



BATTLEFIELD WALKAROUND ver.1.1

1. DZERHEZINSKY TRACTOR WORKS

1.1 Locale—The northernmost of three giant factory complexes along the Volga, the Dzerhezinsky Tractor Works consisted of an extensive cluster of warehouses, office buildings and assembly halls built with the assistance of the Ford Motor Company. The factory itself was bordered by an oil storage facility (off-map along the west edge) and workers cottages (in the northeast corner of the map between hexrows A-F in hexes numbered 3-10. When warclouds gathered over the alliance with Germany, the complex was hastily retooled to bring the T-34 tank into production.

During August 1942 the first bombing raids on Stalingrad killed and wounded a large number of factory workers at the Dzerhezinsky plants. The Tractor Works was badly damaged. The firm hand of Stalin reached out to the city by the Volga, as direct orders prohibiting the evacuation of parts and machinery kept T-34 production underway, with tanks coming off the assembly line until Nazi soldiers closed in on the factory itself. And then, surviving workers (less some fortunate specialists evacuated to the east bank of the Volga) were pressed into *Special Brigades* and used to plug holes in Russian lines. Untrained and poorly armed and led, this duty was a virtual death sentence.

The factory district actually got off lightly during the initial fighting during September, with the Germans making only light efforts in the area until the 27th. While sporadic fighting continued over the next few days, the Soviet 115th Special Brigade (workers) was soon receiving heavy reinforcement from the 37th Guards Rifle Division and elements of the 84th Tank Brigade.

On 6 October von Paulus' 6th Army reached its armored fist toward the Guards' positions as the Wehrmacht began a direct onslaught against the Tractor Works. The 14th Panzer Division pressed in from the southwest, along with the 60th Motorized Division, from the western approaches.

Masses of Panzers and accompanying *landsers* struck Zholudev's Guardsmen, pushing the defenders back slowly with a heavy toll taken on the attackers with every yard gained. A lull settled over the scene after a fantastic success by a Katyusha battery, which wiped out almost an entire German battalion (some 600 men) of the 60th Motorized Division west of the railway bridge over the Mechetka—as they assembled for an attack. Von Paulus mighty force had its effort stalled at the edge of the Tractor Works.

As Hitler's best generals pored over their maps, considering their options, Yeremenko took the initiative and ordered a counter-attack on the western outskirts of the complex. The effort was immediately launched on 11 October by Guardsmen and one regiment of Gorishny's 95th Division, with tank support from T-34 tanks from the 84th Tank Brigade (Scenario 1: End Tide). The Soviets drove into the midst of the 14th Panzer positions on the southwest side of the Tractor Works, but gained little ground after heavy losses on both sides. The attack seemed a failure—Zholudev's men gained 300 yards and Gorishny's

some 200 yards of ground—a pittance until the Battle of Stalingrad progressed further. These gains would later represent a major success in terms of ground captured as the battle devolved into a bloodletting over every inch of ground.

The Soviet attack continued through 13 October (Scenario 2: Into the Factories). Afterward, another brief lull fell over the battlefield as both sides re-grouped for further efforts. Soviet leaders frantically grabbed as many *tongues* (enemy prisoners) as they could, and slowly, the plan of VI Armee came to light. Von Paulus planned to attack directly into the Tractor Works, sweep south along the Volga and cut Stalingrad in two, threatening Soviet lines of communication.

General Chuikov, now running the battle for the defenders, removed regiments from key sectors and fed them into the Tractor Works maw. Chuikov's moves proved prescient as von Paulus' main effort swept in on Monday, 14 October at 0600 hours. Massed artillery, 3,000 aircraft sorties, and a healthy mix of phosphorus shells ensured the battlefield would be smashed to ruins.

What was once a bright, sunny day darkened as a pall hung over the battlefield.



German soldiers dutifully marched to the sound of fire in the wake of the bombers and in the ensuing maelstrom the toll of dead on both sides quickly mounted alarmingly.

The German attack of the 14th began a savage and bitter struggle among the ruins. The steel ribs of the workshops stuck out amidst mounds of rubble. German soldiers of 14th Panzer and the 389th Infantry Divisions pounded the Soviet Guardsmen and soon entered the factories proper. Until then, the factories remained busy, producing tank parts and the last T-34s rolled off the line and went into action un-painted.

Soldiers soon cut one another down among the twisted workshops floors, deadly warfare conducted at close quarters while tank shells flew overhead.

Relatively unscathed by the pre-assault bombardment, the menacing structure which stood at the western edge of the Tractor Works was simply labeled the Administration Building on all of the German maps. It stood as a bulwark against the 389 the Infantry's first assault, with automatic weapons fire pouring from every window. The Germans threw armored support into the fray and Stukas rained down bombs, smashing into the buildings below. The fighting soon deteriorated into the usual room-by-room affair amid burning rubble. Unlike the attack of the 6th, LI Crops artillery and the Luftwaffe helped the Wehrmacht push the Guardsmen out of the Administration Building and back toward the heart of the factories (Scenario 4: Report for Adolf).

In the heat of the action, the German 103rd Panzer Grenadier Regiment cut straight through to the Volga bank on the south side of the Tractor Works. Radioing their success to headquarters, the Germans were able to achieve their aim of reaching the Volga and cutting the Russian defenses in two, albeit at a high cost. But they must have been puzzled by the continued strength of the defense. No longer could the Russians be bullied into surrender just by being surrounded. In Stalingrad the rules were different. (Scenario 9 - Sledgehammer).

By dusk on the 14th the Germans had surrounded the tractor Works on three sides. The victorious Sixth Corps would soon be reporting the destruction of twenty enemy tanks and the capture of 1,028 prisoners along with scores of mortars and artillery pieces. Hitler would boat to his cronies in the *Burgerbraukellar* that all Germany con-

trolled all but small pockets of the city (Scenario 1 - Extermination).

In reality, the battle for the Tractor Works devolved into countless deadly scenarios between small groups of men, or even individuals, as they fought for stairways and rooms in the smashed buildings. Brutal hand-to-hand duels with bayonet, knife, and shovel raged amid the debris. Neither side took many prisoners. The fighting all over Stalingrad had developed into what the German infantry nicknamed *Rattenkrieg*—the war of the rats (Scenario 2 - Rattenkrieg).

The attack on the 14th featured more than 200 German tanks directly assaulting the Tractor Works. As the fighting moved through the factories the Russians showed off their new anti-tank techniques, creating 'killing zones' by mining streets and preparing ambushes using camouflaged anti-tank and dug-in T-34 tanks. Channeling the panzers into these zones amongst the shattered buildings slowed the German rush repeatedly as the fighting wore on (Scenario 3 - Big Metal Coffin).

Over the course of October 14 and 15, the 84th Tank Brigade claimed to have destroyed thirty German medium and heavy tanks at a cost of eighteen of their own. A Lt. Gonychar from the 37th Guards was credited with dispersing an attack with only 4 men and a captured machine gun. But such efforts could not save the Tractor Works. By the end of the 15th, only small pockets of Russian resistance remained in the Tractor Works, and they were all winked out in the next few days (Scenario 5 - Cleanup Time).

Once taken, the Tractor Works area became a backwater in the battle, but for only a short time. As the fighting for the factories to the south raged, German units set up on the Volga (just to the east of the game map) to try to interdict Russian supplies and reinforcements coming across the river. Several major headquarters set up shop in the Tractor Works, since they still provided good cover and extensive space underground.

The German advance quickly turned to the south and the Red Barricades Factory complex. Ferocious fighting raged for this and the Red October plant farther south along the Volga for the next month, but the Germans were unable to clear these areas, the last in Russian hands in all of Stalingrad. Though squeezed down to the last few meters before the Volga, the Russians managed to hold on until their great counter-attack, Opera-

tion Uranus, rescued their fortunes in Stalingrad.

1.2 Land Forms—The land forms represented on the Dzerhezinsky Tractor Works map may be the simplest to comprehend among all ATS historical battlefields depicted to date.

It is, quite simply, flat as a billiard table. That is not to say it is open. Just flat, as in a plateau. Not one tree or hill to be found. In only one place does the land slope downward, the Ravine running along hexes E4-E5-F6-F6 and to F4-G5.

The Dzerhezinsky Tractor Works battlefield is defined by that which is man-made, and in the case of the numerous shellholes and rubble, the stuff of man's destructive bent.

1.3 Terrain Forms—The terrain that makes up the urban moonscape of the Dzerhezinsky Tractor Works is like nothing experienced in the ATS system to date.

There is very little Open Ground the majority of once open spaces now littered with Shellholes and a new ATS terrain type, Debris. Sewers make their appearance on this map, as do ornamental terrain known as Fountains. Railcars also appear in abundance, and there are also many Junkyard hexes found on the battlefield.

It is the buildings that define urban warfare, and the Tractor Works contains every type of structure from small workers cottages to huge factories, many with holes smashed in their roofs and a labyrinth of interior 'black bar' walls that create havoc when trying to secure every hex of the extensive assembly halls.

1.3.1 Buildings—Every variety of building found in the ATS system can be found on the DZERHEZINSKY TRACTOR WORKS map. Small ones that only have a GROUND level location (and rise to obstacle height of +10 levels), and rubbled ones (that rise to the height of rubble, +5 levels high). Note that in some rubble hexes (N22-M23) the rubble goes across the hexside between adjacent hexes. In all cases any LOS that touches the rubble art is affected. There is no additional movement cost to cross a hexside that otherwise has rubble crossing it; the effect is one on LOS.

1.3.2 Other Man Made Terrain—Some hedge hexsides (e.g., D35/E35) are found, while these are a bit dark, they can be discerned from Walls by the 'square block' construction of the latter. Walls are also found along numerous hexsides (e.g., G37/H37). Note the Gate in the wall along the W36/X36 hexside,

allowing Personnel to move between these hexes without paying the cost to go over the Wall. Junkyards represent large piles (e.g., hex H31) while Debris (e.g., hex G36) represents small piles of battlefield detritus. A series of ornamental urban Fountains are found in hexrow E (e.g., hexes E20; E22; E24; E32 and E36) while manhole covers that lead to Sewers are depicted by circles found near the hex center-dot in some hexes (e.g., hex D35).

1.4 Terrain Rules—The following rules are provided in addition to the terrain rules presented in the main rulebook and apply ONLY to the DZERHEZINSKY TRACTOR WORKS mapsheet.

1.4.1 Wooden Buildings and Rubble—Hex A28 is an example of a Wooden building. Hex U22 is an example of Rubble created from a Wooden building. In both cases, a +2 HPN DRM and TWO Left shift is applied for these terrain types instead of the usual +3 | 3L for Masonry buildings.

1.4.2 Road Through Debris—Unlike other terrain types, in hexes where a Road passes through Debris has no effect on the Debris terrain.

1.4.2.1 Minefield Lane—Anytime a FULLY tracked vehicle passes successfully enters a Debris hex (i.e., makes a roll on the Immobilization Table without becoming M-KILLED) place a Minefield Lane marker in the hex to signify subsequent entry by FULLY tracked vehicles does not require another roll on the table.

1.4.3 Fountains—Some ornamental urban Fountains (e.g., hex E36) are found on the map. They are Obscuring terrain, providing a +1 HPN DRM or 1L for any LOS that passes through their hex and touches the terrain art. Fountains are Level +5 high.

1.4.4 Fences—Some Wall hexsides actually represent wooden Fences (e.g., C27/D26). These are noted by their BROWN color. The ONLY difference between a Wall and a Fence hexside is that ALL types of vehicles may attempt to cross a Fence hexside (i.e., using the Immobilization Table).

1.4.5 Shellholes—Numerous shellholes dot the map (e.g., hex B33). These are treated normally.

1.4.6 Dirt and Paved Road—Some roads depict Paved roads (gray art; e.g., D30) and Dirt roads (brown; e.g., E35). The ONLY difference between the two is that Hedgehogs, Foxholes, and AT Ditch emplacements may NOT be set up in a Paved road hex (including partial paved).

1.4.6.1 Roofless Buildings—Numerous

Roofless buildings bear witness to the German bombing and shelling. Some have smaller holes in them (e.g., hex C32) and in the case of the Factories, large portions of their roofs have been entirely torn away (e.g., hex S26-S27-S28). In addition to opening the roof for attack on units in the Ground level of these hexes, there is no Roof level for units to move to in these hexes. Thus, a squad on the Roof in hex R26 could move on the roof to hexes R25, Q26, Q27 or R27. It cannot move to S26 or S27.

1.4.6.1 Roofless Buildings Crestlines—Note a squad on the Roof level in hex R26 can see DOWN INTO the ground level of hexes S26 and S27, but using normal LOS rules along terrain levels, it CANNOT see down into S28 due to the lip of Roof level terrain that extends across the R27/S27 hexside. Continuing along the lines of using normal LOS rules, a squad in hex R26, on the Roof, cannot see down into the ground level of hex R22 or R23. Treat the edge of a Roofless building like a Crestline for purposes of tracing LOS to lower level units (and vice versa).

1.4.7 Building Levels—The Tractor Works map uses unique identifiers for multi-story buildings and factory heights. The large YELLOW dot referred to in the rules is replaced by a large WHITE dot with a '1' in its center (for +10). The large RED dot referred to in the rules is replaced by a white square with a '2' in its center (for +20).

1.4.8 Factories—Numerous factories dot the Tractor Works map. As defined by the rules, a Factory is a building that is entered at any point by a road or railroad depiction. The following buildings are Factories: H13; H24; H26; K8; K15; K17; M35; M6; M10; M28; O39; Q19; S22; and V25.

1.4.8.1 Debris Fields and Rubble—Treat all Roofless Factory hexes as if Debris exists in the ground level. Some Factory hexes are Rubble (e.g., hexes M23 and Q27). These are treated as Rubble for all purposes, including a new Level +5 height. Some Wooden buildings are also Rubble (e.g., hex C14). Note that the effects of Debris in the ground level of an interior building hex ONLY affects LOS drawn between firing and target units that are BOTH inside the Factory. Example: The Debris inside hex M18 has NO effect on the LOS drawn between a firing unit in hex M19 and a target unit in hex L17.

1.4.9 Sewers—The Dzerhezinsky Tractor Works map includes a special terrain known as SEWERS. These are depicted

in some hexes by a black 'manhole' circle (e.g., hex W35).

1.4.9.1 Sewer Infiltration—Sewers may be moved 'through' by Russian Personnel ONLY, using Infiltration. The units must be IN a Sewer hex (and ground level location if multiple locations exist in the hex). A unit eligible to Infiltrate may attempt to move to another Sewer hex within THREE hexes of its current hex. All units in a stack that wish to use Sewer movement from a hex may do so together. There is no requirement they do so. Following the announcement of the intention to use Sewer movement, a morale check is made, using the original (printed) morale of any ONE unit in the hex. If the unit(s) fail this morale check, the impulse is considered used for the unit(s) and one of two events occurs at the OPPONENT'S behest:

- a) The unit(s) may not Infiltrate;
- b) Place the unit(s) in any Sewer hex within three hexes.

When multiple units fail, the opponent may freely divide them among different Sewer hexes (or no move, i.e., end their Infiltration). If a Commissar is chosen for the morale check, ONLY a '0' will result in failure and casualties are applied among the checking units (unless the Commissar is checking alone, in which case there is no further effect beyond a-b above) normally as per the Commissar rules.

1.4.9.2 Melee—Units that Infiltrate successfully into an enemy location are treated normally for Melee purposes.

1.4.10 Building Labels—Some buildings on the Dzerhezinsky Tractor Works map are numbered (e.g., building that includes hex J8) 1-9. These are considered the 'numbered' buildings when referenced in some scenario Victory Conditions and SSRs. Building numbers are used for reference purposes only, and to assist gamers interested in following historical accounts using the map. Each numbered building, including any bearing identical numbers and a letter identifier a-c, are historically identified as follows: 1) Iron Foundry; 2) Assembly Hall One; 3) Assembly Hall 2; 4) Repair Shop; 5) Construction Office; 6) Laboratory Workrooms; 7) Instrument Assembly Shop; 8) Administration Buildings; and 9) Workstation Annex.

1.4.11 Railcars—This terrain type is found on the map in hexes like V28.

1.4.12 Black Bar Hexsides—Numerous 'black bar' hexsides are found on the map, in large factories. Example: The S29 factory has numerous black bar hexsides (e.g., hexside between hexes R25/R26).

1.5. LOS Examples—The following examples clarify Lines-of-Sight on the DZERHEZINSKY TRACTOR WORKS mapsheet.

a) A unit in the ground level of hex V27 has an LOS to one in the ground level of V25 since the building is a FACTORY. The intervening hex, V26, is treated as Junkyard, and is Obscuring terrain, as is the hex each is in for inside-to-inside LOS and fire purposes. Thus, if each were a squad, firing the unit in V27 at the one in V25 would result in the following: 1L (for V26) + 1L (for the Good cover provided in V25 since it is treated as Junkyard for interior LOS purposes) = 2L shift on the Casualty Table. If this was a non-factory building, there would be no LOS. If both units were in the roof locations of their hexes, an LOS would also exist and neither would receive a cover benefit. If one of these units was in the ground level and another on the roof, there would be no LOS.

b) A unit on the roof in hex R26 can see down to the ground level of hexes S26 and S27. It cannot see down into the ground level of S28 for two reasons: a) the black bar along hexside S28/R27; b) the crestline formed by the roof fragment reaching over the R27/S27 hexside.

c) A unit in hex S26 cannot see one in S27 due to the black bar hexside.

d) Hex Q29 has a ground level and a roof at Level +20. There are no intervening 'floor's since this is a factory.

e) A unit on the roof of hex S24 can see into hex V22, over the Level +5 rubble since +5 height terrain never creates blind hexes. There is no effect on fire between these hexes caused by the rubble in U23. The unit in V22 is in a Debris hex, and thus receives Good cover benefits.

f) A unit in hex Q29 has an LOS to Q22 and along the LOS in Q28-Q23. Add 1L for each intervening hex along this LOS. Example A shot from Q29 to a target in Q22 would add a +6 HPN DRM (or 6L) + +1 HPN for the target hex (or 1L) = +7 HPN DRM (or a total of 7L shift on the Casualty Table for non HPT fire).

g) A unit in hex O25 can see one in the rubble of O27. This shot would receive the following: 1L for the intervening hex O26 along the LOS + 3L for the Masonry rubble in hex O27 = 3L (or +4 HPN DRM on the HPT).

h) A unit in hex N30 adds the following to an attack against one in the ground level of Q29: 1L (Obscuring Debris in O30) + 1L (Obscuring Debris in P29) +

3L (Masonry cover for the building in Q29, noting that fire from outside the factory treats it as a building normally) = 5L (or a +5 HPN DRM on the HPT). If the unit in Q29 was on the roof, it would receive the 1L of Good cover instead, and would be at Level +20 (i.e., ignore the +5 high Debris as it is not longer considered along the LOS to a higher unit).

1.6 Upgrade Kit—This product is provided as an 'upgrade' for owners of the previous "Combat! Stalingrad" game. However, in order to make it playable as a complete game, a copy of the earlier map has been provided. Plans for additional portions of Stalingrad, reflecting new maps and scenarios are in the works. Write us if you are interested and

kindly provide details of your preference of future Stalingrad battlefields.

1.61 Campaign Game—With slight modification by the players the Campaign Game, including Sector System, provided in the original game, can be used with Dzerhezinsky Tractor Works. Players that do not own the earlier game may obtain copies of those materials at our website free of charge. Please note these are considered OPTIONAL materials and not the future campaign rulebook planned for the ATS system down the road. We trust player will note the low cost of this release.

