

COMMONWEALTH ARMY FIELD GUIDE



Order of Battle	(Basic)	(Advanced)
Tank Troop (Str:9)	x1	x2
Infantry Battalion (Str:8)	x1	x2
Infantry Company (Str:7)	x2	x3
Conscript Platoon (Str:6)	x3	x4
Anti-Air Guns (Str:5)	x3	x4
Recon Troopers (Str:4)	x5	x6
Combat Engineers (Str:3)	x5	x6
Bomber (Str:2)	x1	x1
Artillery (Str:2)	x1	x2
Anti-Tank Team (Str:1)	x2	x3
Mine Field (Str:X)	x5	x6
Headquarters (Str:0)	x1	x1

Beginner's Suggested Army Deployment



Air Reconnaissance Photo by RAF Hurricanes

THE IMPREGNABLE FORTRESS

RULEBOOK

Overview

The Impregnable Fortress is a two player game that recreates the Battle of Singapore in January 1942. One player plays as British General Arthur Percival, commanding the Commonwealth forces defending Singapore, and the other plays as General Tomoyuki Yamashita, commander of the invading Japanese forces.

Game Objective

The winner of the game is the first player that locates and captures the other player's Headquarters (HQ). To achieve this, players have to position their troops to defeat the enemy in battle on a map spanning Singapore and Southern Johore. Once a player moves a piece into a hex containing the enemy HQ, the game is over and that player wins the game.

Objective of the game - capture your opponent's HQ by moving a piece into the same hex as the HQ



BASIC GAME RULES

To start the basic game, each player takes out the thirty (30) basic game pieces and deploys them in their respective starting zones. The Japanese starting zone is in Southern Johore, and the Commonwealth starting zone is in Singapore. The thirty basic Japanese pieces are all coloured light red, while the thirty basic Commonwealth pieces are all coloured light blue. The dark red and dark blue pieces are **not** used for the Basic Game.



Light coloured pieces for use in the Basic Game



Dark coloured pieces for use in the Advanced Game

The Japanese player must place all thirty pieces in the red hexes, while the Commonwealth player must place all thirty pieces in blue hexes. Both players must place their pieces facing themselves.



No Pieces Inside A White Hex At The Start Of The Game

No pieces must be placed in a white hex at the start of the game. A white hex is defined as a hex that is white on all six sides. A hex with some sides blue and some sides white is considered a blue hex that the Commonwealth player can place a piece in to start the game. A hex with some sides red and some sides white is considered a red hex, and the Japanese player can place a piece here to start the game.



Impassable Hexes

Blue shaded hexes with an "X" inside are impassable hexes. No pieces can start the game inside these hexes and no pieces can move into these hexes during the game.

GENERAL CONCEPTS

Once both players have set up their pieces, the game begins. The Japanese player always starts first.

Movement. Each player takes turns to move one piece one hex at a time, in any direction. All pieces can move except for two types: HQ and Minefields. These two types of pieces, once placed at the start of the game, can never be moved.

Major Road. Pieces can move 2 hexes when moving along the Major Road (marked as “Woodlands Road” on the map board):



SPECIAL MAJOR ROAD MOVEMENT RULE: A piece can move 2 hexes instead of the usual one if it is travelling along the Major Road. For this to happen, the starting hex, middle hex and ending hexes must all be Major Road hexes. A 2-hex move along the Major Road can end with an attack, if an enemy piece occupies the ending hex. The attack is resolved normally (see “Attack”, below).

Pieces cannot “jump” over friendly pieces blocking the middle hex. Pieces can only move 2 hexes if the middle hex is empty.

Attack. When a player moves a piece into a hex occupied by an enemy piece, an “attack” takes place. Players must show their piece to one another, and the highest value piece wins. The winning piece stays in the hex where the attack occurred, and the losing piece is eliminated from the game. If both pieces are of the same value, they are both eliminated.

Special attack rules for Tank Troops. When a Tank Troop (“9”) fights in an attack against an Anti-Tank Team (“1”), the Anti-Tank Team always wins the attack, regardless which piece initiated the attack. The Tank Troop is eliminated from the game.



Will always win an attack against:



Mine Fields. Mine Fields (“X”) are special pieces that cannot move. Any enemy piece moving into a hex containing a Mine Field is automatically eliminated, and the Mine Field remains. The only exception is the Combat Engineer (“3”). If a Combat Engineer moves into a hex with a Mine Field, the Mine Field is eliminated instead and the Combat Engineer remains in the hex.



All units are immediately eliminated if they enter a hex containing a Mine Field.



When a Combat Engineer enters a hex with a Mine Field, the Mine Field is removed, and the Combat Engineer remains.

Losing a turn. If a player has no valid moves left in the game, he has to miss his turn and his opponent can move again. This happens when a player has no movable pieces left in the game, or his movable pieces are trapped behind non-movable pieces.

Ending the game. The first player to move a piece into a hex containing the opponent’s HQ wins the game. Any movable piece can capture the enemy HQ. If both players have no valid moves left (no pieces that can move), the game immediately ends in a draw.

ADVANCED GAME RULES

There are three (3) variant rules for the advanced game. Depending on the type of game, some or all of these rules will be in use.

Players can choose to play any of three types of advanced games:

Advanced Game Level I. Only the *All Special Abilities* variant rule is used.

Advanced Game Level II. Only the *All Special Abilities* and *Build Your Army* variant rules are used.

Advanced Game Level III. All three variant rules are used.

Variant Rules

1. **All Special Abilities.** This variant rule introduces special abilities for the Artillery (“2”), Bomber (“2”), Recon Troopers (“4”), AA Guns (“5”) and Conscript Platoon (“6”).
2. **Build Your Army.** This variant rule allows players to choose their 30-piece army from the master pool of 40 pieces. The dark-coloured pieces are used when this rule is in place.
3. **Politics.** This variant rule introduces Political Points and the use of the Political Cards.

VARIANT RULE 1: ALL SPECIAL ABILITIES

In this variant rule, the following special abilities apply:

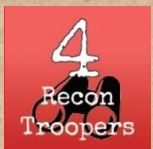
Conscript Platoon (“6”)



Hasty Mine Clearance. This piece can remove a Mine Field by sacrificing itself. BEFORE moving into another hex containing an enemy piece, a player can declare that he is conducting a “Hasty Mine Clearance”. If the enemy piece is a Mine

Field, both the Mine Field and the Conscript Platoon are removed from the game. If the enemy piece is any other unit besides a Mine Field (including an enemy HQ), the Conscript Platoon is eliminated from the game.

Recon Trooper (“4”)



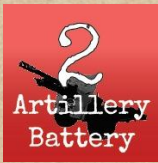
Recon Enemy Positions. When a player declares “Recon Enemy Positions”, his opponent must show the identity of all pieces in hexes adjacent to the Recon Trooper. A Recon Trooper can either (i) move

one hex, (ii) recon without moving, or (iii) move one hex and then recon that same turn. It cannot move after a recon action.

Example:

A Japanese Recon Trooper moves into the hex indicated and conducts a “Recon Enemy Positions” action in the same turn. The Commonwealth player has to show the identities of all three units now adjacent to the Recon Trooper.





Artillery Battery ("2")

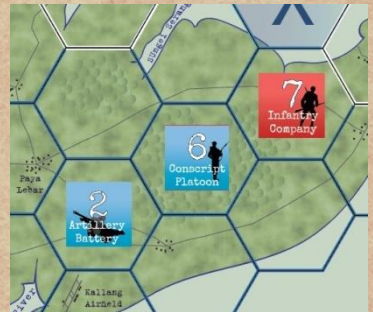
Fire Support. When an attack takes place within two (2) hexes of an Artillery Battery, the player controlling the Battery can declare "Fire Support" for the attack. This does not count as an action, and a player can declare "Fire Support"

even if it is the opponent's turn and the player is the one being attacked. "Fire Support" must be declared BEFORE both pieces are revealed in an attack. The supporting Artillery Battery must be revealed to the opponent at this point.

If the attack takes place in a hex adjacent to the supporting Battery, the friendly piece involved in the attack gains +2 strength bonus for that attack. If the attack takes place two hexes away from the supporting Battery, the friendly piece gains +1 strength bonus for that attack. Each player can only use one Artillery Battery to provide "Fire Support" at any one time, even if that player has more than one Artillery Battery.

Example 1:

A Commonwealth Conscript Platoon ("6") is attacking a Japanese Infantry Company ("7") with an Artillery Battery providing "Fire Support". Because the attack is taking place two hexes away from the Battery (in the Japanese piece's hex), the strength bonus is +1. The Conscript Platoon therefore becomes strength 7. Both pieces are eliminated in the attack as they are of the same strength. The Artillery Battery remains after the attack.



Example 2:

The Japanese Infantry Company ("7") is attacking the Commonwealth Conscript Platoon ("6") instead, with a Commonwealth Artillery Battery providing "Fire Support". Because the attack is taking place adjacent to the Battery (in the Commonwealth piece's hex), the strength bonus is +2. The Conscript Platoon therefore becomes strength 8. The Japanese Infantry Company loses the attack and is eliminated. The Conscript Platoon and Artillery Battery remain.



Bomber Element ("2")

Bombing Run. This allows a player to target any enemy piece on the map to try to destroy it. The player first declares that he is conducting a "Bombing Run". He then reveals the location of the Bomber Element to his opponent. He then

points out the piece on the map that is being bombed. If the piece being bombed is an AA Gun ("5"), the AA Gun is revealed and the Bomber Element is immediately eliminated from the game. If the piece is any other unit except for the AA Gun, both players proceed to pick up the Combat Result tokens to resolve the outcome of the Bombing Run.

A **Successful Combat Result** (see "Combat Result Tokens", below) will have the following effects:

- (a) If the target unit is a piece with strength from 1 to 4 (Anti-Tank Team, Bomber Element, Artillery Battery, Combat Engineer, Recon Trooper), the target piece is immediately eliminated from the game.
- (b) If the target unit is a piece with strength from 6 to 9 (Conscript Platoon, Infantry Company, Infantry Battalion, Tank Troop), or is a Mine Field or HQ, the Bombing Run has no effect. However, the target piece must be revealed to the player doing the bombing.

A Bombing Run counts as the player's action for the turn. Furthermore, players do not earn Political Points for conducting Bombing Runs (see "Political Points", below).

Anti-Air Guns ("5")











Shoot Down Bomber. This piece allows a player to shoot down enemy bombers. If the AA Gun is targeted by an enemy Bomber Element for a Bombing Run, the AA Gun is revealed to the opponent and the Bomber Element is eliminated from the game.

If a hex adjacent to the AA Gun is targeted for a Bombing Run, the AA Gun can perform a "Shoot Down Bomber" action. AFTER the result of the Bombing Run is determined by the players,

the player with the AA Gun can declare the “Shoot Down Bomber” action. The AA Gun is revealed to the opponent, and both players pick up Combat Result tokens. If there is a successful Combat Result (see “Combat Result Tokens”, below) the Bomber Element is immediately eliminated from the game. On an unsuccessful result, nothing happens. Only one AA Gun at a time can try to shoot down a bomber on a Bombing Run.

Combat Result Tokens

These are used to resolve Bombing Runs and Shoot Down Bomber actions. Each player picks up a Colour Token in one hand and an Alphabet Token in the other. On a count of three, both players open their hands to reveal the Tokens to each other. If the colours on both Colour Tokens match, and the letters on both Alphabet Tokens match, this is a Successful Combat Result. Any other outcome is a Failed Combat Result.

<i>Player 1</i>	<i>Player 2</i>	<i>Outcome</i>
		<p>Successful Combat Result (for example)</p>
		<p>Failed Combat Result (for example)</p>
		<p>Failed Combat Result (for example)</p>
		<p>Failed Combat Result (for example)</p>

In other words, for a Successful Combat Result, there must be an exact match of all four tokens.

VARIANT RULE 2: BUILD YOUR ARMY

For this variant rule, players do not need to start with the default 30 pieces from the basic game. Instead, they can choose any 30 pieces out of a pool of 40 pieces to start the game. For this, the dark blue and dark red pieces are used to add to the basic pieces to give each player 40 pieces to choose from.

VARIANT RULE 3: POLITICS

For this variant rule, players earn one Political Point at the end of their turn if they initiated an attack on that turn (regardless of the outcome of the attack).

Bombing Runs and *Shoot Down Bomber* actions do not earn Political Points. Points are used to buy cards and use cards.



Political
Point

CARDS

Draw. Each turn, a player can spend 2 Political Points to draw a card from his own card pile at the start of his turn. He can only buy one card every turn.

Play. A player can use any card at any time in the game, whether on his turn or defending from an attack, by declaring the card to the opponent and paying the stated Political Point cost on the card. The cost of playing a card is stated in the yellow star on the card.



Cards that are used are discarded and cannot be used any more in the game. A player can play more than one card at any given moment, as long as he has sufficient points.

Hold. No player can hold more than 7 cards in his hands at any time. To draw a new card if a player already holds 7, the player must discard a card at the start of his turn.

Additional Information located on the Internet

Each card has a QR code on the reverse side. When scanned on a mobile phone, this brings up a webpage with more info about this card.

Players can clarify how the card is to be used by going to this webpage. They can also learn more about the historical event or person that is referred to on the card.



Credits

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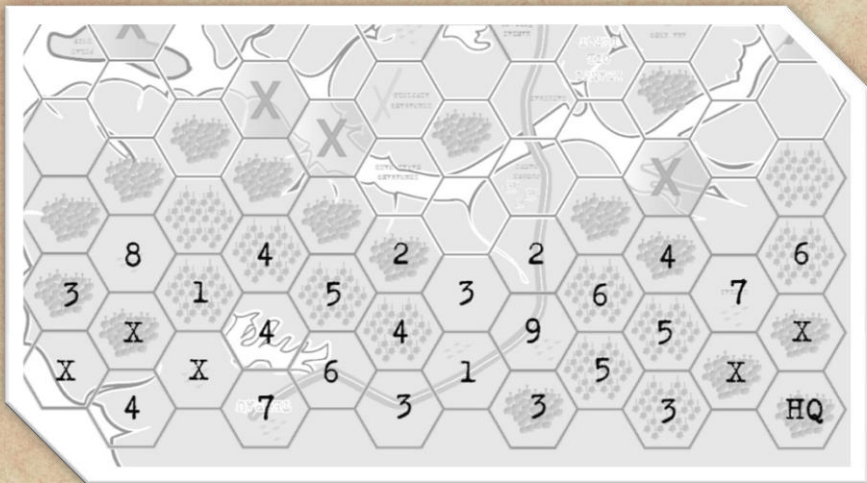


JAPANESE ARMY FIELD GUIDE



Order of Battle	(Basic)	(Advanced)
Tank Troop (Str:9)	x1	x2
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Infantry Company (Str:7)	x2	x3
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Recon Troopers (Str:4)	x5	x6
Combat Engineers (Str:3)	x5	x6
Bomber (Str:2)	x1	x2
Artillery (Str:2)	x1	x1
Anti-Tank Team (Str:1)	x2	x3
Mine Field (Str:X)	x5	x6
Headquarters (Str:0)	x1	x1

Beginner's Suggested Army Deployment



Air Reconnaissance Photo by IJN Zeros