

Flamme Rouge: Grand Tour

RogerBW after Asger Harding Granerud

January 22, 2021

This file attempts to synthesise the existing Grand Tour rules (including “Flamme Rouge - Grand Tour rules - english-print-v2” which seem no longer to be available) with my experience of running tours with these rules.

Setup

Decide on the length of the Tour; six stages seems to work well. Recruit players.

Decide which course will be used for each stage (and if necessary modify them for the number of riders).

For each rider, you'll need to keep track of tour points (TP). Combativity, Mountain Points, and Time (which in paper record-keeping starts at 1:40).

Starting a Stage

For the first stage, assign starting order randomly.

For later stages, the team with the lowest total TP (adding both its riders together) sets up first. If teams are tied, the one containing the rider with the highest Time sets up first. Break further ties randomly.

During a Stage

Each turn, when awarding exhaustion, award one combativity point per exhaustion point to the rider or riders in the lead position. (This includes the two exhaustion points for winning the breakaway.) Do not do this after any rider has crossed the finish line.

When riders *leave* an *uphill* (red) section, award mountain points based on their order. (As when resolving order at the finish, these are the riders furthest ahead once movement is fully resolved.) The longer the contiguous uphill, the more mountain points are available:

Red spaces	Class	Points
1-2	Catégorie 4	1
3-5	Catégorie 3	2, 1
6-8	Catégorie 2	3, 2, 1
9-10	Catégorie 1	4, 3, 2, 1
11+	Hors Catégorie	6, 4, 3, 2, 1

Ending a Stage

Even beyond the finish, slipstreaming still applies, unless the finish is also uphill (tile U).

The leading three riders are awarded 3, 2 and 1 TP respectively.

Each rider past the finish line is awarded a time bonus (negative time) of ten seconds per space past the line. If they are part of a pack (i.e. a single block of riders that would be able to slipstream), they all get the time of the leader of that pack. The first two finishers further receive a 10-second time bonus.

If any rider's time becomes negative, add a minute to every rider. Only relative times matter.

On the turn when the first rider finishes, and each turn thereafter, each rider not yet across the line takes a time penalty (positive time) of one minute. (If you want to compare times between separate games, e.g. in a tournament, you could do this *every* turn, which is obviously easier in software.)

Exhaustion is determined before finishing riders are removed from the board.

Each rider discards half their exhaustion cards (rounded down) before beginning the next stage.

Ending the Tour

Once all stages are complete, add up all points.

For mountain points, combativity points, and time: the riders with the three best totals (highest for mountain and combativity points, lowest for time) are awarded 3, 2 and 1 TP respectively. In case of ties, the points are awarded to all tying riders: best scores of 5, 4, 4, 3, 3 would give 3, 2, 2, 1, 1 points respectively. These TP are added to the rider's total.

The overall winner of the Tour is the rider with highest TP; ties are broken in favour of the rider with lowest Time. The winning team is the one with highest total TP; ties are broken in favour of the team with the rider with the highest individual place.