

SITUATION 41

DIEPPE FRANCE

MAPBOARD ORIENTATION



August 19, 1942: At 0520, over 4000 Canadians of the 2nd Division landed on the beaches of the coastal town of Dieppe. They were to take the port, bring back examples of the new German 20mm-quad anti-aircraft gun, destroy a torpedo dump and the docks, demolish a nearby airfield, and seize a coastal radar station for quick analysis by accompanying scientists. The raid was timed to last until the tide—four hours later. The Canadians were met by elements of the 302nd German Infantry Division. Within reaction distance was the refitting 10th Panzer Division (who did not reach the battle in time).

ALLIED

2 I 2*	2 I 2*	1 I 2	1 I 1	9 A 5	3 M 8	4 H 12	2 C(I) 2*	40 H 1	9 A 5	2 C(I) 2*	
6 X18	4 MFG X3	3 SCOUT X3	6 X4	2 57mm X2	3 76mm X2	4 RECON HQ	2 MFG X2	11 MFG (TAM)	10 MFG X7	5 2 X2	10 X5

GERMAN GROUP A

3 I 2	6 I 1	3 I 2	20 A 20	4 H 10	14 H 10	3 M 12	20 (H) 28	40 (H) 32	0 C 0	0 C 0			
8 X8	6 SMG X3	10 X3	1 88mm X2	1 20mm X4	1 20(4)mm X2	3 81mm X3	2 75mm X2	2 105mm X2	1 X3	12 X3	1 X3	3 X4	8 X8

GROUP B

6 I 1	2 H 4	12 A 8	2 A 4	8 A 6	11 A 8	2 C(I) 2
6 SMG X5	3 TANK	12 TANK	6 TANK	7 TANK X2	7 TANK X2	4 TANK

SET-UP

GERMAN: Set up first, Group A anywhere on Board B. (Group B, if committed, will enter from any road on the south of east edge of Board C.)

ALLIED: Set up second, as per the Amphibious Assault Rules (Section XI.)

VICTORY CONDITIONS

Victory is determined through the use of points, awarded as follows:

- Allied** — 10 pts. for each German combat unit (not fortifications) destroyed
 5 pts. for each British unit evacuated from the board after Turn 17
 30 pts. for each of the following:
- Eliminate the cavern in B-E7 (bridge demolition rules)
 - Eliminate the radar site in Fratelle (bridge demolition rules)
 - Eliminate the airfield in Wiln (bridge demolition rules)
 - Clear Dieppe of enemy units by the beginning of turn 16.
- 5 pts. for each German unit of Group B committed to the game.
- German** — 5 pts. for each British infantry unit destroyed
 10 pts. for each British non-infantry unit destroyed
 15 pts. for each British unit left onboard at the conclusion of play

Marginal Allied Victory: score more points than the German
 Tactical Allied Victory: score twice as many points as the German
 Decisive Allied Victory: score thrice as many points as the German

Marginal German Victory: avoid Decisive Allied Victory
 Tactical German Victory: avoid Tactical Allied Victory
 Decisive German Victory: avoid marginal Allied Victory

TURN RECORD TRACK

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	

SPECIAL RULES

1. The board will be modified slightly to depict the coastline from the eastern headland of Dieppe to Pourville. The already existing terrain will be used, but some of them take on special features:

Dieppe is defined as the hilltop hexes on Board B between rows B-I and B-O, inclusive (i.e., B-I7, B-I6, B-I5, B-J5, B-K5, B-L5, B-M4, B-N5, B-N6 and B-O6) plus the town of Rieux. Ignore the slope markings adjacent to these hexes.

Cliffs, in addition to those represented on Board B, include all hill-slope hexsides of all hilltop hexes on Board B between rows B-A and B-E inclusive, and between B-R and B-W inclusive. Slopes in hexes east of hexrow X exclusive do not exist.

2. A *Cavern* is located on hex B-E7. This represents the torpedo dump, and may be destroyed using the procedure for destruction of bridges. When destroyed, all units in the hex are also eliminated. The German player may not voluntarily destroy the cavern. Maximum stacking in the cavern is two units. Units in the cavern are separate from those on the hilltop. Fortifications may not be placed in the hex. Units in the cavern may not be attacked by indirect fire. Finally, the cavern opens only to the west (hexside E7-F8); all attacks on or by the cavern occupants must cross this hexside.

3. British fighter-bomber units represent Hurricane IIBs. These are armed with bombs and cannon, so Typhoon values are used. However, the fighter-bombers may make attacks only prior to landing troops and during withdrawal (Turns 17-20). Use during any other game turn is not allowed.

4. The Allied player may delay his landing for up to five game turns. However, the game is not lengthened in any manner by his decision.

5. Amphibious Assault rules (Section XI) are used in this scenario with the following additions:

As each Canadian units attempts to land, a die is rolled:

- 1-3: Unit lands normally.
- 4-5: Unit lands dispersed.
- 6: Unit does not land. (It is not counted for VC determination.)

If the unit lands dispersed, a further die roll is made:

- 1-2: Unit lands dispersed in intended hex.
- 3-4: Unit lands dispersed two hexes EAST of intended hex.
- 5-6: Unit lands dispersed two hexes WEST of intended hex.

This application is in addition to any results of German fire. Thus units suffering a Special Dispersal could be eliminated if dispersed in landing, and counts for VC determination.

6. If a British tank is dispersed by German fire (direct or indirect), it is considered immobilized for the remainder of the scenario. It retains its ability to make fire attacks. Mark such immobilized units in some convenient fashion. They may not be evacuated.

7. During turns 17-20, the British player may evacuate his forces from the beaches. To accomplish this, each unit must move to a beach/sea hex. If it has expended one-half or less (rounded up) of its movement, it may be immediately removed from the mapboard. These evacuated units are not considered eliminated; mark the VC point value for later reference.

8. At any point following Turn 10, the German player may commit any units of Group B to the game.