

Module Rules



On the road to progress

With The Great Race, motor endurance racing has entered a new era. In this age of scientific wonder, man and machinery push the very limits of what is possible. These brave gentlemen (and even a few daring ladies) taking part in half-track racing are emblematic of this bold time of discovery and exploration. Accomplished adventurers, they



know how to take advantage of all the technological advances science has to offer. Before them, the dangers are innumerable. Extreme terrains, torrential downpours, spontaneous sandstorms, dangerous beasts; these are just a few the obstacles they will face. And while navigating

THE GAZETTE

these dangers, the half-track crews must also navigate their way through the boundless logistical nightmares and diplomatic complexities of the territories they cross. The drivers of The Great Race will use the TSF, communicate

across continents, study weather forecasts, plan their route through the unknown, and even deliver parcels to cities along their way. There can be no doubt, half-track endurance racing gives an entirely new meaning to the word adventure!

Marcel Jacquin for the Gazette

The Great Race is a rich game that will offer you a variety of experiences. To add more intensity to the races, you can use the modules. Each module is inspired by a situation experienced by the adventurers of Citroën expeditions. These modules add a number of mechanics to the base game. Each module can be played independently or can be combined with other modules. For each module you select, you will also find information on its impact to the duration of the game. Each module serves as an additional feature to help customize the game. By incorporating one or more modules into your game, The Great Race becomes Your Great Race!



LEADERS:

The addition of a seasoned crew chief provides new asymmetric special abilities to the crew.



SEASON:

Flood, mudslides, drought. In the Great Race, players must be ready for anything.



THE POSTAL SERVICE:

Deliver POSTAL parcels to their destinations to earn additional financial support.



PADDOCK:

Configure and personalize your half-track. In the PADDOCK, strategy starts in the workshop. Prepare your vehicle to suit your expeditionary style.



DIPLOMACY:

With diplomacy, getting out of a city becomes a journey in itself. Will you be cautious and invest your money in a city's political powers? Or will you rely on luck to continue your journey?



PATRONAGE:

Racing across a continent in a half-track is expensive business. Why not call on outside help to funding your expedition?

LEADER MODULE:

New characters

Roy Chapman is a mercenary. During a player's initial turn, they may choose him instead of one of the Leaders still available. However, the player will choose their vehicle and crew from those remaining at the end of the setup (after everyone else has picked their Leader and associated crew).



Roy Chapman: Born in October 1898, in Westford Massachusetts to a middle class family. At the age of 18 he decided, with a friend, to join the French forces as a volunteer. He crossed the Atlantic to join the front. In the trenches, his adventurous spirit and resourcefulness worked many miracles. Soon, he joined the logistics section of the mechanized battalions. Alongside Renault's engineers and mechanics, he learned the basics of mechanics. After the war, he decided to use his knowledge to take part in scientific missions as a logistics supervisor. A true adventurer, he knew instinctively how to find the best path. His crew is made up of experts specially selected for their skills and intelligence. In The Great Race, his crew knows «you can always count on Roy!».

ONCE A TURN

When advancing into unfamiliar territory, the player can choose to ignore the first tile (placing it back in the bag) and draw a second time.



If players have a difficult time deciding which modules to include in their race, they can randomly choose a «play mode» card. Each «play mode» card offers a different combination of specified modules to use to make the Great Race even more unpredictable.



ONCE A TURN

You receive a bonus of 20F.

Louis Chevy: Born in Switzerland, in la Chaux-de-Fonds, on December 25, 1878, to a poor family. Although coming from a humble educational background, Louis very early became interested in the field of mechanics. At the age of 22, he decided to live the American dream. In New York, he was hired as a mechanic for De Dion-Bouton, then Buick. He began a career as a race car driver, where his aggressive style and wreckless abandon soon earned him the nickname «The Swiss Sledgehammer». In 1911, Louis partnered with Willy Durant to form their own motor company. Two years later, however, he and Durant had a falling out. Chevy withdrew from the venture, relinquishing all of his patents and cashing out his shares for \$10,000. He then returned to Europe to live his passion, car racing. When a consortium of Swiss watchmakers and bankers looking for an experienced driver to compete in the Great Race approached him, Louis readily agreed and got to work building a half-track of his own design. Building a crew of equally adventurous mates, he intends to make history by winning The Great Race.

SEASON



SEASON MODULE:

Effect on game time: Adds additional time to the game.

Principle: The SEASON module adds weather hazards to the game which all players must overcome.

Set up: Players choose which level of difficulty to use, either normal or difficult, and turn the SEASON board to the appropriate side. Next, the two WEATHER STATION cards are added to the RESOURCE deck and it is shuffled as normal. At the start of the first round of the game, the first player rolls a die to determine which SEASON the race will begin in.

How it works: At the beginning of each BIVOUAC PHASE, the first player rolls a die and compares the result with the conditions listed in the current season. If the result is not shown, then the weather is favorable and nothing happens. If the result of the die roll is represented, all players will add the cost of the weather condition to any tile they attempt to cross. The penalties can take many forms, such as: expending more fuel for each tile crossed, sustaining additional mechanical damage, or not being able to take a boat for transport.



WEATHER STATION card (2x)

The WEATHER STATION card acts as a DRIVER card, but also offers protection from the effects of the weather on the tiles you are crossing during that drive action. Normal TERRAIN TILE requirements must still be fulfilled.

Note: SEASON is the surprise module of The Great Race. Beware of the vagaries and the unforeseen consequences of catastrophic weather. Choosing when to set out and weighing the possibilities of foul weather conditions are imperative when planning your trip. SEASON adds time to the game and increases travel costs. All the modules that allow you to earn money will be useful to limit its effects.

In this example:



After initial set up, the first player rolls the die once to find out when the race starts. It is a 6, so the race begins in November/December. At the start of the next GAME TURN, the season advances to January/February.



At the start of each BIVOUAC PHASE, the first player rolls the die to determine the current season race conditions. They roll a 1, making the race more difficult. For the remainder of the current GAME TURN, each TERRAIN TILE covered will cost one additional damage to either the ENGINE or CHASSIS gauge (player's choice).



MICROCLIMATE

Principle: Weather events can act as a complementary addition to the SEASON module. During the race, players may encounter terrains affected by sudden weather events.

Set up: Add MICROCLIMATE TILES to the bag of TERRAIN TILES for the current race continent. Place the MICROCLIMATE CARD next to the game board.

Operation: When a player draws a MICROCLIMATE TILE, it is placed like a normal TERRAIN TILE. When attempting to cross a MICROCLIMATE TILE, the player rolls a die and adds the consequences of the result (if any) to the listed requirements on the MICROCLIMATE CARD.



MICROCLIMATE

In the eye of a hurricane. All weather conditions (including current Season conditions) have no effect on vehicle movement.

Neither worse nor better. Normal Season conditions apply, but no further damage (beyond cost on tile) occurs.

Storm warning. Vehicle suffers the costs of the MICROCLIMATE TILE plus the loss of an additional FUEL level.

Head for shelter. Vehicle suffers the effect of the MICROCLIMATE TILE plus 1 additional damage to either ENGINE or CHASSIS.



POSTAL MODULE:

Effect on game time: Speeds up the game.

Principle: With the POSTAL service, players deliver parcels to the cities they go through and receive bonuses.

Set-up: Add the two EXPRESS DELIVERY cards to the RESOURCE deck and shuffle the deck. Before the start of the first round of gameplay, the first player draws parcels from the POSTAL bag one at a time and places them on the city tiles until each city contains a parcel. Each player then draws a parcel from the bag and places it in the back of their half-track.

How it works: When a player arrives in a city of the same color as the parcel on their half-track, the parcel cube is put back into the POSTAL bag and the player receives 30F. If there is currently a parcel on that city space, the player may then load it onto their vehicle. All loaded parcels must be delivered before picking up another package. During the MAINTENANCE PHASE, the first player draws and places a new parcel on each city currently without one.

Note: The Postal module adds a unique delivery mechanic to gameplay, requiring players to optimize their routes in order to earn precious parcel bonuses. Money means fuel, and fuel means miles. But beware, a handful of sand can be enough to undo a well oiled machine; in the POSTAL service, the theft of a targeted package by a quicker rival can prove the difference between winning and losing.



EXPRESS DELIVERY CARD (2x)

The parcel currently in the player's half-track can be delivered to any city, regardless of color.

VILLAGE:

Principle: With the village module, players can take advantage of the generosity of the indigenous population thanks to the addition of VILLAGE TILES.

Set-up: Add the VILLAGE TILES to the TERRAIN TILE bag. There are 5 tiles for Africa and 5 tiles for South America.

How it works: When a player's half-track crosses a VILLAGE TILE, the player may either:

- stop (ending their drive action) to take advantage of the village's hospitality
- or continue on to the next TERRAIN TILE (and ignoring the stop symbol).



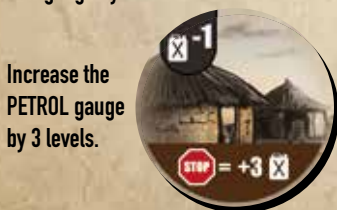
Increase the ENGINE gauge by 1 level.



Draw a RESOURCE card.



Increase the chassis gauge by 1 level.



Increase the PETROL gauge by 3 levels.



Gain 20F.





PADDOCK



PADDOCK MODULE:

Effect on game time: Slows down the game.

Principle: Enjoy the exceptional features of a unique vehicle.

Setup: Add the two PADDOCK cards to the RESOURCE deck and shuffle it. Next, choose either the pre-configured mode or free mode of gameplay.

Pre-configured mode: During game set-up, after choosing their crew, players take the PADDOCK card matching their vehicle color and set their gauges to match levels shown on the card.

Free mode: During game set-up, each player receives 150F in addition to regular starting funds. Starting with the first player (and in turn order), each player chooses either to: modify a gauge on their DASHBOARD, or pass. An increase of one gauge level costs 100F, a reduction of one gauge level pays 100F. Continuing in turn order, players may continue to modify their half-track or pass until all players have passed. Once all DASHBOARD gauges are determined, each gauge level should be set to their maximum limit and the game can start.

Note: With either of these two game modes, PADDOCK adds a noticeable asymmetrical element to The Great Race. In using the pre-configured vehicles or creating your own, the specifics of your half-track's abilities will give rivals significant information about your racing strategies.



PADDOCK Card (2x)

Play this card to change a gauge on your vehicle by one level. The modification can be used to raise a level (at a cost of 100F) or to decrease a level (for a profit of 100F).



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Citroën Kегresse P17 PAMIR type:

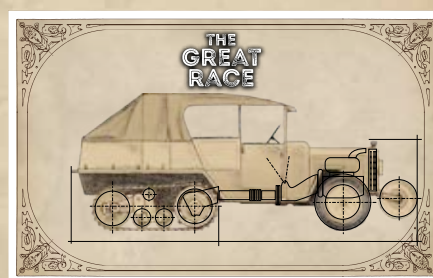
This half-track is comparable to the vehicle used by Georges-Marie Haardt during the Central Asian Expedition, which departed from Beirut in April of 1931 and finished in Beijing 10 months later.



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Citroën Kегresse P4T CONGO type:

This is the same type of half-track as those used during the Central Africa Expedition and its famous «Golden Scarab».



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Citroën Kегresse P21 CHINE type:

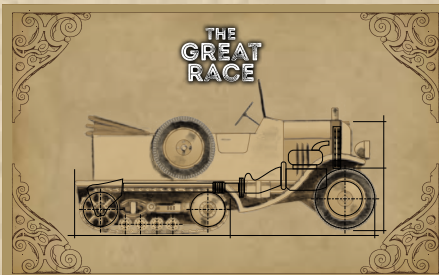
This model shares its design with those used during the Central Asian Expedition under the command of Lieutenant Victor Point.



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Lancia 12M BRAVADO type:

A unique and revolutionary half-track inspired by Citroën and Mercedes vehicles, its development was heavily influenced by Gianni Martinetti.



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Mercedes DdKfz 3:

A true masterpiece of engineering, this half-track is a highly reliable redesign of a Mercedes «Sonderkraftfahrzeug», or «Special Motorized Vehicle», by Louis Chevy.



DIPLOMACY MODULE:

Effect on game time: Makes the game longer.

Principle: Corrupt influences and political uncertainties can complicate leaving a city, especially in a loud and over-sized half-track. Do you slowly grease the wheels of the local government? Or try to escape unscathed?

Setup: Choose the level of difficulty for DIPLOMACY. Add the two VISA cards to the RESOURCE deck and shuffle it. Place the DIPLOMACY BOARD next to the game board. Place one DIPLOMACY marker from each player on the first space of each line.

Operation: During the CONVOY PHASE, when leaving a city, roll a die. If the result is less than or equal to the level of your influence in the colour of the city, nothing happens.

If the result is higher, you decide whether your driver's action stops there or pay a bribe to get out of the city. The bribe is equal to the difference between your die roll and your influence level in the city color, multiplied by 20F.

Increasing your influence: During the Convoy phase, when you play the FINANCE action (removing ASSISTANTS from the FINANCE box), you may immediately spend money to increase your Diplomacy Influence. Pay the indicated price on the DIPLOMACY BOARD to move your marker. Players may make as many moves as they wish, as long as they can pay the costs involved.

Note: DIPLOMACY is the module that will most significantly impact your financial reserves. With DIPLOMACY, there are two main ways to deal with it: either prevention, by investing on the DIPLOMACY BOARD, or take risks and tempt the devil every time you leave a city.



VISA cards (2x)

Play this card to leave a town without rolling a die.



In this example, the white player must roll a die roll of 3 or less to leave a red city. The player rolls a 5, so they must pay a bribe of 40F in order to leave or stop their DRIVER action.





PATRONAGE



PATRONAGE MODULE:

Effect on game time: speeds up the game.

Principle: with patronage, each FINANCE action increases the interest of your patrons.

Set up: Add the two DANDY cards to the RESOURCE deck and shuffle it. Next place the SPONSORSHIP BOARD next to the game board and each player's Patron marker on the starting position of the SPONSORSHIP BOARD. **Note:** The starting position is the only space on the SPONSORSHIP BOARD where there can ever be more than one Patron marker.

How it works: For each ASSISTANT placed on the FINANCE box, the player advances the Patron marker one space. The movement of the Patron marker is triggered by the player taking the FINANCE action. There can be only one marker per space on the PATRONAGE BOARD. Any space occupied by another player's marker is skipped. At the beginning of a convoy phase sequence (before purchasing fuel), the player may choose to remove their patron marker and receive the amount of money equal to the amount under the marker.

In choosing this action, the player forfeits the rest of that CONVOY PHASE sequence, but may rejoin the convoy phase sequences once play returns to them (choosing to remove a Patron marker is NOT the same as passing). After collecting their money, the player returns the Patron marker to the start of the SPONSORSHIP BOARD.

Note: This module makes the most sense to use when coupled with modules requiring large financial funds. With the DIPLOMACY and SEASON modules, this module is essential.



DANDY cards (x2)

Move your pawn 2 squares forward on the SPONSORSHIP BOARD, skipping the spaces occupied by the other players' markers as normal.



On their turn, the blue player takes the FINANCE action. Since there are 4 ASSISTANTS on the FINANCE box, the blue player advances their Patron marker 4 spaces, jumping over the spaces occupied by the other players.





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Module rules: special thank to Jeff Mays