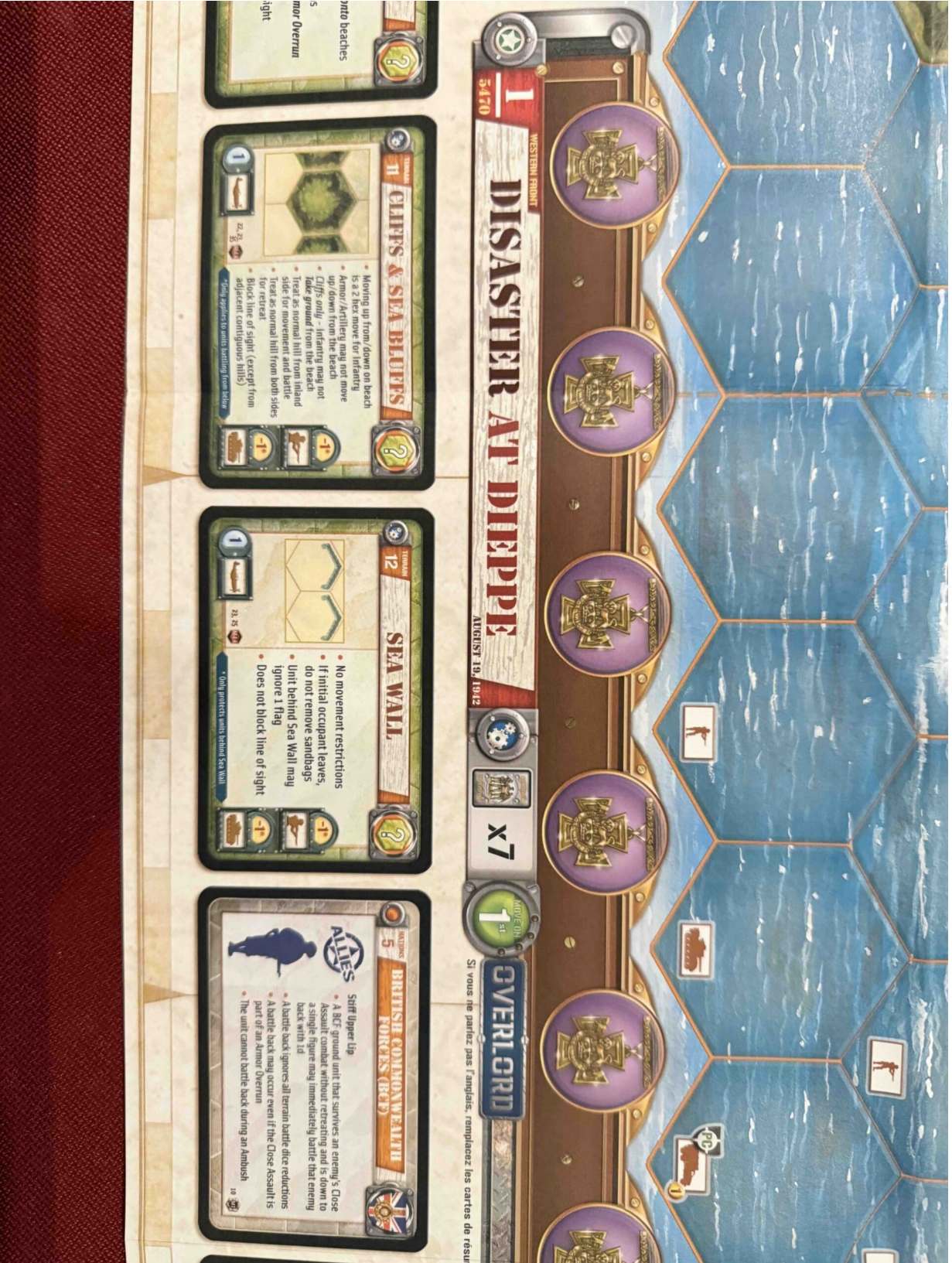
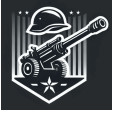




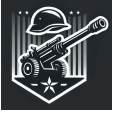
Disaster at Dieppe (Overlord Map)



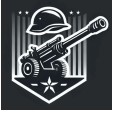


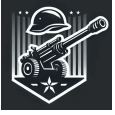
Disaster_titlejpg





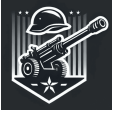
Disaster_Right2





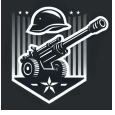
Disaster_Right1





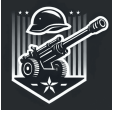
Disaster_Left2





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

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports



Disaster at Dieppe

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

Please login, so your battle history can be updated. [Login](#)

Allied win rate **0.00%**

Average medals per side

Allies — Axis —

Submitted AARs

2 Games reported

Allied victories **0 · 0.0%**

Axis victories **2 · 100.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

[Log in](#) or [register](#) to share a strategy.