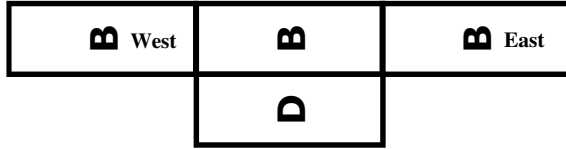


# Situation No. 41-1

## Dieppe (Historical)



Scenario created by Peirce Eichelberger

### AVAILABLE FORCES

#### ALLIES

 4 1 2 5 x 6	Enter Turn 1 #4 Commando (on beach, achieved surprise) Board B-West Objective Varengeville (Fratelle)
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 4 1 2 5 x 10	Enter Turn 2 #3 Commando Board B-East Objective Berneval (Volle)--(landed behind schedule, land per amphibious rules)
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 3 1 2 10 x 3	 4 1 2* 10 x 3	 2 1 2* 6 x 10	Turn 1 East Headland near Dieppe (Rieux), Board B (lands per amphibious rules, no surprise)--Elements of the Royal Regiment
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 3 1 2 10 x 1	 4 1 2* 10 x 3	 2 1 2* 6 x 8	Turn 1 (appears on beach) West Headland near Dieppe (Rieux), Board B--South Saskatchewan Regiment achieved total surprise.
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 2 C(I) 2* 2 x 3	 3 M 8 3 x 3	 6 H/A 3 10 x 1	 9 A 5 10 x 3	 2 1 2* 6 x 15	 1 1 1 6 x 8	 2 1 2* 4 x 6
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Turn 5 Main Dieppe Raid, Board B (lands per amphibious rules, no surprise)--Elements of the RHLI (Royal Hamilton Light Infantry) and the Essex Scottish

 6 H/A 3 10 x 1	 9 A 5 10 x 3	 2 1 2* 6 x 6	Commit after Turn 7 Floating Reserve
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See next page for set-up and special rules

Dieppe, a prelude raid to the opening of a second front, August 19, 1942 by the 2<sup>nd</sup> 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

 6 1 1 6 x 3	 3 1 2* 8 x 4	 0 C 0 1 x 2	 13 A 6 2 x 1	 14 H 10 1 x 1	 60 (H) 36 2 x 1			 10 x 8
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Berneval (Volle) Board B-East, 8 miles east of Dieppe (Rieux) Blocks must be placed in Rieux - (town hexes do not exist)

 6 1 1 6 x 1	 3 1 2* 8 x 1	 6 H 12 1 x 1	 60 (H) 36 2 x 1		 10 x 2
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Varengeville (Fratelle) Board B-West, 6 miles west of Dieppe (Rieux)

 6 1 1 6 x 5	 13 A 6 2 x 2	 15 M 20 2 x 1	 4 H 10 1 x 1				 10 x 6
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Dieppe (Rieux) Board B-- East Headland (anywhere east side of Board B) and Puy (Volle)

 13 A 6 2 x 1	 15 M 20 2 x 1	 10 x 2	<p>In Dieppe (Rieux)</p>	 10 x 9		
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 6 1 1 6 x 5	 13 A 6 2 x 4	 15 M 20 2 x 1	 4 H 10 1 x 1	 3 1 2* 8 x 3	 0 C 0 1 x 4	 0 C 0 1 x 1	
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Board B Dieppe--West Headland (anywhere west side of Board B) and Pourville (Fratelle) and (Lomarre)

 0 C 0 1 x 2	 20 (H) 28 2 x 1	 10 H 12 5 x 2	 8 A 6 7 x 2	 2 A 4 6 x 1	<p>Anywhere on Board D</p>
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Allies move first

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
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Scenario created by Peirce Eichelberger and posted at [gregpanzerblitz.com](http://gregpanzerblitz.com)

## **SPECIAL RULES**

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.
2. Roll die for Churchills to successfully cross chert slopes. Churchills lost their tracks easily in the chert. A die roll of 1 or 2 means that the Churchill have lost their tracks and are immobile for the rest of the game, they can still fire their weapons unless destroyed.
3. Three additional Forts are placed after landing hexes are recorded. This reflects poor reconnaissance by British for caves not noted.
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 Varengevill (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 can not 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, defense factor is 11 with a movement factor of 5. The Mark III's have an attack factor of 9 (A class weapon), range of 5 with defense factors of 11 and movement factors of 5.
8. Commando units (represented by armored infantry units) can take advantage of infantry "quick time" (see Optional rule XV. A.) without having to roll for possible dispersal.
9. Commando #3 landed in wooden R boats offering no protection during landing, use a nominal defense factor of 2 when the German units are firing at the Allied units on sea hexes, i.e. no surprise.

## **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.

## **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 D-P-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

Dieppe was classified as a raid and not an invasion. Troops were to attain their objectives and disembark before the next tide. The Churchill tank's baptism of fire occurred at Dieppe. Of 58 tanks available only 29 actually landed. Twelve of the Churchills lost their treads on the chert slopes of Dieppe. Due to poor communications the floating reserve of men and tanks was never committed. Poor coordination was another problem, the four landings were to be simultaneous at 0445, yet a German convoy helped disrupt the schedules when it nearly collided with the raid shipping. Part of the first wave was 17 minutes late. Some of the second wave was 45 minutes late. There was minimal air bombardment prior to landing that had little affect on German defenses. Over 1,000 Canadians were killed at Dieppe of a 5,000 man force. There were over four times the number of Germans at Dieppe then intelligence had estimated! Even the identity of the German division occupying Dieppe was incorrect in the intelligence summaries. A little over 1,000 British commandoes were involved in the raid as were 50 U.S. Army Rangers. Both naval and air activity was severely restricted, so surprise could be maintained.