

## Juno Beach

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On 6 June 1944, elements of the 3 Canadian Division landed on Juno Beach. This scenario details the North Shore Regiment's attack (supported by tanks from the Fort Garry Horse) on the resort village of St. Aubin-sur-mer in the Nan Red sector on the eastern portion of Juno beach.



**Victory Conditions:** The Canadian player must amphibiously assault the resort village of St. Aubin-sur-mer and achieve the following objectives:

- **Minor Victory:** Capture bunkers and 50% of town.
- **Convincing Victory:** Capture bunkers and town.
- **Major Victory (Historical):** Capture town and move troops off inland (south) edge.

Although the Canadian forces have a significant advantage in troops and materials (4200 points vs. 1700 for the Germans), a major victory will be tricky. The Germans likely won't throw the Allies back into the sea, but delaying the Canadian advance will frustrate the Allied timetable and may give reinforcements time to arrive

**Terrain:** This scenario is designed for 6mm. The game table is 150cm N-S by 120cm E-W (or 5x4 feet). The Canadian enter on the north edge. Working southward, the first 30cm is water (representing moderate to low surf). The next 30cm is the beach, ending in a seawall. A 20cm deep line of pill boxes and bunkers sit in behind the seawall. The remaining 90cm of the board is a flat, grassy area. An overview picture is available at the end of the scenario.

A portion of St. Aubin-sur-Mer sits next to the seawall, in the middle and eastern portions of the board. Behind and to the west of St. Aubin are fields, hedges, trees and some low hills. The road system runs mostly east-west (following the coast which is a prime resort spot) but a single road runs N-S in the middle of the board. Our terrain looks like:





**German Forces:** Sets up on board, south of seawall.

The German troops of the 716th Infantry Division were second-rate but fought well while in fortified positions. The Command rolls for the CO is 9 and the HQ/FO is 8. Troops in the shoreline bunkers, trenches or tunnels (see below) have access to communication facilities and, if the CO/HQ is also in these facilities, ignore the 20cm command radius penalties. The German units comprise:

1 CO, 2 HQs, 2 FOs	6 MGs
1 <sup>st</sup> Platoon (3 squads, 1 MG, 1 mortar)	2 88mm ATGs
2 <sup>nd</sup> Platoon (3 squads, 1 MG, 1 mortar)	3 75mm ATGs
3 <sup>rd</sup> Platoon (3 squads, 1 MG, 1 mortar)	1 truck and 2 Sdkfz 222 armoured cars

The German player has 2 units of 105mm artillery available on any turn when rolling a 1 or 2 on a 1d6. Normal FO rolls are still required.

Starting on turn 6, roll 1d6. Reinforcements arrive on a 6 with the required number dropping 1 per turn thereafter. If reinforcements arrive, roll 1d6 and consult the reinforcement table below. Reinforcements arrive on the road on the south edge of the board. Each type of reinforcement may only arrive once. If selected again, no reinforcements arrive:

**German Reinforcement Table**

Roll	Effect
1	1HQ and 4 squads on foot.
2	1HQ and 4 squads on foot.
3	1 MMG and 1 squad
4	1 STuG 4
5	2 sdkfz 222 armoured cars
6	3 Panzer 4's

The Germans had also riddled the area with tunnels connecting buildings and bunkers. All bunkers and up to four buildings (secretly pre-designated by the German player) are a part of this system. Units can move from any building/bunker to any other as a result of a single command roll, including buildings behind the Canadian front lines. Canadian engineers can disable this tunnel system (one building/bunker at a time) as a result of a single command roll. Canadian troops may not use this system to move.



**Canadian Forces:** Enters sea-side of board.

A Battalion of the North Shore Regiment leads the assault. Command Rolls for the CO is 10 and the HQ/FO/FAO is 9. The beach is divided into three landing zone (LZ), each assaulted by a single company:

**A Company**

1<sup>st</sup> Platoon (1 HQ, 3 squads, 1 engineering squad, 1 MG)

2<sup>nd</sup> Platoon (1 CO, 3 squads, 1 engineering squad, 1 MG)

3<sup>rd</sup> Platoon (1 HQ, 3 squads, 1 MG, 1 Mortar)

**B Company**

1<sup>st</sup> Platoon (1 HQ, 3 squads, 1 engineering squad, 1 MG)

2<sup>nd</sup> Platoon (1 CO, 3 squads, 1 engineering squad, 1 MG)

3<sup>rd</sup> Platoon (1 HQ, 3 squads, 1 MG, 1 Mortar)

**C Company**

1<sup>st</sup> Platoon (1 HQ, 3 squads, 1 engineering squad, 1 MG)

2<sup>nd</sup> Platoon (1 CO, 3 squads, 1 engineering squad, 1 MG)

3<sup>rd</sup> Platoon (1 HQ, 3 squads, 1 MG, 1 Mortar)

Each company lands in three waves of a single platoon on turns 1, 3 and 6 respectively.

The Canadian assault is supported units from the Royal Engineers and C Squadron of the Fort Garry Horse. These land as noted and may be deployed as the Canadian players see fit:

**1<sup>st</sup> Wave (turn 2)**

9 Shermans  
1 forward observer  
1 Sherman flail  
1 Churchill crocodile

**2<sup>nd</sup> Wave (turn 3)**

4 Shermans  
1 forward observer  
1 forward air officer  
1 Sherman flail  
1 Churchill AVRE

**3<sup>rd</sup> Wave (turn 6)**

3 Shermans  
1 Churchill AVRE  
1 Churchill crocodile

The Allied player may call for naval gun -fire as per BKC rules on any phase where the Canadian has an FO on shore and within site of the target. Normal FO rolls are still required.

The Allied player has air support (Typhoons) available every turn when rolling >2 on 1d6. Normal FAO rolls are still required.

When a Canadian company sustains 50% casualties, all command values become reduced by 1 (this replaces the Battlegroup Break Test).

Once the beach is free from direct fire and if the Canadians have suffered +50% casualties, the Canadians may also request the commitment of regimental reserves. The regimental reserve comprises 50% of all casualties to date but its use reduces any victory by one level.

**SPECIAL RULES:**

**Terrain:**

1. **Mines, Wire and Trenches:** The German player may place 4 marked and 2 unmarked 10x20cm minefields as per BKC rules prior to the scenario start. At least 4 of the minefields must be on the beach area. The German player may also place 100cm of wire (in 20cm strips), 100cm of trenches and 3 10x20 areas of AT obstacles. Again, 80% must be on the beach or seawall areas. The German player also has three medium and four small bunkers (without any inherent armament) to occupy immediately behind the seawall.
2. **Sea wall:** The seawall runs the length of the beach and provides light cover to attacking troops in base contact with it. Infantry may climb the wall and move normally, providing they start in base contact with it. It prevents vehicles from moving off the beach until breached. The wall can be breached by pre-game bombardment, artillery strikes, Canadian engineer stands and the Churchill AVREs (following of a successful Command Roll). Mark each breach with a piece of string.
3. **Water and Beach movement:** The water area represents medium to low surf. Tracked vehicles move 1/2 speed and bog on 11-12 on 2d6. Infantry move 3/4 speed. Hits against units in the water are doubled to reflect the vulnerability of units in the water but units are hit only on a 5 or 6 to reflect the additional cover. The beach area reduces both tracked and foot movement to 2/3<sup>rd</sup> speed. Tracked vehicles bog on 11-12 on 2d6. The beach does not affect hits or provide cover (except the seawall).
4. **Edge of the world:** Some gamers like to rush the edge of the board (thereby protecting a flank). To discourage this, any units ending the turn within 10cm of the east or west edge of the board (unless in a bunker, trench or building) must roll 1d6. On a 5 or 6, the unit is drawn into fighting off-board and is removed from play permanently.

**Troop Set-up**

The following process is designed to address the initial disposition of the troops.

1. German player sets up on board (or on map for added mystery).
2. Pre-game bombardment occurs (see below).
3. Canadian player sets up first wave of troops and tanks on the edge of board, keeping companies to their lanes.
4. German player can reposition up to 20% of infantry, guns and vehicles anywhere on the board. Guns in fortifications cannot be repositioned.
5. Canadian player commences beach run for first wave and rolls for amphibious events (see below).

### Pre-Game Bombardment

The effect of the naval bombardment on Juno beach was minimal; most defenses were still intact as the first wave approached the beach. Further, delays at sea meant the Germans had ample time to prepare and reinforce. Rather than working through the results of the pre-invasion bombardment, the following process will be used.

1. Defender sets up troops and wire and AT obstacles. Defender also positions marked and hidden minefields.
2. Attacker rolls 1d6 -2 to determine number of hits on beach and water-side fortifications.
3. Attacker rolls 1d6 -2 to determine number of hits behind beach.
4. For each hit, roll 1d6 and consult the appropriate chart below: If German units on the board, players alternately choose damaged targets, starting with Canadian player. If German units set up on map, Canadian player indicates area of attack and German player selects unit(s) affected with 30cm.

#### Beachfront Hit

Roll	Effect
1	One beach obstacle (e.g., wire, AT) destroyed..
2	One waterfront fortification (e.g., pill box, seawall) is destroyed. Guns inside a pill box are KIA; troops KIA on 1-3 on 1d6. Sea wall breach allows vehicles to cross.
3	One squad is KIA.
4	One squad is KIA.
5	Shellhole appears on beach. Provides cover for infantry but impassable to vehicles. Any minefield or obstacle in the area is destroyed.
6	One beach obstacle (e.g., wire, AT) destroyed; one beach obstacle damaged and halved in effect.

#### Inland Hit

Roll	Effect
1	One building is destroyed.. Any troops inside are KIA. Building burns for rest of scenario.
2	One squad is KIA.
3	A section of road is shelled and made impassable to vehicles.
4	One squad is KIA.
5	One vehicle or gun is KIA.
6	Shellhole appears behind beach. Provides cover for infantry but impassable to vehicles.

### Landing Troops

The Canadian infantry companies land in three distinct zones (each 1/3<sup>rd</sup> of the width of the shoreline). When a portion of each company is due to enter, it is positioned within its lane along the edge of the board (note that support units are not subject to these limitations and may appear in any lane). Once the Canadian player has positioned the inbound troops (and in the initial turn, the German player has redeployed), the Canadian player then rolls 1d6+2 to determine the number of unanticipated amphibious events that happen to the wave. For each event, roll 1d6 on the event table below. Players alternately choose affected units, starting with Canadian player.

#### Amphibious Event Table

Roll	Effect
1	Two units delayed 1 turn.
2	One unit drifts 2d6 inches. Roll 1d6 odds/evens to determine direction. Drifting off the board eliminates the units from further play. Drifting into a different company's LZ means control of the unit is transferred to the company which controls that zone. Control can be reasserted on a successful command roll once ashore.
3	One unit is swamped. Vehicles KIA. Infantry rolls 1d6: odds it is suppressed; evens it is KIA.
4	One unit hit by enemy fire and suppressed.
5	Two units drift 2d6 inches. Roll 1d6 odds/evens to determine direction. Drifting off the board eliminates the units from further play. Drifting into a different company's LZ means control of the unit is transferred to the company which controls that zone. Control can be reasserted on a successful command roll once ashore.
6	One unit grounds during the run in. Troops are delayed one turn. Vehicles are lost from play.

Once all effects are resolved, the Canadian troops are placed on the north edge of the board and play commences.

### AFTERMATH: .

Canadian D-Day tanks were launched 1000m from shore due to a reef preventing LCTs from landing. Fourteen of the squadron's 20 tanks reached the beach, just 5 minutes after the first wave of troops. The German bunkers had escaped damage during the preliminary bombardment. Minefields and weapons fire took a high toll on the first wave of attackers.

By late morning, Canadian troops had cleared through to the far side of St. Aubin. Only a massive German blockhouse (protected by roadblocks, minefields and trenches) in the middle of the village remained. Underground tunnels, however, allowed German troops to reappear in previously cleared areas. The blockhouse was cleared in early evening. In the meantime, North Shore's C - Company penetrated 4km inland to the town of Tailleville, another German stronghold.



**Battle of the Bulge:** hey what, I thought this was Juno Beach!

**DESIGNER'S NOTES:** The scenario reflects (more-or-less) the OOB and events of the invasion. Obviously, it isn't a perfect recreation (any suggestions would be welcomed) but I believe it plays well. The OOB is based on 1unit=1squad/vehicle, but it seems to play more like platoon level (in which case the OOB is out of whack). The playtesters liked it and it seems to work well visually.

The Canadian forces significantly overmatch the Germans (4200 pts to 1700 pts) but face a variety of challenges related to getting ashore and off the beach which off-set this numerical superiority somewhat. The Canadian player can attain the historical outcome but it will require some luck and some skill. The German player obviously won't be able to push the Canadians back into the sea (a regimental reserve has been added, just in case) but can slow them down and perhaps deny them a convincing or major victory.

The game contains various random elements (i.e., pre-game bombardment and amphibious landing events) which should enhance replayability as no two games will be precisely the same. Using random tables also speeds set-up (we roll enough dice with out resolving naval bombardment too) and avoids the necessity of representing landing craft (which is pricey). These rules seem to work well in playtesting (creating disorder but not really throwing the game either way), especially with an umpire

The game is designed for 2 to 4 players (1 German and up to 3 Canadians). An umpire is also helpful. If there are multiple Canadian commanders, it might be interesting to require command rolls by the COs for one to communicate with the other. Otherwise, they have to go forward based on what they can see and their pre-game plan.

The Allied strategy is fairly straight forward: get ashore, breach the seawall, roll up the bunker line and take the town. Do the Canadians advance on a broad front or focus their troops (as much as possible) and armour on one flank? The German player has more options. Does the German deploy everything up front? Or is some held back as a mobile reserve and/or second line? The tunnels rule is designed to give the Germans additional mobility—allowing them to fade away and then reappear elsewhere. In addition to this being fun and historically accurate, it gives the German player a chance to run a mobile defense once the main bunker-line is breached.

The German player also has some flexibility with minefields and wire. Traditionalists will deploy them across the width of an area to maximize the effect and inconvenience to the Canadians. But they could also be positioned so as to create lanes, thereby funneling the Canadians and possibly compelling them to make multiple breaches.

A few practical issues. We attached colour-coded tags to the base of each unit (to distinguish companies) and included the stats of each unit so movement and combat could be resolved quickly. This helped new players a lot. The umpire also sent out four “briefings” prior to the game via email. These included black and white aerial photos, intelligence (some wrong), info about the OOB and a precise of important game concepts (command rolls, firing, hand-to-hand combat, movement and engineering). This seemed to whet the players’ appetites and was also a lot of fun. It took a fair amount of time to construct the terrain and, although there were no special units (except a few “funnies”), the number of units was a bit daunting to put together. Who has, for example, 45 Canadian infantry stands laying around, including 9 MG, 6 engineer and 3 mortar? Some substitutions were necessary.

The scenario is designed for 2-5 players. If there are 5 (lucky you!), divide the Canadians 3 ways and split the Germans in two (or have one player act as referee).

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