

Tour de Tête

Rules Draft, not Drafting Rules. Ideas to be play tested. Ideas, new, stolen, borrowed and bastardized.

Preparation and the Concepts

- 4 Riders per Team.
 - Leader, Domestique, Sprinter, Climber
 - Each team has its own color and a team of 4 riders marked #1, #2, #3 and #4.
 - Each rider has his own set of 8 movement cards matched to his abilities.
 - Card for each rider shuffled and placed face up in 4 face-up stacks.
 - Draw the top card for each rider as your starting hand.
 - All riders start off the board
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- Card Composition
 - Top of Card: Movement(s) Factors or →'s indicating working with your team mates,
 - Middle Card: Rider number 1, 2, 3, or 4.
 - Bottom of Card Icons
 - Sprinting Icon ●
 - Climbing (one, two or three icons) ●
 - Fatigue Icon ●
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Order of movement is determined for teams as follows

- The lead riders, if tied...
- The (next) lowest numbered rider, if still tied...
- The most riders of that team in the lead, if still tied
- The next rider of that team closest to the lead
- Roll die for highest number
- Players simultaneously put down two pairs of cards.
- One of the cards in the first pair of riders must be your lead rider.

Rule of 6

- The lowest movement factor possible is 0, if the road in front is blocked with 6 riders
- There may be no more than 6 riders in a space. You may not move through a space with 6 riders.
- You must stop immediately behind a space with 6 riders. The road is only so wide.
- You must move your full movement factor if possible.
- *This rule is not in effect on the first turn of the game.*

Movement

- The 1st team moves the riders on the *first* two cards, then the 2nd, 3rd, and 4th teams.
 - The 1st team moves the riders on the *second* two cards, then the 2nd, 3rd, and 4th teams.
 - The numbers where the two cards meet on top of the card, is the movement factor.
 - That is, on the left card of the pair, the movement would be the top right number. And on the right card of the pair, the movement would be the top left number.
 - If there is no number, but an arrow instead, the rider's movement is the number on the cards it is pointing to.
 - If two arrows point to each other, the movement factor would be 3
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If EITHER rider in a pairing have σ Climbing Icons

- Drafting rules are not in effect in the mountains
- Both riders move extra spaces equal to the number of σ icons on both cards in that pair.

Riders that start there move in a mountain and do not have climbing abilities can move a maximum of 3. This “3” becomes there “inside movement” number for that turn.

If BOTH riders in a pairing have \leq Fatigue Icons

- The next cards played for these two riders must use the lowest movement factor on the next turn’s card, irregardless of what number is placed against the adjacent paired card.

If only one rider has a \leq fatigue icon, there is no effect.

Drafting takes effect immediately AFTER ALL PLAYERS have MOVED

- Before your turn starts see where and if your riders are drafting (directly behind in the next space) other team members of your team.
- The number of CONSECUTIVE spaces your riders occupy, is your drafting movement factor.
- Before you apply your movement factors, move your riders per this rule:
- Move the *SECOND RIDER* (the one behind the leader FIRST) by the drafting movement factor.
- The *first* rider does not draft. He tucks in the space behind the last man in the original drafting line.
- *There is no drafting on the first turn of the game.*

If **all** the riders that are *drafting* have \bullet Sprinting Icons they move 1 extra space when they draft.

The lead rider on the team does need a \bullet icon for drafting to occur.

After movement, leader of the main peloton is the same: Move the second rider in front of the first, then move other riders in team/or in peloton up to close the gap.

At the end of movement phase: the main peloton or the race leader and leader of the main peloton:

- may breakaway with riders in adjacent spaces
- relay with riders behind him
- not breakaway to “break the chain”

Avoid repetitive drafting

- road narrows
- same lane

Board composition: Spaces only with cells for going up mountains and downhill curves.

Breaking Away: Leader at front of lead peloton can ask biker directly behind him, who in turn can ask biker directly behind him, No breakaways on curves.

You can be boxed out on the final 200m of the race. Be careful.

RG: Make final sprint exciting.

Finishing: Points and/or time for team. Points per finishing place.

Like 6 Day Race: # laps behind. Prefer seconds behind to ensure maximum effort of entire team.