LEGEND

WINDS OF WAR 1934-1940

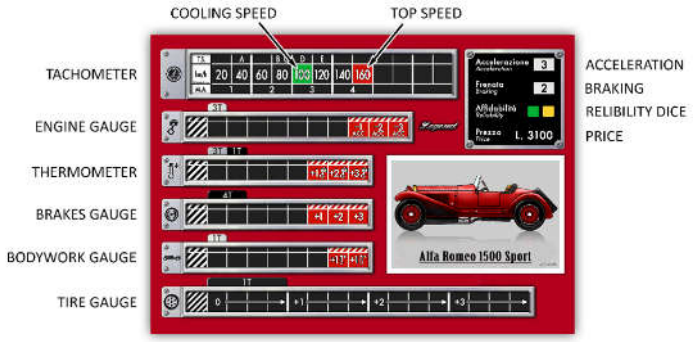
FOREWORD

Winds of War is *Legend's* first official main expansion game and represent a major overhaul for the entire game system, besides adding new cars to simulate motorsport races from 1934 to 1940. We strongly recommend to read thoroughly this rulebook: even who is familiar with the core game rules will find many new concepts needed to play. Before starting to play, apply the black stripes stickers on the game hexagons, as indicated on the included instruction sheet.

1. *COMPONENTS*

1.1. Car Dashboard

On the Car Dashboard you will find everything you need to manage your car. For aesthetic purposes only, the dashboard replicates the original colors of the actual car dashboard. Refer to section 4.1.7 to setup your dashboard.



1.1.1. Tachometer: this gauge shows your car's speed in km/h (kilometers per hour) divided into 20 km/h intervals, its turn speed (T.S.) and its movement allowance (M.A.). The current car's speed is indicated by a red wooden token. Move the token to the km/h writing on the far left to indicate a standing (non-moving) car. The green-shaded number is the cooling value (3.3.2) and the red-shaded number is the Top Speed and overheating value (3.3.1).

1.1.2. Engine Gauge: this gauge shows the engine wear from null (stripes) to the top 3 wear values in red. (3.12.2). The current engine wear is indicated by a red token.

1.1.3. Thermometer: this gauge shows the engine temperature from null (stripes) to the top 3 overheating values in red. (3.12.3). The current engine temperature is indicated by a red token.

1.1.4. Brakes Gauge: this gauge shows the brake wear from null (stripes) to the top 3 wear values in red. (3.12.4). The current brake wear is indicated by a red token.

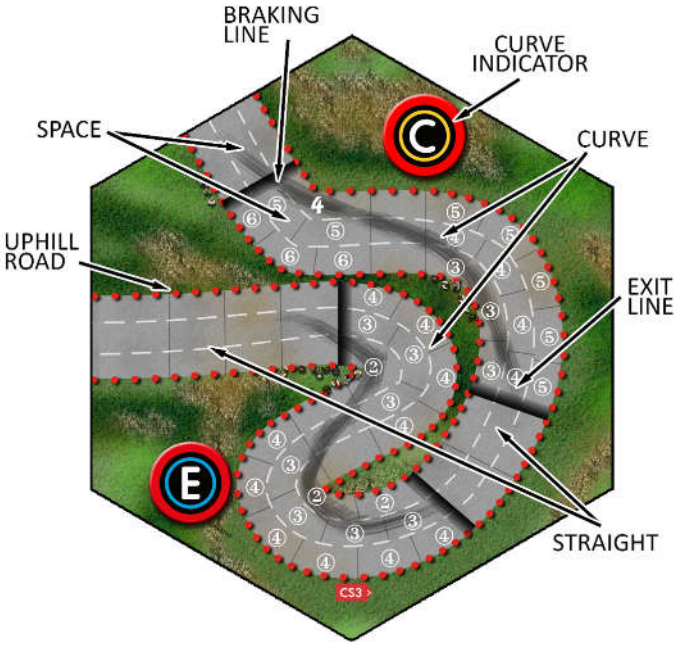
1.1.5. Bodywork Gauge: this gauge shows the body damage level from null (stripes) to the top 2 wear levels in red. (3.12.5). The current body damage status is indicated by a red token.

1.1.6. Tire Gauge: this gauge shows the tire wear. The gauge is divided into 5 different wear levels, from null (stripes) to the 4 following and increasing wear levels (3.12.6). The current tire wear is indicated by a red token.

1.1.7. General Information: this label illustrates your car's Top Acceleration (3.4), Braking (3.5), its Reliability in terms of number of dice to roll and their color (3.2.1), as well as the purchase price [in Lire] (4.1.3).

1.2. Road Hexagons

Assemble the road hexagons to build the modular game map that replicates the racing stage or circuit you want to play.



1.2.1. Space: any part of the road defined by a box. This box is outlined with thin, solid black lines (front to back) as well as dashed, white lines (left to right) delineating lanes.

1.2.2. Plains Road: flat road identified by white bollards (or dots).

1.2.3. Uphill Road: ascending road identified by red bollards.

1.2.4. Downhill Road: descending road identified by black bollards.

1.2.5. Braking/Exit line: black stripes (stickers) on the road indicating the point at which cars brake to enter a curve and where they accelerate to leave it (or exit). A curve is a stretch of the road between a Braking line and an Exit line, with a Curve Indicator (1.3) associated with it. Any other part of the road is considered to be straight.

1.3. Curve Indicator

Curve indicators are plastic red markers with a capital letter printed inside. Letters range from A to E and designate the difficulty grade of the curve and therefore the speed limit through it. A-curves are hard and slow, E-curves are easy and fast. The Curve Indicator is always attached to a curve and must be located close to it so that it is immediately clear which curve it is associated with. One of these markers shows a pair of crossed tools on a yellow background and indicates an Assistance Point along the road (4.4.9) or the pit stop on the circuits (4.2.8)

1.4. Dice

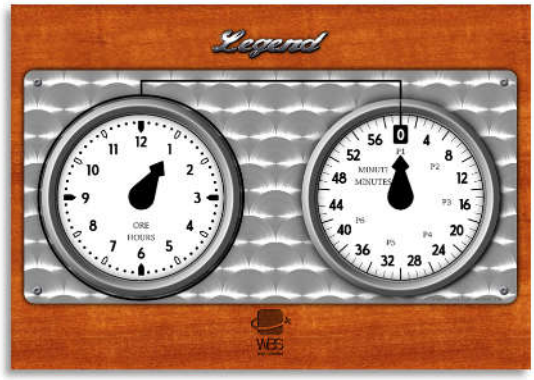
This expansion set features 5 more special dice that add to the 5 special dice and single 6-sided die of the core game.

1.4.1. Test Dice: green, yellow, and red dice. These must always be used with the Road Dice (1.4.2) with the only exception of the challenges (3.10.4). The result may be a warning sign , or blank. The green die features higher chances of success, the red one lower chances of success.

1.4.2. Road Dice: black and blue dice. The black one is used for dry road conditions, while the blue one is used in case of rain. The result can be a warning sign or blank. You must use either the black die OR the blue die and they can be used independently from the Test Dice.

1.5. Race Chronograph

This displays the Hours' dial on the left and the Minutes' dial on the right.



Before starting to play, assemble both hands on the Chronograph by inserting the pivot through the holes and then locking them into position using the provided plastic washer.

1.5.1. Hours' Dial: this is like a common watch dial with just the Hours hand. Move the hand on the numbers (1, 2, 3, etc.) only and not onto an intermediate position between numbers.

1.5.2. Minutes' Dial: this is divided into steps of 4-minutes each. A complete round of the hand equals 1 racing hour. As with the Hours' hand, the Minutes' hand must be moved on the numbers exactly and not onto an intermediate position. At the beginning of a new turn, move the Minutes' hand one step clockwise (from 0 to 4, from 4 to 8, from 8 to 12 and so on). When the Minutes' hand moves to step 0 again, move the Hours' hand 1 hour clockwise. This will track your time in the race like a real clock.

1.5.3. Departure Times [Mille Miglia (4.4) and Tour of Calabria]: The Minutes' Dial shows the departure time for the first stage of a race noted as P1, P2, etc. It indicates the exact departure time for each player (minute 0 for Player 1, minute 8 for Player 2 and so on). When a race has staggered departures, this will indicate when a player will leave the starting line.

1.5.4.

1.6. Cards

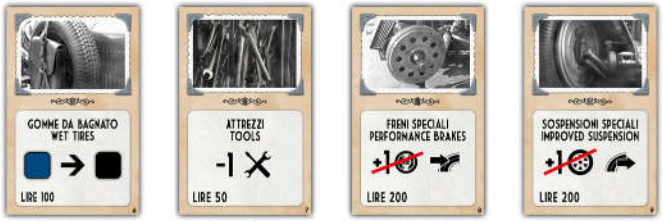
1.6.1. Driver Cards: these cards are included in the small deck and show all the basic information for a driver, including his name, nationality, the Challenge Die used (3.10.4) and his hiring price. If the Challenge Die symbol on the card features this icon , the driver may re-roll the die once during a challenge (3.10.4). Note: No card is provided for the generic driver "X" who rolls a red die for any challenge.

1.6.2. Skill Cards: these cards show the dice combination a driver must roll during a Driving Test (3.2.2). Referring to the picture on the right, the first row is used for a standard, unmodified roll; the second row is used for a +1 modified roll and so on. If the sum of the modifiers exceeds +3, the test automatically fails. The Confidence Index conveys a driver's self-confidence in safely succeeding a specific Driving Test and gives the player an approximate chance of success for the test.

1.6.3. Spare Parts Cards: these cards are included in the small deck and look like vintage commercial posters. Each one endorses a specific item with its purchase price [in Lire]. Form a deck for each spare part: any discarded spare parts will be returned to its matching deck.

Mechanical Failure Cards: these cards are included in the small deck and feature an oily-stained background. They represent Headlight Failure, Sparkplug Failure, and Tire Puncture. When a driver suffers a mechanical mishap, the player takes the relative Mechanical Failure Card and keeps it in front of him until he repairs the failure.

1.6.4. Tuning Cards: these cards are included in the small deck and show any available car's upgrades or tools a player may purchase to ensure a specific advantage during the race, as indicated by the icons on the card, along with their purchase price.



Event Cards: these cards are all of the bigger cards of the game with a pink newspaper in the background. Every card reports an event with its own specific effect on the race or the drivers. Place used Event Cards in a discard deck and reshuffle it to

create a new draw deck when no more Events Cards are left to draw.

1.7. Car Minis

Each player selects a car miniature to mark his position on the track.

2. GAME STEPS

2.1.1. Movement Planning: the player sets his speed for the turn. He can keep the same speed of his last turn or modify it using the car's Acceleration or Braking values. Then, he updates the speed token position on the Tachometer along the km/h strip. Speed is divided into intervals of 40 km/h each per movement point. For example, if driving at 40 km/h the player can move his car by 1 movement point, as indicated on the M.A. strip; at 100 km/h his movement points allowance is 3.

2.1.2. Car movement: move your car mini along the track using ALL the available movement points assessed during the Movement Planning step (3.1).

2.1.3. Resolution: resolve any mechanical issues, accidents, or driving mistakes by modifying the car's speed, if required. The final speed of the turn will be the reference point to plan your next turn's speed. After this step the game continues to the next player (3.10.1).

3. DRIVING ACADEMY

3.1. Moving the car

3.1.1. Move the car using 1 road space for each movement point available.

3.1.2. Player MUST use all the available movement points.

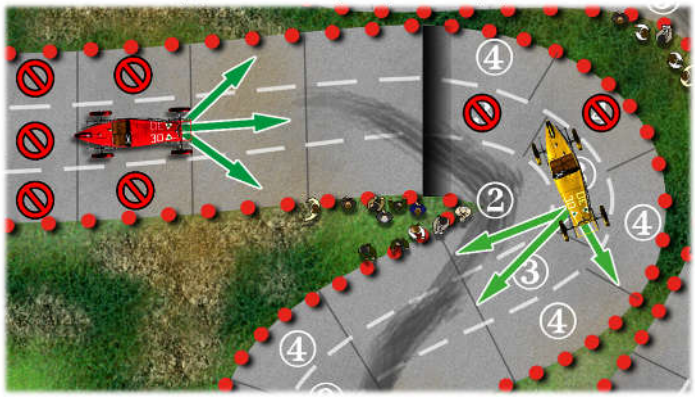
3.1.3. Move the car to an adjacent space directly in front of it or diagonally forward, never laterally or backward. A space is considered to be in front of the car if the leading edge of the box is ahead of the space the car currently occupies.

3.1.4. Only one car can occupy each space at a time.

3.1.5. For simulation sake, a player can plot his movement in no more than 10 seconds.

3.1.6. You cannot count the number of spaces in front of your car during the planning step nor while plotting the movement.

3.1.7. Once moved, you cannot re-plot (take back) your car movement.



3.2. Reliability Test and Driving Test

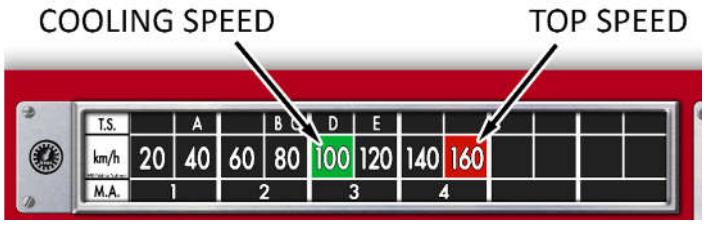
3.2.1. RELIABILITY TEST: roll any dice featured on the Reliability section of the Car Dashboard (1.1.7) AND the Road Die appropriate for the present weather conditions (wet or dry).

3.2.2. DRIVING TEST: roll the dice combination featured on your driver's Skill Card (1.6.2). If no modifiers are active (e.g. from car damage), use the dice combination on the first row on your driver's Skill Card. Any modifiers for the Driving Test is cumulative. If the sum of the modifiers exceeds +3, the test automatically fails.

3.3. Special Speeds

3.3.1. Top Speed: every car features one (or two) Top Speed value(s) on a red background. Every time the speed token is on this value, add 1 overheating point to the car by moving the temperature token one box to the right on the Thermometer gauge (1.1.3) before movement.

3.3.2. Cooling Speed: when a car travels at 100 km/h (green background) the air flow cools the engine down. Anytime you plan the movement at this speed, reduce the car's temperature by 1 point moving the temperature token one box to the left on the Thermometer gauge before the movement. Temperature cannot get cooler than the striped value.



3.4. Acceleration

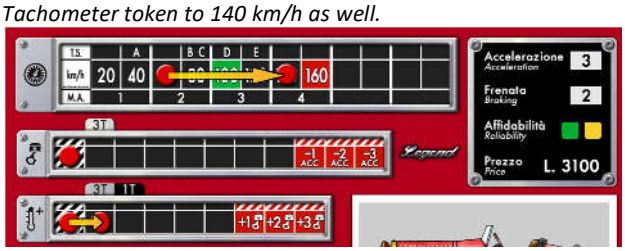
3.4.1. Your car's speed can be increased according to its Acceleration Value on the Car Dashboard (1.1.7). The driver may accelerate to a lower value than indicated: for example, a car featuring 3 acceleration points can increase its speed by up to 3 points.

3.4.2. For each acceleration point spent, move the speed token one box on the right on the Tachometer gauge. Do not exceed the Top Speed value. *EXAMPLE: A car with an acceleration value of 3 points is traveling at 80 km/h. The player intends to increase his car's speed by 2 points, so he moves the speed token from 80 to 120 km/h.*

3.4.3. During the Movement Planning step, you can use **1 extra acceleration point**: the driver declares his intention to use the additional acceleration point and attempts a Reliability Test (3.2.1): if successful he can actually use the extra point and moves the black token to the appropriate speed on the Tachometer. In case of a failure, he cannot use the extra point and suffers an engine damage. See the possible results below:

Extra Acceleration (Reliability Test)	
Roll	**Result**
	Success
	Success; +1 overheating point
	Failure; +1 engine damage point

Example: An Alfa Romeo 1500 Sport is traveling at 60 km/h. Using all its 3 acceleration points the Alfa can increase its speed up to 120 km/h, or 3 movement points. With the additional acceleration point it could reach a speed of 140 km/h, achieving 4 movement points. The driver attempts a Reliability Test using the green + yellow dice combo and the black one for the dry road conditions. The result is 1x  *and he passes the test but overheats the engine. The player achieves the extra point of acceleration for the current turn and adds 1 overheating point to his car (3.12.3), moving the temperature marker by one box to the right on the Thermometer (1.1.3). Because it was a success, he moves the Tachometer token to 140 km/h as well.*



3.5. Braking

3.5.1. Your car's speed can be reduced according to its Braking value on the Car Dashboard (1.1.7). The driver may brake to a lower value than indicated: for example, a car featuring 2 braking points can decrease its speed by up to 2 points.

3.5.2. For each braking point spent, move the speed token 1 box to the left on the Tachometer gauge. You can reduce the speed to 0 placing the token on the km/h writing on the Tachometer, but you are not allowed to go lower this value. If a car's speed is 0, the vehicle is stopped on the track. *Example: A car is traveling at 120 km/h and the driver intends to slow down. The car's braking value is 2, but the player uses a single braking point, so he moves the speed token one box to the left on the Tachometer, the new speed is 100 km/h.*

3.5.3. Contrary to acceleration (3.4.3), no extra braking points are available.

3.6. Standing start

3.6.1. A standing car is set to a speed of 0. In order to start moving again you must accelerate to gain speed (3.4). *Example: A car is standing still on the Starting Line. Its Acceleration value is 4, therefore the driver moves the Speed Token to 80 km/h. At that speed the movement allowance is 2 points, so he can move his car 2 spaces on the track.*

3.6.2. Great Start: a driver can attempt a Great Start to achieve 1 free extra movement point during a standing start by succeeding a Driving Test (3.2.2). If successful, move the Tachometer token up to the appropriate value. See the possible results below:

Great Start (Driving Test)	
Roll	**Result**
	Success
	**Failure** +1 tire damage
	**Stall** +1 overheating point

Example: The driver, Wilhelm Seidel, *standing starts in an Alfa Romeo 1500 (Acceleration = 3). He would reach a speed of 60 km/h or 2 movement points by default. He declares a Great Start attempt on wet track and rolls the blue and the green dice as shown on the first row of his Skill Card, as no modifier is active. If he rolls a null, the test is a* ***success****: he moves his car 2 spaces as usual and then he moves 1 space more. If he rolls a 1x*  *the test is a* ***failure****: wheels spin and he cannot gain the extra movement point, so he moves his car 2 spaces, as usual and assesses 1 tire damage shifting the Tire Token one box to the right on the Tires Gauge (1.1.6). If the driver rolls 2x*  *, he* ***stalls his car*** *and doesn't move during the current turn. He assesses 1 overheating point on the Thermometer and may attempt a new start on the next turn.*

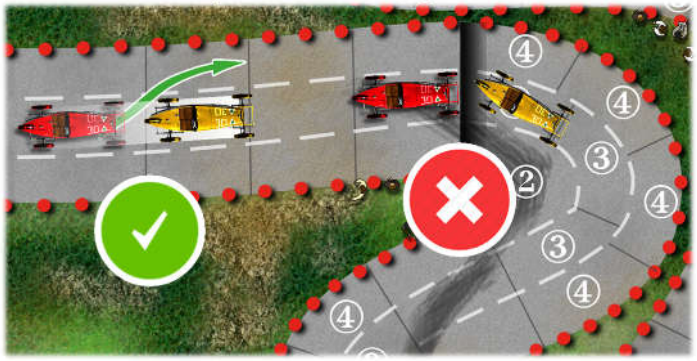
3.6.3. Both in case of normal or Great Start you can also use the extra acceleration point (3.4.3), attempting the Great Start test first and then the extra acceleration point test afterward. *Example: a car with an acceleration of 4 would move 2 spaces on a standing start. Using the extra acceleration point it would move 3 spaces instead, as it achieves a speed of 100 km/h. The driver declares a Great Start AND that he intends to use the extra acceleration point. He attempts a Driving Test for the Great Start first and rolls a null, achieving the extra movement point; then he attempts a Reliability Test for the extra acceleration point and rolls a 1x*  *so he achieves the extra acceleration point and assesses 1 overheating point. The driver moves his car 3 spaces since he reached a speed of 100 km/h thanks to the extra acceleration point gained and then he moves 1 extra space due to the great start achieved. He moved 4 spaces vs. 2 allowed by a normal acceleration and normal start. He then assesses 1 overheating point.*

3.7. Slipstreaming

3.7.1. When a car *"A"* ends its movement immediately behind another car *"B"* and "A's" speed is greater than or equal to "B's" speed and both cars are on a straight, then car *"A"* may immediately gain 1 extra movement point.

3.7.2. If other cars on the track obstruct the extra movement, it cannot be used.

3.7.3. Car "A's" final speed remains unchanged.



The red car on the left may use slipstreaming since both cars are on a straight. On the right you can't use slipstreaming because the yellow car is in a curve.

3.8. Slopes

3.8.1. Uphill: track hexagons featuring red bollards (or dots) represent uphill stretches (1.2.3). On these hexagons, car acceleration is halved (rounded down), but it can never be lower than 1.

3.8.2. Downhill: hexagons featuring black bollards (or dots) represent downhill stretches (1.2.4). On these hexagons a car MUST move 1 additional space than planned and the final speed of the car MUST be increased by 1 point, but it cannot exceed a car's top speed value. *Example 1: An Alfa 1500 is racing within a downhill hexagon and plans a speed of 140 km/h or 4 movement points. The player moves his car 4 spaces, then moves it 1 extra space due to the downhill slope. Finally, he adjusts his car final speed to 160 km/h, suffering 1 overheating point due to the top speed. Example 2: The driver of the same car plans his speed for the turn at 160 km/h (top speed) therefore he assesses 1 overheating point before the movement. Then he moves his car 4 spaces +1 for the downhill stretch but cannot update his final speed having reached the top speed already; however, he still assesses another overheating point to his car.*

3.8.3. Driving through changing slopes: when passing through one slope to another of a different type (e.g. flat to downhill, downhill to uphill, etc.) the hexagons in which the most movement occurs dictates the rule to apply; in case of a tie the final hexagons dictates the rule. *Example 1: A car moves 5 spaces, 3 of which is on flat and 2 on downhill: the rule to apply is for flat terrain. Example 2: A car moves 4 spaces, 2 on flat and 2 downhill, the rule to apply would be the downhill one as it where the car finished movement.*

3.9. Curves

3.9.1. Curves are stretches of the road between a Braking line and an Exit line AND marked with a Curve Indicator (1.3.5). Any other part of the track is considered to be straight.

3.9.2. Turning Speed: the speed a car must maintain to safely navigate through a curve. Turning Speed is not a fixed value and it depends on the car itself. The Curve Indicator (1.3.5) specifies the difficulty of the curve that match a specific speed on the Car Dashboard: for example, a C-Curve (average) is handled at 80 km/h by an Alfa 1500 and at 100 km/h by an OM 665 Compressore. To safely traverse the curve, a car must not exceed this speed in every space of the curve. Once a driver reaches the Exit line (1.2.5) he will be free to choose any desired speed within his car's limitations.

3.9.3. Best Line: a car that navigates the curve along every space marked with the darker part of the asphalt (best line) is allowed to

exceed the Turning Speed by one point (not letter) as long as he moves along the best line. The best line may be longer than the curve, so the driver who intends to use it must ride along its entire length even before or after the curve. If he's blocked by another car and forced to change lanes, his car suffers 1 damage point to the tires.

Example: An Alfa 1500 rides a C-Curve using the best line from the start. His Turning Speed should be 80 km/h but he is allowed to increase it to 100 km/h thanks to the best line. At the end of the curve, since the best line runs longer, the driver must keep his car on the best line or assess 1 damage point to tires. If the driver is forced to leave the best line for any reason, his Turning Speed would reduce back to 80 km/h.

3.9.4. Curve spaces with numbers: some curve spaces feature numbers printed on them. These numbers are used for the core game only and are not used in this expansion game. For this reason, when playing this expansion there is no difference between curve spaces with and without numbers. The only differentiation is between curve spaces and straight spaces.

3.9.5. Exceeding the Turning Speed: if you drive faster than your Turning Speed, you risk losing control of your car. If you do, **attempt a Driving Test adding a +1 modifier for each speed point above the Turning Speed** and check your driver's Skill Card for the correct dice to roll.

3.9.5.1. For a null roll the driver keeps the control of his car. At the end of the movement adjust the final speed to match the Turning Speed.

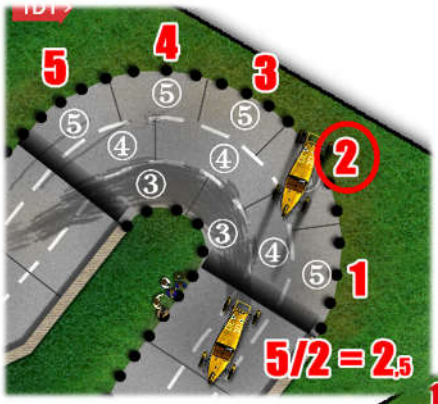
3.9.5.2. With a 1x roll, the car suffers understeering: following the rules of the movement (3.1) and traveling the shortest route possible, the car shifts 1 lane to the outside of the corner for exceeding the Turning Speed by 1 point, or 2 lanes for 2 or 3 points exceeding the Turning Speed. You must finish your movement using that lane. Moreover, you must assess 1 damage point to the tires. If the lane shift forces the car off the road or the speed difference is greater than 3, the car suffers an accident (3.9.7). At the end of the movement adjust the final speed to match the Turning Speed.

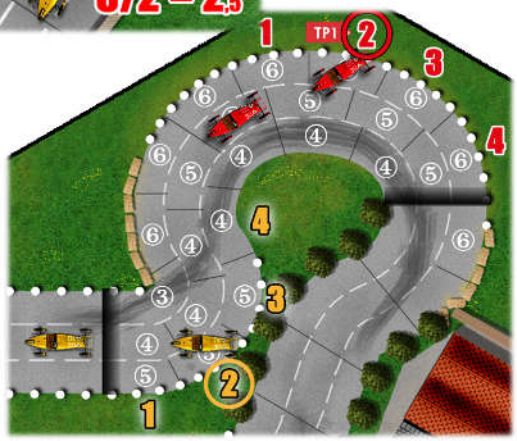
3.9.5.3. With a 2x result, the driver loses control of his car and heads straight (3.9.6) if his speed is lower than 3, otherwise he suffers an accident (3.9.7).

Example: In dry conditions Wilhelm Seidel in an Alfa Romeo 1500 approaches a C-Curve at 120 km/h using the best line. To safely travel the curve, he should keep 80 km/h or 100 km/h on the best line: the difference between his speed (120) and the basic Turning Speed (80) is 2 points (120 – 80 km/h). He checks his Skill Card for a +2 modifier and rolls the black and the yellow dice. If the result is null, he travels the curve normally and sets his final speed to 80 km/h at the end of the movement. If he rolls a 1x his car understeers and shifts 2 lanes to the outside of the curve (due to the 2 speed points of difference) and he must conclude his movement in that lane; he marks 1 damage point to the tires and sets his final speed to 80 km/h.

Speeding in Curve (Driving Test)	
Roll	**Result**
	The car travels the curve normally Final Speed = Turning Speed.
	Understeering: shift the car 1 or 2 lanes (if ΔV≥2) to the outside of the curve. Conclude the movement in that lane. +1 tire damage Final Speed = Turning Speed.
	Head straight/Accident (if ΔV≥3) +2 tire damage.

3.9.6. Head straight: this happens when a car's grip is not sufficient to travel the curve and it follows a straight line instead. Count the number of outer spaces of the curve between the car position and the exit line (1.2.5) or the changing direction point of the curve in case of "S-turns" or chicanes (see the pictures below) and halve them (rounded down). The space you identify with this calculation is where you must immediately place your car if it heads straight. For example, if the curve features 5 outer spaces, the car must be placed on the second outer space of the curve counting from the car itself. Update your car speed to 40 km/h or the Turning Speed if lower, and add +2 tire damage points. The player's turn ends immediately.





3.9.7. Accident while turning: use the same rules for a head straight (3.9.6) but on the space you place the car it suffers an accident (3.11.2)

3.9.8. Emergency Braking: you can use emergency braking if you run the risk of entering a curve too fast or colliding with another car. **You can only use it if the car is on a straight before the braking line** (1.2.5), or adjacent to another vehicle. When the driver reaches the braking line too fast he can subtract up to 2 movement points to avoid entering the curve, declaring an emergency braking. For 1 subtracted point, assess 1 brake damage; for 2 subtracted movement points assess 1 brake damage and 1 tire

Emergency Braking	
Spaces	**Damage**
1	+1 brake damage
2	+1 brake damage +1 tire damage

damage. You cannot deduct more than 2 movement points. The car's final speed remains unchanged. You cannot use the emergency braking if no brake or tire damage points are available. Use the same procedure to avoid colliding with another car.
Downhill effects are canceled when a driver performs the emergency braking.

Example: At the end of a game turn an Alfa 1500 is traveling at 160 km/h, 2 spaces away from the braking line of an A-Curve. On the next game turn the driver reduces his speed by the available 2 braking points and sets his speed at 120 km/h or 3 movement points. He moves his car 2 movement points up to the braking line with 1 more movement point left that would take the car into the curve 4 speed points faster than the Turning Speed (A-Curve Turning Speed: 40 km/h; present speed: 120 km/h). The driver declares an Emergency Braking and drops the 1 movement point left to avoid entering the curve and adds +1 brake damage. On his next turn he will brake and deduct 2 more speed points, bringing his speed to 80 km/h which is still faster than the Turning Speed. Having reached the braking line, he cannot use the emergency braking anymore and he's forced to enter the curve with a speed of 2 points faster than the Turning Speed (A-Curve Turning Speed: 40km/h; present speed: 80km/h) (3.9.5).

3.9.9. Hard Braking: when a driver ends his movement on a straight 1 or 2 spaces away from the braking line, he can cover those spaces to the line by assessing 1 brake damage or 1 brake damage and 1 tire damage to the car respectively. You cannot use hard braking if no brake or tire damage is available. Downhill effects must be applied BEFORE the hard braking execution. *Example: An Alfa 1500 is traveling at 120 km/h and ends its movement 2 spaces short of the braking line of a B-Curve. The driver knows he will be able to slow down to the traveling speed of 80 km/h on his next turn, so he declares a hard braking to cover the 2 remaining spaces. He moves his car 2 spaces and marks 1 brake damage and 1 tire damage to his car.*

3.9.10. Fast Exit: when a driver ends his movement inside a curve 1 or 2 spaces away from the exit line, he can cover those spaces to the line by assessing 1 overheating point or 2 overheating points and 1 tire damage to the car respectively. You cannot use Fast Exit if no more overheating or tire damage is available. *Example: A car ends its movement 2 spaces away from the exit line. The driver intends to cover this distance so he moves his car by 2 more spaces and adds 2 overheating points and 1 tire damage. If he didn't choose a Fast Exit, he must adhere to the Turning Speed for the next turn or take a risk at a faster speed, for just 2 remaining curve spaces.*

Hard Braking	
Spaces	**Damage**
1	+1 brake damage
2	+1 brake damage +1 tire damage

Fast Exit	
Spaces	**Damage**
1	+1 overheating point
2	+2 overheating points +1 tire damage

3.10. Order of movement and challenge for positions

3.10.1. The order of movement is dictated by the car position on the track. The car farther ahead will move first, followed by all others in order of positioning.
3.10.2. When two cars occupy two laterally adjacent spaces they are said to be engaged.
3.10.3. When two or more cars are engaged the one on the **best line** moves first; in case of a draw the **faster** car will move first; if still a draw exists, the car closer to the **inside** of the next curve will move first.
3.10.4. The driver of an engaged car may challenge the opponent for his movement priority. Both the drivers roll only the die shown on the Driver Card (1.6.1). The driver who rolls a surrenders his movement priority to the opponent and suffers 1 tire damage. If no one rolls a the driver who had the movement priority prior to the challenge moves first. If both roll they collide (3.11.1). If three drivers are engaged and one issues a challenge, ALL the drivers are involved and roll their own challenge dice (a driver can always decide to retire from a challenge and will move last in the pack). The winner moves first. In case of a tie, follow the above movement priority rules. In case of crash between the two outermost cars (the bread slices of the sandwich) ignore the result and move the middle car first then proceed with the original order or movement.

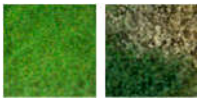
3.11. Collisions and accidents

3.11.1. Anytime a car is forced to travel across a space occupied by another car or to finish the movement in it, both the cars are involved in a **collision**. A collision cannot be intentional and drivers have to take any action available to avoid it at any cost (3.9.8). Both the involved cars roll 1D6 to assess the number of damage to the bodywork to score on their Dashboards. Additionally, they have to roll for a broken part (3.12.10).
3.11.1.1. If the collision happens on a **straight** stretch the speed of both the car is immediately halved (rounded down) and the remaining movement (if any) is dropped (3.12.10).
3.11.1.2. If the collision happens in a **curve** or at the **braking line**, both cars move diagonally 1 lane to the outside, the remaining movement is dropped and both the speeds halved (rounded down).

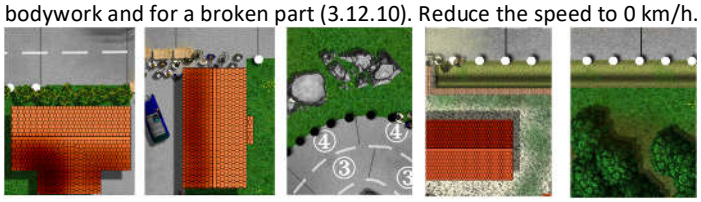
3.11.1.3. In case of **rear impact,** the victim car is moved one space ahead and its speed remains unchanged (if this movement causes another collision resolve it as well). The car causing the collision stops its movement immediately and its speed is reduced by 2 points. As the main rule dictates, roll for damage and a broken part

3.11.2. Anytime a car is forced to leave the road it suffers an **accident**: stop your movement and check the terrain immediately adjacent to the exit space to determine the consequences. The car may re-enter the track at the point it exited on the next game turn..

3.11.2.1. Grass: assess 4 damage points to the tires and reduce the speed to 20 km/h.

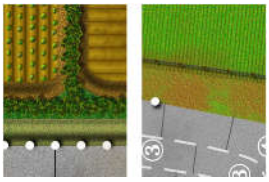


3.11.2.2. Trees, buildings, walls and rocks: roll 1D6 to assess that amount of damage to the bodywork and for a broken part (3.12.10). Reduce the speed to 0 km/h.

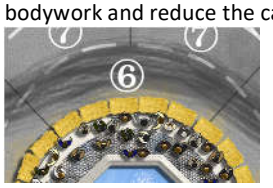


3.11.2.3. Spectators: roll 1D6 to assess the number of damage to the bodywork and score 4 damage points to the tires. Set speed to 0 km/h.

3.11.2.4. Crops: assess a tire puncture and reduce speed to 0 km/h.



3.11.2.5. Bales of hay: roll 1D6 to assess the number of damage to the bodywork and reduce the car speed to 0 km/h.



3.11.2.6. Vehicle (both of another driver or just graphically depicted on the hexagon): treat as rear impact collision (3.11.1.3)

Example of complex accident: The red car is traveling on the outermost lane of the road on the braking line when the yellow car is incoming. Since the yellow car's speed is higher than the Turning Speed, it attempts a Driving Test and rolls 1x . Due to the understeering penalty, the yellow car must shift one lane to the outside and collide with the red car at the braking line, so both of them must move diagonally one lane to the outside and the red car suffers an accident as it leaves the road. Resolve the collision first with both the drivers rolling for bodywork damage and broken components. Then the red car slows down to 20 km/h and assesses 4 damage points to the tires having left the road for the grass (terrain adjacent to the space marked with the 4 in the picture where the red car finishes its movement).

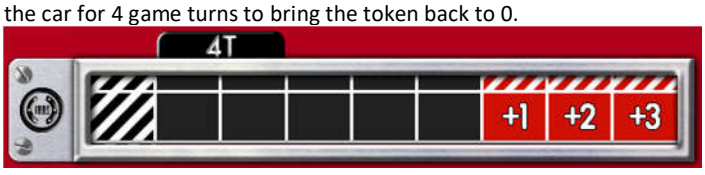
3.12. Technical issues and damage

3.12.1. Some parts are subject to wear and are shown on the Dashboard. Headlights and spark plugs are subject to failure and when that occurs you must draw a Mechanical Failure Card (1.6.4) if available, otherwise ignore the event. Some of the parts subject to wear can be freely repaired and they are identified by a metallic tab on top of their gauge on the dashboard. Some other parts require a specific spare part in order to be repaired and they feature a black tab on top of their gauge. Anytime you use a Spare Part Card, put it back in its respective deck.

3.12.2. Engine: the engine is subject to wearing and overheating, accidents, and other random events. When the Engine token reaches each of the last 3 values on the gauge (in red) the car loses 1, 2, or 3 acceleration and top speed points respectively. Top Speed cannot be lower than or equal to the Cooling Speed and the acceleration cannot be lower than 1. Once the engine wear gets to a red value, if your speed is greater than the new Top Speed immediately drop it to a value lower than the new top speed. Repairing time for 1 engine point is 3 game turns as stated on the label on top of the gauge (3T). The car must be stopped while it is being repaired.

3.12.3. Overheating: engine temperature may rise due to an excessive power request or bad cooling due to bodywork damage. Anytime a car starts its game turn with the Temperature token on one of the last 3 boxes of the Thermometer attempt a Reliability Test: if the driver rolls a non-null result assess 1, 2, or 3 damage points to the engine according to the position of the red token. Cooling time for a stopped car is 3 game turns. You may discard a *Galetti's Water* spare part card to spend 1 game turn instead of 3. The temperature token must be brought back to 0 (striped box).

3.12.4. Brakes: brakes sustain wear damage in cases of emergency or hard braking. When the brakes token reaches one of the last 3 boxes (in red) any Driving Test suffers a +1, +2, or +3 modifier. For example, if your current speed is higher than the Turning Speed by +1 but the brakes token is on the +2 value, the driver must roll the dice combination indicated at the row +3 (1 + 2) of his Skill Card. To repair the brakes, you need the *König Drums* spare part card and must stop the car for 4 game turns to bring the token back to 0.



3.12.5. Bodywork: bodywork suffers damage due to accidents and collisions. Anytime a car starts the game turn with the bodywork token on one of the last 2 values (in red), assess 1 overheating point to the Thermometer. To repair 1 damage point to the bodywork the car must be stopped for 1 game turn.

3.12.6. Tires: anytime you exceed the grip limit of the tires they suffer wear damage. The tire gauge is divided into 4 sections of 4 boxes each. The first sector dictates no penalty, but for each further sector assess a modifier of +1, +2, or +3 to any Driving Test. For example, if the current speed is higher than the Turning Speed for +1 and the tires token is on the +1 value, the driver must roll the dice combination indicated at the row for +2 (1 + 1) of his Skill Card. To change 1 tire, you need 1 *Sutherland Tire* spare part card and 1 game turn. For each tire changed move the tires indicator to the last box of the previous sector. If the tire token exceeds the last box on the right, the car suffers a puncture (3.12.7).

3.12.7. Puncture: punctures may happen from a random event, a collision, or excessive tire wear. Draw the corresponding Mechanical Failure card from the deck. In case of puncture any Driving Test will be resolved with the Blue + Red + Red dice combination regardless of the Driver's skill; you are not allowed to use Emergency Braking (3.9.8), Hard Braking (3.9.9), Fast Exit (3.9.10), or Cooling Speed benefits (3.3.2) and your car's top speed is halved (rounded down). To fix a puncture you must change a tire using 1 *Sutherland Tire* spare part card and 1 game turn; move the tires indicator back to the last box of the previous sector. Once repaired, put the Mechanical Failure card back into its own deck.

3.12.8. Spark Plug Failure: failures may happen from a random event or a collision. Draw the corresponding Mechanical Failure card. When you suffer a spark plug failure you can't reach the car's Top speed (3.3.1) and the acceleration value is halved (rounded down. Consider this updated acceleration value as a reference on the uphill hexagons: for example, if a car with an acceleration value of 5 suffer a spark plug failure, its new acceleration drops to 2 for flat hexagons and to 1 when uphill. To fix the spark plug you need the *Folgore's Spark Plugs* spare part card and to stop the car for 1 game turn. Once repaired, put the Mechanical Failure card back to its own deck.

3.12.9. Headlight failure: failure may happen from a random event or an accident. Draw the corresponding Mechanical Failure card from the deck. In case of headlight failure refer to the night time racing special rules (4.4.10). In order to fix a failing headlight, you need the *Luxor's Lamps* spare part card and to stop your car for 1 game turn. Once repaired, put the Mechanical Failure card back into its own deck.

3.12.10. Broken part: several parts may fail due to a collision or an accident. Roll for a Reliability Test and if the result is 1x/2x , roll a 1D6 and check the table below:

Broken part (1D6)	
Roll	**Damage**
1	+1 engine damage
2	Puncture
3	Spark Plug failure
4	Head light failure
5	+1 brakes damage
6	+1 engine damage

3.12.11. Retiring a car: before starting a race, players agree whether to allow car retiring or not. You must retire your car if the engine or bodywork damage exceeds the last allowed value on the Dashboard and abandon the race. If you agree to not retire any cars, you can keep racing, but you must stop to make all repairs beyond the allowed damage limits.

4. *RACE*

4.1. Getting started

4.1.1. Race mode: the fastest way to play Legend is to run in Grand Prix mode (4.2) by choosing from the available, historical circuits. Multiple Grand Prix races can be combined in the Championship mode. However, the game is based on the legendary Mille Miglia race that can be run in a series of successive stages, racing one stage at time, or in a single race on a specific track in roughly one 3-hour game session. You can combine multiple Mille Miglia stages in the Career mode.

4.1.2. Race style: whatever the race mode, players have to choose between a simulation or an arcade game. In the simulation game players select a racing year and the available cars will be based on the historical lineup (see page 13). In this way, car performance balance is not guaranteed and some cars may have little to no chance of winning a race. However, the extreme diversity in terms of performance will make races exciting, with some cars faster on some tracks or stages and others that will regain time on winding sections. In the arcade game all the available cars are grouped into racing classes (page 12; 1 being the fastest, 5 the slowest) from which players can select a car. Selecting cars from the same class guarantees approximately the same chances of victory, but since the performances are so similar, expect a tight group of uniform movement. Use faster cars for shorter games.

4.1.3. Car purchase: once you've selected a specific class or year, each player has a few minutes to check each car's performance on its Dashboard. For the simulation game, each racing year has a maximum purchase budget shown in Italian Lire. This cap is the amount of money each player may spend to create his own racing team. You cannot exceed this value. In the arcade game, the highest amount of money spent to purchase a car sets the budget cap for all of the other players. Choose an auctioneer who will call an auction for each car of the class or year. The starting price is listed on the Dashboard. If there are no buyers discard its Dashboard. In case of a single buyer, he purchases the car at the price printed on the Dashboard and takes it for himself. If more buyers are interested in the same car, the one offering the highest price will get the car. In any case, the purchase price cannot be lower than the one printed on the Dashboard.

4.1.4. Driver hiring: the player who spent the least for his car gets the priority to select a driver first. Once done, he keeps the chosen Driver Card for himself, takes the matching Skill Card and passes the Driver Cards deck to the next player who spent the least and so on. It is not mandatory to select a driver: in this case take just the Skill Card marked with an "X".

4.1.5. Tuning purchase: the player who has spent the least up to this point (car + driver costs) chooses whether to purchase one or more Tuning cards. Once done he keeps any selected card for himself and passes the Tuning cards deck to the next player who spent the least and so on. Purchasing Tuning cards is not mandatory.

4.1.6. Spare Parts purchase: the player who has spent the least up to this point (car + driver + tuning costs) chooses whether to purchase one or more Spare Part cards. Once done he keeps any selected card(s) for himself and passes the Spare Part cards deck to the next player who spent the least and so on. Purchasing Spare Part cards is not mandatory.

4.1.7. Final setup: place the Car Dashboard in front of you and put a red token on the "km/h" box of the Tachometer, and then one on the striped box of all the other gauges. Place the Driver and Skill cards beside your Dashboard and the Tuning or Spare Part cards above.

4.2. Grand Prix

4.2.1. Track selection: choose a track among those available (Section 7) or create one yourself by combining the hexagons. Setup the track as indicated, mark the curves with the correct indicators shown in the diagram, and determine the number of laps to race. Consider that a single lap takes approximately 30-40 minutes for 6 players. Two or more laps are strongly recommended.

4.2.2. Events, time and weather: remove Event cards no. 104, 112, 113, 114, 115, 124. Shuffle the remaining Event cards and keep the deck nearby. Set both of the Chronograph hands to 0. At the start of each game turn, move the minutes' hand one step clockwise (1.5.2): every time it makes a complete rotation, move the hours' hand one hour clockwise, draw an Event card and resolve the event. For Grand Prix purposes the minute hand indicates racing seconds and the hour hand the racing minutes. This means that if after a lap the minute hand points to 56 you took 56 seconds to complete that lap. Before starting the race roll 1D6 to check the weather conditions: 1-4 dry, 5-6 wet (1.4.2).

4.2.3. Provisional starting grid: beside the circuit name, there are 3 icons indicating the skill requirements needed to qualify, from the most important on the left to the least important on the right (for the Tour of Calabria refer to 4.4.3). Top Speed gives an advantage to the car with the highest top speed; C-Turn speed gives an advantage to the car with the fastest C-Turn Turning Speed value; Skill gives an advantage to the most expensive driver.

SALERNO

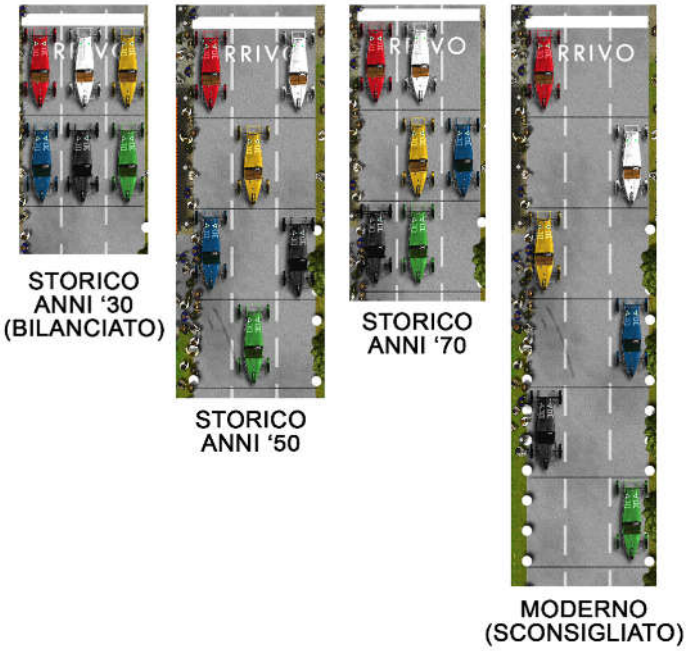
For example, the Salerno circuit requires Top Speed, Skill, and C-Turn Speed in that order, so the car featuring the highest top speed value qualifies first; in case of a tie the most expensive driver will qualify first; if still a tie, the car with the fastest C-Turn speed will qualify first. Roll 1D6 as last resort: the player who rolls the highest number qualifies first. Use the same procedure for all the starting positions. ALTERNATIVE RULE: to achieve a higher variability and to make the process faster roll 1D6 and the player who rolls lowest qualifies first, with all the others in ascending order.

4.2.4. Grid position challenge: once the provisional grid has been determined, you can attempt to improve your qualifying position starting from the second position who can challenge the pole position and so forth: both players roll the Driver's Challenge die (1.6.1) and those who roll a null gain a position. If both roll a null the grid stays unchanged; however if both roll they both lose a position: the first qualifies second and the second qualifies third, so the third in the provisional grid becomes first and cannot attempt a challenge anymore. Apply this procedure for all the drivers on the grid. Challenging for a position is not mandatory, but you can be involved by someone else challenging you anyway. *Example: the provisional grid is red-yellow-black-white-blue-green.*

Yellow driver challenges the red one and they both roll the Challenge die for a double null that keeps the situation unchanged. Black driver challenges the yellow one for P2 and they both roll losing a position so the white driver qualifies second and will not attempt a challenge anymore.

Blue driver challenges the black one for P4, rolling a null while the black driver rolls a and loses another position. Green driver prefers to not challenge the black one. The official starting grid will be: red-white-yellow-blue-black-green.

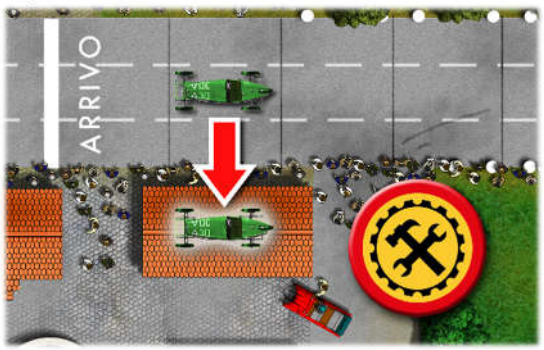
4.2.5. Grid Layout: arrange the cars on the track following one of the proposed layouts, placing the first position on the innermost lane to the first corner. Start (3.6) will be performed by the pole sitter followed by all the other players in qualification order.



4.2.6. Victory: the first driver to cross the finish line after the agreed number of laps is the winner, followed by those who cross the finish line after him (for the Tour of Calabria refer to 4.4.6).

4.2.7. Grand Prix engines: in contrast to what dictated by rule 4.1.7, set the engine token on the black box immediately before the first red box on the engine gauge. Grand prix cars were built to deliver huge amounts pf power for the limited amount of time of the race.

4.2.8. Repairs and spares: to repair a car you need to enter the pits. When a car is within the AP hexagon during the movement planning phase, the player can decide to pit this turn: he moves his car off of the track and reduces the car speed to 0. You can repair only issues requiring no spare parts or spare parts available to you. Halve any repairing time (round up). You will re-enter the track on the space you left for the pit.



4.3. Championship

4.3.1. Track selection: players agree on which circuits to race for the championship and how many laps for each track; otherwise the number of laps can be established track by track. Races follow the 4.2 rules. Any information regarding the championship can be recorded on the *Championship Form* available for download at ***www.wbsgames/Downloads/championship.pdf***

4.3.2. Scoring: 8 points for the winner, 6 points to the second, 4 points to the third, 2 points to the fourth, and 1 point to the fifth. At the end of each race update the Championship standings adding up all the points earned by a driver.

4.3.3. Money Prizes: 400 Lire to the winner, 300 Lire to the second, 200 Lire to the third, 100 Lire to the fourth, and 50 Lire to the fifth.

4.3.4. Purchases: between two races you can sell your car for half the printed price to buy a new one of the same racing year or class (4.1.2). You can purchase spare parts or tuning parts as well, if available. Otherwise, you can try to make a deal with another player to sell or buy his car and/or driver. Deal terms are up to the players.

4.3.5. Championship victory: whomever earned the highest number of points at the end of the season is the winner.

4.4. Stage-by-stage Mille Miglia race

4.4.1. Racing year: select the racing year to simulate from the Mille Miglia Yearbook (page 13).

4.4.2. Events, timing and weather: shuffle all the Event cards and keep the deck nearby. Set the Chronograph as indicated by the starting time on the Yearbook. At the end of each racing hour (a complete round of clock for the minutes' hand), draw an Event card and apply the effects. At the beginning of a new stage roll 1D6 for the weather: 1-4 dry, 5-6 wet (1.4.2). If the previous stage was wet, apply +1 to the dice roll.

4.4.3. First stage start: as in modern rallies, on the first stage of the Mille Miglia drivers start one by one at 8-minutes intervals, following the order indicated by the Yearbook. The first driver will start at minute 0, the second at minute 8, the third at minute 16 and so on, as indicated on the minutes dial of the Chronograph. During the first stage do not draw an event card. We strongly recommend recording the starting time on the Time Chart available for download at ***www.wbsgames.com/Downloads/TimeChart.pdf.***

4.4.4. Default stage finish: you can cross the finish line ("ARRIVO" on the track) at any speed and with any movement points left. When a player crosses the finish line, his stage time, speed, and the number of unused movement points must be recorded on the Time Chart. When all the drivers have crossed the finish line the stage is over and you must assess any tire or engine damage indicated on the stage diagram. *Example: a driver starts his game turn 2 spaces away from the first stage finish line. He plots his speed for the turn at 180 km/h (5 movement points allowance): he moves 2 spaces to reach the finish line and 1 more to cross it, so he uses 3 movement points and has 2 left. The player records his finishing time, his speed, and the movement points remaining on the Time Chart and adds 1 tire damage on his Dashboard.*

4.4.5. New stage after a default stage finish: after a default stage finish, set up the hexagons as indicated by next stage diagram. Set the Chronograph to the earliest racing time recorded on the previous stage. The driver who arrived at that time will start first, at the same speed he finished the previous stage. All the other drivers will depart at their respective finish time and speed. The movement allowance dictated by the starting speed must be considered as free spaces to move NOT hampered by other cars. Once this free movement is complete, the driver can plan his speed for the turn as usual. *Example: the red car crosses the finish line of Stage 1 first at 9:12 at 180 km/h and 2 movement points left. The white car finishes the first stage at 9:12 as well, but at 220 km/h and 5 movement points left; the last car to arrive crosses the finish line at 9:24. At the start of the new stage set the Chronograph back at 9:12. Red and white car should start together (9:12) but since the white car is faster it starts first (3.10.3) and the red car cannot attempt to challenge it for the position. The white car driver takes back his 5 unused movement points and moves 5 free spaces. Then he reduces his speed to 180km/h and moves 5 more spaces.*

4.4.6. Check Point: some stages end with a check point ("CONTROLLO" on the track). You must cross the check point line at 40 km/h or slower to not exceed the speed road sign of 50 km/h. For this purpose, consider the check point line as a Braking Line you can attempt an Emergency Braking (3.9.8) and a Hard Braking (3.9.9). For each point exceeding 40 km/h the driver will suffer a 4-minute penalty on his stage time: for example, if a car crosses the line at 80 km/h (2 points higher than limit) he suffers an 8-minute penalty on his stage time. On the Time Chart record time (with penalty, if required) and speed only: any unused movement point is dropped. At the end of the stage calculate the racing time as the difference between the stage finish time and driver's starting time; then score any damage point as indicated by the stage diagram. *Example: Red car crosses the Check Point line at 13:56. Its starting time was 8:08, so its racing time is 5h 48min.*

4.4.7. New stage after a Check Point: follow the starting procedure as for a default stage finish (4.4.5) but this time the starting speed is 0 for everyone (3.6).

4.4.8. Winning Mille Miglia: last stage at Brescia ends with a Check Point, so you must calculate the final racing time. The driver with the lowest racing time is the winner. In case of a draw the driver with the less damaged car is the winner.

4.4.9. Repairing, spare parts and Assistance Points: during the Mille Miglia you can repair your car at any time by stopping along the road: declare repairing during the movement planning phase, move your car on the leftmost or rightmost lane of the track, and set its speed to 0. Based on the total repairing time and spare parts availability the car will stay stopped for some game turns as indicated on the Dashboard (3.12.1). When done, discard any used Spare Part cards putting them back to their own deck and restart the car. If the driver is inside a curve marked with an Assistance Point he can take advantage of his mechanic's team to halve (round up) any repairing time. Follow the same rules as above bearing in mind that ALL spare parts are available for repairing purposes at any Assistance Point and you do not have to discard any spare part of your own. While stopped at any Assistance point you can retrieve up to 2 Spare Part cards (if available in the deck) of your choice. For 1 Spare Part card the stopping time is 1 game turn; 3 game turns for 2 Spare Part cards.

4.4.10. Nighttime: between 8:00 PM and 5:00 AM you race at night. During this time Curve Indicators must be flipped to their blank side, so you can't read the curve difficulty. As a car moves along the track, a driver can flip over the Curve Indicators of the hexagon he is in as well as the next one, flipping down those of the hexagon he just left. A driver with a failed headlight can flip up the Curve Indicator only when at the Braking line and only for the curve he is approaching. One he has exited the curve, he flips down the Curve Indicator.

4.4.11. 1939-1940: due to a tragic and deadly accident during the 1938 edition of the Mille Miglia, with 10 spectators dead, 7 of which were children, the Italian government suspended the race for 1 year. The 1940 race took place on a closed circuit. For this reason, there is not a 1939 edition and for 1940 you race on the track at page 17. Use the main rules for the stage-by-stage Mille Miglia (4.4.1, 4.4.2, 4.4.3), with the exception being you must race 3 laps as a Grand Prix (setup the Event cards deck as per 4.2.2). At the end of each lap calculate the racing time for each car and at the end of third lap the driver with the lowest racing time is the winner of the 1940 edition.

4.5. One-stage Mille Miglia race

4.5.1. Track: set-up the required hexagons as shown by the specific diagram on page 17. The game will not feature any intermediate stage and players need to race across all the hexagons to the end. The finishing racing time will not have any historical reference, but it's only purpose is to draft the final standings and declare the winner.

4.5.2. Set-Up: discard from the Event Card deck cards 112 and 113 and shuffle the deck, keeping it handy. Roll for the weather. Refer to the Mille Miglia Yearbook (page 12) for the starting time and available cars.
4.5.3. Rule set to apply: regarding to departure, repairing, Assistance Points, nighttime and victory conditions refer to stage-by-stage Mille Miglia rules (4.4).
4.5.4. Assistance Points: set-up the first Assistance Point that the drivers will encounter on the track. When all the players have passed the first Assistance Point, move the marker to the next planned position on the track.

4.6. Career Mode

4.6.1. Year: players agree on the year to start the team manager career from and whether to race stage by stage (4.4) or single-stage Mille Miglia (4.5).
4.6.2. Money prizes: the winner of a Mille Miglia edition earns 1000 Lire, the second 800 Lire, the third 600 Lire, the fourth 500 Lire, the fifth 400 Lire and the sixth 300 Lire.
4.6.3. Purchase: between two Mille Miglia editions (years) you can sell your car for half the printed price and purchase a new one accordingly to the next racing year or the class all the players previously agreed upon. You can also purchase spare parts and tuning parts, if available, or negotiate the purchase of the car and/or the driver from another player. Deal terms are up to the players.
4.6.4. Career Victory: the most successful team after the agreed number of Mille Miglia editions is the winner.

5. *Expansion game and core game*

5.1.1. You can play the expansion game using the core game set of rules with just a few tweaks.
5.1.2. Car Dashboards: use the expansion Dashboards.
5.1.3. Rules to apply: use all the expansion games rules, except those related to the Race Chronograph and racing timing.
Timing calculation: follow the core rules and use the Speed Chart available for download at:
www.wbsgames.com/Downloads/speedchart.pdf.

6. *Event Cards explanation*

- **[100] Spark plug failure**: something wrong with your worn out engine. The driver with the most damaged engine must draw a spark plug failure card. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[101] Spark plug failure**: a problem with a spark plug may endanger your race. The driver with less engine damage must collect a spark plug failure card. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[102] and [103] Crash**: the fastest driver on track loses control of his car and suffers an accident. Move the car on the outmost lane referring to the next curve and resolve the accident. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[104] Headlight Failure**: high speed induced vibrations burns out a headlamp. The fastest driver on track must collect a headlight failure card. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[105] and [110] Rough Surface**: some funds intended for road improvement have been allocated to war preparations and autarchy instead. You find yourself driving on one of the very sporadic unpaved stretches. Every driver must add 4 tire damage to his car.
- **[106] Puncture**: suddenly one of your badly worn out tires gives up. The driver with more tire damage must draw a puncture card. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[107] Puncture**: a fast ride on a *cat's eye* reflector punctures one of your tires. The driver with less tire damage must draw a puncture card. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[108] Brakes failure**: you stressed the brakes too much for too long and can clearly see smoke coming from your drums. The driver with more brake damage must assign 5 additional damage points to his brakes. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[109] Brakes failure**: something's wrong with your brakes that makes them behave erratically. The driver with less brake damage must assign 5 additional damage points to his brakes. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[111] Engine wear**: adverse climatic conditions suddenly increase your engine wear. Every driver must add 2 engine damage points.
- **[112] and [113] Navigation error**: the stress of keeping the first place is quickly exhausting you. A trivial navigation error forces you to waste 20 precious minutes. At the end of the stage (BEFORE calculating the racing time in case of Check Point) add 20 minutes to whomever was the leading driver at the moment this event has been triggered.
- **[114], [115] and [124] Refueling**: forcing to keep the lead drains out your gas. A lucky and well-timed refueling point saves you from running out of fuel. Move the leading driver (in terms of racing time) immediately to the outermost lane for refueling. After one game turn the driver will perform a standing start. The refueling point is NOT an Assistance Point.
- **[116] Sudden overheating**: a newspaper got stuck on the radiator grill and your engine temperature rises sharply. The driver with the lowest engine temperature must immediately move the temperature token to the highest value on the thermometer. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[117] Sudden overheating**: no matter what you do, your engine temperature keeps increasing over and over. The driver with the highest engine temperature must immediately move the temperature token to the highest value on the thermometer. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[118] Spin out**: at very high speed you violently steer to avoid a crossing animal and lose control of your car, luckily with no dramatic consequences. The fastest driver on the track must immediately move the speed indicator to 0. Tie breaker: assign this event to the involved player who currently holds the best racing time.
- **[119] Spin out**: under pressure to keep your first position, you make a stupid driving error that could result in a much more dramatic outcome. The leading driver (in terms of racing time) must immediately move the speed indicator to 0.
- **[120] Brakes wear**: a demanding sector pushed everybody's brakes to the limit. Every driver must add 2 brake damage points.
- **[121], [122] and [123] Sudden weather change**: a sudden weather change takes you all by surprise. If the race was dry immediately change it to wet and vice versa (move from the black dice to the blue one and vice versa).

Classi di Gara
Racing Classes

Cat.1
Alfa Romeo 2800 Botticella
Alfa Romeo 6C 3000
Alfa Romeo P3 MM
Delahaye 150 C
Talbot Lago T 150 C
BMW 328 TB MM
Alfa Romeo 8C 2300
Alfa Romeo 6C 2500 SSC
Alfa Romeo 8C Monza
Delage D6

Cat.2
BMW 328 TB MM
Alfa Romeo 2300 8C
Alfa Romeo 6C 2500 SSC
Alfa Romeo 8C Monza
Delage D6
Alfa Romeo 1750 Gran Sport
Mercedes SSKL
Delahaye 135 CS
BMW 328 TS
Maserati 4 CS
BMW 328 TB

Cat.3
Maserati 4 CS
BMW 328 TB
Mercedes SSK
Aston Martin Ulster SM 2L
Aston Martin Speed Model 2L
Alfa Romeo 1750 Sport
OM 665 6 Cilindri
Maserati 26

Cat.4
Fiat 508 CS MM
MG Magnette
Fiat 508 S Balilla Coppa d'Oro
Maserati 26
OM 665 Compressore
Alfa Romeo1750 GS TSL
Lancia Lambda MM
Alfa Romeo 1500 Sport
Bugatti Type 43
Lancia Lambda Torpedo
OM 665 Superba

Cat.5
Lancia Lambda Torpedo
OM 665 Superba
Bugatti Type 43
Alfa Romeo RL SS MM
Alfa Romeo RL SS
Isotta

VISTO ORGANIZZAZIONE

Annuario della Mille Miglia
Mille Miglia Yearbook

1927
PARTENZA – DEPARTURE H.8.00
BUDGET: 2900 LIRE

ALFA ROMEO RL SS
ISOTTA FRASCHINI 8C
LANCIA LAMBDA TORPEDO
OM 665 SUPERBA
ALFA ROMEO RL SS MM

1928
PARTENZA – DEPARTURE H.8.00
BUDGET: 3200 LIRE

LANCIA LAMBDA TORPEDO
OM 665 SUPERBA
ALFA ROMEO 1500 SPORT
BUGATTI TYPE 43

1929
PARTENZA – DEPARTURE H.11.00
BUDGET: 3400 LIRE

ALFA ROMEO 1500 SPORT
OM 665 COMPRESSORE
LANCIA LAMBDA MM
MASERATI 26
ALFA ROMEO 1750 SPORT

1930
PARTENZA – DEPARTURE H.11.00
BUDGET: 3600 LIRE

ALFA ROMEO 1500 SPORT
LANCIA LAMBDA MM
BUGATTI TYPE 43
OM 665 6 CILINDRI
MASERATI 26
ALFA ROMEO 1750 SPORT
MERCEDES SSK
ALFA ROMEO 1750 GRAN SPORT

1931
PARTENZA – DEPARTURE H.13.00
BUDGET: 4000 LIRE

ALFA ROMEO 1500 SPORT
ALFA ROMEO GS TSL
BUGATTI TYPE 43
OM 665 6 CILINDRI
MASERATI 26
ALFA ROMEO 1750 SPORT
ALFA ROMEO 1750 GRAN SPORT
MERCEDES SSKL
ALFA ROMEO 8C 2300

1932
PARTENZA – DEPARTURE H.8.00
BUDGET: 4000 LIRE

ALFA ROMEO 1500 SPORT
ALFA ROMEO GS TSL
BUGATTI TYPE 43
OM 665 6 CILINDRI
MASERATI 26
ALFA ROMEO 1750 SPORT
ALFA ROMEO 1750 GRAN SPORT
MERCEDES SSKL
ALFA ROMEO 8C 2300

1933
PARTENZA – DEPARTURE H.8.00
BUDGET: 4000 LIRE

FIAT BALILLA 508 S COPPA D'ORO
MG MAGNETTE
LANCIA LAMBDA MM
BUGATTI TYPE 43
MASERATI 26
ALFA ROMEO 1750 SPORT
ALFA ROMEO 1750 GRAN SPORT
MERCEDES SSKL
ALFA ROMEO 8C 2300

1934
PARTENZA – DEPARTURE H.8.00
BUDGET: 4200 LIRE

FIAT BALILLA 508 S COPPA D'ORO
MG MAGNETTE
ASTON MARTIN ULSTER SM 2L
MASERATI 26
ALFA ROMEO 1750 GRAN SPORT
ALFA ROMEO 8C 2300
ALFA ROMEO 8C MONZA

1935
PARTENZA – DEPARTURE H.8.00
BUDGET: 4800 LIRE

FIAT BALILLA 508 S COPPA D'ORO
ASTON MARTIN ULSTER SM 2L
MASERATI 26
MASERATI 4 CS
ALFA ROMEO 1750 GRAN SPORT
ALFA ROMEO 8C 2300
ALFA ROMEO 8C MONZA
ALFA ROMEO P3 MM

1936
PARTENZA – DEPARTURE H.8.00
BUDGET: 5000 LIRE

FIAT BALILLA 508 S COPPA D'ORO
ASTON MARTIN ULSTER SM 2L
MASERATI 26
MASERATI 4 CS
ALFA ROMEO 1750 GRAN SPORT
ALFA ROMEO 8C MONZA
ALFA ROMEO P3 MM
ALFA ROMEO 2800 BOTTICELLA

1937
PARTENZA – DEPARTURE H.8.00
BUDGET: 5000 LIRE

FIAT BALILLA 508 S COPPA D'ORO
ASTON MARTIN SPEED MODEL 2L
MASERATI 4 CS
ALFA ROMEO 1750 GRAN SPORT
DELAHAYE 135 CS
TALBOT LAGO T 150 C
ALFA ROMEO 8C MONZA
ALFA ROMEO P3 MM
ALFA ROMEO 2800 BOTTICELLA

1938
PARTENZA – DEPARTURE H.8.00
BUDGET: 5000 LIRE

FIAT BALILLA 508 CS MM
LANCIA APRILIA SPECIALE
ASTON MARTIN SPEED MODEL 2L
BMW 328 TB
MASERATI 26
ALFA ROMEO 1750 GRAN SPORT
TALBOT LAGO T 150 C
DELAHAYE 150 C
ALFA ROMEO P3 MM
ALFA ROMEO 6C 3000

1940
PARTENZA – DEPARTURE H.8.00
BUDGET: 4300 LIRE

FIAT BALILLA 508 CS MM
LANCIA APRILIA SPECIALE
ALFA ROMEO 6C 2500 SSC
BMW 328 TS
DELAGE D6
BMW 328 TB MM