

TATSINSKAYA RAID

TATSINSKAYA, USSR, 27 December 1942: *Stravka*, surprised with its success with Operation Uranus, immediately sought to put a far larger plan into place. Code named Operation Saturn this broad plan aimed at a Soviet strategic thrust to Rostov, thus cutting off the majority of Army Group A and much of Army Group Don. The German counter-attack to relieve the 6th Army brought *Stravka* back to its senses; Op. Saturn was changed to include more realistic goals. Specifically, “Little” Saturn aimed at the destruction of the Italian 8th Army and the remnants of the Rumanian 3rd Army, the disruption of re-supply attempts of the 6th Army by the Luftwaffe, and the disruption of the German Stalingrad relief operation. On the second day of the operation, the 24th and 25th Tank Corps were committed to deep exploitation of the initial hole blasted open by the rifle divisions. Bypassing the broken remnants of the Italian 8th Army, the 24th Tank Corps quickly found itself within striking distance of Tatsinskaya, the largest of the air bases supplying 6th Army at Stalingrad. Deciding that this objective was more important than the possible isolation and destruction of his unit, General V. M. Badanov struck quickly at the city, taking the airfield on the 24th. However, as he had feared, follow-on forces could not maintain his supply lines, leaving the 24th Tank Corps surrounded. Army Group Don was quick to react, ordering the 6th Panzer Division and Kampfgruppen made up of all nearby units to retake Tatsinskaya and restore the Tatsinskaya-Morosozsk rail line. For four days Badanov held onto his position despite lack of fuel and ammunition. Defending its pocket on all sides from continuous Axis pressure proved to be too much. First the airfield was retaken, then the rail line; the dreaded Germans even pushed into the southern outskirts of Tatsinskaya proper. Finally, on the night of 28 December, the 24th Tank Corps blasted its way northward, regaining friendly lines. The 24th Tank Corps, renamed the 2nd Guards Tank Corps was depleted of its heavy equipment, but had survived the offensive that had ended any hope of relieving the Stalingrad pocket.

CG Objectives:

The Soviet player wins at game end by accumulating 30 Victory Points. Victory Points are awarded as follows:

- At the end of each CG Firefight date (even if idle), the Soviet player receives Victory Points for controlling the following buildings 14H9, K8, L7 and S9; 16O4, CC3, and EE3; 22F3. Each building controlled counts one Victory Point per level of that building, even if rubble/destroyed.
- One Victory Point for each ten *German* CVP inflicted on the Axis Force.

CG Duration: 4 CG Dates, all on the 27 December 1942

Campaign Balance:

German: Increase the necessary Soviet VP total to 32

Soviet: Decrease the necessary Soviet VP total to 28

CAMPAIGN GAME SPECIAL RULES:

1. **EC, WEATHER & WIND:** In all Firefights: EC are Snow (B25.5); Weather is Clear and Gusty (E3.4); Ground Snow is in effect (E3.72) [EXC: Ground Snow is not present on runway hexes]. Drifts are NA on a runway hexside; such a drift is removed.
2. **TERRAIN:** All buildings are wooden. All hexes that contain runway art that does not cover the center dot are still treated as if they were runway hexes. The Railway is Ground Level; however, hex 14DD6 remains a sunken road/GLRR hex, making it an Elevated RR Crossing (B32.43). All Roads are Plowed.
3. **SOVIET FUEL SHORTAGE:** Before an *on-map* Soviet vehicle attempts to expend its first MP during its MPh, and whenever it attempts to change its VCA in any other phase, it must first make an Out-of-Gas DR [EXC: a Stopped vehicle (un)loading, firing armament or attempting to place smoke grenades]. If the DR is 12 the vehicle is out of fuel and thus immobilized; mark it with an “Out of Gas” counter. However, Reinforcement Groups VI-3 may be purchased at a higher CP cost so as to be unaffected by Fuel Shortage; see the Soviet RG Chart.
4. **SOVIET AMMUNITION SHORTAGE:** All Soviet weapons suffer from Ammunition Shortage (A19.131); however, SW with a printed B11 do not have their B# lowered for Ammunition Shortage. Instead, the B# becomes an X#.
5. **SOVIET STUN/RECALL:** A vehicle of the Soviet OB does *not* suffer Recall due to MA disablement. A Recall due to attack effects suffered by a Soviet inherent crew is always treated as a Stun result *only* [EXC: an armor leader may be Eliminated as per D5.341]; i.e. no Recall ensues. However, the +1 DRM effects of all Stun results are *cumulative*.
6. **WINTER CAMOUFLAGE:** Both Soviet and Axis forces have Winter Camouflage (E3.712).
7. **SET UP LIMITATIONS AND FRIENDLY BOARD EDGES:** All I, G, and V Reinforcement Groups may set up on-map only by paying extra CP per PL2.32. All other Reinforcement Groups may set up on map without extra CP cost. Axis FBE is the South Board edge. On the second and third Firefights the Axis may also enter from the east/west edge on/south of hex row 14/16Q. On the fourth firefight the Axis may also enter from the east/west edge anywhere on board 14/16. Soviet FBE is the north board edge.
8. **ATTACK OPTION:** Attack Option purchase is NA. The Axis side always moves first; the Soviet side always sets up first. A CG firefight may be idle only by mutual agreement of both players.
9. **CG INTENSITY:** The Soviet Player uses the MID column of the PL 2.12 CP Replenishment Table with a -2 Historical DRM. The Axis Player uses the HIGH column, with a +3 Historical DRM.
10. **CONCEALMENT:** For set up purposes all units treat locations containing Ground Snow [EXC: Plowed Roads] as if such a location were Concealment terrain. All real units setting up in concealment terrain may set up concealed.
11. **RECOMBINING:** PL3.42 is NA.
12. **FIREFIGHT END:** A firefight will end on a dr2 or less on Game Turn 5, or a dr5 or less on Game Turn 6.


Initial Firefight Objectives:


The Axis player wins at game end by controlling four of the buildings listed in the CG Objectives. [Note subsequent Firefights are won by the Axis player by controlling two more Victory Point buildings than that player did at the start of the Firefight].

Initial Firefight Balance:

German: Replace the OB given MMG with a HMG

Soviet: Add 5 FPs to the initial OB

INITIAL AXIS OB:					[ELR: 3/2] [SAN: 2]	
Elements of Kampfgruppe Philipp and the 6th Panzer Division setup on/south of hexrow D on boards 14/16:						
RG: I2	RG: I3	RG: G1	RG: O1	RG: O3		
467*6	9-1	7-0	MMG	LMG	10 FP	
25 CP						

INITIAL SOVIET OB:					[ELR: 3] [SAN: 3]	
Elements of 24th Tank Corps, 1st Guards Army, setup on/north of hexrow H on boards 14/16:						
RG: I1*2	RG: I2	RG: I3	RG: I4	RG: V1	RG: V2*3	
20 FP	24 CP					

INITIAL FIREFIGHT SPECIAL RULES:

1. Mist is in effect (E3.32).
2. All non-purchased Soviet Vehicles set up as Dug-in tanks, D9.5, and may not be moved for the entire CG. The inherent crew of such a unit is a 127; CS is possible and is rolled for normally.
3. All non-RG Axis units are German. Axis ELR refers to German/Axis Minor ELR. For the initial Firefight, the Axis player may purchase Foxholes.
4. Before set up the Axis player must place 8 burnt-out wreck counters on Runway hexes.

Fortifications Available for Purchase

A-T/A-P Mines ^{R1}	Fortified Building ^R
Roadblock	“?”
Foxhole ^{R2}	HIP
Sangar	Booby Traps ^R

Notes on Fortifications

1. Mines are only allowed on Plowed Road hexes.
2. FP cost of Foxholes is doubled on the first CG Firefight, and tripled thereafter.
- R May only be purchased by Soviet player [EXC: see initial Firefight SR 3]