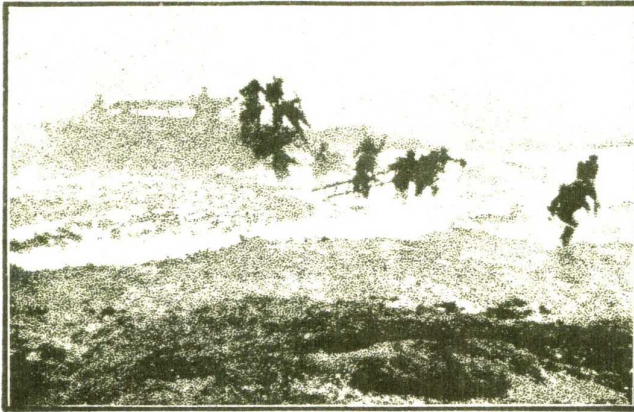


COMMANDO RAID AT DIEPPE

Scenario 210



VARENDEVILLE, FRANCE, August 18, 1942: The large scale raid on Dieppe had a somewhat elaborate plan of attack. It involved assault landings on eight separate beaches. The two flank attacks, located at Berneval and Varengeville, would have the task of destroying the German coastal batteries located there and would be conducted by special commando groups. The western landings against the Varengeville battery would be carried out by No. 4 Commando and included a handful of American Rangers, in action for the first time. The attack would be conducted by splitting No. 4 Commando into two separate assault groups. The first group would land directly below the battery and keep the gunners pinned down while the second performed a flanking maneuver in an effort to come up on the Germans from behind.

Board Configuration



VICTORY CONDITIONS

To win, the British must have more victory points than the German at the end of the scenario. The British receives two V.P.s for each friendly squad and one V.P. for each German prisoner squad exited off any north edge hexes. Five V.P.s are received for each artillery counter destroyed during the scenario. The German receives one V.P. for each artillery counter manned by an unbroken crew at the end of *any* player turn. The crew *may not* have performed any type of function (including movement or fire) during that player turn. The German wins by avoiding the British victory conditions.

SPECIAL RULES

- 210.1** Because of the limited artillery gun depression, no artillery unit may fire at a target on the playing board area. No artillery or HMG counter may be moved during the scenario.
- 210.2** All German artillery units and trenches must face in a northeast direction during initial set up.
- 210.3** No units may make smoke during scenario, but the 2" mortars may fire smoke.
- 210.4** No German unit may move north of row "3" on board 4 during the scenario, except as a prisoner.
- 210.5** The British forces may use DCs as if they were assault engineers.

TURN RECORD CHART

⊕ German sets up first	⊙ 1	⊙ 2	3	4	5	6	7	8	9	10	11	END
⊙ British moves first												

Elements 1st Battalion, 571st Regiment, 302nd Infantry Division and Coastal Defense Battery, set up as indicated;

Elements 1st Company, No. 4 Commando, enter turn one via any north edge hexes of board "4";

AFTERMATH: As the first group of commandos approached the battery, the guns were already firing at the naval units out at sea. With the help of 2" mortar fire, the commandos worked at keeping the gun crews pinned down as the second group fought to a position from where they could deliver an attack on the battery from the rear. It was a short but sharp fight, but the Germans did not resist for long, having

been quite rattled by the cross fire the commandos put up. Soon the last of the opposition had ended and all six guns of the battery were destroyed. Upon return to their landing crafts, No. 4 Commando completed what was to be the only successful portion of the Dieppe raid.