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Terminology

A "character" is either the playable "Marshal" or a "bandit", which is different from a "player" which is the one controlling the character(s). The non-playable Marshal and the Shotgun aren't characters.

Set Up

1. Teams-of-2 game: The two players of each team sit next to each other. The first player, on the right-hand side, is called **Player A**. The second one is **Player B**. They always play one after the other.

2. Take the **locomotive** and 1 **train car** for each player (6 if you have 7 or more bandits) and form the train by placing them in a row in the center of the table with the locomotive on one end. The car farthest from the locomotive is called the *caboose*.

2- and 3-player game: In a 2-player game, use 3 cars; in a 3-player game, use 4 cars.

Marshal module: If playing with 2-4 bandits, use 4 cars; with 5-8 bandits, 5 cars.

Prison module: If playing with 2-4 bandits, use 4 cars; with 5-8 bandits, 5 cars. Add the **prison car** to the end as the caboose.

Stagecoach module: Place the **stagecoach** to the right of the locomotive.

3. Set aside 1 **\$250 purse token** for each player, then place **loot tokens** into each car as indicated on the floor of the car. Purses are taken at random and placed face-down with their value hidden.

Marshal module: Set aside 1 token for each player minus 1 instead (because the Marshal doesn't start with a \$250 purse).

4. Place the starred **Marshal pawn** and a **strongbox** inside the locomotive.

Marshal module: Instead of a strongbox, place 2 **mailbags** face-down with their value hidden.

Stagecoach module: Place a **strongbox** on the roof of the stagecoach and the **Shotgun pawn** on top of it.

Whiskey module: Place a **whiskey flask** in each car except for the locomotive. Flasks are taken at random and placed face-down with their value hidden.

5. Place the 13 **neutral bullet cards** in a pile next to the locomotive.

Stagecoach module: Add 3 more neutral bullet cards to the pile.

6. Each player chooses a **character**, takes the corresponding **character sheet** (or **character card** if space is limited) and places it in front. The Marshal can only be chosen when using the Marshal module.

2- and 3-player game: Each player chooses 2 characters instead, but he or she can't control any 2 of Ghost, Doc, and Belle. A player can't control both the Marshal and a bandit.

Teams-of-2 game: A team can't have both the Marshal and a bandit.

Each player also takes 1 set-aside **\$250 purse** and places it face-down on his or her character sheet, keeping its value hidden.

Marshal module: The Marshal player doesn't take a \$250 purse.

Each player takes the 10 **normal action cards** (all actions apart from Ride and Brilliant Idea) of his or her character's color to form the *deck*.

2- and 3-player game: Each player takes 1 copy of each different normal action card from each of his or her bandits' deck, then sets aside 1 Marshal card and all remaining action cards. He or she will have 11 cards remaining: 2 Move of one bandit each, 2 Change Floor, 2 Shoot, 2 Punch, 2 Loot, and 1 Marshal. They form the deck.

Marshal module: Each player returns the Marshal card of his character to the box.

Prison module: Each bandit adds the Brilliant Idea card of his color to his deck.

Horses module: Each player adds the Ride card of his color to his deck.

2- and 3-player game: Each player chooses 1 card from his or her deck and adds it to hand.

Each player shuffles his or her deck and places it face-down on the character sheet.

Each player places the 6 **bullet cards** of his or her character's color on the character sheet in ascending order of number of bullets to form the *cylinder pile*.

Marshal module: The Marshal has 2 cylinder piles, 6 bullet cards each instead of only 1 pile.

Marshal module: Each bandit player places the **wanted poster card** that shows his or her character (\$500 side up) in a place all players can see.

7. Marshal module: Place the 3 **brawler cards** (punch side down) in a pile on the Face zone of the Marshal's sheet with the Gold Punch card on top and the Bronze Punch card at the bottom.

Shuffles the **arrest warrant cards** of all bandits being played and draw 2 but do not look at them yet. Shuffle the **special target cards** and draw 3 but also do not look at them. If playing with 2 or 3 bandits, don't use the *Full of Lead* and *Arch Enemy* special target cards. The 3 special target cards and the 2 arrest warrant cards are then shuffled together and put face-down on the Upcoming Goals zone of the Marshal's sheet. The Marshal's player must NOT look at his goals at this point. Return the remaining cards to the box.

8. Prison module: Shuffle all **prisoner cards**, draw 3, and place them face-up behind the prison car. Return the remaining cards to the box. *Note: Silk's prisoner card has the wrong card back (which looks exactly like a hostage card's back).*

9. Stagecoach module: Shuffle all **hostage cards**, draw as many as there are bandits minus one ([link](#)). Place them separately at the left of the locomotive. Return the remaining cards to the box.

10. For your first game, randomly draw 5 **round cards** from the cards that correspond to the number of players and shuffle them to form the round deck. For subsequent games, randomly draw and shuffle only 4 instead, then randomly draw 1 **train station card** and place it under the 4 round cards to form the *round deck*.

Note: The round cards show the numbers correspond to the number of *players*, not *bandits*. Use the 5-6 players round cards when playing with 7 to 9 players.

Choosing Round Cards optional rule: Instead of drawing from all available cards, the players choose 7 round cards and 3 train station cards, then draw 4 round cards and 1 train station card from among them.

11. Take the **character pawns** corresponding to the chosen characters and randomly choose 1. The player who has chosen this character is the **First Player** for the 1st round. Place the round deck in front of that player.

Starting with the First Player and proceeding clockwise, players alternate placing their character pawns inside the caboose and the car adjacent to the caboose.

2- and 3-player game: Replace the normal rules with: Each player secretly places 1 of his or her character pawns in each hand, then all players reveal their pawns simultaneously. The players place the bandit pawns in their left hands inside the caboose, and the other pawn inside the car adjacent to the caboose.

Teams-of-2 game: Replace the normal rules with: Player A of each team places his or her bandit in the caboose. Player B of each team places his or her bandit in the car next to the caboose. The First Player is drawn randomly among the Player As of each team.

Horses module: Skip this step and follow the placement method in the next step instead.

Prison module: Replace the normal rules with: Players alternate placing his or her bandit pawns in the car adjacent to the caboose and the car adjacent to that car that isn't the caboose.

12. Horses module: Each bandit player takes a **horse pawn** along with his or her **character pawn**, then holds out a closed fist over the table with either the bandit pawn or the horse pawn inside.

2- and 3-player game: Each player hides in his or her fist either 2 character pawns or 1 horse pawn.

Then the players reveal the contents of their hand(s) simultaneously. The players who have their bandit in their hand place it in the caboose. They must place their horse at the right of the train, next to the caboose. The players having their horse in the hand thus choose to go on riding. They hold out their fist(s) again, with their bandit(s) or their horse inside, choosing to enter the car next to the caboose or not. And so on... If there is only one player left, he or she can directly choose his starting car among the remaining ones.

Characters can start the game in any car except the locomotive, the prison car, and the stagecoach.

Once this step is over, the horses do not belong to a particular player. Any player can ride any horse.

The **First Player** is randomly chosen among the players who are in the furthest car from the locomotive.

Marshal module: The Marshal player is the **First Player**, but his or her pawn is in the locomotive as usual and so he or she doesn't participate in placing pawns.

Object of the Game

To win, you must become the richest bandit in the Wild West. To reach this goal, you will try to get more loot than your opponents... without being hit by too many bullets!

Marshal module: The Marshal has 5 goals he wants to complete. If the Marshal player accomplishes at least 4 of them, he or she wins the game! If (and ONLY if) he or she fails, the richest bandit wins.

The Phases of a Round

There are 5 rounds in a game. Each has 2 phases:

- **Phase 1: Schemin'!** The players play their action cards into a pile in the center of the table.

- **Phase 2: Stealin'!** The action cards played during phase 1 are resolved.

Phase 1: Schemin'!

The First Player draws the top card of the round deck and places it on the table so that everyone can see it. This round card shows the number and type of turns, indicated by icons in the upper left of the card, and possibly an event in the upper right corner.

Each player draws 6 cards to form his or her hand.

2- and 3-player game: Each player therefore will have 7 cards in hand each round (1 chosen + 6 random).

Teams-of-2 game: Each player draws one card from the deck of his or her partner, then draws the rest from his or her own deck. The partner's card is returned to its owner later only if it is played. If this doesn't happen, it is kept amongst the other cards of this player.

Expert variant: Each player draws cards until he or she has 6 in hand (7 in 2- and 3-player games).

Marshal module: The Marshal moves the top card from the Upcoming Goals zone to the Current Goals zone.

Starting with the First Player, each player takes a turn, followed by the next player in clockwise order. On his or her turn, a player must do 1 of the following:

- Play an **action** card (not bullet cards) face-up unless otherwise specified from hand to the top of the pile.

- Draw 3 cards from the deck and add them to hand.

- *Prison module:* Search his or her deck for a Brilliant Idea card and add it to hand. Then shuffle the deck.

Expert variant: Search the discard pile as well.

The Schemin'! phase ends when the number of turns indicated on the round card has been completed. Each player places any unplayed cards remaining in hand on top of his or her deck.

Expert variant: Players may choose to keep any cards in hand for the next round. Place the rest in a face-up discard pile to the right of his or her deck instead of on top of it.

Cover rule

2- and 3-player game: During a **standard** turn, if a player plays 1 of his bandit's Shoot cards, he or she can immediately play 1 of his or her other bandit's action cards. **This second card cannot be a Marshal card.** If the second card is a Shoot card, he or she cannot then play an additional card.

Phase 2: Stealin'!

The First Player takes the pile of action cards that was created during the Schemin'! phase and turns it over without changing the order of the cards. The bandits' actions are resolved one-by-one, starting with the top card (i.e., in the order they were played). **All actions played during the Schemin'! phase are mandatory.** Each player must resolve each of his or her actions if possible. The situation before/after performing an action can't be the same except if there's no other choice ([link](#)).

Once all actions have been resolved, the cards are returned to the players to whom they belong. Each player shuffles all of his or her cards (all action cards and any bullet cards received), then places the deck on the character sheet.

2- and 3-player game: Before shuffling the deck, each player chooses 1 card from it and adds it to hand.

Expert variant: After a player resolves an action card, places it face-up in the discard pile. When a player receives a bullet card, places it face-down on top of the deck. Players don't shuffle their cards together once all actions have been resolved.

The player to the left of the First Player places the round deck in front of himself or herself and becomes the new First Player.

Teams-of-2 game: The Player A of the next team clockwise becomes the next First Player (and not Player B of the same team).

Resolve any event on the round card.

Stagecoach module: Move the stagecoach one car towards the caboose (except if the stagecoach is already next to the caboose). If the Shotgun is on the train's roof, then move him one car to keep him to the left of the stagecoach.

Then the next round begins.

End of the Game

The game ends at the end of the fifth round.

Marshal module + Prisoner module: Any prisoner cards still behind the prison car are flipped over and placed in the Marshal's Achievement zone.

Marshal module: Any mailbags on the train (not held by bandits) are placed in the Marshal's Achievement zone.

Marshal module: The Marshal reveals his 5 goal cards. If at least 4 of the 5 goals have been completed, the Marshal wins the game! If not, the Marshal loses; the bandits continue with the steps below.

The Gunslinger prize is awarded to the player(s) who shot the most bullets (i.e., who has the fewest Bullet cards of his character's color remaining). This prize is worth \$1000.

2- and 3-player game: This prize is awarded to the player whose bandits shot the highest **total** bullets; this total does not include either of that player's bandits' bullet cards (i.e. friendly fires don't count).

Teams-of-2 game: This prize is awarded to the team who shot the most bullets; however, they receive a penalty point for each bullet they shot at their partner.

Each player adds up the value of assorted items his or her character has as described below.

Teams-of-2 game: The two players of the team add up their scores to obtain the final score of the team.

The richest player wins the game. In case of a tie, the tied player who received the fewest bullet cards wins. In case of a further tie, the tied players share the victory!

Teams-of-2 game: **The richest team wins the game!**

There are at most 7 ways for a bandit to gain wealth:

- Loot (purses, jewels, strongboxes, mailbags).
- Gunslinger prize: \$1000 if he or she shot the most bullet cards.
- Train Station cards' effects (Hostage Conductor, Sharing the Loot, etc.).
- *Prisoner module:* Prisoner: \$200 if he or she still has a Prisoner card.
- *Stagecoach module:* Hostage's ransom.
- *Marshal module:* Wanted poster: \$500 if the Marshal never captured him during the game.
- *Marshal module:* Brawler prizes: 3 prizes of \$800, \$500, and \$300 for punching the Marshal.

Action cards



Move

1. If your character is inside a car, move to the inside of an adjacent car.
2. If your character is on the roof of a car, move to the roof of a car 1 to 3 cars away.



Change Floor

1. If your character is inside a car, move to the roof of that car.
2. If your character is on the roof of a car, move to the inside of that car.



Loot

Take 1 loot token (purses, jewels, strongboxes, mailbags, flasks) from your character's space **without looking at its value** and place it face-down on your character's sheet. If your character is on the roof of a car, he or she cannot Loot inside it and vice versa. If there is no loot to be taken, the Loot action has no effect.



Shoot

Take the top bullet card of your character's cylinder pile and place it on top of another player's deck.

A character cannot shoot another character in the same space.

1. If your character is inside a car, he or she can shoot a character who is **inside an adjacent car** (in either direction). He or she cannot shoot a character that is more than 1 car away.
2. When your character is on the roof, he or she can shoot a character who is **in the line of sight** regardless of the distance. A character is in your character's line of sight if he or she is on the roof of any car other than your character's and there is no other character between them. If several characters are on the roof of the same car, you choose which one to shoot.

If there is no target to be shot, keep your bullet card; the Shoot action has no effect. If you run out of bullet cards during the game, your subsequent Shoot actions will have no effect.

Marshal module: If there are 2 or more bandits in the Marshal's line of sight, he can shoot 2 bandits at the same time with the same Shoot action. The Marshal player chooses 1 bullet card from the top of each of his or her cylinder piles to place on the targets' deck. If the player shoots only 1 bandit, he or she can choose which cylinder pile to take the bullet card from (a bandit cannot take 2 bullets from the same action). Belle's power allows her to avoid being shot by the Marshal only if there are 3 or more bandits in the Marshal's line of sight or if there are 2 bandits and the Marshal shoots only 1 bullet.



Punch

Choose another character in your character's space. The chosen character loses 1 loot token if he or she has one: you choose 1 loot token from the character sheet and place it in your character's space. You cannot look at the values of his or her purse tokens. Then, **move the chosen character to the same floor of an adjacent car.**

Marshal module: The Marshal cannot drop a mailbag when punched.

Marshal module + Whiskey module: The Marshal cannot drop a flask when punched.

Marshal module: When your character punches the Marshal, also take the top brawler card from his Picture zone and flip it over. Your character now owns a brawler card that will give him or her extra money at the end of the game.



Marshal

Move the Marshal to the inside of an adjacent car.

When a bandit enters the Marshal's space or the Marshal enters a bandit's space, the bandit immediately escapes to the roof of the car (even if he or she has just changed floor), takes a neutral bullet card and places it on his deck.

If there are not enough neutral bullet cards for each escaping bandit to take 1, bandits do not take bullets when they encounter the Marshal.

The (non-playable) Marshal never goes up on the roof.



Ride (*Horses module*)

If there is at least one horse at the level of the car where your character is when this action is resolved, he or she rides this horse. He or she can jump on a horse either from inside the train or from the roof.

If no horse is adjacent to your character's car, this action has no effect.

Then move your character and the horse by 0, 1, 2 or 3 cars (your choice) to the front or the back of the train. At the end of this movement (even 0), place the character inside the train, in the car next to the horse.

Stagecoach module: If your character is next to the stagecoach, you can choose to place him or her inside the stagecoach instead of the train.

At the end of the Ride action, there must be no character on horseback; all the characters must be on the train or the stagecoach.

It is allowed to use the horse as an intermediary between the stagecoach and the car next to it. In this case, the horse doesn't move.



Move+ / Change Floor+ (*Marshal module*)

If the Marshal player plays a "+" card on a **standard** turn during the Schemin' phase, he or she can immediately play an additional card from his hand. The additional card is resolved in order during the Stealin' phase as usual.

The Marshal cannot draw cards instead of playing the additional card.

It is possible to play 2 "+" cards in a row, which would allow the Marshal to play 3 action cards in a single turn!

If the Marshal plays a "+" card during a **non-standard** turn, he or she cannot play a second card.

In all cases, the Move or Change Floor action is resolved as usual during the Stealin' phase.



Capture (*Marshal module*)

The Marshal player chooses 1 bandit in his space and places that bandit in the cell of the prison car. The Marshal takes the wanted poster of the captured bandit, flips it over to the Captured side, and places it in his Achievement zone.

A bandit can be captured multiple times, but after the first time, the wanted poster remains with the Marshal for the rest of the game.



Brilliant Idea (*Prison module*)

1. If your character is neither on nor inside the Prison car (not on the roof, not inside the corridor, and not inside the cell), copy the last action card played by a bandit which is not a Brilliant Idea. It might be necessary to look a few cards back in the stack if the Marshal's cards or other Brilliant Idea cards were the last cards played. If there is no bandit's action card to copy, the Brilliant Idea card has no effect.

2. If your character is in the cell of the prison car, move either into the corridor or to the roof, your choice.

3. If your character is on the roof of or in the corridor of the prison car, choose 1 of the following:

a. Free a prisoner; take 1 prisoner card from those placed behind the prison car. You cannot choose this option if your character already has a prisoner card.

b. Free another bandit; move 1 bandit from the cell to your character's space. He or she must give your character 1 loot token of his or her choice if he or she has any.

Note: Silk has a Nudge action card that is to be used only in the *Couriers & Armored Train* expansion and not in the Big Box.

Character Powers

1. **Ghost:** During your first turn of each round, you can play your action card face-down. If you choose to draw 3 cards instead of playing an action card during your first turn, you cannot use Ghost's power in that round.

2- and 3-player game: You can use Ghost's power to play a non-Ghost action card. You can only use his power on your first card, and not your second card with the Cover rule.

2. **Doc:** At the beginning of each round, draw 7 cards instead of 6.

2- and 3-player game: Draw 8 cards instead of 7.

3. **Tuco:** He can shoot a character on the inside of his car if he is on the roof and vice versa.

4. **Cheyenne:** When punching a character, she can take the purse that character has just lost. If he or she lost another type of loot token, the loot falls to the floor.

5. **Belle:** She cannot be punched or shot by a character if another could be punched or shot instead.

Marshal module: see the Shoot action card.

6. **Django:** When he shoots a character, move that character to the same floor of the adjacent car farthest from him if possible (characters cannot leave the train).

7. **Mei:** When you play her Change Floor card, she can move diagonally to the other floor of an adjacent car.

Stagecoach module: She cannot move diagonally to or from the stagecoach.

Prison module: When leaving the cell, she cannot move to the adjacent roof.

8. **Silk:** When you play Silk, choose one special power before starting the game. You can choose one of the three following special powers... or make up your own power. All players must agree on the power of Silk before choosing their characters.

Move power: With a Move action, she moves 1 or 2 cars whether inside the train or on the roof (she can only move 2 cars on the roof unlike 3 for the other bandits). During this move, she is allowed to get across a car where a lawman is (the Marshal or the Shotgun). If she stops on the lawman's space, the usual rules apply.

Stagecoach module: Reach or leave the stagecoach's roof may be one of her two moves.

Dodge power: Give to the character of your choice the neutral bullet she gets when she encounters a lawman, then change space as specified in the rulebook.

She still gets neutral bullets due to events.

Marshal module: This power cannot be chosen.

Block power: She blocks the rear door entrance. No other character can enter her car through the rear door. However, she is NOT blocking anyone from getting out of that car through the rear door.

Only an entrance triggered by a Move action card can be blocked. She doesn't block Shoot action cards. A character who shoots from an adjacent car can target any character in her car and vice versa.

General rules

The locomotive counts as a car.

The value of purses on your character sheet must remain hidden from your opponents, but you can look at your character's own purses whenever you want.

A bandit can never stay inside a car where the Marshal is located. Follow the Marshal action's rule whenever a bandit and the Marshal end up in the same space.

Marshal module: The above rules have no effect.

2- and 3-player game: Loot taken by each of a player's bandits is placed on that bandit's character sheet. Each bandit's loot should be kept separate.

Expert variant: If a player would draw a card and there are no cards in the deck, shuffle the discard pile to form the new deck, then continue drawing. Players can freely look through their discard piles.

The Marshal (*Marshal module*)

The Marshal is now a character just like the bandits.

If the Marshal encounters a bandit, the bandit neither takes a neutral bullet card nor escape to the roof.

Events can still give neutral bullet cards to characters.

The Marshal player may, at any time, secretly look at the cards in his Current Goals zone, but never at those remaining in the Upcoming Goals zone.

Marshal's Goal Card (*Marshal module*)

Special Targets



Only a Flesh Wound!: This goal is completed if, at the end of the game, the Marshal still has at least 1 brawler card on his Picture zone.



Dodge Bullets!: This goal is completed if the Marshal has no more than 2 bullet cards from a single bandit in his deck.



Golden Bullet Award: This goal is completed if there are no cards in at least 1 of the Marshal's cylinder piles.



The Mail Must Go Through!: This goal is completed if the Marshal has at least 1 mailbag in his Achievement zone.



Throw Away the Key!: *Prison module:* This goal is completed if the Marshal has at least 2 prisoner cards in his Achievement zone.



Full of Lead: *4-bandit game and higher:* This goal is completed if each bandit's deck contains at least 1 Marshal's bullet card.



Arch Enemy: *4-bandit game and higher:* This goal is completed if at least 1 bandit's deck contains at least 4 Marshal's bullet cards.

Arrest Warrants

Each arrest warrant corresponds to 1 bandit in the game. This goal is completed if the wanted poster of the bandit named on the arrest warrant is in the Marshal's Achievement zone at the end of the game (the Marshal arrested him at least once - see the Capture action). It isn't necessary for the bandit on the arrest warrant to still be in the cell at the end of the game: once is enough!

Marshal's Bullet Cards (*Marshal module*)

Bullets shot by the Marshal are added to a bandit's deck just like bullets shot by another bandit. Each of the Marshal's bullet cards has a penalty that affects the bandit shot by the bullet.

Extended Penalties

When the Marshal shoots a bandit, if the bullet has an extended penalty, place the Marshal's bullet card in front of that bandit as a reminder of the bullet's penalty. At the end of the round, the bullet card is shuffled into the bandit's deck.



Disarmed: Until the end of the round, this bandit's Shoot cards have no effect.



Wounded Knee: Until the end of the round, this bandit's Change Floor cards have no effect.



Shoulder Injury: Until the end of the round, this bandit's Punch cards have no effect.

Prisoner module: If a bandit plays his or her Brilliant Idea card after being shot and affected by a penalty, he or she can still use it to copy a Shoot, Punch, or Change Floor card played by another bandit.

Instant Penalties



Got 'Im!: *Prisoner module:* If the shot bandit has a prisoner card, the Marshal takes it, flips it over, and places it in his Achievement zone.



Drop That Bag!: If the shot bandit has a mailbag, the Marshal takes it and places it in his Achievement zone.

Golden Bullet Award: No effect. *Using this Bullet card might be one of the Marshal's goals.*

The Prison Car (*Prison module*)

"Free" bandits on the prison car can only be in the corridor or on the roof. They cannot choose to enter the cell. Only captured bandits can be in the cell.

Characters cannot shoot or punch a bandit in the cell. Characters cannot move a bandit into the cell by punching or shooting him or her.

The action cards of a bandit in the cell have no effect, except for the Brilliant Idea card.

The Prisoners (*Prison module*)

A bandit can have only 1 prisoner at a time.

Each prisoner is the trusty sidekick of one of the bandits in Colt Express (as indicated on each prisoner card), regardless of whether or not that bandit is actually being played.

A bandit's freed prisoner will give him or her 1 of 2 abilities, depending on whether that prisoner is the bandit's trusty sidekick or that of another bandit:

- If the prisoner is not the bandit's trusty sidekick, he or she gives the bandit the character power of his or her corresponding bandit. This power takes effect the moment that prisoner is freed and remains as long as the prisoner stays in the bandit's possession.

- If the prisoner is the bandit's trusty sidekick, the bandit can take 2 loot tokens whenever he or she Loots. This ability will only work if there are actually 2 loot tokens to pick up!

At the end of the game, the bandit gets \$200 if he or she has a prisoner card.

Note: If Belle and a bandit with Belle's trusty sidekick can both be targeted by a Shoot or Punch action, Belle's ability takes precedence over the prisoner's.

The Stagecoach (*Stagecoach module*)

Inside the Stagecoach

The inside of the stagecoach can be reached by going down from the stagecoach's roof with a Change Floor action or by riding with a Ride action.

The inside of the car to the left of the stagecoach is considered adjacent to the stagecoach regarding the Shoot and the Punch actions.

The Marshal never goes inside the stagecoach. He must stay inside the train to protect the passengers.

Marshal module: The above rules have no effect.

When a bandit enters the stagecoach, if he has not taken a hostage yet, he **MUST** take the hostage of his choice from among the available ones. Place the chosen hostage card next to his character sheet.

The Roof of the Stagecoach

Characters can go on the roof of the stagecoach from the inside of the stagecoach with a Change Floor action or from the roof of the car to the left of it. Characters can move from the car's roof to the stagecoach's roof and vice versa using one of the movements of a Move action.

The roof of the car to the left of the stagecoach and the roof of the stagecoach are considered adjacent regarding the Move, the Shoot, and the Punch actions.

A character on the stagecoach's roof can shoot any character who is on the train's roof. Conversely, a character can shoot another character on the stagecoach's roof from any space on the train's roof. In these two cases, Django's ability does not apply.

The Shotgun (*Stagecoach module*)

The Shotgun doesn't act until somebody tries to steal from him the strongbox that he is protecting. To release this strongbox, a bandit must play a Punch action and hits the Shotgun. If another strongbox is in the same space as the Shotgun's strongbox, the Shotgun doesn't protect it and it can be looted like normal ([link](#)).

If a character can punch either Belle or the Shotgun, he or she must punch the Shotgun.

When he is punched, the Shotgun leaves his strongbox. He is ejected to the roof of the car to the left of the stagecoach. He will stay on the train's roof until the end of the game.

A bandit cannot stay on the same space as the Shotgun on the train's roof. When a bandit enters the Shotgun's space or the Shotgun enters a bandit's space, he immediately gets a neutral bullet card and must run to the adjacent car's roof of his choice (even if he has just come from there) ([link](#)). He can't run to the stagecoach.

A bandit can move across the Shotgun's space. In this case, his move goes on normally but he immediately gets a neutral bullet card.

You cannot shoot at the Shotgun. The Shotgun blocks the line of sight when firing on the train's roof (but not when firing from or to the Stagecoach's roof).

Marshal module: The Marshal cannot be affected by the Shotgun, but the Shotgun does block the Marshal's line of sight. The Marshal can stay in the Shotgun's space but cannot capture him.

The Hostages (*Stagecoach module*)

A bandit can have only one hostage. Once he or she has taken a hostage, nobody, not even himself or herself, can take the hostage from him.

2- and 3-player game: Each of your bandits is allowed to take one hostage.

A hostage's effect applies to the bandit who takes the hostage as soon as that bandit takes the hostage's card. The ransom is obtained at the end of the game, during the points' count.

The Banker: This hostage doesn't bring any negative effect.

Ransom: \$1000 if your bandit have at least one strongbox (having the strongbox shared from the event **Sharing the Loot** doesn't count) ([link](#)).



The Lady's Poodle: Add a neutral bullet card to your deck at the beginning of each round.

Ransom: \$1000.



The Minister: Draw one card fewer than you are allowed to at the beginning of each round.

Ransom: \$900.



The Teacher: Your bandit cannot use the Punch action anymore.

Ransom: \$800.



The Zealot: Your bandit cannot use the Ride action anymore.

Ransom: \$700.



The Old Lady: Your bandit can move only one car on the roof (instead of 3).

Ransom: \$500 per jewel token you have.



The Poker Player: Your bandit loses his or her special ability until the end of the game.

Ransom: \$250 per purse token you have.



The Photographer: You cannot play your Action cards face down anymore, even if you are Ghost.

Ransom: \$200 per bullet card of another character (not allied if you are playing with the team variant or the 2- and 3-player rules) in your deck. Bullets from the playable Marshal counts, but from non-player sources are not counted. ([link](#))

The Fan Club Cards

They are promotional materials that serve no purpose.

The Whiskey Flasks (*Whiskey module*)

Each whiskey flask can be used twice in a game. After the first use, flip the flask token on its side showing a half-drunk flask. After the second use, discard the token.

If a half-drunk flask is dropped on the floor after being punched, it stays on its "half-drunk" side.

During the Schemin' phase, on your turn, you can use a flask instead of playing an Action card, drawing 3 cards, or drawing the Brilliant Idea card.

A flask can be used only during a **standard** turn.

Normal whiskey flask: Draw 3 cards, then play an action card from your hand. You cannot draw 3 other cards instead of playing your action card.

Old whiskey flask: You play two action cards in a row. You cannot draw 3 cards instead of playing one of the two cards.

Marshal module: If the Marshal player drinks an old whiskey flask, he or she can play a maximum of 2 action cards that turn, even if he or she plays the Move + or Change Floor + cards.

Card & Icon Explanation

Types of Turn



Standard: Players play action cards face-up.



Tunnel: Players play action cards face-down.



Speeding-Up: Players take 2 turns in a row (players can choose to either play or draw cards on each turn).



Switching: Players take their turns in counterclockwise order, starting with the First Player.

Teams-of-2 game: Player A becomes Player B and the other way around for this turn.



Turmoil: Players choose which card they are going to play and reveal them all at the same time. The action cards are then placed on the common pile in the normal order.

Ghost's player also chooses at the same time but doesn't have to reveal his or her card and can play it face-down ([link](#)).

It is still possible to skip your own turn in order to draw 3 more cards. It has to be done before the other cards are revealed.



Jarring: Players cannot play Shoot or Punch cards.

Prison module: The Brilliant Idea card can still be used to copy another bandit's Shoot or Punch card.

End of Round Bonus



Schemin' for a Rainy Day: At the end of the Schemin'! phase, for each icon on the round card, each player may choose to keep 1 card in his or her hand for the next round. The chosen card is not shuffled into the player's deck during the Stealin' phase and counts toward the player's hand in the next round. For example, if Mei reserved a card last round, she would draw 5 cards plus the reserved card for a total of 6 cards in hand.

Expert variant: This bonus does nothing.

End of Turn Events (Round)



Angry Marshal: The Marshal shoots the bandits who are on the roof of his car. Those bandits get a neutral bullet card each. Then the Marshal is moved one car towards the caboose. If the Marshal is already in the caboose, he does not move.

Marshal module: Replace the above effects with: The Marshal player may resolve 1 Shoot action and then 1 Move action without playing the cards.



Swivel Arm: All characters on the train roof move to the roof of the caboose.



Braking: All characters on the train roof move one car forward towards the locomotive.



Take It All!: Place a strongbox in the space where the Marshal is currently [link](#).



Passengers' Rebellion: The bandits who are inside the cars or the stagecoach get a neutral bullet each [link](#).



Panting Horses: *Horses module:* In a 5-9-player game, remove from the game the 2 horses closest to the caboose. In a 2-4-player game, remove from the game the horse closest to the caboose.



A Shot of Whiskey for the Marshal:

Whiskey module: If there is a whiskey flask on the Marshal's space, remove that token from the game. If it is a normal whiskey flask, the Marshal moves to the adjacent car towards the caboose; if it is an old whiskey flask, the Marshal moves to the caboose. Each time the Marshal meets a bandit during this movement, the latter must flee on the roof and gets a neutral bullet card as usual.

Marshal module: Replace the above effects with: If there is a whiskey flask on the Marshal's space, the Marshal places the flask on his character sheet.



Higher Speed: Move all characters who are on the train roof one car towards the back of the train at the same time [link](#).

Horses module: Move all horses one car towards the back of the train.

Stagecoach module: Move the stagecoach and the Shotgun one car towards the back of the train.



The Shotgun's Rage: *Stagecoach module:*

All bandits who are standing in the stagecoach or on its roof, or in the car to the left of the stagecoach or on its roof, receive a neutral bullet.



Safekeeping: Move all loot tokens inside the Marshal's car to the roof, regardless of whether the Marshal is on the roof or inside the car.



Rumors: *Marshal module:* The Marshal randomly reveals 1 goal card in his Current Goals zone.



Reflex Action: Players do not place unused cards onto their decks at the end of the Schemin' phase. At the end of the Stealin' phase, starting with the First Player and proceeding clockwise, each player may play and resolve an action card from his or her hand. Then each player places any unplayed cards remaining in his hand on top of his deck.

End of Turn Events (Train Station)



Hostage-Taking of the Conductor: Each bandit in the locomotive or on its roof receives \$250 ransom.



Pickpocketing: Each bandit who is alone in his space can take one purse token from that space, if there are any purses there.



Marshal's Revenge: Each bandit who is on the roof above the Marshal loses the least valuable purse token he or she has on his character sheet. If a bandit has no purse, he or she loses nothing (even if he or she has jewels or strongboxes).

Marshal module: Bandits in the car with the Marshal also loses purses in the same way listed above.



Sharing the Loot: At the end of the game, if several bandits are on the same space and one of them owns a strongbox, the value of the strongbox is divided between all bandits in the same space as the strongbox. If needed, the result is rounded down.



Mortal Bullet: Each player loses \$150 for each bullet received during this round. This includes the neutral bullets and those from all the characters.



Escape: *Horses module or Stagecoach module:* At the end of the game, order is re-established on board the train. All the bandits remaining in the train (either inside a car, the locomotive or on the roof) will get caught and won't take part in the final scoring ([link](#)).

In order to avoid being caught, the bandits have to leave the train by either of these means:

- *Horses module:* Playing a Ride card during this round and permanently leaving the train along with the horse ([link](#)). The game is over for those bandits but they are in the race for the victory.

- *Stagecoach module:* Standing on the stagecoach at the end of the game (inside it or on the roof).



Deadly Fall: During this round ([link](#)), if your character punches a character on the roof, you may choose to knock that character off the train instead of moving him or her to an adjacent car; remove that pawn from the train and do not resolve any of that character's remaining action cards. If a character is knocked off the train, he or she is eliminated and won't take part in the final scoring ([link](#)).

If Django shoots a character on the roof of the locomotive or caboose, he may choose to knock that character off the train instead of moving him to an adjacent car.



Crime Doesn't Pay!: *Prison module:* Bandits in the cell at the end of the game is caught and won't take part in the final scoring ([link](#)).



Guilty Conscience: *Marshal module:* If the Marshal wins the game, the poorest bandit also wins. If multiple bandits are tied for poorest, only the Marshal wins.

App Variants

Colt Express used to be available as an iOS and Android application. The application, in addition to the usual play modes, has some unique variants that you might find worth trying out. The rules have been tweaked to fit the physical game and support all modules in this Big Box.

Ghost Variant – Flames

Extra equipment: 1 token per car including the locomotive, a 6-sided die.

A fire is spreading throughout the train!

At the beginning of the first round, flames start in a random car besides the locomotive. Use the die to determine which car the flames start from.

At the end of each round, flames spread to all cars that aren't on fire and adjacent to one that is on fire. However, flames don't spread to cars with the Marshal inside them.

Cars on fire are marked using tokens.

Flames don't prevent movement, but a character in a car on fire at the end of an action gets a neutral bullet. If a character resolves 2 or more actions consecutively (e.g. due to a Speeding-Up turn or all other players don't play any action cards between rounds), only determine whether that character should get the neutral bullet after all those consecutive actions have been resolved. For example, if Mei moves into a car on fire, then goes to the roof immediately without any other character resolving actions between her 2 moves, then Mei won't get a neutral bullet.

Character moved into flames (e.g. by being shot by Django or being punched) also get a neutral bullet.

If the Marshal moves into a car on fire, the fire is extinguished. If the last flames are put out, flames won't start again.

Marshal module: If he resolves 2 or more actions consecutively, only extinguishes the flames on the car he is on after all those consecutive actions have been resolved, just like how getting neutral bullets works.

Marshal module: The Marshal still gets a neutral bullet if he moves into the flames before he extinguishes it.

Belle Variant – Prototype

Extra equipment: a token, a 6-sided die.

The Prototype is a special item that allows a character to shoot 3 bullets with one Shoot action.

At the beginning of the first round, the Prototype is placed in a random car besides the locomotive. Use the die to determine which car the Prototype is placed. Use the token to represent the Prototype.

The Prototype acts like a loot token: characters can use the Loot action to pick it up, and it can be dropped if the character holding it is punched. However, a character having no bullet left can't pick it up.

Whenever a character holding the Prototype resolves a Shoot action, the Prototype must be used. Shooting with the Prototype is the same as with a normal Shooting action besides the below changes.

The holder must shoot 3 bullets at up to 3 characters of his or her choice (a character can get more than 1 bullet). If he or she has fewer than 3 bullets, he or she shoots all of them. The bullets are shot simultaneously.

Marshal module: The Marshal must shoot 3 bullets from 1 of his 2 cylinder piles.

Marshal module: If he shoots only 1 bandit with 1 Shoot action, he must use the Prototype. If he shoots 2 bandits with 1 Shoot action, he must use the Prototype with 1 cylinder pile and 1 bullet with the other.

Marshal module: If a cylinder pile has at least 1 bullet but fewer than 3, the player can still choose to use the Prototype with that pile, and he or she shoots all bullets from that pile. If a cylinder pile has no bullet, you can't choose to use the Prototype with that pile.

Belle's special ability doesn't work against the Prototype. Tuco's and Django's special abilities still function when using the Prototype.

After the last bullet of the character holding the Prototype is expended, the Prototype is ejected and lands in his or her adjacent car in the direction of the last shot fired. If there is more than one place eligible, he or she chooses.

Marshal module: The Prototype is only ejected after he has no bullet in all of his cylinder pile.

Stagecoach module: The Prototype can be ejected into the stagecoach.

Cheyenne Variant – Amulet

Extra equipment: a token, a 6-sided die.

The cursed Amulet is very valuable, but prevents the character from using his or her special ability.

At the beginning of the first round, the Amulet is placed in a random car besides the locomotive. Use the die to determine which car the Amulet is placed. Use the token to represent the Amulet.

The Amulet acts like a loot token: characters can use the Loot action to pick it up, and it can be dropped if the character holding it is punched. It is worth \$750 at the end of the game.

The character holding the Amulet is cursed: he or she, and his or her player, can't use any special abilities. The character also can't pick up or hold any jewels. Any jewels in possession are dropped immediately when he or she gets the Amulet.

The only way for a character to get rid of the Amulet is to use the Punch action: punching a character also transfers the Amulet to the target.

Tuco Variant – Flat-Bed Car

Extra equipment: none.

The flat-bed car, a new car type with no roof!

At the beginning of the first round, a random car besides the locomotive is modified to be a flat-bed car. Use the die to determine which car will be modified. Remove the roof from that car.

The Change Floor action is useless on this car, except for Mei who can still use that action to move to an adjacent car's roof. The Move action can't be used to move from a roof to the flat-bed car. Characters can be moved from the roof of an adjacent car to this car (e.g. by being punched or by Django's Shoot action).

When a bandit and the Marshal end up on this car together, instead of the roof the bandit is sent to the inside of an adjacent car. If the flat-bed car is not the caboose, the bandit is sent to the one that is closer to the caboose.

Marshal module: The above rules have no effect.

Django Variant – Dynamite

Extra equipment: a token, a 6-sided die.

A Dynamite stick is about to explode in the train!

At the beginning of the first round, the Dynamite is placed in a random car besides the locomotive. Use the die to determine which car the Dynamite is placed. Use the token to represent the Dynamite.

The Dynamite can't be picked up, only thrown. A character can use the Loot action to throw the Dynamite into the inside of an adjacent car of his or her choice.

Stagecoach module: The Dynamite can't be thrown into the stagecoach.

At the end of the Stealin'! phase of the first round, right after all actions have just been resolved, the Dynamite explodes. When it explodes:

- All characters inside the car with the Dynamite get 2 neutral bullets each and are moved to the inside of a random adjacent car. Use the die to determine which car each character is moved to (characters might be moved to different cars).

- All characters on the roof of the car with the Dynamite get 1 neutral bullet each and are moved to the roof of a random adjacent car. Use the die to determine which car each character is moved to (characters might be moved to different cars).

- All characters inside adjacent cars to the car with the Dynamite get 1 neutral bullet each and are moved to the inside of the adjacent car farthest from the Dynamite if possible.

The Marshal is unaffected by the explosion.

Marshal module: The above rules have no effect.

Doc Variant – Last Car

Extra equipment: 2 new round cards. Print new round cards with the following turn types and event:

- 2-4 players: [Standard] [Standard] [Speeding-Up] [Tunnel] [Last Car event]

- 5-6 players: [Standard] [Speeding-Up] [Tunnel] [Last Car event]

The last car gets unhooked from the train and is left behind.

When the Last Car event is resolved, the caboose is removed from the game along with everything on it except the characters (e.g. loots, the Marshal, flasks etc.). Characters in the caboose get 1 neutral bullet each and are moved inside the adjacent car.

Marshal module: The Marshal is treated just like other characters and isn't removed from the game.

If the Marshal is removed from the game, Marshal action cards can still be played but will have no effect.

Caboose is now referred to the car that is farthest from the locomotive after the old caboose is removed.