

# OPERATION JUNO

Classic Battletech D-day Event  
v.2.1 (Public)

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**Virtual annihilation:** *"What followed were 'ten hours of unadulterated hell'. Entire battalions suffered virtual annihilation. Those Canadians who managed to escape their landing craft and scramble to shore were swept by incessant fire from unassailable enemy positions on the adjacent cliffs. If their tanks did not sink in the water, they found it almost impossible to manoeuvre on the baseball-sized pebbles that littered the beaches. Poor communications led to additional troops being dispatched unnecessarily. It was a tribute to the spirit and fortitude of the Canadian soldiers that some of them managed to get off the beaches and into the town. Their losses were catastrophic. Of the almost 5,000 Canadians who formed the assault force, 3,367 became casualties including 907 killed in action and 1,946 made prisoners of war. Hitler's Fortress Europe seemed impregnable. However, the sacrifice was not wholly in vain. D-Day's success two years later was in some measure purchased by the lives of those Canadians who died at Dieppe."*<sup>1</sup>

*"Some of us were lucky - we had taken a different path that dismal day - but for so many their paths ended in the water or on the beaches."*<sup>2</sup>

- Pvt. Wilfred John Pound (driver), 1<sup>st</sup> Cnd. Army, 3rd Bn., 8th Brigade, Cameron Highlanders of Ottawa

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<sup>1</sup> <https://www.veterans.gc.ca/en/remembrance/history/second-world-war/normandy-1944> -- "Baptism of Fire - Dieppe"

<sup>2</sup> <https://www.cbc.ca/2017/whatsyourstory/that-dismal-day-a-canadian-veteran-s-recollections-of-d-day-1.4141467>

## ASSAULT THE BEACH / HOLD THE LINE:

Sectors : Mike Green, Mike Red/Nan Green, Nan Red, Nan White

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**Mission:** Hold the Line / Assault the Beach

**Force Composition:** 6k for the Defender, 8k for the Attacker

**Deployment:** All units start on the map. Defender places their units first.

**Attacking player** begins in the water at Depth 1 water hex along the table edge. Attacker may have the use of 2 LCM (Landing Craft Mechanized) to assist with slower mechs, battle armour, or vehicles that cannot start in Depth 1 water hexes. Each LCM can carry 2 hex bases. Any unit must exit from the front of the LCM if walking.

**Defending Player** deploys FIRST and can place their forces along the beach wall (Level 1) but not directly on the beach (Level 0 - tan coloured area on map at left). The player has the option to hide one third (1/3rd) of their force, using Hidden Unit rules. (BMM Pg. 21,82)

**Battlefield Support:**(BMM - Battlefield Support Rules, Pg. 75)

**Defender** has 12 BSP to be spent on artillery support representing the historical artillery and mortars but NO close air support. The spent BSP must be noted on the Tournament sheet and must be declared prior to the deployment.

3 BSP TN 8+	Thumper Artillery
4 BSP TN 8+	Sniper Artillery

**Historically,** the Allied forces had total air superiority over Juno Beach, thus the Germans could not rely on air support. However in some sectors German gun emplacements were not knocked out by initial bombardment.

For each artillery selection chosen the Defender may choose ONE hex on the map that is predesignated. These hexes cannot be shared between artillery choices. No roll to hit is required. The target hex is hit automatically and damage is immediately done during that turn's Weapon Attack phase. Any hex that is targeted by artillery that is not predesignated requires a declaration and hits the following turn with a roll to hit, otherwise it may scatter. (BMM Pg. 77)

**Attacker** has 6 BSP to be spent on the strikes below; these must be declared prior to the deployment. Attacker artillery selections do not come with predesignated hexes.

3 BSP TN 8+	Thumper Artillery
4 BSP TN 8+	Sniper Artillery
2 BSP TN 5+	Light Strike
3 BSP TN 5+	Light Bombing
5 BSP TN 7+	Strafing

**Historically,** Canadian forces were supported by two RCN Destroyers (HMCS Algonquin & HMCS Sioux) firing their 4.7" main guns as well as the additional SPGs mounted on Landing Craft.

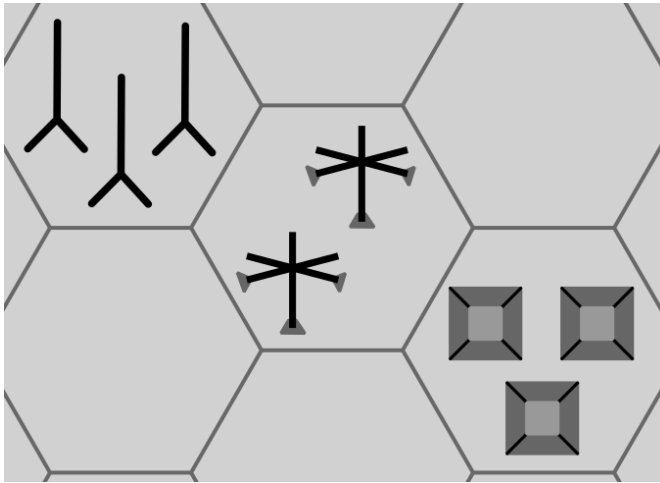
Heavy bombing proved largely ineffective however, Typhoon fighter-bombers proved more effective.

**Mines:** The Axis forces have heavily mined Juno Beach. ~~All~~ beach hexes at Level 0 between the Depth 1 and Level 1 Sea wall are mined (the tan zone on the map above). Level 0 hexes are considered Light Density Minefields TN 9+ with 2x5 point clusters of damage. These mines are

always active and do not diminish for the purposes of the Tournament until cleared using Mine Clearing Rules (BMM Pg. 79). A cleared hex must be marked with your own tokens.

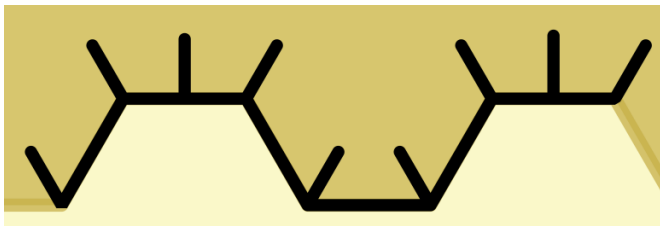
## Sea Wall Defences:

The Defender has extensive works to impede Attackers from advancing up the beach:

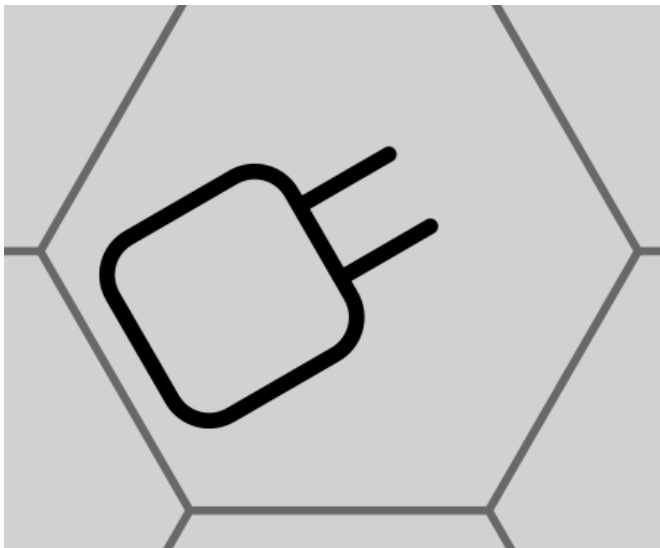


### Rommel's Asparagus, Hedgehogs and Dragons Teeth: (illustrated, in order, on the left)

These hexes count as Rubble terrain and a Battlemech must pass a PSR and expend +1 MP to enter the hex. Failing a PSR will result in a Level 2 fall and an additional PSR to avoid Mechwarrior injury. A mech may continue to expend MP with PSRs to move off the Rubble Terrain Hex. Battle armour and Protomechs count as being in Full Cover in the Rubble Terrain Hex and must pay the MP to enter and leave, but do not require a PSR. Dragons Teeth and Rommel's Asparagus are Impassable Terrain to Tanks and Hovercraft.



**Sea Wall** is Level 2, is indestructible, does not have CF and cannot be destroyed. Battlemechs behind the Sea Wall are considered in Partial Cover. Tanks, battle armour and Protomechs are in Full Cover and cannot shoot over the wall.



**Defence Turrets/Emplacements:** On each map the Defender has access to several static Defence Turrets with the following Stats:

- \*Med. Laser Turret, Gunnery 4, CF 25, 2x Medium Laser, 2x Small Laser -- (x4)
- \*AC/5 Turret, Gunnery 4, CF 25, 1x AC/5 Gun Emplacements -- (x1)
- \*AC/10 Turret, Gunnery 4, CF 35, 1x AC/10 Gun Emplacement -- (x2)

**Hidden units:** The Defender has the option to place 1/3rd (BV or unit number, round up) in hidden setup. These units follow standard Hidden Unit rules (BMM Ref.Pg.21)

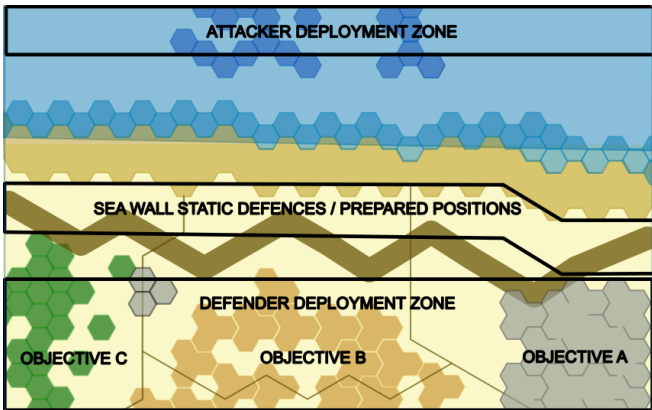
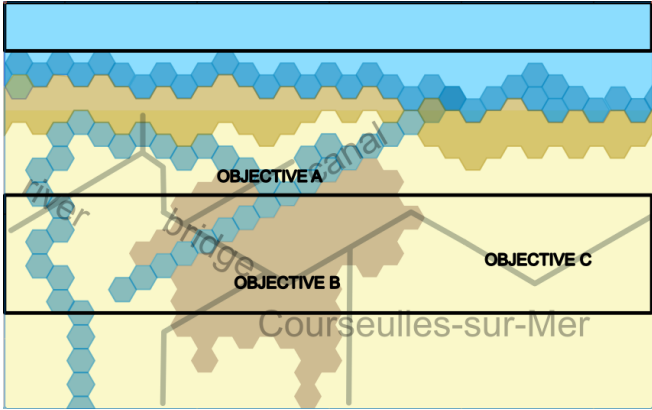
**Prepared Positions:** All visible Defender units and hidden units are considered in Partial Cover with +1 to hit. If the unit leaves its starting deployment position it is no longer in Partial Cover unless terrain provides it.

**Mission Kill/Crippled:** For the purposes of this Tournament, a Mission Kill/Crippled unit is considered a Defender Unit that is under Forced Withdrawal Rules. The unit may exit the map and not count towards awarded BV to the Attacking player. The Attacking player cannot use Forced Withdrawal.

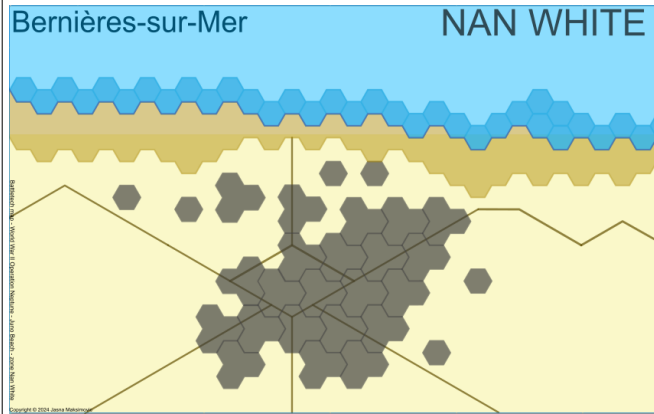
**Victory Points:** Each objective is worth 3 VP or 3000 BV. By the end of the game, or Turn 6, the Active units that are closest to the objective determine who captures it. Only units that are NOT under Forced Withdrawal or considered Mission Kill/Crippled count towards ownership. Active units within 2 hexes of the objective marker count towards the total. If the objective is Contested and there is no clear winner, Total BV will be used. GM's decision is final.

## Objectives:

Objectives must be seized/defended by the end of Turn 6.

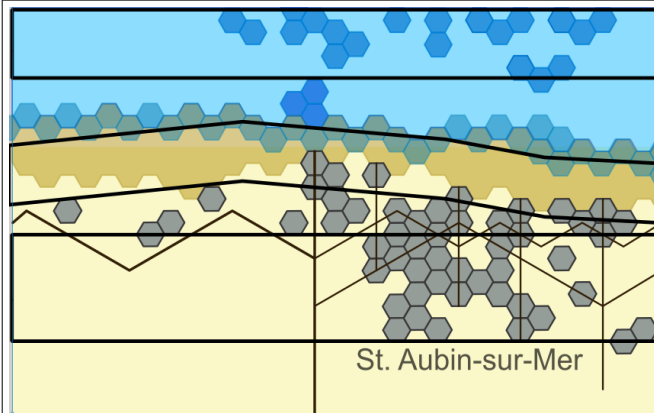
<p><i>Mike Green</i></p> 	<ul style="list-style-type: none"> <li>A) The hamlet of La Valette (CF 10 houses)</li> <li>B) The high ground overlooking the beach</li> <li>C) The village of Graye-sur-Mer (CF 10, 30, 50 houses)</li> </ul>
<p><i>Mike Red/Nan Green</i></p> 	<ul style="list-style-type: none"> <li>A) The north lock/bridgehead across the river Seulles (CF 100)</li> <li>B) The town centre of Courseulles-sur-Mer</li> <li>C) The east side of roads out of Courseulles-sur-Mer</li> </ul>

*Nan White*



- A) The West road
- B) The town centre of Bernières-sur-Mer
- C) The East road

*Nan Red*



- A) The West side crossroads of St. Aubin-sur-Mer
- B) The town centre of St. Aubin-sur-Mer
- C) The East side crossroads of St. Aubin-sur-Mer

# FINALE SCENARIOS:

Cutting the Line: Battle for the Caen-Bayeux Road & Railway

**Mission:** Night Attack

**Force Composition:** 6k for the Defender (Allies), 8k for the Attacker (Axis)

**Deployment:** All units start on the map. Defender places their units first.

[map goes here]

**Defending player** may setup ONLY in the town of Bretteville and the adjoining Railway station Bretteville-Norrey. The Defender has the option to have two-thirds (2/3rd) of the their force hidden, using Hidden Unit rules. (BMM Pg. 21,82)

**Attacking player** can deploy their forces along the south edge of the map and along the South-East edge of the map, on the road to major city of Caen.

Historically, the Regina Regiment was able to take Bretteville without opposition but met a significant night time counterattack by the 12<sup>th</sup> SS Panzer Division.

**Battlefield Support:**(BMM - Battlefield Support Rules, Pg. 75)

**Defender** has 12 BSP to be spent on the following, The spent BSP must be noted on the Tournament sheet and must be declared prior to the deployment. The Defender has access to artillery and mortar support, with NO close air support at Night:

- 3 BSP TN 8+ 2/1 Thumper Artillery (SPGs)
- 4 BSP TN 8+ 4/2 Sniper Artillery (Cruiser guns)
- 6 BSP TN 8+ 5/3/1 Long Tom (HMS Roberts)

For each artillery selection chosen the Defender may choose ONE hex on the map that is predesignated. predesignated hexes cannot be shared between artillery choices. No roll to hit is required. The target hex is hit automatically and damaged is immediately done that turns Weapon Attack phase. Any hex that is targeted by artillery that is not predesignated requires a declaration and hits the following turn with a roll to hit, otherwise it may scatter. (BMM Pg. 77)

**Attacker** has 6 BSP to be spent on the following, these must be declared prior to the deployment. Attacker artillery selections do not come with predesignated hexes

- 3 BSP TN 8+ 2/1 Thumper Artillery
- 4 BSP TN 8+ 4/2 Sniper Artillery

Historically known as Operation Epsom, the Canadian forces had support from VIII Corps would be supported by fire from 736 guns,[a] three cruisers and the monitor HMS Roberts. The Royal Air Force was to provide a preliminary bombardment by 250 bombers and close air support thereafter.

**Night Time Attack:** This Axis counter attack takes place at night, therefore night fighting rules are in effect. All units receive a +2 to hit targets at any range unless their spotlights are turned on. A unit with a spotlight on is -1 to hit. Any unit within the row of hexes that the spotlight illuminates

**Hidden Units:** The Defender has the option to place 2/3rd (BV or unit number, round up) in hidden setup. These units follow standard Hidden Unit rules (BMM Ref.Pg.21)

**Prepared Positions:** All hidden units are considered in Partial Cover with +1 to hit. If the unit leaves its starting position it is no longer in Partial Cover unless terrain provides it.

**Spotlights:**

**Objectives:** Bretteville has 3 objectives the Attacker (Axis forces) must take back or Defenders preserve by the end of Turn 6:

- A) The town centre of Bretteville (CF 50 houses)
- B) the Railway station Bretteville-Norrey (CF 50, Medium building)
- C) The Main roadway north to Juno Beach

Active units that are mobile and not under half/strength or considered crippled count towards determining who has the objective.

**Victory Points:** Each objective is worth 3 VP or 3000 BV. By the end of the game, or Turn 6, the Active units that are closest to the objective determine who captures the objective. Only units that are NOT under Forced Withdrawal or considered Mission Kill/Crippled count towards ownership. Active units within 2 hexes of the objective marker count towards the total. If the objective is Contested and there is no clear winner, Total BV will be used. GM's decision is final.

**Mission Kill/Crippled:** For the purposes of this Tournament, a Mission Kill/Crippled unit. BOTH the Attacker and Defender Units that fall under Forced Withdrawal Rules (BMM Pg.81/TW Pg.258) must move to exit the map and cannot contest ownership of an objective.



# TAKE THE OBJECTIVE:

## Battle for Carpiquet Airfield

**Mission:** Seize the Airport, historically Operation Windsor

**Force Composition:** 8k for the Defender (Axis), 8k for the attacker (Allied)

**Deployment:** All units start on the map. Defender places their units first.

[map goes here]

Defending Player can place their forces anywhere on the Airfield grounds, within hangers and the in village of Carpiquet. The player has the option to place one third (number of units) of their force as hidden using Hidden Unit rules. (BMM Pg. 21,82)

Attacking player places their units on the north edge of the map.

Historically, the Axis forces dug in and heavily defended Carpiquet Airfield. "Carpiquet airfield was on a 1.2 mi (1.9 km) expanse of level ground, which offered a 'killing ground' for the defenders. The airfield had been fortified with minefields, field gun and machine gun emplacements, manned by I Battalion, SS-Panzer Grenadier Rgmt.26, an anti-aircraft battery and fifteen tanks.

### Battlefield Support:(BMM - Battlefield Support Rules, Pg. 75)

**Defender** has 12 BSP to be spent on the following, The spent BSP must be noted on the Tournament sheet and must be declared prior to the deployment. The Defender has access to artillery and mortar support, with NO close air support:

- |             |  |
|-------------|--|
| 3 BSP TN 8+ | Thumper Artillery (Representing Mortars)     |
| 4 BSP TN 8+ | Sniper Artillery (Representing Nebelwerfers) |

For each artillery selection chosen the Defender may choose ONE hex on the map that is predesignated. predesignated hexes cannot be shared between artillery choices. No roll to hit is required. The target hex is hit automatically and damaged is immediately done that turns Weapon Attack phase. Any hex that is targeted by artillery that is not predesignated requires a declaration and hits the following turn with a roll to hit, otherwise it may scatter. (BMM Pg. 77) Spotting for artillery can be applied (Spotting, BMM Pg.##)

**Attacker** has 12 BSP to be spent on the following, these must be declared prior to the deployment. Attacker artillery selections do not come with predesignated hexes

- |             |                    |
|-------------|--------------------|
| 6 BSP TN 8+ | Long Tom Artillery |
| 4 BSP TN 8+ | Sniper Artillery   |
| 2 BSP TN 5+ | Light Strike       |
| 3 BSP TN 5+ | Light Bombing      |
| 5 BSP TN 7+ | Strafing           |

Historically, Canadian forces were supported by the RN Battleship HMS Rodney with 15 x 16" shells from over 24,000m (24km ) away.



**Mines:** The Axis forces have heavily mined the perimeter of the Airfield. These mines are always active and do not diminish for the purposes of the Tournament until cleared using Mine Clearing Rules (BMM Pg. 79). A cleared hex must be marked. All minefield Hexes are Light Density Minefields

## Killing Field:

The Defender has extensive works to impede Attackers from advancing to take the Airfield:

### Defence Turrets/Emplacements:

Defender has access to several static Defence Turrets with the following Stats:

Med. Laser Turret	Gunnery 4	CF 25	2x Medium Laser, 2x Small Laser	(x4)
AC/5 AA Turret	Gunnery 4	CF 25	1x AC/5 Gun Emplacements	(x2)
AC/10 Turret	Gunnery 4	CF 35	1x AC/10 Gun Emplacement	(x2)

**Hidden Units:** The Defender has the option to place 1/3rd (BV or unit number, round up) in hidden setup. These units follow standard Hidden Unit rules (BMM Ref.Pg.21)

**Prepared Positions:** All units deployed by the Defender are considered in Partial Cover until they move. All hidden units are considered in Partial Cover with +1 to hit. If the unit leaves its starting position it is no longer in Partial Cover unless terrain provides it.

**Objectives:** Caripiquet Airfield has 3 objectives the Attacker (Allied forces) must seize by the end of Turn 6:

- A) The Southern Hangars (CF 50 Medium Buildings)
- B) The North Hangars (CF 50 Medium Buildings) and the
- C) Town of Carpiquet (CF 10 to 30 Small Buildings)

Active units that are mobile and not under half/strength or considered crippled count towards determining who has the objective.

**Victory Points:** Each objective is worth 3 VP or 3000 BV. By the end of the game, or Turn 6, the Active units that are closest to the objective determine who captures the objective. Only units that are NOT under Forced Withdrawal or considered Mission Kill/Crippled count towards ownership. Active units within 2 hexes of the objective marker count towards the total. If the objective is Contested and there is no clear winner, Total BV will be used. GM's decision is final.

**Mission Kill/Crippled:** For the purposes of this Tournament, a Mission Kill/Crippled unit. BOTH the Attacker and Defender Units that fall under Forced Withdrawal Rules (BMM Pg.81/TW Pg.258) must move to exit the map and cannot contest ownership of an objective.