

## Rice Paddies (G8)

Rice Paddies have two parts: **interior** and **banks**. Units in the interior are IN the paddy, while those on its banks are placed above a Bank counter in the hex. Being "in" a paddy refers to being in either/both positions. A unit can either enter onto a paddy hex's banks or INTO its interior. *Only Infantry, Cavalry, Cycle Riders and fully tracked vehicles may set up IN or enter INTO a paddy.* Such Infantry may not ride bicycles but may lead horses.

**Banks:** A Bank counter does NOT create a new Location or change stacking units. Only units allowed to enter INTO a paddy may cross a bank hexside (EXC: bicyclists may cross bank hexside if entering onto a Bank counter or a road). The only units that may set-up/enter/remain above a Bank counter are Infantry (even if riding bicycles/leading horses, but not manhandling a gun/boat), Cavalry, and Cycle Riders.

Paddies may be in one of three states: Drained, Irrigated, In-Season:

PADDY MOVE- MENT CHART	Unit IN paddy	Unit in non-paddy hex	Unit on Bank counter
<b>To enter directly onto Bank counter in adjacent paddy hex (provided it crosses bank hexside):</b>	1 MF (3 MP cycle) to cross bank hexside, plus 1 MF (3 MP cycle) to enter onto Bank counter ( <i>Mud MF/MP can apply if EC are Mud</i> ) G8.2101	1 MF (3 MP cycle) to cross bank hexside, plus 1 MF (3 MP cycle) to enter onto Bank counter ( <i>Mud MF/MP can apply if EC are Mud</i> ) G8.2101	1 MF (3 MP cycle). ( <i>Mud MF/MP can apply if EC are Mud</i> ) G8.2106
<b>To enter directly INTO adjacent paddy hex:</b>	1 MF/MP (3 MP cycle) if crossing a bank hexside, plus IN-hex COT of hex. ( <i>Mud MF/MP can apply</i> ) G8.2102	1 MF/MP (3 MP cycle) if crossing a bank hexside, plus IN-hex COT of hex. ( <i>Mud MF/MP can apply</i> ) G8.2102	Provided it crosses bank hexside, 1 MF (3 MP cycle) to cross bank hexside, plus IN-hex COT. ( <i>Mud MF/MP can apply</i> ) G8.2105
<b>To enter directly into adjacent non-paddy hex:</b>	1 MF/MP (3 MP cycle) to cross bank hexside plus COT of non-paddy hex. ( <i>Mud MF/MP can apply if EC are Mud</i> ) G8.2103	NA	1 MF (3 MP cycle) to cross bank hexside, plus COT non-paddy hex. ( <i>Mud MF/MP can apply if EC are Mud</i> ) G8.2107
<b>To enter directly onto Bank counter in same hex:</b>	1 MF (3 MP cycle). ( <i>Mud MF/MP never apply</i> ) G8.2104	NA	NA
<b>To enter INTO same hex:</b>	NA	NA	IN-hex COT ( <i>Mud MF/MP never apply</i> ) G8.2108

- **Drained:** The interior is Open Ground (aside from cover provided by banks). **Entry Cost INTO: 1 (hexside cost) + Open Ground MF/MP cost.**
- **Irrigated:** Paddy is flooded; the interior is Mud and Bog Terrain (+1 Mud DRM, +2 Irrigated Paddy DRM). No Fortification (EXC: mines/wire/panjis) is allowed IN a paddy. No unhooked non-vehicular Gun (unless dm/animal-packed), Galloping/Charging Cavalry, Pushed/Ridden Motorcycle, or Ridden bicycle is allowed IN a paddy. Unpossessed equipment IN an Irrigated paddy is eliminated unless in a vehicle/animal-packed. SW ≥ 3PP IN Irrigated paddy has a restricted field of fire (A9.21). FP of all DC, ordnance/OBA HE attacks (EXC: HE-Equivalency/Vehicle Target Type/Specific Collateral Attack) vs. Irrigated paddy hex are halved on IFT. A *white* SMOKE counter may not be placed in an Irrigated paddy hex. MF cost of Manhandling a boat is not doubled as per C10.3. **Entry Cost INTO: 1 (hexside cost) + 2x Cost of Open Ground Mud.**
- **In-Season:** Interior is Grain, but is Concealment Terrain only for Infantry, Dummy stacks, Fortifications, Emplaced Guns. Mud can exist IN In-Season paddies even though not Open Ground. **Entry Cost INTO: 1 (hexside cost) + Grain MF/MP.**

**TEM:** Bank hexsides are treated as hedges for TEM purposes (EXC: TEM reduced to zero if firer is at elevation > target's; if target is above a Bank counter; or if target unit is not Infantry). Cannot confer HD/Wall Advantage status. Interior of a paddy hex is Open Ground if its bank-hexside TEM is zero (EXC: Interior is grain if In-Season). A Bank counter is always Open Ground.

**LOS:** Entrenched Infantry treat bank hexsides as hedges for LOS purposes. LOS to/from unit on Bank counter is drawn to/from paddy hex's center dot. An AFV/wreck IN a paddy retains its normal Hindrance effects. Hindrance effect of **In-Season** paddy differs from grain in that +1/hex Hindrance is **halved** (FRD) and the grain is considered Inherent Terrain.

**MUD:** Mud can exist IN/in paddy hexes if they are Irrigated and/or EC are Mud. Irrigated paddies are mud only IN those hexes, unless EC are Mud. If EC are Mud, mud rules apply in and IN all paddy hexes, even if In-Season. Extra MF/MP cost of mud applies to entry onto a Bank counter only if EC are mud AND the unit is changing hexes. When mud is in effect for any reason, its +1 TEM applies normally in and IN those hexes.

**FIRES:** No (Terrain) Flame/Blaze can occur in Drained/Irrigated paddy. In-season paddies are treated as grain for Fire purposes (but do not qualify for "directly attached" DRM if their common hexside is a bank hexside).

**FORTIFICATIONS:** All types of Fortifications may set up IN Drained/In-Season paddy hexes. No Fortification may be set up above Bank counter. None but minefields/wire OR panjis may be set up in Irrigated paddy hexes. Mines occupy both interior/banks. Use of Bank counter NA if hex contains Wire/Panji. Each unit/SW/Gun above Wire/Panji counter in paddy hex is IN that hex, but Infantry above Wire/Panji counter cannot claim bank-hexside TEM nor paddy's non-Open Ground status, and are subject to all attack limitations (G8.212) as if above Bank counter, in addition to prohibitions of Wire/Panji counter. Shellholes can occur IN Drained/In-Season paddies, in which case IN-hex terrain characteristics change appropriately (banks unaffected). Infantry can ignore bank hexside movement costs when crossing from one Trench counter to another.

**BREACH:** Mobile dozer can breach bank hexside of a Drained/In-Season (only) paddy just like a bocage hexside, except that it expends only 1/4 (FRU), not all, of its MP allowance. All unit types may enter INTO a Drained/In-Season paddy via a breached or non-bank hexside.

**AERIAL:** Parachutes/gliders land IN paddy hexes. A 5/8" parachute landing IN an Irrigated paddy must take a NMC per E9.42. Paratroops appearing onboard as per E9.6 may not enter onto a Bank counter during same APh. A glider landing IN a paddy receives the +1 "hedge" Crash drm if it lands across a bank hexside, as per E8.231.

### Bank Counter Penalties

- May not Recover/Scrounge anything IN paddy
- May not participate in Transfer with unit IN paddy
- May not Set DC IN paddy
- May not Guard prisoner that is IN paddy
- May not voluntarily become TI (thus may not entrench, clear, search, pack, unpack)
- Infantry subject to Hazardous Movement penalties
- Infantry cannot gain "?"
- Infantry enters INTO hex if broken/pinned/Melee/Column Disbands. If forced INTO hex by breaking/pinning during MPH, it is assumed to expend COT for such infantry (even if exceeding remaining MF; this does not make it CX) & is no longer subject to Hazardous Movement (but unless pinned is subject to FFFAM).
- Infantry may only use Inherent FP/SW, LMG, LATW (EXC: 20mm ATR), FT, Thrown DC. Non-CC attacks treated as Area Fire (EXC: Thrown DC).
- CC: +2 drm to Ambush dr; +1 DRM to CC attack, -1 DRM to CC attack against it.
- Unbroken Japanese Infantry above Bank counter may detonate its DC as per G1.424, but it is resolved as Thrown DC for any targets beneath Bank counter.
- Cavalry may not Gallop/Charge on/off a Bank counter.
- Only Personnel above Bank counter may mount horse/cycle that is above Bank counter; may disembark from such a horse/cycle only onto Bank counter (EXC: may Bail Out INTO hex; surviving cycle also placed IN hex—unless paddy is Irrigated; then cycle is eliminated). (same principle applies for units IN paddy)
- Unpossessed SW above Bank counter placed IN paddy (eliminating it if Irrigated), unless Animal-Packed (unpossessed Animal Packed Guns also remain)
- A unit above Bank counter cannot claim TEM of AFV/wreck IN that hex.