



# Assault on Juno Beach



An advanced scenario for the tabletop game *Rommel* by Sam A. Mustafa

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## Advanced *Rommel*

This scenario requires use of the advanced game rules for amphibious assault.

## Set Up The Table

This scenario plays on the “standard” basic game table: 6’ x 4’ (1.8m x 1.2m), divided into 6” (15cm) squares.

## Prepare the Units

This scenario provides you with all the unit cards you will need. If you wish to play with miniatures, you can easily affix the cards beneath your bases to serve as labels. Or, to be fast, just print the unit cards to cardstock or thick paper, and cut them out to use as the playing pieces.

## Command Posts

This is a Late War scenario. The German and Allied late war command posts are in play.

You can download all command posts free from:

<https://sammustafa.com>.

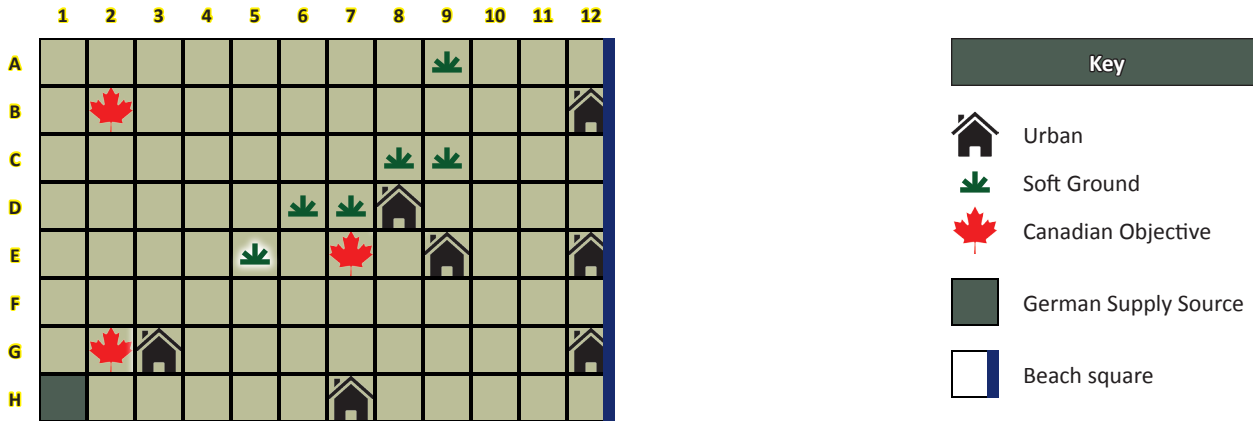
## Scenario Note

Of all the playtest scenarios during the creation of *Rommel*, this was probably the favorite. Nearly all the playtest groups tried it, and it was often nail-bitingly close.

Be sure, however, to try one of the introductory scenarios (*Operation Brevity* or *Counterattack at Deir al Tarfa*) first, so that you master the basic rules before tackling an amphibious assault!



## Assault on Juno Beach, 6 June, 1944



### Decription:

The Canadian 3rd infantry division must secure the deepest possible beachhead on D-Day while fighting off German counterattacks.

### Starting Rules:

The weather is clear. The Canadians have the first turn. All units start in supply. Basic Length: 16 turns.

The Canadians start with 6 Ops. The Germans start with 2 Ops. Canadians use the Allied Command Post.

### Objectives:

There are 7 towns and 3 objectives. Victory is determined when nightfall occurs. At that time, the Canadians must hold at least five towns and two objectives. Any other result is a German victory.

### Starting Forces:

The Germans set up the 716th infantry division anywhere in columns 9-11, but not more than two units per square. The Germans also set up 12 prepared positions anywhere in columns 9-11, no more than two per square.

The Germans set up the 352nd infantry division anywhere in columns 1 and/or 2.

### Canadian Landings:

All elements of the Canadian 3rd infantry division begin at sea, landing on the beaches along column 12, in whatever fashion the allied player wishes. The 7th and 8th Brigades, and the Canadian supply source, are in the first wave and land on Turn 1, spread across however many tactical phases the Canadian player chooses to play.

The 9th Brigade and divisional artillery are in the second wave and land on Turn 7.

Canadian infantry are treated as Leg units in this scenario since they are coming ashore.




























































### German Reinforcements:


In his marker step of Turn 6, the German player may place up to six units of his choice from the 21st Panzer division on row H, anywhere in columns 1-6.



In his marker step of Turn 10, the Germans may place the remaining units of 21st Panzer on row H, anywhere in columns 1-6.

### Naval Support:


HMS *Belfast* provides the Canadians with one shift up of naval artillery per turn, anywhere on columns 9-12.



<p>Panzergranadiers</p>   <p>21 Pz</p> <p>5 4 3</p> 	<p>Panzer IV</p>   <p>21 Pz</p> <p>4 3 2</p> <p>3</p>	<p>Grenadiers</p>   <p>352 Inf</p> <p>4 3 2</p> 
<p>Panzergranadiers</p>   <p>21 Pz</p> <p>5 4 3</p> 	<p>Panzer IV</p>   <p>21 Pz</p> <p>4 3 2</p> <p>3</p>	<p>Grenadiers</p>   <p>352 Inf</p> <p>4 3 2</p> 
<p>Panzergranadiers</p>   <p>21 Pz</p> <p>5 4 3</p> 	<p>Panzer IV</p>   <p>21 Pz</p> <p>4 3 2</p> <p>3</p>	<p>Grenadiers</p>   <p>352 Inf</p> <p>4 3 2</p> 
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<p>Panzergranadiers</p>   <p>21 Pz</p> <p>4 3 2</p>	<p>Wespe</p>   <p>21 Pz</p> <p>12 3 0-2</p>	<p>Grenadiers</p>   <p>352 Inf</p> <p>4 3 2</p> 
<p>Panzergranadiers</p>   <p>21 Pz</p> <p>4 3 2</p>	<p>Towed 105mm</p>   <p>21 Pz</p> <p>12 3 0-1</p>	<p>Grenadiers</p>   <p>352 Inf</p> <p>4 3 2</p> 
<p>Panzer IV</p>   <p>21 Pz</p> <p>4 3 2</p> <p>3</p>	<p>StuG III</p>   <p>352 Inf</p> <p>4 3 2</p> <p>2-3</p>	<p>Towed 105mm</p>   <p>352 Inf</p> <p>12 3 0-1</p> 
<p>Panzer IV</p>   <p>21 Pz</p> <p>4 3 2</p> <p>3</p>	<p>Marder II</p>   <p>352 Inf</p> <p>2 1 1</p> <p>1-3</p>	<p>Towed 105mm</p>   <p>352 Inf</p> <p>12 3 0-1</p> 

Grenadiers 


 



716 Inf **3-4** **2-3** **1-2**

Towed 100mm 


 



716 Inf **8** **2** **0-1**

Grenadiers 


 



716 Inf **3-4** **2-3** **1-2**

Towed 100mm 


 



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Grenadiers 























 

716 Inf **3-4** **2-3** **1-2**


Grenadiers 

716 Inf **3-4** **2-3** **1-2**

<p>Infantry </p>   <p>7 BDE <span>4</span> <span>3</span> <span>2</span></p>	<p>Infantry </p>   <p>7 BDE <span>4</span> <span>3</span> <span>2</span></p>	<p>Infantry </p>   <p>8 BDE <span>4</span> <span>3</span> <span>2</span></p>
<p>Infantry </p>   <p>7 BDE <span>4</span> <span>3</span> <span>2</span></p>	<p>Sherman</p>   <p>7 BDE <span>4</span> <span>3</span> <span>2</span> <b>3</b></p>	<p>Infantry </p>   <p>8 BDE <span>4</span> <span>3</span> <span>2</span></p>
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<p>Infantry </p>   <p>7 BDE <span>4</span> <span>3</span> <span>2</span></p>	<p>Centaur</p>   <p>7 BDE <span>4</span> <span>3</span> <span>2</span> <b>2</b> </p>	<p>Infantry </p>   <p>8 BDE <span>4</span> <span>3</span> <span>2</span></p>
<p>Infantry </p>   <p>7 BDE <span>4</span> <span>3</span> <span>2</span></p>	<p>Infantry </p>   <p>8 BDE <span>4</span> <span>3</span> <span>2</span></p>	<p>Infantry </p>   <p>8 BDE <span>4</span> <span>3</span> <span>2</span></p>
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Sherman




8 BDE

4 3 2

3


Infantry



9 BDE

4 3 2


Centaur




8 BDE

4 3 2

2




Infantry



9 BDE

4 3 2


Infantry



9 BDE

4 3 2


Infantry



9 BDE

4 3 2


Infantry



9 BDE

4 3 2

Sherman




9 BDE

4 3 2

3


Infantry



9 BDE

4 3 2

Sherman




9 BDE

4 3 2

3


Infantry



9 BDE

4 3 2

Sherman




9 BDE

4 3 2

3



Infantry



9 BDE

4 3 2

Sexton



division

12

3

0-2

Sexton


division

12

3

0-2



Infantry



9 BDE

4 3 2

Sexton



division

12

3

0-2

Sexton

division

12

3

0-2