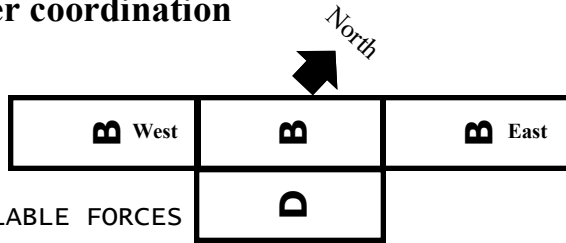


# Situation No. 41-2

## Dieppe (What If?) Better Intelligence, better coordination



### ALLIES

Enter Turn 1 #4 Commando (on beach, achieved Surprise) Board B-West. Objective Varangeville (Fratelle) **x 6**

Enter Turn 1 #3 Commando Board B-East Objective Bernevale (Volle)--(on beach, achieved Surprise). **x 10**

Turn 1 East Headland near Dieppe (Rieux), Board B (on beach, achieved Surprise)--Elements of the Royal Regiment. **x 3** **x 3** **x 10**

Turn 1 West Headland near Dieppe (Rieux), Board B (on beach, achieved Surprise)--South Saskatchewan Regiment. **x 1** **x 3** **x 8**

**x 3** **x 3** **x 1** **x 3** **x 15** **x 8** **x 6**

Any time after Turn 1 Main Dieppe Raid Board B (lands per amphibious rules, no surprise) Elements of the RHLI (Royal Hamilton Light Infantry) and the Essex Scottish.

Floating Reserve Commit any turn after turn 1. (lands per normal amphibious) **x 1** **x 3** **x 6**

NASP's from destroyers is 50 in Turns 1-3. NASP's are 25 in Turns 4-15

**See next page for set-up, special rules, and victory conditions**

Allies move first

|   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|

Scenario created by Peirce Eichelberger and posted at [gregpanzerblitz.com](http://gregpanzerblitz.com)

Dieppe, a prelude raid to the opening of a second front, August 19, 1942 by the 2nd Canadian Infantry Division.

This scenario utilizes three B boards and consists of 15 turns. The action focused on a 14 mile sector of the Normandy beach. The central B board represents Dieppe (Rieux) and its surrounding headlands. The other boards are referred to as B-East and B-West. They indicate the lesser objectives of coastal artillery that could have easily disrupted the main Dieppe landings.

### GERMAN

**x 3** **x 4** **x 2** **x 1** **x 1** **x 1** **x 3** **x 4**

Berneval (Volle) Board B-East, 8 miles east of Dieppe (Rieux). Blocks must be placed in Rieux - (town hexes do not exist). **De fense 10 Strength x 8**

**x 1** **x 1** **x 1** **x 1** **x 4** **x 2**

Varengville (Fratelle) Board B-West, 6 miles west of Dieppe (Rieux).

**x 5** **x 2** **x 1** **x 1** **x 2** **x 4** **x 6** **x 6**

Dieppe (Rieux) Board B-East Headland (anywhere east side of Board B) and Puys (Volle).

**x 1** **x 1** **x 2** **x 9** **x 5** **x 7**

**x 5** **x 4** **x 1** **x 1** **x 3** **x 4** **x 1** **x 4**

Board B Dieppe--West Headland (anywhere west side of Board B) and Pourville (Fratelle) and (Lomarre).

**x 2** **x 1** **x 2** **x 2** **x 1** **Anywhere on Board D**

## SET-UP

As per Amphibious Landing Rules, section XI, A-D. Churchill tanks were not amphibious for Dieppe, they are assumed to land in landing craft as per all other units. The defense factors of the landing craft are 8 as described in the rules. Forts, minefields, and block counters are set-up first. Allied player notes unit, hex and turn of entry for all of his units, except the floating reserve. German player sets up all other units on boards as described. German player has the option of setting up 3 additional fortress counters in forests, towns or slopes on Board B, to reflect German fortifications not readily identified from aerial reconnaissance. Extra forts are placed after Allied player determines hex, turn and unit designation for landing. Any German Infantry, Mortar or AT unit set-up in Turn 1 is considered to be in a prepared defensive position. These positions are different from any units placed in Forts. The defense factors are not additive, i.e. the defense factors for prepared positions are not added to a fort counter's defense factors. These units defend with a defense factor of 10 regardless of defense factors printed on counters. These defense factors are not available to Allied units that might move into the hexes later. Other terrain/defense modifiers are still in affect, i.e. Towns, Forests or Slope hexes.

## SPECIAL RULES (note special rules 2, 3 and 9 do not apply for this scenario)

1. Slope hexes seaward are composed of polished chert. Costs 5 MP for tanks to enter, all others 7 MP. Infantry or Engineers require 2 moves to traverse the seaward slopes. Commandos are not affected by this rule. Scaling the cliffs is per the terrain affects.
4. Commando unit, #4 lands unopposed on Board B-West and appears on beach hexes to begin their movement. Landing at West headland, prior to main assault also lands on Turn 1, unopposed. All other landings per amphibious assault rules, XI, A-D, i.e. Germans fire at Allied units in sea hexes.
5. NASP's from destroyers is 50 in Turns 1-3. NASP's are 25 in Turns 4-15.
6. Coastal artillery at both Berneval (B-East-Volle) and Varengeville (B-West-Fratelle) have defense factors of 8 because of prepared defense works with gun pits and machine gun nests. They have no field of fire limitations. They cannot be placed in town hexes.
7. Churchills consisted of two Marks, Mark I's had a 2 pounder in the turret (A class weapon) and a 3 inch howitzer (H class weapon) in the hull. Use weapon type, i.e. A or H, at attacker's discretion. Only one weapon can fire per turn. The Mark III's had a 6 pounder in the turret with an MG in the hull. The Mark I's have an attack factor of 6 with a range of 3, movement factor is 11 with a defense factor of 5. The Mark III's have an attack factor of 9 (A class weapon), range of 5 with movement factors of 11 and defense factors of 5.
8. Commando units can take advantage of infantry "quick time" (see Optional rule XV. A.) without having to roll for possible dispersal.

## VICTORY CONDITIONS

Allied troops take the town of Dieppe (Rieux) (all hexes for at least one full turn, i.e. both Allied and German play phases) and control the hex at B-U-6 (Lomarre) for at least one turn. The hex at Lomarre represents a German radar unit which the British wanted to examine closely. Allied troops also must control the hex at D-R-5 representing an airfield, for at least one turn. All objectives must be met, though not necessarily during the same game turn. German victory conditions are to avoid Allied victory conditions.

## COMMENTARY

This scenario assumes that the British had better intelligence about caves at Dieppe and were ready for chert problems with Churchill tanks. Complete surprise was achieved; no German coastal convoy interfered with the landings. Training and coordination with naval units was much more advanced than during the historical scenario.