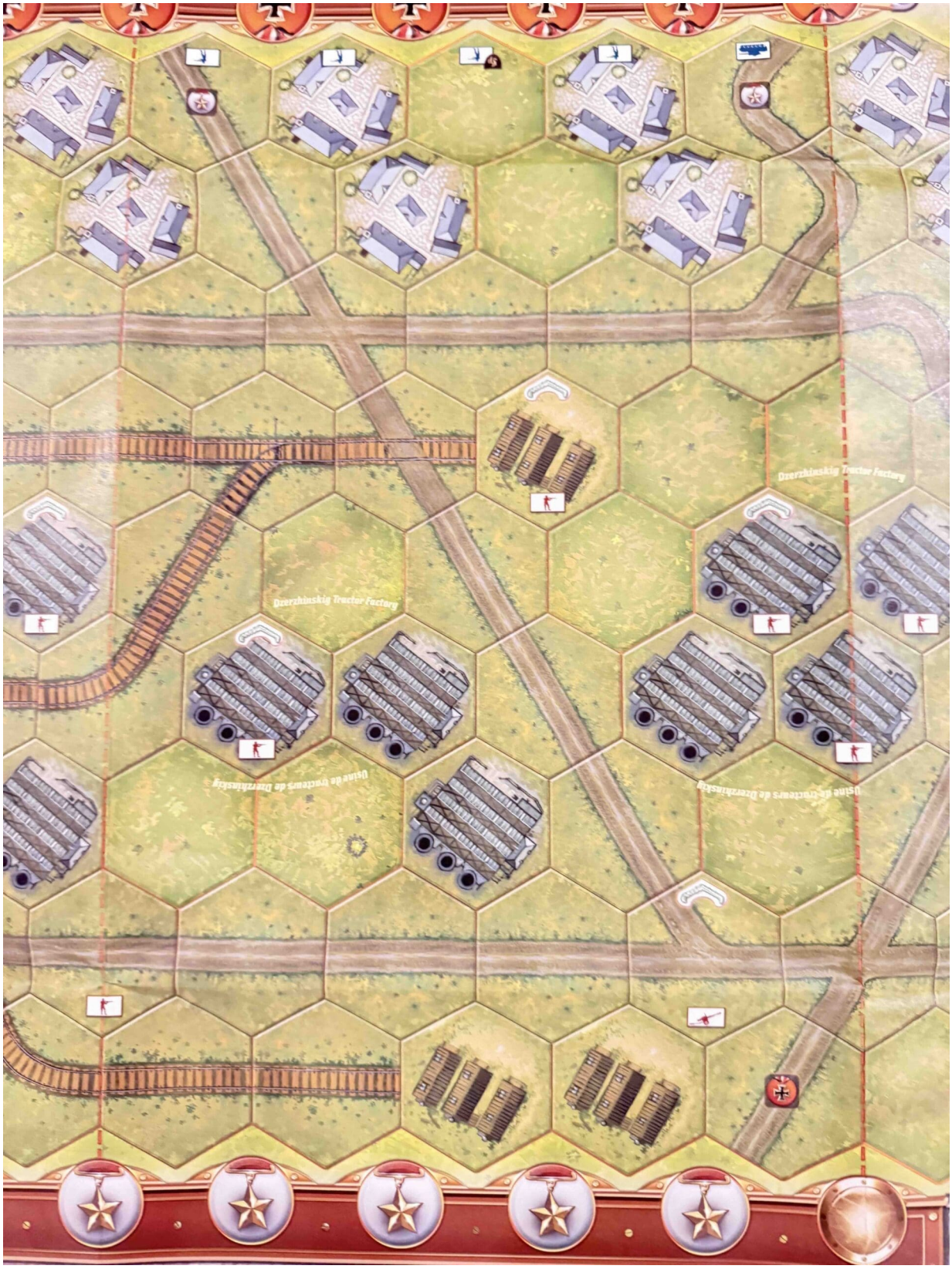
Rats in a Factory [Overlord]

EASTERN FRONT
RATS IN A FACTORY
OCTOBER 14-17, 1942
2
5981
x9
MOVE ON
2d
OVERLORD
Si vous ne parlez pas l'anglais, remplacez
TERRAIN 21
FACTORY COMPLEX
• Unit moving in *must* stop and may move no further on that turn
• Unit moving in *cannot* battle
• Armor battles out at -2 dice
• Blocks line of sight
-1
-1
-2
TERRAIN 42
ROADS
• Unit that starts its move on a Road and stays on it may move 1 additional hex
• No combat restrictions
• Do not block line of sight, except when over Hills
0
TERRAIN 38
RAILROAD TRACKS
• No movement restrictions for infantry
• Armor and Artillery moving onto *must* stop
• Road crossing a railroad plays as standard road
• No combat restrictions
• Armor may *Take Ground* and *Overrun*
• Do not block line of sight
1

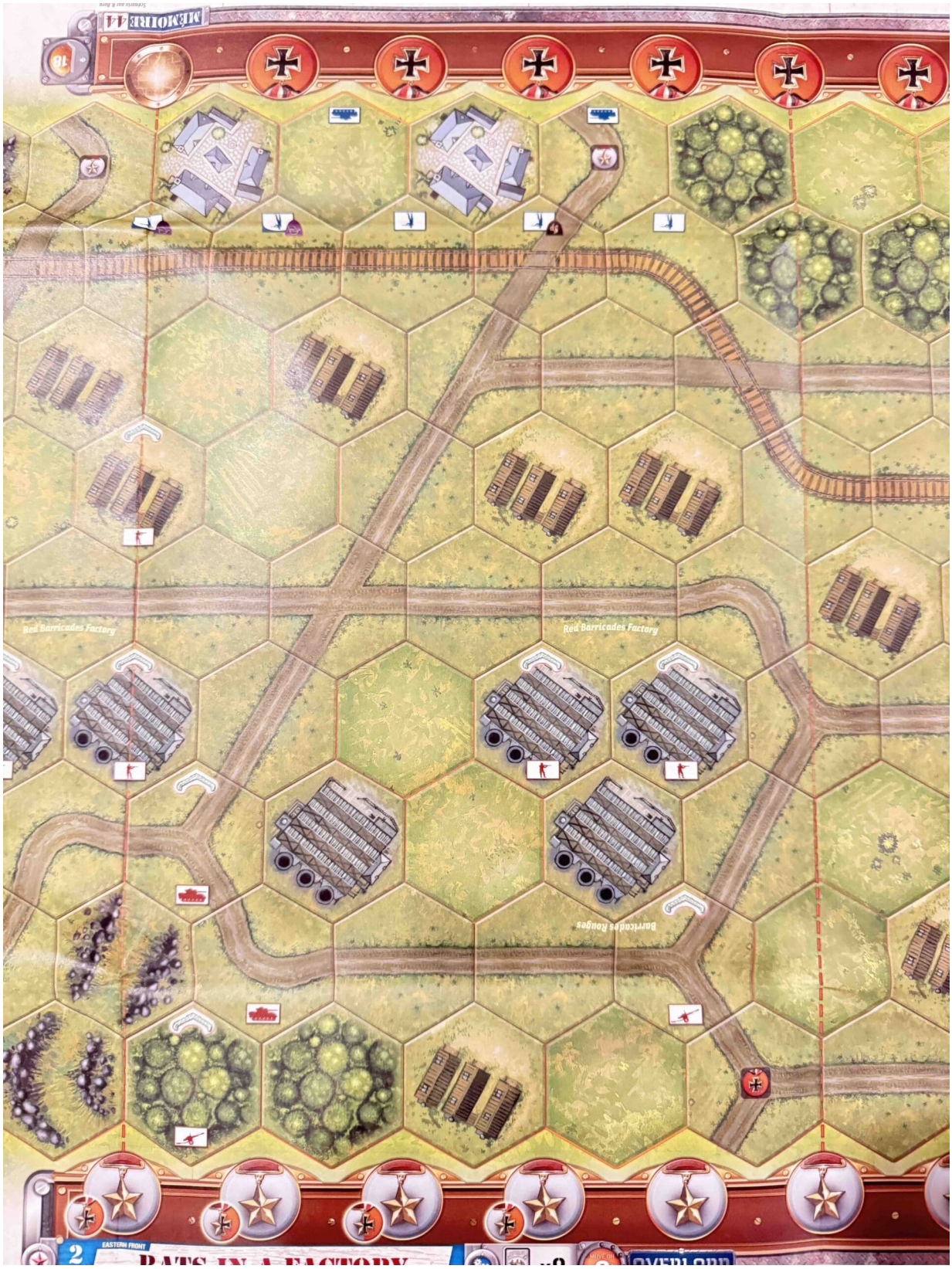
Rats-Factory_title

Dzerzhinskiy Tractor Factory
Usine de tracteurs de Dzerzhinskiy
18

Rats-Factory_right2


Dzerzhinskiy Tractor Factory
Dzerzhinskiy Tractor Factory
Usine de tracteurs de Dzerzhinskiy
Usine de tracteurs de Dzerzhinskiy

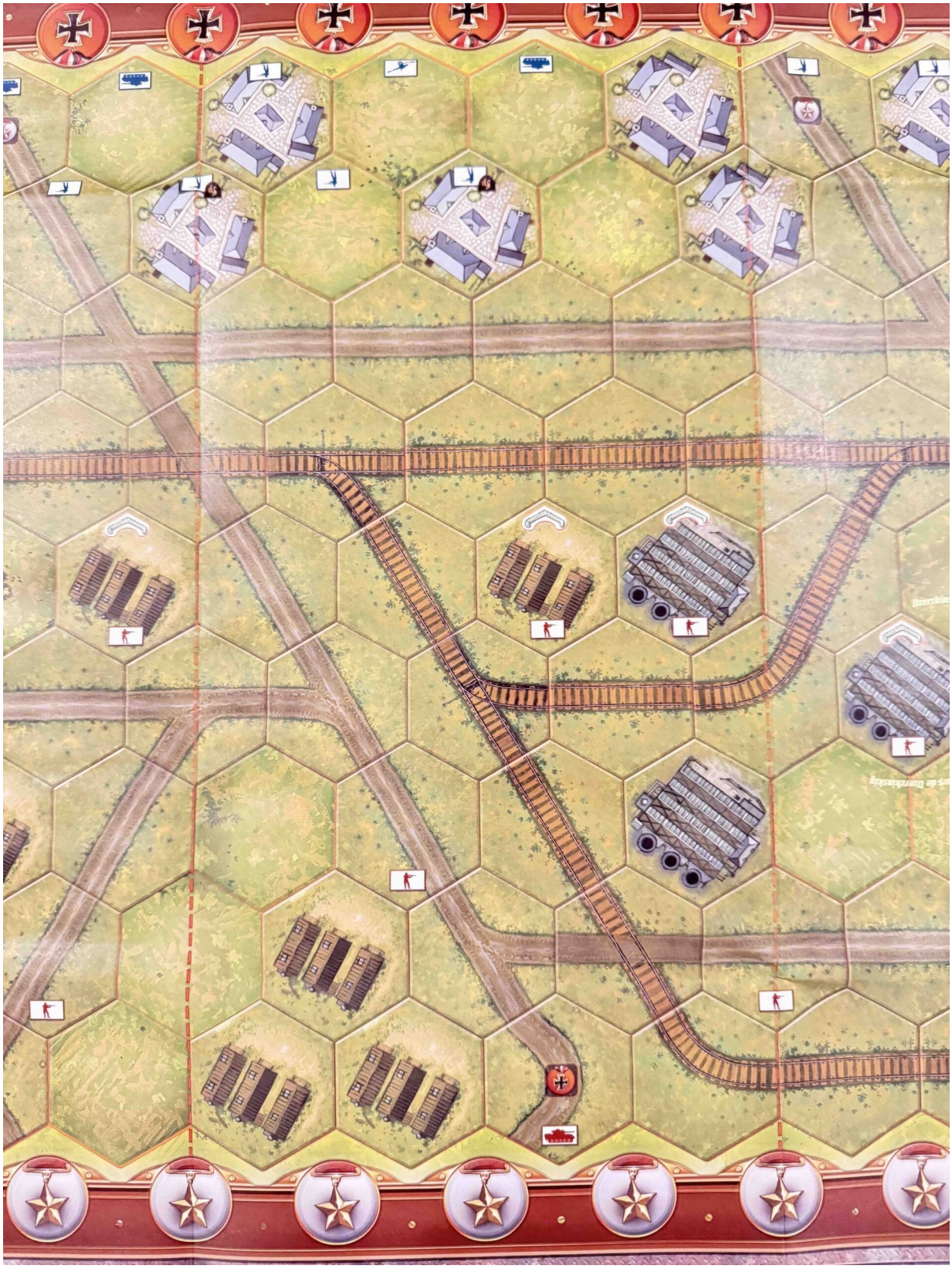
Rats-Factory_right1


Red Barricades Factory
Red Barricades Factory
Barricades Rouges
EASTERN FRONT
RATS IN A FACTORY
OVERLORD

Rats-Factory_Left2

Red Barricades Factory
Barricades Houses
• Historical background •
By October 1942, Stalingrad had become a matter of personal prestige for both Stalin and Hitler, and the sole focal point of the Campaign in the East, above and beyond any strategic military consideration. In mid-October,
EASTERN FRONT
2
5981
RATS IN A
BALKAS
FACTORY C

Rats-Factory_Left1



Rats-Factory_center2

Brick Works

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:

Eastern

Campaign:

Summary:

This is an Overlord game.

Objectives:

- 18 Medals including both Permanent and Temporary Medal Objectives.
- The 5 road hexes exiting the Axis player’s baseline are Permanent Medal Objectives for the Allied forces. The Allied player gains the Medal when he occupies the hex at the start of his turn.
- The 5 road hexes on the Allied player’s baseline are Permanent Medal Objectives for the Axis forces. The Axis player gains the Medal when he occupies the hex at the start of his turn.
- The 9 factory hexes of the Dzerzhinskiy Tractor Factory form a Temporary Majority Medal Objective worth 2 Medals for whoever controls the majority of its hexes.
- The 7 factory hexes of the Red Barricades Factory form a Temporary Majority Medal Objective worth 2 Medals for whoever controls the majority of its hexes.

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.

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Rats in a Factory

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate—
Average medals per side
Allies—Axis—
Submitted AARs
0Games reported

No AARs for this scenario yet. File the first field report.

Allied victories**0**
Axis victories**0**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Barbarossa South

1. Brody→ — Open Scenario
2. Pripet Marsh→ — Open Scenario
3. Russian Breakout→ — Open Scenario
4. Lipovec→ — Open Scenario
5. Kiev→ — Open Scenario
6. Sea of Azov→ — Open Scenario
7. Battle for Rostov→ — Open Scenario
8. Tigers in the Snow 2→ — Open Scenario
9. Sword of Stalingrad→ — Open Scenario
10. Rats in a Factory Current scenario