

Outrider

Fast and Furious Vehicular Combat



Out Run.

Out Gun.

Out Last.



More than a decade after the second American Civil War, a new breed of pioneers called 'Outriders' roam the desolate spaces between the remnants of civilization across the Southwestern wastelands. Anyone who seeks safe passage or parcel across this dark new frontier can hire an Outrider to act as guide, envoy and protector through the wastelands. Armed with powerful vehicles bristling with weaponry, Outriders are a brutal breed of mercenary for a brutal time.

Welcome to Outrider, a fast-playing, rules-light wargame that has been designed to provide high levels of detail, great opportunities for tactical planning and endless opportunities for fun. Utilizing a unique set of card mechanics, Outrider makes it easy to plan, measure and execute movement and attacks with a set of cards that feature a coordinated, interlocking design. And it wouldn't be a DiceFestGame without dice! Dice are used by players to equip and customize their vehicles as well as being used for the mechanics of driving and shooting. So fire up the engine, jam it into gear and keep your finger close to the trigger.

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 for information on game updates and for expanded components, rules.

Section One: Components (rules version 1.21)

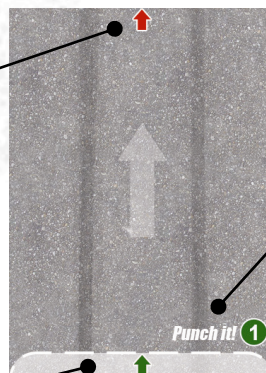
This first section will help familiarize you with the various components that are involved in a game of **OUTRIDER**. A standard set of Outrider components includes a set of four (4) vehicle cards, twelve (12) Maneuver Cards, sixteen (16) Dashboard cards and a range ruler. Each player will require a set of tokens for keeping track of vehicle statistics. At least one set of polyhedral dice (6,8,10 and 12 sided) are needed, but multiple sets are helpful.

1.1 Maneuver Cards

Once assembled, there should be 12 double-sided Maneuver Cards. The Maneuver Cards contain the following game relevant information:

Alignment arrows – Each Maneuver Card will have two alignment arrows, one green and one red. The arrows are used when aligning vehicle bases or other Maneuver Cards. The green arrow indicates the entry point for a card and the red arrow indicates the ending point and final facing for a maneuver.

Card Seat - This is a highlighted area on the card that indicates how the card is positioned or 'seated' onto the previous card when building a maneuver chain (see action phase for details).

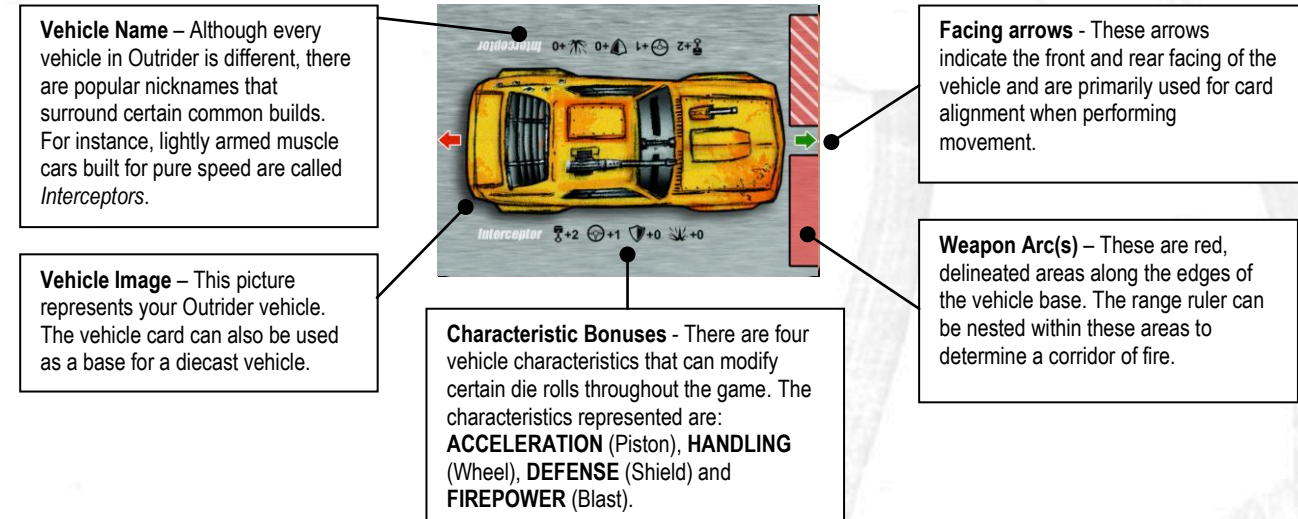


Difficulty number & Icon - Each card contains a difficulty number, inside a colored icon. The number indicates the cost of attempting the maneuver and the icon indicates what class of maneuver it is – a green circle for straight maneuvers or a yellow diamond for turn maneuvers. The maneuver type is important when determining loss of control.

Card Title – A description of the maneuver or action associated with the card, such as PUNCH IT! or EASY RIGHT.





1.2 Vehicle Bases

The vehicle bases are the same shape as the Maneuver Cards and contain some of the same symbols, plus some that govern aspects such as attacks and vehicle characteristics. This base also represents the vehicle's area of influence, used for determining line of sight and collisions.



1.3 Vehicle Characteristics Overview

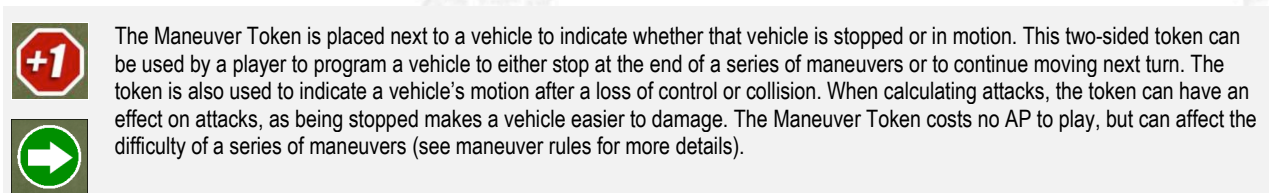
When selecting a vehicle to play, it is important to consider how its characteristics influence game play. Here is a brief description of what each of the symbols on the vehicle base mean:

	Acceleration	The acceleration bonus is added to the ENGINE roll that determines initiative at the beginning of each new round of play.
	Handling	The handling bonus is added to the active player's DRIVER roll when making control checks
	Defense	The defense bonus is added to a targeted vehicle's ARMOR roll when defending against attacks in the action phase.
	Firepower	The firepower bonus is added to an attacker's WEAPON roll when determining damage in the action phase

1.4 Player Dashboards

In addition to the vehicle bases, there will also be the player 'dashboard' comprised of four cards placed in front of each player. This assembled dashboard provides a convenient way for the player to keep track of information. Players will also need a selection of tokens and dice to use as markers. See section 2.7 for instructions on setting up the dashboard for play.

1.5 Maneuver Token



1.6 Action Tokens



Attack Token – The Attack Token can be paired with a Maneuver Card or placed next to a stopped vehicle to indicate that a player will attempt an attack from that position. Each player receives three (3) Attack Tokens to use each turn, regardless of available AP. Each Attack Token paired with a maneuver will increase the difficulty of that maneuver by +1. Attack Tokens played on a stopped vehicle will not add any difficulty, but cost one additional AP to play (1 AP will allow up to 3 shots from a stopped position)



Shift Token - The Shift Token is paired with the first Maneuver Card played after a stop, to indicate that the driver has reengaged the drivetrain to get their car going again. Pairing the Shift Token with a Maneuver Card does not increase the card's difficulty, but it does cost an additional AP. Placing this token also prevents any Attack Token from being paired with the same Maneuver Card.

1.7 Tracking Tokens



Plus tokens - These tokens are used by players to help keep track of modifiers over the course of a turn. They are also used to keep track of Skill Points used over the course of a game.



Armor Token – This token is placed on the damage track of a player's dashboard, covering the bullet holes, to indicate the remaining hits that the vehicle can sustain.

1.7 Other Components



Speedometer Tile - This tile is awarded to the player with the highest overall initiative, determined at the beginning of each round. Place it next to the player's dashboard as a reminder that the player has the highest initiative. The player with the Speedometer gains an automatic +1 to ALL rolls in the following round.

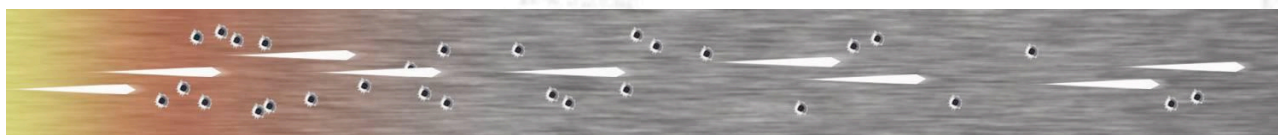


Tachometer Token – When customizing vehicles (see section two for more details) place this token on the **ENGINE** dash card to indicate how many Action Points the vehicle has available (based upon the horsepower of the vehicle).



Dice Tokens – These four tokens (representing a six, eight, ten and twelve-sided die) are issued to each player at the beginning of a game to be placed on the player's Dash Cards indicating what type of die is associated with each of the vehicle's four main attributes – **ENGINE**, **DRIVER**, **ARMOR** and **WEAPON** (see section two for more details).

Range Ruler – This component is used to determine range and line of sight. Each vehicle has one or more fire arcs that will accommodate this template.



Section Two: Vehicle Selection and Setup

2.1 Select vehicles

Each player should select one of the available vehicle cards. This can be done by drafting, die rolls or by any agreed upon system. Some scenarios will call for specific vehicles with specific attributes.

Note that each of the vehicles has differing characteristics that give it an advantage in certain areas. Some cars may be faster and have better handling while other vehicles have a stronger defense or more firepower. Please keep these characteristics in mind when customizing your vehicle (see next step)

2.2 Using dice to customize vehicles

In a standard game of Outrider each player gets four dice to customize a vehicle: one six-sided, one eight-sided, one ten-sided and one twelve sided. Using the Dice Tokens, players can record their choices onto the Player Dashboard. The following descriptions of the attribute dice below will give you a feel for the class of equipment associated with each die rank – this allows the player a bit of freedom in the way they choose to equip their vehicle from game to game.

Engine Die	This die governs the 'speed' of your vehicle. This die controls the order in which you perform your turn (initiative) as well as determining how many Maneuver Cards (measured in Action Points) you may play in the action phase.
Driver Die	This die represents the 'skill' of your driver. This die is used when making rolls to maintain the control of your vehicle when moving and shooting. The driver die is also used to determine how many Skill Points a player receives for the game.
Armor Die	This die represents the durability of your vehicle when under attack and helps determine ramming damage.
Weapon Die	This die measures the strength of your weaponry. The higher the die applied to this attribute, the higher chance you have of inflicting damage on your opponent(s).

Note that while the customization dice certainly correlate with the characteristics of **ACCELERATION, HANDLING, DEFENSE** and **FIREPOWER** they do not alter or replace these values.

2.3 Engines

One of the first considerations when building a wasteland-worthy car is to determine what type of power plant is at the heart of the vehicle. The motor can make or break a vehicle. The higher the HP, the more Action Points (AP) a vehicle has to spend in a round on maneuvers.

300+ HP High Torque	Once only seen in heavy-duty trucks and construction vehicles, some clever Outriders have found a way to shoehorn engines such as the Power-Torx Diesel into smaller vehicles. Only cranking out about 300 HP (3 AP), this type of engine makes up for it by producing more than 1,000 ft. lbs. of raw torque. High-torque engines are represented by a six-sided ENGINE die (D6)
400+ HP Small Block	Small blocks are the mainstay of cheap performance mainly because the engines have changed very little over the past century and the junkyards are full of them. A solid engine that offers a lot of bang for the buck, small blocks produce 400+ HP (4 AP) and are represented by an eight-sided ENGINE die (D8)
500+ HP Big Block	Most Outriders think the growl of a big block engine is worth it, even if it does guzzle more gas. Most modified big blocks put out more than 500HP (5 AP). These big engines are represented by a ten-sided ENGINE die (D10)
600+ HP High Output	A rare sight, high output engines can be anything from racing engines to aircraft engines. Very expensive and difficult to maintain, these motors can usually be found in smuggling vehicles or in anything else that needs to make flat-out runs. Producing more than 600HP (6 AP), these motors are represented by a twelve-sided ENGINE die (D12)

2.4 Outriders for Hire

Bars across the wastes are crowded with them: young punks and old soaks that will run and gun for you, if the price is right. Outriders generally fit into five different classes. The player must choose what level of skill their driver will have. A good driver can push a car beyond its normal limits; a poor driver can make even the most powerful vehicle worthless.

Freelancers	These green Outriders are a dime a dozen and have much to prove. Freelancers are represented by a six-sided DRIVER die (D6) and have a starting pool of six (6) Skill Points.
Mercenaries	If a freelancer can live long enough, they will join a guild, militia or get put on somebody's payroll. Mercenaries are represented by an eight-sided DRIVER die (D8) and have a starting pool of eight (8) Skill Points.
Veterans	There are times when you want the job done and then there are the times you want it done right - That's when you hire a vet. Vets are represented by a ten-sided DRIVER die (D10) and have a starting pool of ten (10) Skill Points.
Lone Wolf	A Lone Wolf is a true ace, running circles around even the hardest vets. The Lone Wolf is represented by a twelve-sided DRIVER die (D12) and has a starting pool of twelve (12) Skill Points.

2.5 Vehicular Armor

No one is stupid enough to go out into the wastes unprotected. There are four classes of armor that are seen frequently on wasteland vehicles.

Improvised Armor	Many vehicles take to the wastes with improvised armor, mostly comprised of layering extra sheet metal onto the existing body. Outriders often refer to these vehicles as having 'six coats of paint.' Vehicles with this type of armor roll a six-sided (D6) ARMOR die for defense.
Laminate & Plating	Sometimes the best defensive solution is the most obvious one: Thick metal and composite plates welded or riveted in layers all over the vehicle. Vehicles with this type of armor use an eight-sided (D8) ARMOR die for defensive rolls.
Ablatives & Appliqués	There's harder and then there's smarter. In addition to plating, some Outriders have discovered that adding redundant protection to critical areas increases a vehicle's durability without too much of a weight gain. Vehicles with this level of armor use a ten-sided (D10) ARMOR die for defensive rolls.
Experimental Compounds	Some Outriders have managed to armor their vehicles with military-grade materials. This category of armor contains reactive armors, artificially hardened armors as well as formerly classified compounds. Vehicles equipped with this level of armor roll a twelve-sided (D12) ARMOR die for defense.

2.6 Vehicular Weaponry

The wastelands of post CWII America are already a dangerous place for Outriders and their vehicles. The addition of firearms to the mix makes it more so.

Small Arms & Light duty MGs	This class includes infantry-level weapons that have been modified by Outriders to be vehicle-mounted. This is the most common type of weapon found on Outriders' cars, due to their cheap cost and wide availability. All small arms are represented by a six-sided (D6) WEAPON die.
Medium Duty and GP MGs	Medium duty machine guns and general purpose machine guns are a step up from small arms due to their higher rates of fire and larger calibers. Medium Duty guns are represented by an eight-sided (D8) WEAPON die.
Anti-Vehicle & Heavy Duty MGs	This class includes weapons that cross the line from anti-personnel to anti-vehicle classification. The bigger calibers of this class equal increased armor penetration. Heavy machine guns are represented by a ten-sided (D10) WEAPON die.
Heavy Ordinance & Friggin' Artillery	A class of large, powerful weapons more at home on military fighting vehicles, the explosive shells of these weapons can shred through just about any vehicular armor with ease. These artillery-grade weapons are represented by a twelve-sided (D12) WEAPON die.

2.7 Setup the Player Dashboards

There are a few things players need to do before a game to get prepared. The Player Dashboards can be used as a reference throughout the game, since players are expected to keep up with a fair amount of information. Each player should arrange the cards in front of them, in a way that best organizes the information for them.

First, place the corresponding dice tokens onto the upper-right section of the dash cards and then place the matching Tachometer Token onto the **ENGINE** card (based upon the **ENGINE** die chosen). Players can then use Plus Tokens to record characteristic bonuses – each card provides a space for each related bonus. Plus tokens can also be used to record available Skill Points on the **DRIVER** card. Once the bonuses and Skill Points are placed, all players must place their six (6) Armor Tokens on the **ARMOR** card. Similarly, each player must place three (3) Attack Tokens on the **WEAPON** card. After this, each player should gather a handful of tokens for tracking of in-game events. At the very least, a player must have a Maneuver Token and a Shift Token available; although having a handful of plus tokens is always handy.



Section Three: Order of Play

3.1 The Turn Sequence

Each round of play is broken down into the following phases:

1. **INITIATIVE PHASE** - The players roll Initiative, determining the order of play in following phase
2. **ACTION PHASE** - Each player resolves movement and attacks, in descending initiative order, starting with the player with the highest initiative.
3. **END PHASE** - Bookkeeping duties are carried out.

Play continues, repeating this cycle, with a new initiative order each round, until the scenario goals have been met, or one side of a conflict has been eliminated.

Section Four: The Initiative Phase

4.1 Establishing Initiative

The first thing the players must do each round of play is determine initiative. Each player rolls their **ENGINE** die, adding any **ACCELERATION** bonus to the roll. This total is the player's initiative value. Make note of the roll (some players place the **ENGINE** dice in front of each respective player's dashboard, with the rolled result, plus any bonuses turned up for all to see). The Initiative values are permanent for the round. It is important to keep track of this value throughout the round.

4.2 Resolving Ties

If more than one player ends up with the same initiative value, resolve the tie(s) in the following manner: First compare the **ENGINE** dice - the larger dice wins out (i.e. a twelve sided will beat a ten sided, etc.) if the dice are the same, consult the vehicle's **ACCELERATION** characteristic. The vehicle with the highest bonus gains initiative. If the players are still matched, the players must each roll a six-sided die until a clear order is established.

4.3 Overall Initiative Winner

After all initiative rolls have been made and ties resolved (if any), pass the **SPEEDOMETER** tile to the player with the highest overall initiative for this round. The winner of this token has two advantages:

1. **Lucky** – Unless specifically excluded, this player receives +1 to ALL die rolls this round in addition to any other modifiers.
2. **Second Wind** - This player may recycle one exhausted Skill Point token back into the Skill Point pool (up to their starting/maximum amount) to be used again.

Initiative is renewed for each round, so the owner of the speedometer can change frequently during a game.

Section Five: Maneuvers

Starting with the player with the highest initiative, each player may have their vehicle perform a number of maneuvers equal to the amount of **Action Points (AP)** produced by their vehicle's engine. This is achieved by the player 'programming' their intended maneuvers for that turn by laying down a series of cards, which indicate both the vehicle's intended path of movement. The player must then make a control check, using the **DRIVER** die, to see if the intended maneuvers are successful. A loss of control may occur. Additionally, any attacks or collisions that occur along the way must be resolved.

5.1 Resolving Maneuvers

Beginning with the player with the highest initiative, each player must do the following:

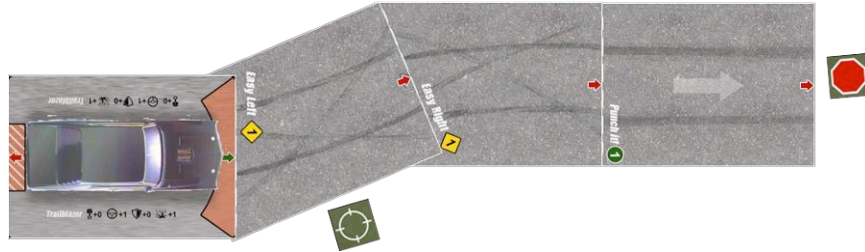
1. Determine the number of Maneuvers allowed

A player can only play a certain amount of Maneuver Cards per turn. This number is determined by the **ENGINE** die. The number of maneuvers allowed equals the number of Action Points (AP) produced by the car's engine.

2. Program Maneuvers

Each player builds a sequence of maneuvers and attacks from the available Maneuver Cards and Action Tokens. The complete set of maneuvers is referred to as the **Maneuver Chain**. The player starts by seating the first Maneuver Card onto the front (or rear) of their vehicle base, making sure to align both the card seat and alignment arrows on the vehicle base and the Maneuver Card. Players continue by seating the next action card onto the leading edge of the previous one, again using the card seats and arrows to align each subsequent card. This process continues until the player has built a chain equal to (or less than) the amount of AP available to spend. Action Tokens can then be placed next to the maneuvers. Unless otherwise stated, only one (1) Action Token may be paired with a maneuver. The player finalizes the build by placing the Maneuver Token at the end of the chain, indicating whether the vehicle will stop or continue moving after the last maneuver is successfully performed.

Programming a Maneuver Chain



In the example above, the driver of this vehicle has spent 3 AP to build this sequence of maneuvers: 1 for the Easy Left, 1 for the Easy Right and 1 for the Punch It! Maneuver. The Attack Token and Maneuver Token do not cost AP to play, but will make the series of maneuvers harder to complete successfully.

There are some considerations when building this sequence:

- **Action Points** – A player can use all or part of their AP. A player does not have to use all AP available in a turn. Unused APs do not rollover to the next round.
- **Vehicles in Motion** – If a vehicle did not begin the turn stopped, the player must play at least one Maneuver Card.
- **Hazardous Conditions** – Occasionally a vehicle may move over terrain that is hazardous. Use Plus Tokens to mark terrain hazards. +1 tokens indicate a moderate hazard and +2 tokens indicate a severe hazard. Place the token at the end of the chain.
- **Stopping** – If a player wishes to stop their vehicle on a turn, they must place the Maneuver Token brake side up at the end of the maneuver chain. This will increase the last Maneuver Card's difficulty by +1 as well as converting it to a STOP maneuver. The Brake Token does not prevent an action from being paired with the final maneuver.
- **Starting from a Stop** – Any time a player wishes to begin moving after a vehicle has stopped a player must pair the Shift Action Token with the first Maneuver Card. This costs one (1) AP but it will have no effect on the difficulty.
- **Switching Directions** – In order to change directions from forward to reverse (or vice versa), a vehicle must come to a full stop in one turn and shift gears in the next turn. A car cannot go both directions in the same turn.
- **Moving in Reverse** – All vehicles are limited to three (3) maneuvers in reverse, regardless of available AP. Moving in reverse is marked with a (+1) moderate Hazard Token in addition to any other modifiers.
- **Ramming & collisions** – There are occasions where the movement path of a vehicle will bring it contact with the area of influence (the base) of another vehicle or obstacle. See the ramming and collisions section to resolve.
- **Attacking while maneuvering** – When a player programs maneuvers, they may pair one (1) Attack Token with a Maneuver Card where an attack is desired. The proposed shot will be resolved from the card's position and facing. Only one Attack Token can be paired with a Maneuver Card. Attack Tokens played in conjunction with a maneuver increase the difficulty of the maneuver by one (1), as steering equals aiming.
- **Attacking from a Standstill** – When attacking from a stopped position, Attack Tokens are played on the vehicle base (indicating firing from that position) and do not add difficulty (only Attack Tokens paired with maneuvers incur difficulty). The AP cost of firing while stopped is one (1) AP per token – Additional tokens after the first will add +1 to the Firepower Bonus.

3. DETERMINING SUCCESS

After building the action chain, the player totals the difficulty cost of the entire chain of action cards by adding all of the individual card difficulty costs together, adding any tokens that modify the difficulty (attacks, hazards, etc.). Please note that the AP cost of a chain and the DIFFICULTY of the chain will likely be different. Don't forget to take the Maneuver Token into account, as braking will add to the difficulty.

After calculating the DIFFICULTY of the action(s), the player must make a control check roll to perform the entire chain of events successfully. Roll the **DRIVER** die and add any **HANDLING** modifiers from the vehicle characteristics. Compare this number to the target difficulty. If the roll is equal to or greater than the target difficulty, the player has completed the entire sequence successfully. If the total is less, make note of the roll as it will indicate at what point things went wrong. See the examples below.

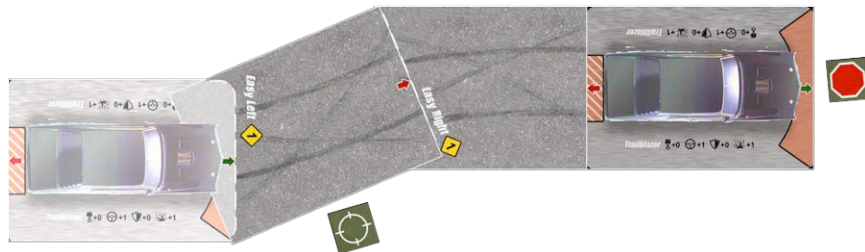
Using Skill Points to modify the DRIVER roll

A player may tap into their driver's skill to maintain control when executing a difficult series of actions. Before making the DRIVER roll, a player may spend Skill Points to influence to the outcome. Each Skill Point the player spends adds +1 to the outcome. But remember – once all SP tokens have been spent, they can only be renewed (one at a time) by winning initiative.

5.2 Successful Control checks

If the result of the die roll (plus any modifiers) is equal to or greater than the target difficulty, the player completes the entire series of actions and moves their car along the path, stopping to resolve any actions along the way. The player then places their car on top of the final card, making sure to align the vehicle's front arrow with the red, exit arrow. The player then removes all Maneuver Cards (including the final one, making sure to leave the car in position) and sets them aside, for the next player to use. Make sure to mark the vehicle with the correct token, if it is in motion or stopped.

Successful Maneuver Example



Continuing with our example from above, this 3 AP maneuver has a combined difficulty of 5 (2 for the Easy Left + Attack Token, 1 for the Easy Right and 2 for the Punch It! + Brake Token). Rolling a 5 or more will allow the vehicle to successfully complete this maneuver.

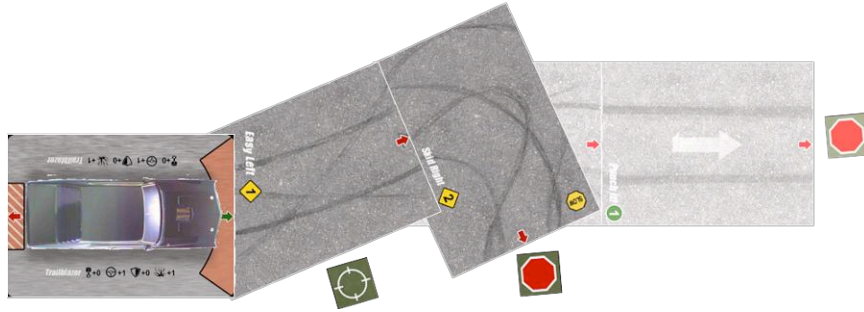
5.3 Unsuccessful Control checks

If the result of the DRIVER roll is less than the target difficulty, the player's vehicle has lost control and the player's vehicle will not complete the full set of actions. The player needs to determine where the loss of control happened. Starting with the first card in the movement chain, count the difficulty cost for each card until the rolled number is reached – remember that certain tokens will add to a Maneuver Card's count. Whichever card is reached, but not passed is the point that control was lost. Each type of card will have its own type of hazard roll. Simply roll a D6 and place the car in the resultant position indicated by the hazard roll (see the charts below, based on maneuver type). Remember that any maneuver paired with the Brake Token is considered a STOP maneuver).

Please note that there will be situations where a player can fail a DRIVER roll and still advance to the final card in a chain of events, simply due to modifying factors like tokens and bonuses. In ANY situation where the target number is not matched or exceeded, a loss of control must occur, even if the vehicle has reached the final card. This rule simply replicates the idea that a driver simply may not be able to do everything planned in a turn perfectly, especially when numerous factors (attacks, hazards) come into play. If this situation arises, any actions paired with the final card are not completed – the driver is struggling to maintain control and cannot attempt other actions. Also keep in mind that most loss of control outcomes result in skidding, panic braking and slowing (to maintain control). The main thing to watch for is the possibility of unintended collisions.

When any player's vehicle loses control, that player's turn ends immediately after determining the effects, regardless if the vehicle has completed all maneuvers or shots (excepting those that occurred before the loss of control). Any Action Points, Skill Points or tokens that were used in the attempt are lost. After resolving the loss of control, remove any unused cards and tokens, as the player's turn immediately ends. Be sure to mark the vehicle's motion correctly, as the vehicle may stay in motion or stop, depending on the outcome of the hazard roll.

Failed Maneuver Example



Attempting the same example maneuver from above, this driver rolls a total of 3 for the control check. This falls short of the roll of 5 needed to succeed. Counting the amount rolled from the first point of difficulty, the player is able to complete the Easy Left + Attack maneuver (resolved separately) but the count ends on the Easy Right – this is where the loss of control will occur. Rolling a 2 on the loss of control chart for turns, the player must replace the original turn with a skid, which will end in a full stop. The vehicle will now complete this altered series of maneuvers instead of those originally programmed by the player.

Straight Maneuvers

Roll a D6 Result of Loss of Control for straight maneuvers

- 1-2** **Panic Brake.** The vehicle's driver has panicked and braked hard. Align the vehicle's front with the leading edge of this Maneuver Card and place a Brake Token next to the car.
- 3+** **Regain Control.** The vehicle's driver has slowed down, to maintain control. Place the front of the vehicle even with the leading edge of this maneuver card. Mark the vehicle with the Maneuver Token arrow side up, as the vehicle is still in motion.

Turn Maneuvers

Roll a D6 Result of Loss of Control for turning maneuvers

- 1-2** **Oversteer.** The vehicle has begun to fishtail while turning. Cover this maneuver with a **SKID** card of the same direction (use the opposite direction if the original maneuver was a SKID turn) and complete that card instead. Place a Brake Token next to the car as it has skidded to a halt.
- 3+** **Understeer.** The vehicle has drifted out of the turn. Cover this Maneuver Card with a **STRAIGHT** maneuver and complete that maneuver instead. Mark the vehicle with the Maneuver Token with the arrow side up, as the vehicle is still in motion.

Stop Maneuvers

Roll a D6 Result of Loss of Control for stopping maneuvers

- 1** **Skid Left.** Cover this maneuver with a **SKID LEFT** (or SKID RIGHT, if the original maneuver was a SKID LEFT) and complete that maneuver instead. Mark the car with a Brake Token.
- 2** **Skid Right.** Cover this maneuver with a **SKID RIGHT** (or SKID LEFT, if the original maneuver was a SKID RIGHT) and complete that maneuver instead. Mark the car with a Brake Token.
- 3+** **Overshoot.** The driver was not able to come to a complete stop. Place the entire vehicle past the end of the card, with the rear of the vehicle base flush with the leading edge of the Maneuver Card. Mark the vehicle with the Maneuver Token arrow side up, as the vehicle is still in motion.

Section Six: Collisions

6.1 Defining Collisions

In a game of vehicular combat, contact is inevitable. There are occasions where the movement path of a vehicle will bring it in contact with the area of influence (the base) of another vehicle or obstacle. Whenever a Maneuver Card is played that contacts the area of influence of another vehicle or obstacle, a collision has occurred. Below are a few terms used when handling collisions:

Boxed in – If a vehicle begins its turn stopped and is unable to play at least one Maneuver Card without bringing it into contact with another vehicle or if the vehicle begins the turn in contact with another vehicle or obstacle from a previous turn, the player can only choose to remain stopped or make a disengaging maneuver (if possible). The player can still attack from this stopped position.

Ramming – Ramming is nothing more than an intentional collision. It is a no-holds-barred maneuver that will result in damage for both of the vehicles involved. Ramming is a desperate but (potentially) powerful maneuver.

Incidental – Incidentals are all other accidental collisions that occur after the resolution of some event (usually a loss of control). If a vehicle is somehow directed into another vehicle's base, it has incurred an incidental hit.

6.2 Resolving collisions

For the purposes of these examples, the active current player's vehicle is referred to as the active vehicle and the inactive player's vehicle is referred to as the target. When a collision is reached as part of the active player's movement, place a severe (+2) hazard token on the Maneuver Card at the point of contact. The active player must still make a successful DRIVER test to reach the point of collision without chickening out. Any loss of control that still incurs a collision will be treated as an incidental, as the active driver has panicked and tries to bail out of the collision any way possible, even if it means losing control. Ties are handled in the same manner as initiative; even though the dice may not represent the same attribute (i.e. a D10 DRIVER will beat a D8 ARMOR die, etc. A tie breaker roll may still be necessary).

Ramming

Ramming is used when the desired result is all-out destruction to the target car, regardless of the damage done to one's own vehicle.

Resolving a Ram

The active player rolls both **ARMOR** and **DRIVER** dice and places the highest single result, adding any characteristic bonus.

The target vehicle rolls ARMOR (and DRIVER, if in motion) dice and places the highest single result forward, adding any characteristic bonus.

Results

The loser gets wrecked for two (2) points of damage! The winner manages to come away with only one (1) point of damage. The colliding cars remain touching at the point of contact, making them automatically 'boxed in' by each other next turn. Both vehicles will be marked as stopped.

Incidental collisions

Whenever a vehicle is unintentionally directed into the area of influence (base) of another vehicle, an incidental collision has occurred. When vehicles come together in this manner, both will stop at the point of impact and the collision will be handled in the following way:

Resolving an Incidental

The active vehicle's player rolls both the **ARMOR** and **DRIVER** dice and places the highest roll forward, adding any relevant characteristic bonus.

The target vehicle rolls ARMOR (and DRIVER, if in motion) dice and places the highest roll forward, adding any relevant characteristic bonus.

Results

The loser gets wrecked for one (1) point of damage! The winner manages to come away with no damage. The colliding cars remain touching at the point of contact, making them automatically 'boxed in' by each other next turn. Both vehicles will be marked as stopped.

6.3 colliding with Obstacles and Terrain

Terrain elements can be involved in collisions. In most cases, colliding with large objects and structures will inflict one or two points of damage and bring a vehicle to a dead stop at the point of contact with no rolling necessary. Smaller objects may inflict no damage at all, but may stop a vehicle. There are many obstacles that may trigger special effects. Terrain specifics will be covered by special rules included in the scenarios rules as the properties of certain elements may change from scenario to scenario.

Section Seven: ATTACK!

7.1 Resolving Attacks

Once the DRIVER roll has been made, a player can resolve any successful attacks along the maneuver chain. The attack process is broken down into two major areas: determining line of sight and rolling for damage.

A NOTE ABOUT PRIMARY AND SECONDARY WEAPONS

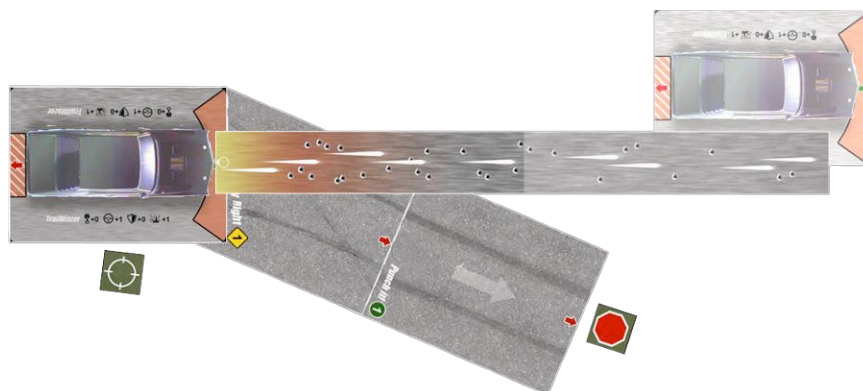
Some vehicles are outfitted with several weapon hard points, represented by the red weapon arcs illustrated on the vehicle bases. There are two types of hard points:

- Primary Weapon – the solid red weapon arc represents the firing corridor for the vehicle's main weapon. When firing from this arc, the player will roll the assigned **WEAPON** die
- Secondary Weapon(s) – some vehicles have a second (or third) hard point, represented by a red and white-striped weapon arc. These arcs represent backup weapons that add additional coverage, additional firepower and additional slots to be used for future equipment expansions. There are a few rules that govern these hard points
 - Any attack made with a secondary arc will not use the vehicle's assigned WEAPON die for attack strength. Backup weapons are small arms that only attack with a strength of D6. The vehicle's **FIREPOWER** characteristic bonus can still be added to this attack.
 - Vehicles with a primary and secondary arc on the same facing can be fire-linked. If both arcs can touch the intended target, the player may fire with the primary weapon, with an additional +1 attack bonus for the assistance of the secondary weapon.

7.2 Determining a Hit

- A player may make one (1) attack for each successfully executed **Attack Token** positioned along a maneuver chain. Move the vehicle onto the corresponding Maneuver Card aligning the front arrow of the vehicle base with the red exit arrow of the attack card. The vehicle will fire from that position. A vehicle may fire from any ONE weapon arc on its base. The player is always assumed to be firing with the PRIMARY arc, unless they specifically state that they are using a SECONDARY weapon.
- The player takes the range ruler and nests it within one of the highlighted fire arcs on his vehicle base – the ruler must seat within the arc and can only 'sweep' within the angle indicated; Articulated weapons have a 90 degree cone, while fixed weapons have a small, rectangular arc that allows only for straight forward (or backward) shooting.
- If any portion of the range ruler touches the base of another vehicle, that vehicle is hit. All vehicles are presumed to be on level ground and be relatively the same height. There will not enough difference in either factor to provide an advantage. When aligning shots, the first vehicle to interrupt the range ruler will be considered the target of the attack.

Attack Example



In this successful maneuver, the player may resolve an attack from this position, before moving along to the end of the chain. Placing the Range Ruler within the primary weapon arc, the player establishes that the opponent's vehicle is within range. The players would now move on to resolving damage.

7.3 Rolling to Damage

Once the range ruler has determined that a vehicle is hit, the players must make opposed rolls to see if the attack deals damage.

Certain elements of terrain and scenery may interfere with shooting. Refer to the scenario section for rules detailing the use of terrain and scenery.

1. Determine the Target Number

The defending player rolls their **ARMOR** die and adds their **DEFENSE** bonus.

2. Attacker rolls to damage

Once the target number has been set, the attacking player rolls their **WEAPON** die and adds any bonuses related to **FIREPOWER** (listed on the vehicle base), target's motion (Shooting at a stopped vehicle adds +1 to the weapon roll) and Skill Points spent by the attacker (each Skill Point spent adds +1 to the weapon roll).

3. Compare the results

- **Damaging Attack** - If the attack roll exceeds the target defense number, the targeted vehicle gains one (1) point of damage. The target vehicle must remove one Armor Token from the Damage Track, exposing a bullet hole. If the target vehicle takes its sixth point of damage, it has been destroyed. The vehicle is unplayable, but will remain in place as an obstacle for other vehicles.
- **Undamaging Attack** - If the roll is equal to or less than the target number, the shot simply ricochets off of the vehicle's armor or punches through some non-critical area.

Using Skill Points to modify the FIREPOWER roll

A player may tap into the driver's skill to squeeze off that seemingly impossible shot. Before making the attack roll, a player may pay Skill Points to modify the outcome. Each Skill Point the player spends adds +1 to the outcome. But remember – once all SP tokens have been spent, they can only be renewed (one at a time) by winning initiative.

7.4 Automatic Fail

Any time a 1 is rolled for an attack, the player's attack fails, regardless of the target number and any modifiers.

7.5 Complex attack sequences

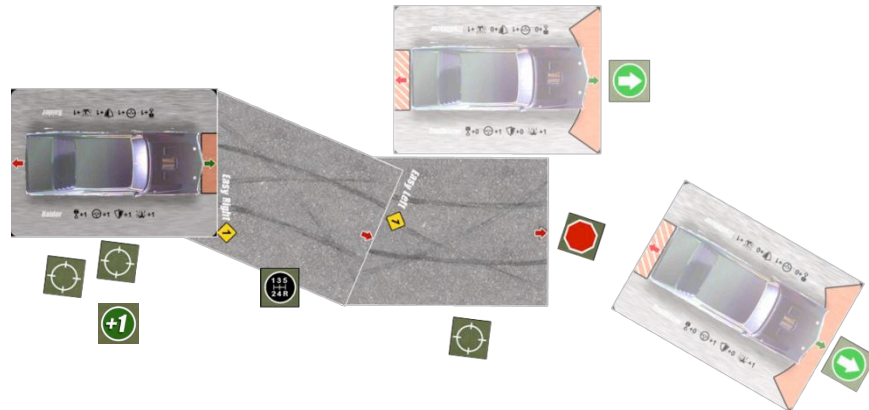
The Attack Tokens can be used many different ways to create complex sequences as they can be played alone, paired with Maneuver Cards or a combination of the two within the same turn. A player may want to remain stopped and attack. Other times, a player may want to shoot from a stopped position, engage the engine and then shoot again while maneuvering. These types of scenarios are possible but the mechanics may seem confusing at first. Just remember a few key components related to Attack Tokens and these complex situations should become easier to navigate:

- Only one Attack Token can be joined with a Maneuver Card.
- Each Attack Token paired with a Maneuver Card adds +1 difficulty to a DRIVER control check.
- Up to three (3) attack tokens can be placed next to a stopped vehicle for the cost of one (1) AP per token, resolved as one attack (see 7.6 below).
- No Attack Token may be played after a stop. Maneuvering, stopping and then attacking requires two turns to execute. Attacks paired with a Stop Maneuver still add +1 to that card's difficulty, in addition to the +1 for the Brake Token.

7.6 Unloading From a Stopped Position

There can also be situations where a player will want to do absolutely no driving, but let loose a rapid barrage of fire from the same, stopped position. Playing Attack Tokens in this manner is possible. All players are limited to one (1) stationary attack per turn. Additional tokens placed alongside this stationary attack will add +1 to the attack roll, but not be resolved as a second (or third) attack. These additional tokens cost (1) AP per token. In this specific situation, there is no difficulty as a DRIVER roll only has to be made if Maneuver Cards are played (see the 'complex sequence example, below for a sequence that combines stopped shots and maneuvers paired with attacks).

Complex Sequence Example



In this example, the active player wants to achieve the following: Stopped from the previous turn, the player wants to make a stationary attack, throw the car into gear, execute an Easy Right followed by an Easy Left/Attack combo, allowing them to fire on a second vehicle and then execute a brake before contacting the second vehicle. Costing 5 AP to execute, with a total difficulty of 4, resolved after the first attack. The first attack will gain a +1 Firepower Bonus as there is an additional Attack Token paired with the first shot.

Section Eight: The End Phase

8.1 End of Turn Activities

There are a few record keeping activities that each player needs to take care of, before handing the initiative over to the next player, in order to get ready for the next round of movement and attacking.

Make sure that any destroyed vehicles are marked. If any vehicle has received enough points of damage to destroy it, mark it in a way to indicate it has been wrecked (a common way is to flip the Vehicle Card over). The vehicle must remain in place, but can no longer be activated, as it is now an obstacle – better luck next time!

Make sure the correct Maneuver Tokens are next to all vehicles. Any Brake or Arrow Tokens remain in play to indicate whether a car is in motion and indicate its current heading.

8.2 Wrapping up the round

Make sure that any used Skill Points have been exhausted from the player's cards. When a player exhausts all of their Skill Points, they can only gain more if they win initiative.

From this point, play continues, by repeating the turn phases for each player in initiative order and then a new round will start, starting with establishing new initiative. Play continues until victory conditions have been met – even if those conditions are 'Last car standing wins!'

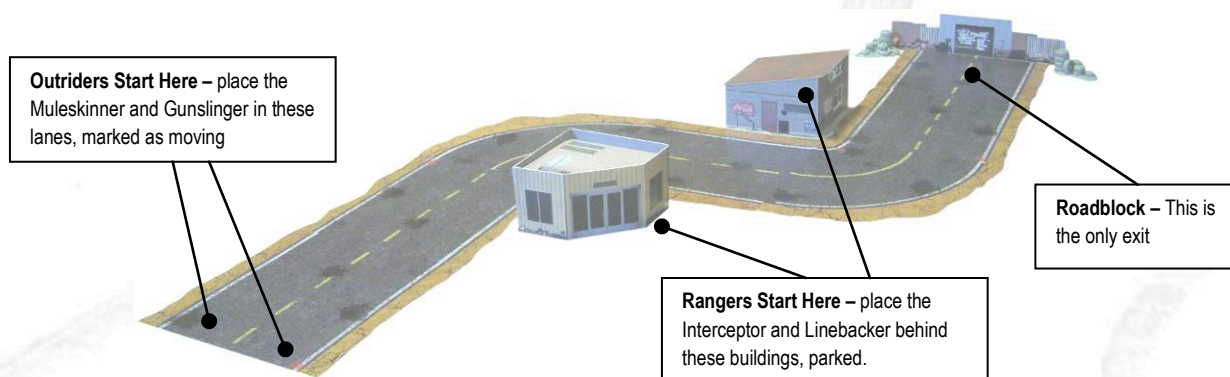
Section Nine: Introductory Outrider Scenario

Roadblock

THE GIST: Munday, TX. Places like this used to be speedtraps ... now they're deathtraps. Two Republic of Texas Rangers (ROToRs) have setup a trap for any Outriders desperate enough to pass through this particular section of old SH 277.

THE TEAMS: The Outrider team consists of a Muleskinner (hauling precious/illegal/dangerous cargo) and a Gunslinger riding shotgun. The ROToR team has one interceptor and one linebacker.

SETUP: Setup a play area approx. 36" tall and 24" wide. The Outrider team sets up in the bottom left-hand corner, on the HWY. The ROToRs start hidden behind buildings near the center. The highway makes an 'S' curve from bottom-left to top-right, with two structures near the middle and a roadblock set up at the topmost edge of the freeway.



VICTORY CONDITIONS:

The Outrider team must get the Muleskinner past the roadblock for a win. The ROToR team must destroy the Muleskinner for a win.

TERRAIN & SCENERY RULES:

Road rules - any actions made completely on the paved surface are treated as normal

Off road rules - any maneuver chain that begins, ends or passes thru non-paved surfaces is marked with a moderate (+1) hazard token. Any vehicle off road receives +1 Defense when attacked, due to the dust that is kicked up around the vehicle.

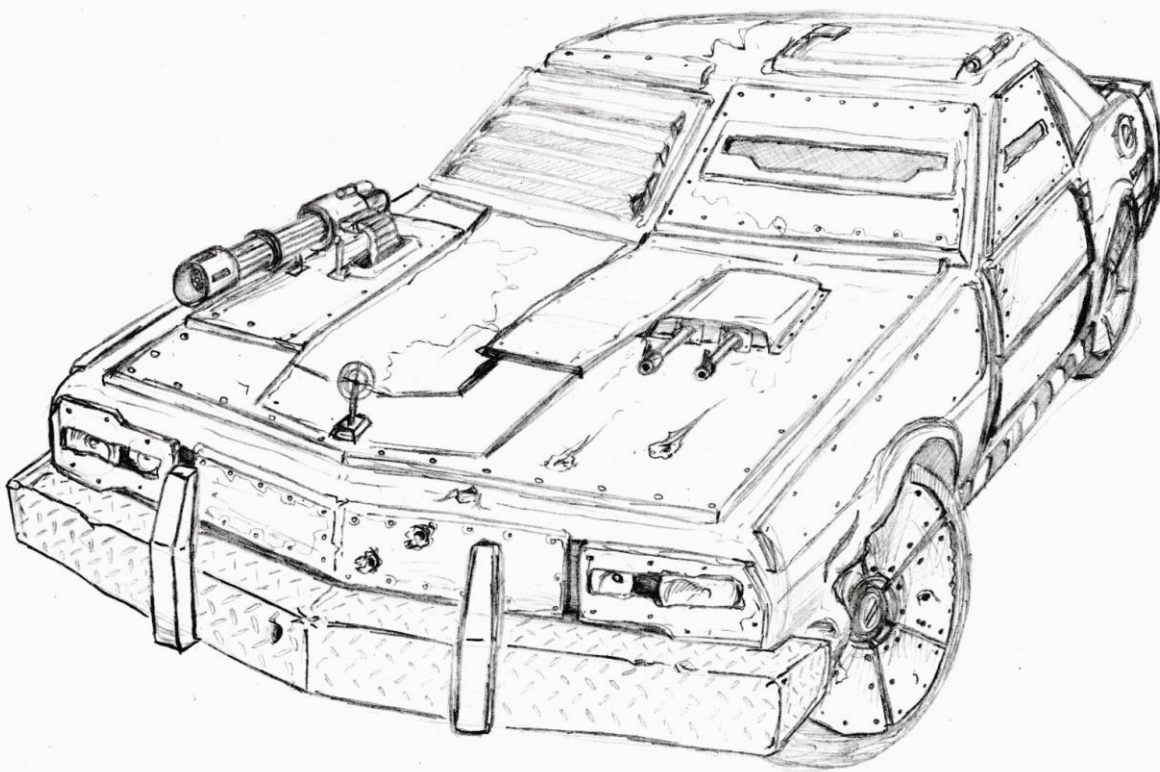
Structures - Buildings completely block line of sight and cannot be fired through. Buildings also cannot be damaged by attacks. Colliding with a building or the roadblock will automatically cause 1 point of damage to a vehicle and immediately stop it dead in its tracks (no rolling required). Any vehicle that collides with a structure is boxed in at the beginning of the next turn.

Roadblock - The Roadblock is the ONLY exit for the outrider team, all other edges are considered impassable by wheeled vehicles. The roadblock has 3 hit points and will automatically lose 1 HP each time it is attacked or rammed. When reduced to zero HP, it can be plowed-through, as part of a successful maneuver chain. This maneuver is marked with a (+2) severe hazard token

Victory - Only the *Muleskinner* is needed for either victory, so the *Gunslinger* can certainly be sacrificed for the win!

Thanks for Choosing Outrider!

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



DiceFest
Games

Somewhere In The Southwest...



Fire up the engine, jam it into gear and keep your finger close to the trigger – Welcome to the world of Outrider, a fast and furious game of vehicular combat set in a neo-western dystopia.

Put away the measuring tape, turning template and get behind the wheel! Outrider's intuitive system of performing maneuvers and actions feels more like driving and less like geometry.

Included are enough print & play components for four 'Riders, including an introductory scenario with terrain. Comprised of portable components, basic Outrider converts to a fully 3D tabletop experience with the addition of the largest and most inexpensive range of miniatures around: 1/64th scale diecast cars.

Dicefestgames.com