

WWII CAMPAIGNS 1940 1941 1942

by Art Lupinacci



I will be aging myself with this article as an old Grognard but like many of you, I fondly remember the heady days of GDW! I have many of their games in my collection. Like many of you as well, I was delighted to hear that Compass Games was going to republish many of these old GDW classics. That includes the Series 120 line!

For those not “young enough” to remember Series 120, they were introductory level wargames that were designed with the purpose in mind of being easy to get into quickly. They did not have a heavily loaded rules book and they typically had 120 counters and one standard sized map. Most of the games have a rule book that would be equivalent to that of the Russian Campaign 1974 version also published by Compass Games. The series was designed to get you into pushing counters as quickly as possible.

I use the word “introductory” as that was the nomenclature used in the late 1970’s and early 1980’s by Game Designer’s Workshop to differentiate these games from games that had a substantially larger amount of rules, more counters and required a large investment of money, time and space to play. These are solid games with excellent rules designed to be enjoyed on your kitchen table, which can be set up, played and taken down in about 2 hours. Hence, the name, Series 120.

These have been long time favorites with me so you can imagine my excitement when I was allowed to do the artwork for three of the games in the Series!

- 1940—The Battle for France and the Low Countries
- 1941—Operation Barbarossa
- 1942—Japan’s Opening Moves in the Pacific

There were 14 games in this series that I know of that were all (I believe) packaged in what I describe as a half-box, namely a $6 \times 9 \times 1\frac{1}{2}$ " box that typically included a small rule book, map and half counter sheet. The series was unique and novel for the day and the designs have stood the test of time. Enter Compass Games in 2022 and we have a full sized box, $\frac{5}{8}$ " counters and full sized maps for this Reprint. These three games are as the originals with Errata accounted for and updated graphics.

My goal in doing the artwork was to capture the feel and flavor of the late 1970’s and early 1980’s and give the games a bit of a punch by upping the look but still capturing the essence of that time period. GDW had some of the nicest counters of their time. Clearly printed, they used a bold font that was easy to read, they were typically nicely die cut and had a nice thickness to them. I can’t remember ever being disappointed by their product. One thing I found very appealing was how their counters always stood out on the maps. “Busy” was not how I would describe their style. All the artwork I have done over the last two decades have tried to reflect that style, as I was quite impressed by it. When I look at a wargame map, I hope to not see garish graphics for the sake of having something on paper that has almost nothing to do with play, clashing with the most important item on the map ... the counters. This is the philosophy I took in creating the artwork for these three games.

I followed the same reasoning with the maps. I wanted to maintain the style and feel used by GDW but at the same time, punch it up a bit so it has a modern footprint, so to speak. Again, what captured my imagination with this series was its simplicity and elegance from production to play!

The Rule Books

Each game comes with its own Rule Book so that you can pick up the one you want and read and use it for easy reference.

1940 Rule book has 12 pages

1941 Rule book has 12 pages

1942 Rule book has 16 pages

Where errata was discovered, I updated and where color and some embellishment could enhance the user experience, I added it.



Some examples of what is inside in terms of upgraded graphics:

1940 page sample

Allied Marginal Victory:

The Allied player must equal or have more VPs than the German player or defeat the German plan.

Draw:

The German player must have more VPs than the Allied player and successfully accomplish his plan.

German Marginal Victory:

The German player must have more VPs than the Allied player, successfully accomplish his plan, and accomplish either one of the two objectives not chosen at the start of the game.

German Decisive Victory:

The German player must have at least twice as many VPs as the Allied player, successfully accomplish his plan, and accomplish one of the two remaining objectives.

German Strategic Victory:

The German player must fulfill all requirements for a decisive victory and either eliminate 12 or more combat factors of British units or accomplish the third objective.

20. OPTIONS

The following sections provide optional variations to the game. Players may use these to provide variation or additional insight to their games. Each section is separate and, in general, should be used by itself. Both players must agree to an option before it may be used in a game.

The Mechelen Incident

In January 1940, a German major was flying to an important meeting, strayed off course, and accidentally landed in Belgium. He was carrying the German plan of campaign; he and the plans were captured by the Belgians. The Belgians passed the plans to the French, who, believing the German assault was imminent, readied their units to meet the attack. The end result of this incident was that the Germans drew up a new plan of campaign, partially based upon the Allied plans as revealed by their incipient troop movements in January. In game terms, this means that the Allied player must tell the German player which Allied army group will be able to move on game turn 0. The German player may use this information when making his plans and troop assignments.

Belgian Late Alliance

After the Mechelen incident, evidence of the German intention to invade Belgium became overwhelming. However, Belgium adamantly refused to compromise its policy of strict neutrality. This option assumes that

the Belgians decided, at a late date, to ally with France and Britain. In this option, Belgian units may be deployed anywhere inside Belgium by the Allied player. French and British units deploy as normal, but, immediately prior to game turn 0, units of the 1st and 2nd Army Groups may use up to one half their movement factors to move into Belgium. They may not cross army group boundaries. Following this, game turn 0 begins. Luxembourg remains neutral until game turn 0, when it joins the Allies.

French Air Force

A substantial portion of the French Air Force was deployed in southern France and never saw action. It has never been determined why it was not ordered into action. Supposing that it had, add another French air point to the Allies.

21. COLOR CODES



22. ORDER OF APPEARANCE CHART

British:
Turn 2: 1st Armored XX (3-10)
Turn 6: 2nd Armored XX (2-10)

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1941 page sample

1. GAME COMPONENTS

1941 consists of a game map, 120 die-cut counters, this rules booklet, 1 player aid card and a six-sided die.

The Map. The game map portrays the western half of European Soviet Union, where the crucial events of the invasion occurred. Overlaid upon this map is a hexagonal grid which serves to regularize the location and movement of the counters.

Each hexagonal cell (hereafter called a hex) is numbered to assist definition of specific hexes. Half hexes along the edges of the map are considered to be full hexes for all game purposes. The map scale is approximately 41 miles (65 kilometers) per hex.

The Counters. The sheet of counters provides the playing pieces (called units), representing the forces which fought in the campaign. Units are color coded to denote side, nationality, and/or ability.

The German player controls all Axis units:
German units (black printing on gray-green counters) and German-allied units (white printing on gray-green counters).

The Soviet player controls all Soviet units:
Shock armies (white printing on gold-brown counters) and all other;
Soviet units (black printing on gold-brown counters).

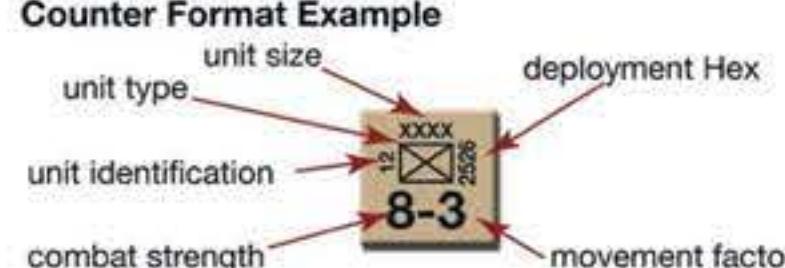
All units on a side are considered to be friendly forces, and all units on the other side are considered to be enemy forces.

The Rules.

This booklet contains all the rules. Charts governing play of the game located on a player aid chart.

The Die. Combat resolution requires a die roll to generate a random number. The die is included in the game for this reason.

Counter Format Example



This particular illustrated unit is the 12th (unit identification) Infantry (unit type) Army (unit size) and starts the game on (deployment hex) hex 2526.

Unit Type Symbols

Armor Type:
Armor (Tank, Panzer)

Infantry Type:
Infantry
Mountain
Shock

Unit Size Symbols

Army XXXX Corps XXX group Group

Unit Abbreviations

Axis:
F Finnish Forces
R Romanian Forces

Soviet:
Cst Coastal
M "Mechanized"
S Shock

2. SEQUENCE OF PLAY

The game is played in a series of game turns, each representing one month of time. Each game turn is composed of a German player turn followed by a Soviet player turn. During the German player turn, the German player is the phasing player and the Soviet player is the non-phasing player. During the Soviet player turn, these roles are reversed. All activity in a player turn is divided into segments and phases, which are executed as follows:

1. Air Segment.
The phasing player may use his air power to negate the air power of the non-phasing player.

2. First Ground Segment.

- A. Movement Phase.

The phasing player may move any or all of his units up to the limits of their movement abilities. Units may move by rail. Reinforcements and replacements may enter play.

- B. Combat Phase.

The phasing player may resolve attacks.

3. Second Ground Segment.

- C. Movement Phase.

The phasing player may move any or all of his units up to the limits of their movement abilities. Units may move by rail.

- D. Combat Phase.

The phasing player may resolve attacks.

Units that move and engage in combat in the first ground segment may move fully and engage in combat in the second ground segment. Since each player has two ground segments in a player turn,

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1942 page sample

COMBAT RESULTS TABLE

Die Combat Odds

Roll	1:1	2:1	3:1	4:1	5:1	6:1
0	AE	AE	AD	AR	-	-
1	AE	AD	AR	-	-	DR
2	AD	AR	-	-	DR	DR
3	AR	-	-	DR	DD	DE
4	-	-	DR	DD	DE	DE
5	-	DR	DD	DE	DE	DS
6	DR	DD	DE	DE	DS	DS
7	DD	DS	DS	DS	DS	DS
8	DS	DS	DS	DS	DS	DS
9	DS	DS	DS	DS	DS	DS
10	DS	DS	DS	DS	DS	DS

An adjusted die roll of less than 0 is treated as 0. An adjusted die roll of greater than 10 is treated as 10.

Attacks at less than 1:1 are not allowed; attacks at greater than 6:1 are treated as 6:1.

Combat results are more fully explained in rule 6.

Units attacking from a fortress are immune to any results affecting the attacker.

TERRAIN COSTS

Terrain has no effect on combat in the usual sense, but units may not normally attack across full sea hex sides.



NMP ALLOWANCES

Japanese (Turn 0)	16
Japanese (Turn 1 and after)	12
British	2
Dutch	2
American	2

HONG KONG ASSAULT TABLE

Turn	Die Roll to Capitulate
0	6
1	5 or greater
2	4 or greater
3	3 or greater
4+	2 or greater

Subject to the provisions of rule 9F.

VICTORY CHART

0 or less — The Allies win the historical campaign. The Allied player wins the game overwhelmingly.

1 to 20 — The historical result of the campaign is undetermined or drawn. The Allied player wins the game.

21 to 40 — The Japanese win the campaign, but only by a narrow margin. The game itself is a draw.

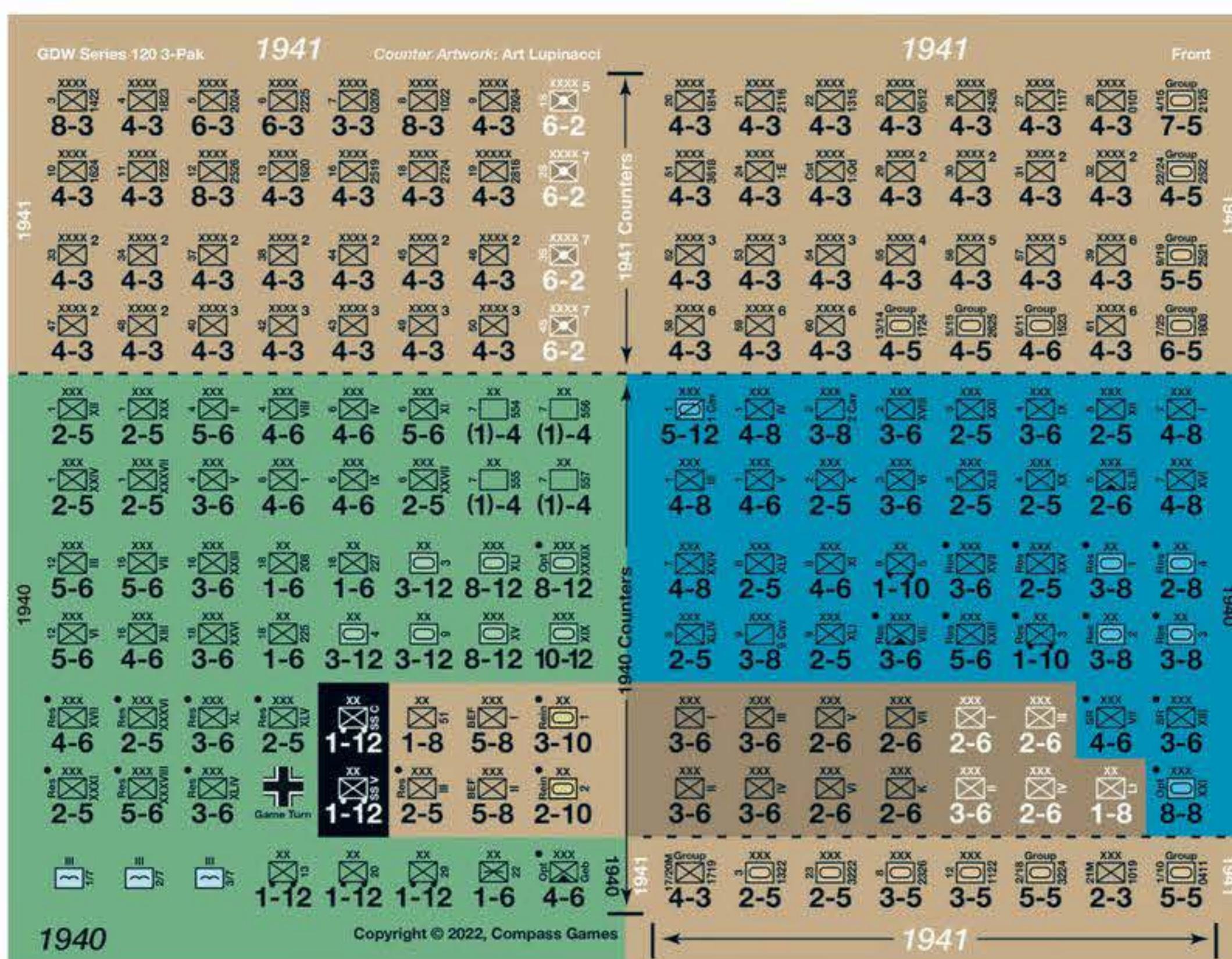
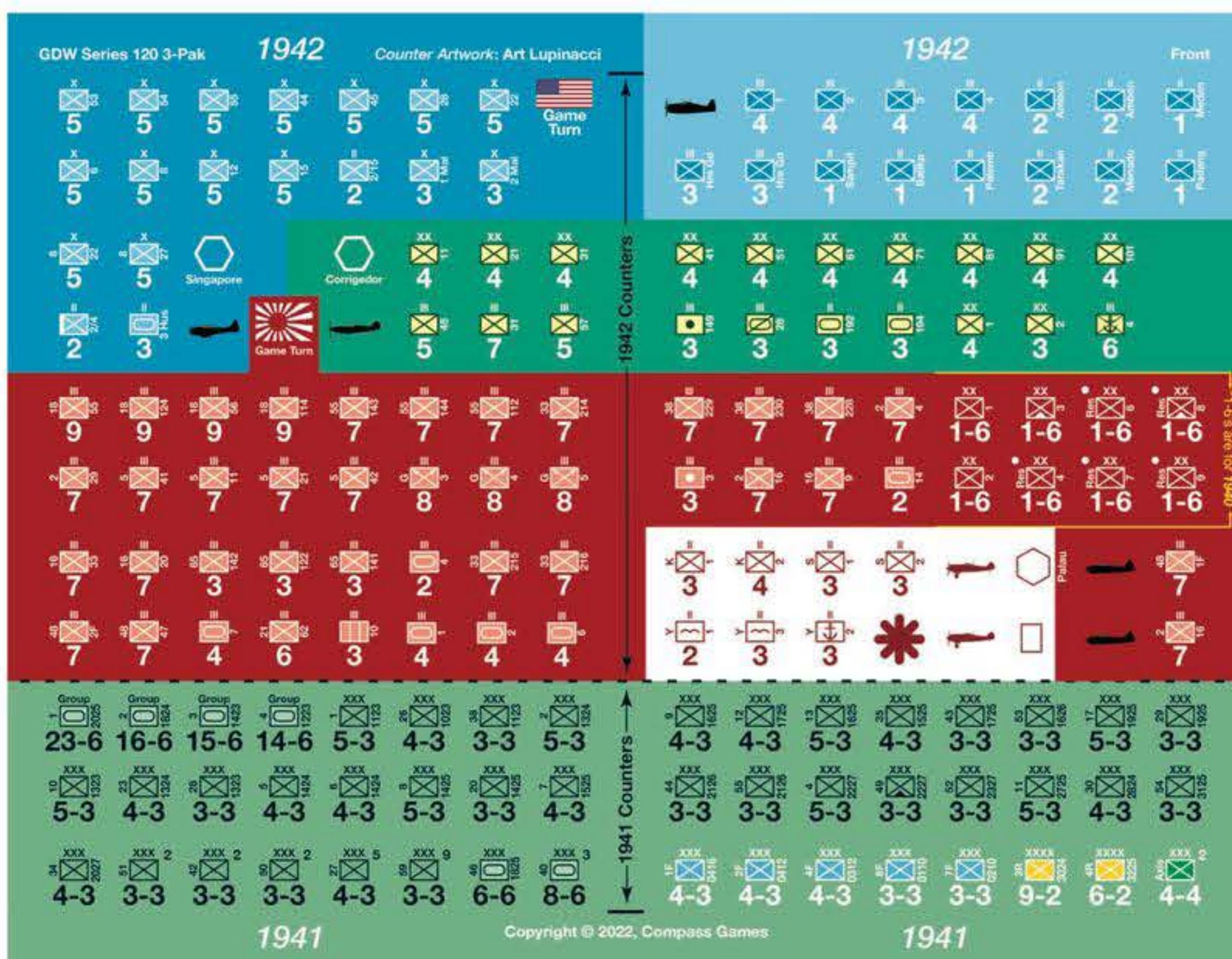
41 to 60 — The Japanese win the campaign; this was the historical result. The Japanese player wins the game.

61 or more — The Japanese win the campaign overwhelmingly. The Japanese player wins the game overwhelmingly.

The Counters

In my opinion, this is one of the benefits of having the Compass Games version, the counters! The new reprint will feature full color 5/8" counters.

The original games came with 1/2" counters. For tired eyes, this is a welcome upgrade. To keep printing costs down and ultimately, the retail price, I managed to get all the counters on two counter sheets! An added design bonus is if you accidentally mix your counters up after they are punched, the back side of each counter has the game they came from, color coded and named, for easy sorting.



1940 counter samples



BACKS of all counters samples



1941 counter samples



1942 counter samples



The Maps

Three maps come with the game in slightly varying sizes and the hexes are generous enough to accommodate the 5/8" counters. [Note: maps displayed here are sized to fit the space on the page. All accommodate 5/8" counters.]





WWII CAMPAIGNS: 1940, 1941, 1942—PAPER WARS



1942

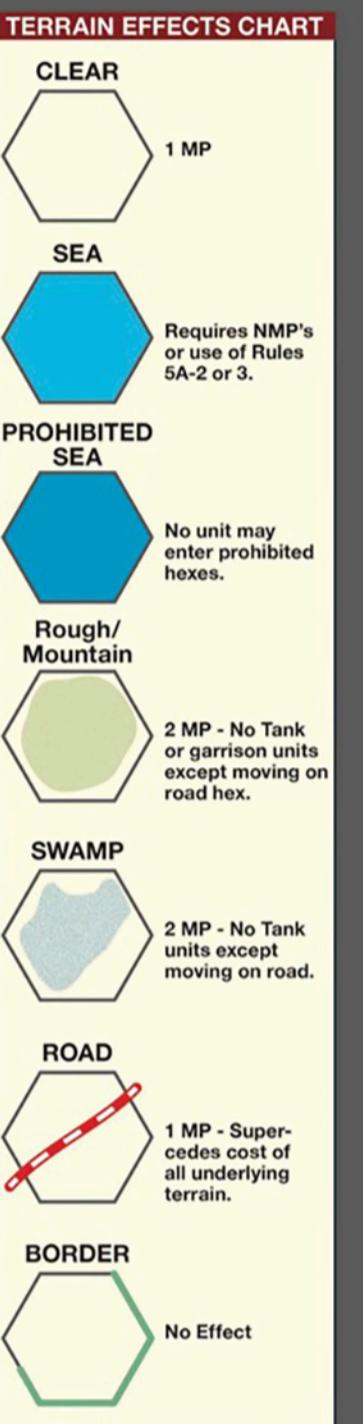
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The Simultaneous Operations Against
Malaya, Java and the Philippines
One hex equals 85 miles.
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TERRAIN EFFECTS CHART

- CLEAR**: 1 MP
- SEA**: Requires NMP's or use of Rules 5A-2 or 3.
- PROHIBITED SEA**: No unit may enter prohibited hexes.
- Rough/Mountain**: 2 MP - No Tank or garrison units except moving on road hex.
- SWAMP**: 2 MP - No Tank units except moving on road.
- ROAD**: 1 MP - Supersedes cost of all underlying terrain.
- BORDER**: No Effect

TURN REDCORD CHART

0	ATTACK
1	DEC 1941
2	JAN 1942
3	JAN 1942
4	FEB 1942
5	FEB 1942
6	MAR 1942
7	MAR 1942
8	APR 1942
9	APR 1942
10	MAY 1942



0	
ATTACK	
1	DEC 1941
2	JAN 1942
3	JAN 1942
4	FEB 1942
5	FEB 1942
6	MAR 1942
7	MAR 1942
8	APR 1942
9	APR 1942
10	MAY 1942

1942

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