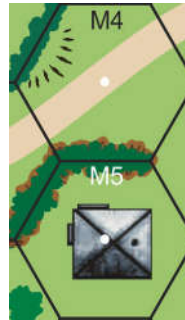




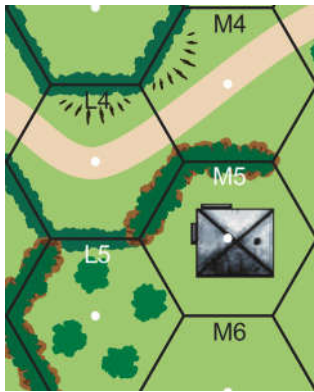
## Beyond the Beachhead 2 (BtB)

**BtB 1. Bocage:** Bocage is depicted on hexsides by a green hedge enclosed by brown. This brown depiction is part of the Bocage. All Bocage rules (B9) are applicable. Hedges and Walls may also exist on boards with printed Bocage.



The M5 hexside in the example to the right is printed Bocage.

### BtB 2. Bocage Vertexes:



Any vertex that connects Bocage with a Hedge and/or Wall and/or Light Bocage (BtB 3) is considered Bocage for LOS/LOF and Concealment Gain/Loss purposes.

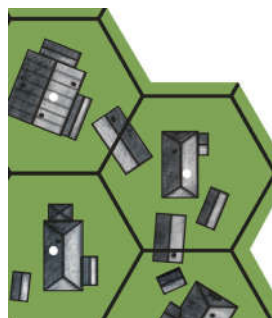
The L4/L5/M5 vertex in the image to the left is an example of a Bocage vertex, where it connects with the L4/L5 hedge hexside.

**BtB 3. Light Bocage:** Light Bocage only comes into effect by Special Battle Rule (SBR), and is used to represent Bocage that is more restrictive than a Hedge but not as restrictive as standard Bocage. If a SBR defines Bocage as Light Bocage, all vertexes per BtB 2 are Light Bocage. All rules for Bocage apply except as modified herein.

**BtB 3.1 LOS:** Light Bocage affects LOS as a 1/2 Level Obstacle and does not create any blind hexes. LOS along a hexspine exists just like a Wall/Hedge but with Bocage TEM.

**BtB 3.2 Movement:** Crossing a Light Bocage hexside costs infantry 1.5 MF + COT of the Location being entered. Only fully-tracked vehicles may cross a Light Bocage hexside [EXC: any vehicle may cross via a road or Breach (B9.541)] by expending 1/4 MP allotment, FRU + COT of the hex being entered. An AFV crossing a Light Bocage hexside cannot use Reverse-movement or carry Riders, and is subject to Underbelly Hits (D4.3), loss of Schuerzen (D11.2), and Bog Check as it crosses the Light Bocage hexside (D8.2, in the hex being exited) [EXC to all: if crossing via a road or Breach].

**BtB 4. Hexside Buildings:** Some hexsides on overlay BFP V-2 contain small buildings. A building that is in two hexes is still a one level building if there are other buildings in those hexes that touch the center dots. Such a building is not an extra Location for Victory Conditions.



**BtB 4.1 LOS:** LOS is affected normally. If rubble is placed in one of the two hexes, rubble blocks LOS along that hexside normally.

**BtB 4.2 Movement:** Bypass movement by any unit is NA along a hexside with a hexside building depiction.

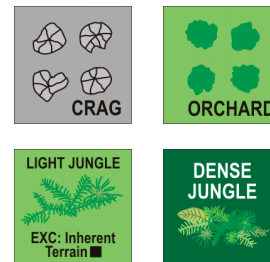
**BtB 4.3 Snap Shot:** Snap Shots (A8.15) are NA to a Hexside Building hexside.

**BtB 5. Special Ammunition:** SCW/HEAT may be used against a unit claiming Wall Advantage through a Bocage/Light Bocage hexside as if it were a Wall.

**BtB 6. Overlays:** Overlays BFP V-1, V-3, and H-1 are specially designed for use on boards BFP C, D, E, and F. The number alignment is placed on hexes K2-K1 on any of the boards, and may also be used on some other boards in the system.

## Blood and Jungle (B&J)

**B&J 1. Terrain Counters:** Placement of Crag/Orchard/Light Jungle/Dense Jungle counters effects terrain the same as a Rubble counter (B24). The terrain in the hex is replaced by the terrain on the counter (B24.121). Any hexside walls/hedges remain (B24.2) [EXC: Light and Dense Jungle counters eliminate any hexside walls/hedges (G.9C)], and turns Gullies/Streams/Wadis into Combination terrain.



Note: The gray circular structures on board BFP G are Storage Tanks (ITR 3.).

## High Ground 2 (HG)

**HG 1. Fords:** Board BFP K hexes L6 and R2 contain printed Fords (B20.8-20.82).

### HG 2. Overlay BFP C-1:

Overlay BFP C-1 is specifically designed for use on board BFP K. To align the overlay, match the hex coordinates of the overlay to those of the board. The overlay may also be used on other boards in the system.

