12. OVERRUNS & DUAL OWNERSHIP. (V 12.09.09)

Overruns are a form of movement and eventual combat that occurs when a unit moves into an enemy unit's hex during a movement phase. This may result in a dual ownership situation where both sides remain in the hex.

12.A. OVERRUN PROCEDURE.

Overruns may occur during any movement phase. The phasing player may declare an overrun attempt by moving units into an enemy occupied hex (or by starting the movement phase in that hex). The moving units may not exceed the stacking limits of the hex being entered, not counting the REs of enemy units. An immediate overrun attack may then be resolved against the units in hex being overrun or a "Deadlock" marker is placed on the moving units.

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

All overrunning units must be able to enter the hex being overrun without placing a "+# MP" marker, paying all required terrain and ZOC costs. The overrun itself costs an additional 2 MP to attempt. **Exception: German c/m units spend +1 MPs to attempt an overrun.**

Units attempting an overrun must pay double the normal hexside costs of terrain. *For example, a British unit with a MA of 10, overrunning an enemy unsupported battalion (no ZOC in its hex) across a minor river hexside into clear terrain would pay 1 MP for the clear hex, 1 MP for the overrun, and two times 4 (½MA-1) for a total MP cost of 10. Since the British unit is now in the enemy hex, it will not suffer any adverse combat effects due to the minor river and so will not be halved. If it had placed a DL marker on itself and added other units to the attack from the other side of the river, these units would still be halved normally. Note: In effect, overruns across hexsides with large MP costs will not be allowed.*

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

12.A.2. ATTACK TYPE DECLARATION.

Once a player has entered an enemy occupied hex with as many units as desired, he either declares an immediate overrun attack or places a "DL" marker on his units (thus forcing them to attack in the next combat phase).

Immediate overruns may have additional air and naval factors added as described below:

12.A.3. ADDITIONAL AIR FACTORS.

Air units may be added to an immediate overrun attack or defence. They are flown during the movement phase on demand. All TBFs are counted at ¼ 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.A.4. ADDITIONAL NAVAL FACTORS.

Naval gunfire support may be added to an immediate 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.B. 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 enter an enemy occupied hex may not attempt an overrun.

12.C. OVERRUN QUALIFICATIONS.

1) A unit with a defence of zero may be overrun at 20:1 odds by any unit with an attack strength larger than zero.

2) An overrun may be attempted against enemy units that are under a "Deadlock" marker. This overrun attempt removes the DL marker.

3) 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 an enemy unit attempts to enter their hex, the unit may retreat before combat at the owning player's option. *Note: The retreating unit still exerts a normal ZOC on the vacated hex from it's newly occupied hex.*

4) A single overrunning units may use the road movement rate when executing an overrun in the case of a bridge capture (Rule ???). If using the road movement rate, the combat strength of the overrunning unit is halved in addition to the normal terrain effects.

12.D. IMMEDIATE OVERRUN ATTACK EFFECTS.

After all overrunning unit strengths are added up and odds calculated for an immediate overrun, supply is expended and the dice are rolled as for a normal combat.

12.D.1. SUCCESSFUL IMMEDIATE OVERRUNS.

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

An "Expended # MP" marker (numbered from 1-10) is also 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 "Expended # MP" marker. A "ZOC" marker showing the overrun units initial ZOC is also placed in the hex.

The "ZOC" marker will have one circle around "ZOC" if the unit being overrun had a partial ZOC. It will have two circles if the unit had a full ZOC. *Note: No "ZOC" marker is placed if the defender has no 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 a hex in the overrun units original ZOC 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.

12.D.2. FAILED IMMEDIATE OVERRUNS.

Two situations may arise if an immediate overrun occurs but does not receive an "OR" result:

12.D.2.a. HEX CLEARED OF DEFENDING UNITS.

If a result other than "OR" occurs but the hex is cleared as the defending units are still removed from the map:

1) Implement all combat results immediately,

2) Double the defenders RE total for all RED TABLE results.

3) Add +1 to the attacking units expended MPs, and

4) Place an "Expended MP" marker and "ZOC" marker on the attacking units as described above.

5) The overrunning units may continue to move.

12.D.2.b. HEX IS NOT CLEARED OF DEFENDERS.

If the defender's hex is not cleared or is cleared only because the defender was forced to retreat:

1) All participating units end their movement and exert no ZOC until the end of the next combat phase.

2) Double the defenders RE total for all RED TABLE results.

3) A +2 modifier to the RED Table is suffered by all attacking units.

4) The attacking units must expend additional MPs equal to the remaining defending REs.

5) Place "Expended MP" and "ZOC" markers as described above.

6) A dual occupancy situation exists (see below).

7) All involved units (on either side) may not participate in combat during the next combat phase.

12.E. DUAL OWNERSHIP.

A dual ownership situation occurs when two enemy forces occupy the same hex due to an overrun attempt. *Note: As a "DL" marker will have been placed on all units not making an immediate overrun attack, at least one attack on the defending units will have to have been made before a dual ownership situation can continue. Note: Amphibious and airborne assaults are always considered to be dual ownership in-hex combat.*

12.E.1. DUAL OWNERSHIP PROCEDURE.

When a dual ownership situation arises, all units (and markers) are removed and placed on the DUAL OWNERSHIP DISPLAY. A numbered marker is then placed on the hex to show which of the sets of counters on the DUAL OWNERSHIP DISPLAY occupy the hex.

12.E.2. EFFECTS OF DUAL OWNERSHIP.

The following effects apply in a dual ownership situation:

a) Both players may occupy the hex until one or the other is eliminated, forced to retreat, or voluntarily leaves the hex.

b) The original defender retains all terrain benefits of the hex plus any fortification benefits.

c) New units entering a dual ownership hex must pay the additional MP cost as if they were performing an overrun but they are not forced to attack or place a "DL" marker.

d) The attacker gains any intrinsic terrain benefits excluding printed fortifications.

e) Disruption results on the MAIN COMBAT TABLE must be halved and taken as casualties (Rule 11.M.2).

12.E.2.a. CONTROL OF INSTALLATIONS.

The original defending player retains control of any ports and airbases in the hex. The original attacking player may build a airbase in the hex if desired. *For example, the attacker could build a permanent airfield in Stalingrad.* This airfields operating capacity is added to the original airfields capacity if either player gains sole ownership of the hex.

12.E.2.b. ZOC EFFECTS.

Both sides exert their normal ZOCs out of the dual ownership hex and in the hex itself.

Units in a dual ownership hex screen each other normally. In addition, any unit screened in a dual ownership hex also has its ZOC screened in adjacent hexes. *For example, if two German divisions are in a dual ownership hex with one British division, one German division could leave the hex and be screened by the other division in both the hex it is leaving and the hex it moves to.*

12.E.2.c. MOVEMENT EFFECTS.

A unit may leave or enter a dual ownership hex only if it enters a friendly-owned hex. A unit may either enter or leave a dual ownership hex but not do both.

12.E.2.d. COMBAT IN A DUAL OWNERSHIP HEX.

Four combat situations may arise due to the attacker occupying a dual ownership hex as described below.

1) Any unit in a dual ownership hex may attack all enemy units in the same hex.

2) Units in a dual ownership hex may attack any other adjacent hex (including an occupied hex behind the line). The defence strength is the combined strength of the units in the hex to be attacked and the strength of the defending units in the dual ownership hex. The defender combines all the defending hex's negative modifiers due to terrain (plus its own "MP" markers). Combat results apply to units in both hexes. *For example, a CA result would only allow the defender to counterattack an enemy hex if both stacks could attack it. Note: This effectively allows a player to attack a unit behind enemy lines but all of the defenders front line units will be added to the defence and they will be using the terrain modifiers from all defending hexes. This will mostly apply in surprise attacks when the attacker may have moved into several adjacent defending stacks and plans to attack them as a group.*

3) Units in a dual ownership hex plus any units adjacent to the hex may be used to attack the enemy units in the hex.

4) Units in a dual ownership hex may attack any adjacent hex in combination with other adjacent non-amphibious/airborne assaulting units. Any attack out of a dual ownership hex requires either:

   a) A pinning force of friendly attack factors equal to the defenders' unmodified defence strength, plus one attack factor for each main combat die modifier due to terrain or markers (such as forts) in the hex.

   b) At least a 1:4 attack has been made in the current combat phase(by any friendly units in or adjacent to the hex) against the enemy units in the dual ownership hex.

OVERRUNS.