

# ATS AOTT6 BREAKING THE RING – 12/10/2009



**STALINGRAD, RUSSIA**, October 6, 1942: While pushing into the industrial area of the city, advancing elements of the 389th Infantry Division isolated a contingent of the 308th Rifle Division in the crucial Dzerzhzinsky Tractor Works. The German command decided to crush this island of resistance and to help, brought up a crack team of assault engineers. However, the Russians had noted a critical weakness in the ring around the Tractor Works and had decided to launch a major counterattack to relieve their garrison there. Both the German and Soviet attacks jumped off at about the same time, and the entire area erupted in bloody street fighting. Utilizing overwhelming numbers, the Soviets overran the strung out German defenders, but at so high a cost that by the time they reached the Tractor Works their reinforcement value was much abated. The German assault engineers, meanwhile, had done their work and another section of the factory was cleared, but they too had taken heavy casualties and their attack soon fizzled in the face of a die-hard group of Russians still hanging onto a corner of the Works. The overall result was that the Russians had recaptured a few city blocks, but were still being slowly eroded in the factory complex. Neither side, despite desperate efforts with mounting casualties, was able to achieve a decisive result that day. In essence, it was a draw—with both sides pouring fresh troops into those same few blocks where so many more men would die in the days ahead.

Adapted from SL2. ATS version by Todd Larsen



Elements of the 295<sup>th</sup> Rifle Division Enter the east edge on Turn 2.

547	117	11*	LMG
26	3	1	4

Elements of the 308<sup>th</sup> Rifle Division set up first in building 2

547	118	11*	MMG 1938	MMG 1910	LMG
12	1	1	1	1	2



Elements of 389<sup>th</sup> Infantry Division set up second after the Russian 308<sup>th</sup> Rifle Division, as indicated.

Elements Company B, 389<sup>th</sup> Inf Div set up in hexrows Q-U inclusive numbered 10 or greater

657	118	117	MMG MG42	LMG MG42	LMG MG34
9	1	2	1	1	1

Elements of Company C, 389<sup>th</sup> Inf Div set up in buildings 3 and/or 9a.

657	656	118	117	MMG MG42	LMG MG34
6	1	1	2	1	2

Company A, Combat Engineer Battalion 50 set up in buildings 7a and/or 7b.

828	118	LMG MG34	Flame Thrower	Satchel Charge
6	2	2	2	4

## VICTORY CONDITIONS

At game end, the player with undisputed control of at least 22 hexes of building 2 wins. If only one player has an unbroken squad in the building at game end, that player is the winner. Any other result is a draw.

## SPECIAL SCENARIO RULES

- Spotting Conditions are Average.
- Building 2 is a Fanatic Resistance Nest. As long as the 308<sup>th</sup> Rifle Division Commissar is in any location of Building 2, all Russian personnel in a Building 2 location are considered to be marked with a courage marker.
- German 828 squads are Combat Engineers.
- At the time of setup the Russian player must apply 6 casualty markers to 6 different squads of the 308<sup>th</sup> Rifle Division.

## TURN RECORD MARKER

1	2	3	4	5	6	7	8
	★						

## BALANCE

- ✚ Add a 117 Leader marked with courage to a German Group.
- ★ Add a 118 leader to the 295<sup>th</sup> Division units.

## MAP LAYOUT

Use the ATS DTW map  
Only Hexes numbered up to 21 inclusive are in play.

