









































# 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
<b>Terrain Types:</b>	Movement Points to Enter <u>and</u> Leave. <span style="float: right;">Note: bottom row figures indicates movement costs for Velikiye Luki in Light Freeze (LF)/Hard Freeze (HF) /Deep Snow (DS).</span>									
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.

# VICTORY COLLECTION TERRAIN EFFECTS CHART

Terrain Types	Combat Effects of Terrain Type; Other Terrain Notes
Clear Terrain 	None.
Forest 	Incoming artillery halved (except DS - quartered), defender's antitank strength multiplied by 2.5, attack odds into reduced by 3.
Bocage 	Incoming artillery halved, defender's antitank strength doubled, attack odds into reduced by 2.
Swamp 	Incoming artillery halved, all units attack out of at half strength, armored and motorized units attack into at half strength, attack odds into reduced by 1; units may not dig in, fortifications take 8 turns to construct.
Polder 	Armored and motorized units attack into or out of at half strength, armor strengths or attacking units halved when attacking into or out of polder.
Beach 	Incoming artillery halved, attack odds into reduced by 1; lower stacking limit.
Invasion Beach 	Incoming artillery halved, attack odds into reduced by 1; higher stacking limit.
Village 	Incoming artillery halved (except DS - quartered), defender's antitank strength multiplied by 1.5, attack odds into reduced by 2.
City 	Incoming artillery halved (except DS - quartered), defender's antitank strength doubled, attack odds into reduced by 3; higher stacking limit.
Bunkers 	Incoming artillery quartered (except DS - 1/8), defender's antitank str. doubled and defense str. multiplied by 2.5, defender's ignore retreat results, attack odds into reduced by 3; units may not dig in or fortify.
Beach Bunkers 	Incoming artillery quartered, defender's antitank str. doubled and defense str. multiplied by 2.5, defenders ignore retreat results, attack odds into reduced by 3; lower stacking limit; units may not dig in or fortify.
Fortress 	Incoming artillery quartered (except DS - 1/8), defender's antitank strength. doubled and defense strength tripled, defenders ignore retreat results, attack odds into reduced by 3; units may not dig in or fortify.
Lake 	LF: None; prohibited terrain for all units. HF: All non-artillery units attack out of at half strength DS: Becomes clear terrain for all purposes.
Hill 	All non-artillery units attacking uphill have their attack and armor strengths reduced by 25 percent, all non-artillery units attacking downhill have their attack and armor strengths increased by 25 percent.
Stream 	None
River or Canal 	LF: All non-armored, non artillery units attack across at 1/2 str., armored and motorized units attack across at 1/4 str., armor str. of attacking units 1/2 at road hex sides and 1/4 at non-road hexsides. HF/DS: None.
Dike 	All non-artillery units attacking across have their attack and armor strengths reduced by 25 percent.

Note: Primary and Secondary roads, Railroads, Infantry, Tank, Ferry, and Engineer crossings have no terrain effects, the terrain effect is determined by the terrain in which they are present.

## V for Victory Keyboard Equivalents (Menu Options) PC and MAC:

Start New Game	(Alt-N or Command-N)
Resume Old Game	(Alt-R or Command-R)
Save Game	(Alt-S or Command-S)
Close View	(Alt-I or Command-I)
Plan Fire Support Now	(Alt-F or Command-F)
Plot Ground Units Now	(Alt-G or Command-G)
Show Planned Moves	(Alt-Z or Command-Z)
Initiate Execution Phase	(Alt-E or Command-E)
Initiate Planning Phase	(Alt-P or Command-P)
Show Supply Lines	(Alt-2 or Command-2)
Show Hex Ownership	(Alt-3 or Command-3)
Show Hex Borders	(Alt-4 or Command-4)

**Numerals 1-9:** Scrolls the map; keypad uses the same layout as scroll pad.

**A or a:** Cycles thru the attack options for the selected unit.

**S or s:** Cycles thru movement options for the selected unit.

**D or d:** Cycles thru defend options for the selected unit.

**F or f:** For engineers, cycles between digging in and building field fortifications. For all other units cycles thru digging in or not digging in.



























































**Backspace (Delete):** Cancels last order given to selected unit.

**Esc (Clear):** Cancels all orders for selected unit.

**Alt hold-down (Command):** targeting mode for artillery unit.

**Shift hold-down:** Selects entire stack for issuing orders.

# UNIT SYMBOLS CHART

Pictoral Icon:	Military Symbol:	Type of Unit:
		Infantry
		Airborne Inf.
		Glider Inf.
		Machine Gun
		Naval Infantry
		Commando
		Semi-Mot. Inf.
		Mot. Infantry
		Engineer
		Semi-Mot. Eng.
		Mot. Engineer
		Bridge Eng.
		Bicycle Inf.
		Artillery
		Mot. Artillery
		Coastal Art.
		Mot. Arb. Art.
		Light AA
		Semi-Mot. Light AA
		Semi-Mot. Heavy AA
		Motorized Light AA
		Motorized Heavy AA
		Anti-Tank
		Semi-Mot. Anti-Tank
		Motorized Anti-Tank
		Mech. Recon
		Tank
		HQ
		Mot. HQ