



# Disaster at Dieppe (Overlord Map)



## Disaster\_title.jpg



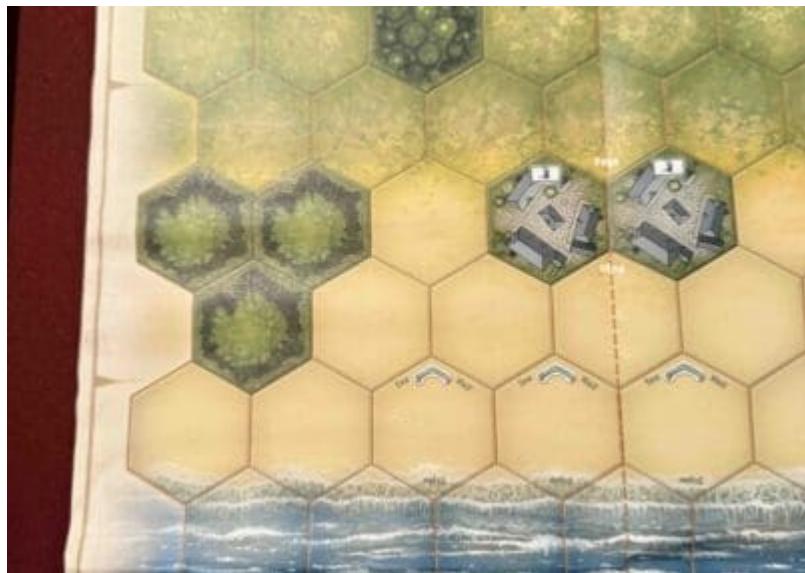
## Disaster\_Right2



## Disaster\_Right1



## Disaster\_Left2



**Disaster\_Left1**



**Disaster\_Center2**



## **Disaster\_Center1**

Alright, listen up—

The raid on Dieppe? That was a damn mess. We sent in brave boys—mostly Canadians—straight into a meat grinder without proper prep, cover, or firepower. The plan? Hit the Germans fast, grab intel, wreck their defenses, and get out. But hell, it was all wrong from the get-go. No real surprise, no heavy bombing to soften 'em up, and we landed right on their gun barrels.

The beaches were narrow, rocky deathtraps. Our tanks got stuck, the infantry got chewed up, and the Navy couldn't do a damn thing once the chaos started. Over half the force was wiped out, captured, or bleeding in the surf. It was a bloody disaster—but those boys fought like hell.

And I'll tell you this: we learned. We learned what *not* to do. Next time, we brought the whole hammer—air, sea, tanks, everything. That's how you do it. That's how we *did* it on D-Day. Dieppe was a painful lesson—but it paid off in Normandy.

~~ General Howitzer

**10 VP's**

**Card Balance:**

Allies - 7

Axis - 8

**Complexity:**

4

**Conditions:**

Beach

**Context:**

Historical

**Location:**

Baltic area

**Year:**

1944

**Theater:**



Eastern

**Campaign:**

**Codename:**

Operation Jubilee

**Summary:**

**Objectives:**

10 VP's with Temporary Medal Objectives for two bridges, a casino, and a chateau.

**Battlefield:**

A beach with towns, ridges, and a river cutting through the center.

**Troops:**

Allies – 20 Infantry, 5 Armor, 2 Half-Tracks

Axis – 15 Infantry, 4 Artillery

**Allied Strategy:**

1.

**Axis Strategy**

1.



## Battle Reports

2

BR - Disaster at Dieppe



Allies Won



Axis Won

[See Results](#)

[Vote](#)

**Author:**

Days of Wonder

**Link:**

Please follow and like us:

 Follow