

**Table 26b: Effects of No Quarter (Surrendering & Routing)**

Rules Sections: A7.7, 10.52-53, 10.8, 12.153, 15.5, 19.12, 20.21, 20.3, & "The Case for Prisoners" by Scott Drane from the WCW ASL Junk publication #19.

Situation # <sup>*1</sup>	Is unable to Rout away without being subject to Interdiction or using Low Crawl?	Is Disrupted?	Is Encircled?	Is Japanese, Partisan, Gurkha, a Commisar, Fanatic, or SS opposed by Russians?	During the Rout Phase; Broken Infantry unit(s) is(are) ADJACENT to a Known Good Order armed enemy Infantry/Calvary unit.	During the Rout Phase; Broken Infantry unit(s) is(are) ADJACENT to a Known armed enemy unit which is either in Melee/Berserk/Vehicular. <sup>*4, *5</sup>	
					No Quarter <b>not</b> Invoked	No Quarter in Effect <sup>*3</sup>	
1	✓		✓	✓	Must Rout via Low Crawl or by taking Interdiction	Must Rout via Low Crawl or by taking Interdiction	
2	✓	✓	✓		Surrenders <sup>*2</sup>	Must Rout by taking Interdiction	
3	✓			Must Rout via Low Crawl or by taking Interdiction		Must Rout via Low Crawl or by taking Interdiction	
4	✓	✓		Must Rout by taking Interdiction		Must Rout by taking Interdiction	
5	✓			✓		Must Rout via Low Crawl or by taking Interdiction	Must Rout via Low Crawl or by taking Interdiction
6	✓		✓		Surrenders <sup>*2</sup>	Must Rout via Low Crawl or by taking Interdiction	
7		✓				Must Rout normally or by taking Interdiction	Must Rout normally or by taking Interdiction
8			✓			Must Rout normally or via Low Crawl or by taking Interdiction	Must Rout normally or via Low Crawl or by taking Interdiction
9				✓	Must Rout normally or via Low Crawl or by taking Interdiction		
10			✓	✓			
11		✓	✓		Surrenders <sup>*2</sup>	Must Rout normally or by taking Interdiction	Must Rout normally or by taking Interdiction
12						Must Rout normally or via Low Crawl or by taking Interdiction	Must Rout normally or via Low Crawl or by taking Interdiction

\*1: Situation combinations which are not possible (e.g. a Japanese, Partisan, Gurkha, Commisar, Fanatic, or SS opposed by Russians unit which is also Disrupted) are not shown.

\*2: Stacks of Surrendering Broken units must be accepted or rejected as one. An Unbroken Guard squad can Deploy into HS automatically regardless of nationality or leader presence. See Rules Table 14 for IFT and CC affects on units Guarding Prisoners based on Unit Size.

\*3: No Quarter N/A in North African Scenarios per F.5.

\*4: No Quarter is not invoked if eliminated for failure to Rout in any of these situations.

\*5: A Broken unit may end it's RtPh ADJACENT to an enemy unit which is also Broken or unarmed, but may not Rout toward/ADJACENT to a Known armed Broken enemy unit.

Routing via Low Crawl: The Rout must be toward the nearest Woods/Building Location that is within 6MF. Cannot be used to enter a Marsh or Water Obstacle or Stream (unless Dry) or to exit the Location of an enemy occupied Location [EXC: at Night (E1.54)].

Routing via Interdiction: The Rout must be toward the nearest Woods/Building Location that is within 6MF. May only be Intedicted once per hex. Routing unit is subject to Pinning via the Interdiction MC and if Pinned while still ADJACENT to a Known, Unbroken and armed enemy unit it is eliminated.