











# THE UN-CIVIL WARS (UCW) MULTI-APPLICABLE SCENARIO PARAMETERS

	<p><b>UCW1 No Quarter</b> (A20.3) and <b>Hand-to-Hand CC</b> (J2.31) are in effect. Note: only the Attacker (A.13) may declare HtH CC, regardless of Ambush status.</p>
	<p><b>UCW2</b> Regardless of nationality, a <b>Commissar</b> always functions in the same manner as a pre-11/42 Russian Commissar. Any positive or negative modifiers the Commissar acquires in the course of play are <i>in addition to</i> normal Commissar benefits/liabilities.</p>
	<p><b>UCW3</b> Regardless of the Vehicle, <b>Vehicle Crews</b> are always of the same Nationality as the side under which the Vehicle is listed (e.g. – T-26 Tanks listed under the Republican OB will have Republican – not Russian – Crews, etc.) In addition, these Crews do not pay Captured Equipment penalties when operating any Vehicle of their side.</p>
	<p><b>UCW4</b> Use Russian Counters to represent <b>non-Partisan Chinese Communists</b>. All rules for Russians (25.2) – <i>not</i> Red Chinese – apply to these Units (EXC: <i>Heat of Battle DRM is 0</i>).</p>
	<p><b>UCW5</b> Use GMD Chinese Counters to represent <b>Chinese Nationalists</b> (G18.2). All rules pertaining to the GMD apply to these Units.</p>
	<p><b>UCW6</b> Use Partisan counters to represent <b>ELAS, the Greek Democratic Army (GDA) and Partisan Chinese Communists</b>. Use Russian counters to represent their SW. These Units are Partisans (A25.24) and use Russian SW with no Captured Equipment penalties. However, they may not form Multi-Location Fire Groups. Note: Partisan – <i>not</i> Red Chinese – rules are in effect for the Partisan Chinese Communists.</p>
	<p><b>UCW7</b> Use Allied Minor counters to represent the <b>Hellenic Army (HA) and/or Greek Royalists</b>. These Units are treated as Allied Minors (A25.9) for all purposes.</p>
	<p><b>UCW8</b> Use Axis Minor counters to represent the <b>Spanish Nationalists</b>. Treat them as Axis Minors (A25.8) for all purposes (EXC: <i>Heat of Battle and Leader Creation DRM are 0</i>).</p>
	<p><b>UCW9</b> Use Italian counters to represent <b>Moroccan Regulares</b> fighting on behalf of the Spanish Nationalists. Treat them as Italians (A25.6) for all purposes (EXC: <i>1<sup>st</sup> Line and Elite Moroccans are Stealthy, and receive a -1 DRM in Hand-to-Hand CC. All Moroccans may use Nationalist SW without Captured Use penalties</i>). Moroccans and Spanish Nationalists are Allied Troops (A10.7). Spanish Nationalists may not form Multi-Location Fire Groups with Moroccans (and vice-versa).</p>
	<p><b>UCW10</b> Use Allied Minor counters to represent the <b>Spanish Republicans</b>. Treat the Republicans as Allied Minors (A25.9) for all purposes.</p>