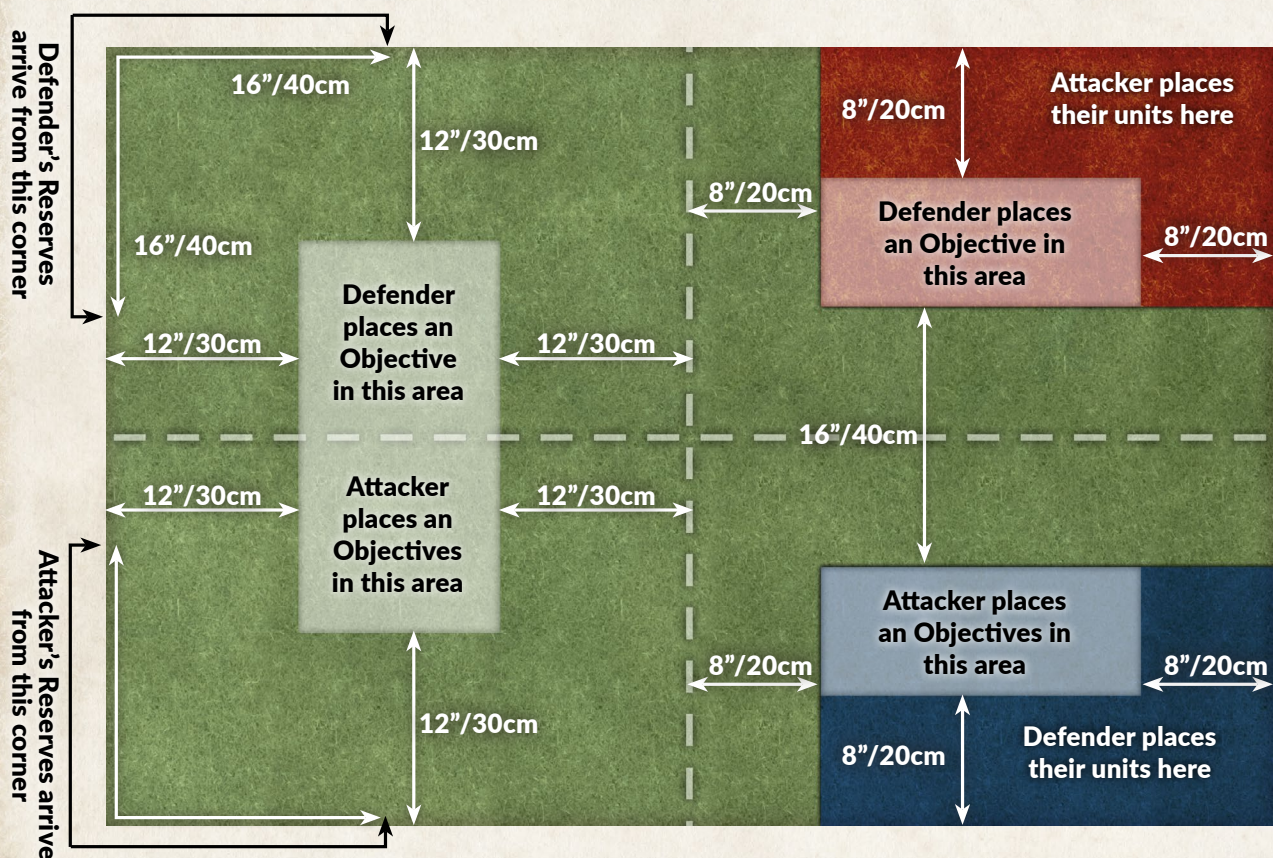


THE RACE TO PARIS



Your objective is in sight, but so is the enemy and it looks like you are both rushing to secure the same area.

SPECIAL RULES

- Meeting Engagement (First Turn)
- Flanking Delayed Reserves (Both Players)

SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker attacks from the adjacent corner on the short table edge.
3. Both players, starting with the Attacker, place an Objective in the quarter opposite to their own at least 12"/30cm away from the table edges and 12"/30cm away from the short table centre line.
4. Then both players, starting with the Attacker, place an Objective in their opponent's table quarter at least 8"/20cm from the table edges and both table centre lines.

DEPLOYMENT

1. Starting with the Defender, both players select at least one Unit to hold in Flanking Delayed Reserves. Their Reserves will arrive within 16"/40cm of their Objective table corner.
2. Then starting with the Attacking player, both players take turns at placing a Unit in their table quarter at least 8"/20cm from both centre lines.
3. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

- A player wins if they end their turn on or after turn six Holding an Objective they placed.

CONTROL BONUS

For this mission and any mission played in this lane, players gain the following bonus if their side controls Lorient.

LORIENT

Having defeated the German counterattack, the breakout continued. The first priority was to cut off the ports in Brittany, then open them to the Allied supply line. The Americans reached Lorient on the west coast of Brittany after a lightning advance.



BONUS:

When fighting in the Paris Area, you may add an additional 5 points for each complete 50 points in your Force.

THE RACE TO PARIS SPECIAL RULES

MEETING ENGAGEMENT

In a Meeting Engagement, players do not place their Ranged In markers as Preplanned Artillery Targets at the start of the game.

In addition, the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- The first player's Aircraft cannot arrive in their first turn.
- Treat all of the first player's Teams as having moved when Shooting in their first Shooting Step, whether they actually moved or not.
- The first player's Teams cannot fire Artillery Bombardments in their first Shooting Step.

The first player's Teams can still Move, Dig In, or Go to Ground as normal in their Movement Step, and launch assaults in the Assault Step.

FLANKING DELAYED RESERVES

(BOTH PLAYERS)

Each player must hold at least one Unit in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the a player's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner opposite the their deployment area at the start of their Movement Step.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

If a player rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Point as the Loser.