





<h1 style="text-align: center;">Random Events Table</h1> <p style="text-align: center;">2d6 – risk factors</p>		Risk factors : -1 (cumulative)			
		 inner curve	  downhill or cobblestones		 rain
Neutral riders <i>never</i> lose turns because of falls or punctures. However, sometimes they are allowed only one die to advance.					
-1	<i>A very serious fall!</i>	Wait for 2 turns or hand in an energy card for each turn. Then roll 1d6. If the result is inferior or equal to your team classification*, you lose an extra turn .			
0.	<i>A very serious massive fall.</i>	All fallen riders must wait 1 turn or hand in an energy card. All sports directors of the fallen riders must then roll 1d6. If the result is inferior or equal to their team classification*, their riders lose an extra turn .			
1.	<i>A complete break-down!</i>	Wait for 1 turn or hand in an energy card for each turn. Then roll 1d6. If the result is inferior or equal to your team classification*, you lose an extra turn .			
2.	<i>A massive fall.</i>	All fallen riders may use one die only to advance this turn. All sports directors of the fallen riders must then roll 1d6. If the result is inferior or equal to their team classification*, their riders lose a complete turn or energy card.			
3.	<i>A puncture!</i>	You may advance with one die only . Then roll 1d6. If the result is inferior or equal to your team classification*, you lose a complete turn or energy card.			
4.	<i>A relatively harmless massive fall.</i>	All sports directors of the fallen riders must then roll 1d6. If the result is inferior or equal to their team classification*, their riders may advance with one die only this turn.			
5.	<i>A technical defect.</i>	Roll 1d6. If the result is inferior or equal to their team classification*, you may advance with one die only this turn.			
* In a classic race, the 'team classification' is determined by the current position of the first rider of each team.					
6.	<i>You carefully studied this part of the circuit.</i>	Advance one extra square.			
7.	<i>You shift into a higher gear.</i>	Advance two extra squares.			
8.	<i>It's time to put your opponent to the test !</i>	Advance two extra squares (and attack if you like).			
9.	<i>You decide to speed up the tempo a bit...</i>	Advance three extra squares.			
10.	<i>Thousands of enthousiastic fans along side the road are encouraging you with all their heart!</i>	Add an extra die (and attack if you like).			
11.	<i>Today is your day! You've especially prepared this race for weeks!</i>	Advance three extra squares, or recover one individual energy card .			
12.	<i>You are simply unbeatable!</i>	Advance five extra squares (and attack if you like).			

