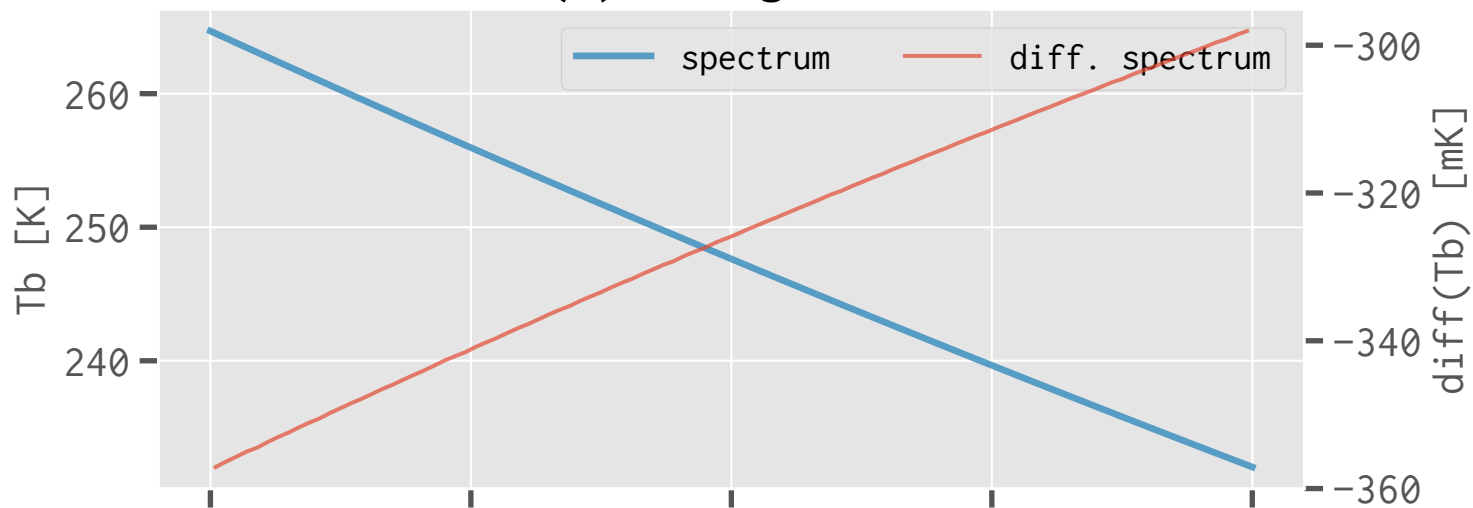
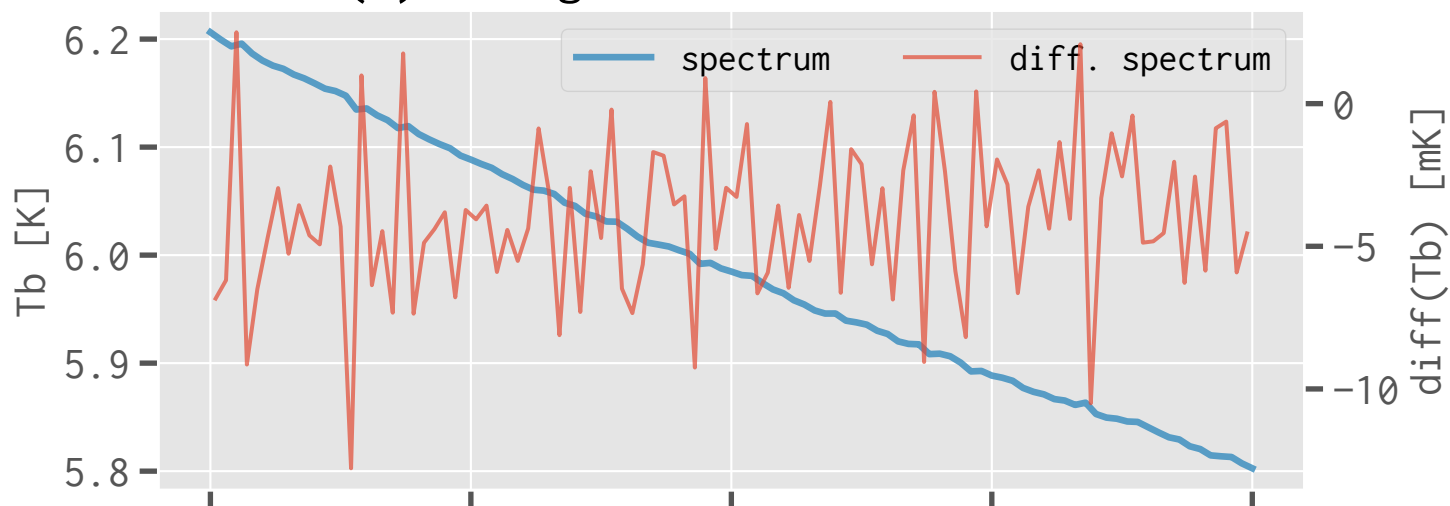


(a) Foreground



(b) Foreground + Beam effects



(c) EoR signal

