

*Zeek had the pedal pushed to the floor, but the bastard in the Interceptor was still pulling away fast. Slamming his car back down into third for some more torque, Zeek pulled his car left, stabbed the brakes to dip the nose and flicked the wheel hard to the right, squeezing the trigger as the car pitched and yawed. The twin fifties sparked up the pavement as they strafed low across the roadway. The Interceptor lurched and began to fishtail as it surrendered a chunk of tread from underneath. "Now where were we?" Zeek uttered out loud as he buried the accelerator and began to close the distance.*

Welcome to Dealin' Damage, an expansion deck for Outrider that adds a dimension of detail to Outrider's damage system. This is not a complete game in itself, but a Bolt-On for the Outrider base game.

A brief note on grammar: This document uses the singular form of they/their/them as a gender neutral pronoun. On a personal note, it happens to be the way that I talk and that makes it easier for me to type.

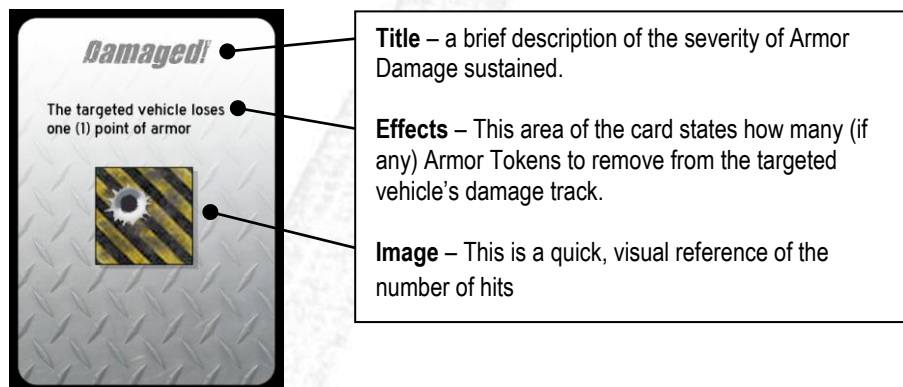
Be sure to check out [dicefestgames.com](http://dicefestgames.com) for information on game updates and for expanded components and rules (like this one).

## Section One: The cards (version 1.01)

This first section will help familiarize you with the various cards that are included in the Damage Deck. There are Damage Cards, Targeted Damage Cards and Critical Effect cards. The sections below provide an illustration and breakdown of the card's instructions.

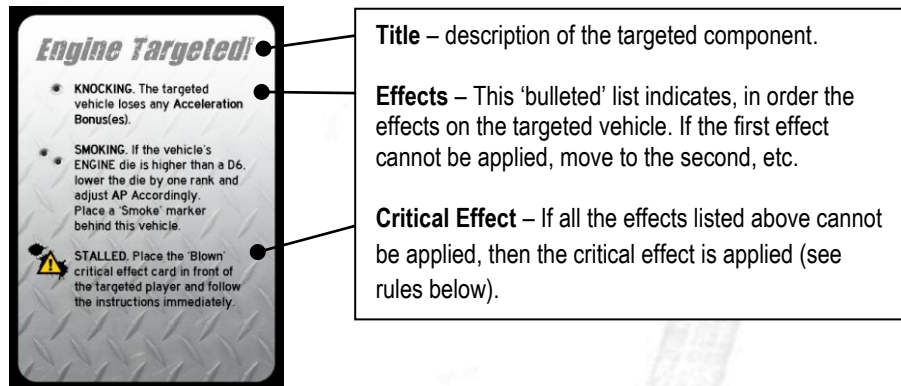
### 1.1 Damage Cards

These are (typically) the most common card. They represent 0, 1 or 2 points of basic damage. When drawn, remove the stated amount of Armor Tokens from your damage track.



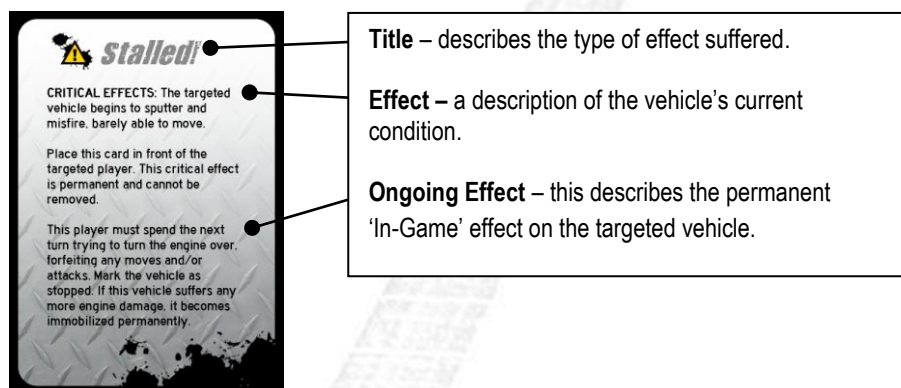
## 1.2 Targeted Damage Cards

There are times when a weapon may punch through a gap in a vehicle's armor, directly damaging an internal component (like the Engine or Driver) or an external component that is outside the protection of the armor (such as a exposed weapon barrel, etc), all without reducing or removing a point of armor. The Targeted Damage cards represent these types 'critical hits.'



## 1.3 Critical Effect Cards

The Critical effect cards are not part of the main Damage Deck. These cards are only placed in front of targeted players, whose vehicles have suffered a sufficient amount of targeted damage to render the vehicle crippled in some way. The rules below will explain when a targeted player will draw a critical effect card.



## Section Two: Setting Up the Decks for Play

### 2.1 How many cards to use?

The first thing to determine when adding the damage cards is the breakdown of card types. We at DFG recommend the following breakdown: 12 'Damaged' cards, 2 'Heavily Damaged' cards, 2 'Tink' cards, 2 'Engine Targeted' cards, 2 'Cabin Targeted' cards, 2 'Armor Failing' cards, 2 'Weapon Targeted' cards and 4 'Tires Targeted' cards. This makes it roughly a 50/50 chance to draw either 'normal' damage or a targeted effect. The number of critical effect and special effect cards (see section 5.1) should be determined by the number of players. Four of each type is a good amount. These amounts can be altered, if the players all agree to increase/decrease the likelihood of critical damage in their games.

## 2.2 shuffle!

After the amounts have been agreed upon, shuffle the Damage Cards and the Targeted Damage cards together and set off to the side, within reach of ALL players. The critical effects do not need to be shuffled, as they are dealt to players as a consequence of repeated targeted effects (it may actually be better to sort them, to help make finding the right one easy during play).

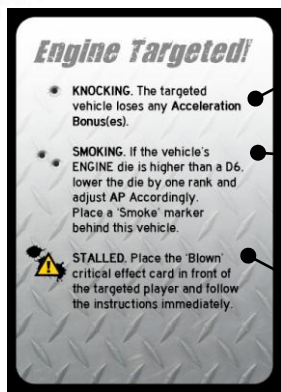
## Section Three: Using the Decks

### 3.1 When to draw a Damage Card

Anytime you would normally remove an Armor Token, you will draw a damage card instead. As stated earlier, in the suggested distribution, the deck will yield a 'normal' hit (remove one Armor Token) about half of the time. When a targeted damage card is drawn, follow the instructions immediately. When an attack/collision would remove two tokens, draw two cards – be sure to draw them one at a time, resolving any effects in strict order. Create a discard pile next to the draw pile. When the draw deck is depleted, reshuffle the discarded cards into a new damage deck.

### 3.2 How to read a Targeted Damage Card

When you draw a Targeted Damage Card, read the bulleted text in order starting with the first statement. If the first statement applies to your vehicle, apply the effect and return the card to a discard pile to be reshuffled back in, once the deck is exhausted. If the first statement cannot be applied to your vehicle, move to the next statement. Continue this process until there is an effect that can be applied ... this process will ultimately end in the targeted vehicle suffering a Critical Effect card, if all other options have been exhausted.



**First Effect** – If the targeted vehicle has an Acceleration Bonus, it is lost. If the vehicle has no such bonus, proceed to the second effect.

**Second Effect** – Having no Acceleration Bonus, the vehicle's Engine Die is reduced by one rank. If the Engine is already at rank zero (see die ranks, below), proceed to the Critical Effect.

**Critical Effect** – Having no other options, the player is forced to draw the 'Stalled' effect and apply it immediately.

### 3.3 All about Die Ranks

When a damage card calls for an attribute die to be reduced by one rank, this means that the related component has been damage enough to affect its performance. This effect is permanent and immediate. Components with a low attribute dice (1D6) can be still be reduced to rank zero (2D6L).

**Rank 4** (1D12) This is the highest die rank. No attribute (at present) can be reduced to a D12, but it is included for reference.

**Rank 3** (1D10) A D12 attribute that is reduced by one rank becomes a D10. The player must adjust all dependent values immediately (Action Points or any other value that is calculated off the attribute die).

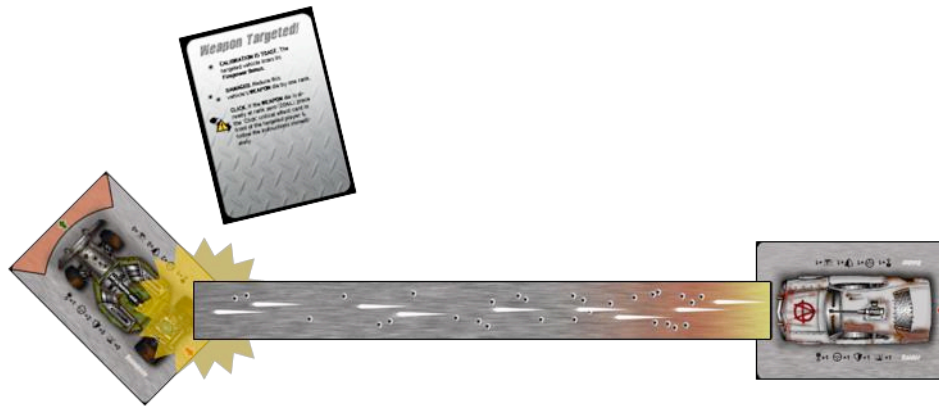
**Rank 2** (1D8) A D10 attribute that is reduced by one rank becomes a D8. The player must adjust all dependent values immediately (Action Points or any other value that is calculated off the attribute die).

**Rank 1** (1D6) A D8 attribute that is reduced by one rank becomes a D6. The player must adjust all dependent values immediately (Action Points or any other value that is calculated off the attribute die).

**Rank 0** (2D6L) A D6 attribute that is reduced by one rank becomes a 2D6L. – this means that the attribute die remains a D6, but the player must now roll 2D6 and accept the lowest value. New dependent values (Action Points, Etc) will be described on the critical effect cards, as they will differ from the typical formula, due to the heavy damage.

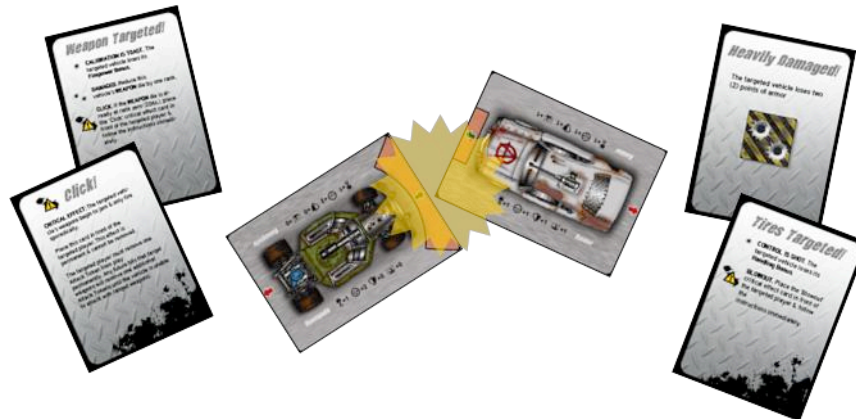
## Section Four: Example of Play

### Damage Card Example ...



The Raider player makes an attack, inflicting a hit on the Renegade. Instead of removing an Armor Token, The Renegade player draws a damage card and draws 'Weapon Targeted!' Following the instructions on the card, the Renegade cannot apply the first effect, as the Renegade has no Firepower Bonus to sacrifice. Moving to the next effect, the Renegade player must reduce the Weapon Die rank by one. Currently armed with a D6 primary weapon, the Weapon Die is reduced to rank zero, making it a 2D6L weapon. The Renegade's weapon has been heavily crippled, but the player has not lost any Armor Tokens.

### ... Later that same game:



Having lost no Armor Tokens, the Renegade player decides to ram the Raider player (as a weapon attack is not likely to land damage). Winning the ram, the Renegade player has inflicted two hits on the Raider, while suffering one. Starting with the player with receiving the highest amount of damage, the players take turns drawing Damage Cards. The Raider player draws a 'Heavily Damaged!' Card (losing two Armor Tokens – ouch!). Next, the Renegade player draws 'Weapon Damage!' (again? Who makes up these examples?) The Renegade player has no Firepower Bonus or Die Rank to sacrifice – The Renegade player must place the 'Click' critical effect card in front of their dash and follow the instructions immediately. The Raider player draws the last Damage Card and draws 'Tires Targeted!' resulting in a loss of any Handling Bonus for the Raider for the remainder of the game.



## Section Five: Special Effects

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### 5.1 Special Effects cards

There are two other cards in the set that are not damage cards at all. These cards are used to mark effects that are created by specific damage cards. These cards are the Smoke card and the Debris card.



The Smoke Card is used in conjunction with the 'Engine Targeted' card. When a vehicle has received enough damage to affect its Engine Die rank, the vehicle's engine begins to smoke badly, wafting a thick plume of oily smoke behind it as it moves (or in front of it as it moves backwards). This thick cloud provides a bit of cover. Any attack that draws line of sight through this cloud will grant +1 Defense to the targeted vehicle. Additionally, any maneuver that causes a vehicle to pass onto or through the thick cloud of smoke will add a +1 Moderate Hazard modifier to the difficulty.



The Debris Card is used in conjunction with the 'Armor Failing' card. When a vehicle has received enough damage to affect its Armor Die rank, pieces of the vehicle's protective layer begin to fall off, creating wreckage that must be maneuvered around. When an attack causes debris to fall from the targeted vehicle, place the Debris Card next to the targeted vehicle, flush with the side that was attacked (if attacked from an angle and the targeted side is difficult to determine, place the debris diagonally adjacent to the targeted vehicle, with the corners touching). The wreckage is permanent and becomes an obstacle that will add a +2 Severe Hazard modifier to any maneuver that pass onto or through the debris. Any vehicle that loses control directly on top of the Debris Card is automatically stopped, as it has hung up on some bit of the debris – The vehicle is not damaged and may act normally next turn, but will receive the +2 Severe Hazard again, as it is starting its next move on top of the wreckage.

## Thanks for Choosing Outrider!

We at DiceFestGames thank you for giving our game a spin, and we hope you've enjoyed it. Be sure to check [dicefestgames.com](http://dicefestgames.com) and The Outrider entry on [BoardGameGeek.com](http://BoardGameGeek.com), for rule variants, new cars, new scenarios as well as the opportunity to get in contact folks who can answer any of your questions and give you new ideas on ways to play.