



Blazing past the last town before the border, El Jefe caught a glimpse of the black and white hidden behind the faded billboard. “Andale vatos, there’s no way this la chota can catch us before we are home free.”

Switching on his sirens, ex-officer, turned vigilante ‘Matt 713’ Miles pounced onto the asphalt. Throwing a dash-mounted toggle, his engine lurched and began to whine as the supercharger came up to speed. “... the highway to hell is broad, and its gate is wide for the many who choose that way,” he began to utter under his breath as he gave chase. These sinners were not going to make it to Neo Mexico on his watch.

Welcome to Tejas Speed Shop Tuner Cards, an expansion deck for Outrider that adds a selection of aftermarket equipment to increase the performance and defensive capabilities of your Outrider vehicles. 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.

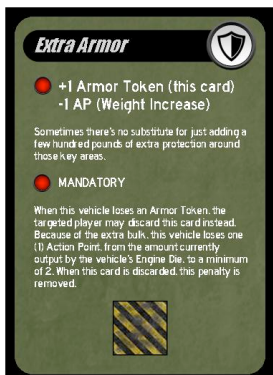
Be sure to check out dicefestgames.com for information on game updates and for expanded components and rules (like this one).

Section One: Welcome to the Speed Shop (version 1.31)

This first section will help familiarize you with the various cards that are included in the Tuner Card Deck. The sections below provide an illustration and breakdown of the card's instructions.

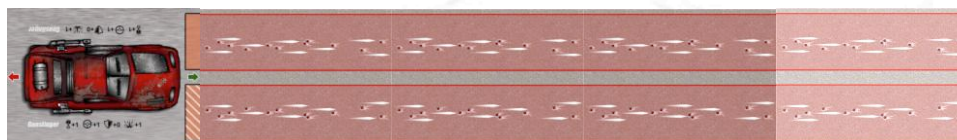
1.1 Tuner Cards

These cards represent the bolt-on equipment that enhances the vehicle's performance or defensive capabilities.

 <p>Extra Armor</p> <p>+1 Armor Token (this card) -1 AP (Weight Increase)</p> <p>Sometimes there's no substitute for just adding a few hundred pounds of extra protection around those key areas.</p> <p>MANDATORY</p> <p>When this vehicle loses an Armor Token, the targeted player may discard this card instead. Because of the extra bulk, this vehicle loses one (1) Action Point from the amount currently output by the vehicle's Engine Die, to a minimum of 2. When this card is discarded, this penalty is removed.</p>	<p>Title & Icon – Includes the name of the bolt-on equipment and indicates which attribute the tuner card enhances.</p> <p>Summary – Gives the player a quick reference of the tuner cards effects.</p> <p>Details – This area includes detailed rules, roll charts (for items with variable effects) as well as an image of the gear.</p>
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1.2 Range/LOS Cards

This expansion includes a new component for the Outrider game: Range Cards (sometimes referred to as Line of Sight or LOS cards). These cards are designed to replace or enhance the existing range ruler. On one side, there is a single, red fire corridor. The other side features a double corridor (for vehicles with linked weapons). These cards are used exactly like the existing ruler, with the exception that they can be chained together to indicate increased or decreased range. As a base, three range cards placed end to end equal the length of the original range ruler. These also have the added benefit of fitting easily into a deck or tuckbox with your existing Outrider cards.



This example shows the range cards placed in front of a Gunslinger. The three darker cards indicate the standard range (equal to the ruler). The fourth, highlighted card shows extended range, granted by a Tuner Card.

1.3 New Tokens

There are a few new tokens that are added with this expansion. These tokens are used to track special effects granted by certain equipment. In addition to these tokens, there are +3 and +4 tokens included to help keep track of stacked bonuses.



N2O Token – Used in conjunction with the N2O bottle, this token is used for tracking how many charges (uses) remain in the bottle. Place the tokens on or next to the N2O card and discard the tokens as you use charges.



Red Attack Token – The Red Attack Tokens are used to mark extra attacks and used to represent special attacks that are typically purchased by spending one or more regular attack tokens. They are also used to mark range for the Snap Fire Sensor and mark turret position.

Section Two: Adding the Tuner Cards to Your Games

2.1 How to incorporate the cards

The Tejas Speed Shop is famous throughout the southwest for its 'Shop, Chop & Swap' program. Outriders can buy new or surplus parts as well as trade in their used equipment for credit towards new gear. This flexibility allows Outriders to frequently change their gear from job to job. To represent this in the game, players can equip their car with new and different upgrades at the beginning of each game. Listed below are a few (of the many) ways players can draft/draw tuner cards at the beginning of a game.

Random Draw:

In this variant, shuffle the tuner card deck and have each player draw one (1) card at random. Players can establish a draw order by rolling their Driver Dice.

Semi-Random Draw:

In this variant, separate the tuner cards into five (5) separate decks, sorted by associated attribute (Engine, Handling, Armor, Weapon, Special). Have the players draw one card from one (1) or more decks – the general rule of thumb is that no vehicle will have more than one type of upgrade – this means that a car will never have more than five (5) tuner cards (one for Engine/Acceleration, Driver/Handling, Armor/Defense and Weapon/Firepower). Like the previous variant, players can roll Driver dice to establish a drafting order.

Assignment

If the players are playing a custom scenario, the players (or the scenario's creator) may decide that certain vehicles will have prescribed equipment. Alternatively, players can establish a draft order and allow each player to select one (1) or more tuner cards of their choice.

2.2 The power of Tuner Cards

Generally, the Tuner Cards are roughly equivalent to a +2 bonus. This means that some cars, equipped with Tuner cards can have extremely high bonuses. If any combination of add-on equipment increases any bonus higher than +4, then it is capped at +4. Additionally, if any combination of cards increases a vehicle's Action Points to more than eight (8) the amount is capped at eight (8) AP.

2.3 Skill Points and Tuner Cards

There are more than a few cards that increase or decrease the amount of Skill Points. At the beginning of the game, the starting/maximum of Skill Points is established, taking these enhancements into consideration. Once established, no further game effect(s) can ever increase a player's Skill Points beyond this starting amount. Additionally, even though equipment bonuses are capped at +4, this does not apply to Skill Points – a player is still allowed to increase a bonus beyond +4 through the use of SP.

2.4 New Dice Formulas

There are a few new dice combinations used in conjunction with this expansion. They are 2D(x)H and 2D(x)L. (x) represents the associated attribute die. 2D(x)H means roll two (2) attribute dice and choose the highest single result – sometimes you may be able to apply the total (see the card descriptions for more details). 2D(x)L is the opposite: roll two (2) attribute dice and apply the single lowest result.

2.5 Placement

Tuner Cards are designed to fit behind or beside Dashboard Cards. When placed behind, a quick summary of the benefits will be visible above the Dash Card (see image below).



Example of Tuner Cards in play with Dash Cards

Section Three: Card Descriptions & Rules

3.1 Tuner Card Iconography

Each Tuner Card contains symbols that will help players easily recognize the boosted Attribute Die and/or characteristic. There are also icons (represented by red and green LEDs) that indicate whether the card's ability is mandatory (red) or optional (green).



Engine & Acceleration Upgrades – Cards with the piston icon are engine upgrades that will boost an engine's acceleration or horsepower, resulting in better initiative rolls or increased AP – or sometimes both!



Driver & Handling Upgrades – From better controls to better underpinnings, these cards will enhance the driver's skill or increase the vehicle's responsiveness.



Defense & Armor Upgrades – These cards will augment a vehicle's defensive capabilities, making it more resistant to ballistic or collision damage. Some cards grant the ability to use a vehicle's armor as a weapon.



Firepower & Weapon Upgrades – These cards give players more attack choices as well as ways to improve accuracy. Many of these upgrades will use the Red Attack Tokens to indicate the use of a special attack. Some will need to use the Range Cards as they have increased (or otherwise augmented) range compared to the standard range ruler.



Special & Combination Upgrades – These are the cards that benefit more than one attribute (combo) or they simply do not fit into any other category.



Optional Attributes – The green LED indicates that the Tuner Card's boost/ability is optional, meaning the player can determine from turn to turn whether or not to use the ability.



Mandatory Attributes – The red LED indicates that the Tuner Card's boost/ability is mandatory, meaning that it **MUST** be used every turn, whether the player wishes it or not.

3.2 card Glossary

This section also contains a glossary that explains, in detail, the rules for each card as well as a few examples for the more complex abilities. The cards will contain a summary of these rules. If there is a dispute while playing, please refer to these more detailed rules for resolving ambiguous situations.

3.3 Engine & Acceleration Upgrades

The following upgrades boost a vehicle's Action Point output, Acceleration Bonus and/or Initiative.



Supercharger

Mandatory. The Supercharger boosts a vehicle's acceleration by +2, in addition to any other acceleration bonuses the vehicle may have. The cumulative bonus is capped at +4.



Custom Throttle

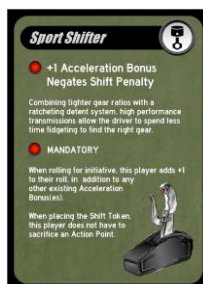
Mandatory. Cars equipped with a custom throttle assembly roll two (2) engine dice and choose the single highest result when rolling for initiative. In the case of rolled doubles, do not apply the total.



Turbocharger

Mandatory. Cars equipped with a turbocharger gain +1 Acceleration bonus, in addition to any other acceleration bonuses (to a maximum of +4).

Mandatory. A turbo charger grants one (1) additional Action Point to the engine's current output, to a maximum of eight (8) AP.



Sport Shifter

Mandatory. Sport Shifters add +1 Acceleration Bonus in addition to any other bonuses (to a maximum of +4).

Mandatory. Sport shifters also negate the 'Shift Penalty.' This means that when a player pairs a Shift Token with a Maneuver Card, it does not require an additional Action Point. The presence of the token will still disallow any other action from being paired with the card.



Hood-Mounted Tachometer

Optional. Players using a hood-mounted tachometer may spend one (1) Skill Point when rolling initiative to gain a variable acceleration bonus, in addition to any other bonuses (to a maximum of +4). When rolling for the bonus, roll a D6. On a roll of 1-4, the player gains +1 acceleration. On a roll of 5-6, the player gains +2 acceleration. If the player wins overall initiative, they will earn the speedometer (as usual) but they will not regain a Skill Point.



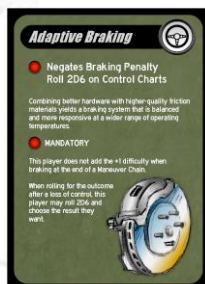
N₂O Boost Unit

When equipping a vehicle with an N₂O bottle, take six (6) N₂O tokens and place them beside the card. These tokens represent the remaining uses (or 'charges') left in the bottle.

Optional. At the beginning of their turn, a player may exhaust one (1) N₂O charge to gain a variable amount of additional Action Points, to a maximum of eight (8). When using a charge of N₂O, roll a D6. On a roll of 1-4, the vehicle gains one (1) AP. On a roll of 5-6, the vehicle gains two (2) AP. The player is not compelled to use the extra AP.

3.4 Driver and Handling Upgrades

The following upgrades boost mechanics related to maneuvering, braking, handling and Driver characteristics.



Adaptive Braking System

Mandatory. Adaptive Braking negates the 'Brake Penalty.' When a brake token is placed at the end of a Maneuver Chain, the normal +1 difficulty is ignored. This does not affect the +1 attack bonus for firing at a stopped vehicle.

Mandatory. When rolling on a loss of control chart (after losing control) vehicles equipped with adaptive braking system may roll two (2) D6 and choose the result they want.



Firmly Suspended

Mandatory. Vehicles equipped with firm suspension gain a +1 Handling Bonus in addition to any other Handling Bonuses, to a maximum of +4.



Tuned Suspension

Mandatory. Vehicles with Tuned Suspension count all card difficulties as one (1). All other modifiers such as hazards, brake penalties, attacks, etc. are calculated as normal. Because of the rough ride, anytime this player rolls a one (1) when making a control check, the Driver loses two (2) Skill Points.

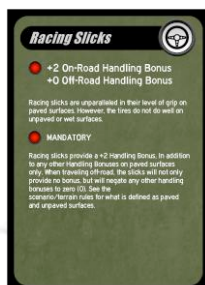
Example: A maneuver chain consisting of two straights, two skid turns, a Brake Token and an Attack Token would have a difficulty of six (1 for each Maneuver Card, plus 1 for each token). This series of maneuver would normally have a difficulty of eight (1 for each straight, 2 for each skid turn plus 1 for each token).



Custom Cockpit

Mandatory. At the beginning of the game, a player with this card rolls 2D6 and chooses the single, highest result and adds this amount of Skill Points to their starting/maximum Skill Pool.

Example: A player with a Freelance Driver (D6) equips their vehicle with a Custom Cockpit. At the beginning of the game, the player rolls 2D6 – a three (3) and a five (5). Taking the higher result (the five), the player adds five (5) Skill Point Tokens to their starting/maximum Skill Pool, for a total of eleven (11).



Racing Slicks

Mandatory. Racing slicks add a +2 Handling Bonus to a vehicle when driving on paved surfaces. This bonus is in addition to any other Handling Bonuses, to a maximum of +4.

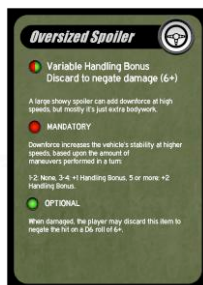
Mandatory. A vehicle equipped with Racing Slicks will have its Handling Bonus reduced to zero (0) when driving on non-paved surfaces. This negates ALL Handling Bonuses, including the one from the vehicle's base.

Check scenario rules to see what is defined as a paved and non-paved surface.



Off Road Conversion

Mandatory. Vehicles equipped with an off road conversion can first remove any moderate (+1) hazards from the Maneuver Chain and then reduce any remaining severe (+2) hazards to moderate (+1). This includes any and all types of hazards, including collisions.



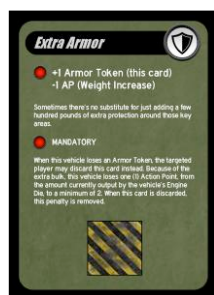
Oversized Spoiler

Mandatory. Vehicles equipped with a spoiler receive a variable Handling Bonus, relative to the number of maneuvers made in a turn. 1-2 Maneuvers will grant no bonus. 3-4 Maneuvers will grant a +1 Handling Bonus. 5 or more maneuvers will grant a +2 Handling Bonus. These bonuses are in addition to any other Handling Bonuses to a maximum of +4.

Optional. Vehicles equipped with a spoiler Have a little extra bodywork to sacrifice during an attack. After a damaging attack, this vehicle may sacrifice this card for the possibility to negate the damage. After sacrificing the card, roll a D6. On a roll of 5+, the damage is negated.

3.5 Armor and Defense Upgrades

The following upgrades boost the defensive capabilities of a vehicle.



Extra Armor

Mandatory. Vehicles equipped with extra armor may discard the equipment card to block point of damage. This includes all damage, including collision damage.

Mandatory. While equipped with the extra armor, the vehicle loses one (1) Action Point from its engine's output, to a minimum reduced output of two (2) AP. When the extra armor is shed, this penalty is removed.



Reinforced Chassis

Mandatory. A vehicle with a reinforced chassis has a chance to reduce collision damage. This applies to any collision damage including rams and incidentals. The player does not have to be the active player for this card to work. Any time this vehicle receives damage from a collision, roll a D6. On a roll of 4+, this vehicle may ignore one (1) point of damage.



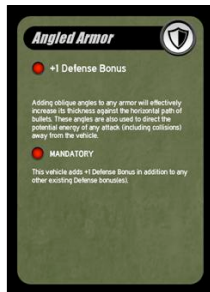
Spiked Armor

Mandatory. Vehicles equipped with spiked armor have a chance to deal extra damage to their opponent in a collision. This applies to any collision damage including rams and incidentals. The player does not have to be the active player for this card to work. Any time this vehicle is involved in a collision, roll a D6. On a roll of 5+, the opponent's vehicle receives one (1) extra point of damage. In this example, any vehicle other than the player's is defined as 'the opponent' meaning friendly vehicles are not immune to this effect.



West Texas Camo

Mandatory. Vehicles with camouflage can be hard to target against the backdrop of the West Texas Desert. Any time this vehicle is off road and targeted for attack, roll a D6. On a roll of 5+, the attack misses. Refer to scenario rules to determine what is defined as off road.



Angled Armor

Mandatory. This vehicle receives a +1 Defense bonus in addition to any other Defense Bonuses, to a maximum of +4.



Rear Slab

Mandatory. When targeted from the rear, this vehicle may roll 2 Armor Dice and select the single, highest result or the total in the case of rolled doubles (i.e. rolling two fives would yield a total of ten). Any Defense Bonuses are applied after this roll is made. Vehicles with rear-facing primary weapons (such as the Tailgunner) cannot be equipped with a slab. Rear-facing secondary, dropped or deployed weapons are not affected. A rear attack is defined as any attack where the Range ruler passes through the rear facing of the vehicle base – even if the Range ruler touches an adjacent side facing, it is still considered a rear attack, if the rear facing is touched by the range ruler.



Reactive Armor

Optional. When attacked, this player may elect to trigger their vehicle's reactive armor system. If the player decides to use this defense, roll a D6 before the attack roll is made. On a roll of 1, the system has malfunctioned and automatically causes one (1) point of unblockable damage. On a roll of 2-4, this vehicle receives a +1 Defense Bonus. On a roll of 5-6, this vehicle receives a +2 Defense Bonus. These bonuses are in addition to any other defensive bonuses, to a maximum of +4. After the reactive armor's effects have been resolved, the attack roll may proceed as normal (the player does not get to decide to use this equipment after the results of the attack roll are known).

3.6 Weapon and Firepower Upgrades

The following upgrades boost the offensive capabilities of a vehicle. By adding additional accuracy, range or special attacks.



Rate of Fire (ROF) Increase

Optional. A vehicle with this upgrade adds one (1) extra Red Attack Token to its Attack Token pool. This token is subject to all the rules associated with the pairing of attacks and maneuvers. This effectively means that a standard vehicle equipped with a ROF Increase would be able to make four (4) separate shots per turn, or could make a massive, +3 stationary attack (If the AP is spent). No combination of weapon upgrades can ever lead to a Firepower bonus higher than +4.



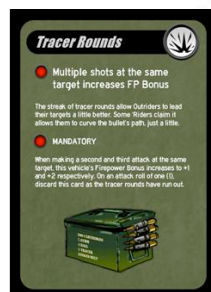
Range Increase

Optional. A vehicle with extended range can target a vehicle at the distance of four (4) Range Cards. If using the Range Ruler, the range will be extended by one (1) Range Card. This range increase does not apply to secondary or auxiliary weapons.



Armor Piercing (AP) Rounds

Mandatory. When attacking with a primary weapon loaded with AP rounds, The attacker gains a +1 Firepower Bonus. Additionally The attack will penetrate if the attacker and defender roll the same number, regardless of modifiers or totals. If this vehicle ever rolls a 1 when attacking, this card is discarded in addition to the automatic miss (the penetration ability does not occur if both the attacker and defender roll a 1). The Firepower Bonus can never exceed +4, no matter the combinations of equipment and bonuses.



Tracer Rounds

Mandatory. Tracer rounds allow a player to increase their Firepower Bonus, when attacking the same target multiple times, uninterrupted, to a maximum of +4. If a 1 is ever rolled for an attack roll, discard this ammo in addition to the automatic miss. This special ammo is associated with the primary weapon – secondary and auxiliary weapons do not benefit from multiple shots.



Low Tech Targeting

Mandatory. Vehicles equipped with crude iron sights gain an additional +1 Firepower Bonus on fixed-forward attacks, to a maximum of +4. This bonus cannot be applied to rearward, dropped or deployed attacks. The following are defined as fixed forward: A non-articulated front arc, such as the Raider's or an attack from an articulated arc (like the Renegade's) if the range ruler/cards are seated flat against the forward edge of the vehicle base. These crude devices are often lost in collisions. When colliding with another vehicle, roll a D6. On a roll of 1-3, the attachment is lost, discard this card. On a roll of 4-6, the sights stay affixed to the car.



Hand Cannon

Optional. When firing this sidearm, the attack can only originate from the left or right facing of your vehicle, at a range of one (1) Range Card, flush and centered to the vehicle base and passing through the target's left or right side facing to represent a hand weapon being fired out the driver or passenger side window at the vehicle's driver (see the example on the card, whew!). An attack token must be played to make this attack, per normal rules. When resolving this attack, roll a D6. On a roll of 1-3, the attack has no effect. On a roll of 4-5, the attack removes one (1) Skill Point from the targeted player's pool. On a roll of 6, the attack removes D6 Skill Points from the targeted player's pool. If a player is ever reduced to zero (0) Skill Points by a Hand Cannon attack, that player may never regain Skill Points by winning initiative (although they still can through other means).



Snap Fire Sensor

Optional. Using a snap fire sensor allows a player to (possibly) make an attack outside their turn. A player who wishes to make a snap fire attack must play an Attack Token at the end of a Maneuver Chain, in the same manner of a Brake Token, Hazard Token, etc. This Token may be played even if there is an Attack Token paired with the last maneuver. After resolving the (successful) Maneuver Chain, this player may then place the range ruler down as if they were making an attack with their primary weapon. An empty area of the playing area may be targeted. After establishing the area to be scanned, mark the end of the range ruler with a Red Attack Token and remove the range ruler/cards. The first vehicle to break this invisible line (between the red token and the vehicle base) will be fired at automatically (see the example graphic on the card). This shot is resolved with NO Firepower Bonuses. The defender will receive bonuses as normal. This can only be used for one attack and cannot be used on secondary or auxiliary weapons.



Motorized Turret (Finally!)

Mandatory. A motorized turret allows the vehicle's primary weapon to be fire in any direction, regardless of the arc indicated on the vehicle base. To represent the slow speed of the motors driving the turret, use a Red Attack Token to indicate the turret's current facing next to your vehicle (see example nodes on the equipment card). The turret may be fired from any flush facing (front, rear, left, right) or from any corner facing (this covers the areas in between the adjacent sides). When making subsequent attacks, the turret is only capable of turning two (2) nodes in either direction – effectively meaning that the turret cannot spin more than 90 degrees (give or take) between shots. The turret's facing is constant, it does not reset between turns (keep the red token placed next to the car at all times) although the player may choose the turret's initial facing at the beginning of the game.



Fire Control

Optional. Fire Control allows the player to play unused Attack Tokens as target 'locks'. When building a Maneuver Chain, the player may place unused Attack Tokens next to a vehicle they intend to attack. Each 'lock' placed on the intended target will add a +1 Firepower Bonus in addition to any other bonuses, to a maximum of +4. Once placed, these attacks cannot be recalled or placed onto a separate target. The player must still pair Attack Tokens to maneuvers to actually make the attack(s).

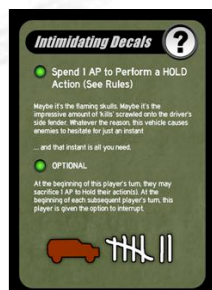
3.7 Special Upgrades

The following upgrades don't fit into other categories and may provide benefits outside the normal rules.



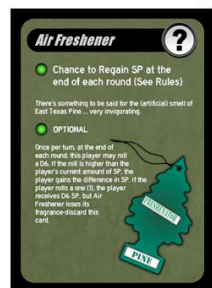
Fuzzy Dice

Optional. The player may substitute any die roll with 2D6 (Instead of the normal attribute die). After rolling, the player must apply the single, highest result. In the case of doubles, the player may apply the total. If double ones are rolled (snake eyes), the roll automatically fails and the player immediately takes one (1) point of unblockable damage. If the fuzzy dice ever fail a roll, discard this card.



Intimidating Decals

Optional. After initiative is established, this player may sacrifice one (1) Action Point to hold their action(s). This player is given the option to interrupt after each player turn. When Playing with multiple 'Intimidating Decals' cards in play, the player with the higher initiative can always outwait other players.



Air Freshener

Optional. At the end of each round, this player may roll a D6. If the roll is higher than the player's current amount of Skill Points, the player regains the difference. If the player rolls a 1, the player earns D6 Skill Points, but the freshener loses its piney freshness – discard this card. If the player rolls and does NOT roll higher than the current amount of Skill Points, nothing changes, the player may attempt again next round.

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 and The Outrider entry on 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.