

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 1.0)

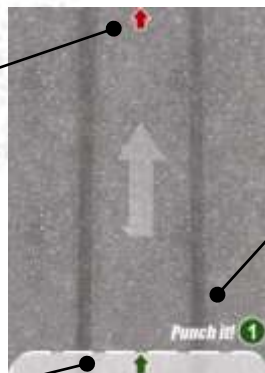
This first section will help familiarize you with the various components that are involved in a game of **OUTRIDER**. A standard set of Outrider components includes a set of four (4) vehicle cards, twelve (12) Maneuver Cards, sixteen (16) Dashboard cards and a range ruler. Each player will require a 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).

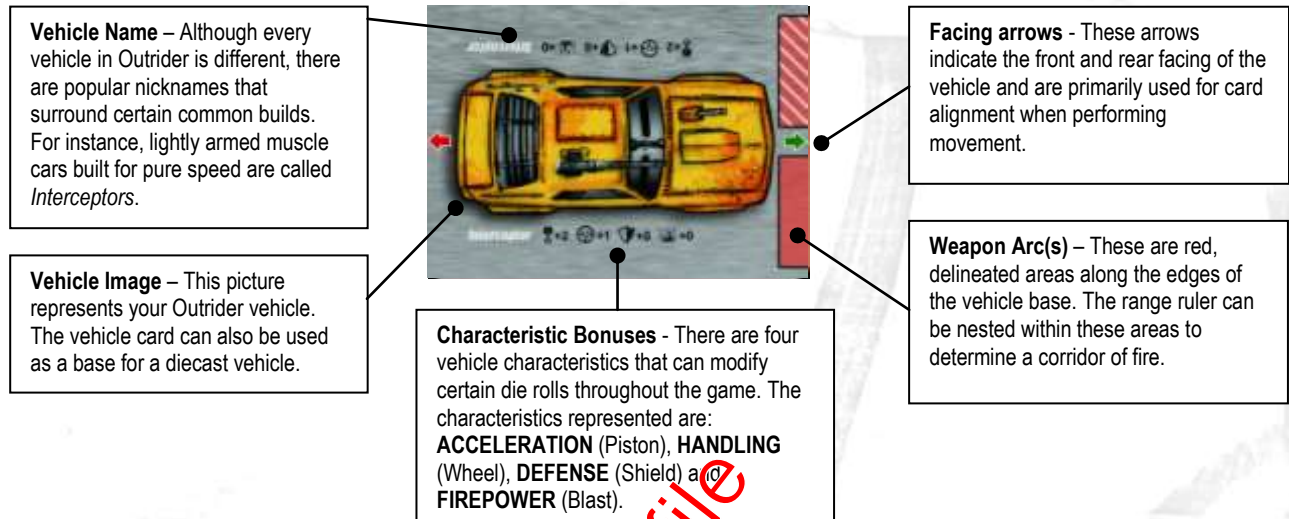


Difficulty number & Icon - Each card contains a difficulty number, inside a colored icon. The number indicates the cost of attempting the maneuver and the icon indicates what class of maneuver it is – a green circle for straight maneuvers or a yellow diamond for turn maneuvers. The maneuver type is important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



The Maneuver Token is placed next to a vehicle to indicate whether that vehicle is stopped or in motion. This two-sided token can be used by a player to program a vehicle to either stop at the end of a series of maneuvers or to continue moving next turn. The token is also used to indicate a vehicle's motion after 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, but can affect the difficulty of a series of maneuvers (see maneuver rules for more details).



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.

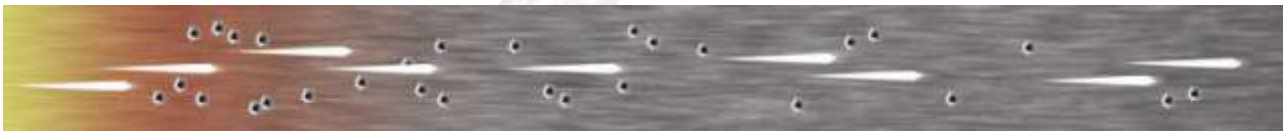


Tachometer Token – When customizing vehicles (see section two for more details) place this token on the **ENGINE** dash card to indicate how many Action Points the vehicle has available (based upon the horsepower of the vehicle).



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** and 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 opponents.

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 defensive rolls.
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

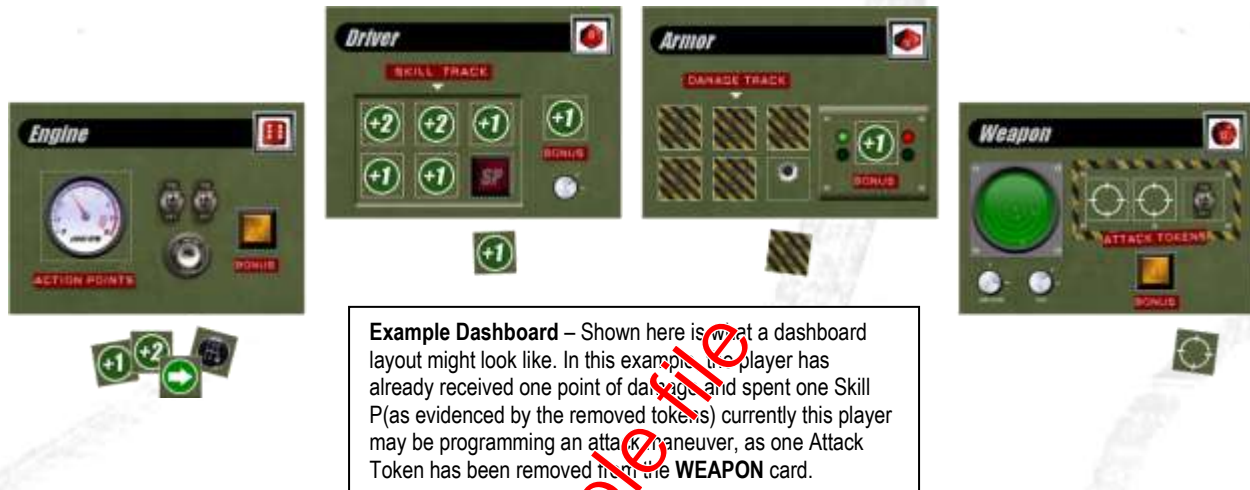
The wastelands of post CWII America are already a dangerous place for Outriders and their vehicles. The addition of firearms to the mix makes it more so.

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 to determine Initiative, which effects 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.

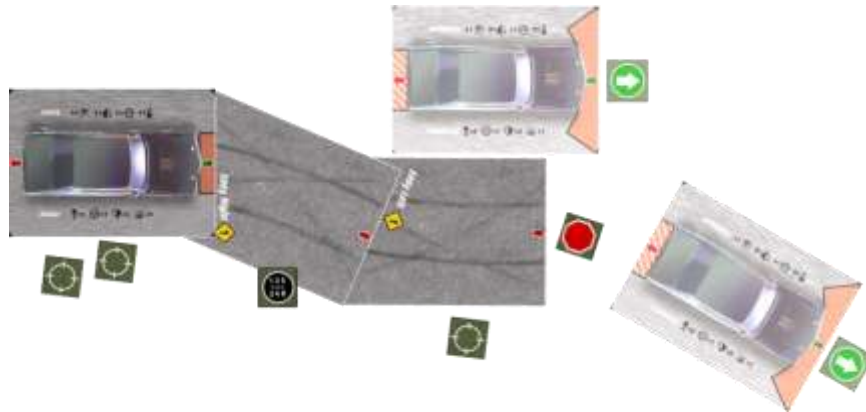
Play continues, repeating this cycle, with a new initiative order each round, until the scenario goals have been met, or one side of a conflict has been eliminated.

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. Place the **ENGINE** dice in front of each respective player's dashboard, with the rolled result turned up for all to see (in the case of modified values, place the appropriate number of plus tokens next to the roll, if necessary). The Initiative values are permanent for the round. It is important to keep the dice visible throughout the round as the dice may be consulted.

Complex Sequence Example



In this example, the active player wants to achieve the following: Stopped from the previous turn, the player wants to fire two shots from a standstill, 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 4 AP to execute, with a total difficulty of 4, this player may consider scaling back this maneuver or spend driver points to help execute this complex series.

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 in 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 motion 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. Players can only receive new Skill Points by winning initiative. 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, starting with establishing new initiative. Play continues until victory conditions have been met – even if those conditions are 'Last car standing wins!'

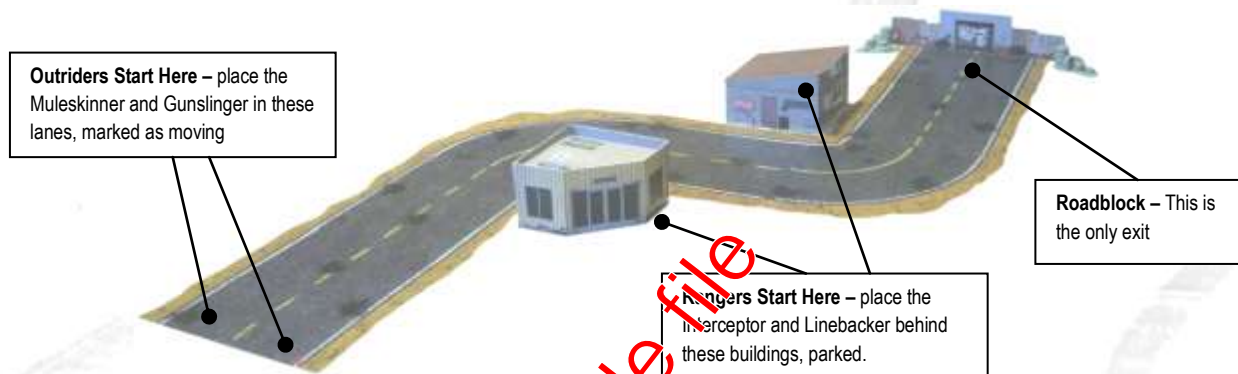
Section Nine: Introductory Outrider Scenario

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 folks who can answer any of your questions and give you new ideas on ways to play.

Roadblock

Sample Layout



Interceptor 0+2 0+0 1+1 2+2



Interceptor 2+2 1+1 0+0 0+0

Interceptor

ACCELERATION



HANDLING



DEFENSE



FIREPOWER



PAVEMENT PREDATOR

Capable of break-neck speeds, drivers of Interceptors always seem to be one step ahead of their enemies. Some supernatural riders claim they can outrun bullets. Most law enforcement agencies and militias employ a few Interceptors and smugglers have been known to use Interceptors for super fast runs.

Linebacker 0+1 0+0 1+1 0+0



Linebacker 1+1 0+0 1+1 0+0

Linebacker

ACCELERATION



HANDLING



DEFENSE



FIREPOWER



SWISS ARMY KNIFE

Many attempts to build a truly versatile Outfitter vehicle have been left smoldering and rusting in the West Texas sun. The Republic of Texas Linebacker, with its twin front guns paired with a rear-firing weapon used to deter followers, has rightly earned a reputation as a one-of-a-kind army.

Muleskinner 0+0 0+0 1+1 0+0



Muleskinner 0+0 0+0 2+2 1+1

Muleskinner

ACCELERATION



HANDLING



DEFENSE



FIREPOWER



BEAST OF BURDEN

Muleskinners are by far the most important of all other vehicles. That's because they are built to haul (and protect) cargo. The downside is that Skinners are frequently draw the unwanted attention of raiding parties. To this end, Muleskinners have been built to outlast other vehicles, since they typically cannot out run or out gun them.

Gunslinger 1+1 0+0 1+1 1+1



Gunslinger 1+1 1+1 0+0 1+1

Gunslinger

ACCELERATION



HANDLING



DEFENSE



FIREPOWER



BADLANDS DRIFTER

Gunslingers are built with for one purpose: deal damage and deal it quick. Typically brandishing twin-linked weapons on the vehicle's front fenders or flanks, Gunslingers evoke the image of a grizzled gunfighter standing, hands hovering over his pistols, ready to draw.

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 replicates the battles of vehicular mercenaries on 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 inexpensive range of miniatures in the world – 1/64th scale diecast cars.

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