
























VICTORY COLLECTION MOVEMENT COSTS CHART

Unit Type:	Foot Inf./ Cavalry	Horse Drawn	Semi-Motorized	Non-Mot. HQ	Bicycle Infantry	Fully Motorized	Armored Car	Tracked Armor	Motorized HQ	Motor-Cycle
Tactical Movement Allowance	6 to 12	1 to 8	6 to 10	3 to 6	6	8 to 12	16	8 to 14	8 to 10	14
Strategic Movement Multiplier	X 1.5	X 2	X 2	X 2	X 2.5	X 2.5	X 2	X 2	X 2	X 2
Terrain Types:	Movement Points to Enter <u>and</u> Leave. Note: bottom row figures indicates movement costs for Velikiye Luki in Light Freeze (LF)/Hard Freeze (HF) /Deep Snow (DS).									
Clear Terrain 	0.5 1.0/0.5/1.0	0.5 1.0/0.5/2.0	0.5 1.0/0.5/2.0	0.5 1.0/0.5/2.0	0.5	0.5 1.0/0.5/2.0	0.5 1.0/0.5/1.5	0.5 1.0/0.5/1.0	0.5 1.0/0.5/2.0	1.0/0.5/1.5
Forest 	1.5 2.0/1.5/2.0	2.5 3.0/2.5/4.0	2.0 2.5/2.0/5.0	2.5 3.0/2.5/4.0	1.5	3.5 4.0/3.5/5.0	2.5 3.0/2.5/4.0	2.5 3.0/2.5/3.5	3.5 4.0/3.5/5.0	3.0/2.5/5.0
Bocage 	0.75	1	1	1	0.75	2	1.5	1.5	2.0	—
Swamp 	2	P	P	P	2	P	P	P	P	—
Swamp Road 	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	—
Polder 	0.5	0.5	P	0.5	—	P	P	P	P	—
Beach 	0.5	0.75	0.75	0.75	0.5	1	0.5	0.5	1	—
Invasion Beach 	0.5	0.75	0.75	0.75	0.5	1	0.5	0.5	1	—
Village 	0.5 0.5/0.5/1.0	0.5 0.5/0.5/2.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5/0.5/1.0
Bunkers 	0.5 0.5/0.5/1.0	0.5 0.5/0.5/2.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5/0.5/1.0
Beach Bunker 	0.5	0.75	0.75	0.75	0.5	1	0.5	0.5	1	—
Fortress 	0.5 0.5/0.5/1.0	0.5 0.5/0.5/2.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5 0.5/0.5/1.0	0.5/0.5/1.0
Lake 	P/0.5/1.0	P/1.0/2.0	P/1.0/2.0	P/1.0/2.0	—	P/1.0/2.0	P/1.0/1.5	P/1.0/1.0	P/1.0/2.0	P/1.0/1.5
Hill 	+0.5 +0.5/0.5/0.5	+0.5 +0.5/0.5/1.0	+0.5 +0.5/0.5/1.0	+0.5 +0.5/0.5/1.0	+0.5	+0.5 +0.5/0.5/1.0	+0.5 +0.5/0.5/0.5	+0.5 +0.5/0.5/0.5	+0.5 +0.5/0.5/1.0	+0.5/0.5/1.0
Stream* 	+0.5 +0.5/0.5/0.0	+1.0 +1.0/1.0/0.0	+1.0 +0.5/0.5/1.0	+0.5 +0.5/1.0/0.0	+0.5	+1.0 +1.0/1.0/0.0	+0.5 +0.5/0.5/0.0	+0.5 +0.5/0.5/0.0	+1.0 +1.0/1.0/0.0	+0.5/0.5/0.0
River or Canal** 	+4.0 +0.5/0.5/0.0	P P/+1.0/0.0	P P/+1.0/0.0	P P/+1.0/0.0	+4.0	P P/+1.0/0.0	P P/+0.5/0.0	P P/+0.5/0.0	P P/+1.0/0.0	P/+0.5/0.0
Dike** 	+0.5	+0.5	+0.5	+0.5	—	+0.5	+0.5	+0.5	+0.5	—
Secondary Road*** 	0.375 .375/.375/1	0.25 .25/.25/1.0	0.25 .25/.25/1.0	0.25 .25/.25/1.0	0.25	0.25 .25/.25/1.0	0.25 .25/.25/1.0	0.25 .25/.25/1.0	0.25 .25/.25/1.0	.25/.25/1.0
Primary Rd. 	0.25	0.25	0.25	0.25	0.15	0.125	0.125	0.165	0.125	—
Railroad 	.375/.375/1	.25/.25/1.0	.25/.25/1.0	.25/.25/1.0	—	.25/.25/1.0	.25/.25/1.0	.25/.25/1.0	.25/.25/1.0	.25/.25/1.0
Inf. Bridge**** 	+6	+6	+6	+6	—	P	P	P	P	—
Tank Bridge**** 	+125	+125	+125	+125	—	+125	+125	+125	+125	—
Ferry**** 	+3	+3	+5	+3	—	+5	+5	+5	+5	—

Notes for Movement Costs Chart:

P = Prohibited; units of this type may not enter or cross * = extra movement points to cross except at a bridge. ** = extra movement points to cross hill hexside, moving uphill (no cost or benefit for moving downhill) *** = cost to move along road using strategic movement; ignore other terrain in hex. **** = extra movement points to cross, using either tactical or strategic movement. Note: Major Rivers cannot be crossed by any unit except at bridges. City terrain yields the same movement costs as Village terrain. Engineer crossings (represented by an 'E' with a circle around it) cost Foot Infantry/Calvary +3 movement points. No other units may cross.