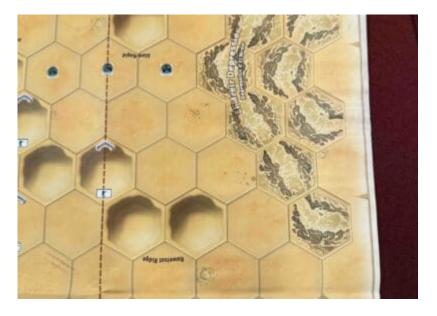


Operation Lightfoot (Overlord Map)

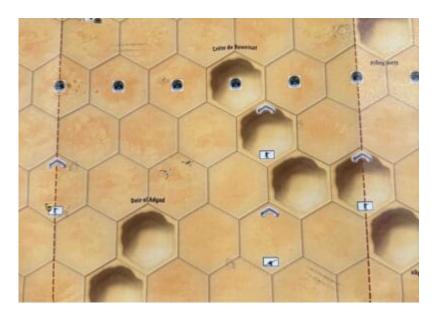


Op-Lightfoot_title



Op-Lightfoot_right2





Op-Lightfoot_right1

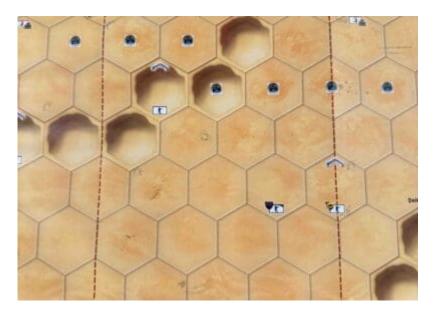


 ${\bf Op\text{-}Light foot_Left 2}$



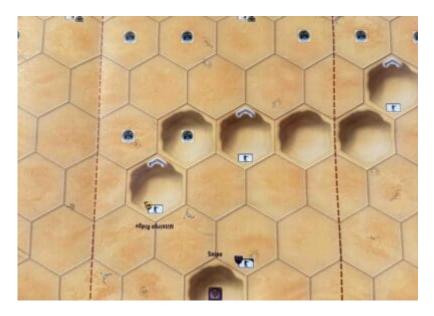


Op-Lightfoot_Left1



 ${\bf Op\text{-}Light foot_center 2}$





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
Compoian
Campaign:
Codename:
Operation Lightfoot
1Summary:
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.





BR - Operation Lightfoot

Allies Won

 \circ

Axis Won

See Results Vote

Author:

Days of Wonder

Link:

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