

ATS Tobruk A1 Lightfooted

11/10/2005



South of El Alamein, 24 October, 1942: Operation Lightfoot, perhaps teasingly named, launched Monty's infantry, then armor, into Rommel's minefield-invested lines south of Alamein. In General Wimberley's all-Scottish sector, the battalions would follow a massive, rigid rolling barrage to cross the Red Start Line, then the Black Line objective, and at last the Blue Line. The Scots themselves were line upon line of steel helmeted figures with rifles at the 'High Port', bayonets catching the moonlight and over all the wailing of the bagpipes. Leading the way with the pipers marched young navigating officers, compass in hand, counting off steps against the crash of the barrage and the whine of MG fire. The Jocks stepped off into the sort of fog of war only possible at night in the desert. On the Highlanders right flank, bordering the Australians, the Scots were still far from their objectives at first light. On the left flank, the story was different. Lorne Campbell's 7th Argyll & Sutherland Highlanders had run into fierce opposition right away. One company promptly lost contact, and men dropped from the other two until they were reduced to platoon strength. The squadron of Valentines assigned to help them reach and storm their final objective, code-named Stirling, was blocked by an unexpected minefield. Like the Aussies to the north, the Argylls dug in short of the objective to wait for dawn, their flanks secure but Pipe Major MacLachlan dead on the field. On the Highland far left, bad luck dogged the 7th Black Watch. In the first hour they lost six navigating officers. By the time they reached the Black Line, the two leading companies were at one-third strength. But the Black Watch had the important advantage of being able to see their objective in the dusty moonlight – the end of the sulking Miteiriya Ridge – and the tracers coming down from it. Captain Cathcart led his company and the survivors of another company forward in a probing, cautious advance which developed into a wild charge, and ending with the mad confusion of hand-to-hand fighting for the ridge itself. By 0400 the Jocks had won the only final objective they would capture on this first traumatic night. Only 50 men remained of Cathcart's company, but as they sun rose behind them they saw the New Zealanders nestled up alongside them in firm positions on the ridge. Scenario Design by Kurt Martin.

Elements of A Coy and remnants of B Coy 7th Argyll & Sutherland Highlanders set up first within 3 hexes of HH22

5 5 7	1 1 7	LMG Bren	LMtr	1 1 8 FO SSR 2
9	3	2	1	1

Elements of B Coy and remnants of C Coy 7th Black Watch set up first within 3 hexes of E20

5 5 7	1 1 8	1 1 7	LMG Bren	LMtr	1 1 8 FO SSR 2
8	1	2	3	1	1

During setup, the Scottish player secretly writes down one of the following to enter the East edge on Turn 1



1 1 7	5 5 7	OR	6 5 8	LMG Bren	OR	Valentine II
1	3		2	1		1

German and Italian Elements set up as per SSR 3.



7 5 8	5 4 6	1 1 7	1 1 8	MMG MG34	LMG MG34	LMG Italian	LMtr Italian	HedgeHog
2	7	1	2	1	1	2	1	6

VICTORY CONDITIONS

The Scots win immediately by capturing one Objective – Kirkcaldy or Stirling, by controlling the hex one of the German 118 units is placed in.

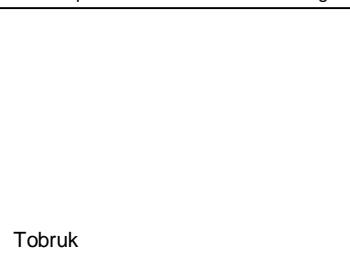
SPECIAL SCENARIO RULES

1. Visibility is Night. Overlay H35 on E8|E7. The East edge is friendly for the Scots, the west for the Axis.
2. Each FO represents a Piper. Scottish units within MSR of a bag piper receive a +1 Morale increase. MSR, for this rule only, is considered non night, ie 1 hex. The piper and units in the same hex receive a one Shift Right on the Casualty Table for Direct Fire only.
3. Once or twice each turn, the Axis may place a squad within 6 hexes of a Scottish unit at any time during the movement segment. An emplacement, weapon and crew, and/or leader may only be placed on the map in the same hex and at the same time as a squad. No more than 6 stacking points may be placed in the same hex and they must be placed at least 3 hexes from any other Axis units.
4. The placement hex of the two German 118 units indicates the Scottish Objectives, Stirling and Kirkcaldy. They must be placed according to SSR 3, one on Miteiriya Ridge (on a hillock hex of the H35 overlay) and the other within 8 hexes of hex RR1. They must be placed before the end of Turn 4 or the Scottish side wins.

TURN RECORD TRACK

1	2	3	4	5	6
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MAP LAYOUT One Tobruk map – hexrow SS is the north edge



Tobruk