

DISASTER AT DIEPPE

2023 - OPERATION JUBILEE

AUGUST 19 1942



| Setup order | | |
|-------------|--|----|
| 1 | | x9 |
| 2 | | x2 |
| 3 | | x5 |
| 4 | | x7 |
| 5 | | x2 |
| 6 | | x1 |
| 7 | | x1 |
| 8 | | x4 |
| 9 | | x5 |
| 10 | | x5 |

Historical Background

Dieppe seemed the ideal place to test out theories and equipment for the upcoming second front that was so desperately needed to satisfy the Russian allies. A major raid was planned and the Canadians who had been training for the last three years were eager to get into the action. The objective of the raid was to capture the town and destroy the aerodrome, radar installations, harbour installations and the dry dock.

The complex plan went awry before the Canadians even got ashore. The Axis shore defenses were at the ready destroying any chance of surprise. The Calgary Regiments tanks, supposed to go ashore with the first wave, arrived late and found the pebbly beach slow moving. Those that managed to get off the beach were frustrated with the barriers within the town itself. The Royal Hamilton Light Infantry and the Essex Scottish regiments who made up the main assault force were raked with fire from the guns positioned high on the cliffs surrounding the town. The only respite was the seawall and the casino that provided some cover and allowed the units to move from the beach to the town. The Fusiliers Mont-Royal followed the first wave and went ashore at 7am adding to the toll.

A few Canadians made their way off the beach and into the town shooting up the Axis as they could find them but their magnificent efforts were entirely futile. By 9 am the raid was seen to be a disaster, but the evacuation did not begin until 11 am.

The cost of the raid was high. Among 5000 Canadians the casualty rate was close to 70 percent. More than 900 Canadians died - almost a third as many as all the allied dead on D-Day. A costly lesson that saved many lives on that day in Normandy two years later.

Briefing

Axis Player:
Take 4 Command Cards
You move first

Allied Player:
Take 4 Command Cards

Conditions of Victory

5 Medals

An Allied unit that captures the bridge, Puys, the casino, or aerodrome, counts as one Victory Medal. Place an Objective Medal in each of these hexes. As long as the

Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

Sea Bluff - The hill that runs along the beach is impassable. From a countryside hex (green hex) treat it as a normal hill for movement.

Seawall - Treat the Sea Wall as a permanent improved position (sandbags) for the Allied player.

Bunkers - the Axis player is in control of the Bunkers and may claim them as a defensive position.