



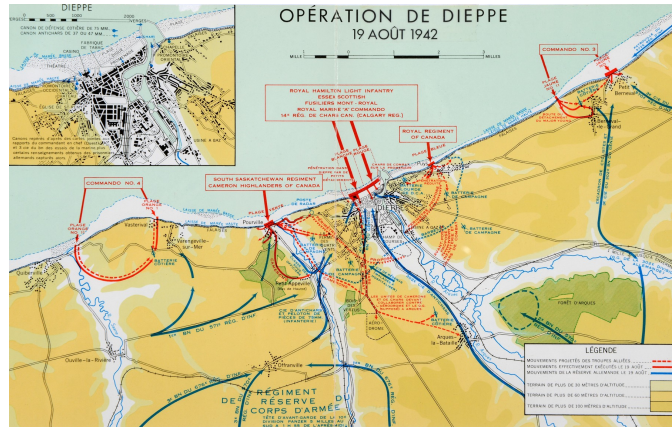
Operation Jubilee

In Spring 1942, the Combined Operations staff under the command of Admiral Mountbatten made a plan for a raid on the French coast to gain some landing experience before to launch the main invasion of Europe. Dieppe harbour, enough close of England, was the choice. The 2nd Canadian Infantry Division of General Roberts had to carry out the main mission : to capture Dieppe and to fulfil some secondary missions as the capture of Pourville radar station, the Dieppe airfield and the HQ of the German 302. Infanterie Division and the sabotage of all usefull installations for the Germans. Moreover, two British commandos units had to destroy coastal batteries on the flanks of the landings. D-Day of the operation : 19 August 1942. The unexpected encounter with a German naval patrol scattered the British fleet which carry the N° 3 Commando on Yellow Beach. Therefore, the commandos could not complete their mission to destroy the “Goebbels” battery at Berneval. N° 4 Commando, under the command of Lord Lovat landed on Orange beaches, made an assault and a hand-to-hand fight to finally destroy the “Hess” battery before to re-embark at Vasterival to return in England. This was the only success of Jubilee. At Puys, Blue Beach, the Royal Regiment of Canada landed late on a beach closed by an wall topped with barbed wire. The Canadians were pinned down on the beach and really slaughtered by the fire of the machine-guns. At Pourville, Green Beach, the South Saskatchewan Regiment succeed to land but could not capture the radar station neither the German strong point of “ferme des 4 vents”. The Camerons Highlanders of Canada arrived in the second wave and advanced inland but as they were not joined by the tanks, they had to withdraw before to re-embark. On the main beach at Dieppe, the Essex Scottish landed on Red Beach and the Royal Hamilton Light Infantry on White Beach. They were too pinned down on the beach by the heavy fire of German defenders entrenched on the two cliffs overhanging the beach. Churchill tanks of the 14th Canadian Army Tank Battalion were jammed on the esplanade because of anti-tank wall closed the access of the city. The Royal Hamilton succeeded to capture the casino but could not advance more. The Fusiliers Mont-Royal were landed for absolutely nothing and suffered heavy losses, it was the same for the Royal Marines unit. Seeing the failure of the operation, General Roberts ordered the evacuation of the surviving troops and at 1220, it remained only dead men and prisoners on the beaches. This raid had lost more than 900 KIA and about 2000 prisoners to the Canadians and which be added about 500 losses to British troops. All the tanks were lost with their crew. The Germans suffered only 350 KIA. The acquired experience of landing was paid wittth an heavy cost of life for the Allies.

This campaign with six scenarios, one for each landing beach, relates the fighting of the Canadians and British commandos in this short battle (only the morning hours) on the 19th of August 1942.

Jdrommel.





German defense post

Map of the landings

Campaign notes

Expansions needed to play with the base game :

- One "Terrain Pack" expansion for some tiles;
- One "Mediterranean Theater" expansion for British figures;
- One "Equipment Pack" expansion for the snipers and machine-guns ;
- A second « Beach » board is needed to play the Overlord scenario.

Special rules

The campaign is played simply scenario after scenario.

« The hell of Dieppe » Overlord scenario could replace the scenarios White Beach and Red Beach.

Scenarios :

27732 – Orange Beach
 27585 – Yellow Beach
 27572 – Blue Beach
 2317 – Green Beach
 27751 – White Beach
 27755 – Red Beach

Who wins the battle of Dieppe ?

In accordance with History, the Germans win the battle by pinned down Canadian troops on the beaches at Dieppe and Pys. However, the Canadians were courageous to land under the heavy German fire and the British commandos showed their usual pugnacity by succeeding to annihilate the two coastal batteries. In this campaign, each scenario is well-balanced to give a chance to win to the two players. The winner will be the one who implements the better strategy (or who have the best fortune with dices).

Bibliography

- 39/45 Magazine n°51 - L'opération Jubilee à Dieppe.
- Le débarquement de Dieppe - Osprey Publishing.
- Green Beach - J. Leasor.



The casino and White Beach

Counting up the Victory points :

- 1 VP by full ENY unit destroyed,
- 1 VP by scenario won,
- 1 additional VP by medal token gained.

Victory Points Counter Sheet
(available VP)

<i>SCENARIO</i>	<i>ALLIES</i>	<i>AXIS</i>
Orange Beach	(7+2+1)	(7+1)
Yellow Beach	(6+1+1)	(6+1)
Blue Beach	(6+3+1)	(6+1)
Green Beach	(6+3+1)	(6+1)
White Beach	(7+2+1)	(7+1)
Red Beach	(7+2+1)	(7+1)
Total	(58) VP	(45) VP

The Hell of Dieppe	(15+4+1)	(15+1)
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Blue Beach after the battle