

Components

- 13 Weather tokens (4 depicting a specific weather condition and 9 with 'Fair Weather')



- 4 Weather standees



Setup

1. During Setup, after building the track but before starting positions are determined, shuffle all 13 Weather tokens.
2. Deal 1 Weather token face up to each straight tile except the first (Start) and the last (Finish) tile. Thus you should have dealt out 7 tokens, one for each of the 7 straight tiles.



3. Replace each of the Weather tokens (except 'Fair Weather') with their corresponding Weather standee. Place the standees adjacent to the straight tile they were assigned to.



4. Return all Weather tokens to the box.

Rules

Each Weather standee depicts a particular weather effect which applies to all six squares of the straight tile it is assigned to:



Crosswind: a rider on this tile can never give nor receive slipstreaming to or from other riders.



Tailwind: a rider starting on this tile, draws five energy cards instead of the normal four.



Headwind: a rider starting on this tile, draws three energy cards instead of the normal four.



Wet: a rider that ends their movement on this tile *and* has lost 1 or more spaces of movement due to being blocked by other riders, must resolve a crash.

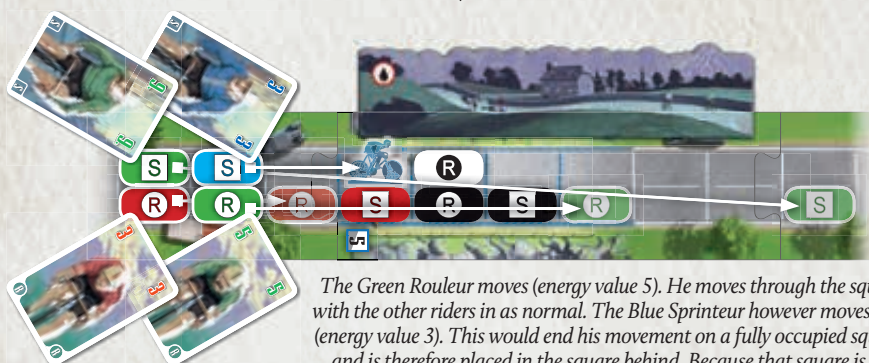


Crashes

As per the base game, if a rider would end his movement on a fully occupied square, he must stop behind it, in the first square with a free lane. However, if the square that he stops on is the Wet tile , that rider crashes. Lay him down on his side, ensuring that he still occupies the same lane as before.

- No slipstreaming can happen to or from a square that has a crashed rider in one or more of its lanes.
- If *each* of the lanes in a square has a crashed rider in it, the whole square is blocked. A rider that would normally move *through* the blocked square is instead placed in the closest free lane behind it. If the square they end in is also on the Wet tile, that rider crashes too.
- On the next round, when the rider moves: stand the rider up and subtract 2 from the value of the card played. If the card played was value 2 (an Exhaustion card for example), the rider would stand up and not otherwise move (but must then be placed in the right-hand lane, if able). This penalty is applied *after* adjusting the value of the card because of any **Descent**  or **Supply Zone** , so if you play a value 2 card in a Descent after a crash, you first stand up and then move 3 squares.

This rule does not modify the cap for **Ascents** , so you can still move a maximum of 5 squares (though you would have to play at least a 7 to do so, considering the penalty for the crash).



The Green Rouleur moves (energy value 5). He moves through the square with the other riders in as normal. The Blue Sprinteur however moves next (energy value 3). This would end his movement on a fully occupied square, and is therefore placed in the square behind. Because that square is on the Wet tile, the rider crashes.

The Red Rouleur moves next (energy value 3). This would end his move on a fully occupied square, and is therefore placed in the square behind. That square is not on the Wet tile, so the rider does not crash.

Finally, the Green Sprinteur moves (energy value 9). He moves the full amount, as the square with the crashed rider is not completely blocked. If the Red Sprinteur was a crashed rider however, the whole square would have been blocked and he would have only moved 2 squares next to the Red Rouleur.

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