

Rule 13 - Overrun Combat

A. General.

Phasing units may attempt to overrun enemy units in the Movement and Exploitation phases. The phasing player attempts this by moving all units taking part into a single hex adjacent to the hex containing the enemy units to be overrun and then announcing the overrun attempt. No units outside this adjacent hex may take part and overrunning units may not exceed the stacking limit of the hex being overrun. Only one overrun attempt may be made against each enemy hex during a phase.

Units being overrun lose their ZOCs the instant the overrun attempt is announced for the duration of the overrun combat. Each overrunning unit must then spend MPs sufficient to enter the enemy hex, paying all terrain, ZOC, harassment and overrun MP costs (see the Overrun Movement Costs Summary chart) although they do not actually enter the hex at this time. Note that ZOC costs are not paid due to units in the hex being overrun, but are paid for enemy units in other hexes. Overrunning units may use the road movement rate when executing an overrun if all other considerations for road movement are met.

Overruns are calculated like Combat (Rule 9) using the same sequence, the same types of air operations and all applicable modifiers for AEC and ATEC, terrain, support, weather, supply, fortifications, morale and special unit combat modifiers. The special unit modifiers are limited to: Combat Engineers, Heavy Armor, Commando Surprise Attack, Winterization and Adverse Terrain Expertise. Unique Title Rules may designate additional modifiers that apply.

Air operations are flown individually for each overrun combat with Ground Support *halved* and Defensive Air Support *quartered*. No naval gunfire support is permitted.

Resolve overruns using the Overrun Combat Results Table. Note an additional **-1** modifier for overrun combat in the Exploitation phase. Odds of 10:1 and greater use the appropriate column with each additional odds column adding a **+1** DRM. *Example: 14:1 odds would be rolled on the 13:1+ column with an additional +5 modifier.* Hexes defended by modified defense strength of zero may be automatically overrun with a DE+ result.

Overrun combat results are:

- **AH -:** *The overrun fails.* Apply the AH combat result, including any required losses per Rule 9J. Remaining units do not retreat. Add ½ Strength markers to the remaining units that attempted the overrun.
- **AS -:** *The overrun fails.* Apply the AS combat result. Add ½ Strength markers to the units that attempted the overrun.
- **DE -:** *The overrun succeeds.* Apply the DE combat result and add ½ Strength markers to the overrunning units. At least one overrunning unit must advance into the overrun hex. Note that any/all of the overrunning units *may* advance into the hex without any further expenditure of MPs. Units that advance and have MPs remaining may continue moving/overrunning if possible.
- **DE +:** *The overrun succeeds.* Apply the DE combat result. At least one overrunning unit must advance into the overrun hex. Note that any/all of the overrunning units *may* advance into the hex without any further expenditure of MPs. Units that advance and have MPs remaining may continue moving/overrunning if possible.

Units *not* advancing after overrun combat or failing to overrun, may not leave the adjacent hex or spend MPs for any purpose for the remainder of the phase.

Immediately after the overrun combat is resolved, place a ½ **Strength marker** on the overrunning units for any **AH-**, **AS-** and **DE-** results on the Overrun CRT. Units marked with a ½ Strength marker fight at half strength from then until the end of the player's turn. Remove all ½ Strength markers at the end of each player turn.

Non-phasing units that may attempt to retreat before combat (Rule 9I) may attempt to retreat before overrun, with the overrun odds adjusted as necessary. If all non-phasing units retreat from the target hex, overrunning units do not pay the overrun movement cost, and may continue their movement by first moving into the overrun hex.

B. Same-Hex Overruns.

Under various conditions, including airborne (Rule 23) and amphibious landings (Rule 30), units from both sides may be in the same hex. In the movement or exploitation phase, when units from both sides are in the same hex, the phasing units in the hex (up to the stacking limit for the hex) *may* attempt to overrun the enemy units there per above, but ignoring all MP costs. Friendly units in other hexes may not join in and the units making the same-hex overrun attempt will have their combat strengths halved following the overrun attempt.

***Example:** A Soviet 5-6 Inf XX has been placed to halt an advancing German spearhead. The Soviet XX is in supply, in woods, and flanked by additional Soviet XXs on either side. Frost weather is in effect. The Axis player decides to try to overrun the Soviet unit during his Nov II 4I exploitation phase using two German Pz XXs (an 11-10 and a 12-10, both in supply) and moves these units into a single hex adjacent to the unit to be overrun. These XXs start their movement from different hexes, the 12-10 spending 1 MP to reach the adjacent hex and the 11-10 spending 4 MPs to do so. The Axis player then announces the overrun attempt and the Soviet 5-6 Inf XX immediately loses its ZOC. The German units then spend enough MPs to enter the overrun target hex, although they do not actually enter the hex at this time. This requires each Pz XX to spend an additional 6 MPs (2 MPs for the woods terrain, 2 MPs to move Axis c/m units from one enemy ZOC to another due to the ZOCs of the flanking Soviet XXs, and 2 MPs for German C/M Overrun Movement costs during 1941). A Soviet Pe-2 air unit with a tactical bombing strength of 2 flies to the overrun target hex in an attempt to deliver defensive air support. However, Axis fighters intercept it and shoot it down. Had the Pe-2 survived air combat and Axis AA fire, it would have increased the Soviet defense strength by 0.5 points (one quarter of its bombing strength). Two Ju87B Stuka air units with a tactical bombing strength of 4 each and their escort then fly to the overrun target hex to deliver ground support. After surviving the Soviet Interceptors and AA, the Stukas add a total of 4 strength points (half of their combined bombing strength) to the overrun attempt. The overrun modifiers are -1 for woods, +3 for full AECA, giving a 5:1 +2. A 5 is rolled on the Ground Combat Results Table for a DE-, the Soviet XX is cadred and must retreat and immediately after which it regains its ZOC. Had the die roll been a 4 or less, for an AS- result, the overrun would have failed and the Pz XXs would have had to cease movement for the phase even though they had MPs remaining. Since the result is DE-, a ½ Strength Marker is placed on each overrunning unit to denote that these units will fight at half strength from that point until the end of the German player turn at which time the ½ Strength Markers are removed. The Axis player then elects to have both Pz XXs advance into the overrun hex. Any unit that did not advance would not be able to move any further during the phase. After this advance the 11-10 Pz XX is done moving for the phase since it has no MPs left, but the 12-10 Pz XX has 3 MPs remaining and could use them to make another overrun attempt at ½ strength if ZOC and terrain costs permitted.*