

BOCAGE PLAY AID
Based on BFP 2 (Operation Cobra) Article by Chas Smith

	LOS *	TEM
Bocage	<ul style="list-style-type: none"> 1 Level Obstacle one hex beyond hex with bocage hexside Creates blind hex from higher location LOS blocked along hexspine 	+2 Direct +1 Indirect Not cumulative with other terrain in hex
Light Bocage	<ul style="list-style-type: none"> ½ Level Obstacle Does not create blind hex from higher location LOS exists along hexspine with +2 bocage TEM Units on slopes can see over light bocage 	+2 Direct +1 Indirect Not cumulative with other terrain in hex
<p>* LOS (B9.521)</p> <ul style="list-style-type: none"> A unit in a hex formed by a bocage hexside that claims WA has LOS through the bocage hexside and to any hex beyond the hexside. A unit in a hex formed by a bocage hexside that claims the in-hex TEM has LOS through the bocage hexside to the adjacent hex, but not beyond that hex. It can see anything in that hex. A unit not in a hex formed by a bocage hexside can see through the bocage hexside into the hex forming that hexside, but not beyond that hex. It cannot see units without WA or their possessed equipment, but it can see everything else in the hex. Aerial LOS – When an aerial LOS crosses a bocage hexside, the hex formed by that hexside is a blind hex (E7.25) 		

Movement								
	Infantry	Cavalry	Horse Drawn	Motor-cycle	Armored Car	Fully Tracked	Halftrack	Truck
Bocage	2 & COT	1 & COT	NA	NA	NA	½ MP Allowance & COT – Bog	NA	NA
Light Bocage	1½ & COT	1 & COT	NA	NA	NA	¼ MP Allowance & COT – Bog	NA	NA

Wall Advantage	
Who Can Claim Wall Advantage	Who Cannot Claim Wall Advantage
<ul style="list-style-type: none"> Armed, unbroken, ground level unit (B9.32) 	<ul style="list-style-type: none"> Vehicle eligible for in-hex TEM ≥ 1 [EXC: <i>Height Advantage/Cactus Patch/Olive Grove</i>] Unit not at same Base Level as bocage Unit in Column/Convoy Unit Possessing a Gun in a Fortified Building Unit on a bridge [EXC: <i>over a Roadblock</i>] Unit in pillbox/cave Unit underneath an entrenchment Unit above wire/panji Unit in a Location with non-hidden, non-prisoner enemy unit [EXC: <i>“broken” vehicle per A12.1</i>]
When Can Wall Advantage Be Claimed	When Is Wall Advantage Lost/Voluntarily Forfeited
<ul style="list-style-type: none"> During setup End of each RPh, ATTACKER first, per ASOP During a unit's MPh/APh When losing HIP At any time when all enemy units lose/forfeit WA over shared hexsides MUST claim Mandatory WA per B9.323 <ul style="list-style-type: none"> A unit unable to claim in-hex TEM ≥ 1 MUST claim WA. Entrenchments, Hindrances, friendly AFVs with WA, Gunshields, Emplacement and Height Advantage do not provide TEM preventing mandatory WA A unit that has an in-hex TEM may choose to either to claim WA or forfeit WA and claim the in-hex TEM Units in bypass can claim WA 	<ul style="list-style-type: none"> Automatically lost when conditions of B9.32 are no longer met (i.e., unit becomes broken, in CC/Melee, etc.) May be voluntarily forfeited at <u>any</u> time (see Example 1), if otherwise allowed, unless the unit is Pinned, TI or an Immobile Unit, or is affected by Mandatory WA (B9.323)

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RESIDUAL FIREPOWER

- Because of the +2 hexside TEM, the minimum FP required to leave Residual FP is 8.
- Leaving Residual FP in a bocage hex is good because an enemy moving into the RF does not receive the bocage TEM (That has already been taken into account with the RF reduction. FFNAM and FFMO DRMs may apply).

CONCEALMENT/HIP

- A unit can gain Concealment if all LOS cross only bocage hexsides, regardless of distance and the enemy's ability to see the unit.
- Infantry can move completely in the LOS of enemy units, and possibly maintain their Concealment status. Regardless of MF expenditure, Infantry does not lose Concealment provided the only LOS traced to it crosses a bocage hexside.
- Rally Phase activities where all enemy LOS a bocage hexside do not cause Concealment loss.
- A Concealed unit with WA must temporarily reveal a real unit when an enemy moves adjacent to the bocage hexside and contests WA. A player may forfeit WA, even under Mandatory WA situations rather than reveal a real unit.

GUNS

- Neither Emplacement nor Gunshields qualify as TEMs to prevent Mandatory WA.
- A Gun in a Fortified Building may never claim WA
- A non-vehicular Gun cannot change CA and fire through a bocage hexside (of its own hex) in the same phase. Defensive First Fire and Final Fire are considered 1 phase (B9.53)
- A non-vehicular Gun that fire through a bocage hexside (of its own hex) cannot change its CA, regardless if it retained ROF.

VEHICLES

- Dug-in AFVs and Armored cupolas must claim WA (D9.54)
- Only fully tracked AFVs may cross bocage hexsides.
- Crossing a bocage hexside requires a Bog Check, but there is no bocage DRM to the Bog Check.
- A vehicle crossing a bocage hexside does not create a breach or a trailbreak through the bocage unless equipped with a Culin Hedgerow Device (CHD) or if it is a dozer.
- A vehicle crossing a bocage hexside is susceptible to Underbelly Hits (D4.3) [*EXC: Vehicle fails Bog Check*]
- The bocage TEM does not apply to a vehicle shot at while crossing a bocage hexside.
- An AFV equipped with a Culin Hedgerow Device, or a Dozer, may create a breach through a hedgerow hexside. The vehicle must use all its MP to breach the Hedgerow. If the vehicle successfully crosses the hedgerow hexside, a breach is created. If the vehicle Bogs, a breach is not created. An AFV breaching a hedgerow hexside is not susceptible to Underbelly Hits. Movement through a breached hedgerow does not pay the bocage hexside movement cost. All other elements of bocage (TEM, HD status, Concealment, etc. remain in effect).

MISCELLANEOUS

- Adjacent Trench counters connect, even through a bocage hexside (B27.54)
- Targets attacked by Indirect Fire (OBA & Mortars) receive a +1 TEC, even if the fire does not cross a bocage hexside.