress towards Operation Zipper, the planned British invasion of Japanese-occupied Malaya. Advancing the track releases additional Supply Caches and enhances the Supply and Raid Special Activities. (6.7)

Opposition: A space's Population favoring the British and MPAJA. (1.6)

Pass: Forgo the action in the selected Initiative Track box to either Contact as British or Limited Deploy as Japanese. (2.4.3)

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: Japanese forces that provide static defense and may not be moved. (1.4)

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

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

Raid: British Special Activity to strike spaces adjacent to Supply Caches. (4.2.3)

Railway: Markers on borders between Provinces. (1.3.6)

Redeploy Phase: Propaganda Round phase in which British and Japanese move pieces. (6.5)

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

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

Reprisal: Japanese Special Activity to place Terror, remove Opposition, and displace Guerrillas. (4.3.2)

Reset Phase: Propaganda Round phase to ready for the next card. (6.6)

Resistance: Marker on edge track indicating resistance to the Japanese occupation, position determines victory. (1.13, 7.0)

Resistance Phase: Propaganda Round phase in which Resistance is adjusted. (6.2)

Resources Phase: Propaganda Round phase in which British and Japanese may place Opposition or Construct. (6.3)

Sabotage: British Operation to place Sabotage markers on Railways. (3.2.3)

Sabotage marker: Marker placed by British Operations and Events. (1.12)

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

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

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

Stacking: A limit of one Supply Cache, one Jungle Camp, and one New Village in a space. (1.4.2)

Supply: British Special Activity to replace Jungle Camps with Supply Caches. (4.2.1)

Supply Cache: Static British forces that improve Train and whose presence in Malaya affects Resistance during the Propaganda Round. (1.4, 3.2.1, 7.0)

Support Phase: Propaganda Round phase in which British may Supply and Japanese may Reprisal. (6.4)

Sweep: Japanese Operation to move Troops to adjacent spaces and Activate Guerrillas. (3.3.3)

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

Terror marker: Marker placed by Reprisal and some Events that prevents Opposition being placed. (1.12)

Thailand: Foreign country area that is out of play and may not be entered. (1.3.3)

Train: British Operation to place Guerrillas. (3.2.1)

Troops: Japanese forces that may Sweep, Assault, and Reprisal. (1.4)

Underground: Guerrillas, symbol end down: Underground Guerrillas are not usually subject to removal from Assault and are capable of Sabotage and Ambush. (1.4.3)

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



Setup Instructions (2.1)



Japanese Occupation: 1942-1945

Deck Preparation. Gather the *Japanese Occupation* 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 three 7-card piles to form the complete Event Deck of 21 cards.

Place the Operation Zipper Track and Japanese Available Forces overlay tiles on the map. Place the 9 Intel chits into a cup or container for random drawing.

NOTE: The Japanese only use 6 blue Police cubes. The British only use 10 red octagonal cylinders (MPAJA Guerrillas), 4 blue octagonal cylinders (non-MPAJA Guerrillas), and 5 red discs (Supply Caches).

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

- **Operation Zipper:** Delay (with 2 Supply Caches on the track)
- **Resistance:** 2
- **Japanese Resources:** 0
- **Initiative:** British 1st Eligible, Japanese 2nd Eligible
- **Starred Railways:**
 - ◇ Thailand-Kedah Border
 - ◇ Thailand-Kelantan Border
 - ◇ Negri Sembilan-Johore Border
 - ◇ Pahang-Johore Border

- **Non-Starred Railways:**
 - ◇ Thailand-Perak Border
 - ◇ Perak-Kelantan Border
 - ◇ Perak-Pahang-Selangor Border
 - ◇ Negri Sembilan-Pahang Border
- **Intel Chits:** Draw and place a random Intel chit facedown in the “Uncontrolled” space of each Province and Kuala Lumpur.

Available:

Japanese—3 Police, 4 New Villages

British—2 Supply Caches, 4 MPAJA Guerrillas, 2 non-MPAJA Guerrillas, 1 Jungle Camp, 1 Force 136

Thailand:

Out of Play marker

Kedah:

Neutral

British—1 non-MPAJA Guerrilla

Perak:

Opposition

Japanese—3 Troops, 1 Police, 1 Kempeitai

British—1 Supply Cache, 2 MPAJA Guerrillas, 1 Jungle Camp, 1 Force 136

Kelantan:

Neutral

British—1 non-MPAJA Guerrilla

Trengganu:

Neutral

Pahang:

Neutral

British—1 MPAJA Guerrilla

Selangor:

Neutral

Kuala Lumpur:

Neutral

Japanese—3 Troops, 1 Police, 1 Kempeitai

Negri Sembilan:

Neutral

British—1 MPAJA Guerrilla, 1 Jungle Camp, 1 Force 136

Johore:

Opposition

Japanese—3 Troops, 1 Police, 1 Kempeitai

British—2 MPAJA Guerrillas, 1 Jungle Camp

Each Economic Center:

Japanese—3 Troops

