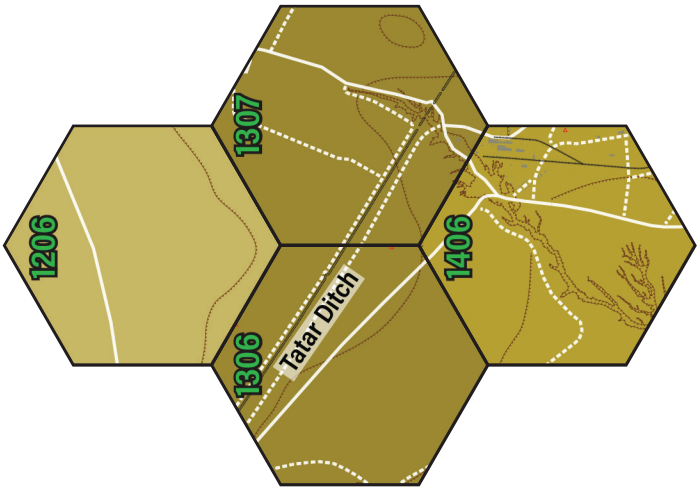
STREETS OF STALINGRAD
DEATH OF A CITY
Terrain Effects Chart (TEC)



TERRAIN OUTSIDE STALINGRAD

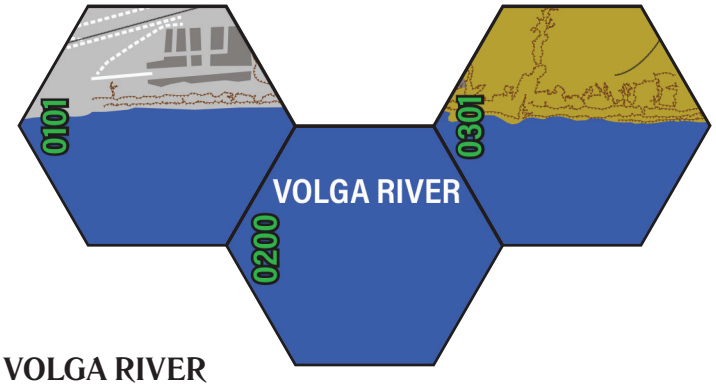
1206 CLEAR TERRAIN = Defender in this hex rolls 4-sided die and -1 Die Roll Modifier (DRM).

1406 BALKA (GULLY) / WOODS / HILL / SUBURB = Defender in this hex rolls 4-sided die and no DRM.

1306 TATAR DITCH = Defender in this hex rolls 4-sided die and +1 DRM if Attacker is in hex 1206 and/or 1406, but no DRM if Attacker is in hex 1307.

MAMAYEV KURGAN

- Defender in this hex rolls 6-sided die and +1 DRM if Attacker is in any adjacent hex.
- Player's side that occupies this hex receives +2 DRM for all their Indirect Artillery die rolls.

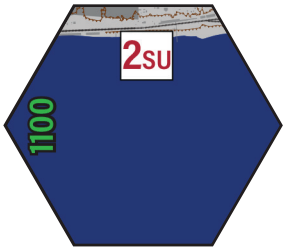


VOLGA RIVER

0101 - Yes **0200** - No **0301** - Yes

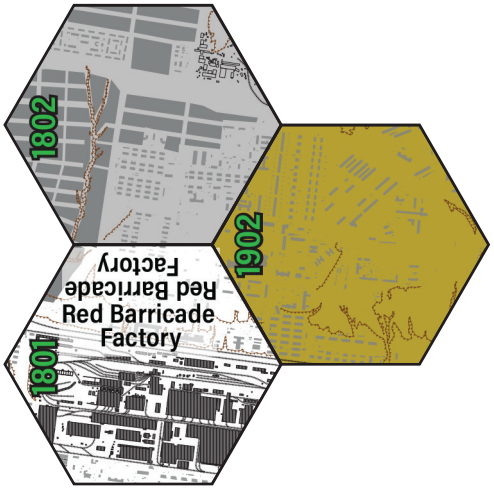
- MU and SU may only move through or occupy hexes that have city or other types of land.
- Defender uses the land terrain in these river shoreline hexes with the highest terrain value.

NARROW LAND NEXT TO VOLGA



- Only Support Units (SU) may occupy this hex, and only 2 SU maximum.
- MU and SU may move **through** this hex, but only 2 SU may remain in this hex.
- Hex **1100** is the only such hex on the game map.

FACTORY, CITY, SUBURB



- Defender in **1801** FACTORY (Strong Point) hex rolls 10-sided die on CRT.
- Defender in **1802** CITY hex rolls 6-sided die on CRT.
- Defender in **1902** SUBURB hex rolls 4-sided die on CRT.

RESTRICTED ATTACKS

- Defender in hex **2301** may not be attacked from hexes **2400** or **2401** or **2302** or vice-versa.
- Defender in hex **2202** may not be attacked from hex **2302** or vice-versa.