

Table 26a: Effects of No Quarter (Disruption, Encirclement, Surrender & HOB)^{*1}

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

*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.