Juno Beach Overlord Campaign

06th – 09th June 1944

Operation Overlord was the opening of a second front in Europe by Allied nations against Axis by a major landing on the Normandy coast. The 3rd Canadian Infantry Division, attached to the 1st British corps, had to land on the beaches between Saint-Aubin/Mer and Courseulles, codename: Juno Beach. Once the beachhead was secured, the Canadian division had to advance inland towards Carpiquet airfield, south-west of Caen to capture it. But, the Germans didn't cooperate with this battle plan and did their utmost to prevent the Canadian troops to reach their objective in time. The set up on the battlefield of the 12 SS.PanzerDivision « Hitlerjugend » stopped the Canadians in front of Carpiquet for a month and imposed them to an attrition battle without mercy on each side.

This is the theme of this 1st Memoir'44 Overlord campaign, played in three successive scenarios.

Jdrommel

To play Juno Beach Overlord campaign, you need two base games, one Operation Overlord expansion, one Terrain pack expansion and secondarily one Pacific Theater expansion and one Equipment Pack expansion (for some figures and badges).

Campaign Notes
In accordance with history, the Allied player has the initiative in the three scenarios.
This campaign is played in the chronological order of the three scenarios:
1 – Juno Beach (n°4864)
2 – Go to Carpiquet ! (n°10080)
3 – Canadians versus Hitlerjugend (n°10138)

It is an Overlord campaign, it means it could be best to play by team composed with a general-in-chief and three subordinate generals on each side.

The general-in-chief organizes his command: he decides which subordinate general is in charge of each sector (right, center, left) according to the tactical objectives (scenario) or strategic objectives (campaign) and

to the experience of his generals (attacking or defender, experienced veteran or young commander). The general-in-chief can change the sector of a subordinate general between two scenarios.

There is no reinforcement unit in the 1st scenario: for the Axis, all troops are in their defensive positions and for the Allies, all available means are planned for the operation.
For the two following scenarios, the general–in-chief has at his disposal a little reserve of reinforcement units that he can use according to the tactical situation in some sector. Before the beginning of each scenario, the general-in-chief chooses one reinforcement unit in his Army reserve and allocates it to a subordinate general. Each reinforcement unit could be used only one time in the campaign.

Axis Army reserve: 1 elite infantry unit, 1 tank unit, 1 heavy antitank guns unit (88mm).
Allied Army reserve: 1 elite infantry unit (Commandos), 1 flame-thrower tank unit (Crocodiles), 1 mobile artillery unit.

Victory Conditions
Counting up the Victory points:
- - 1 VP by full ENY unit destroyed,
- - 1 VP by scenario won,
- - 1 additional VP by medal token gained.

The team who gains the higher number of Victory points is the winner of the campaign.
The general-in-chief winner of the campaign is promoted Field Marshall, the looser is appointed to a new command in the General Staff as inspector of the training camps for the Reserve Army.
Subordinate generals of the winner team are awarded in front of troops, subordinate generals of the looser team are shot in front of troops or ordered to an early retirement according the habits and customs of their country.

Victory Points Counter Sheet
(Allied maximum: 56 VP, Axis maximum: 50 VP)

SCENARIO	ALLIES	AXIS
Juno Beach		
Go to Carpiquet !		
Canadians versus Hitlerjugend		
Total	VP	VP

Bibliography
- Magazines Historica hors-série n°23, 74 and 75.
- Album Mémorial Overlord - Jour J en Normandie - Ed. Heimdal.
- Album Historique 12.SS PanzerDivision « Hitlerjugend » - Ed. Heimdal.
- "Mourir à Caen" - Albert Pipet.
- "Le débarquement" - Ed. Time-life.
- "Jour J, ils débarquent" - Ed. Marabout.
- "La Normandie en flammes" - Jacques Henry.
- Cartes IGN 1/50 000 - Courseulles/Mer et Bayeux.