TEXAS
OUTRIDER

Outrun Outgun Outlast

Fast & Furious Car Combat for 2-8 Players.

DiceFestGames

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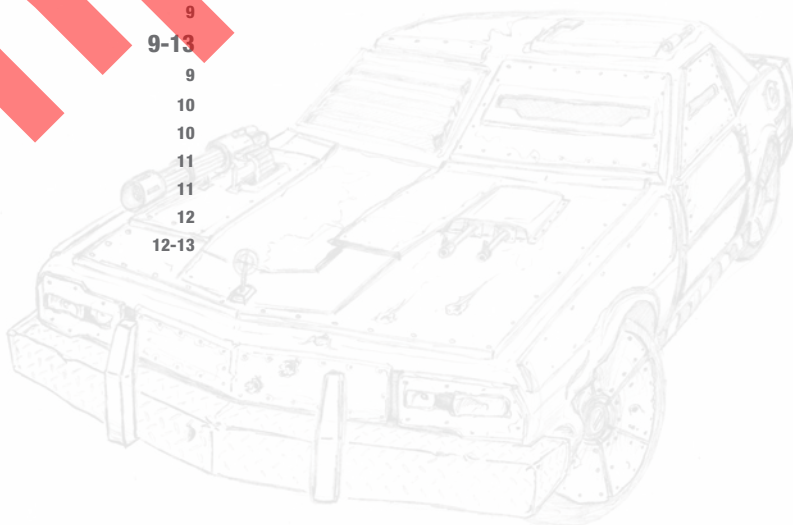
Contents

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 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 enough tracking tokens for up to eight players. One set of four polyhedral dice (6,8,10 and 12 sided) are required for play, but multiple sets can be helpful.

1.1 Maneuver Cards

There are twenty 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.
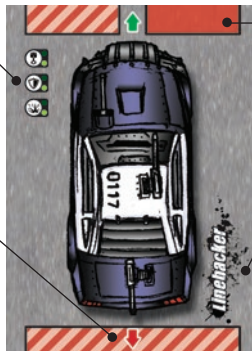
Weapon Arcs

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:

	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 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

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 total difficulty of the maneuvers by +1.

Action Token - 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 maeuvers to inidcate 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 claculating 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.

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 determines collision outcomes.
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).

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.

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 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)
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 500 HP (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 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.

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 dumb enough to go 'riding 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. 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.
Experimental Compounds	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.

Small Arms	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.
Light Machine Guns	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.
Heavy Machine Guns	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
Friggin' Ordinance	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.
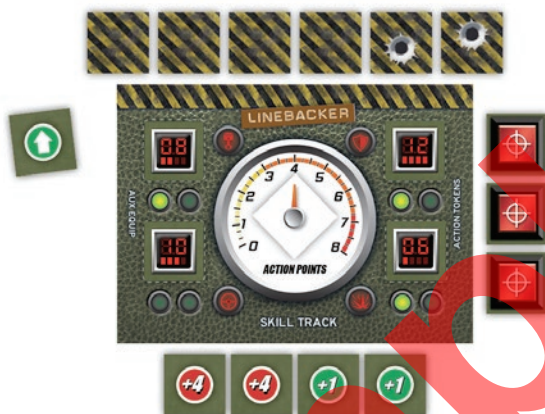
Example Dashboard

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 the 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.

Outrider Turn Order

1. Initiative Phase
   1A Roll Engine Dice
   1B Resolve Ties
   1B award speedometer to overall winner

2. Action Phase
   2A MOVEMENT
   ○ Player programs maneuver(s)
   ○ Make control check(s)
   ○ Resolve collisions
   2B ATTACKS
   ○ Resolve attacks:
   ○ Defender sets target number
   ○ Defender wins ties

3. End Phase
   ○ Prep vehicles and dash boards for next turn
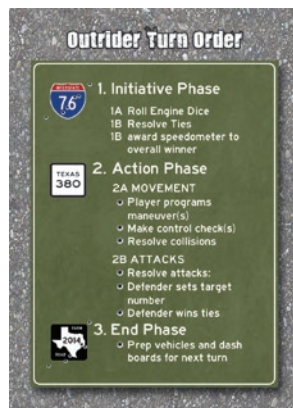
Section Four: The Initiative Phase

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 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

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 indicates 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.

5.2 Example Maneuver

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 the Brake Hard Card do not cost AP to play, but will make this series of maneuvers harder to complete successfully.

5.3 Maneuver Guidelines

There are some considerations when building Maneuver Chains:

- **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 Action Points do not accumulate from round to round.

- **Vehicles in Motion.** If a vehicle is in motion from a previous turn, the player must play at least one Maneuver Card onto the vehicle, following its current heading (indicated by the maneuver token) this turn.

- **Stopping.** If a player wishes to stop their vehicle, they must place the 'Brake Hard' Card face up at the end of the Maneuver Chain. If the Maneuver is performed successfully, the vehicle will come to a stop on top of the final maneuver card (not on the capstone card). Playing the 'Brake Hard' card at end of the maneuver will increase the total difficulty by +1 (in addition to any other modifiers) as well as converting the last maneuver card into a STOP maneuver. The choice to 'Brake Hard' does not prevent an action from being paired with the final maneuver.

- **Starting from a Stop.** Any time a player wishes to begin again moving after a vehicle has stopped a player must expend one (1) additional Action Point and pair a yellow action token with the first Maneuver Card to represent the driver shifting into gear. This prevents any other action from being paired to this first card.

- **Switching Directions.** In order to change directions (such as forward to reverse) 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 also considered a moderate hazard and therefore increases the total difficulty of a Maneuver Chain by +1.

- **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 corresponding plus token into the Modifiers box on the capstone card at the end of the chain.

- **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 to be carried out. The proposed shot will be resolved from that position and facing. Only one Attack Token can be paired with a Maneuver Card. Attack Tokens played in conjunction with a maneuver will increase the overall difficulty of the maneuver chain by +1, as steering equals aiming.

- **Attacking from a Standstill.** See Complex Attack Sequences (7.5) and Unloading from a Standstill (7.6) below for this special attack scenario.

5.4 Determining a Successful Maneuver

After building the action chain, the player totals the difficulty cost of the entire chain of action cards by first totaling the difficulty of the individual Maneuvers and then adding any Modifiers added by action tokens, hazards, etc. This total is the target difficulty.

The Rule of Four.

The maximum total of modifiers is capped at +4, no amount of actions or hazards will drive the Modifier number above +4 (The +4 Token is red to help players remember this). The exception to this rule is the 'Brake Hard' side of the Capstone Card. The decision to brake will increase any chain of maneuvers by +1, even if the current modifiers are at +4 (the Stop sign emblem has it's own +1 icon separate from the modifiers box to indicate this).

After calculating the **TARGET DIFFICULTY,** the player must make a control check roll to perform the entire chain of events successfully. First Calculate any Bonuses the Player receives from the vehicle's handling bonus and other 'mechanical' bonuses (such as expansion deck equipment) These bonuses are also governed by the rule of +4; no amount of equipment or characteristic bonuses can boost a roll more than +4.

Roll the DRIVER die and add all bonuses. Compare this number to the target difficulty. If the result of the die roll (plus any bonuses, Skill Points and the Speedometer, if possessed) is

EQUAL TO or GREATER than the target difficulty, the player completes the entire series of actions and moves their car along the path to the final card, stopping to resolve any actions along the way. The player then places their car on top of the final card (not the Capstone Card), making sure to align the vehicle's front arrow with the red, exit arrow. The player the removes all Maneuver Cards (including the final one, making sure to leave the car in position, using the Capstone as a guide) and sets them aside, for the next player to use. Make sure to mark the vehicle with the Maneuver token, to indicate if it is in motion or stopped.

Spending Skill Points on a Control Check:

A player may tap into their driver's skill to maintain control when executing a difficult series of actions. Before (and ONLY before) making the **DRIVER** roll, a player may choose to spend Skill Points to boost the outcome. Each Skill Point the player spends adds +1 bonus to the roll, even beyond the normal limit of +4. Remember: once all a player's Skill Points have been spent, they can only be renewed (one at a time) by winning overall initiative.

5.5 Successful Maneuvers

Continuing with our example from above, this 3 AP maneuver has a total difficulty of 5 - A base of three (3) for the Easy Right, Easy Left and Punch It! Plus and additional +2 for the attack action and the Brake Hard. Rolling a 5 or more will allow the vehicle to successfully complete this maneuver, progressing all the way to the end of the final card.

5.6 Unsuccessful Maneuvers

If the result of the DRIVER roll is less than the target difficulty, the player's vehicle will not complete the full set of actions as intended. Starting with the first card in the movement chain, count the difficulty cost for each card until the rolled total is reached (remember that certain tokens will add to a Maneuver Card's count). Whichever card is reached, but not passed is the point where the player's turn ends. After resolving the abbreviated maneuver, remove any unused cards and tokens. Be sure to mark the vehicle as in motion, as the driver slowed to regain control, but did not stop.

If a player fails a control check with a roll of 1, not only is the maneuver cut short, but a loss of control has occurred. Determine where the maneuver was interrupted in the same manner as above. This is where control was lost. The vehicle will not complete any paired actions at the point of control loss, roll on the appropriate Loss of Control Chart (see the charts below) to see how the maneuver will be altered. Each type of card will have its own type of hazard roll.

The player rearranges the maneuver chain to match the Loss of Control result, based on maneuver type.

There will be situations where a player can fail a DRIVER roll and still manage to advance to the final card, due to modifying factors like bonuses. Abbreviating or altering the maneuver replicates the idea that a driver simply may not be able to do everything as planned, when numerous factors (attacks, hazards) come into play – the driver is struggling to maintain control. Keep in mind that most failed control checks 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 fails a control check, that player's turn ends after resolving the maneuver. Any Action Points, Skill Points or tokens that were used this attempt are lost. After resolving the loss of control, remove any unused cards and tokens.
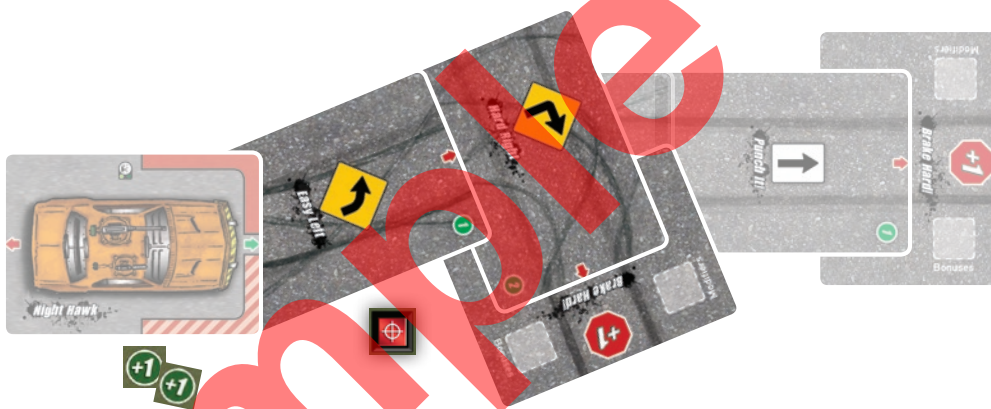
Attempting the same example maneuver from above, this driver spends 2 Skill Points but rolls a 1 for the control check. This total (3) falls short of the roll of 5 needed to succeed. Counting the amount rolled from the first point of difficulty, the player is able to complete the Easy Left + Attack maneuver (resolved separately) but the Loss of Control 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 oversteers and must replace the original turn with a Hard Right, 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.

5.7 Loss of Control Charts

After it has been determined that a loss of control will occur, use the charts listed on the Loss of Control reference card to determine the outcome. There are three separate charts listed, that each correspond to the type of maneuver that was being attempted - Straights (Punch It! & Ease Up) are indicated by a black and White arrow icon, Turns (Swerve, Easy, Regular and Hard in each direction) are indicated by A Black arrow on a yellow diamond icon and Stops. Remember that the final maneuver of any maneuver chain becomes a stop maneuver when the Brake Hard Card is placed at the end of a sequence of maneuvers.

Loss of Control for Straight Maneuvers

Driver Die Roll	Loss of Control Result
1-3	**Panic Brake.** The driver has begun to lose control of the vehicle and must stab the brakes hard to regain control. Place the front of the vehicle even with the leading edge of this maneuver card. Mark the vehicle with the Maneuver Token with the Stop Sign side up, as the vehicle has come to a halt.
4+	**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 but do not resolve any paired actions. Mark the vehicle with the Maneuver Token arrow side up, as the vehicle is still in motion, but the player's turn ends here.

Loss of Control for Turn Maneuvers

Driver Die Roll	Loss of Control Result
1-2	**Oversteer.** The vehicle has begun to fishtail while turning. Cover this maneuver with a *Hard Turn* card of the same direction (use the opposite direction if the original maneuver was a hard turn) and complete that maneuver instead. Place a Brake Token next to the car as it has skidded to a halt.
3-4	**Understeer.** The vehicle has drifted out of the turn. Cover this Maneuver Card with a *Punch It!* 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.
5+	**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 but do not resolve any paired actions. Mark the vehicle with the Maneuver Token arrow side up, as the vehicle is still in motion, but the player's turn ends here.

Loss of Control for Stop & Stunt Maneuvers

Driver Die Roll	Loss of Control Result
1	**Skid Left.** Cover this maneuver with a *Hard Left* (or *Hard Right* if the original maneuver was a *Hard Left*) and complete that maneuver instead. Mark the car with a Brake Token, as it has skidded to a stop.
2	**Skid Right.** Cover this maneuver with a *Hard Right* (or *Hard Left* if the original maneuver was a *Hard Right*) and complete that maneuver instead. Mark the car with a Brake Token, as it has skidded to a stop.
3-4	**Overshoot.** The driver was not able to come to a 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.
5+	**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 but do not resolve any paired actions. Mark the vehicle with the Maneuver Token arrow side up, as the vehicle is still in motion, but the player's turn ends here.

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.

Ram. Ramming is a severe collision (sometimes intentional) that will result in damage for both of the vehicles involved. Ramming is a desperate but (potentially) powerful maneuver for a player to use in place of an attack.

Incidental. Incidentals are all other, smaller 'fender benders' that occur in the course of a game (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 player's vehicle is referred to as the ramming vehicle and the inactive player's vehicle is referred to as the target. See the specific rules for each type of collision below. At a basic level, both vehicles involved in a collision roll their Armor Dice, add any relevant bonuses/modifiers and compare totals.

The player with the higher total is declared the winner of the collision – this does not mean that there will be no bad effects for this player, just not as bad as the losing vehicle. Ties are handled in the same manner as initiative; even though the dice may not represent the same attribute as a tie breaker roll may still be necessary.

6.3 Resolving Rams

In order to ram, a player must be able to build a maneuver chain that causes the alignment arrow of the second or subsequent maneuver card to contact or overlap the target vehicle's card. Any Maneuver chain that involves a collision will incur a severe (+2) hazard as part of its modifiers. If the ramming vehicle fails its Driver roll, it cannot complete a ram, even if the modified maneuver manages to adhere to all the requirements of a ram – this represents the Driver 'chickening out.' The collision will be resolved as an incidental instead.

Resolving a Ram. Both players roll their vehicle's Armor Die, adding any characteristic or equipment bonuses (and the Speedometer, if relevant). If the targeted car is stopped, the ramming vehicle will receive a +1 in addition to any other bonuses. The Rule of +4 applies to all modifiers excluding the speedometer and the stopped maneuver token. Skill Points MAY NOT be spent on collision rolls.

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.

6.4 Resolving Incidentals

Whenever a maneuver chain overlaps a vehicle base and the yellow alignment arrow does not contact or overlap the target vehicle's base, an incidental collision has occurred. This includes failed rams and other instances where a vehicle is repositioned due to a loss of control or some other event. Any Maneuver chain that involves a collision will incur a severe (+2) hazard as part of its modifiers. 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. Both players roll their vehicle's Armor Die, adding any characteristic or equipment bonuses (and the Speedometer, if relevant). If the targeted car is stopped, the ramming vehicle will receive a +1 in addition to any other bonuses. The Rule of +4 applies to all modifiers excluding the speedometer and the stopped maneuver token. Skill Points MAY NOT be spent on collision rolls.

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.

6.5 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.

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 make one attack 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 up to three (3) range cards and nests them next to one of the highlighted fire arcs on their vehicle base – this fire corridor 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 red fire corridor on the Range Cards 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.

These arcs represent backup weapons that add additional coverage, additional firepower and additional slots to be used for 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. The backside of the Range Cards have a dual corridor of fire, to help determine the line of sight for fire-linked weapons
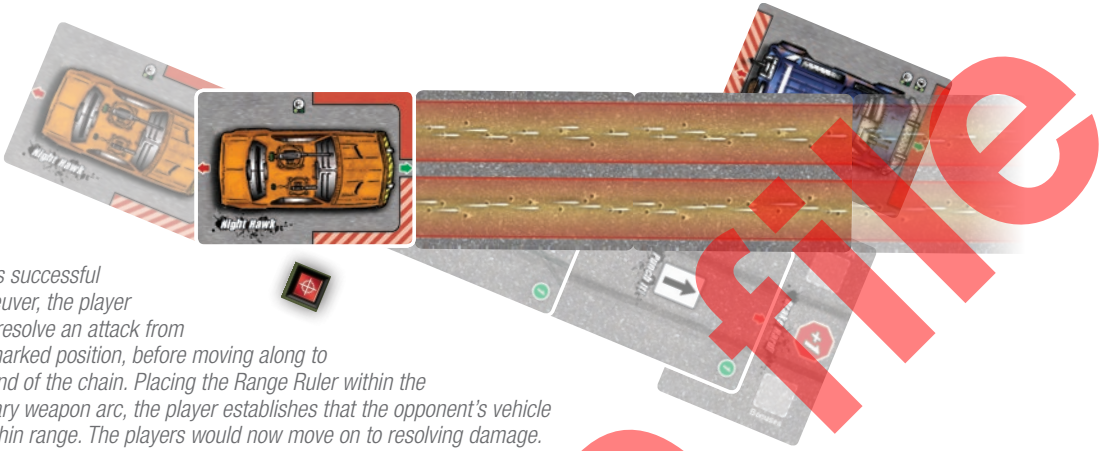
Acceptable Range Card Placements
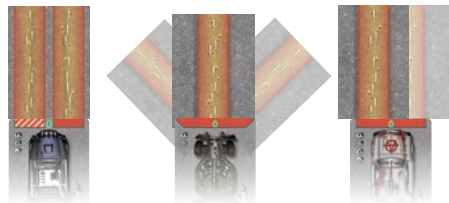
Unacceptable Range Card Placements
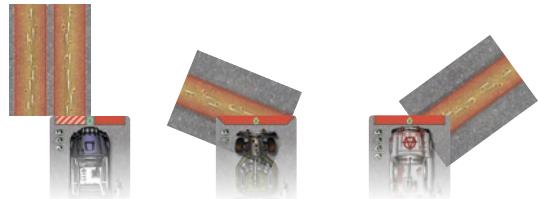
7.3 Attack Example

In this successful maneuver, the player may resolve an attack from the marked 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.

7.4 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. The rule of +4 applies to both the attacker and defender, except where noted. 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. Defender Sets Target Number. The defending player rolls their ARMOR die and adds bonuses for the following factors:
- **Defensive Bonus.** The defender adds their Defense bonus indicated on their dashboard/vehicle card.
- **Superior Initiative.** If the defender is moving and has superior initiative to the attacker, they gain an additional +1 to their defensive roll.
- **Speedometer bonus.** If the targeted player owns the speedometer, they may use it for an additional +1 bonus, in addition to any other bonuses, including superior initiative. The Speedometer Bonus is the only defensive bonus not limited by the rule of +4

2. Attacker Rolls Damage. The attacking player rolls their WEAPON die and adds bonuses for the following factors:
- **Firepower Bonus.** The attacker adds their Firepower bonus indicated on their dashboard/vehicle card.
- **Superior Motion.** If the defender is stopped, the attacker gains +1 to their attack roll (not limited by the rule of +4).
- **Skill Points.** The attacker may spend any number of remaining Skill Points *before* the attack roll is made. Each Skill Point spent is worth a +1 bonus to the attack roll (not limited by the rule of +4).
- **Speedometer bonus.** If the attacking player owns the speedometer, they may use it for an additional +1 bonus, in addition to any other bonuses (not limited by the rule of +4).

3. Compare The Results. After the attacker and defender have made their combat rolls, compare the totals:
- **Damaging Attack.** If the attack total is EQUAL TO or GREATER THAN the target number, the targeted vehicle gains one (1) point of damage. The target vehicle must flip over one Armor Token from their Damage Track, exposing a bullet hole. If the 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 LESS THAN the target number, the shot simply ricochets off of the vehicle's armor or punches through some non-critical area

7.5 Automatic Miss

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

7.6 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. A Driver roll must still be made, with the target difficulty being calculated the same way as normal. The difference being that if a Driver roll fails on a stopped attack, no Loss of Control roll is necessary, the series of events just gets abbreviated before the attack occurs, the vehicle will remain stopped, as no maneuvers were made. These complex situations are possible but the mechanics may seem daunting at first. Just remember a few key rules and these complex situations should become easier to navigate:

- Only one Action Token can be paired with a Maneuver Card.
- Each Action Token adds +1 difficulty to a **DRIVER** control check, regardless if any movement is attempted.
- Up to three (3) attack tokens can be placed next to a stopped vehicle for the cost of one (1) AP per token (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 maneuver's difficulty, in addition to the +1 for the Brake Hard Maneuver.
- A player must pair the shift action token with the first maneuver made from a stop, this is especially important to consider, as the shift action will reduce the number of attacks available by one and costs one (1) additional AP to play.

7.7 Attacking 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. These actions cost (1) AP per token and cost 1 difficulty to perform. These type of attacks adhere to the complex attack sequence guidelines laid out above, but players are allowed to perform one special action while attacking from a stopped position: Aiming/Leading the target. If a player is making an attack from a stopped position, the player may play one or two action tokens next to that stationary attack, for a +1 for each 'Aim' Action. These bonuses are limited by the +4 rule and MAY NOT be paired with attacks that are paired with maneuvers.

7.8 Complex Attack 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 3 AP to execute, with a total difficulty of 5.
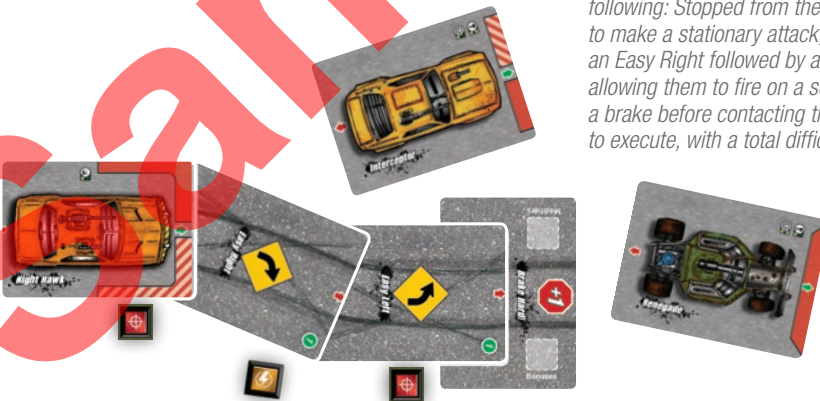
Section Eight: End Phase

8.1 Record Keeping

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 (replace it with one of the wrecked car cards from the terrain objects). 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: Scenarios

9.1 Roadblock

Munday, TX. Places like this used to be speed traps ... 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 Setup. The Outrider team consists of a Muleskinner and a Gunslinger riding shotgun. The ROToR team has one interceptor and one linebacker. Using the 'Back roads' Map, setup the two teams in the positions shown. The Outriders begin the game in motion (forward) and the Rangers begin the game stopped behind structures. Place three unused vehicles blocking the north exit, representing the roadblock.

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. Only the Muleskinner is needed for either victory, so the Gunslinger can certainly be sacrificed for the win.

Terrain Rules. Any maneuver chain that begins, ends or passes thru non-paved surfaces is marked with a moderate (+1) hazard token. Any moving 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 and cannot be damaged by attacks. Colliding with a building automatically cause 1 point of damage to a vehicle and stops it dead in its tracks (no rolling required).

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. If the maneuver fails, the ramming vehicle takes one (1) point of damage and is marked stopped at the point of contact and must attempt again next turn.

9.2 crossfire!

Vernon, TX. A small town has been caught in between a turf war between two wasteland gangs: the Red River Raiders and a group of Comancheros.

The Setup. The town is represented by the Crossroads map. The Local law enforcement consists of a Longhorn and a Muleskinner, starting the game stopped and hidden inside two cotton barns (see map). The flashy Red River Raiders are using a Night Hawk and a Sidewinder, starting along the northern border, in motion. The Comancheros team is consisted of a Raider and a Renegade, starting in motion on the southern border.

Victory Conditions. This scenario is a team based free-for-all. The last team standing is the victor.

Structures. Buildings completely block line of sight and cannot be fired through. Each building begins the game with an armor token placed on top of it. If a building is attacked, it will defend with a D12. Colliding with a building automatically cause 1 point of damage to the structure and the colliding vehicle, which will be stopped it dead in its tracks. Once the local law enforcement exits the barns, they cannot re-enter them.

Keeping your nerve. The intensity of this three-way takes its toll on even the hardest Outriders. During the End Phase, each team rolls their current highest Driver Die and adds the total number of undamaged Armor Tokens remaining on their team. If this total is less than twelve (12), the team loses their nerve and flee the battle in forfeit. The local law enforcement gets to add any remaining armor tokens on undamaged buildings into their total.
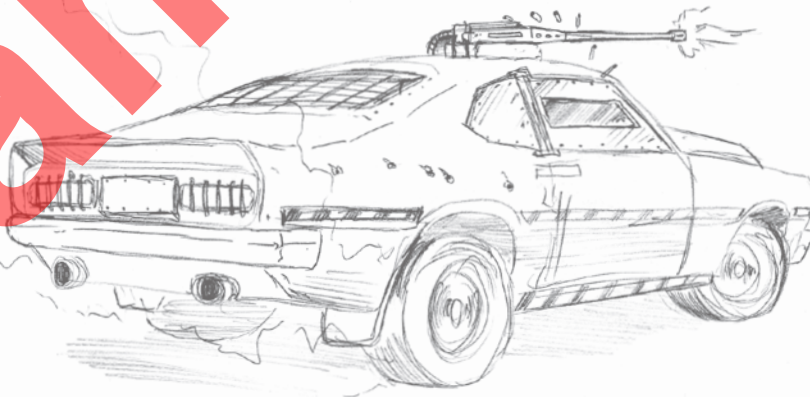
9.3 Cattle Drive

Somewhere in the Southwest. The most common contract an Outrider can pick up is escorting convoys of people and supplies across the wastelands. The rural highways are the quickest routes, but are prime targets of raiding parties.

The Setup. Use both maps, arranged as shown to represent the rural highway. The Outrider team consists of a Trailblazer on point, a Wrangler in the rear position and three unused vehicles representing the convoy (see convoy rules below) The convoy begins the game in motion. The Bandits are represented by a Gunslinger, Raider and a Renegade, stopped laying in wait behind abandoned structures (see map).

Victory Conditions. The Outrider team must get at least one convoy vehicle and one escort vehicle across the northern border to win (the particular vehicles do not matter). The bandits are simply trying to eliminate enough vehicles to prevent this condition.

Structures. Buildings completely block line of sight and cannot be fired through and cannot be damaged by attacks. Colliding with a building will automatically cause 1 point of damage to a vehicle and stop it dead in its tracks (no rolling required).

Convoy Vehicles. The convoy vehicles are comprised of unarmed but heavily armored transport vehicles. The convoy vehicles have two hit points and defend all attacks and collisions with a D12. The convoy vehicles move during the end phase and are collectively controlled by the escorting players. The vehicles may each perform up to two maneuvers per turn. The convoy drivers never need to test for a loss of control. Convoy drivers are compelled to avoid all obstacles (including vehicles) and will always try to progress towards the northern border, if possible.

Scenario Variants. The players can add variety to these scenarios by using the alternate vehicle builds (located on the flip side of each vehicle card) or allow players to select ANY vehicle They choose. Scenarios can range from simple 'last car standing' free-for-alls, escort missions, objective-based raids or even 'run & gun rallies' (the favorite combat race of the Outriding community). The contained maps will connect in numerous ways to create different play areas. Be sure to check dicefestgames. com for more scenario ideas and expanded game content.

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 Wild Wastes. Armed with powerful vehicles bristling with weaponry, Outriders are a brutal breed of mercenary for a brutal time.

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