

OPERATION JUBILEE

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1.0 INTRODUCTION

1.1 Operation Jubilee: Dieppe, August 1942

(OJ) is a solitaire game simulating the disastrous Commonwealth (CW) raid against the German-held French port of Dieppe on 19 August 1942. A mixed force of Canadian troops and tanks and British Commandos landed on several beaches along a 16 mile stretch of coast, with a variety of objectives. While the commando raids on the flanks met with some success, the major action against Dieppe was a costly failure. It didn't come close to achieving its objectives, and over 75 percent of that landing force were killed or captured.

1.2

In OJ, you control the CW forces assaulting the beaches and struggling to achieve their objectives against intense German resistance. The game system controls the German forces that oppose you.

2.0 COMPONENTS

2.1

A complete game of OJ includes the following components: the game map, 176 die-cut playing pieces, and this rules set. To play you will need to provide yourself with a standard (six-sided) die.

2.2 Game Map.

The overall game map actually consists of three sector maps: the main map

showing the French port of Dieppe and surrounding areas, and two smaller maps portraying coastal areas east and west of the main map. The main Dieppe map is divided into four areas: Blue Beach, Dieppe town, Green Beach and Rear. The two outlying maps are identified by their Beach code names: Yellow and Orange. The map should be used by you oriented to match the perspective of the raiding CW forces, with you sitting off its north edge and facing south. A hexagonal grid is superimposed over the terrain features to regulate the placement and movement of units. Each hex represents 400 meters (438 yards) across. The map's terrain types are identified on the Terrain Key printed on it.

2.3 German Positions.

Many hexes contain German positions, noted by a colored hexagonal outline. German units are placed only in those hexes. Unoccupied German positions possess no inherent strength. German positions may have any of the following features.

- One of six colors, used with the "Op Chits" to determine which German positions perform actions.
- A placement letter, indicating a German unit of the indicated type occupies the position at the start of the game.
- An objective symbol, such as a radar tower or artillery. Specific symbol types have no effect on play, and are differentiated only for historical interest. Each position

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with an objective also has a victory point (VP) value, indicating you earn two to five VP if a CW unit destroys that objective.

- One or two movement arrows pointing toward a nearby German position, which are used when a German unit in that position conducts a movement check. If a position has two movement arrows, the primary arrow is solid and the secondary arrow is an outline.

2.4 German Fire Dots & Fields of Fire.

The hexes surrounding each German position contain "fire dots" matching that position's color. All the fire dots emanating from a single German position are collectively referred to as that position's "field of fire." CW units in a hex with a fire dot may be the target of fire by the German position projecting that fire dot. Many hexes contain fire dots from several nearby German positions projecting overlapping fields of fire into that hex.

2.5 Beach Landing Boxes.

A row of boxes facing each beach hold CW units about to land. Each box is identified with the initials of its historic beach code name and a unique number (such as "R1" for "Red 1"). CW units in Beach Landing boxes are committed to land in the beach hex toward which each box points.

2.6 Turn Track.

You record the passage of turns by moving the Turn marker one box along the Turn Track at the end of each turn. The track also lists game milestones. When setting up, place CW units in the space of the track corresponding to their turn of entry, and keep them there until it is time for them to enter play.

2.7 Sequence of Play/Op Chit Track.

As you draw op chits each turn, place each in a box of this track.

2.8 Transport Point Tracks.

Each landing beach has a track holding a transport point marker indicating how many transport points are currently available at that beach for evacuating CW units to England.

2.9 The German Depth Box

holds German depth markers that have not yet entered play.

2.10 The CW Eliminated Units Box

holds CW units eliminated during play.

2.11 The CW Evacuated Units Box

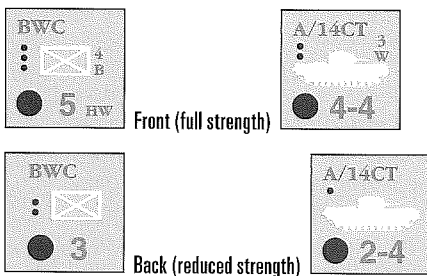
holds CW units evacuated safely back to England.

2.12 Playing Pieces.

The 176 playing pieces consist of units (representing specific CW and German military forces) along with "OP chits," and markers, which are placed on units, tracks or the map to display information or status. The characteristics of CW and German units differ. For example, only CW units have steps and only German units have an unrevealed side.

2.13 CW Units

Sample CW Infantry Units & Tank Units



Historic ID — (top row of numbers & letters)

Step Strength — (dots)

Attack Strength — (big number)

Heavy Weapons — (HW)

Engineers — (E)

Range — (second big number; only on tanks)

Target Type — (diamond, triangle, circle)

Arrival Turn — (small number to right of unit-type box)

Location — (alpha-numeric beneath arrival turn)

Historic Identity.

The military designation of the unit identifies the unit's formation and parent formations, and are included primarily for historical interest.

Steps.

Each CW unit possesses one to three steps, indicating the unit's overall manpower. CW units lose steps as a result of combat losses. Units representing regular infantry companies start the game with three steps, while

units representing tank and commando companies start with two steps. A unit with one or two steps has one counter with one or two printed sides (respectively). A unit with three steps has two counters, with two printed sides on one counter and one printed side on a replacement counter. All replacement counters are single step infantry units, and can be recognized by their lack of designation and entry data. Replacement counters are generic; they may replace any infantry unit with the same target symbol. Only one counter for a given unit is in play at one time.

Attack Strength.

A quantification of the unit's firepower in combat, used when attacking German units. A unit's strength is reduced as it loses steps.

Heavy Weapons (HW).

Full-strength CW infantry units possess HW, as noted on their counter. Heavy Weapons are often helpful in defeating German units in attack actions. As an infantry unit loses steps, it may lose its HW capability.

Engineers (E).

Certain full-strength CW infantry units scheduled to land at Dieppe on Turn 3 contain engineers, useful when the "Destroy Dieppe Tank Wall" random event occurs (see section 8.0).

Range.

CW units capable of attacking German units from non-adjacent hexes have a numeric range, representing the maximum number of hexes from which the unit may fire at a German unit. When counting range, count the straightest hex path possible from the firing unit to its target. Don't count the firing unit's hex; do count the target's hex.

Target Symbol.

Used to randomly select which CW units are hit by German fire or are the subject of an event or other game function.

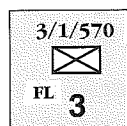
Arrival Turn & Location.

The turn in which the CW unit enters play is shown along with the Beach Landing Box in which to place the unit on its turn of entry.

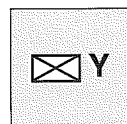
Dieppe, August 1942

2.14 GERMAN UNITS

Sample German Unit



Front (revealed)



Back (unrevealed)

Defense Strength — (large black number)
CW Tactical Requirements — ("HW" or "FL")
Area — (large letters on back sides)

Strength.

A quantification of the unit's ability to defend against CW attacks.

CW tactical requirements.

A German unit may list heavy weapons (HW) or flanking (FL) as defensive tactics. CW units must possess the tactic in order to successfully attack the German unit.

Area.

Identifies the map and beach area in which the unit starts the game — *Yellow, Orange, Blue, Dieppe, Green, rear and coastal.*

2.15 Unit Types

CW Units



INFANTRY COMPANY



COMMANDO COMPANY



TANK COMPANY

German Units



COASTAL DETACHMENT



INFANTRY COMPANY



ARTILLERY BATTERY



ANTI-TANK COMPANY



ENGINEER COMPANY

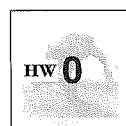


HEADQUARTERS COMPANY

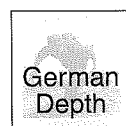
2.16 German Depth Markers

are placed beneath German units occupying German positions on the map. Together, a unit and its depth

marker represent a formation at full strength and fully deployed. A unit without a depth marker is under-strength or isn't yet otherwise ready to maximize its combat effectiveness. Depth markers are placed face down (unrevealed) and are only revealed as required by CW attacks against the unit with which it's stacked. When a depth marker is revealed, its strength and attributes are added to the unit with which it's stacked. German depth markers are never placed on the map on their own, they only appear with German units.



Front (revealed)



Back (unrevealed)

2.17 Operation (OP) Chits

are drawn randomly from a cup during each turn in order to trigger game events. There are several types of Op Chits, each triggering a different action or event.



GERMAN ACTION chits trigger fire and movement by German units.



GERMAN DEPTH PLACEMENT chits trigger the placement of German depth markers.



GERMAN ARTILLERY chits trigger fire by a German coastal artillery batteries.



COMMANDO chits trigger a special round of actions by CW commando units.



RANDOM EVENT chits trigger an event from the Random Events Table, but only beginning on Turn 4.

2.18 Other Markers



DISRUPTED / ATTACKER DISRUPT (see section 6.0)



TURN / EVACUATION (see section 12.0)



TRANSPORT POINTS (see section 12.0)



OBJECTIVE DESTROYED (see section 14.0)



TANK WALL DESTROYED (see section 8.0)

3.0 SET UP

3.1

Lay out the map so you are sitting along the north side, with the beach landing boxes near you. Turn revealed side down all 32 German units and mix them. Then randomly place (without looking at their revealed sides) each unit face down on the map, each in a German position marked with a starting letter matching that on the back of the German unit. For example, place a unit with a "C" on its backside in any German starting position marked with a "C" on the map. Place all 32 units in that manner.

3.2 CW Pre-Landing Aerial Attack.

Place disrupted markers on three German units in positions 0517, 0620 and 0522.

3.3

Place all CW units in the spaces of the Turn Track corresponding to each unit's turn of entry, except for the 10 Commando units scheduled to enter on Turn 1. A total of 31 units should be placed. Set aside the 15 CW replacement units. Place the five CW transport markers in the highest-numbered boxes of their respective tracks. Place the Turn marker in the first space of the Turn Track. Place the 37 Op Chits in an opaque wide-mouth container, such as a coffee mug. Place the 20 German depth markers face down in the Depth box. Determine your commando forces for the raid as described below.

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3.4 CW Commando Disposition.

Historically, the ships transporting the commando force to Yellow Beach ran into a German coastal convoy, resulting in the majority of that Allied force aborting their mission. In the game, then, one or the other of your two commando forces will encounter the convoy. Roll a die and consult the following table to determine how many commando units and transport points you receive at Yellow and Orange beaches. Place the Transport marker for each beach in the box indicated. If you receive fewer than five commandos at a given beach, select your assigned number randomly and place them in the Turn 1 space of the Turn Track. Place the unselected commandos in the Evacuated Units box. Place all five commandos for the other beach in the Turn 1 space. Place all remaining markers aside for use later in the game. (On the table below, "1" was the historic result. A larger version of this table is on page R13)

Die Roll	Yellow Beach Commandos	Yellow Beach Transport	Orange Beach Commandos	Orange Beach Transport
1	2	2	5	4
2	3	2	5	4
3	4	3	5	4
4	5	4	2	2
5	5	4	3	2
6	5	4	4	3

4.0 SEQUENCE OF PLAY

4.1

OJ is played in turns, each consisting of several phases conducted in the following sequence.

I. CW Amphibious Transport Phase (skip if in Evacuation Mode)

1. Unit Transport.

Take units from the current turn of the Turn Track and place them in the Beach Landing boxes listed on the units (5.2).

2. Landing Check.

Conduct a separate landing check for each unit now in a beach landing box, except for commando units (5.5).

II. Operations Phase.

Draw three Op Chits, one at a time. Place each on the Op Chit Track as you draw it. Carry out the operation indicated by each chit before drawing the next. (Exception: On Turn 1, draw just one chit.) The operation conducted depends on the type of chit drawn.

German Action Chit.

For each German-occupied position matching a color shown on the Action chit conduct one of the following.

- If undisrupted, with CW units in its field of fire, the unit fires at CW units (see section 6.0).
- If undisrupted and no CW units are in the position's field of fire, conduct a movement check for the unit (see section 6.0).
- If disrupted, remove the disruption marker from the unit in the position.

German Depth Placement Chit.

Place a Depth marker beneath one German unit in each area listed on the chit (see section 9.0).

CW Commando Chit.

Conduct actions with any or all of your undisrupted commando units (see 10.19). Remove Disruption markers from disrupted commando units. If the Commando chit says "Remove," remove that chit from play.

German Coastal Battery Chit.

If the coastal battery listed on the chit is active, you lose one CW transport point (7.0).

Event Chit.

Starting Turn 4, roll a die and refer to the event list (8.0). Implement the resulting event. If drawn before Turn 4, treat as "no event."

III. Commonwealth Action Phase

1. Beach Landings & Evacuation.

Land all CW units in Beach Landing boxes by moving each to the corresponding beach hex (5.8). If "CW evacuation" has been declared (12.0), instead remove all CW units in Beach Landing boxes to the Evacuation box.

2. CW Actions.

Conduct actions with all undisrupted CW units. Actions include movement, attack, barrage, destroy objectives, and board transports.

3. Recovery.

Remove disrupted markers from all CW units. Flip Attack Disruption markers to the Disrupted side.

IV. End of Turn

1. If there are no CW units on the map, or you've just completed Turn 24, the game is over. Check the victory conditions to determine your level of victory or defeat (14.0)
2. Remove all Op Chits from the Op Chit track. If indicated on the Turn Track, return all Op chits to the Op Chit pool; otherwise leave them aside.
3. Move the Turn marker one box ahead on the Turn Track and start the next turn.

5.0

CW AMPHIBIOUS OPERATIONS

5.1

All CW units enter play via amphibious landing. During the CW Amphibious Transport Phase, place units in Beach Landing boxes and conduct landing checks for those units. During the CW Action Phase, move units in the Beach Landing boxes onto the beach.

5.2 Transporting Units.

Take all units in the space for the current turn on the Turn Track and place each in the Beach Landing Box listed on the unit. If the unit lists a specific beach box, such as R2, place the unit in that box. If the unit lists a beach but not a specific box, such as R, you may place the unit in any Beach Landing Box with that letter. Units that do not list any beach may be placed in any Beach Landing Box on the Dieppe map.

5.3

One or two units may be placed in each Beach Landing box.

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5.4

You may not place a unit in a Beach Landing box without ID letters; such boxes may only be entered as a result of drift (see below).

5.5 Landing Checks.

Conduct a landing check to determine if CW units in Beach Landing boxes, other than commando units, are effected by hazards such as cross currents, rough seas, equipment failure and navigational errors. For each unit being checked, roll a die and locate the result on the CW Landing Table. As noted on the table, landing outcomes vary by unit-type and turn.

5.6 Drift Results.

If a unit drifts, move the unit one box to the left (east) or to the right (west) along the row of Beach Landing boxes. A unit that drifts will subsequently land on the beach of the box into which it drifts. If there's no box for the unit to drift into, it's delayed instead.

5.7 Delay Results.

If a unit is delayed, return it to the Turn Track, one game turn ahead of the current turn. Starting on Turn 8, if a unit is delayed you may instead place the unit in the Evacuated box, at your option.

5.8 Landing CW Units.

CW units placed in Beach Landing boxes stay there throughout the Operations Phase, and they may be subject to German fire during that time. Then, at the start of the CW Action Phase, all units still in Beach Landing boxes land, even if disrupted. Move every unit from its Beach Landing box to the corresponding beach hex, in the direction indicated by the box's arrow. Units may exceed stacking limits in this move. An undisrupted unit may perform an action in the same CW Action Phase in which it lands.

6.0 GERMAN ACTIONS

6.1

Each time you draw a German Action chit during the Operations Phase, all undisrupted occupied German positions matching a color on the chit may potentially fire at CW units in that position's field of fire. If no CW units are in the position's field of fire, the

unit in the position may potentially move to another position. Exception: German coastal units don't move. Revealed and unrevealed German units may perform actions, and performing an action doesn't cause a German unit to become revealed.

6.2 Reading German Action Chits.

Each German Action chit shows two or three colors and a target symbol. All occupied German positions matching the colors shown are eligible to act. Each chit includes:

- Two or three German position colors (red, blue, green, purple, brown or orange) are shown. Every non-disrupted German unit in a position matching a color on the chit fires at CW units in its position's field of fire. Some colors on an Action chit include an "Armor Hit Bonus," indicating fire from positions of that color is more likely to hit CW tank units. If no CW units are in the position's field of fire, the German unit in the position conducts a movement check instead of firing. Some colors on Action chits include an "A," for "Assault," indicating that unit may conduct an assault movement check instead of a regular movement check.
- A target symbol (triangle, diamond or circle) is shown. CW units with the target symbol on the chit are the primary target of that German unit's fire.

6.3 German Fields of Fire.

The hexes around a German position contain fire dots in that position's color, indicating that position's field of fire. Fields of fire extend one to three hexes in all directions from the position. Fields of fire of German positions adjacent to a beach may also extend into Beach Landing boxes. CW units in a hex or Beach Landing box with one or more fire dots are susceptible to German fire.

6.4

In a few places on the map, the proximity of German positions causes fields of fire from positions of the same color to abut, but fields of fire of a single color never overlap. If there is a question as to which position projects a given fire dot into a hex, note that

dots appear on the side of the hex nearest to the projecting position.

6.5 German Fire.

Upon drawing a German Action chit, resolve German fire for positions on all maps matching any of the colors appearing on that chit, if that position is occupied by a non-disrupted German unit with one or more CW units in its field of fire. CW units in the field of fire of a firing German unit may be hit, suffering disruption or step loss.

6.6

For each German position firing, check each hex in its field of fire occupied by CW units. Factors determining if a CW unit is hit include the unit's location, its target symbol, and type (armored or non-armored) as defined in the German Fire Priority Summary (see 15.1). CW units with the target symbol indicated on the action chit are more likely to be hit than CW units without the symbol.

6.7 Hit Limits.

Fire from a German position occupied by a unit without a depth marker may hit one CW unit. Fire from a German position occupied by a unit with a depth marker may hit up to two CW units.

6.8 Multiple Targets.

If there are more CW units in the German position's field of fire than the position can hit, apply the hits in accordance with the German Fire Priorities Summary (see 15.1).

6.9

CW unit hit by fire may suffer a one-step loss, as noted in the German Fire Priorities Summary; flip over such units so their reduced-strength side shows upward. The next time such a unit suffers a step loss, replace it with a reduced-strength substitute unit, and place the original unit in the eliminated units box. If a unit has only one step when hit, it's eliminated. If placing a replacement unit, make sure the replacement has the same target symbol as the unit it's replacing. Place eliminated CW units in the Eliminated Units box. Exception: return eliminated one-step replacement infantry units to the pool of replacement units.

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6.10

When a CW unit is disrupted by fire; place a disrupted marker on the unit. A disrupted CW unit is still eligible to be hit by fire. An already disrupted unit may not be given another disruption marker. A unit may be disrupted by fire from one position and lose a step as a result of fire from another position in the same German Action Phase.

6.11 Step Loss Limitations.

A given CW unit may not lose more than one step via fire from a single German Action chit, even if eligible to be hit by fire from multiple German positions. Apply the excess hits to other targeted CW units if available; if not, ignore the excess hits. You must, however, attempt to hit the most CW units possible when assigning hits from multiple positions. For example, if German position A is limited to hitting two units, and three units are eligible to be hit, one of which is also hit by position B, assume position B hits that unit and Position A hits the other two.

6.12

A hex occupied by CW units with a total of six or more steps is a "concentrated target," and that status increases those units' susceptibility to German fire. That is, all units in a concentrated target are considered to have the target symbol shown on the German Action chit, regardless of the actual symbol on those counters.

6.13

When a position color on the German Action chit includes an anti-armor symbol, firing positions of that color receive the "armor hit bonus," thereby increasing the situations in which they may inflict step losses on CW tank units. Without an armor hit bonus, a firing position only affects tank units in fire priority situations 1, 5 or 6, as noted on the German Fire Priorities Summary Table. Also note the two German anti-tank units always receive the armor hit bonus when firing.

6.14

Hits are against units, not stacks. One unit in a stack may be hit while the other is not. If both units in a stack are hit, both may lose a step.

6.15 German Movement Check.

Each time you draw a German Action chit, conduct a movement check for every German position matching a color on the chit, provided that each checked position is occupied by a non-coastal unit and doesn't have CW units in its field of fire. If the color symbol has an "A," and the German unit is unrevealed with a depth chit, the movement check becomes an "Assault Move Check," as described below in 6.18. To conduct a movement check, find the situation listed below that applies to the German position being checked.

- A. If the position has no movement arrow, the German unit stays put.
- B. If the position has just one movement arrow, and that arrow points to an unoccupied position, move the German unit and its depth marker (if it has one) to that unoccupied position.
- C. If the position has just one movement arrow, and that arrow points to a position occupied by a German unit, the German unit stays put.
- D. If the position has just one movement arrow, and that arrow points to a position occupied by a CW unit, the German unit stays put (exception: Assault Move, 6.18).
- E. If the position has two movement arrows, and both point to occupied positions, the German unit stays put (exception: Assault Move, 6.18).
- F. If the position has two movement arrows, one of which points to an unoccupied position, move the German unit and its depth marker to that position.
- G. If the position has two movement arrows, and both point to unoccupied positions, move the German unit and its depth marker to the position that has CW units in its field of fire. If neither or both destination positions have CW units in their fields of fire, move the German unit and its depth marker to the position in the primary direction.

6.16

A German unit may not move to a position from which it can't trace communication (exception, Assault Move, 6.18).

6.17

When more than one German unit is eligible to conduct a movement check, conduct the checks in the order their position colors appear on the Op Chit.

6.18 Assault Movement Checks (AMC).

If the position color on the German Action chit shows an "A," conduct an AMC for each unrevealed German unit with a depth marker in a position of that color (instead of a movement check). The "A" is disregarded for German units with CW units in their field of fire, or that are revealed, or that don't have a depth marker. An AMC is performed like a regular movement check with the following adjustments.

- The unit may move to an unoccupied destination position from which German communication can't be traced (exception to 6.16).
- If situation D or E described above applies (that is, the start position's movement arrow points to a position occupied by one or more CW units), roll a die. If the result is greater than the total attack strength of the CW units in the destination hex, the German unit has successfully assaulted the CW units; disrupt all CW units in the hex and move them to an adjoining hex that is farther in hexes from the start position of the assaulting German unit. Don't move the German units into the vacated position following a successful assault. If the die result is equal to or less than the total CW strength in the hex, the German unit does nothing.

6.19 Objective Hex Garrisons.

A German unit in a position with an objective doesn't perform the movement action if there is a CW unit within two hexes of its position, even if that CW unit isn't in the position's field of fire.

6.20 Batteries Hess & Goebbels Provisional Movement Arrows.

The movement arrows for the German positions in hexes 1706 and 1738 are considered not to exist until an Objective Destroyed marker is placed in the hex. Prior to the objective in either hex being destroyed, German units in that undestroyed hex don't move.

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6.21 Coastal Position Movement Arrows.

Even though German coastal units don't perform movement checks, many coastal positions have movement arrows. Those arrows function only if the coastal unit in the position has been eliminated and another German unit eligible to move has moved into the position.

6.22 Disrupted German Units.

A German unit with a disrupted marker doesn't fire or move, and it doesn't project a field of fire. A German unit remains disrupted until its position color appears on a German Action chit. After conducting all fire and movement in that German Action Phase, remove disruption markers from every disrupted position matching a color appearing on the Action chit.

7.0 GERMAN COASTAL BATTERY FIRE

7.1

If you draw a German Coastal Battery Fire Op Chit, the German artillery battery named on the chit hits CW transport, provided that battery is active. There are three Coastal Batteries, each with its own Op Chit: Battery Goebbels, in hex 1706, fires on CW transport for the yellow map; Battery Hess, in hex 1738 fires on CW transport for the orange map, while Battery Hitler is off map, firing on CW transport for Dieppe (not Blue or Green beach).

7.2

If the battery named on a drawn chit is active, remove one point from the corresponding Transport Track. For example, if you draw the Battery Hess chit when that battery is active, you must remove one point from the Orange map transport track.

7.3

Battery Hess or Goebbels is inactive if its hex is occupied by a CW unit or a Destroyed Objective marker. If you draw a chit for an inactive battery, treat it as no event. Off-map Battery Hitler can't be rendered inactive.

8.0 RANDOM EVENTS

8.1

Starting on Turn 4, if you draw a Random Event Op Chit, roll a die and implement the event corresponding to that result in the following list. If you draw a Random Event Op Chit on Turns 1-3, treat it as no event.

8.2 Die Roll 1 or 2:

Engineers Destroy Tank Wall.

If a CW unit with engineers (E) occupies a hex bordered by the Dieppe tank wall, the entire tank wall is destroyed. That is, all hexsides of the tank wall are considered not to exist for the remainder of the game. Place the Tank Wall Destroyed marker near the wall as a reminder. If this event occurs when no unit with engineers is adjacent to the wall, roll another die. On a result of one, the tank wall is destroyed; on any other result the wall remains intact. Treat this as no event if the wall has already been destroyed.

8.3 Die Roll 3: CW Air Strike.

RAF fighters strafe a German installation. Disrupt a German unit in one VP position of your choice. If the unit has a depth marker, eliminate that marker. If no German unit occupies a VP position, treat this as no event.

8.4 Die Roll 4 or 5: Dieppe Transport Recalled.

CW transport craft mistake radio transmissions for orders to return to England. Subtract one point from the Transport Track on the Dieppe map with the most transport points (your choice if tied).

8.5 Die Roll 6: German Redeployment.

Remove depth markers from all German coastal garrison units with no CW units in their fields of fire. Return the markers to the Depth box, unrevealed. If no such markers are in play, treat this as no event.

9.0 GERMAN UNITS / DEPTH MARKERS

9.1

German units occupy German position hexes. A unit may occupy a German position hex alone, or with a depth marker stacked beneath it. A unit and its depth marker represent a single German force in the position. At the start of play all German units are without depth markers. During play German units gain depth markers as called for by an Op Chit or as the result of an unsuccessful CW attack (see the CW Attack Results Table, 15.2).

9.2 Adding Depth to German Units.

Depth markers are added to German units when you draw a German Depth Placement Op Chit. The chit calls for depth markers to be added to two units, each in a different map area. Upon drawing a Depth Op Chit, choose one German unit without a depth marker in each area indicated on the chit. Randomly draw a depth marker from the depth pool and place it beneath the German unit unrevealed. If there's more than one German unit without a depth marker in the area, choose a unit based on the following priorities.

1. Choose the German unit closest in hexes to a CW unit.
2. If two or more units are equidistant, choose the German unit with more CW units in its field of fire.
3. If still tied, choose the German unit in the lowest numbered hex.

9.3

A German unit must be in communication in order to receive a Depth marker (see section 13.0). A depth marker may only be placed in a German position occupied by a German unit. Depth markers never occupy a hex on their own.

9.4

A Depth marker may be placed with a German unit that previously lost its marker due to CW attack. There's no limit to the number of times a German unit may lose a Depth marker and receive another, as long as markers are available in that pool.

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9.5

If the Yellow, Orange or Dieppe areas have no German unit eligible to receive a Depth marker when called for, no marker is placed. If the Blue, Green or Rear areas have no unit eligible to receive a Depth marker when called for, place the marker in the Dieppe area instead. If only one marker is available when two are called for, apply the placement priorities to both areas together to place the marker.

9.6 Revealing German Units & Depth Markers.

German units and depth markers are initially placed on the map face down (unrevealed). An unrevealed unit exerts a field of fire and may fire. A German unit is revealed as the result of a CW attack (see Section 8.0). When a German unit is revealed, its Depth marker remains unrevealed until such time as the unit is subject to a sufficiently strong CW attack, as noted on the CW Attack Results Table. At that time the unit's depth marker is revealed to add to the unit's defense. Once a German unit or depth marker is revealed, it remains revealed until removed from the map.

10.0 CW ACTIONS & STACKING

10.1

During the CW Action Phase, all your undisrupted CW units may each conduct one of the following actions, if eligible.

- Move
- Attack
- Barrage (tanks only)
- Destroy Objective (any unit in a VP hex)
- Board Transport

You may have your units perform actions in any order. A given unit may perform no more than one action per turn.

10.2 Move Action.

Conduct this action to move a unit. A unit may move a distance of one, two or three hexes in a single action, depending on the situation.

- A unit may always move one hex, but may not cross prohibited hexside terrain or enter a hex with prohibited terrain. Also see 10.6.
- A unit may move two hexes as long as it doesn't enter a hex in the field of fire of an undisrupted

German unit. A unit may begin its move in a hex in a German field of fire and still move two hexes.

- A unit may move three hexes if it begins its move in a road hex, enters only connected road hexes, and doesn't enter a hex in the field of fire of an undisrupted German unit.

10.3

The Terrain Effects Chart lists terrain that restricts or prohibits movement for all unit types. Tank units are restricted in the terrain they may enter or cross. In effect, the tanks are stuck on Dieppe Beach unless the Dieppe Tank Wall is destroyed.

10.4

You may not move a CW unit into a hex occupied by a German unit. A CW unit may enter a hex containing an empty German position. You may not move a unit from one map to another.

10.5 Infiltration.

If you're moving a CW infantry or commando unit from a hex adjacent to and in the field of fire of an occupied and non-disrupted German position to a hex that's also adjacent to and in the field of fire of that same position, that CW unit is attempting to "infiltrate" past the German position. It may be fired on immediately. Upon attempting each infiltration, make a special draw of an Op Chit. That draw isn't considered one of the three draws for the turn, and it's only used to resolve the infiltration attempt.

- If the drawn Op Chit is a German Action chit showing the color of the German position being infiltrated, you remove a step from the infiltrating CW unit. The CW unit isn't disrupted if hit in this way. If the infiltrating CW unit loses a step, you may choose to complete the infiltration or keep the unit in the hex from which it started the move. In either case, the unit has performed an action.
- If you draw a German Action chit without the infiltrated German position's color, or if you draw some other type of Op Chit, the infiltrating CW unit isn't effected in any way.
- CW tank units make infiltration moves without checking for step loss.

10.6 Wire Hexsides.

No more than one CW unit may be moved across a given wire hexside in a single CW Action Phase. A unit crossing a wire hexside may only move one hex as its move.

10.7 Destroy Objective Action.

Conduct this action to destroy (sabotage, dismantle or otherwise render inoperable) an objective depicted in a VP hex. A CW unit that begins its action already in a VP hex may spend an action to destroy that objective. Place a destroyed marker in the hex matching the hex's VP value. The marker stays there for the remainder of the game, and you earn the VP listed in the hex, even if the hex is subsequently occupied by a German unit.

10.8 Board Transport Action.

Conduct this action to move a unit from a beach hex into a connecting Beach Landing box in preparation for evacuation. You may conduct this action only if the unit's area is in evacuation mode and only if transport points are available at the unit's beach (see section 12.0). A unit may board transport if it starts the CW Action Phase in a beach hex connected to a Beach Landing box with an ID letter/number. For example, a board transport action is allowed from beach hex 0421 into Beach Landing Box W2, but not from hexes 0422 or 0423.

10.9 Transport Limit.

The number of steps that may board transport at a given beach in a single Action Phase is limited to the number of transport points available at that beach. For example, if Dieppe Beach currently has four transport points, only units up to a total of four steps may board transport. You may 'make change' for regular infantry units to meet the transport limit exactly. For example, if you want a two-step unit and a three-step unit to board transport at Dieppe, but only four transport points are available, you could place a one-step replacement unit in the beach hex occupied by the three-step unit and flip the three-step unit to its two-step side; then move both two-step units into the Beach Landing box via a board transport action. You may not make change for commando or tank units.

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10.11

A tank unit requires two transport points per step in order to board transport.

10.12

If a beach has no transport points, no units may board transport there.

10.13 Commando Transport.

The Yellow and Orange maps each have two separated landing beaches. On a given map, CW units may only board transport at one of the two beaches. You may use either beach, but once the first CW unit on that map boards transport, all other units may only board transport from that same beach. For example, if a unit on the Yellow map boards transport from hex 1503 into Beach Landing box Y1, all other units on the Yellow map may only board transport from that hex.

10.14 CW Stacking Limit.

One or two CW units may occupy a hex at the end of each CW Action Phase. You may exceed stacking during CW Action Phases and during other phases of the turn.

10.15

There is no limit to the number of steps that may occupy a hex at any given time; however, units in a hex occupied by six or more steps are considered a concentrated target during German fire.

10.16

If CW units are in violation of the stacking limit at the end of a CW Action Phase, you must eliminate units until the limit is met.

10.17 Disrupted CW Units.

A CW unit may become disrupted as a result of German fire, landing hazards, or an unsuccessful CW attack. A disrupted unit may not perform actions. At the end of each CW Action Phase, remove all disruption markers from CW units.

10.18

If a CW unit becomes disrupted during a CW Action Phase as a result of participating in an unsuccessful CW attack, place an "Attacker Disrupted" marker on that unit instead of a "Disrupted" marker. Don't remove the Attacker Disrupted marker at the end of that CW Action Phase,

instead flip it so its Disrupted side shows upward at that time.

10.19 Bonus Commando Actions.

If you draw the Commando Actions Op Chit, you may immediately have all your commando units perform one action each (move, attack, destroy objective, or board transport), just as if a separate CW Action Phase is underway. Disrupted commando units become undisrupted at the end of that special action phase, instead of performing actions. Some Commando Action Chits are printed "Remove." If you draw one of them as an Op Chit, permanently remove that chit from play at the end of that phase.

11.0 CW COMBAT ACTIONS

11.1

CW units may attempt to disrupt and destroy German units via two types of actions.

- Attack a German-occupied hex. An attack must include at least one infantry or commando unit adjacent to the German-occupied hex. Other units may participate from adjacent hexes and, if capable of ranged fire, from non-adjacent hexes.
- Barrage a German-occupied hex exclusively from non-adjacent hexes. Tank units may barrage a German-occupied hex from hexes that are within range of the German unit, but not adjacent.

11.2 Units Eligible to Attack.

An attack must include at least one infantry or commando unit attacking a German-occupied hex from an adjacent hex. As long as that requirement is met, any units may join in the attack against the same German-occupied hex. Infantry and commando units must be in a hex adjacent to the German-occupied hex. Tank units must be adjacent to the target hex, or adjacent to an attacking infantry unit.

11.3

An attack is an action. Every unit participating in an attack against a single German-occupied hex must conduct an action in order to participate in the attack.

11.4

As noted on the Terrain Effects Chart, a unit may not attack across a cliff or unbridged river hexside unless it's capable of ranged fire.

11.5 Tactical Requirements.

Many German units and depth markers list tactical requirements. Those are tactics CW units must possess in order to increase their chance of successfully attacking the German unit.

11.6 Heavy Weapons.

Some German units and depth markers show heavy weapons (HW) as a tactical requirement. In order to meet that requirement, at least one CW unit attacking the unit must possess heavy weapons, indicated by "HW" on the CW unit. All full strength CW infantry and tank units possess heavy weapons, but may lose them as they lose steps. Commando units don't possess heavy weapons (but, see 11.8).

11.7 Flanking.

Some German reinforcement units and depth markers list flanking (FL) as a tactical requirement. In order to meet the flanking requirement in an attack, CW units must be attacking the German-occupied hex from at least two different hexes adjacent to that target. If both the German unit and its depth marker list the flanking requirement, to satisfy that requirement the involved CW units must be attacking from at least two hexes adjacent to the German hex and — additionally — they may not be adjacent to each other.

11.8 Commando Tactical Prowess.

If a CW attack includes at least one commando unit, those commandos provide a tactical "wild card," standing in for your choice of either the HW or FL tactical requirement. This benefit isn't cumulative; if more than one commando unit is attacking, you may only name one wild card tactic. In the case of a double FL requirement, as given above at the end of 11.7, one participating commando is still enough to overturn the whole thing.

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11.9 Resolving an Attack.

An attack is resolved by comparing the strength and tactics of the attacking CW units to the strength and tactical requirements of the unit and (possibly) the depth marker in the German-occupied hex under attack. The German defenders may become disrupted, lose their depth marker, gain a depth marker, or be eliminated as a result of an attack. CW units may become disrupted as a result of attacking, and they may sometimes lose a step.

11.10

Once you've declared an attack action against a German-occupied hex, and selected all the CW units performing actions to participate in that attack, resolve it as follows.

1. If not already revealed, reveal the German unit. If the hex has an unrevealed depth marker, don't yet reveal it (see point 5 below).
2. Add up the total strength of your attacking units and compare it to the strength total of the revealed German unit (and depth marker if revealed). The German strength may be increased by the terrain in its hex, as noted on the Terrain Effects Chart.
3. Check to see if your attacking units possess all the tactics required to defeat the revealed German unit and depth marker in the hex.
4. Refer to the CW Attack Results Table (15.2). Use the upper section of the table if you don't possess the required tactics; use the lower section if you do. Locate the row corresponding to the numerical comparison of your attack strength to the German defense strength. Locate the column corresponding to the disposition of the German units in the target hex: unit alone, unit with unrevealed depth marker, or unit with revealed depth marker. Cross-index row and column to find the attack result. Attack results are explained beneath the table.
5. Apply the attack result to the German unit and depth marker in the target hex, and to CW units if called for. If the target hex includes an unrevealed depth marker, the attack result may direct you to immediately reveal the marker and recalculate the weapon and strength comparison and then consult the table again.

11.11

An attack by more than one unit against a German-occupied hex is resolved as a single attack. Add the strengths of all your participating units together to acquire a single strength total, and utilize all the tactics of your participating units. A given German unit may be attacked just once in a single CW Action Phase.

11.12

There is no 'advance after combat' when a German unit is defeated. Don't move your attacking units into the vacated hex.

11.13 Conducting a Barrage Action.

A tank unit may conduct an action to barrage a German-occupied hex, provided the following two conditions are met: 1) the tank is in range of, but not adjacent to, the target hex; and 2) the tank or a CW infantry unit occupies a hex in the field of fire of the target hex. (That unit is 'observing' for the tank unit. Observing is not considered an action.) If those conditions are met, roll a die and refer to the CW Barrage Table. Cross-reference the result with the tank unit's strength to determine how the target unit is effected by the barrage, if at all.

11.14 Determining Range.

A hex is in range of a CW unit if the distance in hexes between them — counting the target hex but not the firing unit's hex — is equal to or less than the firing unit's range.

11.15

A single barrage may be conducted by only one unit. You may not combine the strengths of more than one unit into a single barrage. A single German-occupied hex may be barraged by more than one unit in a given CW Action Phase, but it may not be attacked and barraged in the same phase.

12.0

CW TRANSPORT & EVACUATION

12.1

The success of the Dieppe raid depends on evacuating your forces from the area after they've achieved their objectives, or when it becomes clear those objectives won't be achieved. The game begins in "landing mode," during which you place your arriving units in Beach Landing boxes, and they move from there to the beach, as described in section 5.0. At some time during play — and it may differ for each map — the operation switches to "evacuation mode." Once a given map is in evacuation mode, you move units from beach hexes into Beach Landing boxes via the board transport action. Then, in the next turn, those units are evacuated back to England. Until a map enters evacuation mode, you may not evacuate any units there.

12.2

On the Dieppe map, the mode switches from landing to evacuation when any of the following first occur. Flip the Turn marker to its Evacuation side to note the mode change.

- You have destroyed at least 12 VP of objectives on the Dieppe map.
- Ten or more three-step CW infantry units are in the Eliminated Units box. Don't not include commandos, tanks or replacement units in this count.
- You have completed 15 turns.

12.3

On the Yellow and Orange maps, the mode switches from landing to evacuation when either of the following first occur.

- You have destroyed the coastal battery objective on that map, triggering evacuation only on that map.
- You have completed seven turns.

12.4

Once evacuation mode is in effect on a given map, no more units may be landed there. Any units on the Turn Track for a map that's gone into evacuation mode are moved from the track to the Evacuated Units box.

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12.5 Transport Levels.

Each of the five beaches has its own Transport Track indicating the current Transport Points (TP) available at that beach. Each track starts with the maximum points shown on it, indicated by the location of its Transport Point marker. During play, transport points may be lost as a result of German fire against units in Beach Landing boxes, German coastal battery fire, and random events. Points may not be transferred between tracks.

Each TP allows one CW step per turn to board transport at that beach. CW units move into Beach Landing Boxes from beach hexes using the board transport action. The total number of steps moved into Beach Landing boxes at a given beach in a given turn may not exceed the current TP level at that beach.

12.6 Evacuation.

When evacuation mode is in effect, you may evacuate CW units that start the CW Action Phase in a Beach Landing box simply by moving all such units to the Evacuated Units box. No action is required, and evacuation doesn't consume TP.

12.7 Loss of Transport & Surrender.

If the TP for a beach are reduced to zero, no units may board transport at that beach for the remainder of the game. CW units on the Dieppe map potentially have access to transport at three different beaches. If one beach loses its transport, units on the Dieppe map could conceivably move to one of the other beaches on that map to board transport there. Units on the Yellow and Orange maps don't have this option.

12.8 CW Surrender.

If all the TP for a given map are reduced to zero, all CW units on that map immediately surrender. On the Dieppe map, if the TP for a given beach are reduced to zero, all CW units in or adjacent to a landing beach hex for that beach immediately surrender. For example, if the TP for Blue Beach are reduced to zero, all CW units in or adjacent to hexes 0512 and 0513 surrender. Place all surrendered units in the Eliminated Units box.

13.0

CONTROL & COMMUNICATION

13.1

CW units control the hex each occupies, and some CW units also control hexes directly adjacent to their own hexes. German units don't control hexes; they effect nearby hexes through their fields of fire. CW control effects whether German communication can be traced to a German position or hex. CW units aren't effected by being in or out of communication during the game.

13.2 CW Control.

A CW unit controls the hex it occupies. A CW unit of the following types controls the hex it occupies and the adjacent hexes around it, even if disrupted: 1) infantry units with two or three steps; 2) commando units with two steps; and 3) tank units of any step level. Note, though, that no CW unit controls adjacent hexes across a cliff or unbridged river hexside.

13.3 German Communication.

A German position must be 'in communication' in order for a German unit to move to that position, or for a German unit in the position to receive a depth marker. A German position is in communication if you can trace a path of hexes of any length from that position to any road hex leading off the map. The path may not pass through any hexes occupied or controlled by CW units. Further, a German communication path may not pass through any beach hex, sea hex, or across an unbridged river.

13.4

A German unit in a hex adjacent to a CW unit negates CW control of that hex for purposes of tracing German communication into and through the hex, including tracing communication for that German unit itself. When determining if the potential destination hex of a German move is in communication, trace communication as if the unit already occupies the destination hex.

14.0 WINNING & LOSING

14.1

The game ends at the end of any turn after Turn 16 in which there are no CW units on the map. If that doesn't occur, the game ends at the completion of Turn 24. When the game ends, victory is assessed based on the number of objectives you destroyed and the number of unit steps in the CW Evacuated Units box.

14.2

If you have 25 or more VP for destroying objectives at the end of the game, you win an operational victory, regardless of how many units are in the Evacuated Units box.

14.3

If you don't achieve an operational victory, add your VP for destroying objectives to the number of steps in the Evacuated Units box and compare that total to the following outcomes to determine if you win or lose the game. For example if you destroyed 12 VP of objectives, and you have units with a total of 25 steps in the Evacuated Units box, your point total is 37, an operational defeat.

VPs + Evacuated Steps Victory Level

85 or more.....	Operational Victory
70–84.....	Tactical Victory
65–69.....	Draw
50–64.....	Tactical Defeat
35–49.....	Operational Defeat
less than 35.....	Operational Disaster (historic result)

14.4

Given the difficulty inherent in the historic situation, you should consider any outcome in which you achieve 50 or more total points to be a strong showing.

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15.0 TABLES

15.1 German Fire Priorities Summary

A firing German position hits CW units in its field of fire in the following priority order, causing each hit CW unit to suffer the indicated effects. Go down this priority list, applying hits to CW units in the firing position's field of fire until the position's hit limit is reached.

1. Remove a step from a CW unit with the target symbol on the fire chit in a Beach Landing box, including a tank unit, and remove one TP from that beach's Transport Track.
2. Disrupt and remove a step from a CW unit with the target symbol on the fire chit in a clear or beach hex adjacent to the firing position.
3. Disrupt and remove a step from a CW unit with the target symbol indicated on the fire chit in a hex adjacent to the firing position.
4. Disrupt and remove a step from a CW unit with the target symbol indicated on the fire chit in any hex in the firing position's field of fire.
5. Disrupt a CW unit with any target symbol in a hex adjacent to the firing position, including a tank unit.
6. Disrupt a CW unit with any target symbol in any hex in the firing position's field of fire, including a tank unit.

Hit Limits.

A German position occupied by a unit alone may hit one CW unit. A German position occupied by a unit and depth marker may hit two CW units.

Concentrated Target.

CW units in a hex with six or more steps are considered to have the target symbol indicated on the German fire chit, regardless of the actual symbol on the unit.

Armor Bonus.

A German position firing with the armor bonus may hit CW tank units in all fire priority situations. German anti-tank units always fire with the armor bonus. A German unit firing without the armor bonus may only hit a tank unit in priority situations one, five and six.

Additional Selection Priorities.

If the number of CW units eligible to be hit in a given fire priority exceed the German position's hit limit, select the unit with the most steps. Among units with the most steps, you choose.

15.2 CW Attack Results Table

See table below.

Explanation of Results:

- **CW Attackers Disrupted:** place a Disrupted marker on every CW unit attacking from a hex adjacent to the German position.
- **German Gains Depth:** if the German position is in communication, draw a depth marker for it and place it beneath the German unit, unrevealed.
- **German Disrupted:** place a Disrupted marker on the German unit.
- **Optional Attrition:** you may, at your option, remove a step from an adjacent attacking CW unit of your choice and eliminate the German Depth marker.
- **Depth Marker Eliminated:** remove the Depth marker from play.
- **German Unit Eliminated:** remove the German unit from play.

15.2 CW Attack Results Table

CW ATTACKERS POSSESS REQUIRED TACTICS?	CW ATTACK STRENGTH COMPARED TO GERMAN DEFENSE STRENGTH.	UNITS & MARKERS IN GERMAN-OCCUPIED HEX		
		German Unit Alone	German Unit & Unrevealed Depth Marker	German Unit & Revealed Depth Marker
NO	Attack strength less than or equal.	CW attackers disrupted and German unit gains depth.	CW attackers disrupted.	CW attackers disrupted.
	Attack strength greater, but not double.	German unit gains depth.	CW attackers disrupted.	No effect.
	Attack strength at least double.	German unit disrupted.	Germans disrupted.	Germans disrupted and optional attrition
YES	Attack strength less or equal.	German unit gains depth.	CW attackers disrupted.	No effect.
	Attack strength greater, but not double.	German unit disrupted. If already disrupted, eliminated.	No Effect.	Germans disrupted and optional attrition.
	Attack strength at least double.	German unit eliminated.	Reveal the depth marker; compare again and consult the column to the right.	Depth marker eliminated and unit disrupted.

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16.0 OPTIONAL HISTORICAL VARIANTS

16.1

After playing the game several times, you may want to explore the optional historical variants presented in this section, each positing a plausible “what-if” situation in the Dieppe raid. You can use these individually or in combination. Each has a victory point adjustment to be subtracted from your victory point total at the end of the game.

16.2 No Convoy Encountered.

The commandos assigned to Yellow Beach had the unexpected misfortune of encountering a German coastal convoy while being transported to their mission. This option assumes that convoy wasn’t encountered. To implement this rule, don’t conduct the die roll called for in rule 3.4. Instead, assign five commando units and four transport points to both Yellow and Orange Beaches at the start of play, and subtract five VP from your total at the end of the game.

16.3

Pre-landing Bombardment of Dieppe.

Despite requests from the commanders of the forces going ashore at Dieppe, the planners of Operation Jubilee chose not to subject the defenses at the port and beach to heavy bombardment, for fear of French civilian casualties and debris blocking routes off the beach. Further, only a capital ship would’ve possessed sufficient firepower to penetrate the defenses, and the Admiralty refused to expose that kind of vessel to attack by the Luftwaffe. This option assumes a heavy pre-landing bombardment by British air and naval forces. To implement it, do the following: 1) remove two coastal units or your choice from the Dieppe town area of the map [0517, 0620 or 0522], and place a disrupted marker on the surviving unit; 2) place the Tank Wall Destroyed marker adjacent to the tank wall to indicate the bombardment destroyed that structure; 3) draw three Op Chits on Turn 1 instead of just one; and 4) subtract five VP from your total at the end of the game.

16.4 Earlier Flank Landings.

The forces assigned to Blue and Green Beaches were originally to have landed under cover of darkness, taking advantage of that to begin their move inland. Instead, delays and the action offshore involving the unexpected German convoy resulted in those forces facing an alert enemy as dawn broke. This option assumes the flank attacks benefited from surprise and the cover of darkness. To implement this rule, use the Turn 3 Landing Hazard Table for infantry units landing on Turns 1 and 2. Also draw just two Op Chits on Turn 2, instead of three (ignore that if you’re also playing with option 16.3), and subtract three VP from your total at the end of the game.

3.4 CW Commando Disposition.

Die Roll	Yellow Beach Commandos	Yellow Beach Transport	Orange Beach Commandos	Orange Beach Transport
1	2	2	5	4
2	3	2	5	4
3	4	3	5	4
4	5	4	2	2
5	5	4	3	2
6	5	4	4	3

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<div><div>10/3/571</div><div><div></div></div></div> <div>FL 2</div>	<div><div>11/3/571</div><div><div></div></div></div> <div>HW 3</div>	<div><div>12/3/571</div><div><div></div></div></div> <div>2</div>	<div><div>7/2/571</div><div><div></div></div></div> <div>FL 2</div>	<div><div>571</div><div><div></div></div></div> <div>2</div>	<div><div>571</div><div><div></div></div></div> <div>2</div>	<div><div>571</div><div><div></div></div></div> <div>HW 2</div>	<div><div>302</div><div><div></div></div></div> <div>1</div>
<div><div></div></div> <div>HW 0</div>	<div><div></div></div> <div>FL 0</div>	<div><div></div></div> <div>1</div>	<div><div></div></div> <div>1</div>	<div><div></div></div> <div>1</div>	<div><div></div></div> <div>1</div>	<div><div></div></div> <div>1</div>	<div><div></div></div> <div>FL 1</div>
<div><div></div></div> <div>FL 1</div>	<div><div></div></div> <div>FL 1</div>	<div><div></div></div> <div>HW 1</div>	<div><div></div></div> <div>HW 1</div>	<div><div></div></div> <div>2</div>	<div><div></div></div> <div>2</div>	<div><div></div></div> <div>2</div>	<div><div></div></div> <div>FL 2</div>
<div><div></div></div> <div>FL 2</div>	<div><div></div></div> <div>HW 2</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>
<div><div></div></div> <div>HW 2</div>	<div><div></div></div> <div>HW 2</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>
<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>	<div><div></div></div> <div>A</div>
<div><div></div></div> <div>German Depth Placement</div> <div>Blue Orange</div>	<div><div></div></div> <div>German Depth Placement</div> <div>Blue Dieppe</div>	<div><div></div></div> <div>German Depth Placement</div> <div>Dieppe Orange</div>	<div><div></div></div> <div>German Depth Placement</div> <div>Dieppe Rear</div>	<div><div></div></div> <div>German Depth Placement</div> <div>Dieppe Yellow</div>	<div><div></div></div> <div>German Depth Placement</div> <div>Blue Green</div>	<div><div></div></div> <div>German Depth Placement</div> <div>Yellow Green</div>	<div><div></div></div> <div>Random Event</div>
<div><div></div></div> <div>CW Commando Actions</div> <div>Remove</div>	<div><div></div></div> <div>CW Commando Actions</div> <div>Remove</div>	<div><div></div></div> <div>CW Commando Actions</div> <div>Remove</div>	<div><div></div></div> <div>CW Commando Actions</div>	<div><div></div></div> <div>German Coastal Battery Fire</div> <div>Hess</div>	<div><div></div></div> <div>German Coastal Battery Fire</div> <div>Goebbels</div>	<div><div></div></div> <div>German Coastal Battery Fire</div> <div>Hitler</div>	<div><div></div></div> <div>Random Event</div>

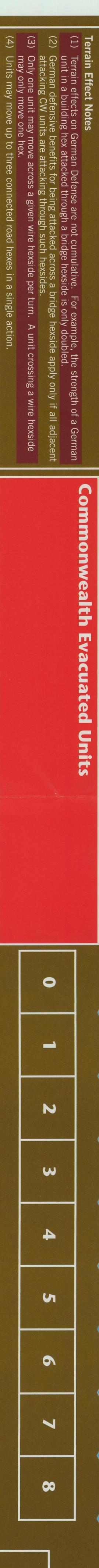
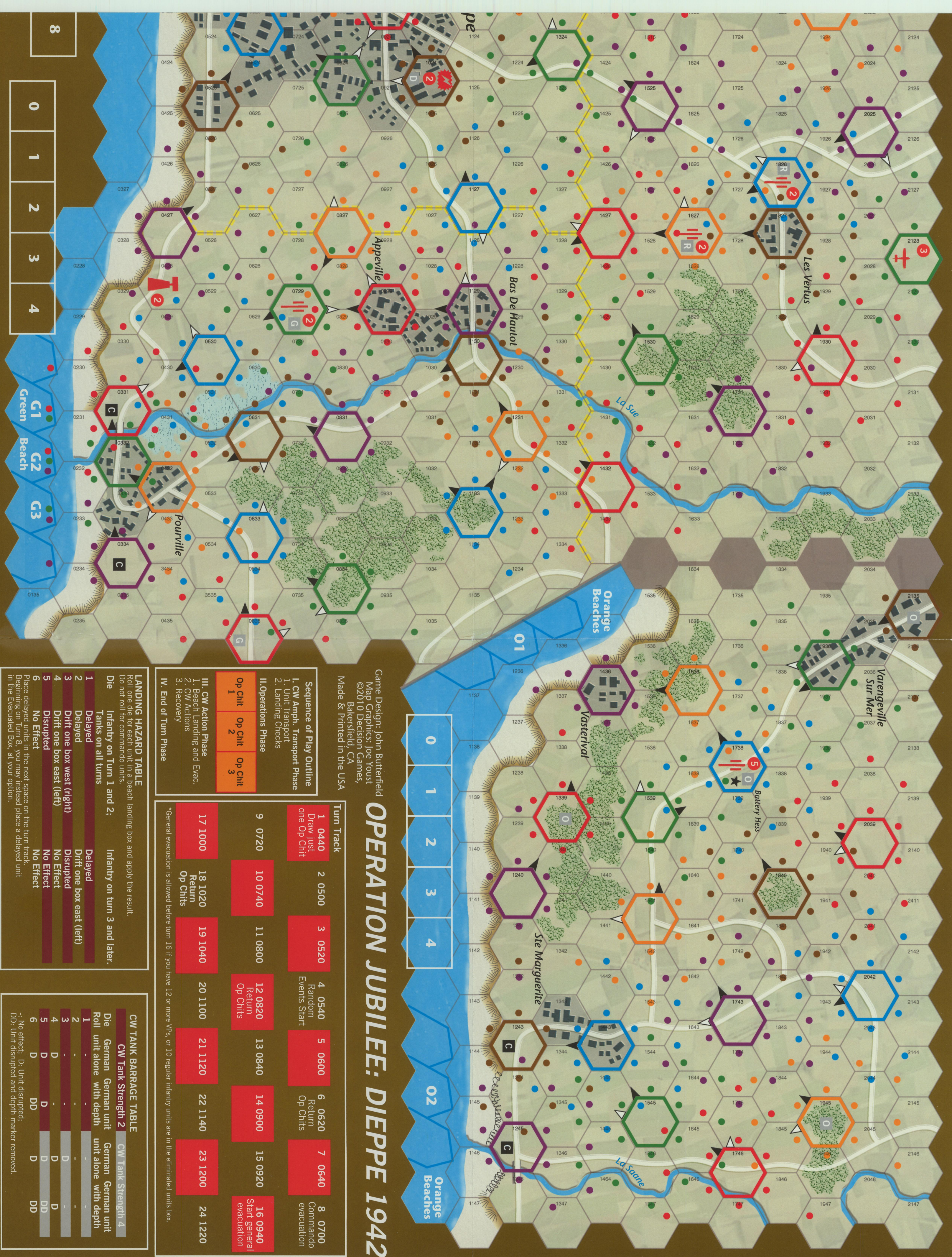
+ Operation Jubilee: Dieppe 1942

C	C	C	C	C	C	C	C
Y	Y	Y	O	Y	O	O	C
D	B	B	B	G	G	Y	O
HQ R	R	R	R	R	D	D	D

Countersheet Back +

BWC : ● 3	4/RR/4 : ◆ 3 HW	3/RR/4 : ▲ 3 HW	2/RR/4 : ● 3	1/RR/4 : ▲ 3	C/14CT ▲ 2-4	B/14CT ◆ 2-4	A/14CT ● 2-4
4/CH/6 : ◆ 3	3/CH/6 : ● 3 HW	2/CH/6 : ▲ 3	1/CH/6 : ▲ 3	4/SS/6 : ● 3	3/SS/6 : ◆ 3 HW	2/SS/6 : ◆ 3	1/SS/6 : ▲ 3 HW
4/ES/4 : ◆ 3 HW	3/ES/4 : ● 3	2/ES/4 : ▲ 3	1/ES/4 : ▲ 3	4/RHL/4 : ● 3 HW	3/RHL/4 : ◆ 3	2/RHL/4 : ▲ 3	1/RHL/4 : ◆ 3 HW
D/3C : ▲ 2	C/3C : ▲ 2	B/3C : ◆ 2	A/3C : ● 2	4/FMR/6 : ● 3	3/FMR/6 : ▲ 3 HW	2/FMR/6 : ◆ 3 HW	1/FMR/6 : ● 3
B/RMC : ● 2	A/RMC : ◆ 2	E/4C : ◆ 2	D/4C : ● 2	C/4C : ▲ 2	B/4C : ◆ 2	A/4C : ● 2	E/3C : ◆ 2
							C/RMC : ● 2

			ATTACKER DISRUPT	ATTACKER DISRUPT	ATTACKER DISRUPT	ATTACKER DISRUPT	ATTACKER DISRUPT
			ATTACKER DISRUPT				
Tank Wall	Objective Destroyed 2 VPs	Game Turn Evacuate	ATTACKER DISRUPT				
Objective Destroyed 2 VPs	Objective Destroyed 3 VPs	Objective Destroyed 3 VPs	Objective Destroyed 3 VPs	Objective Destroyed 3 VPs	Objective Destroyed 5 VPs	Objective Destroyed 5 VPs	Objective Destroyed 5 VPs



TERRAIN EFFECTS CHART		
Terrain	CW Infantry & Commando Movement	CW Tank Movement
Beach	Yes	Yes
Clear	Yes	Yes
Woods	Yes	No
Buildings	Yes	Yes
Marsh	No	No
Sea	No	No
River hesside	No	No
Bridge hesside	Yes	Yes
Wire hesside (3)	Yes	Yes
Tank Wall hesside	No	No
Cltf hesside	Yes	No
Road (4)	Yes	Yes

Terrain Effect Notes

- (1) Terrain Effects on German Defense are not cumulative. For example, the strength of a German unit in a building hex attacked through a bridge hesside is only doubled.
- (2) German defensive benefits for being attacked across a bridge hesside apply only if all adjacent attacking CW units are attacking through such hessides.
- (3) Units may move one hex across a given wire hesside per turn. A unit crossing a wire hesside may only move up to three connected road hexes in a single action.
- (4) Units may move up to three connected road hexes in a single action.

