

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 This example is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

LPS, Inc.
425 Steeplechase Lane · Pottstown, PA 19464 · USA
Attn: *Operation Roundup*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Operation Roundup* discussion folders at consimworld.com.



OPERATION ROUNDUP

THE ALLIES INVADE FRANCE IN 1943

RULES of PLAY

Game Design: Ty Bomba

Development: Russ Lockwood

Art and Layout: Mark Mahaffey

Production: Steve Rawling

Editing: Jack Beckman

Playtesting: Dan Burkley, Grant Cardwell,
Christopher Perello, Jack Polonka,
Dennis Shorthouse, Sherman Tutweiler



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1.0 INTRODUCTION

Operation Roundup: The Allies Invade France in 1943 is a strategic-level two-player wargame of low complexity covering the first month of the campaign that would have been fought had the Anglo-Allies executed their plan to invade northwest Europe in the Pas-de-Calais area in 1943. The Allies begin the game on the overall offensive; however, depending on which strategy the German picks to fight this campaign, they may find themselves having to fend off a powerful German counterattack late in the game.

1.1 Game Scale

Each hex on the map represents about two miles (3.25 km) from side to opposite side. Each full turn represents three days of real time. Units of maneuver are primarily divisions with some separate brigades, regiments, and battalions.

1.2 Sides

One player commands all the invading Anglo-Allied forces in the game; the other commands all the Germans. The game can easily be adapted for solitaire play.

1.3 Die Rolls

All die rolls that are made using a single six-sided die are abbreviated in the rules as "1D6." 2D6 indicates two six-sided dice are rolled and added together. 3D6 indicates three six-sided dice are rolled and added together.

1.4 No Fog of War

Both players are always allowed to look at all units in enemy stacks.

1.5 Rounding Factors

In certain situations, combat and movement factors will be halved. In all cases, round up.

2.0 COMPONENTS and TERMS

Each copy of *Operation Roundup* is composed of the following:

- One 22" x 34" map sheet
- 176 double-sided counters
- This set of rules

Players will need to supply at least one six-sided die (D6) to play the game, although more dice will be helpful.

2.1 Game Map

The map shows the militarily significant terrain in the Pas-de-Calais area of France circa 1943. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across the area. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or man-made terrain and/or water features that can affect the movement of units and combat between opposing units. The various terrain and water features on the map alter their exact real-world configurations slightly in order to make them

coincide with the hex grid, yet the relationships among them from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts in the real campaign. Also note that every hex on the map contains a unique four-digit identification number to help find exact locations quickly and to allow for the recording of unit positions if the game has to be taken down before it can be completed. Areas without hex numbers are unplayable and may not be entered.

2.1.1 Compass Direction The compass arrow on the map indicates true north. For play purposes, the other three map edges taking their designations based on that version of "north." Reinforcements call for entry onto the map via an edge. The North edge consists of the coastal hexes 1001 to 1922. The East edge consists of hexes on the xx01 row, from 1001 to 4201. The South edge consists of hexes on the 42xx column, from 4201 to 4225. The West edge consists of the coastal hexes 2023 to 4225.

2.1.2 Ports Dunkirk, Calais, and Boulogne are Ports. All other coastal towns are not considered ports.

2.2 Game Terms and Abbreviations

1D6: Roll one six-sided die.

2D6: Roll two six-sided dice and add them together to get a total.

3D6: Roll three six-sided dice and add them together to get a total.

1SSF: 1st Special Service Brigade (British)

ABN: Airborne

ARM: Armor

C: Canadian

Cdo: Commando

CRT: Combat Results Table

DR: Die Roll (1D6, 2D6, or 3D6)

DRM: An addition to or subtraction from a DR

DS: Defender Step loss

E: East Map Edge

EZOC: Enemy Zone of Control

FSSF: First Special Service Force (US-Canadian)

G: Guards

GD: Gross Deutschland

GKRP: German Kampfgruppe Replacement Point

INF: Infantry

IT: Italy

MP: Movement Points

OOS: Out Of Supply

P: Polish

R: Reserve

Rgr: Ranger

RP: Replacement Point

RU: Russia

S: South Map Edge

SS: Schutzstaffel

TAS: Tactical Air Support

TEC: Terrain Effects Chart

ZOC: Zone of Control

2.3 Counters

Operation Roundup uses counters to represent ground combat formations, tactical air support, and informational markers. The colors indicate which side controls the counter:











- Allied US: Olive green
- Allied UK: Tan (*Note: UK units with white text are Polish units, units with red text Canadian. This is only for historical interest, and has no effect on play.*)
- German Army: Grey (*Note: German Army units with white text are SS units, units with blue text are Luftwaffe-associated. This is only for historical interest, and has no effect on play.*)
- German Luftwaffe: Blue

All US and UK units are mechanized for movement purposes.

German units with black factors indicate mechanized units for movement purposes. German units with white factors are the only non-mechanized units in the game.

German units with yellow factors are Static Infantry for movement purposes (Section 10.1)

The type of unit is indicated by NATO-standard symbols or vehicle icons:

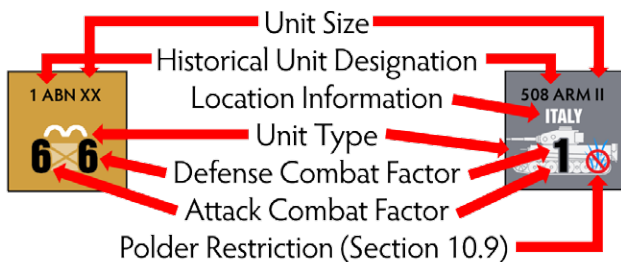
ALLIED		GERMAN
 • Infantry		• Infantry 
 • Airborne		• Mech. Infantry 
 • Special Forces		• Airborne 
 • US Armor		• Panzer 
 • UK Armor		• Heavy Panzer 

The organizational size of a game unit is indicated as:

- XX – division
- III – regiment
- X – brigade
- II – battalion

2.4 Sample Units










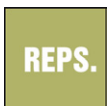

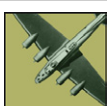
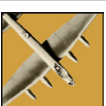








All divisional ground units possess two combat factors: Attack (left) and Defense (right). Non-divisional units possess one combat factor that is used for both Attack and Defense. The Movement Points for ground units are contained in a table on the map.



German units contain location information on the counter:

- Four-digit number: starting hex location
- 1E: reinforcement may enter Turn 1 East map edge
- 1S: reinforcement may enter Turn 1 South map edge
- 2S: reinforcement may enter Turn 2 South map edge
- ITALY: reinforcement from Italy (Case 8.5.2)
- RUSSIA: reinforcement from Russia (Case 8.5.3)

2.5 Sample Marker Counters

	Game Turn Marker (used on the Turn Record Track)			Hex Control Markers (Allied/German)
		Tactical Air Support Markers (Allied/German)		
		Allied Beachhead Markers (US/UK)		
		Allied Airborne Supply Markers (US/UK)		
		Allied Divisional Replacement Markers (US/UK)		
			Heavy Bomber Markers (US/UK/German)	
			Weather Markers	
				German Strategy Markers

3.0 GAME CONCEPTS

3.1 Stacking

“Stacking” reflects the placement of more than one friendly ground unit into a single hex at the same time. Stacking rules are in effect at the end of the Reinforcement Placement Phase, the Movement Phase, and the Combat Phase (including retreat and advance after combat results). Only friendly ground units stack together. Opposing ground units never stack together. Tactical Air Support markers may stack on enemy ground units (Case 3.1.1). If any hexes are found to be over-stacked at those times, the player owning the offending units must eliminate enough of them, of his choice, so as to bring the hexes into compliance with the stacking rules.



3.1.1 Tactical Air Support Markers

TAS markers may be placed on any hex, including those occupied by enemy units. They never count against stacking limits.

3.1.2 Allied Stacking Limit The Allied player never stacks US and UK ground units together in a hex. The Allied player may stack a maximum of one division-sized ground unit and one non-division-sized ground unit in one hex. Note that the US has only two non-divisional ground units, while the UK has eight non-divisional units. The Allied player may stack a maximum of two non-divisional ground units in one hex.

3.1.3 German Stacking Limit The German player may stack a maximum of one division-sized ground unit and one non-division-sized ground unit in one hex. These units can be of any type. Note that the German player has only four non-divisional ground units. The German player may stack a maximum of two non-divisional ground units in one hex.

3.2 Zone of Control

All ground units, division-sized and non-division sized, project a Zone of Control (ZOC) into the six hexes surrounding the hex the unit itself occupies. The ZOC extends into and across all terrain. Opposing units may simultaneously project their ZOCs into the same hexes.

3.2.1 ZOC and Movement Units entering an enemy unit's ZOC (EZOC) during the Movement Phase must immediately cease movement. The presence of a friendly unit in an EZOC hex does not negate that EZOC for purposes of Movement Phase movement. Units starting in an EZOC may leave the EZOC if the first hex is not in an EZOC. After that, it may subsequently move into another EZOC. Units never move from one EZOC directly to another EZOC.

3.2.2 ZOC and Supply Units never trace Supply through an EZOC unless the hex with the EZOC contains a friendly unit. If a friendly ZOC and an EZOC extend into a hex without any units, the EZOC will block supply. OOS units retain their ZOC.

3.2.3 Multiple and Overlapping ZOCs Overlapping EZOCs from multiple enemy units have no additional effect or penalty.

3.2.4 ZOC and Combat Results ZOCs do not affect combat-mandated retreats that leave an EZOC. However, units never retreat from one EZOC to another EZOC. If doing so is their only open retreat route, convert the combat result to DS. Units may advance out of an EZOC into a vacated defender's hex and may ignore all other EZOCs to do so (Section 11.14).

3.3 Move/Combat or Combat/Move

During their turn, players can decide whether to perform a Movement Phase first and then a Combat Phase, or perform a Combat Phase first and then a Movement Phase. **Exception:** On the first turn of the game, the Allied player must perform a Movement Phase first and then a Combat Phase. The German player is free to choose Move/Combat or Combat/Move. *Design Note: The Allies need to move onto the continent before they can engage the Germans. After that, opportunities may occur to punch a hole in an enemy line during combat and then exploit during movement.* Once a player selects Move/Combat or Combat/Move, all units must adhere to that decision for that turn. It is prohibited for some units to perform Move/Combat and others Combat/Move.

3.4 Unit Step Strength



All division-sized units possess two steps: an initial strength on the front side of the counter and a reduced strength on the reverse (striped) side of the counter. All non-division-sized units possess only one step. When the Combat Results Table (CRT) calls for the loss of one step, flip over a full-strength counter to its reverse reduced-strength side. If the counter is already on the reverse side, remove it from the game map. In the case of a one-step non-divisional counter, a step loss eliminates the counter. Markers, including Allied Beachhead Markers, do not have any combat factors. Exception: Optional Rule—Port Hex Control (Section 15.4).

3.5 Hex Control

The key hexes that both sides want to control are the Port hexes and the East and South map edge hexes. At the start of the game, all hexes on the map are under the control of the Germans, but control switches to Allied control if an Allied unit enters a hex. Note that Allied units must enter the hex, not just place it in a ZOC. Place a Hex Control Marker (Allied side up) to indicate when an Allied unit enters a key hex. If the Germans recapture the hex, remove the marker. If necessary, players may add Hex Control Markers beyond those supplied with the game. German reinforcements cannot be placed in edge hexes under Allied control.

4.0 SUPPLY

Check supply for each unit at the beginning of its starting movement and at the instant of its starting combat. All units in supply must trace a path of hexes free of enemy units and EZOCs back to a friendly supply source to be in supply. If such an unobstructed path cannot be traced, that unit is considered Out Of Supply (OOS). Note that it is possible that during a turn combat results might change a unit's supply status. It is possible that units once in supply may become OOS and once OOS units may find themselves back in supply. This is why supply status is checked at the moment of unit activation for movement and combat.

4.1 Out Of Supply Effects

OOS units' movement and combat factors are halved (round up). Units may remain OOS indefinitely. Units are never eliminated solely because of the lack of a supply path. OOS units retain their ZOC.

4.2 German Supply Sources

German units trace their supply paths to any friendly-controlled hexes on the East or South map edges. German supply source hexes lose their supply-providing capacity when enemy controlled, but also regain it if they're retaken by the Germans. German supply paths may be of any length.

4.3 Allied Coastal Supply

Allied units in coastal hexes of all terrain types are in supply in every kind of weather. There is no German coastal supply. Allied units not in coastal hexes must use a Beachhead Supply Source, Port Supply Source, or an Aerial Supply Source.

4.4 Allied Beachhead and Port Supply Source

Allied units trace their supply paths to a Beachhead Marker or to any fully-controlled Port city. Units supplied in this fashion are considered in overland supply. US units trace to a US Beachhead and UK units trace to a UK Beachhead. US units never trace to a UK Beachhead. UK units never trace to a US Beachhead. If a Beachhead Marker is eliminated (by a German unit occupying its hex), it never returns to play.

On any turn, a Port city may only supply US or UK units—never both on the same turn. The Allied player announces which at the beginning of the turn and may switch on a turn-by-turn basis. US reinforcements (Section 8.1) enter the map on US-designated Port city. UK reinforcements (Section 8.1) enter the map on UK-designated Port city. Likewise, US units receiving replacements (Section 8.3) must trace a line of supply to a US-designated Port city and UK replacements must trace a line of supply to a UK-designated Port city.

Note that the Allied player must control all hexes of a given Port to be able to use the Port for supply and reinforcements. If even one port hex is held by a German unit, the Allies cannot use the Port. If the Allies subsequently recapture all the port hexes, the Port once again can be used for Allied supply and reinforcements on the next turn.

4.5 Allied Aerial Supply Source

The Allied player may supply one hex per Aerial Supply Marker anywhere on the map if the weather is clear and the Allies have air superiority. The US Aerial Supply Marker can only be placed on US units and the UK aerial supply marker can only be placed on UK units. Placement is at the end of the Air Superiority Phase. Placement must be atop at least one ground unit but cannot be placed in an EZOC. Supply occurs only for that one hex and only for those ground units in that hex. The Allied Aerial Supply Markers are removed during the Administrative Phase. The Germans never deploy any Aerial Supply markers.

4.6 Game Turn 1 Supply

All units of both sides are automatically in supply during all of Game Turn 1. There is no OOS on Turn 1.

5.0 TURN SEQUENCE

A game consists of 10 turns. Every game turn consists of three phases, each containing subphases. Phases and subphases are performed in order and each must be completed before moving onto the next phase or subphase. Once a player has finished a particular phase or subphase, he may not go back to perform some forgotten action or redo a poorly executed action unless his opponent graciously permits it.

I. Allied Player Phase

- A. Weather Determination Phase
- B. Air Superiority Phase: TAS placement (Allied or German)
- C. Allied Reinforcement and Replacement Phase
- D. Move/Combat or Combat/Move Phase

II. German Player Phase

- A. Air Superiority Phase: TAS placement (unused Allied or German)
- B. Move/Combat or Combat/Move Phase
- C. German Reinforcement Phase

III. Administrative Phase

- A. Remove Allied Aerial Supply Markers
- B. Remove Allied Replacement Markers
- C. Remove TAS Markers
- D. Advance Turn Marker

6.0 WEATHER

On Game Turn 1, the Weather is always Clear. On Game Turn 2 and thereafter, the Allied player rolls 1D6 and checks the Weather Table for the turn's weather.

6.1 Weather Effects on Tactical Air Support



CLEAR

On Clear weather turns, the Allied player rolls 3D6 and the German player rolls 2D6 for TAS (Module 7.0). Note that the German player will roll 3D6 if he selected a strategy that includes Luftwaffe fighter reinforcements.



OVERCAST

On Overcast weather turns, the Allied player rolls 2D6 and the German player rolls 1D6 for TAS (Module 7.0). Note that the German player will roll 2D6 if he selected a strategy that includes Luftwaffe fighter reinforcements.



STORM

On Storm weather turns, neither side rolls for TAS (Module 7.0).

6.2 Weather Effects on Heavy Bombers

When using Option Rule 15.20, apply a -1 DRM to die roll on Heavy Bomber Support table. Heavy bombers are never used during Storm weather turns.

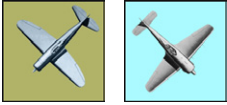
6.3 Weather Effects on Ground Movement

On Storm weather turns, all players subtract 2 MPs from their total MPs as defined by the MP table on the map.

6.4 Weather Effects on Allied Aerial Supply

On Storm weather turns, the Allied player never uses Aerial Supply Markers.

7.0 AIR SUPERIORITY and TAS



Air superiority offers the ability to place Tactical Air Support (TAS) markers on the map, which affect enemy movement and combat.

7.1 Determining Air Superiority

On Turn 1, the Allied player is considered to automatically possess air superiority and rolls 1D6 for the number of TAS Markers. The German player does not roll. On Turn 2 and thereafter, the number of dice the players roll depend upon the weather (Section 6.1) and the strategy selected by the German player (Section 13.3).

7.2 Determining TAS Markers

On Turn 1, the Allied player is considered to have air superiority and rolls 1D6 for the number of TAS Markers. The German player does not roll. On Turn 2 and thereafter, the Allied player will roll 3D6 and the German player will roll 2D6 (or 3D6 if the Hitler Strategy includes Luftwaffe option).

Subtract the lower roll from the higher roll. The difference is the number of TAS Markers given to the player who rolled the higher total. If a tie, neither player has Air Superiority and no TAS markers are used.

7.3 Placement of TAS Markers

Tactical Air Support Markers are placed on any hex during the Air Superiority subphases. The player with TAS markers places some, none, or all TAS markers during the Allied Player Phase Air Superiority subphase and these remain on the map for the entire turn. The player with Air Superiority may reserve any remaining TAS markers for placement during the German Player Phase Air Superiority subphase.

7.4 Effect of TAS Markers on Movement

A TAS marker's area of effect is the placement hex and the six surrounding hexes for enemy movement. Enemy units must spend one extra MP to enter a hex affected by TAS. This penalty is never more than one extra MP per hex, no matter how many enemy TAS markers may affect the hex, but MP the penalty applies to every hex entered. Enemy units never spend any MPs to leave a TAS-affected hex. Friendly TAS markers have no effect on friendly ground movement.

7.5 Effect of TAS Markers on Combat

A TAS marker's range is the placement hex and the six surrounding hexes for combat. TAS markers will only affect a defender's hex – hexes containing attackers are not affected by TAS.

Only a maximum of one column shift is performed regardless of the number of TAS markers affecting a combat. One TAS marker can support multiple combats. Attacking units gain a one-column shift right for the attack if the enemy defender is within a friendly TAS marker's range. Defending units within range of a friendly TAS marker gain a one-column shift left. Allied TAS markers apply to US and UK units equally.

7.6 Heavy Bomber Markers



For the Allied player, the placement of a Heavy Bomber marker occurs only in the Allied Player Phase. For the

German player, the placement of a Heavy Bomber marker occurs only in the German Player Phase.

The Allied player needs air superiority, Clear weather, and selection of Combat/Movement to place the Heavy Bomber Marker atop one combat. The marker only applies to one hex and is immediately removed after the combat is resolved. The Heavy Bomber Marker allows the Allied player to roll 1D6 on the Heavy Bomber Support Table and apply the results to the one combat. The Germans do not have a Heavy Bomber Marker in the Standard game (Section 15.15 covers the optional German Heavy Bomber). Both players may use Option Rule 15.20, but must apply a -1 DRM to die roll on Heavy Bomber Support table. Heavy bombers are never used during Storm weather turns.

8.0 REINFORCEMENTS and REPLACEMENTS

Both sides receive reinforcements, but only the Allies receive replacements in the Standard game.

8.1 Allied Ground Unit Reinforcements

Starting on Turn 2, the Allied player may place up to one stack of reinforcement units (from the off-map pool of units) that conform to stacking limits (Case 3.1.2) per Beachhead hex and per controlled Port city (that's one stack per controlled Port city, not per port hex). Dunkirk, Calais, and Boulogne are Port cities. In game terms, all other coastal towns are not ports. Note that the Allied player must move into or be the last unit into all Port city hexes to be able to use a port for reinforcements and supply. US units can only be brought into US Beachheads and UK units can only be brought into UK Beachheads (Section 4.4). US and UK reinforcement units may be brought in at any Port city, but US units enter the map on US-designated Port city and UK units enter the map on UK-designated Port city (Section 4.4). Placing Reinforcement and Replacement units on a Beachhead or Port city hex does not cost any MPs.

8.2 Allied Airborne Unit Reinforcements

Allied airborne units may enter as a "reinforcement" via an air drop (Section 10.7). Allied airborne air drops are not counted against Beachhead or Port capacities. Allied airborne units may also enter as a regular ground unit via Beachhead or Port. An airborne unit may air drop a maximum of once per game.

8.3 Allied Divisional Replacements

Only the Allied player receives replacements: one step of US ground unit replacements and one step of UK ground unit replacements per turn. The unit to receive a step must be able to trace an overland supply route (Sections 4.4) to a Beachhead or fully Allied-controlled Port city. US and UK replacement steps must trace supply to any Beachhead or Port city, but US units trace only to US-designated Beachheads and Port cities and UK units trace only to UK-designated Beachheads and Port cities (Section

4.4). If the only Allied supply source is an Aerial Supply Source or Coastal Supply Source, the division cannot receive the replacement.

The unit receiving replacements can never be in an EZOC. Flip the divisional unit from its reverse reduced-strength side to its full-strength side and place the appropriate Rep (Replacement) marker atop the unit. The unit cannot move or attack but will defend at its full-strength side. Any Allied unit may receive multiple replacement steps throughout the game. If not used in the current turn, Allied Divisional Replacement steps are lost. They are not stockpiled. Allied Divisional Replacement steps are never applied to eliminated Allied units, only to reduced-strength divisional units on the map.

8.4 Allied Non-Divisional Replacements

When an Allied non-divisional unit is eliminated from play while in overland (Section 4.4) or coastal supply (Section 4.3), roll 1D6, consult the following chart, and place the unit that many turns ahead on the Turn Record Track.

DR	Turns
1-2	1
3-4	2
5-6	3

When an Allied non-divisional unit is eliminated from play while in aerial supply or while Out of Supply (OOS), roll 1D6 and place the unit that many turns ahead on the Turn Record Track. Units replaced in this way enter the map as a reinforcement via a Beachhead or Allied-controlled Port. Allied non-divisional units may be replaced multiple times during a game.

8.5 German Reinforcements

German reinforcements depend on the strategy selected during Set Up (Module 13.0). Note that the strategy picked affects the victory conditions; the more reinforcements allocated to defeating the Allied invasion, the more difficult the victory condition. German Turn 1 and Turn 2 reinforcements (from elsewhere in France, Belgium, and the Netherlands) enter randomly. German Italian and Russian Front reinforcements are placed in separate opaque containers. The German player rolls 1D6 and blindly picks that many units from the appropriate container. When all units have been picked from a container, no more reinforcements are available. Place all entering German units, subject to stacking limits, on edge hexes. This does not cost any MPs. Units must come in on the turn they are picked; none may be delayed to a future turn. If for some reason German units cannot enter the map they are eliminated.

Placement may be in an EZOC, but German reinforcements cannot be placed in edge hexes under Allied hex control (Section 3.5).

8.5.1 German Turn 1 and Turn 2 Reinforcements German units marked 1E and 1S and selected at random (Section 8.5) enter on Turn 1 on the East (1E) or South (1S) map edge (Section

2.1). German units marked 2E and 2S and selected at random (Section 8.5) enter on Turn 2 on the East (2E) or South (2S) map edge. Roll 1D6 for the number of Turn 1 reinforcements, blindly pick that many units from the container, and place on the East edge of the map. Starting on Turn 2, roll 1D6 for the number of Turn 2 reinforcements, blindly pick that many units from the container, and place on the East edge of the map. Turn 1 and Turn 2 die rolls are separate. When picked, the Turn 1 and Turn 2 units must be placed on the map. They never are delayed. If for some reason, they cannot enter the map, they are eliminated. If German Turn 1 and Turn 2 reinforcement units remain in the container, continue rolling 1D6 on subsequent turns until both containers are empty or the game ends.

8.5.2 German Italian Front (ITALY) Reinforcements The German player rolls 1D6 and blindly picks that many units from the container. All Italian Front units enter on the South edge (hexes on the 42xx column, from 4201 to 4225). Roll for ITALY reinforcements each turn, including Turn 1, until all units have been picked or the game ends. The ITALY die roll is separate from the Turn 1 die roll and Turn 2 die roll.

8.5.3 German Russian Front (RUSSIA) Reinforcements The German player rolls 1D6 and blindly picks that many units from the container. All Russian Front units enter on the East edge (hexes on the xx01 row, from 1001 to 4201). Roll for RUSSIA reinforcements each turn, including Turn 1, until all units have been picked or the game ends. The RUSSIA die roll is separate from the Turn 1, Turn 2, and ITALY die rolls.

8.6 German Divisional Replacements

The German player never receives divisional replacement steps in the Standard game.

9.0 MOVE/COMBAT or COMBAT/MOVE

Both players choose whether they want to move units first and then perform combat (Move/Combat), or perform combat first and then perform movement (Combat/Move).

9.1 Allied Turn 1 Exception

The Allied player must choose Move/Combat on Turn 1.

10.0 MOVEMENT

Players move some, none, or all units up to a unit's Movement Point (MP) allowance, modified by terrain type, during their specific Movement Phase. Each unit or stack of units moves individually, hex-by-hex, in any direction or combination of directions, until the player wants to end movement, units expend all MPs, or units enter an enemy ZOC. Units move from a hex to one of the six adjacent hexes — no skipping of hexes. Units may enter and exit stacks without penalty as long as stacking limits are observed at the end of the Movement Phase. MPs are never accumulated from turn to turn or phase to phase and never loaned or given from one unit to another. Only Allied units move during the Allied phase and only German units move during the German phase. Units never enter hexes containing enemy units. Units only enter numbered hexes. Movement into non-hexes is prohibited.

10.1 Movement Points Table

Units' Movement Points (MP) are listed in the Movement Points Table on the map. German units possess a different number of MPs depending on if they are Mechanized, Static Infantry, or Other type units. All Allied units have 6 MPs on Turn 1 and 10 MPs on turns 2 through 10.

10.2 Terrain Effects Chart

The Terrain Effects Chart (TEC) on the map details the MP costs to enter a hex as well as certain prohibitions. *Example: Polder hexes cost 3 MPs to enter, prevent Column Movement (Section 10.6), and German Heavy Panzer units are prohibited from entering.*

A River and Canal hexside costs an additional 1 MP to cross. This 1 MP is in addition to the MP cost to enter a hex. *Example: Crossing a Canal (+1 MP) to enter a Polder hex (3 MP) costs a unit 4 MPs.*

10.3 No Minimum Movement

Units must possess sufficient MPs to pay for entry into a hex. If not, the unit cannot enter the hex.

10.4 Storm Weather Penalty

During turns with the weather being Storm, all units suffer a -2 MP penalty.

10.5 Enemy Tactical Air Support

A TAS Marker's area of effect is the placement hex and the six surrounding hexes (Section 7.4). For movement purposes, each hex within the area of effect costs enemy units +1 MP to enter. The number of TAS Markers affecting a hex does not matter, just that the hex is within an area of effect. *Example: Crossing a Canal (+1 MP) to enter a Polder hex (3 MP) that is in a TAS' area of effect (+1 MP) costs a unit 5 MPs.*

10.6 Column Movement

All units that begin movement in overland supply (Section 4.4) and not in an EZOC may move up to double their normal MPs. Restrictions: units never enter EZOCs or Polder hexes while performing Column Movement. They may start, enter, and leave hexes with enemy TAS effects. Both Allied and German units are eligible to use Column Movement.

10.7 Allied Airborne Air Drops

During Clear weather turns with Allied Air Superiority, the Allied player may drop up to one US airborne unit and up to one stack of UK airborne units via air drop. Place the air-dropped units into any non-coastal clear terrain hex within five hexes of one or more Allied units in overland supply (Section 4.4) back to a Port or Beachhead but not in an EZOC. Place the appropriate (US or UK) Aerial Supply Marker with the stack. Air-dropped units never move, advance after combat, or retreat after combat during the game turn of their drop. A DR result scored against such a unit or stack is converted to an EX result (Case 11.13.6). Air dropped units resume full normal functioning when they can draw overland supply back to a Port or Beachhead at the start of a game turn.

10.8 Special Turn 1 Allied Invasion

The Allied player places up to one full stack of Allied units (Case 3.1.2) on each of the four Beachhead Markers (Section 13.4) at no cost in MPs. The Allied player may also perform an Airborne air drop (Section 10.7) on Turn 1.

10.9 German Heavy Panzer Units

German Heavy Panzer Units never enter polder hexes during movement and never perform combat into polder hexes.

11.0 COMBAT

Combat is always voluntary and takes place between adjacent opposing units during the combat phase. The phasing player is considered the "Attacker," and the other player is considered the "Defender." Combats are conducted one at a time, with the attacking player selecting the order of attacks. Players may launch as many attacks as allowed and desired in their combat phase. Attackers need not declare all attacks beforehand and may resolve them in any order as long as the resolution of one is completed before the next combat is begun. Attackers use their units' combined Combat Factors (CF) versus Defender's combined CF to obtain an odds ratio, and then modify the CRT odds as needed by terrain, TAS, Heavy Bomber, Naval Gunfire, and Concentric Attack. The Attacker rolls 1D6 and cross indexes the odds with the die roll to get a result, which is immediately applied. No unit or stack may attack more than once per friendly combat phase, and no unit or stack may be attacked more than once per enemy combat phase.

11.1 Multiple Defending Units in a Hex

If there are two defending units in a hex, they combine their CF and are attacked together.

11.2 Attackers in Multiple Hexes

Attacking units in multiple hexes adjacent to defending units in a hex may combine CF to increase their odds. US and UK units may combine CF to attack one defending hex. Non-divisional units stacked in a hex with a divisional unit may attack a hex different from the divisional unit.

11.3 Indivisibility of Individual Units

An attacking unit uses its full CF to attack one defending hex. It never divides its CF among multiple attacks. Likewise, a defending unit uses its full CF to defend one hex.

11.4 Combat Procedure

Total all attacking CF. Total all defending CF. Compare the attacking CF to the defending CF to get an odds ratio. On all odds ratios of 1:1 or more, round down to get the final odds for the attack. On all odds ratios of less than 1:1, round up to get the final odds for the attack. *Example: 9 CF in the attack vs. 5 CF in the defense equals 9:5 odds ratio, rounded down to 1:1. 5 CF in the attack vs. 9 CF in the defense equals 5:9 odds ratio, rounded up to 1:2.*

Locate the odds on the CRT printed on the map and then apply column shifts, if any. The attacker rolls 1D6 and cross-indexes the die roll with the final odds to get a result (Section 11.13).

11.5 CRT Column Shifts

Terrain, TAS, and other elements may affect the final odds via column shifts. Left shifts favor the Defender and right shifts favor the Attacker. Column shifts are cumulative.

11.6 Terrain Effects

Check the TEC for any column shifts. Certain terrain provides a one or two column shift left on the CRT to the benefit of the Defender. Check to see if all attacking units are attacking across a canal or river; if so, that provides a one column shift left on the CRT to the benefit of the Defender. If some attacking units are attacking across a canal or river hexside and other attacking units are not, the Defender does not get the benefit of a column shift.

11.7 CRT Limits

Note the odds headings on the CRT range from 1:3 to 6:1. Final odds greater than 6:1 always roll on the 6:1 column. Odds less than 1:3 always roll on the 1:3 column.

11.8 Concentric Attack

If a defended hex is attacked by enemy units from opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, the Attacker receives a concentric attack shift one column to the right. The concentric shift is never awarded for attacks into town or port city hexes (Section 11.10).

11.9 Allied Naval Gunfire Support

Allied units defending in coastal hexes receive a one column shift left. Allied units attacking a German unit defending in a coastal hex receive a one column shift right.

11.10 Town and Port City Hexes

Units defending in a town hex receive a one column shift left. Units defending in a port city hex receive a two column shift left. Attackers never receive a concentric attack shift (Section 11.8) when the Defender is in a town or port city hex. Note that the German Defenders in port hexes on Turn 1 ignore retreat results. On Turn 2 and thereafter, units in port hexes that suffer a retreat result must retreat.

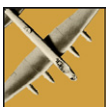
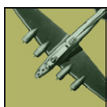
11.11 Tactical Air Support



Check to see if the defending hex is in a TAS area of effect (Section 7.4); if so, that provides a one column shift on the CRT to the benefit of the player who owns the

TAS marker. If the enemy defending hex is within the area of effect of friendly TAS, shift one column right. If the enemy defending hex is within the area of effect of enemy TAS, shift one column left. The maximum shift is one column, no matter how many TAS areas overlap the defending hex.

11.12 Allied Heavy Bomber



If the Allied Heavy Bomber marker is eligible to be used (Section 7.6), place the marker atop a Defender's hex and consult the Heavy Bomber Support Table on the

map. The Allied player rolls 1D6, adds any modifiers, and

implements the result: a shift to the left, a shift to the right, or no shift at all. Note that the Heavy Bomber shift will be in addition to any shift from TAS (Allied or German). The Germans never use Heavy Bombers in the Standard game. The Heavy Bomber only affects one hex.

11.13 Combat Results

Cross-index the Attacker's die roll row with the final odds column to get the combat result. *Example: A die roll of 3 on the 2:1 column yields a combat result of "EX."*

11.13.1 Attacker Step Loss (AS) One of the attacking units loses one step (divisional or non-divisional) of the Attacker's choice. No advance or retreat after combat takes place. The Defender remains in place and does not advance into a vacated hex. Note that if a divisional unit has only one step remaining, it is eliminated from the map and from play. Note that if a non-divisional unit, which only possesses one step, suffers an AS result, it is eliminated from the map, but Allied non-divisional units roll to return to the game (Section 8.4). German non-divisional units are eliminated from play.

11.13.2 Attacker Step Loss and Retreat (ASR) One of the attacking units loses one step (divisional or non-divisional) of the Attacker's choice (Case 11.13.1). All units of the attacking force, including the unit that just lost a step (if still on the map), retreat one hex. The Defender remains in place and does not advance into a vacated hex.

Attacking units never retreat into an enemy-occupied hex, off the hex grid, into an EZOC, or end in violation of stacking limits.

If the retreating unit lands atop a hex not in EZOC but containing a friendly unit that would violate stacking limitations, the unit retreats through the friendly-occupied hex to an open hex not in EZOC without penalty.

If the retreating unit has no other choice, the unit remains in the hex and receives a step loss, which may eliminate it entirely.

11.13.3 Defender Retreat (DR) The Defending player must retreat all defending units one hex. Stacked units need not remain stacked, but stacking limitations must be observed at the end of the retreat. Units never retreat into an enemy-occupied hex, off the hex grid, into an EZOC, or end in violation of stacking limits. If the retreating unit lands atop a hex not in EZOC but containing a friendly unit that would violate stacking limitations, the unit retreats through the friendly-occupied hex to an open hex not in EZOC.

If the retreating unit has no other choice, the unit remains in the hex and the DR result is automatically converted to a DS result (Case 11.13.4).

Air dropped units never retreat after combat during the game turn of their drop. A DR result scored against such a unit or stack is converted to an EX result.

11.13.4 Defender Step Loss (DS) One of the defending units loses one step (divisional or non-divisional) of the Defender's choice. Full-strength divisional units lose one step and are flipped to their reduced-strength side and remain in the hex. One-step non-divisional units and reduced-strength divisional units with only one step remaining are eliminated and removed from the map. If the defended hex is left vacant, attacking units may, but are not required to, advance after combat into the vacated hex. Stacking limits must be observed after the advance.

11.13.5 Defender Step Loss and Retreat (DSR) One of the defending units loses one step (divisional or non-divisional) of the Defender's choice. All units of the defending force, including the unit that just lost a step (if still on the map), retreat one hex. The Attacker may advance into a vacated hex.

Defending units never retreat into an enemy-occupied hex, off the hex grid, into an EZOC, or ending in violation of stacking limits. If the retreating unit lands atop a hex not in EZOC but containing a friendly unit that would violate stacking limitations, the unit retreats through the friendly-occupied hex to an open hex not in EZOC.

If the retreating unit has no other choice, the unit remains in the hex and the DR result is automatically converted to a DS result.

11.13.6 Exchange (EX) The Attacker and Defender each lose one step. The owning player chooses which step is eliminated. If the defended hex is left vacant, attacking units may, but are not required to, advance after combat into the vacated hex. Stacking limits must be observed after the advance.

11.13.7 Stalemate (SM) The combat result of SM means no effect. Neither side suffers any losses or retreats and there are no advances after combat.

11.14 Advance After Combat

At the end of every attack, whenever the Defender's hex is vacant, the victorious attacking units may voluntarily advance after combat into that hex. EZOC do **not** block advances after combat. Such advances are not part of normal movement and do not cost any MP. Stacking limitations must be observed. Advancing after combat is an option and never mandatory. The decision to advance must be made immediately after a combat is resolved and before another combat. Defending units never advance after combat. Victorious defenders stay in the hex they defended. *Tactical tip: As the attacker selects the order of combats and may advance after combat through an EZOC, it is possible to use one advance after combat result to surround a defender with EZOCs for a future combat or open up a supply path to an Out Of Supply (OOS) unit.*

12.0 ADMINISTRATIVE PHASE

At the end of the turn, remove Allied Aerial Supply, Allied Replacement, and all TAS Markers. Advance the Game Turn Marker one space. If this is the end of the 10th Turn, the game is over.

13.0 SETUP

The Allied and German players need to perform some pre-game actions.

13.1 Game Turn



Place the Game Turn Marker and the Clear weather marker on the first box on the Turn Record Track on the map. Separate out the other markers.

13.2 German Setup

The German player sets up first. Find the four units with starting hex numbers on the counters. Place them in those exact hexes on the map. Find the counters for 1st and 2nd Airborne Divisions and set them aside. Place the counters with 1E and 1S in the upper left corner into one opaque container (like a cup) and the 2S counters into a second opaque container. These represent the local reinforcements that will be pulled from elsewhere in France, Belgium, and the Netherlands. Place the counters with ITALY under the unit ID into a third opaque container. Place the counters with RUSSIA under the unit ID into a fourth opaque container. Place the four Hitler Strategy counters into a fifth opaque container.

13.3 Hitler's Strategy

The German response to an Allied landing would depend on a decision by Hitler. The German player randomly pulls one Hitler Strategy counter from the container to determine the size of the German reinforcements. Once Hitler's strategy is picked, it will remain the strategy for the rest of the game.

1

Strategy 1 - OKW and Italy: All German units with 1E, 1S, 2E, 2S, and ITALY are sent as reinforcements (Section 8.5) to oppose the Allied invasion.

2

Strategy 2 - OKW, Italy, and Luftwaffe: All German units with 1E, 1S, 2E, 2S, and ITALY are sent as reinforcements (Section 8.5) to oppose the Allied invasion. In addition, Luftwaffe fighters pour into France. When rolling for Air Superiority starting on Turn 2, the German player rolls 3D6 during Clear weather and 2D6 during Overcast weather (Section 6.1).

3

Strategy 3 - OKW, Italy, and Russia: All German units with 1E, 1S, 2E, 2S, ITALY, and RUSSIA are sent as reinforcements (Section 8.5) to oppose the Allied invasion.

4

Strategy 4 - OKW, Italy, Russia, and Luftwaffe: All German units with 1E, 1S, 2E, 2S, ITALY, and RUSSIA are sent as reinforcements (Section 8.5) to oppose the Allied invasion. In addition, Luftwaffe fighters pour into France. When rolling for Air Superiority starting on Turn 2, the German player rolls 3D6 during Clear weather and 2D6 during Overcast weather (Section 6.1).

13.4 Allied Setup

Separate the US from UK units. Place all four Beachhead Markers onto any coastal hex containing Clear terrain, one marker maximum per hex. The markers can be adjacent or not.

13.5 Begin Game

The Allied player has Air Superiority and rolls 1D6 for the number of TAS markers and then performs the Allied Special Turn 1 Allied Invasion (Section 10.8).

14.0 VICTORY CONDITIONS

Unless a player concedes, victory is judged at the end of Turn 10. Compare the victory levels, with the higher level attained being the game winner. If levels are equal, the game result is a draw. Use the Hex Control Markers to indicate which side controls the Port hexes and if the Allied player has control of edge hexes that are in supply.

14.1 Allied Victory

Strategic Victory: Control all four Beachhead Markers, control all three Ports, trace an overland supply path between all three Ports and all four Beachhead hexes, and control and trace an overland supply path to either the South edge of the map or to the East edge of hex 2301 and south.

Operational Victory: Control all four Beachhead Markers; control two of the three Ports, and trace an overland supply path between the two controlled Ports and all four Beachhead hexes.

Tactical Victory: Control all four Beachhead Markers, control one Port; and trace an overland supply path between the one controlled Port and all four Beachhead hexes.

Limited Victory: Control all four Beachhead Markers and control one Port.

Failure: Eisenhower issues the message: “Our landings in the Calais-Boulogne-Dunkirk area have failed to gain a satisfactory foothold and I have withdrawn the troops.”



14.2 German Victory

German victory conditions depend on the Strategy.

1

2

14.2.1 Strategy 1 - OKW and Italy, or, Strategy 2 - OKW, Italy, and Luftwaffe

Strategic Victory: Control one or more hexes in each of the three Ports (supply state irrelevant); keep map edge hexes free of Allied units or EZOCs on the South edge of the map and the East edge south of hex 2301; and eliminate one or more Allied Beachhead Markers.

Operational Victory: Control one or more hexes in two Port cities (supply state irrelevant), and keep all map edge hexes free of Allied units or EZOCs on the South edge of the map and the East edge south of hex 2301.

Tactical Victory: Control one or more hexes in one Port (supply state irrelevant and keep all map edge hexes free of Allied units or EZOCs on the South edge of the map and the East edge south of hex 2301.

Limited Victory: Keep all map edge hexes free of Allied units or EZOCs on the South edge of the map and the East edge south of hex 2301.

Failure: Von Rundstedt tells Keitel: “Make peace, you idiots!”

3

4

14.2.2 Strategy 3 - OKW, Italy, and Russia or Strategy 4 - OKW, Italy, Russia, and Luftwaffe

Strategic Victory: Control one or more hexes in each of the three Ports (supply state irrelevant), keep map edge hexes free of Allied units or EZOCs on the South edge of the map and the East edge south of hex 2301, and eliminate three or more Allied Beachhead Markers.

Operational Victory: Control one or more hexes in two Port cities (supply state irrelevant), keep all map edge hexes free of Allied units or EZOCs on the South edge of the map and the East edge south of hex 2301, and eliminate two or more Allied Beachhead Markers.

Tactical Victory: Control one or more hexes in one Port (supply state irrelevant), keep all map edge hexes free of Allied units or EZOCs on the South edge of the map and the East edge south of hex 2301, and eliminate one or more Allied Beachhead markers.

Limited Victory: Keep all map edge hexes free of Allied units or EZOCs on the South edge of the map and the East edge south of hex 2301.

Failure: Von Tresckow issues the order “The Führer Adolf Hitler is dead!” and Operation Valkyrie begins early.