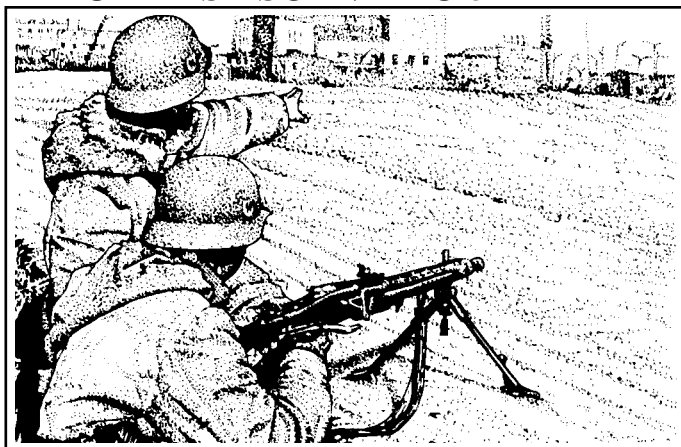


LITTLE STALINGRAD

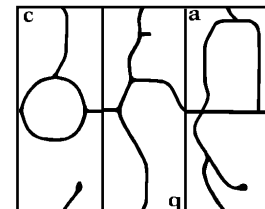
DELUXE ASL SCENARIO 5



VICTORY CONDITIONS: The Russian player must score 40 Victory Points by causing German casualties (A26.2) and/or exiting his own forces off the west edge (A26.3) by game end.

PARTY HEADQUARTERS, NOVAYA BUDA, RUSSIA, 14 February 1944: For Hitler and OKW, it was the "Battle of the Cherkassy Pocket", but the troops trapped within called it "Little Stalingrad." On 28 January, the Red Army's latest offensive in the Ukraine had cut off a large salient containing two German Corps—the 9th and 42nd. Trapped as well was the SS Wallonie Brigade, prime element of Gruppe Stemmermann. Stemmermann's men were fighting a grim rearguard action against Koniev's Second Ukrainian Front while the bulk of the German forces prepared to break out to the west. At OKW, Hitler himself was particularly interested in the fate of Stemmermann's command. Politics had much to do with his concern, for the chief of staff of the Wallonian brigade was Leon Degrelle, head of the fascist Rexist Party in Belgium and a living symbol of Axis solidarity. Nazi prestige would suffer if Degrelle was allowed to fall in Russia. Meanwhile, 1500 miles away, Degrelle had more important things on his mind than Nazi prestige.

BOARD CONFIGURATION:



BALANCE:

☒ Reduce game length one turn.

★ The SS suffer Unit Replacement normally (A19.132) and are considered to have an ELR of 4.

TURN RECORD CHART

☒ GERMAN Sets Up First [256]	★ 1	★ 2	3	4	5	6	7	8	9	10	END
★ RUSSIAN Moves First [231]											

Elements of SS Wallonie Brigade [ELR: 5] set up on any whole hexes on Board b/c: {SAN: 5}



6-2-8	2-2-8	9-2	9-1	8-1	8-0	7-0	3-16	5-12	3-8	x10 12-4	7 morale
16	2		2				2	3	5	3	8



75L	
2	

Elements of Soviet 53rd Army [ELR: 3] enter Turn 1 on east edge of Board a: {SAN: 2}



5-2-7	4-4-7	5-1	8-1	8-0	7-0	3-16	6-12	4-10	2-6	6/7/8	16 11 6 76L 2/4
7	26			2			2	3	4		6

SPECIAL RULES:

- EC are Wet (B25.5) with no wind at start. Kindling is NA.
- All buildings are wooden.
- The Russian radio represents one battery of 120+mm OBA.
- The German may use HIP for ≤ 4 squad equivalents (and any SMC/SW set up with them), provided they set up on board c.
- Beginning on Turn 2, the Russian player has the option to make a Reinforcement dr at the start of any/every Russian RPh. If he opts to make a dr, the result is permanent; it cannot be declined. Reinforcements may be taken from a pool of available 1st line (4-4-7/5-2-7) squads and T-34 M43 tanks including those already eliminated, captured, Reduced, Replaced, Recalled or exited. Total strength on board may not exceed 26 of each squad type and six tanks respectively. Replace eliminated T-34 counters with a different wreck counter in order to return the tank to the reinforcement pool. If insufficient squads/tanks are available

in the pool to fulfill the dr, treat it as a dr 6 instead. Each turn's reinforcements must enter on the east edge in a whole hex corresponding to that turn's entry hex dr (1: C1, 2: E1, 3: G1, 4: I1, 5: K1, 6: M1). REINFORCEMENT dr: 1: one squad, one leader* @1; 2: two squads @1; 3: three squads @2; 4: four squads, one LMG @3; 5: one T-34 M43 @3; 6: No Effect.

*Roll on the Leader Creation Table for type; no drm applies.

@The indicated number is added to the number of Victory Points which the Russian needs to win.

AFTERMATH: Even as German forces holding his flank retreated under a furious bombardment, Colonel Lucien Lippert, CO of the SS Wallonie Brigade, was killed—leaving Degrelle in command. Digging his men into the rubble, he managed to hold the town against repeated assaults from Kravchenko's tanks. Over 200 SS men from the polyglot brigade were slain, but the town was held until nightfall when Degrelle retreated under the cover of darkness. On the 17th, Degrelle's battered command burst through Soviet lines. Only 632 remained.