



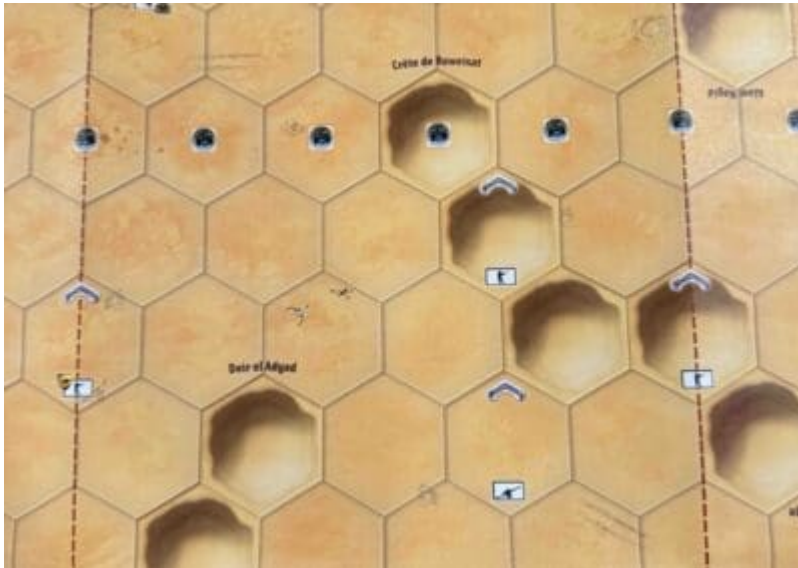
Operation Lightfoot (Overlord Map)



Op-Lightfoot_title



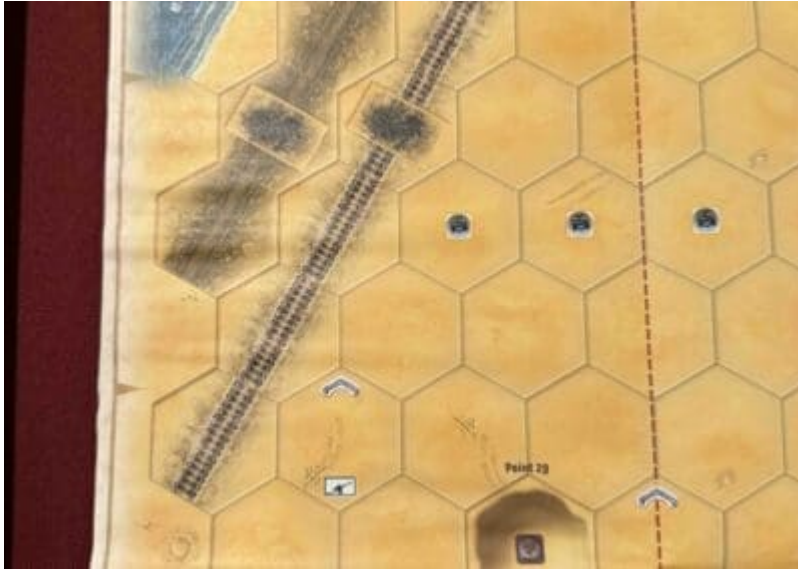
Op-Lightfoot_right2



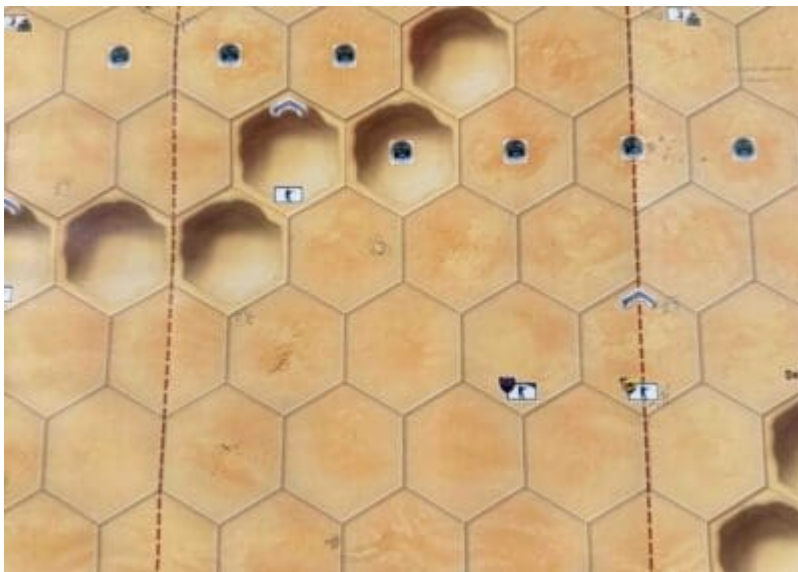
Op-Lightfoot_right1



Op-Lightfoot_Left2



Op-Lightfoot_Left1



Op-Lightfoot_center2



Op-Lightfoot_center1

October 23, 1942—Montgomery kicks off Operation Lightfoot, and the desert explodes.

This wasn't some quiet probe. This was a full-throttle offensive to **smash through Rommel's fortified line** at El Alamein and break the damn deadlock in North Africa. The Axis had dug in deep—minefields, wire, concrete, artillery—the works. But Monty had a plan.

"Lightfoot" meant just that: **infantry going in first, on foot**, to thread through the minefields—because tanks would've blown themselves to hell if they led the way. So the boys marched straight into the **Devil's Gardens**, clearing paths under fire, step by bloody step.

We laid down **massive artillery barrages**—the kind that rattled your teeth and turned the sand into glass. Then the **Eighth Army** pushed forward, slogging through everything the enemy threw at them. It was slow, it was costly, but it was relentless. And that's how you win.

After days of grinding combat, Montgomery's men **punched through**, and Rommel's forces had no choice but to fall back. That was the turning point. That was the moment the tide shifted in the desert.



Operation Lightfoot wasn't just a victory—it was proof that preparation, power, and persistence crush even the most dug-in enemy. From there, it was only a matter of time before the Axis was out of Africa for good.

15 VP's

Card Balance:

Allies - 10 + 2 Combat Cards

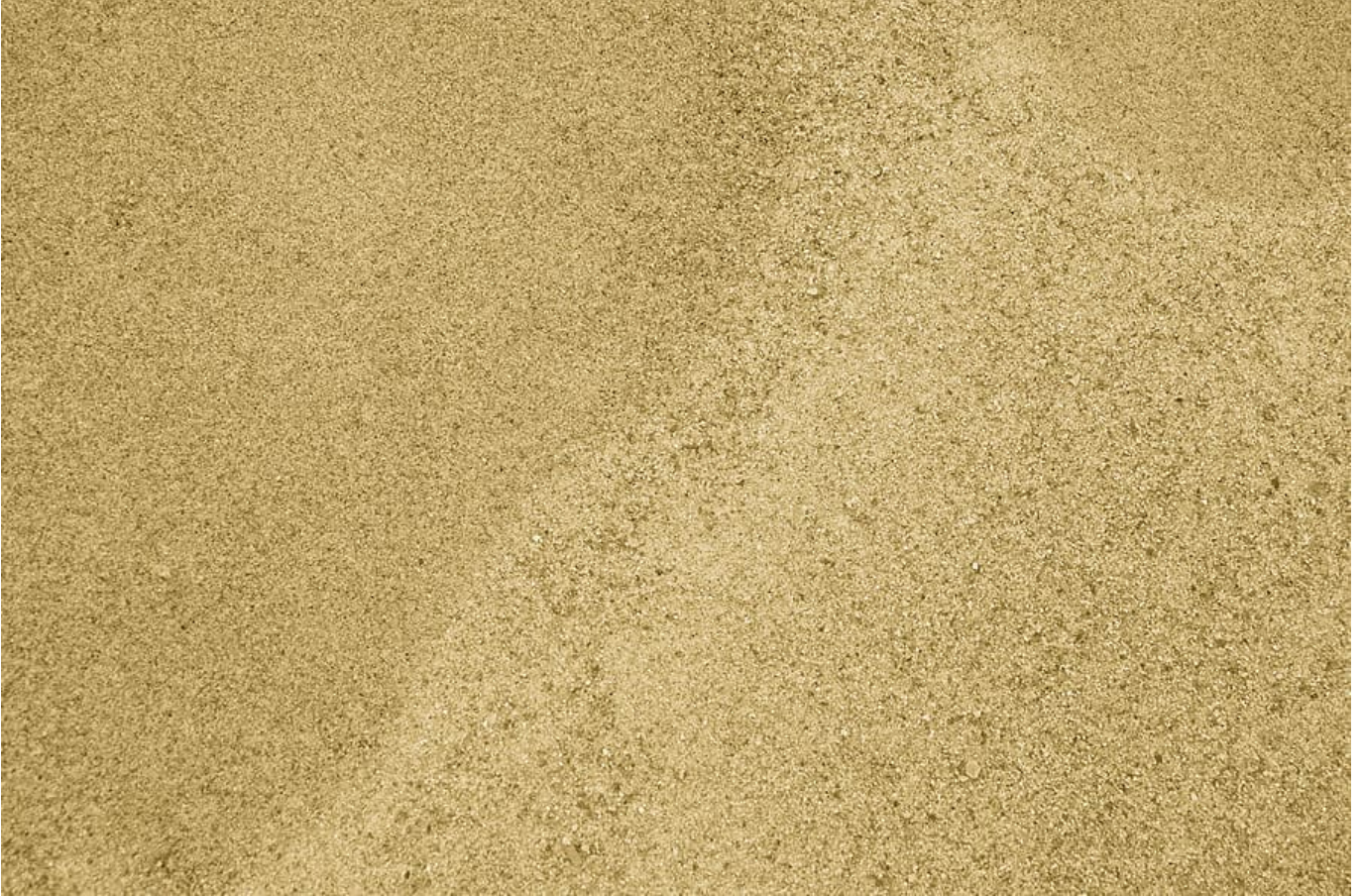
Axis - 10 + 2 Combat Cards

Complexity:

3

Conditions:

Desert



Context:

Historical

Location:

North Africa

Year:

1942

Theater:



Mediterranean

Campaign:

Codename:

Operation Lightfoot

Summary:

Objectives:

15 VP's with Temporary Medal Objectives for control of hills and Exit Rows.

Battlefield:

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

Troops:

Allies - 18 Infantry with some special weapons, 11 Armor, 3 Artillery

Axis - 11 Infantry with some special weapons, 8 Armor, 3 Artillery

Allied Strategy:

1.

Axis Strategy

1.



Battle Reports

0

BR - Operation Lightfoot



Allies Won



Axis Won

See Results

Vote

Author:

Days of Wonder

Link:

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