IWPT1

FIGHTING OVER FOOD & AMMO

Lousitari, Russia, 12 October 1944. At dwn the remaining Germans on the cape regrouped and counterattacked. At times the Russian defenders became so hard pressed that atillery and air support was all that held off the attacks. With ammunition running low, urther supplies were dropped in to the battle area to sustain the defense. One such ammo drop scattered containers over the ground between the two forces. Both sides realised the value of the containers and a furious skirmish for the precious ammo began. Both sides clung onto what they recovered but the Russians gained just enough to re-supply the troops that had started to run out of ammo and clung on for another day.

VICTORY CONDITIONS: The side with the most points worth of ammo counters (see SSR 2) pssessed by good order MMC win. If tied the side that lost the least CVP wins, if still tied the Russian player wins.

BOARD CONFIGURATION:

4
2

BALANCE:

TURN RECORD CHART

	1	2	3	4	5	6	END
GERMAN (See SSR 4)							
RUSSIAN							

ORDER OF BATTLE

Mixed Force and Ad-Hox Unit: Set up on/west of hexrow I:

[ELR: 3]

[SAN: 2]

4-6-7	4-4-7	8-1	8-0	7-0	LMG
4	2				2

Naval Composite Detachment: Set up on/east of hexrow Y:

[ELR: 3]

[SAN: 3]

4-5-8	8-1	8-0	LMG
6			

SCENARIO SPECIFIC RULES:

1. EC are wet with no wind at start.

2. Place ammo counters in hex's 2R1, 2S6, 4O5, 2N6 and 4T4 then make a Random Placement DR for final location of each canister, colored die direction; white die distance (halved). If a building location is determined, roll for new placement in hexes surrounding building ignoring other building locations. At game end the possessed ammo counters are allotted point values. Make a dr for each container 1-3=1 point; 4-6 =2 points.

3. Use any none-used information counter to represent Ammo counter. Ammo Counters have a 4 PP value. The ammo counters can not be destroyed nor can they be used for any other purpose.

4. Each side rolls a DR, the highest DR sets up first (reroll a tie). After all set up, each side rolls a DR, the highest DRO moves first (reroll a tie).