

**Table 26a: Effects of No Quarter** (Disruption, Encirclement, Surrender & HOB)<sup>\*1</sup>

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:19 Newsletter.

	Can't be Disrupted <sup>*2</sup>	Can't be Encircled <sup>*3</sup>	Don't Surrender in RtPh nor due to A15.5 HOB Surrender <sup>*6</sup> result
Berserk	N/A	✓	N/A
Commisars	✓		✓
Fanatic Units	✓		✓
Gurkhas	✓		✓
Heroic	N/A	✓	N/A
Japanese	✓		✓
Partisans	✓		✓
PRC <sup>*4</sup>	✓	✓	N/A
SS (when opposed by Russians)	✓		✓
<b>Units subject to No Quarter</b>			✓
US Marines	✓		
Non 6+1 leader <sup>*5</sup>	✓		

\*1: Mopping up (A12.153) is not allowed by the side that has invoked No Quarter.

\*2: Disrupted units: No Self Rally, may not Low Crawl, do not prevent movement through (but do prevent Rout toward). May not withdraw from Melee and (unless captured) are eliminated at the end of a CCPH if in Melee.

\*3: Encircled units: Must pay double MF cost to leave Encircled Location. Morale level drops by 1 [EXC: Japanese, Berserk, Heroic]. +1 IFT or TH to fire.

\*4: PRC can never be Disrupted, but can be Encircled if Vulnerable and if residing on an Immobile AFV.

\*5: The only time a non 6+1 leader can be Disrupted is due to an HOB Surrender result.

\*6: Personnel immune to Surrender/Disruptions results due to HOB DR, become Berserk (or Battle Harden instead based on LOS to enemy unit) rather than Surrender/Disrupt.