

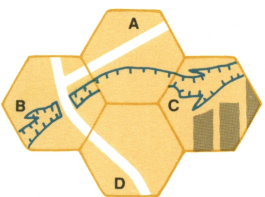
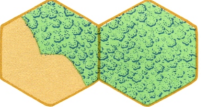
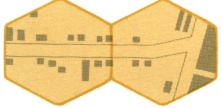
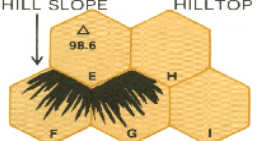


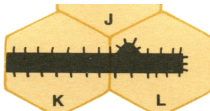





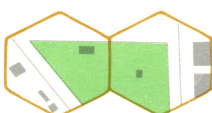

STREETS OF STALINGRAD

TERRAIN EFFECTS CHART

Hex Type	Movement Factor Cost to Enter Hex		If Defending Unit is on this Hex		NOTES
	Foot Unit MF = 8	Vehicle Unit MF = 12+	Armored Unit	All Others	
CITY  (H)	1	Drawn/Towed Artillery: 4 All Other: 3	No Effect (do not add or subtract from AF die roll)	Add Two (+2) To AF die roll	See DVGC Errata for rules on "urban roads".
FORTRESS/FACTORY  (H)	1	Drawn/Towed Artillery: 4 All Other: 3	No Effect (do not add or subtract from AF die roll)	Add Three (+3) To AF die roll	See DVGC Errata for rules on "urban roads".
BALKA & CLIFF  (H)	2	N/A	Subtract One (-1) From AF or DF die roll for all vehicle units on a Bridge	Add Two (+2) To AF die roll	Units with MF = 12+ may only enter balka (cliff) hexes by road (hexes A, B, and C are considered road hexes). They must follow the road exactly and may only cross the balka (cliff) where a road crosses the balka (cliff) (hex B). IMPORTANT: Units with MF of 12 or higher do not receive terrain die roll benefit when they are in a balka (cliff) hex such as A unless they are dismounted (do not add to the AF die roll = no effect). If the defending target unit is attacked by units in an adjacent hex of the same balka/cliff (e.g. attacking from hex A to hex B), do not add two to the AF die roll (=no effect). If the defending target unit is on a single edge balka/cliff (hex A) and is attacked from the exposes slope side (from hex D), do not add two to the AF die roll (=no effect).
FOREST  (H)	1	Drawn/Towed Artillery: 4 All Other: 3	Add One (+1) To AF die roll		-
SUBURB & VILLAGE  (H)	1/2	1/3			-
HILL SLOPE / HILL TOP  (H)	UPHILL or SLOPE : 2 All Other: 1 (UPHILL = F to E) (SLOPE = I to G, G to F)		Add One (+1) To AF die roll Only if Defending Unit is on Hilltop (E) and all attacking units are on hill slopes (F or G) No modifier F to G, G to H.		Hilltop hexes do not have to have triangle and height indicated in order to be hilltops. Any hex at the higher side of slope hexes is considered a hilltop hex.
(H) Units are "hidden" in these hexes (see advanced rules).		Motorized infantry unit types (including armored infantry/engineers) may "dismount" and move as foot units (MF=8). "Dismounted" motorized infantry units may move into balka hexes where there are no bridges.	Do not add to the defender's DF die roll for the hex type attacking units are on. Only defending units get the benefit of terrain die roll modifiers.		IMPORTANT: Terrain MF costs and combat die roll modifiers are not cumulative. If there is more than one type of terrain in a hex, use the higher MF cost or the higher die roll modifier (do not add). Remember that units travel along primary and secondary roads at the road MF cost.

STREETS OF STALINGRAD

TERRAIN EFFECTS CHART

Hex Type	Movement Factor Cost to Enter Hex		If Defending Unit is on this Hex		NOTES	
	Foot Unit MF = 8	Vehicle Unit MF = 12+	Armored Unit	All Others		
TARTAR WALL 	CROSSING WALL : 2 (J to L, J to K) MOVE ALONG WALL : 1 (K to L)		Add One (+1) To AF die roll		If the defending target unit is attacked by units from both sides of the railroad/Wall hex, or from an adjacent hex of the same railroad/Wall (e.g. from hex K to L or M to N), do not add one to the AF die roll (= no effect)	
RAILROAD 	1		Add One (+1) To AF die roll			
PRIMARY ROAD 	1/2	1/3	No Effect		German bicycle infantry and bicycle engineers move along primary roads at the rate of 1/3. See DVGC Errata for rules on "urban roads" and movement over balka/cliffs.	
SECONDARY ROAD 	1/2		No Effect			
CLEAR 	Motorized Infantry (MF=24), Artillery with MF=12, 15, or 24: 2 All Other: 1		No Effect		-	
CITY PARK 	1/2	1/3	No Effect If Defending Unit is on this hex Subtract One (-1) From DF die roll if Attacking Target Unit is on this hex		-	
VOLGA RIVER 	2	3	Subtract Two (-2) From German DF die roll if Russian Target Unit is on this hex Add One (+1) To Russian AF die roll if any Attacking Unit is on this hex		River Crossing: Russian units with MF of 12 or higher may enter and exit balka/cliff hexes from crossing arrow hexes. This is the only time when units with MF of 12 or higher may enter balka/cliff hexes except along a road or unless they are dismounted. See DVGC Errata for clarification of movement costs of Russian units crossing the Volga River.	
(H) Units are "hidden" in these hexes (see advanced rules).		Motorized infantry unit types (including armored infantry/engineers) may "dismount" and move as foot units (MF=8). "Dismounted" motorized infantry units may move into balka hexes where there are no bridges.		Do not add to the defender's DF die roll for the hex type attacking units are on. Only defending units get the benefit of terrain die roll modifiers.		IMPORTANT: Terrain MF costs and combat die roll modifiers are not cumulative. If there is more than one type of terrain in a hex, use the higher MF cost or the higher die roll modifier (do not add). Remember that units travel along primary and secondary roads at the road MF cost.