

S3 #120 - Fall of Malaya - Malaysia Dec 1941- Jan 1942

Game Settings

- **Allied Players**(green) - 14 est
- **Axis Players**(gold) - 17 + est (any stragglers will be added to the Axis team.)
- **Icons** - d20 friendly, d8 range, d1 enemy name
- **Winds** - none
- **Clouds** - None
- **Radar** - **15** miles No NOE
- **Flak** - all Flak is limited to 30,000ft in height.
- **Allied Airfields** Green
- **Axis Airfields** Red
- **Rebuild Time** - 300 mins
- **Game Length** - 180 mins
- **Lives** - 3 lives per frame
- **Game Scale** - 1 squad = 1 historical unit and 1 frame = 1 day of operations.

Basic Rules

Initial Format - **subject to change before the first frame.**

Start Times - each frame uses the following schedule;

- T+0 - All aircraft may launch
- T+160 - Dusk, last surface attacks completed all a/c must disengage ASAP.
- T+180 - Near dark, all squads must be in tower or on final.
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Operational Restrictions - sides may engage anywhere on map however only Mission Objectives and killed enemy aircraft gain points.

Bomber Restrictions - all bomber squads must fly together in a historical formation representing a large bomber group. Bombers use regular S3 Login.

Bomber/Strike AI - no bomber AI allowed

Axis Restrictions - Japanese squads will be assigned an airfield. You may launch only from your assigned airfield. You may land and relaunch at any friendly airfield. NO teleporting.

Allied Restrictions - - All allied squads will be assigned aa airfield. You may launch only from your assigned airfield. You may land and relaunch at any friendly airfield. NO teleporting

Scoring - each side scores points for a/c shutdown and pilots KIA. The Experten for both sides are worth more than those new to the game as recorded on the S6. The Allies score more for a/c shutdown than the Axis, especially bombers. The Axis scores points for damaged and destroyed buildings at the mission target sites. Axis scores points for closing field locations, Allied score points for destroying individual objects that would help slow the Axis advance.

Objectives: Each side will be given a MISSION OBJECTIVE for each specific frame. (check the S3 Forum!)

You are responsible for knowing the mission objective BEFORE the event starts. There may be field closures for fields included in your weekly Mission Objectives, however there will be no trooping. Front lines will automatically move each week as per the historical battle.

Hidden Rules - each side will have some basic deployment rules and clarifications to the above rules.

Victory Conditions - Victory conditions are cumulative and a winner is declared only after all the frames have been run. The total mission points for both sides are compared after 5 frames.

- 0-10 point difference is a draw
- 11-30 point difference is a minor victory for the side with the greatest number.
- 31+ is a major victory for the side with the greatest number.
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S3 Clarifications - the S3 staff reserves the right to make a ruling on questions or game situations not answered completely or missed by the rules. For further clarification please post on the S3 forum.