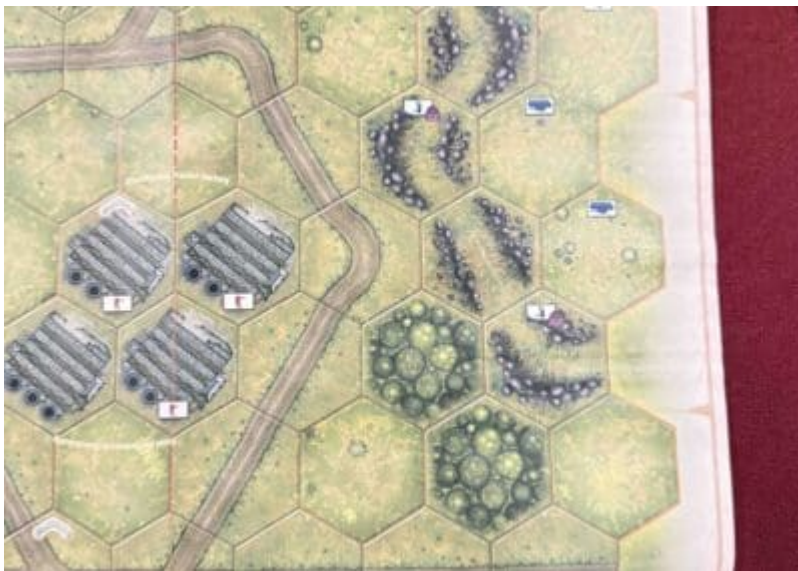




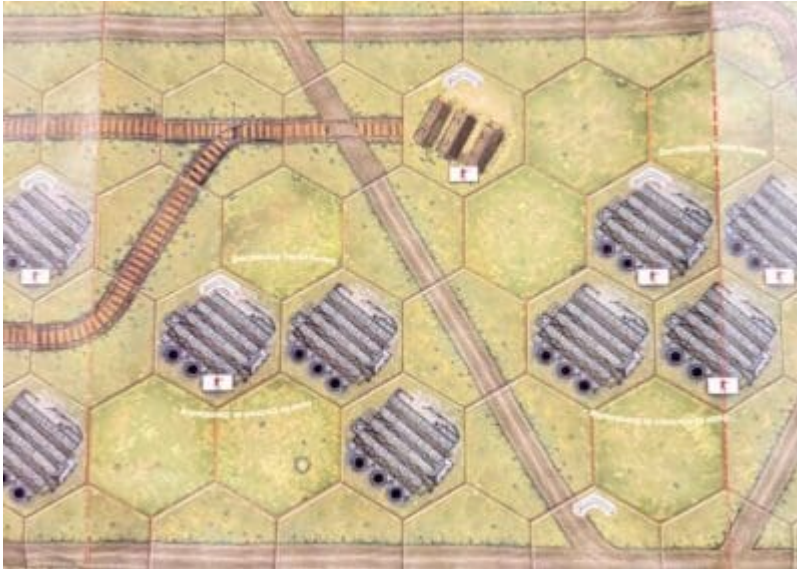
Rats in a Factory [Overlord]



Rats-Factory_title



Rats-Factory_right2



Rats-Factory_right1



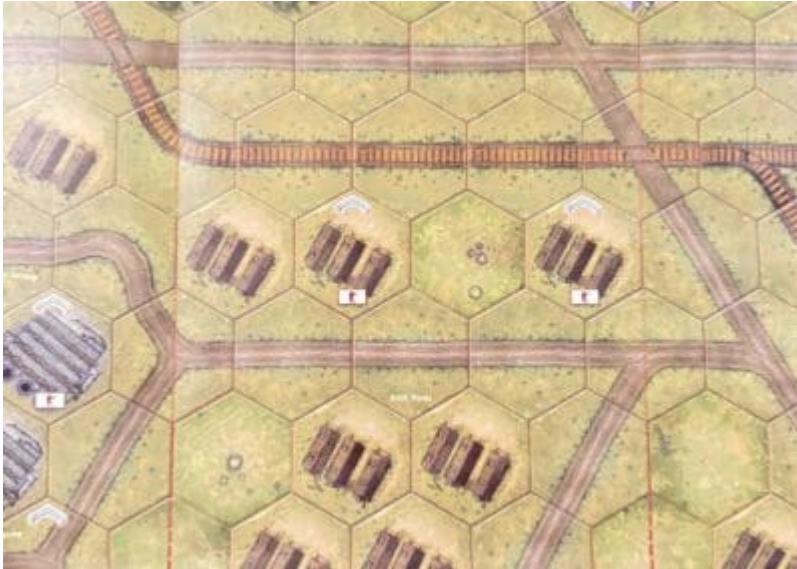
Rats-Factory_Left2



Rats-Factory_Left1



Rats-Factory_center2



Rats-Factory_center1

“Rats in a Factory”—Stalingrad, late ’42. You want to know what hell looks like? This was it.

The Germans thought they could storm into those **Red October, Barrikady, and Tractor factories** like it was just another checkpoint. What they walked into was a damn grinder. **Concrete, steel, smoke, and blood**—that’s what those factories became.

The Soviets didn’t fight for blocks—they fought for **bricks, for stairwells, for every bolt and beam**. One room would belong to the Germans, the next to the Soviets. Sometimes they were **fighting in the same building—on different floors**. It was war in a cage, and every inch came with a cost.

The term **“Rats in a Factory”** wasn’t poetry—it was reality. Men crawled, fought, and died like animals in a twisted maze of rubble and twisted metal. ****Snipers in shadows, ambushes around corners, grenades down stairwells—**no rules, no rest, no mercy.**

And guess what? The Soviets **held**. They bled the German **6th Army** dry, right there in that industrial slaughterhouse. That stand helped snap the spine of the Nazi push in the East.

You want a lesson in raw, unbreakable resolve? Look no further. **That’s what it means to fight like you’ve got nothing left to lose—and no intention of backing down.**



~~ General Howitzer

18 VP's



Card Balance:

Allies - 9

Axis - 10

Complexity:

5

Conditions:

Urban



Context:

Historical

Location:

Stalingrad

Year:



1942

Theater:

Easter

Campaign:

Summary:

This is an Overlord game.

Objectives:

18 Medals including both Permanent and Temporary Medal Objectives.

Terrain:

Urban factory complex with any factory and city hexes.

Troops:

Allies - 21 Infantry, 6 Armor, 3 Artillery

Axis - 20 Infantry, 12 Armo, 4 Artillery

Special Rules:

1. Temporary Medal Objectives
2. Permanent Medal Objectives
3. Temporary Majority Medal Objectives



Allied Strategy:

1.



Axis Strategy

1.

0

[BR - Rats in a Factory](#)

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