

**12. OVERRUNS.** (V 09.10.04)

OVERRUNS are a form of combat (using both combat tables) that occurs when a unit attempts to move into an enemy unit's hex during a movement phase.

**12.A. OVERRUN PROCEDURE.**

OVERRUNS may occur during any movement phase. The phasing player may declare an overrun attempt by moving units into a single hex next to the enemy units to be overrun (or starting in that hex). The overrunning units themselves may not exceed the stacking limits of the hex being left or being overrun. Combat is then resolved against the hex to be overrun.

**12.A.1. MOVEMENT POINT COST TO OVERRUN.**

All overrunning units must be able to enter the hex from which the overrun is attempted, paying all terrain and ZOC costs. The overrun itself costs 1 MP to attempt. **Exception: German c/m units spend no MPs to attempt an overrun.** *Note: A unit may not attempt an overrun if it has a "# MP" marker on it before it pays all the required MP costs to enter the hex to be overrun.*

Fortifications and major cities cost one or two additional MP to attempt to overrun (see the TERRAIN EFFECTS CHART.)

**12.A.2. LOW ODDS OVERRUNS.**

An additional MP cost is required for overruns done at lower odds. These additional costs are shown on the MAIN CRT. The additional MP cost is calculated after all air/naval ground support has been applied. Required MPs are added to the terrain and ZOC cost of the overrun hex when it is entered.

**12.A.3. SUPPLY POINT REQUIREMENTS FOR OVERRUNS.**

OVERRUNNING units may spend half the required SPs as if they were attacking if they so wish. If they do so and the defending hex is cleared (even by a DR), they may continue to move and attack. If they do not expend SPs, they add the "Additional MP Cost" to the RED TABLE die roll. They may not continue to move and attack unless an OR(#) result occurs on the MAIN CRT.

**12.A.4. MINIMUM REQUIREMENTS TO OVERRUN.**

OVERRUNNING units must have a total overrun strength and armour effects sufficient to attain a possibility of an "OR(0)" result on the MAIN CRT. Odds are computed in the same way combat odds are, considering all terrain (including rivers that would normally affect the combat), AEC/A TEC, supply, support unit modifications, and air/naval ground support.

If an overrun attempt has its odds reduced (or they were unknown due to hidden units) so that it cannot achieve at least an OR(0), use the calculated odds for an attack in the next possible combat phase.

**12.B. ADDITIONAL AIR FACTORS.**

Air units may be added to an overrun attack or defence. They are flown during the movement phase on demand. All TBFs are counted at 1/4 value during an overrun combat except those from Type D and A air units. Type D and A air units are counted at half value. *For example, if 8 TBF of B type units are flying a half strength defensive support mission in support of a unit being overrun,*

*they would be halved for the mission and quartered for being a non-D or A type air unit for a result of 1 GS point.*

*Note: 1) Defensive air support flown in the initial phase is not modified in strength. 2) AA is fired normally at offensive and defensive ground support missions during an overrun.*

**12.C. ADDITIONAL NAVAL FACTORS.**

Naval gunfire support may be added to an overrun attack or defence. It is fired on demand if it has been pre-allocated or is prepared. All NGS used during an overrun is halved (besides any other effects). *Note: This means that if the NGS is being used to provide support for units, twice as much would be needed to count as a one RE artillery unit (Rule 39.A3).*

**12.D. RESTRICTIONS ON OVERRUNS.**

A unit may not have more than one overrun attempted against it in any single movement phase.

A unit with insufficient MPs to pay the MP cost to attempt an overrun may not participate in the overrun, even if it has not moved at all in the phase.

**12.E. OVERRUN QUALIFICATIONS.**

- 1) Halve the combat strengths of non-reserve units attempting an overrun in the exploitation or reaction phases.
- 2) OVERRUNNING units may use the road movement rate when executing an overrun if all other conditions for road movement are met. If using the road movement rate, the combat strength of the overrunning units is halved in addition to the normal terrain effects.
- 3) A unit with a defence of 0 may be overrun at 20:1 odds by any unit with an attack strength larger than 0.
- 4) An overrun may be attempted against units that received a Deadlock result in the initial combat phase. This overrun attempt removes the DL marker. If the hex being overrun is cleared of enemy units, the deadlocked units may advance after combat (Rule 11.Q.1) into the defenders hex.
- 5) A unit that may retreat before combat (see Rule 11.D) may use this ability when enemy units attempt to overrun the hex it occupies. When the overrun is announced, these units may retreat before combat at the owning player's option. The overrun odds are then recalculated and the overrun resolved. If all units in a hex being overrun retreat before combat, then the equivalent of an "OR(2)" result automatically occurs for the purpose of adding back movement points.

**12.F. OVERRUN EFFECTS.**

After all overrunning unit strengths are added up and odds calculated, the dice are rolled as for combat.

*Note: Units attempting an overrun are required to advance into defenders hex. If they do not have sufficient MPs to do so, they place a "Moved #" marker on themselves equal to the unspent MPs.*

**12.F.1. SUCCESSFUL OVERRUNS.**

If an OR(#) result occurs, the overrun unit is eliminated. A cadre or remnant is formed (if possible) but is disrupted immediately.

Enter the hex with the overrunning units. The indicated MPs (the bracketed number) are subtracted from the units expended MPs and a "# MP" marker is placed on the hex

showing the largest amount of MPs spent by any of the overrunning units. All overrunning units may continue to move and have expended MPs equal to the “# MP” marker.

The marker will have one circle around the number if the unit being overrun had a partial ZOC. It will have two circles if the unit had a full ZOC.

Any other unit moving into this hex must have spent at least this many MPs after entering the hex or it is assumed to have done so. Any other unit entering an adjacent hex (excluding the hex from which the overrun originated) must have spent at least this many MPs after entering the hex or it must pay MP costs for the applicable ZOC shown on the marker. It may not enter the hex if it cannot spend this minimum.

A successful overrun will modify the attackers’ die roll on the RED TABLE by the (#) result obtained.

### 12.F.2. FAILED OVERRUNS.

If a result other than "OR(0)" or better occurs, a marker showing the combat result is placed on the defending units. All participating units end their movement unless they expended SPs and there are no defending units remaining in the hex (due to elimination, disruption, or retreats). If the overrunning units attain a result that eliminates the defender or forces a retreat, they advance into the defenders hex but exert no ZOC until the end of the next combat phase. *Note: Place the required “+# MP” marker on these advancing units as they have already expended the MPs to enter the hex when attempting the overrun.*

If enemy units remain in the hex, the overrunning units stay in the hex they attempted to overrun, forcing a dual occupancy situation (Rule [11.R](#)) and immediately suffer a 1 REX result. A “Moved #” marker is placed on all units that attempted the overrun when they enter the hex.

Implement all non-OR(#) combat results at the end of the next combat phase. The defending units retain their ZOC for the remainder of the phase.

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