

Overrun Combat Results Table (Rule 13)

Die Roll	Odds Ratio														Die Roll
	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13+:1	
-1	AH -	AH -	AH -	AH -	AH -	AH -	S -	S -	S -	S -	S -	S -	S -	DE -	-1
0	AH -	AH -	AH -	AH -	AH -	S -	S -	S -	S -	S -	S -	S -	DE -	DE -	0
1	AH -	AH -	AH -	AH -	S -	S -	S -	S -	S -	S -	S -	DE -	DE -	DE -	1
2	AH -	AH -	AH -	S -	S -	S -	S -	S -	S -	S -	DE -	DE -	DE -	DE -	2
3	AH -	AH -	S -	S -	S -	S -	S -	S -	S -	DE -	DE -	DE -	DE -	DE -	3
4	AH -	S -	S -	S -	S -	S -	S -	S -	DE -	DE -	DE -	DE -	DE -	DE +	4
5	S -	S -	S -	S -	S -	S -	S -	DE -	DE -	DE -	DE -	DE -	DE +	DE +	5
6	S -	S -	S -	S -	S -	S -	DE -	DE -	DE -	DE -	DE -	DE +	DE +	DE +	6
7	S -	S -	S -	S -	S -	DE -	DE -	DE -	DE -	DE -	DE +	DE +	DE +	DE +	7
8	S -	S -	S -	S -	DE -	DE -	DE -	DE +	DE +	DE +	DE +	DE +	DE +	DE +	8
9	S -	S -	S -	DE -	DE -	DE -	DE +	DE +	DE +	DE +	DE +	DE +	DE +	DE +	9
10	S -	S -	DE -	DE -	DE -	DE +	DE +	DE +	DE +	DE +	DE +	DE +	DE +	DE +	10
11	S -	DE -	DE -	DE -	DE +	DE +	DE +	DE +	DE +	DE +	DE +	DE +	DE +	DE +	11
Odds greater than 13:1 add +1 DRM for each odds column added.														+1 ea + odds	

Full ATEC **-4** ½ ATEC **-2**

1/10 ATEC **-1** 1/10 AECD **-1**

Full AECD **-2** HAED/AT ea **-1**

Adverse Terrain Expertise **-1**

Overrun in Exploitation **-1**

Terrain, Weather, Supply, GS,

Support, Political Police, DAS,

Combat Eng. and Winterization

apply to Overrun Combat.

Full AEC **+3** ½ AEC **+2**

1/10 AEC **+1** 1/10 HAEA **+1**

Adverse Terrain Expertise **+1**

1/10 Combat Engineer **+1**

Commando Surprise Attack **+1?**

AH - = Attacker Halved Attkr ½ combat strength for the remainder of his turn. Attacking units do not retreat.

S - = Attacker Stopped. Attacker ½ combat strength (add marker) for the remainder of his phase.

DE - = Defender Eliminated. Attacker at ½ combat strength (add marker) for the remainder of his turn.

DE + = Defender Eliminated. Attacker remains at current combat strength until his next overrun result.