

Basic River Crossing Rules

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1. Soldiers in rafts get +1 cover benefit while in a raft; this is in addition to a +2 benefit when prone, for a total of +3 cover.
2. A direct HE hit sinks the raft.
3. Soldiers on a raft that sinks roll for possible injury as if hit by one pistol round. Any wound results in a KIA. Otherwise they swim/wade to shore, but all weapons heavier than rifles are lost.
4. Rafts move at one-half the rate of normal foot movement over open terrain with a half-crew or more, or at one-quarter the open terrain rate with less than a half-crew.
5. Soldiers forced to swim move at one-quarter the open terrain rate.