

Table 24b: Boat Rules Summary (Movement in Water, Fire from Boat, Fire vs. Boat/Passengers, and Other).

Rules Sections: B21.121, D6.1, E5.1 - 5.6

Boat Movement in water

- MPH: A Boat, if sufficiently manned (or containing an inherent driver) may move the number of water hexes up to their MP allotment. May unBeach freely. May Beach freely if declared upon hex entry.
- APH: Boats Drift in Heavy or Moderate Current per B21.121 (but not during the player turn in which a Boat was unbeached). May unBeach freely. May Beach freely if declared upon hex entry.
- MP costs for Starting, Stopping, VCA change, Overstacking and Reverse Movement are all N/A. Moving beneath pontoon bridges is N/A (although pontoon bridges enable Beaching). Boats may also move through enemy units in a water obstacle hex and A8.312 is N/A. A Boat in the water is considered a Vehicle and is also considered in Motion. Boats may not be Towed by other Boats or Amphibious vehicles, nor may they be moved by Forging/Swimming Infantry.
- **Untrained:** Each attempt to paddle a Boat in the MPH makes a dr. If dr=6; movement is N/A but may still be Beached/UnBeached or Loaded/UnLoaded and is still considered in Motion. If dr=5; Boat's MPs are halved. If dr≤4; no effect.

Fire from a Boat

- Only Small Arms and LMG Fire is allowed from a Boat and is halved as Mounted Fire if Beached, or quartered (Mounted and Bounding Fire) if Unbeached.
- Fire in the AFPh is also subject to another 1/2 multiplier to the above.
- Unbeached Passengers may not Prep or Opportunity Fire.
- Boat Passengers may not form a FG with any unit not in their own Boat counter, even if in the same hex.

Fire vs. a Boat/Passengers		Small Arms/ MG/OBA	ATT	If Final IFT DR < ★ vehicle kill #	If Final IFT DR = ★ vehicle kill #	Ordnance ^{*11}
In Water	Assault Boats	1/2FP, using ★ vehicle line	1/4FP, using ★ vehicle line	A number of Boat counters sink equal to highest KIA# in that IFT column ^{*8, *9, *10}	One (unless R.S. results in a tie) Boat counter suffers CR among it's Passengers ^{*8}	Apply HD status ^{*12} , +2 Motion, and +2 size modifier. If Hit on VTT or ITT it sinks. ^{*8, *9, *10}
	Large Raft					
	two/one-boat Small Raft					
	three-boat Small Raft				three-boat counter is Reduced and MMC(s) Passenger automatically suffers CR ^{*7}	Same TH mods as above but if hit, a three-boat counter is Reduced and MMC(s) Passenger automatically suffers CR ^{*7}
Beached	Assault Boats	Full FP, using ★ vehicle line.	1/2FP, using ★ vehicle line.		One (unless R.S. results in a tie) Boat counter suffers CR among it's Passengers ^{*8}	HD, Motion and Size TH modifiers are all N/A. If Hit on VTT or ITT it sinks. ^{*8, *9, *10}
	Large Raft					
	two/one-boat Small Raft					
	three-boat Small Raft				three-boat counter is Reduced and MMC(s) Passenger automatically suffers CR ^{*7}	Same TH mods as above but if hit, a three-boat counter is Reduced and MMC(s) Passenger automatically suffers CR ^{*7}

*7: Three-Boat Small Raft is Reduced to a Two-Boat Small Raft. Additionally, each SMC/SW makes a survival dr per E5.121. LLMC/MC are N/A.

*8: Defensive First Fire can only affect the Boat that is moving at the time.

*9: If a Boat is sunk (not just Reduced) while Beached (and/or in Shallow water defined as Fordable), the Passengers are not necessarily eliminated and will instead undergo an IFT attack using same DR that sank the Boat modified by -2 for Hazardous Movement. Additionally, if the Boat was sunk in Shallow water, the former Passengers become Forging Infantry. Otherwise, all Passengers of a sunk Boat are eliminated. In any case, all SW/Guns are lost when a Boat sinks.

*10: Surviving former Passengers of a sunk Boat that was Beached (and/or sunk in shallow water defined as Fordable) may remain in that water hex as if in OG but are subject to Hazardous Movement per E5.531.

*11: Affects only one Boat (EXC: ATT). Vehicle Overstacking (A5.132) applies. HEAT and ATR fired as Ordnance cannot be used v. a Boat that is Beached or in water.

*12: HD status N/A if attacker is an aircraft or if the firer's elevation advantage is > than the range (D16.3).

Other

- All Boat Passengers may use Cloaking until landed but are not considered concealed for any purpose. CR/Wounds are applied in the Cloaking box.
- FFMO/FFNAM DRMs do not apply vs. Boats/Passengers. Boat Passengers never take a MC or TC for any reason.
- Sniper attacks that would normally cause a break result will cause CR instead vs. Boat Passengers and Pin results are ignored.