

# *Outrider*

Fast and Furious Vehicular Combat



Out Run.

Out Gun.

Out Last.



## ***Somewhere in the Southwest ...***

*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 and 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 wastes. 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 DiceFestGames game 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](http://dicefestgames.com)** for information on game updates and for expanded components, rules.



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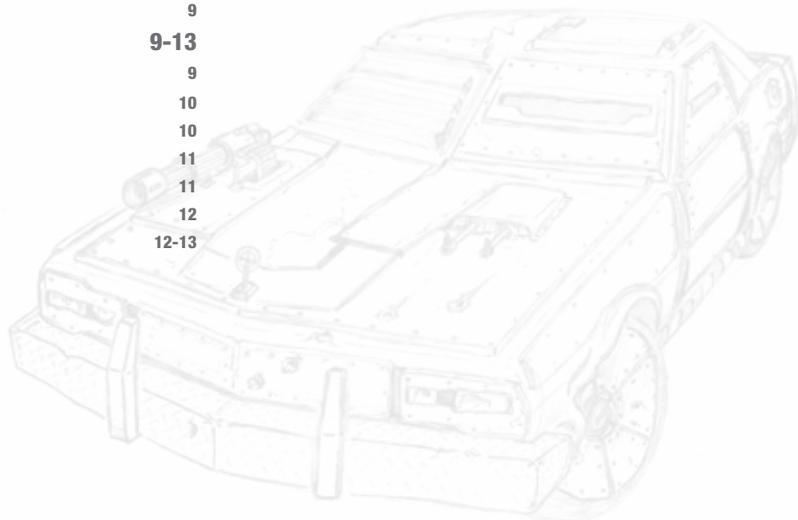
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# Section One: Components

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 fifteen (15) Maneuver Cards, eight (8) double-sided vehicle cards, eight (8) double-sided Dashboard cards, three (3) double-sided Range Cards, one (1) Speedometer card, One (1) Reference Card and 176 tokens. One set of four polyhedral dice (6,8,10 and 12 sided) is included, but multiple sets can be helpful.

## 1.1 Maneuver Cards

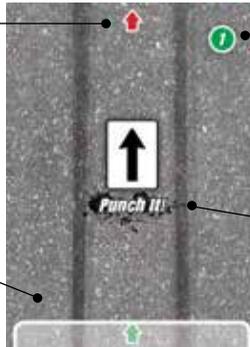
Once assembled, there should be fifteen (15) double-sided Maneuver Cards. The Maneuver Cards contain the following game relevant information:

### 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.

### 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 and a colored road sign icon. The number indicates the cost of attempting the maneuver and the icon indicates what class of maneuver it is – a white rectangle 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 Cards

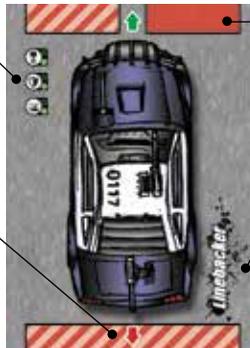
The vehicle cards are the same shape as the Maneuver Cards and contain some of the same symbols, plus some that govern aspects such as attacks and vehicle characteristics. This entire card represents the vehicle's area of influence, used for determining line of sight and collisions:

### Characteristic Bonus(es)

There are four vehicle characteristics that can modify certain die rolls throughout the game: ACCELERATION (Piston), HANDLING (Wheel), DEFENSE (Shield) and FIREPOWER (Blast). The green dots underneath these icons will indicate a +1 or +2 boost to the pictured characteristics.

### Facing Arrows

Similar to a Maneuver Card, these arrows indicate the front and rear facing of the vehicle and are used for card alignment when performing movement.



### Weapon Arcs

These are the red, delineated areas along the edges of the vehicle card. The Line of Sight Cards can be nested within these areas to determine a corridor of fire.

### Vehicle Name & Image

Although every vehicle in the world of Outrider is unique, there are popular nicknames that surround certain common builds. For instance, lightly armed muscle cars built for pure speed are called *Interceptors*.

## 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:

	<b>Acceleration</b>	The acceleration bonus is added to the ENGINE roll that determines initiative at the beginning of each new round of play.
	<b>Handling</b>	The handling bonus is added to the active player's DRIVER roll when making control checks.
	<b>Defense</b>	The defense bonus is added to a targeted vehicle's ARMOR roll when defending against attacks in the action phase.
	<b>Firepower</b>	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 cards, there are also 8 double-sided dashboard cards that correspond to each vehicle, to be placed in front of each player. This dashboard provides a convenient way for the player to keep track of information. Players will also need a selection of tokens to track different aspects of their vehicle's performance. See section 2.7 for instructions on setting up the dashboard for play.

## 1.5 Maneuver Token

	The Maneuver Token is placed next to a vehicle to indicate whether that vehicle is stopped or in motion. The token is used to indicate a vehicle's motion after a series of maneuvers, a loss of control or collision. When calculating attacks, the token can have an effect on attacks, as being stopped makes a vehicle easier to damage. The Maneuver Token costs no AP to play, as it is simply a reference token but can affect the difficulty of a series of maneuvers (see maneuver rules for more details).
	

## 1.6 Action Tokens

	<b>Attack Token</b> – 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 total difficulty of the maneuvers by +1.
	<b>Action Token</b> - The reverse side of the Attack Token is marked with a lightning bolt. This token is used to mark a non-shooting action, such as shifting into gear. Action tokens paired with a maneuver in this manner will increase difficulty exactly like an attack and will reduce the number of attacks available for the player during the turn.

## 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, with the bulletholes facedown, to indicate the remaining hits that the vehicle can sustain. As the vehicle takes damage, the tokens will be flipped to reveal the damaged side. When all six Armor Tokens reveal damage, the vehicle has been destroyed.



**Equipment 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).



**Tachometer Needle** – When customizing vehicles (see section two for more details) place this token on the tachometer, pointing to the corresponding number of Action Points the vehicle has, based upon its ENGINE die.

## 1.8 Reference Cards



**Speedometer card** - 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 Driver, Attack, defense and Control rolls in the following round.



**Capstone Card** - This two-sided card serves a few game functions. First, it is placed at the end of a series of maneuvers to indicate whether the vehicle will stop or stay continue moving on it's next turn. Also, it serves as a place to place bonuses and modifiers when calculating the difficulty of a maneuver. Lastly, it also serves as a vehicle placeholder when collecting maneuver cards at the end of a turn.



**Reference Card** - This double-sided card outlines the turn order on one side and has the Loss of Control reference chart on the other.



**Range cards** – These three double-sided cards are used by all players to determine the fire corridor of vehicle. See the shooting section 7.2 for details on the placement of these cards when determining range and line of sight.

## 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. Each vehicle has two variants of the same chassis on each side. One side will have smaller arcs of fire, but more bonuses to its attributes. The other side will have a wider arc of fire, but less boosts to its performance and defensive capabilities. 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 Equipment Dice to Customize Your Vehicles

In a standard game of Outrider each player gets four equipment dice to customize a vehicle: one six-sided, one eight-sided, one ten-sided and one twelve sided. Using the Equipment Tokens, players can record their choices onto the Player Dashboard Card. 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.

<b>Engine Die</b>	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.
<b>Driver Die</b>	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.
<b>Armor Die</b>	This die represents the durability of your vehicle when under attack and determines collision outcomes.
<b>Weapon Die</b>	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).

### 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. A faster engine will also give a player a better chance at earning a higher initiative.

<b>300+ HP High Torque</b>	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).
<b>400+ HP Small Block</b>	Small blocks are the mainstay of cheap performance mainly because the engines have changed very little over the past century and the junk yards 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)
<b>500+ HP Big Block</b>	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 500 HP (5 AP). These big engines are represented by a ten-sided ENGINE die (D10)
<b>600+ HP High Output</b>	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 600 HP (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.

<b>Freelancers</b>	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.
<b>Mercenaries</b>	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.
<b>Veterans</b>	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.
<b>Lone Wolf</b>	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

<b>Improvised Armor</b>	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.
<b>Laminate &amp; Plating</b>	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.
<b>Ablatives &amp; Appliqués</b>	There's harder and then there's smarter. Some Outriders have discovered that adding redundant protection to critical areas increases a vehicle's durability. Vehicles with this level of armor use a ten-sided (D10) ARMOR die for defensive rolls.
<b>Experimental Compounds</b>	Some Outriders have managed to armor their vehicles with military-grade materials. This category of armor contains reactive 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.

<b>Small Arms</b>	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.
<b>Light Machine Guns</b>	Light machine guns are general purpose machine guns and a step up from small arms due to their higher rates of fire and larger calibers. Light Machine Guns are represented by an eight-sided (D8) WEAPON die.
<b>Heavy Machine Guns</b>	This class includes a class of weapons with bigger calibers, higher rates of fire and increased armor penetration. Heavy machine guns are represented by a ten-sided (D10) WEAPON die.
<b>Friggin' Ordnance</b>	A class of large, anti-materiel weapons are more at home on military fighting vehicles. The large caliber shells of these weapons can shred through just about any vehicular armor with ease. These military-grade weapons are represented by a twelve-sided (D12) WEAPON die.

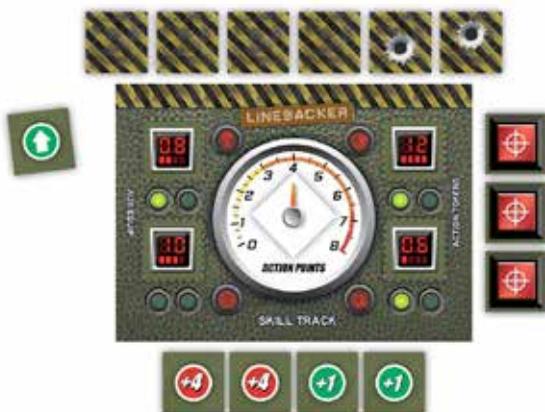


## 2.7 Setup the Player Dashboards

There are a few things players need to do before a game to get prepared. The Player Dashboard Cards can be used as a reference throughout the game, since players are expected to keep up with a fair amount of information.

First, place the corresponding Equipment Tokens onto the four sections of the dash cards matching each of the vehicle's attributes (Engine, Driver, Armor & Weapon) and then place the Tachometer Needle onto the central tachometer, pointing at the number of Action Points corresponding to the engine chosen. The dashboards will already have the bonuses indicated beneath each Equipment Token, the number of bright green dash lights

indicating the bonus related to that characteristic. No lights means no bonus. Players will place 6 Armor Tokens with the undamaged side facing up across the top of the Dashboard Card (The corresponding yellow and black striped edge is referred to as the Damage Track). Similarly the players will place plus tokens equaling the number of their driver's Skill Points along the Skill track at the bottom of the card and the 3 Attack/Action tokens along the right side (labeled Action Tokens). The left side is reserved for the Speedometer and for expansion equipment. After this, each player should also have a maneuver token and a handful of plus tokens for tracking of in-game events.



### Example Dashboard

Shown here is what the dashboard layout should look like during play. In this example, the player has applied the following Equipment Dice: D8 Engine, D10 Driver, D12 Armor & D6 Weapon. The tachometer is pointing to 4 Action Points, based upon the Small Block's 400 HP. The player has placed Plus Tokens equaling their Driver's 10 Skill Points along the Skill Track at the bottom and also placed the 3 Action Tokens to the right of the Dash. In this example, the Linebacker has already received 2 points of damage, shown along the Damage Track at the top of the card

## 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.

The play phases are listed on the Reference Card. Keep this card handy while playing to keep the turns fast and on-track. 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

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### 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 their engine dice again until the tie for that initiative slot is determined.

### 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 add one (1) Skill Point to their Skill Track, even if it takes the player beyond their starting amount of Skill Points.

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



## Section Five: Maneuvers

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### 5.1 Resolving 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. Beginning with the player with the highest initiative, each player must do the following:

1. **Determine the number of Maneuvers allowed.** The maximum number of maneuvers a player can perform is equal to the number of Action Points displayed on the player's dashboard.

2. **Program Maneuvers.** Each player builds a sequence of maneuvers and attacks from the available Maneuver Cards and Action Tokens. This 'road' 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 card, making sure to align both the card seat and alignment arrows on the vehicle base and the Maneuver Card. Players continue by seating other maneuvers onto the previous card. This process continues until the player has built a chain equal to (or less than) the number of maneuvers of Action Points available to spend. Action Tokens can then be paired with the maneuvers. Unless otherwise stated, only one (1) Action Token may be paired with a maneuver. The player finalizes the build by placing the Capstone Card at the end of the chain, indicating whether the vehicle will brake hard (come to a stop) or continue moving after the last maneuver.

# ***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-paced game that puts you in the driver's seat, cruising the desolate highways of the post-apocalyptic badlands.

Put away that measuring tape and turning template get behind the wheel! *Outrider*'s intuitive system for maneuvering and attacking feels more like driving and less like geometry.

Included are enough print and play components for four 'Riders to play, including an introductory scenario. In addition to the printed components, *Outrider* is scaled to utilize the largest and most inexpensive range of miniatures around: 1/64<sup>th</sup> scale diecast cars.

***dicefestgames.com***