Table 24a: Boat Rules Summary (Manhandling, Portage, Passengers, Beaching and Loading/Unloading, and Drift).

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

	Boat Type	MP[*1]	PP[*2] Carrying Capacity	PP[*1, *2] Paddling Minimum	PP Manhandling Minimum	M#	Other
Pneumatic Boats:	Assault Boats	2/4[*3]	14	5/0[*3]	5	10	May be Towed[*4]
	Large Raft	2	24	8	8	9	May carry 5/8" Ordnance[*5]
	Small Raft (3B)	2	14	5	5	12	under certain circumstances, may separate or combine[*6]
	Small Raft (2B)		7	3	3		
	Small Raft (1B)		3	1	1		

*1: Must be paddled by Personnel ≥1/3 of PP carrying capability. SMCs may be counted towards this PP paddling minimum amount for Pneumatic Boats only. An Assault Boat with 2MP is considered to be paddled (i.e. no inherent driver nor motorized).

*2: SMC ≤ 4 is 0 PP for Passenger *capacity* purposes, but each SMC counts as 1PP towards the minimum PP requirements for *Paddling* per footnote *1. SW must be dm if possible while being transported on a Boat.

*3: A *German* Assault Boat has an inherent driver and does not require Passengers to move in the water. Otherwise, 5PP worth of Personnel are required to paddle it per footnote *1.

*4: Up to 4 Assault Boats may be Towed per E5.2/C10 as if M# =10.

*5: A Large Raft may transport one piece of 5/8" Ordnance with M# ≥10 at a Passenger PP cost of 10PP. See E5.122 for Gun Loading/Unloading procedure.

*6: A Small Raft three-boat counter may separate into a two-boat & a one-boat counter, or may recombine in reverse. See E5.121 for more details.

Infantry Manhandling Boats . . . .
- are handled in a similar fashion during the MPh as described in the Gun Manhandling process in C10.3
- must amount to ≥1/3 of the Boat's PP to attempt Manhandling. Excess Personnel above the minimum may be used for the additional Personnel modifiers.
- do not become TI and may carry up to their normal IPC in SW while Manhandling.
- may not move the *Boat* during the APh. However, if already Beached, the Boat may be Loaded onto [EXC: Guns] and placed in the water hex during the APh.
- A Large Raft may not be Manhandled via Infantry Bypass Movement nor be Manhandled into/out of a building [EXC: Vehicular sized entrance].

Beaching/unBeaching
- Beaching occurs freely during the Boat's MPh or APh if it is declared as the Boat enters a land/water hex containing a non-cliff shore hexside/pontoon bridge (B6.41-.45). Otherwise, must spend 1MF/1MP (if from land/water).
- A Beached Boat is symbolized by straddling the Boat counter across the water-land hexside on which it is Beached.
- A Beached Boat can be freely unBeached at anytime during the MPh or APh by moving it from it's straddled position to the water hex itself.
- A Beached Boat is still considered a Vehicle but is not considered in Motion.
- Location: A Beached Boat (and it's Passengers) is/are at the elevation of the water, but are not considered *in* the water but, is/are in the water hex for LOS purposes [EXC: OVR]. Similarly, an unBeached Boat is considered both in the water hex for LOS purposes and in the water for Fire v. Boat/Passenger purposes.

Loading/Unloading
- All Boat Passengers have four MF during any MPh that they load, ride, or unload from a Boat. Each remaining MF can be used to power 1/4 of the Boat's MP allotment (FRD). Conversely, each MP used by the Boat lowers the remaining amount of MF (from 4) available for the Infantry Passengers proportionately (FRD).
- A Boat must be Beached to Load or Unload Passengers. Passengers can Load/Unload to/from a Boat during the MPh or APh across the Beached hexside.
- Loading onto a Beached Boat cost Infantry 1MF plus any additional cost of crossing the Beached hexside (if any). Once Loaded, entry of the water hex is free.
- Unloading from a Beached Boat costs Passengers 0MF plus the cost of the hex entered (usually 2MF for moving to a higher elevation) and any additional cost of crossing the Beached hexside (if any).

Drift
- A Boat Drifts 1 hex in each FR APh during Moderate current or in *each* APh during Heavy current. If their is a choice of hex for Drifting use R.S. (unless motorized). However, Drift is N/A during the player turn in which a Boat was unbeached. Also, a Beached Boat does not Drift, nor does a Boat Drift into or out of a Marsh hex.
- See E5.23 for Drifting/Beaching rules for an Abandoned Boat.