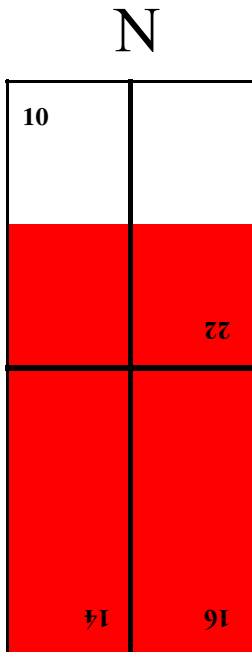


Notes on Tatsinskaya Raid

Tatsinskaya Raid is played on boards that were modified by myself for use on VASL. However, if a player wants, the modified boards may be printed. Note that the main modifications occur on Board 14 and that board 16, while modified could simply have spare counters placed on the hexes in question. Boards 10 and 22 remain unmodified.

Other Terrain is modified normally below:

1. Overlays: RR1 on 16DD6/DD7; RR2 on 14DD6/DD7; X15 on 16CC3/CC4; X13 on 16EE2/EE3.
2. Only hexrows R-GG on Board 10 and A-P on Board 22 are in play.
3. All buildings are wooden.



Rules to Remember when playing *Tatsinskaya Raid*

1. Gusts create Drifts, E3.75. As the weather is gusty, there will probably be quite a few Drifts by the end of the game.
2. The Soviet forces suffer from Ammo Shortage, but are also considered Elite (C8.2) by virtue of their OB designated Guards status. Thus, their depletion numbers will remain normal.
3. Because of CGSR 10 units may be placed HIP in normally Open Ground.
4. Note that O.7 clarifies the rules for Armored Cupolas, and for Dug-In Tanks in particular.

24th Tank Corps Order of Battle

4th Guards Tank Brigade
54th Tank Brigade
130th Tank Brigade
24th Motorized Rifle Brigade
658th AA Regiment
413th Guards Mortar Battalion
50th Motorcycle battalion
13th Mine-Engineer Company