

ATS SOF 5: LITTLE STALINGRAD - ATS conversion 09/02/2009



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. 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.

ATS on The Table - <http://www3.telus.net/public/larsent/>



Elements of SS Wallonie Brigade: set up first on any whole hexes on Board b/c

758	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Psk	LAT Pf	Pak 40 75B	Road Block
16	1	5	1	2	5	3	4	2	1



Elements of Soviet 53rd Army: enter Turn 1 on east edge of Board a

547	117	MMG .50 cal	MMG 1938	MMG 1910	LMG	118 FO	T-34 76C
33	5	1	2	3	4	1	6

VICTORY CONDITIONS

The Russian player must score 50 Victory Points by causing German casualties and/or exiting his own forces off the west edge by game end.

SPECIAL SCENARIO RULES

1. Spotting conditions are average
2. All buildings are wooden.
3. The Russian artillery is one 120 mm battery
4. The German may use hidden setup for 4 squads and any Leader, L or M weapon that set up with them, provided they set up on board c.
5. Beginning on Turn 2, the Russian player has the option to make a Reinforcement d6 roll at the start of every turn. If he opts to make a die roll, the result is permanent; it cannot be declined. Reinforcements may be taken from a pool of available 547 / 436 squads and T-34 76C tanks including those already eliminated or exited. Total strength on board may not exceed 52 squads and 6 tanks. If insufficient squads/tanks are available in the pool to fulfill the die roll, treat it as a die roll 9-10 instead. Each turn's reinforcements must enter on the east edge in a whole hex corresponding to that turn's entry hex d6 roll (1:C1, 2:E1, 3:G1, 4:I1, 5:K1, 6:M1). Reinforcement d6 roll:
 - 1:one squad + one 117 leader @ 1
 - 2:two squads @ 1
 - 3:three squads @ 2
 - 4:four squads + one LMG @ 3
 - 5:one T-34 76C @ 3
 - 6: no effect

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

TURN RECORD TRACK

1	2	3	4	5	6
7	8	9	10		

MAP LAYOUT

Streets of Fire, a, b and c



BALANCE

+ Reduce game length one turn

★ Increase game length one turn