

UNOFFICIAL COMBINED RULES FOR

COLT EXPRESS

Version 2.1 - January 2025

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1 INTRODUCTION

11th of July, 1899: 10 A.M. The Union Pacific Express has left Folsom, New Mexico, with 47 passengers on board. After a few minutes, the sound of rapid footsteps is heard, coming from overhead and then, gunshots. Heavily armed bandits are mercilessly robbing honest citizens of their wallets and jewellery! Will the bandits be able to keep a cool head and dodge bullets? Will they succeed in stealin' the Nice Valley Coal Company's weekly payroll, stored in strongboxes that are closely watched by Marshal Samuel Ford? Only one bandit will achieve his goal: becoming the richest outlaw of the



1.1 ABOUT THESE RULES

This is version 2.1 of the Unofficial Combined Rulebook for Colt Express. It was published on January 25th 2025.

The official Colt Express game and its expansions are published by Ludonaute (www.ludonaute.fr). This Unofficial Combined Rulebook is a fan project that has been endorsed by the original publishers of the game.

The official images used herein are the property of Ludonaute and are used with their kind permission.

These unofficial rules were added to, edited and updated based on the original work as a service to the players of the great Colt Express game.

The Unofficial Combined Rulebook was created by Mattias Elfström between 2017 and 2025 with support from Ken Artman, Michael Grinnan, Gabriel Lima, Adam Nicholas and Martin Stegmark.

1.2 USING THESE RULES

The purpose of the Unofficial Combined Rulebook is to collect the rules from all expansions and official errata and clarifications in one place and to provide a better structure to the rules so that relevant information can be found more quickly.

In addition to that, a number of rules have been invented to allow full integration of all expansions and to allow the game to be played solo and with several Bot Bandits in the same game.¹ All such rules are noted in the footnotes. Some of the terminology of the game has been changed or simplified to make the rules clearer.

The Expert Variant from the Base Game is fully implemented here and all rules not relevant to that variant have been removed.

The two player rules from the Base Game have been removed to simplify integration of all expansions. Other rules that don't apply when combining the expansions have also been removed.

A lot of other minor changes have been made in order to avoid too many cumbersome exceptions, but the game will generally play as officially intended when using these rules.

It is suggested that these rules be printed at 50% on A4 paper and folded to produce an A5 rulebook.

1.2.1 Complexity

When playing the game with several expansions used at the same time, complexity will increase. Every effort has been made to make these rules as complete as possible, but this has inevitably caused an increase in verbiage. If you desire a simpler game you may want to refer to the official rules.

These rules can be used for Colt Express games played by one to twelve players and using almost any combination of the currently available expansions. The various promos can also be added or removed as desired.

The players are expected to have assembled all game components and to be familiar with the Base Game and the expansions in all aspects before using these rules.

1.2.2 Game Modules

The Combined Rules include the rules from the following modules:

- Colt Express Base Game (2014)
- Horses & Stagecoach expansion (2015)
- Time Travel car promo (2015)

- North Pole Station promo (2015)
- Le Tunnel avant L'Arrivée en Gare promo (2015)
- Marshal & Prisoners expansion (2016)
- Cursed Loot promo (2016)
- Train Station Terrain Piece (2016)
- Rock Terrain Piece (2016)
- Alternate Art Punch cards (2016)
- Bandits - Belle (2018)
- Bandits - Cheyenne (2018)
- Bandits - Django (2018)
- Bandits - Doc (2018)
- Bandits - Ghost (2018)
- Bandits - Tuco (2018)
- Colt Express: Big Box (2022)
- Silk Bandit (2022)
- The Couriers and Armoured Train expansion (2023)
- The Happy 10th Anniversary expansion (2024)

1.3 OVERVIEW OF THE GAME

Colt Express is a fast paced game of action programming set during a train robbery in the old west. Over five Rounds, up to twelve Players program their Actions and then execute them, all the while trying to collect the most valuable Loot and avoid getting shot too many times or arrested by the Marshal.

The biggest challenge will be to try and remember which Actions have been programmed by every other participant in order to select your next Action. In all likelihood, the best laid plans will not survive for very long and you will have to adapt to the chaos created.

Using components from the expansions, you may also have to consider the changing situation as two trains pass each other while the horses and the stagecoach try to keep pace with the speeding Express Train.

As the Player Marshal, you will be alone in trying to save the day and put as many of the robber Bandits behind bars as possible.

The game can even be played solo or as a Team Game with or without a betrayal aspect.

1.4 OBJECT OF THE GAME

Generally, to win a game of Colt Express, a Bandit must become the richest Bandit in the Old West and avoid being knocked off the Train or Hit by any Poisoned Arrows from one of the Bots. To reach this goal, a Bandit will try to get more Loot than his Bandit opponents while making sure the Player Marshal can't accomplish his goals.

If you play as the Player Marshal, you have five Goals you want to complete. If you accomplish at least four of them, you win the game! If (and ONLY if) you fail, the richest Bandit wins instead.

If they are in the game, two of the Bot Bandits (Django and Ghost) may score an automatic win. If one of them does, all Players lose the game.

If you play the Team Game, your team will have to score a higher team total than the other team to win. Depending on your preferences you may also play a betrayal Team Game where one (or two) single Player(s) will be the winner(s).

Detailed victory conditions are listed in rule 8.

¹ The original rules do not allow for several Bot Bandits in the same game and make no provisions for solo games. All rules herein pertaining to such games are completely unofficial.

2. COMPONENTS

The following lists the total amounts of components when all expansions are combined.

2.1 CARS

The Colt Express "game board" is made up of cardboard train cars. There are 19 Cars available:

- 2 Locomotives
- 1 Tender
- 6 Standard cars (1st, 2nd and 3rd class, Saloon, Restaurant and Luggage)
- 1 Armoury car
- 1 Infirmary car
- 3 Armoured cars
- 1 Circus car
- 1 Prison car (which always starts as the Caboose [last car] of the Express Train if included in a game)
- 1 Time Travel car
- 1 Handcar
- 1 Stagecoach (which is never considered part of a Train)



Depending on which options (see rules 4.1 and 4.2) have been selected, there may be one or two Trains in play. In addition to the Trains, the Prison car, Stagecoach, Circus car, Time Travel car and/or Handcar may or may not be used. If there are two Trains in play, one is referred to as the Express Train, while the other is the Armoured Train.



2.2 TERRAIN ELEMENTS

There are 10 terrain elements available to decorate the terrain surrounding the Trains. They have no purpose in the game other than to add to the atmosphere.

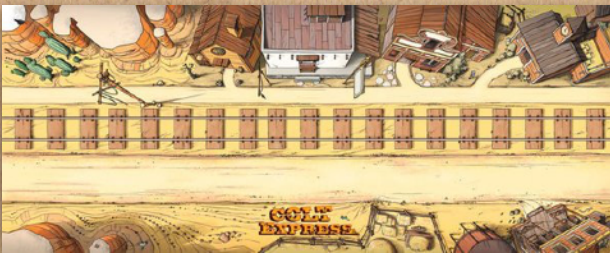


The Train Station piece is not necessary for play, but can be used as a First Player marker and to hold the Round cards.

The Rock piece is not necessary for play, but can be used to hold the Common Deck or the Neutral Bullet cards.

2.3 PLAY MAT

There are various play mats available that can be bought or printed from files. Like the terrain elements a play mat is not necessary to play the game, but is a nice atmospheric addition.



2.4 CHARACTER SHEETS

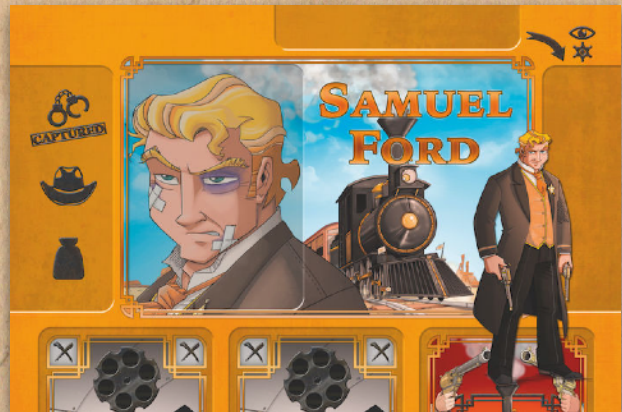
There are 14 two sided Character Sheets - 13 for the Bandits and one for the Player Marshal.



Using these rules, the Bandits' Sheets should be turned to the side showing three slots for cards - one Cylinder pile slot, one Action card draw deck slot and one Action card discard slot.



Il Professore has a unique Character Sheet with a Diabolical Plan ladder.



The Player Marshal's Sheet has a set up aid on its back side and no slot for discards (put discards to the right of the Action card draw pile instead).

2.5 TOKENS

2.5.1 Loot Tokens

The following Loot tokens are available (if you don't have all expansions your count will vary):

28 Purses; 14 worth \$250, two each of values \$1, \$2, \$300, \$350, \$400, \$450 and \$500.



19 Jewels; 17 worth \$500 each and two worth \$5.



5 **Bags**; worth \$300, \$400, \$500, \$600 and \$700. The Bags are only in play if the Armoured Train is in play.



5 **Strongboxes**; four with \$1000 each and one with \$10.



1 **Special Strongbox** worth \$1,500. The Special Strongbox is only in play if Bot Ghost is in play.



2 **Clown's Chests**, one worth \$1000 and one worth \$0. The Clown's Chests are only in play if the Circus car is in play.



2 **Mailbags** worth \$200 and \$1200 respectively. The Mailbags are only in play if the Player Marshal is in play.



3 **Secret Documents**; one blue worth \$4000, one red worth \$4000 and one neutral worth \$0. The Secret Documents are only in play in a Team Game.



3 **Gold Nuggets** worth \$0, \$0 and \$1500. The Gold Nuggets are only in play if the Tender is in play.



6 **Whiskey Flasks**; five normal and one Old Whiskey. The Whiskey Flasks may optionally be in play.



6 **Stake** tokens; one worth \$0, two worth \$100 and one each of \$200, \$300 and \$600 value. The Stake tokens are only in play if Bot Doc is in play.²



6 **Antidote** tokens numbered 1-6. The Antidotes are only in play if Bot Cheyenne is in play.



Notes: There are various upgraded Loot tokens available from both official and unofficial sources. If you don't have the exact count described above, this will not affect the game in any significant way.

2.5.2 Other Tokens

5 **Dynamite** tokens. The Dynamite tokens are only in play if Bot Django is in play.



12 **Ejection** tokens worth \$500 each. The Ejection tokens are not considered Loot and are only in play if Bot Django is in play. (Players may need to substitute other markers for more Ejection tokens if many Characters are in play.)



6 **Wanted** tokens worth \$500 each. The Wanted tokens are not considered Loot and are only in play if Bot Tuco is in play. (Players may need to substitute other markers for more Wanted tokens if many Characters are in play.)



10 **Team Badges**; five blue and five red. The Team Badges are only in play in a Team Game.³



1 **Wild Bunch** token worth \$1500. The Wild Bunch token is only in play in a Team Game.



1 **Il Professore Loot marker**. The Il Professore Loot marker is only in play if Il Professore is in play.



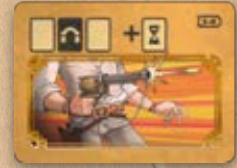
2.6 CARDS

2.6.1 Round Cards

There are a total of 66 Round cards.

Round cards for games with 4 or fewer Bandits are marked "2-4" and cards for games with 5 or more Bandits are marked "5-6" or "5+".

Station and Cavalry Charge cards are marked "STOP" or "\$\$\$".



Notes: Some Round cards have a "hand" icon that allow Players in the base game to keep some Action cards at the end of a Round. These icons are ignored when playing with these rules. Cards marked "5-6" are considered marked "5+" instead.



2.6.2 Player Bandit Action Cards

Each of the eleven Player Bandits have a 14 card deck of Action cards with a unique colour and unique illustrations, but with identical Actions (2 Move, 2 Floor Change, 1 Ride, 1 Punch, 1 Special Punch, 2 Fire, 2 Robbery, 1 Marshal, 1 Brilliant Idea and 1 Nudge).

See rule 4.6.2 for Action card deck composition, depending on which options are in play.



Notes: If you have the Alternate Art Punch cards, they are intended to replace the standard Punch cards, but can optionally be added to the decks instead (see rule 4.2.12). Note that not all Bandits have had Alternate Art Punch cards published, however.

2.6.3 Bot Bandit Action Cards

The Bot Bandits' Action cards have unique backs and are only in play if the specific Bot Bandit is in play. If in play, they replace the corresponding Player Bandit Action cards for that Bandit.

Exception: Mary Pumpkins and Il Professore have no corresponding Player Bandit Action cards since they are always Bots.

Bot Belle has 8 Action cards (2 Move, 1 Punch, 2 Robbery, 2 Charm and 1 Theft).

Bot Cheyenne has 8 Action cards (1 Floor Change, 2 Robbery, 1 Bow and 4 Special Move).

Bot Django has 8 Action cards (2 Move, 1 Floor Change, 2 Punch, 2 Fire and 1 Explosion)

Bot Doc has 8 Action cards (2 Move, 1 Floor Change, 1 Punch, 2 Fire, 1 Robbery and 1 Poker game)

Bot Ghost has 8 Action cards (1 Punch, 1 Fire, 1 Marshal, 1 Floor Change and Fire, 2 Heist OR Move, 1 Heist OR Floor Change and 1 Punch OR Move)

Bot Mary has 9 Actions cards (2 Move, 1 Punch, 2 Fire, 2 Robbery, 1 Hat Tip and 1 Seduction)

Bot Tuco has 8 Actions cards (2 Move, 1 Punch, 3 Fire, 1 Marshal and 1 Swap)

² This rule was changed for the Unofficial Combined Rulebook to simplify the game and provide consistency.

³ You may need to substitute Team Badges for team games with the maximum number of Bandits.

Il Professore has 16 Action cards (10 Binocular⁴, 3 Scheme, 1 Nudge, 1 Fire on the last Courier and 1 Rapid Fire).

2.6.4 Player Marshal Action Cards

The Player Marshal has his own unique deck of Action cards. The Player Marshal's deck consists of 11 Action cards (2 Move, 1 Move+, 1 Floor Change, 1 Floor Change+, 1 Ride, 3 Fire and 2 Capture).

2.6.5 Character Bullet Cards

Each Player Bandit has 6 corresponding Bullet cards, while the Player Marshal has two sets of 6.

Bot Cheyenne has 6 Poisoned Arrow cards that replace her standard Bullet cards if she is in play.

Bot Doc has 6 Special Bullet cards that replace his standard Bullet cards if he is in play.

Bot Tuco has 6 Bullet cards that are added to his standard Bullet cards if he is in play.



2.6.6 Neutral Bullet Cards

There are 26 Neutral Bullet cards. These cards are used by the Bot Marshal, the Released Shotgun, the Couriers, the Gatlings, some Bot Bandits and for some Events.

Important: If the Neutral Bullet cards deck is depleted or if there are not enough cards to go around for a given Action or Event, that Action or Event can't be performed.

When the Neutral Bullet deck is restocked, Neutral Bullets can be used again as normal.⁵

2.6.7 Hostage Cards

The Hostage cards are only in play if the Stagecoach is in play.

There are 8 Hostage cards.

If in play, a number of random Hostage cards equal to the number of Bandits minus one (up to a maximum of the 8 available) are used each game.



2.6.8 Prisoner Cards

The Prisoner cards are only in play if the Prison car is in play.

There are 11 Prisoner cards.⁶

If in play, three or four random Prisoner cards are used each game, depending on the number of Bandits.



2.6.9 Wanted Posters

The Wanted Posters are only in play if the Player Marshal is in play.

There is one Wanted Poster card for each of the Bandits (except Mary Pumpkins⁷ and Il Professore).

If in play, the Wanted Posters are initially in the possession of the depicted Bandits.



2.6.10 Brawler Cards

The Brawler cards are only in play if the Player Marshal is in play.

There are 3 Brawler cards (1 Gold Punch, 1 Silver Punch and 1 Bronze Punch).

The Brawler cards are initially placed on the Player Marshal's Character Sheet.



2.6.11 Marshal's Goal Cards

The Marshal's Goal cards are only in play if the Player Marshal is in play.

There are 18 Marshal's Goal cards (7 Special Goals and 11 Arrest Warrants - one for each Bandit except Mary Pumpkins and Il Professore).



2.6.12 Doc's Respect Card

The Doc's Respect card is only in play if the Doc Bot is in play.

There is 1 Doc's Respect card.



2.6.13 Character Cards

There are 11 Character cards - one for each Bandit, except Mary Pumpkins and Il Professore. These cards have no use in the game, since they are replaced by the Character Sheets.⁸

2.7 PAWNS AND HORSES

There is a total of 17 Pawns:

- 12 colour matched Bandit Pawns
- 1 Marshal Pawn
- 1 Shotgun Pawn
- 3 Courier Pawns



There are also ten wooden Horse pieces that are not considered Pawns. You will need to supply one or two extra Horse pieces for particularly large games.



⁴ There are no Binocular cards for Al and Mary - you will have to substitute other cards if they are in the game.

⁵ This rule was changed for the Unofficial Combined Rulebook to better integrate the expansions.

⁶ The Silk character Prisoner card was only available in the Big Box edition of Colt Express and was misprinted with the wrong back. A pdf version of the card can be obtained from Ludonaute and self printed.

⁷ You will have to supply a proxy Wanted Poster for Mary if she is in the same game as the Player Marshal.

⁸ If you want to put these cards to use they can be used for random selection of Bandits for example.

3. DEFINITIONS

Important: The following words are used to mean specific things throughout these rules. They are underscored and hyper-linked to make it clear that they are used to convey their defined meaning. Be sure to study the definitions closely as they are important for the correct interpretation of other rules.

Adjacent: A Car is Adjacent to another Car if they are next to each other. A Location is Adjacent to another Location if it is on the same level (interior or roof) and in a Car that is next to the Car in question. Locations can be Adjacent even if they are on different Trains, on the Stagecoach or in the Time Travel car or the Handcar. In addition, the interior of the Time Travel car or Handcar is Adjacent to all Locations on Cars that are next to it, regardless of level.

Area: The Area term is used when moving Bot Bandits and refers to a collection of Locations (see rule 16.1.1).

Bandit: Al, Belle, Cheyenne, Django, Doc, Ghost, Mary, Mei, Misty, Il Professore, Silk, Tuco and The Twinzz are all Bandits, whether played by Players or used as Bots.

Bot: Bots are governed by the game rules and not played by Players. There is a Bot version of Belle, Cheyenne, Django, Doc, Ghost, Tuco and the Marshal. Mary, Il Professore, the Released Shotgun and the Couriers are always Bots.

Bot Bandit: A Bot Bandit is the Bot version of Belle, Cheyenne, Django, Doc, Ghost or Tuco. Mary and Il Professore are always Bot Bandits.

Bot Marshal: The Bot Marshal is the Bot version of the Marshal. The Bot Marshal is optionally in play if there is no Player Marshal. The moves of the Bot Marshal are governed by the Marshal Action cards of the Bandits. The Bot Marshal is not a Character since he has no Character Sheet.

Caboose: Caboose always refers to the last Car of a particular Train. The Prison car is always the Caboose of the Express Train at the start of the game if it is in play. The Handcar may become the Caboose of the Express Train if it is activated (see rule 5.4.6).

Car: The Cars include the normal railway cars as well as the Locomotives, Tender, Armoury car, Infirmary car, Armoured cars, Circus car, Prison car, Stagecoach, Time Travel car and Handcar. Each Car has one, two or, in case of the Prison car, three different Locations.

Character: A Character has a Character Sheet and includes both the Player and Bot versions of Belle, Cheyenne, Django, Doc, Ghost and Tuco, but only the Player versions of Al, the Marshal, Mei, Silk, Misty, and The Twinzz (since the Bot Marshal has no Character Sheet and Al, Mei, Silk, Misty, and The Twinzz have no Bot versions). Mary and Il Professore are also Characters, but have no Player versions.

Common Deck: The Common Deck is created during each Schemin'! Phase by playing Action cards from Players' hands or Bot Bandits' draw decks to it. During the Stealin'! Phase, cards are then drawn from the inverted Common Deck to drive the Actions in the game. Players may never look through the Common Deck, but instead have to try and remember which cards have been played in order to decide what they will play next or how they will enact their Actions. See rules 5.2 and 5.3.

Encounter: Whenever the Bot Marshal, Released Shotgun or a Courier meet a Bandit in the same Location an Encounter takes place. The effects of the Encounter vary depending on who meet (see rule 12.).

Hit: When a Target is Hit it receives a Bullet card (see rule 11.2). The Bullet card is handled in different ways, depending on who is Hit (see rule 11.3).

Line of Sight: Line of Sight determines which Pawns are Targeted with a Fire Action (see rule 11.1).

Location: A Location is a game space that can hold one or more Pawns and any number of tokens. Generally, each Car has one, two or three Locations that can be either an interior Location or a roof Location. A Pawn is always placed in a specific Location (except if hiding [rule 5.4.6] or Ejected [rule 16.9.1]).

Loot: The Purse, Jewel, Bag, Gold Nugget, Secret Document, Strongbox, Special Strongbox, Clown's Chest, Mailbag, Whiskey Flask, Stake and Antidote tokens represent Loot with various values or uses. Ejection and Wanted tokens are not Loot. During the game, Characters will stack Loot on their Character Sheets. The value of the Loot must remain hidden from the opponents, but Players may look at their own Loot tokens whenever they want.

Loot Priority: Loot Priority is used to determine which Loot a particular Bot Bandit prefers (see rule 16.3).

Marshal: Marshal refers either to the Player Marshal or the Bot Marshal, depending on which is in play.

Objective: A movement Objective is used to determine where a Bot Bandit will move (see rule 16.1).

Pawn: Of the wooden meeples, the Bandits, the Marshal, the Shotgun and the Couriers are all considered Pawns, but the Horses are not.

Player: Player refers to the actual people playing the game.

Player Bandit: Player Bandit refers to Al, Belle, Cheyenne, Django, Doc, Ghost, Mei, Misty, Silk, Tuco or The Twinzz when played by a Player.

Player Character: Player Character refers to a Character played by a Player.

Player Marshal: The Player Marshal refers to the Player controlled Marshal. The Player Marshal is only in play if selected by a Player during setup (see rule 4.3). If the Player Marshal is in play, so is the Prison car.

Released Shotgun: The Shotgun is only in play if the Stagecoach is. If he is in play, the Shotgun does not affect the game in any way until he is punched and released (see rule 9.3.3). The Released Shotgun, however will both move around (see rule 5.4.5) and cause Encounters with Bandits.

Target: The Punch and Fire Actions both affect specific Targets.⁹

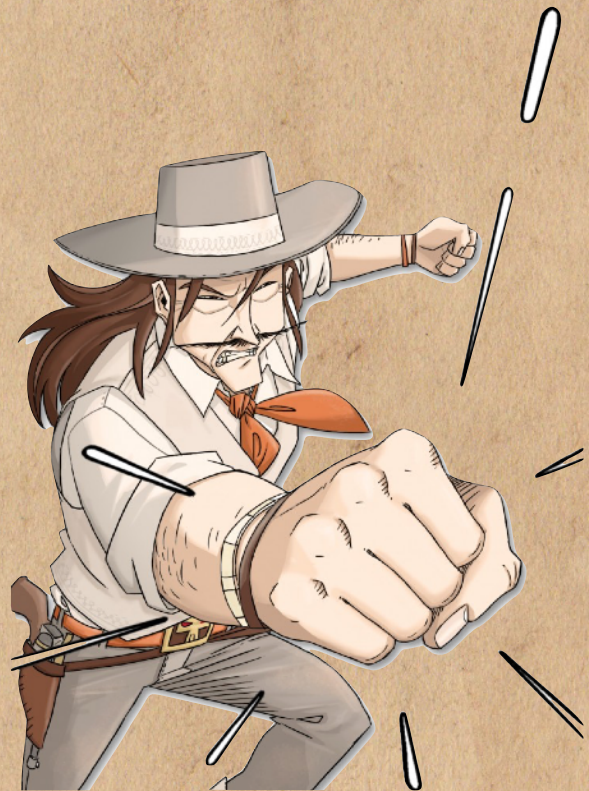
Important: The Target of a Punch Action is any one Pawn (or all Pawns for many Bot Actions) in the same Location as the Puncher.

The Released Shotgun can never be the Target of a Punch Action since no Character can remain in the same Location as the Released Shotgun (but see rule 9.3.3 for releasing the Shotgun).

Important: The Target of a Fire Action is any one Pawn (or two Pawns for the Player Marshal's Fire Action or all Pawns for many Bot Actions and for Gatling Fire) in the Line of Sight of (but not in the same Location as) the Firer.

Team members are also Targets, but the Released Shotgun and Couriers are never Targets for the Player Marshal.¹⁰

Train: Train refers to all Cars connected to each other in one train set and may include the Time Travel car or Handcar, but never the Stagecoach. The first Car in a Train is normally the Locomotive (but may be the Time Travel car or Handcar if either is in play). The last Car in a Train is the Caboose. There can be one or two Trains in play at the same time. The Express Train is always used in a game of Colt Express and the Armoured Train may also be in play depending on which options are used.



⁹ Note that, contrary to the official rules, this definition allows any Pawn, even the Bot Marshal, Shotgun or a Courier, to be the Target.

¹⁰ This rule was clarified for the Unofficial Combined Rulebook. Having to fire at your Team members in certain situations will result in a more chaotic game and may be necessary to win a betrayal game..

4. SET UP

4.1 CHOOSING MAJOR OPTIONS

Using these unofficial rules you can pick and choose which expansions to include.¹¹

Depending on which expansions are combined, playing time will vary. Normally the game will take about 10-15 minutes per Character included.¹²

4.1.1 Choose Game Type

The game can be played as a Standard Game or a Team Game. The Team Game, in turn, can be played in normal or betrayal mode. In normal mode, the game will be played cooperatively within the same team, while in betrayal mode, members of the same team can have different goals at the end of the game.

The **Standard Game** can be played solo¹³ or by up to twelve Players.

The **Team Game** needs at least three Player Bandits in normal mode or four or more Player Bandits in betrayal mode. In a Team Game, the Player Bandits are split into two teams of equal numbers. Should you have an odd number of Player Bandits, the Il Professore Bot joins the smaller team. One team will be red, the other blue. Each Character in a team gets a Team Badge matching their team's colour.

During the Schemin'! Phase of a Team Game, Players can communicate, but remember that your opponents can hear you. During the Stealin'! Phase, Players cannot communicate - each Player must decide on their own how to play out their Actions.

4.1.2 Player Marshal

The Player Marshal can be in any game if he is selected as a Character (see rule 4.3). If he is, the Prison car also has to be included. Including the Player Marshal will add the standard 10-15 minutes for any Character to the total playing time.

The Bot Marshal is never included in a game with the Player Marshal.

If the Player Marshal is selected in a Team Game, he is not part of any team and will win or lose as an individual.

It is possible to play the Player Marshal vs two or more Bot Bandits as a solo game.¹⁴

4.1.3 Bot Marshal

The Bot Marshal is always used in any Standard Game if there is no Player Marshal. The Bot Marshal may otherwise be added to any game if there is no Player Marshal.¹⁵

4.1.4 Armoured Train

The Armoured Train can be used in any game of Colt Express, but is recommended for the Team Game. It will expand the movement options and complicate the action programming. If the Armoured Train is included, the Armoury and Infirmary cars are always part of it. It will add about 5 minutes of playing time for each Character in the game.¹⁶

4.1.5 Bot Bandits

One or more Bot Bandits can be used in any non-Team Game.¹⁷ Each Bot Bandit will add about 10-15 minutes to total playing time (just like any other Character).

In a Standard Game, there always has to be at least three Characters in any combination of Player and Bot Characters. The Il Professore Bot can also be used, but only if there are at least two other Bandits.

Example: Two players are playing a Standard Game and one of them selects the Player Marshal. The other player selects Mei. One Bandit Bot has to be included in the game. If Il Professore is used, another Bot Bandit also has to be included.

In a Team Game the only available Bot Bandit is Il Professore and he will only be added to make the teams even.

Example: Three players are playing a Team Game. One team will consist of two Player Bandits, the other of one Player Bandit and Il Professore.

Notes: The balance of a game with few Players will be very dependent on which Bot Bandits are used. In a solo game, the selection of options will dictate the difficulty. Here are some general guidelines on selecting Bot Bandits and options in solo games:

The Armoured Train and the Stagecoach should generally not be used since the Bot Bandits will likely not go there anyway.

If you play the solo game as the Player Marshal, you should generally use all Bot Bandits except Il Professore.

If you play the solo game as a Bandit, you may want to select a Bandit that does not have a corresponding Bot so that all Bot Bandits can be in play.

4.2 CHOOSING MINOR OPTIONS

4.2.1 Stagecoach

The Stagecoach can be used in any game of Colt Express. The Stagecoach will add both movement options and the possibility of taking Hostages to the game. If the Stagecoach is used, so is the Horse Attack (see rules 4.2.2 and 4.13). It will add about 15 minutes to total playing time.

4.2.2 Horse Attack

The Horse Attack (see rule 4.13) is always used if the Stagecoach is in play. Otherwise it can be used in any game of Colt Express. The Horses will allow more movement options through the Ride Action (see rule 10.4). It will add about 5 minutes to total playing time.

4.2.3 Prison Car

The Prison car can be used in any game of Colt Express and has to be used if the Player Marshal is included. It will add the possibility of releasing Prisoners for added abilities and bonus scoring. It will add about 15 minutes to total playing time.

4.2.4 Circus Car

The Circus car can be used with the Express Train. It will not add to the total playing time.

4.2.5 Armoury Car

The Armoury car is always part of the Armoured Train, if that is in play. Otherwise the Armoury car can be used with the Express Train.¹⁸ The Armoury car will provide opportunities to expand programming choices. It will not add to total playing time.

4.2.6 Infirmary Car

The Infirmary car is always part of the Armoured Train, if that is in play. Otherwise the Infirmary car can be used with the Express Train.¹⁹ The Infirmary car will provide opportunities to mitigate wounds. It will not add to total playing time.

¹¹ The official rules only allow for certain combinations of expansions.

¹² Playing time estimates are based on independent play tests.

¹³ This rule was invented for the Unofficial Combined Rulebook.

¹⁴ This rule was invented for the Unofficial Combined Rulebook.

¹⁵ This rule was invented for the Unofficial Combined Rulebook to allow for more varied games.

¹⁶ The use of the Armoured Train was expanded in the Unofficial Combined Rulebook. In the official game it is only usable separately from the other expansions.

¹⁷ Rules for using several Bot Bandits in the same game and combining them with the other expansions have been invented for the Unofficial Combined Rulebook.

¹⁸ This rule was invented for the Unofficial Combined Rulebook to allow for more varied games.

¹⁹ This rule was invented for the Unofficial Combined Rulebook to allow for more varied games.

4.2.7 Time Travel Car

The Time Travel car can be used in any game of Colt Express, but never together with the Handcar. The Time Travel car allows you to travel in time (!) and to end up where the other Players aren't expecting you. This will complicate the Action programming. It will add about 5 minutes to total playing time.

4.2.8 Handcar

The Handcar can be used in any game of Colt Express, but never together with the Time Travel car. The Handcar may allow you to secretly go where the other Players aren't expecting you. This will complicate the Action programming. It will add about 5 minutes to total playing time.

4.2.9 Whiskey Flasks

The Whiskey Flasks can be used in any game of Colt Express. They will add to the Action programming options. They will add about 5 minutes to total playing time.

4.2.10 Cursed Loot

The Cursed Loot tokens can be used in any game of Colt Express. They will add some more randomness to scoring. They will not add to total playing time.

4.2.11 Special Punch Cards

The Special Punch cards can be used in any game of Colt Express. They will not add to total playing time.

4.2.12 Extra Punch Cards

If you have the Alternate Art Punch cards, you can optionally add them as another Punch card for each participating Player Bandit. This will increase the melee chaos slightly.

Note: Every Player Bandit should have the same number of Punch cards and not all available Player Bandits have had Alternate Art Punch cards published.

OPTION	STANDARD GAME	TEAM GAME - NORMAL	TEAM GAME - BETRAYAL
#Players	1-12	Minimum 3 Player Bandits	Minimum 4 Player Bandits
Player Marshal	Optional	Optional	Optional
Bot Marshal	Never with Player Marshal - otherwise always	Never with Player Marshal - otherwise optional	Never with Player Marshal - otherwise optional
Armoured Train	Optional	Recommended	Recommended
Bot Bandits	Always if fewer than 3 Players - otherwise optional	Only if Professore Bot and only to make even teams	Only if Professore Bot and only to make even teams
Stagecoach	Optional	Optional	Optional
Horse Attack	Always with Stagecoach - otherwise optional	Always with Stagecoach - otherwise optional	Always with Stagecoach - otherwise optional
Prison car	Always with Player Marshal - otherwise optional	Always with Player Marshal - otherwise optional	Always with Player Marshal - otherwise optional
Circus car	Optional	Optional	Optional
Time Travel car	Never with Handcar - otherwise optional	Never with Handcar - otherwise optional	Never with Handcar - otherwise optional
Handcar	Never with Time Travel car - otherwise optional	Never with Time Travel car - otherwise optional	Never with Time Travel car - otherwise optional
Armoury car	Always with Armoured Train - otherwise optional	Always with Armoured Train - otherwise optional	Always with Armoured Train - otherwise optional
Infirmiry car	Always with Armoured Train - otherwise optional	Always with Armoured Train - otherwise optional	Always with Armoured Train - otherwise optional
Whiskey Flasks	Optional	Optional	Optional
Cursed Loot	Optional	Optional	Optional
Special Punch cards	Optional	Optional	Optional
Extra Punch cards	Optional	Optional	Optional

Overview of game options.

4.3 CHOOSING CHARACTERS

Each Player selects which Character they want to play.

Exceptions: Mary Pumpkins and Il Professore are not Characters that can be played by Players.

The playable Characters all have different special abilities that will affect how they are played (see rules 13. and 14.).

4.3.1 Standard Game

If the Standard Game is going to be played and the Player Marshal Character isn't selected by any Player, the Bot Marshal is automatically in play instead.

Add Bot Bandits until there are at least three Characters in the game.²⁰

Note: Il Professore can only be used if there are at least two other Bandits.

4.3.2 Team Game

If the Team Game is going to be played and the Player Marshal Character isn't selected by any Player, the Bot Marshal may optionally be used instead.²¹

In a Team Game, the smaller Team adds the Il Professore Bot to their side if the Teams do not contain the same number of Players.

4.4 THE ROUND CARDS



Depending on which options are in play, some Round Cards will not apply and are removed from the game as described below:²²

4.4.1 Create Round Card Decks

Start by removing the green or orange Round cards that don't apply to the number of Bandits in the game:

- For games with five or more Bandits, remove the green Round cards marked "2-4"
- For games with four or fewer Bandits, remove the orange Round cards marked "5-6" or "5+"


From the remaining Round cards, depending on options in play, remove the following green or orange Round cards:


- If the Whiskey Flasks are not in the game, remove the following card:
 -  "A Shot of Whiskey for the Marshal"
- If the Player Marshal is not in the game, remove the following card:
 -  "Rumours"
- If neither Marshal is in the game, remove the following cards:


²⁰ This rule was invented for the Unofficial Combined Rulebook to allow the game to be played solo.


²¹ This rule was invented for the Unofficial Combined Rulebook.

²² This rule was clarified for the Unofficial Combined Rulebook.


 "Angry Marshal"

 "Safekeeping"


 "A Shot of Whiskey for the Marshal"

 "Take It All!"


- If the Stagecoach is not in the game, remove the following card:

 "The Shotgun's Rage"


- If the Horse Attack is not in the game, remove the following card:


 "Panting Horses"


- If the Armoured Train is not in the game, remove the following card:

 "Couriers in Movement"

- For Standard Games, remove the following cards:


 "+2" "Coordinated Action Plan"


 "-2" "Heal"

 "Help!"


Finally remove the brown Station or Cavalry Charge cards that don't apply:

- If the Player Marshal is not in the game, remove the following cards:

 "Crime Doesn't Pay!"

 "+1" "Guilty Conscience"

- If neither Marshal is in the game, remove the following card:

 "-" "Marshal's Revenge"

- If the Horse Attack is not in the game, remove the following card:

 "Escape"

- For Standard Games, remove all Cavalry Charge cards
- For Team Games in normal mode, remove all Station cards and all Cavalry Charge cards marked "\$\$\$"
- For Team Games in betrayal mode, remove all Station cards and all Cavalry Charge cards marked "STOP"

4.4.2 Select Round Cards to Be Used

Randomly draw four (green or orange) Round cards and one (brown) Station or Cavalry Charge card from those which remain after the preceding selection.

Create a face-down Round card deck with these five cards, making sure that the brown Station or Cavalry Charge card is on the bottom.

The remaining Round cards will not be used in the game.

4.4.3 Optional Rules for Choosing Round Cards

Optionally, the Players may agree on which Round cards and Train Station/Cavalry Charge card to use to form the Round deck.

4.5 PLAY ORDER

4.5.1 First Player

If the Player Marshal is included in the game, he will always start the game as First player. If he is not, First player is randomly selected among the Player Bandits.²³

The First player takes the deck of five Round cards and puts it in front of him. If you have the Station piece, it can be used to house the Round cards and make it obvious who is First player.

4.5.2 Bot Bandits

Any Bot Bandits should be placed to the First player's right (last in play order for the first Round) and spread out as evenly as possible between actual Player controlled Characters, with any odd Bots going later.²⁴

Examples: In a three Player game with the Player Marshal and two Bandit Bots, play order will be: Player Marshal - Player two - Bot one - Player three - Bot two. In a two Player game without the Player Marshal and with five Bandit Bots, play order will be: Player one - Bot one - Bot two - Player two - Bot three - Bot four - Bot five.

4.5.3 Team Game

In a Team Game, Players will sit around the table with one Bandit from the first team, then one from the second team, and so on. Two Bandits from the same team cannot sit next to one another.

When playing with an odd numbers of Player Bandits, the Il Professore Bot should be placed like one of the team Players and as the last Player of his team.

If the Player Marshal is in the game, he is not part of any team and starts the game as First Player.

4.6 PLAYER BANDIT SET UP

4.6.1 General

Each Player Bandit takes his Character Sheet, Bandit Pawn and a Horse meeple (if the Horse Attack is in play). The Bandit Pawns are not placed on the Train until later (see rules 4.12 and 4.13).

If playing the Team Game, also take a Team Badge of the team's colour.

If the Player Marshal is in play, each Bandit displays the Wanted Poster that shows his character (\$500 side up).

4.6.2 Action Cards

Each Player Bandit has a base set of 11 Action cards (2 Move, 2 Floor Change, 1 Punch, 2 Fire, 2 Robbery, 1 Brilliant Idea and 1 Nudge) in his colour.

Depending on which options are in play, the following Action cards are added to each Player Bandit deck:

- Horse Attack (see rule 4.2.2): add 1 Ride Action card
- Player or Bot Marshal (see rules 4.1.2 and 4.1.3): add 1 Marshal Action card²⁵
- Special Punch cards (see rule 4.2.11): add 1 Special Punch card
- Extra Punch cards (see rule 4.2.12): add 1 Punch Action card



Note: In a three Player Bandit Team Game, Il Professore's Bandit team mate does not get a Nudge Action card.

Shuffle the Action cards of each Player Bandit and place them face-down in the middle slot of the Character Sheets.

4.6.3 Bullet Cards

Each Player Bandit places the 6 Bullet cards of his colour face-up in the left slot of his Character Sheet, in the order of the number of Bullets (with the "6" bullets card on top). At the beginning of the game, a gun's cylinder is full. During the game, Characters will be trying to fire at their opponents in order to slow them down.

4.6.4 Starting Loot

Each Player Bandit also takes a \$250 Purse (Al Patron takes two) from the stock and places it face-down on his Character Sheet, keeping its value hidden.



4.7 BOT BANDIT SET UP

Bot Bandits are generally set up the same way as Player Bandits. Replace the Bot Bandits' Action decks with the Bot Action decks. Also make the following adjustments:

4.7.1 Bot Belle

Give Bot Belle a \$500 Jewel instead of a \$250 Loot Purse.



4.7.2 Bot Cheyenne

Give Bot Cheyenne the standard Loot Purse worth \$250. Replace her Bullet cards with the Poisoned Arrow cards.



4.7.3 Bot Django

Do not give Bot Django the usual starting Loot Purse. Place the Dynamite tokens within reach.



Give each other Character (including the Player Marshal and any other Bot Bandits, but not Il Professore or Django himself) two Ejection tokens.²⁶

The Ejection tokens are not Loot and cannot be lost by a Character, unless he is Ejected (see rule 16.9.1).



²³ This rule was intentionally simplified for the Unofficial Combined Rulebook to allow easy integration of all expansions.

²⁴ This rule was invented for the Unofficial Combined Rulebook to make it possible to use several Bot Bandits in the same game.

²⁵ This rule was modified for the Unofficial Combined Rulebook to allow the Marshal in any game and to allow use of the Marshal Action even in games with the Player Marshal.

²⁶ This rule was adjusted slightly for the Unofficial Combined Rulebook to allow for several Bots in the same game.

4.7.4 Bot Doc

Give Bot Doc two Loot Purses worth \$250 each instead of one. Then replace Doc's Bullet cards with the Special Doc Bot Bullet cards. The Player to Doc's right takes Doc's Respect card.



The six Stake tokens are mixed face down and placed within reach.



4.7.5 Bot Ghost

Do not give Bot Ghost a starting Loot Purse.

4.7.6 Bot Mary

Give Bot Mary a \$500 Jewel instead of a \$250 Purse.



Bot Mary doesn't have any Bullet cards of her own, and uses Neutral Bullet cards instead.

4.7.7 Bot Tuco

Add the six extra Bullet cards to Bot Tuco's six usual Bullet cards.



Give Bot Tuco as many Wanted tokens as there are other Bandits, but do not give him the usual starting Loot Purse.

4.7.8 Il Professore

The Il Professore Bot is always used to make Team Games even, but can be added to a Standard Game, like any other Bot.²⁷



Do not give Il Professore a \$250 Purse, but put his Loot marker on the lowest position of his Diabolical Plan ladder on his Character Sheet. Il Professore has no Pawn or Horse since he is never present on a Train. He uses Neutral Bullet cards.

Take one corresponding Binocular card for each other Bandit (showing the portraits of those Bandits) in the game and add them to the following cards to form Il Professore's Action deck:

In any Standard Game: 3 Scheme, 1 Rapid Fire, 1 Fire at the last Courier.

In a Team Game with 3 other Bandits: 2 Scheme, 1 Rapid Fire, 1 Fire at the last Courier, 1 Bonus Nudge.

In a Team Game with 5 other Bandits: 2 Scheme, 1 Rapid Fire, 1 Fire at the last Courier.

In a Team Game with 7, 9 or 11 other Bandits: 3 Scheme, 1 Rapid Fire, 1 Fire at the last Courier.

Shuffle the cards and place the pile face down on Il Professore's Character Sheet on the dedicated location. Unused cards are removed from the game.

Note: There are no Binocular cards for Al and Mary. You can substitute unused cards to cover this situation.

4.8 PLAYER MARSHAL SET UP

4.8.1 General

The Player Marshal takes his Character Sheet and Pawn. The Pawn will be placed on the train later (see rule 4.12).

If playing the Team Game, the Player Marshal is not part of either team.

Place the three Brawler cards (punch side down) in a pile on the Face zone of the Player Marshal's Sheet with the Gold Punch card on top and the Bronze Punch card at the bottom.

4.8.2 Action Cards

Remove the Horse Action card if the Horse Attack is not in play.

Shuffle the remaining Player Marshal's Action cards and place them face-down on the Deck zone of the Player Marshal's Sheet.

4.8.3 Bullet Cards

Place Bullet cards in two piles of six in ascending order of number of bullets to form two Cylinder piles.

4.8.4 Goal Cards

Remove the Arrest Warrants of any Bandits not in play from the game. Shuffle the remaining Arrest Warrants and draw two, but do not look at them!

Notes: There is no Arrest Warrant for Mary. You will need to substitute another card if she is in the game.

Il Professore cannot be arrested and needs no Arrest Warrant.

If you are playing with fewer than four Bandits, remove the "Arch Enemy" Special Goal card from the game. If you are playing with

fewer than four or more than seven Bandits, remove the "Full of Lead" Special Goal card from the game.

If you are playing a solo game as the Marshal, remove the "The Mail Must Go Through!" and "Throw Away the Key!" Special Goal cards from the game.

Shuffle the remaining Special Goal cards and draw three without looking at them. Now shuffle these three Special Goals together with the two Arrest Warrants.

Put these five cards face-down on the Upcoming Goals zone of the Marshal's Sheet. At this point, the Player Marshal may NOT yet look at his goals!

4.8.5 Starting Loot

Unlike the Bandits, the Player Marshal does not start with a \$250 Loot Purse.

4.9 BOT MARSHAL SET UP

If the Bot Marshal is in play, remove the Marshal's Character Sheet, the Wanted Posters, the Player Marshal's Action cards, the Player Marshal's Bullet cards, the Brawler cards, the Arrest Warrants and the Special Goal cards. The Bot Marshal uses no unique cards.

4.10 THE EXPRESS TRAIN

Place the Express Train in the centre of the table.

If the Armoured Train is in play, the Express Train consists of the Locomotive and three Cars (chosen randomly or by the Players), irrespective of the number of Players.

Otherwise, the Express Train consists of the Locomotive and a number of train Cars (chosen randomly or by the Players) depending on the number of Bandits in the game.²⁸

# BANDITS	# CARS
Up to 4	Locomotive + 5
5 to 7	Locomotive + 6
8 or more	Locomotive + 7*

* Use the Prison car, Circus car, Armoury car or Infirmary car as the seventh car

The Locomotive is always at the front of the Train. The other Cars are placed in a random order or in the order of your choice.

Optional Car Selection Rule: A simple way to randomly select Cars is to prepare a deck of ordinary playing cards. Use the cards indicated on the table below depending on which Cars you want to select from. Randomly pull cards and place the corresponding Cars behind the Locomotive until you have generated the desired number of Cars.

CARD	CAR
♦A	1st Class car
♦2	2nd Class car
♦3	3rd Class car
♦4	Saloon car
♦5	Restaurant car
♦6	Luggage car
♥A	Circus car
♠A	Armoury car (unless the Armoured Train is in play)
♠2	Infirmary car (unless the Armoured Train is in play)

4.10.1 Prison Car

If the Prison car is in play (see rule 4.2.3), it replaces the last Car of the Express Train and becomes the Caboose

Draw three Prisoner cards in games with up to seven Bandits or four Prisoner cards in games with eight or more Bandits.

# BANDITS	# PRISONERS
Up to 7	3
8 or more	4

Place the drawn Prisoner cards face-up within reach and remove the remaining Prisoner cards from the game.

4.10.2 Stagecoach

If the Stagecoach is in play (see rule 4.2.1), place the Stagecoach to the right of the Express Train Locomotive.

²⁷ This rule was invented for the Unofficial Combined Rulebook to add an interesting option.

²⁸ This rule was adjusted for the Unofficial Combined Rulebook to allow for using all Characters in the same game.

Draw as many Hostage cards as there are Bandits minus one (up to a maximum of eight). Display them face-up within reach and remove the remaining Hostage cards from the game.

4.10.3 Time Travel Car or Handcar

If the Time Travel car or Handcar is in play (see rules 4.2.7 and 4.2.8), it is added to the Express Train and placed in front of the Locomotive.

4.10.4 Express Train Loot

All Loot in the Express Train is placed randomly and face down.

In each Car the number and type of Loot tokens indicated on its floors are placed there:

- Locomotive interior: 1 Strongbox
- 1st Class car interior: 3 Jewels
- 2nd Class car interior: 1 Jewel, 3 Purses
- 3rd Class car interior: 1 Purse
- Saloon car interior: 1 Jewel, 1 Purse
- Restaurant car interior: 3 Purses
- Luggage car interior: 1 Jewel, 4 Purses



If the Player Marshal is in play, replace the Strongbox in the Locomotive of the Express Train with the two Mailbags.

If the Stagecoach is in play, place a Strongbox on its roof.



If the Circus car is in play, place the two Clown's Chests in its interior.



If the Armoury car and/or Infirmary car is part of the Express Train, place a Bag in their respective interior.



In a Team Game without the Armoured Train, the Secret Documents are placed in the interior of the first, third and fifth Cars behind the Locomotive (otherwise they will be on the Armoured Train - see rule 4.11.1), but never in the Cell of the Prison car.



If the Whiskey Flasks are in play, place a Flask of Whiskey in the interior of each Car of the Express Train (in the corridor of the Prison car if it is in play), except in the Locomotive, the Time Travel car and the Handcar.



If the Belle Bot is in play, place one additional Jewel token in the interior of each Car of the Express Train (except the Prison car, the Time Travel car and the Handcar).



If the Cheyenne Bot is in play, place one Antidote token in sequence in the interior of each Car of the Express Train (except the Time Travel car and the Handcar) starting with Antidote number "1" in the Caboose (in the corridor of the Prison car if it is in play). If the Armoured Train is in play, the two remaining Antidote tokens are placed in the Armoury and Infirmary cars respectively.²⁹



If the Ghost Bot is in play, place the Special Strongbox in the interior of the Locomotive of the Express Train and remove the ordinary Strongbox (unless it has already been replaced by the Mailbags).



If the Mary Bot is in play, place one additional Jewel token in the interior of the last three Cars of the Express Train (in the corridor of the Prison car if it is in play).



4.10.5 Other Components

Place the deck of Neutral Bullet cards within reach.

In a Team Game, place the Wild Bunch token within reach.

4.11 THE ARMOURED TRAIN

If the Armoured Train is in play, do the following:

Place the Armoured Train's Locomotive next to the Express Train's Locomotive, going in an opposite direction.

Behind the Locomotive, place the Tender, one Armoured car, the Armoury car, another Armoured car, the Infirmary car and the last Armoured car.

Place a Gatling each on the roofs of the Armoury car and the Infirmary car.

4.11.1 Armoured Train Loot

All Loot is placed randomly and face down.

In each Car the number and type of Loot tokens indicated on its floors are placed there:

- Locomotive interior: 1 Strongbox
- Tender roof: 3 Gold Nuggets
- Each Armoured car roof: 1 Bag
- Armoury car interior: 1 Bag
- Infirmary car interior: 1 Bag



In a Team Game, place a Secret Document in each Armoured car interior.



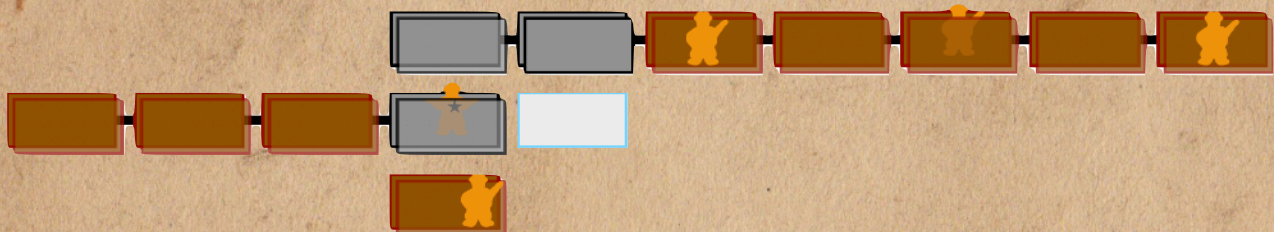
If the Whiskey Flasks are in play, place a Flask of Whiskey in the interior of each Armoured car.



If the Belle Bot is in play, place one Jewel token in the interior of each Car of the Armoured Train (except the Locomotive and the Tender).



If the Cheyenne Bot is in play, place Antidote token "5" in the interior of the Armoury car and Antidote token "6" in the interior of the Infirmary car.



The set up of the Armoured Train with the three Couriers, the Express Train with the Marshal and the Stagecoach with the Shotgun.

²⁹ This rule was expanded for the Unofficial Combined Rulebook to allow for the use of the expansions in combination.

4.12 PAWNS

4.12.1 Marshal

Place the Marshal Pawn (if it is in play) in the Locomotive of the Express Train.

4.12.2 Shotgun

If the Stagecoach is in play, put the Shotgun Pawn on top of the Strongbox token on its roof.

4.12.3 Couriers

If the Armoured Train is in play, place Courier Pawns on the roofs of the first and last Armoured cars, and one Courier Pawn in the interior of the central Armoured car.

4.12.4 Bandits Without Horse Attack

If the Horse Attack is not used, all Bandit Pawns (except the Django Bot Pawn) are spread out randomly in the interior of the Cars (except in the Prison car, Locomotive, Time Travel car and Handcar) of the Express Train as evenly as possible with any odd Pawns going further back. If it is in play, the Django Bot Pawn is placed in the second Car from the Caboose.³⁰

4.13 HORSE ATTACK

If the Horse Attack rule is used, the Bandits arrive on horseback before the Schemin'! Phase of the first Round (see rule 5.1.3 for the correct sequence).³¹ They select the Express Train Car where they will start the game by going through the following procedure. No Bandit can start in the Armoured Train, Locomotive, Prison car, Stagecoach, Time Travel car or in the Handcar.

The Horse Attack procedure consists of a number of segments that are repeated until all Bandits (see 4.13.2 for Bot Bandits) have entered the Express Train.

4.13.1 Horse Attack Procedure

Each Horse Attack segment determines which Bandits will start in a particular Car, beginning with the endmost Car of the Express Train (but skipping over the Prison car³², Stagecoach, Locomotive, Time Travel car and Handcar, depending on which are in play).

In each Horse Attack segment every Bandit Player who has yet to place his Pawn holds out his closed fist over the table with either his Bandit Pawn or his Horse piece inside. Then the Players reveal the contents of their hands simultaneously.

Any Player who has his Bandit Pawn in his hand places it in the current Car. He then places his Horse piece next to the Car (away from the Armoured Train if it is in play) where his Bandit Pawn starts.

Players who have their Horse pieces in hand have chosen to go on riding for another segment. They are invited to shout, "Clip clop, clip clop, Yee Hawwww!" all together.

Then another segment is played to determine which Pawns enter the next Car towards the front of the Train or not, and so on.

If there is only one Bandit Player left who has not placed his Pawn, he can directly choose his starting Car among the remaining ones (except as noted above).

If there is only one eligible Car remaining, all remaining Bandits start in that Car.

Once the Horse Attack is over, the Horses do not belong to a particular Character. Any Character (even the Player Marshal, but not Il Professore) can ride any Horse with a Ride Action (see rule 10.4).

4.13.2 Bots in Horse Attack

If there are Bot Bandits in the game they will enter a given Car directly after the Players have revealed their closed fists. If no Player reveals a Bandit Pawn for a particular Car, one random Bot Bandit will start in that Car (and his Horse will be placed next to it). Otherwise mix all remaining Bandit Pawns (both Player controlled and Bots) and randomly pick one - if that is a Bot, it will also be placed in the current Car. When there is only one eligible Car remaining, all unplaced Bot Bandits (and Player Bandits) will start in that Car.³³

Example: Player Bandits A, B and C and Bot Bandits D and E participate in a Horse Attack. In the first Horse Attack segment player A reveals his Bandit Pawn and is placed in the endmost Car. The Pawns from players B and C and Bots D and E are then mixed together. Pawn B is randomly

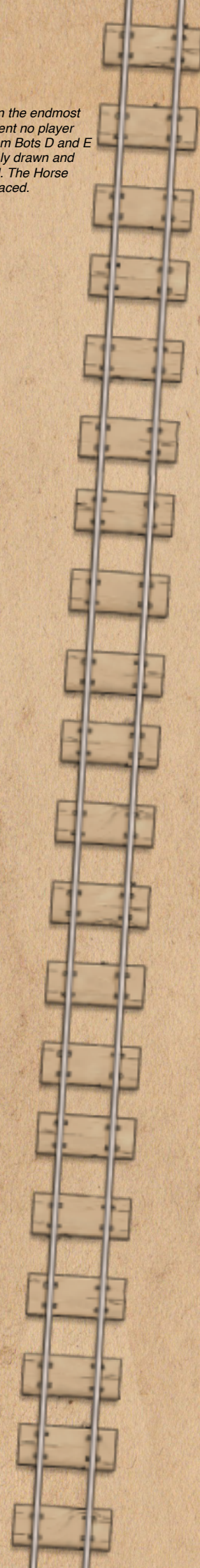
drawn so no more Pawns are placed in the endmost Car. In the second Horse Attack segment no player reveals a Bandit Pawn. The Pawns from Bots D and E are mixed together. Pawn E is randomly drawn and placed in the second Car from the end. The Horse Attack continues until all Pawns are placed.

³⁰ This rule was invented for the Unofficial Combined Rulebook.

³¹ This rule was changed for the Unofficial Combined Rulebook to allow a little more Player agency.

³² As officially clarified by Ludonaute on BGG.

³³ This rule was invented for the Unofficial Combined Rulebook. Contrary to the official rules this applies to Bot Django as well.



5. SEQUENCE OF PLAY

There are five Rounds in a game of Colt Express. Each Round has a number of Starting Steps, two Phases with a variable number of Turns and a few Ending Steps:

- Starting Steps
- **Phase 1 : Schemin'!** The Characters play their Action cards into the **Common Deck**
- **Phase 2 : Stealin'!** The Action cards played during Phase 1 are executed
- Ending Steps

5.1 STARTING STEPS

At the start of each Round, the following Steps are performed (in the order given):

5.1.1 Draw Round Card

The First Player draws the top Round card and places it on the table so that everyone can see it.

The drawn Round card shows the number of Turns (the number of Card icons) there will be during this Round's Schemin'! Phase. It also shows if any of the Turns will have special rules and if the Round will end with an Event (see rules 6. and 7.).

This Round card indicates that there will be 4 Turns and one Event in this Round.



5.1.2 Move Marshal's Goal

If he is in play, the Player Marshal moves the top card from the Upcoming Goals zone to the Current Goals zone, keeping it face down.

5.1.3 Horse Attack

If the Horse Attack is in play and this is the first Round of the game, the Horse Attack is now carried out (see rule 4.13).

5.1.4 Special Effects

Any Special effects triggered by the start of a new Round are carried out:

If a Bandit has taken the **Lady's Poodle** Hostage, he is **Hit** with a Neutral Bullet card at the beginning of each Round.

If Bot Django is in play, place one **Dynamite** token in the Location where Bot Django is (unless there is one there already).



5.1.5 Fill Your Hand

Each Player then draws Action cards from their draw deck and fills their hand up to six cards.

Exception: The Doc Player Bandit may fill his hand up to seven cards.

If a Player Pawn is in the interior of the Armoury car, that Player may draw two additional Action cards.

If a Player is affected by the "Coordinated Action Plan" Event (see rule 7.1.3), he may draw two additional Action cards (unless his Pawn is also in the Armoury car, in which case he may only draw a total of two additional cards).

If a Player Bandit has taken the Minister Hostage, he draws one card less.

Important: Immediately when a Player's draw deck is depleted and he has to draw Action cards (but not before), the Action card discard deck is reshuffled to make a new draw deck. A Player may look through his Action discards at any time.

5.2 PHASE 1: SCHEMIN'!

The Schemin'! Phase is played in a number of Turns indicated by the Round card.

5.2.1 Play Cards

Starting with the First player, each Character plays their Turn, followed by the next Character in clockwise order until all Turns of the Round have been played.³⁴

On his Turn, a Player (see rule 5.2.2 for Bots) has to either:

- Play an Action card face-up (unless otherwise specified) from his hand to the **Common Deck**, OR
- Draw three additional cards from his Action deck and add them to his hand, OR
- Search his Action deck (or discard pile) for a Brilliant Idea card and add it to his hand and then shuffle his Action deck (but not the discards).

Important: Bullet cards in your hand are unplayable and will just decrease the number of possible Actions you can choose from.

Exception: Misty can use Bullet cards on hand as if they were Punch Action cards.

Note: Drinking a Whiskey Flask may modify your Schemin' Turn (see rule 5.2.3).

Example: The Player Marshal is the First Player during the current Round. He plays a Move card from his hand; then Belle, on his left, plays a Fire card on top of the Player Marshal's card. Tuco, on Belle's left, decides to draw cards instead of playing a card. He takes three cards from his deck and adds them to his hand. Finally, Cheyenne plays a Punch card on top of Belle's card. Then the second Turn begins.

5.2.2 Bot Bandits

During Bot Bandits' Turns, draw the top card of their Action deck and play it to the **Common Deck**.

Whiskey Flasks will modify the Turn of a Bot Bandit (see rule 5.2.3).

The Ghost Bot's first card of each Round is played face down.

5.2.3 The Whiskey Flasks

If in play, the Whiskey Flasks are a kind of **Loot** that can be gained by playing a Robbery Action (the Player Marshal can get them through the "A Shot of Whiskey for the Marshal" Event - see rule 7.1.14 or a Nudge Action).

Each Whiskey Flask can be used twice in a game. After the first use, flip the Flask token to show a half-drunk Flask. After the second use, discard the token permanently.

If a half-drunk Whiskey is dropped on the floor when a Bandit is punched, it stays on its half-drunk side.

During the Schemin'! Phase, a Character can use a Flask instead of playing an Action card or drawing three cards. Bots will automatically use any Whiskey they have before playing their card.³⁵

Important: A Whiskey Flask can be used only during a Normal Turn (with no special rule).

Normal Whiskey Flask: Draw three cards, then play an Action card from the hand. A Player cannot draw three additional cards instead of playing the Action card.

Bot Bandits treat Normal Whiskey as Old Whiskey and play two Action cards in a row.³⁶

Old Whiskey Flask: Play two Action cards in a row. A Player cannot draw three cards instead of playing one of the two cards.



³⁴ The voluntary discard of Bullet cards preceding the playing of Action cards was removed as officially clarified by Ludonaute on BGG.

³⁵ This rule was invented for the Unofficial Combined Rulebook to allow integration of the different expansions.

³⁶ This rule was invented for the Unofficial Combined Rulebook to allow integration of the different expansions.

5.2.4 Discard

The Schemin'! Phase ends when the number of Turns indicated on the Round card has been completed.

At the end of the Schemin'! Phase, Players are allowed to keep the cards they are interested in holding in their hands for the next Round. Any Bullet cards and any Action cards that Players are not interested in keeping, may be discarded. All Action card discards go face-up in the discard pile to the right on the Character Sheets (or to the right of the draw pile in case of the Player Marshal).

5.3 PHASE 2: STEALIN'!

5.3.1 Reveal Hidden Pawn

If there is a Player who has activated the Time Travel car or Handcar (see rule 5.4.6) his Pawn is revealed at the start of the Stealin'! Phase and placed in the interior (in the corridor of the Prison car or on top of the Tender) of the Car where it is hiding.

5.3.2 Turn Common Deck Over

The First Player takes the Common Deck of Action cards that has been created during the Schemin'! Phase and turns the deck over, without changing the order of the cards.

5.3.3 Perform Actions

The Characters' Actions are performed, one by one, starting with the top card in the Common Deck (i.e., in the order they have been played).

Important: Any Action programmed during the Schemin'! Phase is now obligatory. During the Stealin'! Phase, each Character must use his Action, unless it is canceled by Special Bullets (see rules 14.2 and 16.10.2), if Bot Bandits have three Bullet cards (see rule 11.3.2), if a Character has been Ejected (see rule 16.9.1) or if it is otherwise impossible to perform.

See rules 10. and 16. for detailed Action descriptions.

Once performed, the Action card is given back to the Character to whom it belongs. That Character puts it face-up on his discard pile.

5.3.4 Receiving Bullet Cards

Any Bullet cards received during the Stealin'! Phase due to being Hit, go on top of the Action card draw deck for Player Characters (see rule 11.3.1) or next to the Character Sheet for Bot Bandits (see rule 11.3.2).

5.4 ENDING A ROUND

At the end of each Round, the following Steps are performed (in the order given):

5.4.1 Resolve Events

When the Round is over any Event on the Round card is resolved (see rule 7.).

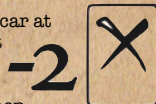
5.4.2 Infirmary

If a Player Pawn is in the interior of the Infirmary car at this time, that Player may remove up to two Bullet cards from their Action card draw deck and/or discard pile. Remove Neutral Bullet cards first (returning them to the Neutral Bullet deck) and then any opponents' Bullet cards (remove them from the game - except the Poisoned Arrows from Bot Cheyenne which are returned to Cheyenne to be used again). If you do, reshuffle the Action deck afterwards, but don't add the discards.³⁷

Bot Bandits in the interior of the Infirmary car will automatically remove two Bullet cards they have (first Neutral Bullets, then Poisoned Arrows, then Player Marshal Bullets and finally any other Bullet cards).

5.4.3 Antidotes

At the end of each Round, any Player may use one or more Antidote tokens they have to get rid of the same number of Poisoned Arrows from their Action card draw deck and/or discard pile. If you have at least one Antidote token, you may search your Action card deck for any Poisoned Arrows. If you do, reshuffle the Action deck afterwards, but don't add the discards.



Bot Bandits will automatically use all Antidote tokens they have to get rid of Poisoned Arrows.³⁸

The Poisoned Arrow cards are given back to the Cheyenne Bot who will be able to use them again. Used Antidote tokens are placed back into their starting Location (as indicated by the number on the token).

Note: Characters get Antidote tokens by playing a Robbery Action in a Location where an Antidote token is. With Punch Actions, opponents can be made to drop Antidote tokens.

5.4.4 End of Game

If this was the fifth and last Round, the game is now over (see rule 8.), otherwise it continues as described below.

5.4.5 Relative Movement

If the Stagecoach is in play, move the Stagecoach one Car towards the Caboose. If the Stagecoach is already next to the Caboose, the Stagecoach and Shotgun are removed from play - any Characters still in or on the Stagecoach are out of the game (unless the "Escape" Event is in play [see rule 7.2.3]).³⁹

If the Shotgun has been Released (see rule 9.3.3), move him as many Locations as needed, Car by Car so that he ends up on the roof of the Express Train Car Adjacent to the Stagecoach. If the Released Shotgun has been forced to the roof of the Armoured Train or Stagecoach, move him to an Express Train Car roof at first opportunity.⁴⁰

The moves of the Released Shotgun may cause an Encounter (see rule 12.).

If the Armoured Train is in play, move the Armoured Train two Cars forward along the Express Train.

5.4.6 Hide Pawn

If the Time Travel car or Handcar is in play and a Pawn is alone in it at the end of a Round, its special effect will be triggered.⁴¹

If this condition is met, the owner takes his Pawn and hides it under one of the other Cars (it may not stay in the Time Travel car or Handcar), while the other Players keep their eyes closed.

In addition, if the Handcar was used (but not the Time Travel car), it is moved to the other end of the Express Train (behind the Caboose if it was in front of the Locomotive or vice versa).

During the next Schemin'! Phase, none of the other Players will know where the hidden Pawn is. The Pawn's location will be disclosed at the beginning of the Stealin'! Phase when the Pawn is placed inside the Car where it was hiding (see rule 5.3.1).

Bots don't hide, even if they are alone in the Time Travel car or Handcar (but see the optional rule below).

Optional Hiding Rule: If you want to speed up play a little and allow Bot Bandits to hide, you can prepare a deck of ordinary playing cards. Use one suit for the Express Train (♦), one for the Armoured Train (♠) and one for the Stagecoach (♣). The ace of each suit represents the Caboose of that Train while the other Cars use higher cards as appropriate. The Stagecoach only needs an ace. When it is time to hide a Pawn pick the desired card and place the Pawn on it. Bot Bandits are placed on a random card. This way the other Players will not have to close their eyes.

5.4.7 Shuffle Bot Action Cards

Shuffle Bot Action cards. All Bot Action cards are shuffled to form a new deck each Round.

Important: Bullet cards are never shuffled into the draw deck of a Bot (see rule 11.3.2).

5.4.8 New Round

At the end of each Round, the Character on the current First Player's left becomes the new First Player. He puts the remaining Round cards (or the Train Station piece with the cards if it is in use) in front of him. A new Round now begins.

³⁷ This rule was changed for the Unofficial Combined Rulebook to better integrate with the sequence and various expansions.

³⁸ This rule was invented for the Unofficial Combined Rulebook.

³⁹ This rule was invented for the Unofficial Combined Rulebook for thematic purposes and to create some drama.

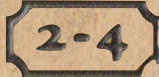
⁴⁰ This rule was invented for the Unofficial Combined Rulebook to allow interaction with other expansions and effects.

⁴¹ This sequence was slightly altered from the official rules in order to provide consistency and simplify the game.

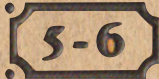
6. THE ROUND CARDS

A Round card is drawn at the start of each Round and determines how many and what types of turns the current Round will consist of.

Round cards with the "2-4" icon are used when playing with up to four Bandits.



Round cards with the "5-6" or "5+" icon are used when playing with 5 or more Bandits.



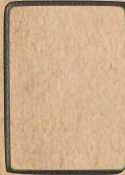
The "hand" icon on a Round card is ignored when playing with these rules.



6.1 NORMAL TURN

The Action cards are played face-up normally to the Common Deck during the current turn.

During a Normal Turn Whiskey Flasks can be used (see rule 5.2.3).



6.2 DIVERSION TURN

Diversion turns only happen in a Team Game.

During a Diversion turn in the Schemin'! Phase, one Player from each team can use the Diversion effect to skip his turn and randomly choose one card from each of his opponent's hands, without looking at it. The opponent, on the other hand, can look at it before placing it at the bottom of their draw deck.⁴²

Skipping your turn means you cannot play or draw Action cards during that turn.

Otherwise the turn is played like a normal turn.



6.2.1 Diversion Turn Limitations

During a Diversion turn, Whiskey Flasks cannot be used and the Player Marshal's "+" cards are treated as standard cards of their type.

6.3 JARRING TURN

The train's jarring makes it difficult to aim accurately; Player Characters cannot play Fire or Punch cards (Bot Bandits are unaffected) during this turn of the Schemin'! Phase.



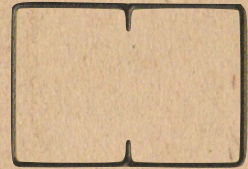
Note: The Brilliant Idea card can still be used to copy another Bandit's Fire or Punch card.

6.3.1 Jarring Turn Limitations

During a Jarring turn, Whiskey Flasks cannot be used and the Player Marshal's "+" cards are treated as standard cards of their type.

6.4 SPEEDING-UP TURN

During the current Turn of the Schemin'! Phase, each Character plays twice (drawing three cards twice, playing two cards in a row to the Common Deck or drawing three cards and playing a card).

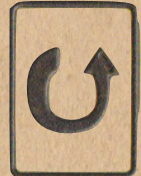


6.4.1 Speeding-Up Turn Limitations

During a Speeding-Up turn, Whiskey Flasks cannot be used and the Player Marshal's "+" cards are treated as standard cards of their type.

6.5 SWITCHING TURN

The current turn of the Schemin'! Phase is played counter-clockwise, starting with the First Player.



6.5.1 Switching Turn Limitations

During a Switching turn, Whiskey Flasks cannot be used and the Player Marshal's "+" cards are treated as standard cards of their type.

6.6 TUNNEL TURN

The Action cards must be played face-down to the Common Deck during the current turn of the Schemin'! Phase.

Exception: A Bandit with the Photographer Hostage cannot play his Action cards face down in any situation.



6.6.1 Tunnel Turn Limitations

During a Tunnel turn, Whiskey Flasks cannot be used and the Player Marshal's "+" cards are treated as standard cards of their type.

6.7 TURMOIL TURN

During this turn of the Schemin'! Phase, the 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 Deck in the normal order.

Bot's Action cards are drawn normally.

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



6.7.1 Turmoil Turn Limitations

During a Turmoil turn, Whiskey Flasks cannot be used and the Player Marshal's "+" cards are treated as standard cards of their type. Ghost's ability still applies, however.

⁴² This rule was clarified for the Unofficial Combined Rulebook.

7. THE EVENTS

Some Round cards make Events happen. These Events usually take place at the end of the Round, after Phase 2: Stealin'!

Exceptions: The "Deadly Fall" (see rule 7.2.2), "Escape" (see rule 7.2.3), "Le Tunnel avant L'Arrivée en Gare" (see rule 7.2.11) and "Delayed Assault" (see rule 7.3.1) Events have special timing rules.

Bot Bandits are generally affected by the Events in the same way as all the other Bandits are.

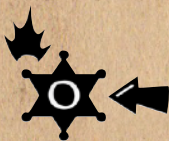
7.1 END OF ROUND EVENTS

These cards are green or orange in colour and can be used in any game of Colt Express (but some cards will be removed depending on which options are in play).

7.1.1 Angry Marshal

This Event is not used in games without a Marshal.

Player Marshal: At the end of the Round, the Player Marshal may resolve one Fire Action and then one Move Action without playing the cards.⁴³



Bot Marshal: Any Bandits who are on the roof of the Bot Marshal's Car are Hit with a Neutral Bullet card. Then the Bot Marshal moves one Car towards the Caboose. If the Bot Marshal is in the Stagecoach he is moved to the Adjacent Car instead. If the Bot Marshal is already in the Caboose, he does not move at all. The movement of the Bot Marshal may cause Encounters (see rule 12.).

7.1.2 Braking

All Pawns on the roof of a Train (including the Player Marshal and Released Shotgun, but never the Couriers) move one Car forward (towards the Locomotive).⁴⁴



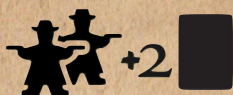
If the Time Travel car or Handcar is in play, the Braking event makes the Pawns that are on the roof of the Express Train Locomotive move to the Time Travel car or Handcar (if it is in front of the Locomotive).

Moreover, move all Horses and the Stagecoach one Car towards the front of the Express Train (if they are in play) and move the Armoured Train one position back.⁴⁵

7.1.3 Coordinated Action Plan

This Event is not used in Standard Games.

If, at the end of the Round, you are on the same Location as a team member, draw two additional cards at the beginning of the next Round.



Note: if you are in the Armoury car at the end of this Round, only draw two additional cards (not four). You can only benefit from one of the effects of the Coordinated Action Plan and the Armoury car (see rule 5.1.5).

The Player Marshal is not on any team, but may draw two additional cards if he is in the same Location as the Released Shotgun or a Courier.⁴⁶

7.1.4 Couriers in Movement

This Event is not used in games without the Armoured Train.

All the Courier Pawns change floors, unless they are in the same Location as the Bot Marshal.



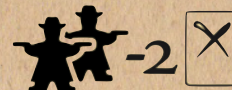
If a Courier meets a Bandit in the same Location, an Encounter takes place.

The Marshal ignores the Couriers.

7.1.5 Heal

This Event is not used in Standard Games.

If, at the end of the Round, you are in the same Location as a team member, you may discard Bullet cards as if you were in the Infirmary car (see rule 5.4.2).⁴⁷



The Player Marshal is not on any team, but may discard Bullet cards if he is in the same Location as the Released Shotgun or a Courier.⁴⁸

7.1.6 Heavy Fire

Bandits on any roof Location at the end of the Round are Hit with Neutral Bullet cards and have to choose (in reverse Loot Priority for Bot Bandits) one Loot token to put in their Location.⁴⁹



The Player Marshal ignores Heavy Fire.

7.1.7 Help!

This Event is not used in Standard Games.

In turn order, you can move your Pawn to the Location of one of your team members. You can change Cars and/or floors, and even Trains.



The Player Marshal is not on any team, but may move to the Location of the Released Shotgun or a Courier.⁵⁰

7.1.8 Higher Speed

Move all Pawns that are on the roof of a Train (including the Released Shotgun, but never the Couriers) one Car towards the back of the Train.



⁴³ This rule was invented for the Unofficial Combined Rulebook.

⁴⁴ This rule was clarified for the Unofficial Combined Rulebook.

⁴⁵ This rule was invented for the Unofficial Combined Rulebook for thematic reasons.

⁴⁶ This rule was invented for the Unofficial Combined Rulebook.

⁴⁷ This rule intentionally omits the note from the official rule regarding the Infirmary car. This allows a Bandit to benefit from both effects in the same Round.

⁴⁸ This rule was invented for the Unofficial Combined rulebook.

⁴⁹ This rule was clarified for the Unofficial Combined Rulebook.

⁵⁰ This rule was invented for the Unofficial Combined Rulebook.

Moreover, move all Horses and the Stagecoach one Car towards the back of the Express Train and move the Armoured Train one position forward.⁵¹

7.1.9 Panting Horses

This event is not used in games without the Horse Attack.

In a 5 or more Bandit game, remove the two Horses closest to the Caboose from the game.

In a 4 or fewer Bandit game, remove the one Horse closest to the Caboose from the game.⁵²



7.1.10 Passengers' Rebellion

All Bandits who are inside Cars (including the Locomotive and Stagecoach but not the Tender, Time Travel car or Handcar)⁵³ are Hit with a Neutral Bullet.



7.1.11 Reflex Action

At the end of the Stealin'! Phase, starting with the First Player and proceeding clockwise, each Character may play and resolve an Action card from his hand.



Any Bot Bandits will play and resolve the top cards in their decks.

7.1.12 Rumours

This Event is not used in games without the Player Marshal.

The Player Marshal randomly reveals one Goal card in his Current Goals zone.



7.1.13 Safekeeping

This Event is not used in games without a Marshal.

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.



7.1.14 A Shot of Whiskey for the Marshal

This Event is not used in games without a Marshal.

If the Player Marshal is in the game and there is a Whiskey Flask in his Location, he takes it and places it on his Character's Sheet. He can use it like any other Player Character. If the Player Marshal drinks an Old Whiskey Flask, he can play a maximum of two Action cards that turn, even if he plays the Move + or Change Floor + cards this turn. If the Player Marshal is punched, he does not drop his Whiskey Flask. If there is no Whiskey Flask in the Player Marshal's Location, nothing happens.



If the Bot Marshal is in the game and there is a Whiskey Flask in his Location, remove it from the game. If it is a normal Whiskey Flask, the Bot Marshal moves to the Adjacent Car, toward the back of the Train. If it is an Old Whiskey Flask, the Bot Marshal moves through as many Cars as necessary to reach the Caboose. If he is in the Stagecoach he first moves to the Adjacent Car of the Express Train. Each time the Bot Marshal meets a Bandit during this movement, an Encounter takes place (see rule 12.). If there is no Whiskey Flask in the Bot Marshal's Location, nothing happens.

7.1.15 The Shotgun's Rage

This card is not used in games without the Stagecoach.

All Bandits who are in any Location of the Stagecoach or the Adjacent Car are Hit with a Neutral Bullet.



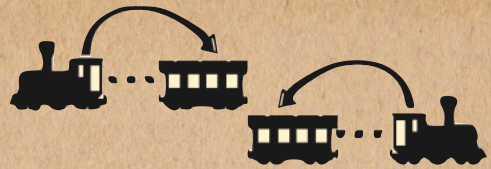
7.1.16 Swivel Arm

All the Characters (but not the Released Shotgun or Couriers, who are not Characters) that are on Train roofs (not on the Stagecoach or in the Time Travel car or Handcar) move to



the roof of the Caboose of the Train they are on.⁵⁴

This may cause an Encounter with the



Released Shotgun or a Courier (see rule 12.), but only on the roof of the Caboose (a Shotgun or Couriers on other Cars are ignored).

7.1.17 Take It All!

This Event is not used in games without a Marshal.

Place another Strongbox in the Location where the Marshal is currently.⁵⁵



7.2 STATION EVENTS

These cards are brown in colour and only used in Standard Games, never in Team Games.

7.2.1 Crime Doesn't Pay!

This Event is not used in games without the Player Marshal.

A Bandit in the Cell of the Prison car at the end of the game cannot win the game and does not count as the richest Bandit.



7.2.2 Deadly Fall

This event applies throughout the Round!⁵⁶

A Punched Pawn on the roof of a Car or in the Time Travel car or Handcar, can be knocked off the Train (or Stagecoach) instead of moved to an Adjacent Car. Remove that Pawn from the Train and do not resolve any of that Pawn's remaining Action cards. If the Player Marshal or a Bandit is knocked off the Train, they cannot win the game.



If Player Django shoots a Pawn on the roof of a Locomotive (or in the Time Travel car or Handcar if either is in play) or Caboose, he may choose to knock that Pawn off the Train instead of moving it to an Adjacent Car.

Bot Django will always knock a Pawn off the Train if possible.

7.2.3 Escape

This Event is not used in games without the Horse Attack and allows a special use of the Ride Action during the Round.

At the end of the game, order is re-established on board the trains. All the Bandits remaining on a Train (either inside a Car or on the roof) will get caught. They won't be able to win the game.



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

- Using a Ride Action during this Round to permanently leave the Train together with an available Horse. The game is over for those Bandits but they are in the race for the victory, OR
- Standing inside or on the roof of the Stagecoach at the end of the game, OR
- Being a lone Bandit in the Time Travel car or Handcar at the end of the game⁵⁷

Bot Bandits will change their movement Objectives to the Time Travel car, Handcar or Stagecoach (whichever is closer) for this Round.⁵⁸

⁵¹ This rule was modified for the Unofficial Combined Rulebook.

⁵² This rule was adjusted for the Unofficial Combined Rulebook.

⁵³ As officially clarified by Ludonaute on BGG.

⁵⁴ This rule was clarified for the Unofficial Combined Rulebook.

⁵⁵ As officially clarified by Ludonaute on BGG.

⁵⁶ As indicated by answers presented by Ludonate on BGG.

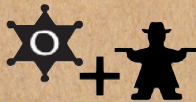
⁵⁷ This rule was invented for the Unofficial Combined Rulebook for thematic reasons.

⁵⁸ This rule was invented for the Unofficial Combined Rulebook.

7.2.4 Guilty Conscience

This Event is not used in games without the Player Marshal.

If the Player Marshal wins the game, the poorest Bandit also wins. If multiple Bandits are tied for poorest, only the Player Marshal wins.



7.2.5 Hostage-Taking of the Conductor

Each Bandit who is either in a Locomotive or on its roof receives \$250 ransom.



7.2.6 Marshal's Revenge

This Event is not used in games without a Marshal.

Each Bandit who is inside or on the roof of the Marshal's Car loses the least valuable Loot token he has on his Character Sheet (Bot Bandits loses a Loot token in reverse Loot Priority order instead). If a Bandit has no Loot, he loses nothing.⁵⁹



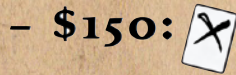
7.2.7 North Pole Station

At the end of the game, each Bandit gives his highest valued Purse to the imp (which means the Purse is lost).



7.2.8 Mortal Bullet

Each Bandit loses \$150 for each Bullet card received during this Round. This includes the Neutral Bullets and those from all the other Characters.



In order to facilitate the count of Bullet cards, keep those Bullet cards face up during this Round.

This may cause Bandits to end up with a negative score.⁶⁰

7.2.9 Pickpocketing

Each Bandit who is alone in his Location can take one Loot token from that Location, if there are any Loot tokens there (Bot Bandits take a Loot token in Loot Priority order).⁶¹



7.2.10 Sharing the Loot

At the end of the game, if several Bandits are in the same Location and one or more of them has one or more Strongboxes, the value of all Strongboxes is shared between all the present Bandits. If needed, the result is rounded down.⁶²



Only Bandits actually holding a Strongbox can benefit from the Banker Hostage ransom however.⁶³

7.2.11 Le Tunnel avant L'Arrivée en Gare

This Event applies throughout the Round!

During the Tunnel Turns whenever a Bandit is Hit by a shot he has to drop a Loot token of his choice (Bot Bandits drop a Loot token in reverse Loot Priority order instead), like when Hit by a Punch.⁶⁴



7.3 CAVALRY CHARGE EVENTS

These cards are dark or reddish brown in colour and only used in Team Games, never in Standard Games.

7.3.1 Delayed Assault

This Event is only used in a normal mode Team Game.

If, at the beginning of the last Round, a Bandit is in the Express Train and has a Secret Documents token, the Schemin'! Phase ends after two Turns. Otherwise the Schemin'! Phase lasts five Turns.



7.3.2 Understaffing

This Event is only used in a normal mode Team Game.

Any Bandit still on the Armoured Train is granted one last Move Action. With multiple Bandits still in the Armoured Train, their moves will be performed in turn order.

The Player Marshal does not get a Move Action.



7.3.3 Double Bottom

This Event is only used in a betrayal mode Team Game.

The Bandits with their team's Secret Documents and on the Express Train win the game. Two Bandits can thus share the win. The Secret Documents decoy token does not count for this winning condition. If there is no Bandit meeting these two conditions, the richest Bandit on the Express Train wins the game.



7.3.4 Survival of the Fittest

This Event is only used in a betrayal mode Team Game.

The richest team declared, only the richest Bandit on that team who is on the Express Train, wins the game. Secret Documents are a collective Loot, they do not count in your personal tally. The same goes for the Wild Bunch title. Emptying your cylinder does still grant you the Gunslinger Prize.



⁵⁹ This rule was adjusted for the Unofficial Combined Rulebook to be more consistent.

⁶⁰ This rule was clarified for the Unofficial Combined Rulebook.

⁶¹ This rule was adjusted for the Unofficial Combined Rulebook to be more consistent.

⁶² This rule was clarified for the Unofficial Combined Rulebook.

⁶³ This rule was officially clarified on BGG.

⁶⁴ This rule was adjusted for the Unofficial Combined Rulebook to be more consistent.

8. END OF THE GAME

The game ends after five Rounds (or immediately if an Automatic Bot Victory has been achieved - see rule 8.1).

The game is won in one of the following ways (in priority order):

1) Two of the Bot Bandits (Django and Ghost) have automatic victory conditions that trump all other. If one of them is fulfilled all Players lose

2) If the Player Marshal is in the game, he wins if he has fulfilled his victory condition

3a) If the game is a normal Team Game, the richest team wins.

3b) If the game is a betrayal Team Game, the Cavalry Charge card (see rules 7.3.3 and 7.3.4) determines the winner

3c) Otherwise the richest Bandit wins (in case of a tie, the winner is the tied Bandit who has the fewest opponent/Neutral Bullet cards in his deck)⁶⁵

8.1 AUTOMATIC BOT BANDIT VICTORY

If the Django Bot gets all the Ejection tokens (two Ejection tokens per Character in the game except Il Professore and Django himself), the game ends immediately, the Django Bot wins and all Players lose.

If the Ghost Bot has the Special Strongbox at the end of the game, the Ghost Bot wins and all Players lose.

Otherwise any of the Bots may win in the same way as any other Bandit (see rule 8.4).⁶⁶

8.2 PLAYER MARSHAL VICTORY

If the Player Marshal is in the game, he may win at this point:

Any Prisoner cards still not freed at the end of the game are flipped over and placed in the Player Marshal's Achievement zone. Any mailbags on a Train (not held by Bandits) are also placed in the Player Marshal's Achievement zone.

The Player Marshal now reveals all of his five Goal cards. If at least one of the five goals have been completed, the Player Marshal wins the game, regardless of the wealth of any Bandit or team.

Bot Cheyenne's Poisoned Arrows do not affect a Player Marshal victory.⁶⁷

8.3 TEAM SCORE

In the Team Game, the Secret Documents are worth \$4000 to your team if they match your team's colour and are in the possession of one of your team members who ends the game in the Express Train, Stagecoach, Time Travel car or Handcar. The Secret Documents of the other team and the decoy token are worth nothing.⁶⁸

In the Team Game, the Wild Bunch prize is worth \$1500 for the team which fired the most Bullets at the Couriers, Bot Marshal and Shotgun. This is decided by the Bullet cards placed under the Wild Bunch token. If both teams are tied, neither wins the title.

In addition, each team adds the individual score of each Bandit (see rule 8.4) on the team located on the Express Train, Stagecoach, Time Travel car or in the Handcar.

8.4 BANDIT SCORE

8.4.1 Zero Score

In the following cases a Bandit will automatically score zero and not participate in the competition for the Gunslinger Prize:

- The Bandit has one or more Poisoned Arrows (from the Cheyenne Bot) in his Action deck, hand, discard pile or in front of him
- The Bandit is eliminated from the game by any of the "Escape", "Deadly Fall" or "Crime Doesn't Pay" Events⁶⁹
- The Bandit is still on the Armoured Train in a Team Game

8.4.2 Gunslinger Prize

The Bot Bandits do not run for the title of Gunslinger.⁷⁰

There is no Gunslinger Prize in a game with only one Player Bandit. In games with two Player Bandits the Gunslinger Prize is halved to \$500. Otherwise it is worth \$1000.⁷¹

In the Standard Game, the Gunslinger prize is awarded the Player Bandit(s) who shot the most bullets (i.e., who has the fewest Bullet cards of their colour left). If more than one Player Bandit wins the title, each tied Player Bandit gets the prize.

In the Team Game, the Gunslinger prize is awarded each Player Bandit whose chamber is empty at the end of the game. If your chamber is not empty, you cannot win the Gunslinger prize.

8.4.3 Other Scoring

There are several ways for a Bandit to gain wealth. Each Bandit Player adds up the value they have collected:

- Loot (Purses, Bags, Jewels, Clown's Chests, Gold Nuggets, Strongboxes, Stake tokens and Mailbags)
- Wanted Poster: \$500 if the Player Marshal never captured the Bandit during the game
- Wanted tokens: \$500 (even the Tuco Bot gets this reward)
- Prisoner: \$200 for a Prisoner card
- Hostage's ransom (variable)
- Brawler prizes: 3 prizes of \$800, \$500, and \$300 for punching the Player Marshal
- Ejection tokens: \$500
- Bot Tuco gets \$250 per Bullet he has shot (up to \$3000)
- Some Train Station cards' effects ("Hostage Conductor", "Sharing the Loot", etc.)
- Alone in the Time Travel car or Handcar: If one Bandit is alone inside the Time Travel car or Handcar, he receives \$500 and all of the Loot that may be contained inside

⁶⁵ This rule was changed for the Unofficial Combined Rulebook to better handle the combined expansions.

⁶⁶ This rule was clarified for the Unofficial Combined Rulebook.

⁶⁷ This rule was invented for the Unofficial Combined Rulebook to allow interaction between the Player Marshal and the Bot Bandit.

⁶⁸ This rule was changed for the Unofficial Combined Rulebook to create more drama.

⁶⁹ As officially clarified by Ludonate on BGG.

⁷⁰ This rule was clarified for the Unofficial Combined Rulebook.

⁷¹ This rule was invented for the Unofficial Combined Rulebook to provide balance.

9. THE TRAINS

9.1 THE LAYOUT OF A TRAIN

A Train consists of all its Cars (including the Time Travel car and Handcar), but the Stagecoach is not part of any Train.

A Pawn can be in a Location in the interior of a Car or on the roof of a Car. The Locomotives and Stagecoach are also considered Cars - you can be inside them or on their roof. The Time Travel car and Handcar, however have no roofs and you can only be in their interior. The Tender has no interior and you can only be on its roof. The Prison car has three Locations; the interior of the Car, inside the Cell and on the roof.

Thus there are often two (but sometimes one or three) possible Locations for a Pawn: in the interior or on the roof of a Car.

Generally a Pawn must be in a Location on a Train or the Stagecoach. If Django's fire or an Event makes a Pawn move beyond the Caboose (the endmost Car) or the Locomotive (or the Time Travel car or Handcar if either is in play), it does not move.

Exceptions: The Time Travel car and Handcar (see rule 9.9), the Bot rules (see rule 16.) and some Events (see rule 7.) provide exceptions to this.

9.2 THE BOT MARSHAL

If he is in play, the Bot Marshal will move about the interior (only) of the Trains and Stagecoach based on cards played by the Bandits or Events.

Important: In order to prevent Bandits from being caught in an infinite loop of floor changes, if the Bot Marshal enters an Armoured car while the Courier is on its roof, the Courier immediately changes floors to meet the Bot Marshal in the interior of the Car.

If, while moving, the Bot Marshal enters a Location where Bandits are, an Encounter takes place (see rule 12.).

9.3 THE STAGECOACH

The Stagecoach may optionally be in play.

9.3.1 Movement and the Stagecoach

The interior of the train Car next to the Stagecoach is considered Adjacent to the interior of the Stagecoach. The roof of the Car next to the Stagecoach and the roof of the Stagecoach are considered Adjacent for all purposes.⁷²

The interior of the Stagecoach can be reached by going down from the roof of the Stagecoach with a Floor Change Action, by moving from an Adjacent Car or by riding with a Ride Action card.

You can go on the roof of the Stagecoach from the interior of the Stagecoach with a Floor Change Action or with a Move Action from the roof of the Car next to it. You can move from the roof of the Car to the roof of the Stagecoach and vice versa using one of the movements of a Move Action.

9.3.2 Hostages

When a Bandit enters the interior of the Stagecoach he must take the Hostage of his choice (Bot Bandits will take a random Hostage) from among the available ones (provided he does not already have a Hostage).

Place the chosen Hostage card next to the Character Sheet. A Hostage provides money at the end of the game. However, you'll have to support their inconvenient presence (see Hostage descriptions, rule 15.1).



Important: A Bandit can have only one Hostage. Once a Bandit has taken a Hostage, the Bandit can only get rid of the Hostage by being Captured by the Player Marshal (see rule 10.11).

The Player Marshal can move inside or on top of the Stagecoach. He does not take a Hostage when he enters the Stagecoach.

9.3.3 Angry Shotgun

The Shotgun doesn't act and has no effect in the game whatsoever until somebody tries to steal the Strongbox that he is protecting from him.

To Release the Shotgun and be able to get to the Strongbox, a Bandit must first play a Punch Action that Targets the Shotgun.



Note: If a Punch can Target either Belle or the Shotgun, it must Target the Shotgun (see rule 13.2).

When he is Punched, the Shotgun is Released and leaves his Strongbox. He is moved to the roof of the Car Adjacent to the Stagecoach, even if Punched with a Special Punch Action.

The Released Shotgun is treated like other Pawns; it can be a Target for shooting (the Bullet cards have no further effect on the Released Shotgun and are generally removed, but would apply towards the Wild Bunch for example) and blocks the Line of Sight when firing on the Train's roof.

If a Bandit and the Released Shotgun meet in the same Location, an Encounter takes place (see rule 12.).

The Player Marshal cannot be affected by the Shotgun, but the Released Shotgun does block the Player Marshal's Line of Sight. The Player Marshal can stay in the Released Shotgun's Location.

9.4 THE PRISON CAR

The Prison car may optionally be in play.

"Free" Bandits in or on the Prison car can only be in the corridor or on the roof. They cannot choose to enter the Cell. Only captured Bandits (see rule 10.11) can be in the Cell.

A Bandit in the Cell cannot be Nudged or Targeted (even if he deserves it!). A Bandit cannot be moved into the Cell by Punching him (or by Django Shooting him).

The Action cards of a Bandit in the Cell generally have no effect during the Stealin'! Phase, except for the Brilliant Idea, Marshal and Nudge cards (see rule 10.) and some specific Bot Actions (see rule 16.6).

While in or on the Prison car (but not in the Cell), a Bandit may use a Brilliant Idea Action to release a Prisoner (see rule 10.10.3).

9.5 THE TENDER

The Tender has only one Location; its roof.

The Tender is only Adjacent to the roof of the Locomotive of the Armoured Train and the roof of the attached Adjacent Armoured car and any Adjacent roof of a Car of the other Train. The Floor Change Action has no effect when a Pawn is in the Tender.⁷³

⁷² This rule was changed for the Unofficial Combined Rulebook to simplify the game and to provide consistency.

⁷³ This rule was clarified for the Unofficial Combined Rulebook.

9.6 THE ARMOURY CAR

If a Player's Pawn is inside the Armoury car⁷⁴ at the beginning of a Round (before the Schemin'! Phase - see rule 5.1.5), he may draw two additional cards and add them to his hand.

+2

9.6.1 Gatling

There is a Gatling that may be used in a Fire Action on the roof of the Armoury car (see rule 10.6.2).



9.7 THE INFIRMARY CAR

If a Pawn is inside the Infirmary car⁷⁵ at the end of a Round, it may remove up to two Bullet cards (see rule 5.4.2).

-2

9.7.1 Gatling

There is a Gatling that may be used in a Fire Action on the roof of the Infirmary car (see rule 10.6.2).



9.8 THE ARMoured CARS

The Armoured cars are part of the Armoured Train if it is in play.

9.8.1 Couriers

Couriers never move between Cars (even if shot by Django), but will change floors after a "Couriers in movement" Event, if Targeted by a Fire (or in rare cases a Punch) Action or if they Encounter Bot Tuco (see rule 16.13.1).

When a Bandit and a Courier meet in the same Location, an Encounter takes place (see rule 12.).



Important: In order to prevent Bandits from being caught in an infinite loop of floor changes, if the Bot Marshal enters an Armoured car while the Courier is on its roof, the Courier immediately changes floors to meet the Bot Marshal in the interior of the Car.

A Courier does not affect the Player Marshal, but a Courier does block the Player Marshal's Line of Sight. The Player Marshal can stay in a Courier's Location.

9.9 THE TIME TRAVEL CAR AND HANDCAR

The Time Travel car or Handcar may optionally be in play.

The Time Travel car and Handcar have only one Location; their interior.

The Floor Change Action has no effect when a Pawn is in the Time Travel car or Handcar.

Under certain conditions, a Pawn in the Time Travel car or Handcar may be able to hide (see rule 5.4.6).

9.9.1 Adjacency

The Time Travel car or Handcar is considered Adjacent to the roof and the inside of the Express Train Car behind or in front of it. It will also be Adjacent to both the interior and roof of an Armoured Train Car that may be next to it.

A Pawn can enter or leave the Time Travel car or Handcar using a Move Action or a Ride Action, but see rule 10.1 for specifics.

9.9.2 Punching

With a normal Punch Action a Character can move a Target Pawn from the roof or the inside of an Adjacent Car to the Time Travel car or Handcar. However, with a normal Punch Action you can only move a Target Pawn from the Time Travel car (there will never be any Punching in the Handcar [see rule 9.9.3]) to the inside of an Adjacent Car (you cannot move a Target Pawn from the Time Travel car to a roof Location with a Punch Action).

9.9.3 Handcar Launching

If a Pawn moves to the Handcar by any means and another Pawn is already there, they are both automatically and immediately launched to the roof of the Adjacent Car of the same train.



9.10 THE CIRCUS CAR

The Circus car may optionally be in play.

As a Player Pawn moves to the Circus car (its interior or roof) by any means, the Player may choose to immediately change floors using the giraffe's neck.

Bots ignore the giraffe.



⁷⁴ This rule was clarified for the Unofficial Combined Rulebook.

⁷⁵ This rule was clarified for the Unofficial Combined Rulebook.

10. THE ACTIONS



The Actions called for by the Action cards are resolved in the Stealin'! Phase.

See rule 16. for details regarding specific Bot Actions.

10.1 MOVE

With a Move Action, a Pawn must move:

- From the interior of a Car to the interior of an Adjacent Car (even in the other Train or the Stagecoach), OR
- From the roof of a Car a distance ranging from one to three Adjacent Car roofs (even to the other Train or the Stagecoach)



Exceptions: A Pawn may instead move from the roof of an Adjacent Car to the interior of the Time Travel car or Handcar (and end its move there), but it may only move from the Time Travel car or Handcar to the interior of an Adjacent Car.
A Bandit with the Old Lady Hostage can move only one Car on the roof (instead of up to three).

A Pawn cannot enter the Cell of the Prison car using a Move Action (see rule 9.4).

A Move Action is canceled and has no effect if:

- the Pawn is in the Cell of the Prison car
- there is no Adjacent Location to move to
- the Pawn is under the effect of a No Move Special Bullet
- the Pawn is currently Ejected (move it to the interior of the Car instead)



Important: If a Character has played this Action, its Pawn cannot stay where it is - it must be moved to another Location (unless the Move Action is canceled).

If a Bandit enters the Location of the Bot Marshal, the Released Shotgun or a Courier using a Move Action, an Encounter takes place (see rule 12.).

10.2 FLOOR CHANGE

With this Action, a Pawn must switch its position from:

- The interior to the roof of the Car it is in, OR
- The roof of the Car it is on to its interior

A Floor Change Action is canceled and has no effect if:

- the Pawn is in the Cell of the Prison car
- the Pawn is in the Tender, Time Travel car or Handcar
- the Pawn is under the effect of a No Floor Change Special Bullet
- the Pawn is currently Ejected (move it to the interior of the Car instead)



Important: If a Character has played this Action, its Pawn cannot stay where it is - it must change floors (unless the Floor Change Action is canceled).

If a Bandit enters the Location of the Bot Marshal, the Released Shotgun or a Courier using a Floor Change Action, an Encounter takes place (see rule 12.).

10.3 PLAYER MARSHAL'S "+" CARDS

Only the Player Marshal has these cards.

These cards allow both the playing of an additional card during the Schemin'! Phase and a Move or Floor Change Action during the Stealin'! Phase.

If the Player Marshal plays a "+" card on a Normal Turn (no Diversion, Jarring, Speeding-up, Switching, Tunnel or Turmoil) during the Schemin'! Phase (not during a "Reflex Action" Event [see rule 7.1.11]), he may immediately play an additional card from his hand. The additional card is resolved in the order it was played during the Stealin'! Phase as usual.

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

It is possible to play two "+" cards in a row, which would allow the Player Marshal to play three Action cards in a single turn.

If the Player Marshal plays a "+" card during a Special Turn (Diversion, Jarring, Speeding-up, Switching, Tunnel or Turmoil), he cannot play a second card. In all cases, the Move or Change Floor Action is resolved as usual during the Stealin'! Phase.

10.4 RIDE

If there is at least one Horse next to the Express Train Car or the Stagecoach where the Pawn is when this Action is resolved, the Pawn rides this Horse. The Pawn can jump on a Horse either from the interior of an Express Train Car or the Stagecoach or from its roof.



The Pawn and the Horse it is riding is moved zero (if used to move from the roof to the interior of the Car or to the Stagecoach - see below), one, two or three Cars (Player's choice) towards the front or the back of the Express Train.

At the end of this movement, place the Pawn in the interior of the Express Train Car next to the Horse. If the Pawn is next to the Stagecoach, it may be placed inside the Stagecoach instead of the Express Train. The Horse may even be used as an intermediary to move between the Stagecoach and the Express Train Car beside it - in this case, the Horse moves zero Cars.

A Ride Action is canceled and has no effect if:

- the Pawn is in the Cell of the Prison car
- no Horse is available next to the Pawn
- the Pawn is on the Armoured Train
- the Pawn has the Zealot Hostage
- the Pawn is currently Ejected (move it to the interior of the Car instead)

Notes: The Ride Action can never move a Pawn between the Trains. At the end of the Ride Action, the Pawn cannot remain on Horseback.

Important: With the Ride Action, the Pawn cannot end up in the same Location it started in (unless the Ride Action is canceled or the Pawn is forced back to its starting Location by an Encounter with the Bot Marshal).

If a Bandit enters the Location of the Bot Marshal using a Ride Action, an Encounter takes place (see rule 12.).

10.5 PUNCH

Punching is a good way to make opponents lose their Loot or to humble a Player Marshal. Moreover, they may be so confused that their Stealin' plans are disrupted.

The Player Marshal has no Punch cards.

Choose a Target and apply the consequences as described below.

A Punch Action is canceled and has no effect if:

- the Pawn is in the Cell of the Prison car
- there is no possible Target⁷⁶
- the Pawn is under the effect of a No Punch Special Bullet
- the Pawn has the Teacher Hostage
- the Pawn is currently Ejected (move it to the interior of the Car instead)

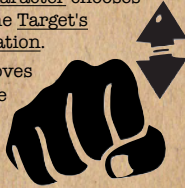


Important: If a Character has played this Action, he must perform a Punch (unless the Punch Action is canceled).

10.5.1 Consequences

A Targeted Pawn (but never the Player Marshal [see rule 10.5.2]) loses a Loot token if he has one. The punching Character chooses a Loot token (without checking its value) from the Target's Character Sheet and places it in the Target's Location.

Then, for a normal Punch action, the Puncher moves the Targeted Pawn to an Adjacent Location on the same floor (forwards, backwards, on the Stagecoach or on the other Train) of the puncher's choice. With a Special Punch action, the Targeted Pawn instead Changes Floors (or stays where it is if there is no other floor in the Car).



Exceptions: Couriers are never moved to an Adjacent Location when Punched - they Change Floors instead. If a Courier is Punched while sharing Location with the Bot Marshal (a rare situation), the Courier does not change Floors, however.

The Shotgun never Changes Floors when Punched with a Special Punch Action; he is moved to an Adjacent Location instead.

If the moving of the punched Pawn causes Bandits and the Bot Marshal, Released Shotgun or a Courier to meet in the same Location, an Encounter takes place (see rule 12.).

10.5.2 Punching the Player Marshal

When you punch the Player Marshal, also take the top Brawler card from his Picture zone and flip it over. You now own a Brawler card that will give you extra money at the end of the game. The Player Marshal never drops Loot when punched, but is moved to an Adjacent Location or Changes Floors like any other Target.

10.6 FIRE

To resolve a Fire Action card, the Firer selects a Target and takes a Bullet card from the top of his Cylinder pile. The Bullet card is handed to the Target who suffers the consequences of being Hit (see rule 11.3).



Exceptions: The Player Marshal may be able to select two Targets and use two Bullet cards (see rule 10.6.1).

The firer may be able to fire a Gatling (see rule 10.6.2).

Some Bot Bandits may be able to use Neutral Bullet cards.

A Fire Action is canceled, has no effect and no Bullet card is used if:

- the Pawn is in the Cell of the Prison car
- there is no possible Target⁷⁷
- the Firer has no more Bullet cards
- the Pawn is under the effect of a No Fire Special Bullet
- the Pawn is currently Ejected (move it to the interior of the Car instead)



Important: If a Character has played this Action, he must Fire (unless the Fire Action is canceled).

10.6.1 Player Marshal's Fire

In addition to the normal rules for Firing, the following applies to the Player Marshal's Fire Action:

If there are two or more Bandits in the Player Marshal's Line of Sight, he may Target two Bandits with the same Fire Action. The Player Marshal chooses one Bullet card from the top of each of his Cylinder piles to hand to the Hit Targets. If the Player Marshal Targets only one Bandit, he can choose one Cylinder pile to take the Bullet card from (a single Bandit cannot be Hit twice in the same Fire Action).

Belle's power allows her to avoid being shot by the Player Marshal only if there are three or more Bandits in the Player Marshal's Line of Sight or if there are two Bandits and the Player Marshal Fires only one bullet.

The Player Marshal's Special Bullet cards may have further consequences (see rule 14.2).

10.6.2 Firing a Gatling

There are two Gatlings; one on the roof of the Infirmary car, the other on the roof of the Armoury car. When resolving a Fire Action on a Gatling Location, a Player has two options:

- He fires the standard way and uses his Bullet card, OR
- He fires with the Gatling using Neutral Bullet cards and Targets every Pawn in his Line of Sight (as normal, Pawns that are in the same Location cannot be Targeted)

If there are not enough Neutral Bullet cards left for all the Targets that would keep a Bullet card, a Gatling cannot be used.

In addition, any Character Hit with a Gatling (except the Player Marshal, who never drops Loot) is forced to drop a Loot token of the Firer's choice in their Location.

If one or more Couriers and/or the Shotgun are Hit with a Gatling, do not put a Neutral Bullet card under the Wild Bunch token but make any Courier Pawn change floors.

Bots never fire Gatlings.

10.7 ROBBERY

The Robbing Bandit takes a Loot token of his choice from the floor of his Location (without looking at its value) and places it face-down on his Character Sheet.⁷⁸

If the Bandit is on the roof of a Car, he cannot rob the interior of it and vice versa.

A Robbery Action is canceled and has no effect if:

- the Pawn is in the Cell of the Prison car
- there is no Loot in the Pawn's Location
- the Pawn is currently Ejected (move it to the interior of the Car instead)

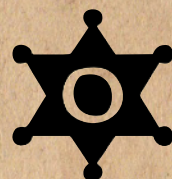
The Player Marshal has no Robbery Action cards.



10.8 MARSHAL

The effect of the Bandits' Marshal Action cards depend on if the Bot Marshal is in play or not.

The Player Marshal has no Marshal Action cards.



⁷⁶ Optionally, in a Team Game, players may agree that their teammates may be disregarded as Targets.

⁷⁷ Optionally, in a Team Game, players may agree that their teammates may be disregarded as Targets.

⁷⁸ Note that, contrary to the official rules, you are allowed to keep the Secret Documents of the opposing team, resulting in a frantic hunt for the Secret Documents and a more exciting game.

A Marshal Action is canceled and has no effect if:

- the Pawn is currently Ejected (move it to the interior of the Car instead)

10.8.1 Bot Marshal in Play

If the Bot Marshal is in play, the Bot Marshal is moved to the interior of an Adjacent Car in the direction of the choice of the player of the Marshal Action. The Bot Marshal may never be moved to the Tender or any other roof Location.⁷⁹

Important: In order to prevent Bandits from being caught in an infinite loop of floor changes, if the Bot Marshal enters an Armoured car while the Courier is on its roof, the Courier immediately changes floors to meet the Bot Marshal in the interior of the Car.

If the Bot Marshal enters a Location where there are Bandits, an Encounter takes place (see rule 12.).

10.8.2 Player Marshal in Play

If the Player Marshal is in play, the player of the Marshal Action may instead secretly look at one random Goal card in the Player Marshal's Current Goals zone (provided it has unrevealed cards).⁸⁰

10.9 NUDGE

The Bandit who has played the Nudge card selects another Character to immediately perform one of the following Actions of their choosing: Move, Floor Change, Ride, Punch, Special Punch, Fire or Robbery.⁸¹

The selected Character is free to perform the Action however they prefer, but they have to perform the Action they choose.⁸²



Example: Django plays a Nudge card. He offers an Action to Doc. Doc is on the roof and decides to Move two Cars towards the back of the Train.

Notes: A Bandit in the Cell of the Prison car will ignore all Nudges.

Bot Bandits will select their Action according to rule 16.4.

The Player Marshal has no Nudge Action cards.

A Nudge Action is canceled and has no effect if:

- the Pawn is currently Ejected (move it to the interior of the Car instead)

10.10 BRILLIANT IDEA

How this Action works depends on where the Bandit is as described below.

The Player Marshal has no Brilliant Idea Action cards.

A Brilliant Idea Action is canceled and has no effect if:

- the Pawn is currently Ejected (move it to the interior of the Car instead)

10.10.1 Not on or in the Prison Car

If the Bandit is neither on, nor in the Prison car (not on the roof, not in the corridor and not inside the Cell), copy the last Action card played by a Player Bandit which is not a Brilliant Idea (this is the default use of the Brilliant Idea card).

It might be necessary to look a few cards back if the Player Marshal's cards, Bot Bandit's cards or other Brilliant Idea cards were the last cards played. If there is no Player Bandit's Action card to copy, the Brilliant Idea card has no effect.

Example: Tuco is playing his Brilliant Idea card just after the Player Marshal's Turn. However, a Player Marshal's Action card cannot be copied. The last Player Bandit that played a card is Ghost, and he chose the Punch Action. Therefore, Tuco must copy the Punch Action with his Brilliant Idea.



Note: To facilitate the use of the Brilliant Idea cards during the Stealin'! Phase, just look over the Action discard piles in order of resolution. This way, you can easily determine which Action card you have to copy with your Brilliant Idea.

10.10.2 Inside the Cell of the Prison Car

If you are in the Cell of the Prison car (which means you have been Captured by the Player Marshal earlier), you are freed and have to move your Pawn from the Cell, either into the corridor or to the roof of the Prison car. This may cause an Encounter with the Bot Marshal (see rule 12.1) or the Released Shotgun (see rule 12.2).

10.10.3 In or On the Prison Car, But Not In the Cell

If you are on the roof of or in the corridor of the Prison car, choose one of the following:

- Free a Prisoner: take one Prisoner card from those still available (you cannot choose this option if you already have a Prisoner card or if they have all been freed), OR
- Free another Bandit: move one Bandit from the Cell to your Location. He must give you one Loot token of his choice (or in reverse Loot Priority order if he is a Bot) if he has any

Important: If you set Bot Belle, Bot Mary or Bot Tuco free, they have to move to the corridor Location of the Prison car, they can never enter a roof Location (see rule 16.6).

Note: If you cannot free a Prisoner and there are no Bandits to free, the Brilliant Idea Action is instead carried out as if you were Outside the Prison car (see rule 10.10.1).

10.11 MARSHAL'S CAPTURE

Only the Player Marshal has Capture Action cards.

The Player Marshal chooses one Bandit in his Location and places that Bandit's Pawn in the Cell of the Prison car. The Player Marshal takes the Wanted Poster of the Captured Bandit, flips it over to the Captured side, and places it in his Achievement zone.



If a Captured Bandit has taken a Hostage, the Hostage card is removed from the game. If he has freed a Prisoner, the Player Marshal takes the Prisoner card and places it in his Achievement zone.⁸³

A Bandit can be Captured multiple times, but after the first time, the Wanted Poster remains with the Player Marshal for the rest of the game.

A Capture Action is canceled and has no effect if:

- there are no Bandits in the Player Marshal's Location
- the Pawn is currently Ejected (move it to the interior of the Car instead)

⁷⁹ This rule was changed for the Unofficial Combined Rulebook to make the Bot Marshal more exciting. It does make it possible to lock the Bot Marshal into the Locomotive of the Armoured Train in rare cases.

⁸⁰ This rule was invented for the Unofficial Combined Rulebook to allow a more interesting competition.

⁸¹ This rule was changed for the Unofficial Combined Rulebook to allow for a more flexible use of the Nudge Action. This rule will also allow the Player Marshal to pick up Loot or to Punch other Pawns if he is selected as the beneficiary.

⁸² This rule was changed for the Unofficial Combined Rulebook to force more Actions in the game.

⁸³ This rule was invented for the Unofficial Combined Rulebook for thematic purposes.

11. FIRING

A Fire Action will generally involve a Character Targeting and Hitting one or more Pawns in the Character's Line of Sight or an Event or special rule Hitting a Character directly.

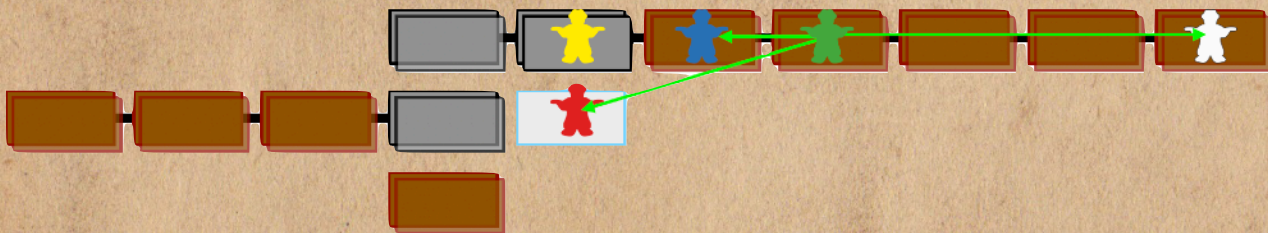
When a Character resolves a Fire Action during the Stealin'! Phase, they will most often be able to hand over one of their Bullet cards to the Target. This allows Player Bandits to compete for the title of Gunslinger (see rule 8.4.2). More importantly, if the Target is a Character, he may get limited options on future Rounds, since the Bullet cards are useless to the injured Character. The Bullet cards are "dead cards" that will clog up the Player's Hand or cancel the Actions of a Bot Bandit.

Exceptions: The Player Marshal and Bot Bandits do not compete for the Gunslinger title. Bullet cards can be used as Action cards by Misty (see rule 13.9) and sometimes reassigned by Silk (see rule 13.11).

Bullet cards that end up under the Wild Bunch token in a Team Game will be taken into account at the end of the game (see rule 8.3).

11.1 LINE OF SIGHT

Line of Sight determines which Pawns are Targeted with a Fire Action.



Cheyenne has Doc, Ghost and Tuco in her Line of Sight, but Line of Sight to Mei is blocked by Doc.

11.2 HITTING A TARGET

A Hit is applied to a Target when something of the following happens:

- A Fire Action card is resolved (see rule 10.6)
- The Bot Marshal, Released Shotgun or a Courier Encounters a Bandit (see rule 12.)
- An End of Round Card Event assigns one or more Hits (see rule 7.)

11.2.1 Resolving a Fire Action Hit

A Pawn Targeted in a Fire Action suffers the effects of being Hit with a Character Bullet card or a Neutral Bullet card (depending on who or what Fires). See rule 11.3 for consequences.

11.2.2 Resolving an Encounter Hit

A Bandit Targeted in an Encounter suffers the effects of being Hit with a Neutral Bullet card. See rule 11.3 for consequences.

11.2.3 Resolving an End of Round Card Event Hit

A Bandit Targeted by an End of Round card event suffers the effects of being Hit with a Neutral Bullet card. See rule 11.3 for consequences.

11.3 CONSEQUENCES OF BEING HIT

11.3.1 Player Character Consequences

A Hit Player Character places the Bullet card face-down on top of his Action deck draw pile.

Special Bullet cards may have further consequences (see rules 14.2 and 16.10.2) and are placed face-up as a reminder of this.

If a Pawn is in the interior of a Car, it is in the Line of Sight of all other Pawns in the interior of Adjacent Cars.

If a Pawn is on the roof of a Car, it is in the Line of Sight of all other Pawns that are also on the roof of other Cars (regardless of the distance), excepting those Pawns that are on the same Train and have other Pawns on intervening roofs. Several Pawns on the same roof are considered to be side by side and will not shield each other.

Exceptions: The Time Travel car and Handcar are exceptions to the above. The interior of the Time Travel car and Handcar is in the Line of Sight of all Locations of any Adjacent Cars and any Cars of the Armoured Train beyond the Car Adjacent to the Time Travel car or Handcar and vice versa.

The interior of the Time Travel car or Handcar is also always in the Line of Sight of the roof of the Stagecoach and vice versa.

Important: Pawns in the same Location are never in each other's Line of Sight.

The Cell of the Prison car is never in the Line of Sight of any other Location.

11.3.2 Bot Bandit Consequences

When a Bot Bandit gets a Bullet card, it is placed face-up in front of his Character Sheet; it does not go into his Action deck.⁸⁴

If there are three or more Bullet cards in front of a Bot Bandit when he is about to perform an Action, ignore that Action card, then remove three Bullet cards (but keep them close to the Character Sheet as they may be used to break ties, determine Player Marshal goals or other effects).

Special Bullet cards may have further consequences (see rules 14.2 and 16.10.2) and are placed face-up as a reminder of this.

11.3.3 Bot Marshal and Shotgun Consequences

When the Bot Marshal or Released Shotgun is Hit the Bullet card is placed face down under the Wild Bunch token if it is in play, otherwise it is removed from the game.

Exception: Neutral Bullet cards Hitting the Bot Marshal or Released Shotgun are returned to the Neutral Bullet card deck, unless fired by Il Professore (see rule 16.14.1).

The Bot Marshal and Released Shotgun will also suffer any special consequences that apply to the shot (like Django's fire).⁸⁵

Special Bullet cards have no lasting effects on the Bot Marshal or Released Shotgun.

11.3.4 Courier Consequences

When a Courier is Hit, the Bullet card is placed face down under the Wild Bunch token if it is in play, otherwise it is removed from the game.

⁸⁴ Contrary to the official rules, this applies to Bot Mary as well in order to provide consistency.

⁸⁵ This rule was changed for the Unofficial Combined Rulebook.

Exception: Neutral Bullet cards Hitting a Courier are returned to the Neutral Bullet card deck, unless fired by Il Professore (see rule 16.14.1).

In addition, a Hit Courier will change floors (which may result in an Encounter [see rule 12.]).

Exception: A Courier sharing Location with the Bot Marshal never changes floors.

Example: Doc shoots a Courier in a Team Game. He puts one Bullet card under the Wild Bunch token. The Targeted Courier moves down to the interior of the Armoured Car where Cheyenne is. She takes a Neutral Bullet and is sent to the roof.

The Couriers never suffer any other special consequences that would normally apply to the shot (like Django's fire).

Special Bullet cards have no lasting effects on the Couriers.

12. ENCOUNTERS

An Encounter takes place if a Bandit and the Bot Marshal, Released Shotgun or a Courier ever meet in the same Location. The effects of the Encounter depend on which Pawns meet as described below.

12.1 ENCOUNTERING THE BOT MARSHAL

Whenever the Bot Marshal and one or more Bandits meet in the same Location, the Bandits are immediately Hit with a Neutral Bullet card (see rule 11.2).

Additionally, a Bandit cannot stay inside the Car where the Bot Marshal is located and must escape up to the roof of the Car (even if they have just come down from there).

Exceptions: The Silk Character may be allowed to go through the Bot Marshal Location with no effect (if she has the Move power) - except if she stays there (see rule 13.11).

Bot Belle and Bot Mary can stay in the Car where the Bot Marshal is. They are not Hit, nor do they flee to the roof when they meet him (see rules 16.7.1 and 16.12.1).

Bot Cheyenne is allowed to go through the Bot Marshal Location with no effect - except if she stays there (see rule 16.8.2)

Bot Tuco does not get a Neutral Bullet when meeting the Bot Marshal (see rule 16.13.1).

If a Bandit Encounters both the Bot Marshal and a Courier in the same Location, the Bandit will be Hit twice before having to move to the roof.

12.2 ENCOUNTERING THE RELEASED SHOTGUN

If a Bandit and the Released Shotgun meet in the same Location, the Bandit immediately gets Hit with a Neutral Bullet card (see rule 11.2) and must move to the roof of an Adjacent Car (including the roof of the Stagecoach⁸⁶ or the Armoured Train if applicable) of his choice (even if he has just come from there). A Bandit can move through the Released Shotgun's Location. In this case, his move goes on normally but he still gets Hit with a Neutral Bullet card.

Exceptions: Silk (if she has the Move power [see rule 13.11]) and Bot Cheyenne (see rule 16.8.2) avoid being Hit.

If a Bandit Encounters both the Released Shotgun and a Courier in the same Location, the Bandit will be Hit twice, but may choose to move to an Adjacent Car or change floors.

The Released Shotgun does not affect a move made by the Player Marshal, but he does block the Player Marshal's Line of Sight.

The Released Shotgun does not affect a Courier.

12.3 ENCOUNTERING A COURIER

When a Bandit and a Courier meet in the same Location, the Bandit is immediately Hit with a Neutral Bullet card (see rule 11.2) and must change floors.

Exceptions: Silk (if she has the Move power [see rule 13.11]) and Bot Cheyenne (see rule 16.8.2) avoid being Hit if they move through the Courier.

Bot Belle and Bot Mary do not get Hit, nor do they flee to the roof (see rules 16.7.1 and 16.12.1).

If a Bandit Encounters both a Courier and the Released Shotgun in the same Location, the Bandit will be Hit twice, but may choose to change floors or move to an Adjacent Car.

A Courier does not affect the Player Marshal, but a Courier does block the Player Marshal's Line of Sight. The Player Marshal can stay in a Courier's Location.

A Courier does not affect the Released Shotgun.

⁸⁶ This rule was changed for the Unofficial Combined Rulebook to simplify the game and to provide consistency.

13. THE BANDITS

13.1 AL PATRON

Al Patron is the king of corruption. Nobody can resist his financial propositions.

Al starts the game with two \$250 Purses instead of one.

During the Stealin'! Phase, once per Round and provided he has Loot to pay with, Al may purchase another Character's Action. As the Action card Al is interested in is turned over, but before it is resolved, Al's Player shouts "I'm buyin' that!" and gives one Loot token of his choice to the owner of the card.⁸⁷

Al carries out the action of the card he purchased as if he had played it himself. After that, the owner of the card carries out the played Action as normal.



Exceptions: Al may buy any Action card except the Player Marshal's Capture, Bot Belle's Charm, Bot Django's Explosion, Bot Doc's Poker or Bot Mary's Seduction.

Buying Bot Cheyenne's Bow Action or Il Professore's Binoculars, Fire on the Rearmost Courier or Rapid Fire, allows Al a Fire Action instead.

Buying Bot Ghost's Heist Action allows Al a Robbery Action instead.

If the bought card allows several Actions (like Bot Cheyenne's Special Moves) or a choice of Actions (like Bot Ghost's "OR" Actions), Al may pick one to carry out.

If Al buys one of the Player Marshal's "+" cards he ignores the "+".

If Al buys Bot Mary's Hat Tip or Bot Tuco's Swap, Al switches Locations with the Bot Marshal (or reveals a Player Marshal goal).

13.2 BELLE

Belle's beauty is her best weapon.

Belle cannot be the Target of a Fire Action or a Punch Action if there is another Pawn that can be Targeted instead.



Notes: Some Bot Actions and Gatling fire will Target several Pawns - Belle included.

If Belle and another Bandit with Belle's trusty sidekick Prisoner can both be Targeted by a Fire or Punch Action, Belle's ability takes precedence over the Prisoner's.



13.3 CHEYENNE

Cheyenne is an outstanding pickpocket.

When punching a Bandit, Cheyenne can take a Purse, Bag or Stake token he drops. If he drops any other type of Loot, it just falls on the floor as usual.



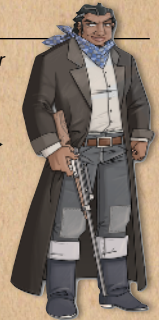
Note: Cheyenne's special ability doesn't apply to Bot Cheyenne.



13.4 DJANGO

Django's shots are so powerful that they knock the other Pawns back.

When Firing (but not when he uses a Gatling), the Target Pawn has to move away from Django to an Adjacent Car of Django's choice (if possible). This may make the Target move to the other Train or the Stagecoach away from the Train (or Stagecoach) Django is on.



Exception: A Courier will instead change floors and cause an Encounter with any other Bandit on that floor.

Pawns can ordinarily (but there are exceptions) not be forced off the Train.

13.5 DOC

Doc is the smartest bandit of the party.

At the beginning of each Round, Doc fills his hand to seven Action cards instead of six.



Note: Doc's special ability doesn't apply to Bot Doc.

13.6 GHOST

Ghost is one stealthy bandit.

During the first Turn of each Round, Ghost can play his first Action card face-down on the Common Deck. If Ghost chooses to draw three cards instead of playing an Action card during the first Turn, he cannot use the special ability later in the same Round.



Exception: Ghost's special ability applies even if he drinks Whiskey and during a Turmoil turn, but not if he has the Photographer Hostage.

13.7 MARY PUMPKINS

Mary is the Marshal's sweetheart.

Mary Pumpkins is always a Bot.

Like other Bots, Mary Pumpkins's Action cards are shuffled at the end of every Round to make up a new deck.



⁸⁷ Al's special ability was adjusted to simplify the game and to work with all expansions and in a solo game.

13.8 MEI

Mei is an accomplished acrobat and an agile climber.

When Mei plays a Change Floor card, she can move "diagonally" to the other floor of an Adjacent Car (including the other Train, Stagecoach, Tender, Time Travel car or the Handcar).⁸⁸



Exception: If Mei is freed and leaves the Cell of the Prison car (see rule 10.10.2), she cannot move to the Adjacent roof.

13.11 SILK

Nobody knows who Silk really is.

When you choose to play Silk, immediately select one of the following special powers.⁹⁰



Move power: Move one or two Cars, whether inside the Train or on the roof (Silk can only move up to two Cars on the roof). The Bot Marshal, Released Shotgun and Couriers only affect Silk if she stops in their Location.⁹¹

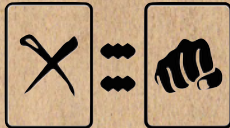
Dodge power: When Silk gets a Neutral Bullet card (for any reason) she may reassign it to any other Character. She still has to change Location when Encountering the Bot Marshal, Released Shotgun or a Courier, however.⁹²

Block power: If Silk is in the interior of a Car, she blocks the rear door entrance. No other Pawn can enter the interior of that Car through the rear door. Only an entrance triggered by a Move Action can be blocked. However, Silk is not blocking anyone from getting out of that Car through the rear door. Silk does not block shots. A Character who shoots from an Adjacent Car can Target any Character in Silk's Car, and vice versa, normally.⁹³

13.9 MISTY

Misty's fists are her most faithful companions. No one wants to be in her way when she's in a bad mood.

During the Schemin'! Phase, Misty can play Bullet cards from her hand to the Common Deck.



During the Stealin'! Phase, those Bullet cards become extra standard Punch cards for Misty. Bullet cards used in this way are discarded to Misty's discard pile like any other Action card belonging to a Bandit.⁸⁹



13.12 TUCCO

Tucco's shots are not stopped by the roof.

Tucco can Target a Pawn that is on the same Car as him, on the other level, through the roof of his Car.



13.10 IL PROFESSORE

Il Professore always has a trick up his sleeve. Wounded during the war, he never could ride again and cannot attack a train himself. But he always keeps an eye on his team from his promontory using his Springfield Model 1861 rifle.

Il Professore is always a Bot. He has no Pawn and is never placed on a Train.

Like other Bots, Il Professore's Action cards are shuffled at the end of every Round to make up a new deck.



13.13 THE TWINZZ

The Twinzz are inseparable, fast and cunning. They have made it a habit of climbing on one another to be taken seriously by grown-ups and show them who the real bosses are.



During a Tunnel Turn, the Twinzz play twice in a row during their Turn (just like in a Speeding-up Turn) and can therefore:

- Draw six cards, OR
- Play two cards in a row (face up), OR
- Draw three cards and play one card (face up)



⁸⁸ This rule was changed for the Unofficial Combined Rulebook to provide consistency.

⁸⁹ This rule was clarified for the Unofficial Combined Rulebook.

⁹⁰ Contrary to the official rules the other players do not get to approve Silk's choice under these rules.

⁹¹ This rule was clarified for the Unofficial Combined Rulebook.

⁹² This rule was modified to allow the Dodge power to be used even if the Player Marshal is in the game. This also means that Il Professore can be hit with Neutral Bullets since he is a Character.

⁹³ This rule was clarified for the Unofficial Combined Rulebook.

14. THE PLAYER MARSHAL

Marshal Samuel Ford is the last hope for law and order on the train.

The Player Marshal is only in play if selected by a Player at the beginning of the game. The following rules pertain only to the Player Marshal and are ignored in games using the Bot Marshal. Bandits can (and should!) shoot the Player Marshal, move into his Location, and even punch him! Special abilities that affect Bandits also affect the Player Marshal (unless otherwise noted).



14.1 MARSHAL'S GOAL CARDS

To win the game, the Player Marshal must have at least four of his five goals completed at the end of the game.

At the beginning of each Round, the Player Marshal moves the top card from the Upcoming Goals zone to the Current Goals zone. The Player Marshal may, at any time, secretly look at the cards in his Current Goals zone, but never at those remaining in the Upcoming Goals zone.



Some effects may reveal Goals in the Current Goals zone to other Players.

The Marshal's Goals are:

14.1.1 Arch Enemy

This goal is completed if at least one Bandit's deck contains at least four Marshal's Bullet cards.

Bots Hit by the Player Marshal keep the Bullet cards to determine this goal (see rule 11.3.2).

Note: Use this Goal card only if you are playing with at least four Bandits (Player controlled or Bots in any combination).



14.1.2 Dodge Bullets!

This goal is completed if the Player Marshal has no more than two Bullet cards from a single Bandit in his deck.



14.1.3 Full of Lead

This goal is completed if each Bandit's deck contains at least one Marshal's Bullet card.

Bots Hit by the Player Marshal keep the Bullet cards to determine this goal (see rule 11.3.2).

Note: Use this Goal card only if you are playing with four to seven Bandits (Player controlled or Bots in any combination).



14.1.4 Golden Bullet Award

This goal is completed if there are no cards in at least one of the Player Marshal's Cylinder piles.



14.1.5 The Mail Must Go Through!

This goal is completed if the Player Marshal has at least one mailbag in his Achievement zone.

Notes: The Player Marshal does not drop a Mailbag (or any other Loot) when punched.

At the end of the game, any mailbags still on the Train (not held by Bandits) are also placed in the Player Marshal's Achievement zone.

This goal card is not used in a solo game.



14.1.6 Only a Flesh Wound!

This goal is completed if, at the end of the game, the Player Marshal still has at least one Brawler card on his Picture zone.



14.1.7 Throw Away the Key!

This goal is completed if the Player Marshal has at least two Prisoner cards in his Achievement zone.

Notes: Any Prisoner cards still not freed at the end of the game are flipped over and placed in the Player Marshal's Achievement zone.

This goal card is not used in a solo game.



14.1.8 Arrest Warrants

Each Arrest Warrant corresponds to one Bandit in the game.

Notes: There is no Arrest Warrant for Mary. You will need to substitute another card if she is in the game.

Il Professore cannot be arrested and needs no Arrest Warrant.



This goal is completed if the Wanted Poster of the Bandit named on the Arrest Warrant is in the Player Marshal's Achievement zone at the end of the game (the Player Marshal arrested him at least once - see the Capture Action [rule 10.11]). 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!

14.2 MARSHAL'S BULLET CARDS

Bullets Fired by the Player Marshal are added to a Player Bandit's deck (see rule 11.3.1) or placed next to the Character Sheet of a Bot Bandit (see rule 11.3.2) just like bullets Fired by other Pawns. Each of the Player Marshal's Bullet cards also has a penalty that affects the Bandit Hit by the bullet.

When the Player Marshal Hits a Bandit, if the bullet has an extended penalty, place the Marshal's Bullet card face-up as a reminder of the bullet's penalty. At the end of the round, the Bullet card is turned over face down.

Note: Extended bullet penalties affect specific Action cards played (including Bot Bandits' cards) - if a Bandit plays his Brilliant Idea card or is executing a Nudge Action after being Hit and affected by a penalty, he can still perform a Fire, Punch or Change Floor Action as the case may be.

The effects of the Marshal's Bullet cards are cumulative with each other and with those of Bot Doc's bullets.

14.2.1 Disarmed

Extended penalty (until the end of the Round).

Until the end of the Round, this Bandit's Fire Action cards have no effect.



14.2.2 Wounded Knee

Extended penalty (until the end of the Round).

Until the end of the Round, this Bandit's Change Floor cards have no effect.



14.2.3 Shoulder Injury

Extended penalty (until the end of the Round).

Until the end of the Round, this Bandit's Punch cards have no effect.



14.2.4 Got 'Im!

Instant penalty.

If the shot Bandit has a Prisoner card, the Player Marshal takes it, flips it over, and places it in his Achievement zone.



14.2.5 Drop That Bag!

Instant penalty.

If the shot Bandit has a mailbag, the Player Marshal takes it and places it in his Achievement zone.



14.2.6 Golden Bullet Award

No additional effect. Using this Bullet card might be one of the Player Marshal's goals.



15. HOSTAGES & PRISONERS

If the Stagecoach and/or Prison car are in play, so are the Hostages and Prisoners respectively. They both represent possible sources of bonus wealth. The Hostages come with drawbacks, while the Prisoners will provide bonuses.

15.1 THE HOSTAGES

Important: A Hostage is automatically taken by a Bandit when he enters the interior of the Stagecoach, provided he does not already have one (see rule 9.3.2).

A Bandit can only have one Hostage at a time and the Hostage is lost if the Bandit is Captured by the Player Marshal (see rule 10.11).⁹⁴

A Hostage's effect applies as soon as you take their card. The ransom is obtained at the end of the game, during the points' count.

15.1.1 The Banker

"My family wouldn't give a single dollar to have me back, you know. Let's talk business instead..."

This Hostage doesn't bring any negative effect. Ransom: \$1000 if the Bandit has at least one Strongbox.



15.1.2 The Lady's Poodle

"Woof! Woof! RRRRR" "Damn dog! He's just bitten me!"

The Bandit is Hit with a Neutral Bullet card at the beginning of each Round. Ransom: \$1000.



15.1.3 The Minister

"Don't shoot, son!"

A Player Bandit draws one Action card less than otherwise allowed at the beginning of each Round. A Bot Bandit suffers no negative effect. Ransom: \$900.⁹⁵



15.1.4 The Old Lady

"Don't go too fast; I'm not twenty anymore..."

The Bandit can move only one Car on the roof (instead of up to three). Ransom: \$500 per Jewel token the Bandit has.



15.1.5 The Photographer

"Don't move..." FLASH " The more striking my pictures are, the more interesting my documentary will be."

The Bandit cannot play his Action cards face down anymore (this even applies to Ghost). Ransom: \$200 per Bullet card of another Character⁹⁶ in your deck.



15.1.6 The Poker Player

"— Should you lend me this purse, I'm sure I can make you double your loot by playing a card game with that man over there. You'd earn your wages honestly for once!"

The Bandit loses his Special Ability. Ransom: \$250 per Purse token the Bandit has.



15.1.7 The Teacher

"Even a child would understand that it is naughty to beat his classmates!"

The Bandit cannot Punch anymore. The Punch Action becomes useless and has no effect for the Bandit. Ransom: \$800.



15.1.8 The Zealot

"Take your time and pray to our Lord."

The Bandit cannot Ride anymore. The Ride Action becomes useless and has no effect for the Bandit. Ransom: \$700.



15.2 THE PRISONERS

Each Prisoner is the trusty sidekick of one of the Bandits (except Mary Pumpkins and Il Professore) in Colt Express (as indicated on each Prisoner card), regardless of whether or not that Bandit is actually being played.

Important: Prisoners are freed from the Prison car by the use of the Brilliant Idea Action (see rule 10.10.3).

A Bandit can have only one Prisoner at a time.

Freed Prisoners can be taken from a Bandit by the Player Marshal using specific Bullet cards (see rule 14.2.4) or if the Bandit is Captured by the Player Marshal (see rule 10.11).⁹⁷

15.2.1 Prisoner Abilities

A freed Prisoner will give a Bandit one of two abilities depending on whether he is the Bandit's trusty sidekick or that of another Bandit:

If a freed Prisoner is not the trusty sidekick, he gives a Bandit the special ability of his corresponding Bandit. This power takes effect the moment that Prisoner is freed, and remains as long as the Prisoner stays in the possession of the Bandit.

If a freed Prisoner is the trusty sidekick, the Bandit can take two Loot tokens when he conducts a Robbery Action. This ability will of course only work if there actually are two Loot tokens to pick up!

At the end of the game, you get \$200 if you have a Prisoner card.

Note: If Belle and another Bandit with Belle's trusty sidekick Prisoner can both be Targeted by a Fire or Punch Action, Belle's ability takes precedence over the Prisoner's.



⁹⁴ This rule was invented for the Unofficial Combined Rulebook for thematic purposes.

⁹⁵ This rule was modified for the Unofficial Combined Rulebook.

⁹⁶ Although not officially clarified this was changed from "Bandit" to "Character" to avoid an unbalancing exploit.

⁹⁷ This rule was invented for the Unofficial Combined Rulebook for game balance and for thematic purposes.

16. THE BOT BANDITS

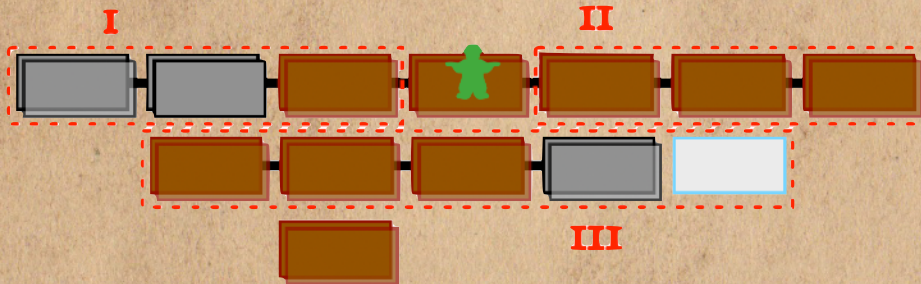
The following rules describe how the Actions of the Bot Bandits differ from the standard Actions.⁹⁸

Generally, the Actions of a Bot Bandit follow the same rules as those for Player Characters, except as amended below.

16.1 BOT MOVEMENT

16.1.1 Train Areas

The Area term is used when moving Bot Bandits and refers to a collection of Locations. For a given move, there are three possible



In this example there are three Areas from Cheyenne's perspective. Area I consists of all Locations in front of her on the Armoured Train. Area II consists of all Locations behind her on the Armoured Train. Area III consists of all Locations on the Express Train.

16.1.2 Bot Bandit Movement Action

When a Bot Bandit carries out a Move Action it will generally move in a direction towards a particular Objective. The Objective will either be towards or away from a Location with a specific Loot on the floor or a specific Pawn or towards an Area of Locations where a certain type of Loot on the floor is more numerous or where there are more Characters. Movement Objectives are listed under each Bot below and illustrated on the Action cards.



If the move can take the Bot through several Locations, evaluate each step of the move separately.

To decide the direction of the move, start by deciding in which directions it is possible to move. This will be forwards (in the direction of travel), backwards (towards the Caboose) or to an Adjacent Car of the other Train (or the Stagecoach).

The move of the Bot will then be made according to the following list of Priorities:

- 1) If there is only one possible Location to move to, that is where the Bot will move.
- 2) If a forwards or backwards move will take the Bot closer to or further away from (depending on the description of the Objective) its Objective, that is where it will move. In cases where there is a tie, the Bot will move forwards.
- 3) If the only way to get closer to or further away from (depending on the description of the Objective) its Objective is to move to another Train (or to the Stagecoach if the other Train is unreachable), that is where the move will go.

If the move would take the Bot back to where it began, its move ends where it is.

16.2 BOT BANDIT PUNCHING

The Punch Action of a Bot affects all possible Targets (including Belle, the Bot Marshal and any Courier if applicable) at the same time, forces them to drop Loot (see rule 16.3) and moves them according to the following priority (use the first case that is applicable):



- 1) A Courier is sent to the roof (unless he shares Location with the Bot Marshal, in which case nothing happens)
- 2) Backwards in the Train (towards the Caboose)

Areas that need to be considered - all Locations in front of the Bot Bandit (in the direction of travel) on the same Train, all Locations behind the Bot Bandit (towards the Caboose) on the same Train and all Locations on the other Train (the Train the Bot Bandit is not on). In rare cases the Stagecoach may be a fourth Area.⁹⁹

- 3) To an Adjacent Car of the other Train
- 4) To the Stagecoach
- 5) Forwards in the Train

If none of these moves are possible the Target doesn't move.

16.3 BOT BANDIT LOOT PRIORITY

The Loot Priority of a Bot Bandit is used to determine which type of Loot the Bot will force its Target to drop in a Punch Action or that it will pick up in a Robbery Action.

The Loot Priority is given below. Each individual Bot may have a specific type of Loot that they prefer and that will override the general priority.

LOOT PRIORITY

*	**	1	2	3	4	5	6	7	8	9	10

*) If the Bot has one or more Poisoned Arrows, Antidote tokens will have the highest priority, otherwise Antidotes are ignored.

**) If the Bot has a preferred Loot, it will be taken before other types.

16.4 NUDGING BOTS

Bots will pick the following Actions when Nudged and follow their specific rules:

- The Belle Bot will Move according to her Objective
- The Cheyenne Bot will Fire her bow
- The Django Bot will Punch
- The Doc Bot will let the Player holding Doc's Respect card make the choice
- The Ghost Bot will Move according to his Objective, unless he has the Special Strongbox, in which case he will Punch
- The Mary Bot will Move according to her Objective
- The Tuco Bot will Fire
- The Il Professore Bot will Fire as if he played a Rapid Fire



⁹⁸ The Bandit Bot rules have numerous clarifications and modifications worked in to allow the Bots to interact with each other and the various options.

⁹⁹ This rule was invented for the Unofficial Combined Rulebook to allow the Bandit Bots to interact with all expansion content.

16.5 BOT HOSTAGES

A Bot will automatically take a Hostage if he enters the interior of the Stagecoach and doesn't already have one.

16.6 CAPTURED BOTS

Captured Bots (see rule 10.11) will remain in the Cell until freed by a Player Bandit (see rule 10.10.3) or until they escape. While in the Cell, Bot Actions generally have no effect (except the Charm [see rule 16.7.2], Seduction [see rule 16.12.2], Marshal [see rules 16.11.2 and 16.13.2] and Poker [see rule 16.10.2] Actions which take place as described).

Important: Bot Bandits automatically escape immediately after their second Action has been played while in the Cell.

Bot Bandits freed from the Cell are placed in the same Location as their rescuer or in the Prison car corridor if they escape by themselves.

Exceptions: When freed, Bot Belle, Bot Mary and Bot Tuco are always placed in the the corridor Location of the Prison car, none of them can ever enter a roof Location.



16.7 THE BELLE BOT

Belle has always had a thing for beautiful Jewels. Beware or she may charm you to pinch yours...

The Belle Bot is looking for Jewels and will never move to a roof Location. She can also interact with the Bot Marshal and the Couriers in a unique way.

16.7.1 Special Ability

Belle's Special Ability (see rule 13.2) is in effect for the Belle Bot too.

In addition, the Belle Bot can stay in the Location where the Bot Marshal or a Courier is. She does not get Hit nor flee to the roof when she Encounters them. She is therefore also able to Punch the Bot Marshal or a Courier.¹⁰⁰



16.7.2 Bot Action Cards

Bot Belle's Objective is towards the Area with the most Jewels.

Bot Belle's Charm moves all other Characters one Location towards her. If they are in the same Car on a different floor, they must change floors. If they are in a Car other than the one where Belle is, they must come closer to Belle, without changing floors.¹⁰¹ If they are in the Stagecoach or the other Train they must move to Belle's Train (or closer to where they can switch Trains if that is not possible). The Charm Action is carried out even if Belle is in the Cell.



Bot Belle's Theft makes her take one random Jewel from every Bandit in her Location (if they have any).



Bot Belle's Robbery works like a standard Robbery using the Loot Priority below.



16.7.3 Loot Priority

In a Robbery or a Punch, Bot Belle Prefers Jewels (see rule 16.3).



16.8 THE CHEYENNE BOT

Cheyenne has traded her gun for a bow. Beware, she's a better shot with her arrows and they are poisoned!

The Cheyenne Bot will fire Poisoned Arrows all around.

16.8.1 Special Ability

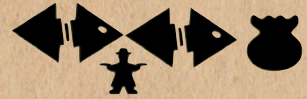
Cheyenne's Special Ability (see rule 13.3) is irrelevant for the Cheyenne Bot.

16.8.2 Bot Action Cards

A Special Move Action is triggered in the order of the icons, from left to right. The Objective is towards the Area with the most Characters.

Bot Cheyenne's Special Move A

moves her two Locations in the interior or four Locations on the roof. She will go through a Bot Marshal, Released Shotgun or Courier Location with no effect (except if she stops there, in which case she suffers the normal penalties). Then, after the moves, she takes one random Purse from each Bandit who is in her Location, Belle included.



Bot Cheyenne's Special Move B

moves her one Location if she is in the interior or two Locations if she is on the roof (handling the Released Shotgun and Couriers like above). Then, if she is on the roof, she makes a Floor Change. Lastly, after the moves, she takes one random Purse from each Bandit who is in her Location, Belle included.



Bot Cheyenne's Bow Hits all possible Targets at the same time, including Belle. Each Hit Character gets a Poisoned Arrow card that works the same as a Bullet card for the purpose of receiving the card (see rule 11.3). If Cheyenne does not have enough Arrows to Hit all Targets, she does not shoot.



Note: The Bow Action counts as a Fire Action if Bot Cheyenne is Nudged, in relation to AI's special ability and in relation to Special Bullets cancelling Fire Actions.

Bot Cheyenne's Robbery works like a standard Robbery using the Loot Priority below.

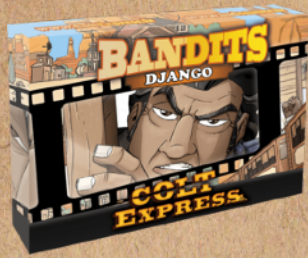
16.8.3 Loot Priority

During a Robbery, Bot Cheyenne follows the standard Loot Priority (see rule 16.3).



¹⁰⁰ This rule was expanded for the Unofficial Combined Rulebook to force the Belle Bot to stay in the interior of the Train.

¹⁰¹ This rule was clarified for the Unofficial Combined Rulebook.



16.9 THE DJANGO BOT

Django has a thing for explosives so try not to get too close to him...

The Django Bot wants to Eject his adversaries from the Train and will do so using dynamite.

16.9.1 Special Ability

Django's Special Ability (see rule 13.4) is in effect for the Django Bot too.

The Django Bot will automatically place a Dynamite token in his Location at the start of every Round (see rule 5.1.4).

If the Django Bot gets all the Ejection tokens (there will be two tokens per Character in the game except Il Professore and Django himself), he wins the game immediately and all the Players lose.

A Character that is Ejected by an Explosion or by any of Bot Django's Actions, gives one of their Ejection tokens to Bot Django (if they have any). Then the Ejected Character's Pawn is placed next to the Car from where it was Ejected. Their next Action is ignored and their Pawn is instead moved to the interior of that Car (if it is the Prison car, the Pawn is moved to the corridor¹⁰², if it is the Tender, the Pawn is moved to the roof).

16.9.2 Bot Action Cards

Bot Django's Objective is towards the Area with the most Characters. He moves one Location inside the Train and two Locations on the roof.

Bot Django's Punch works like any other Bot's Punch Action, but will Eject a Target (see rule 16.9.1) if it is in the Caboose or the Stagecoach.¹⁰³

Bot Django's Fire Hits all possible Targets, including Belle, at the same time. Bot Django may give several Bullets in one Fire Action. In accordance with his special ability all Targets (except Couriers) are forced to move away from Django (see rule 13.4), but only along the Train they are on. Targeted Characters may be Ejected (see rule 16.9.1) if they are in the Caboose, Locomotive, Time Travel car, Handcar or Stagecoach. If Bot Django succeeds in emptying his Colt, then he uses Neutral Bullets when he shoots.¹⁰⁴

The Explosion Action triggers all the Dynamite tokens in the Train. All the Characters (except Bot Django himself) that are in or on the exploding Car (including in the Cell of the Prison car) are Ejected (see rule 16.9.1). Any Loot tokens which are inside an exploding Car are moved to the roof of the Car, and vice versa. Remove the Dynamite token after the explosion.¹⁰⁵

If the Stagecoach explodes, it, all Loot in or on it, the Shotgun and all remaining Hostages are removed from the game. Any Characters are treated as if Ejected from the Adjacent Car (see rule 16.9.1).¹⁰⁶

16.9.3 Loot Priority

Bot Django's Punch follows the standard Loot Priority (see rule 16.3).



16.10 THE DOC BOT

Doc has a few cards up his sleeve and getting his respect is not easy, but it may be worth it.

The Doc Bot challenges Bandits to a high stakes poker game.

16.10.1 Special Ability

Doc's Special Ability (see rule 13.5) is irrelevant for the Doc Bot.

When a Player Character shoots or Punches Bot Doc, he takes Bot Doc's Respect card and places it in front of him. The Player who has this card makes all needed decisions in Bot Doc's place (these decisions include Moves, Nudges, selecting Fire and Punch Targets, Loot Priority and Poker games).

16.10.2 Bot Action Cards

Bot Doc's Fire fires Special Bullets. A Character Hit by a Special Bullet keeps this card face up until the end of the current Round (after which it is handled like any other Bullet card) and undergoes the corresponding effect:



Any Fire, Floor Change, Punch or Move Action cards respectively, played by the Hit Character have no effect.¹⁰⁷

The Hit Character must drop his highest valued Loot.

Playing Poker suspends the Stealin'! Phase. All other Bandits who have at least one Loot token must play Poker. The Player with Bot Doc's Respect card randomly takes one Stake token from the stock. Then every other participant adds one Loot token of their choice (Bots select Loot in reverse Loot Priority order), face down. The Player with Bot Doc's Respect looks at the Stake token and the wagered Loot tokens. He gives two tokens to Bot Doc, and then one token to each participant except one. One of the participants finishes the poker game by having lost one Loot token. The Poker Action is carried out even if Doc is in the Cell.¹⁰⁸

16.10.3 Loot Priority

Bot Doc's Loot Priority is decided by the holder of Doc's Respect card (without looking at the actual values).



¹⁰² In essence you can escape the Cell by being blown out of it!

¹⁰³ This rule was clarified for the Unofficial Combined Rulebook.

¹⁰⁴ This rule was clarified for the Unofficial Combined Rulebook.

¹⁰⁵ Removing the dynamite token isn't mentioned in the official rules. Leaving it in place would be both unrealistic and less interesting. Only Characters are Ejected in order to avoid cumbersome rules concerning other Pawns.

¹⁰⁶ This rule was invented for the Unofficial Combined Rulebook for the fun of it.

¹⁰⁷ This rule was changed for the Unofficial Combined Rulebook to be consistent with how the Player Marshal's Special Bullets work.

¹⁰⁸ This rule was clarified and adjusted for the Unofficial Combined Rulebook to simplify the game and provide consistency.



16.11 THE GHOST BOT

Ghost is sharp as a tack and has always dreamed of getting his hands on the Special Strongbox! He might very well get his way...

The Ghost Bot is hunting for the Special Strongbox and is uninterested in other Loot.

16.11.1 Special Ability

Ghost's Special Ability (see rule 13.6) is in effect for the Ghost Bot too.

16.11.2 Bot Action Cards

The "OR" Actions: If the Special Strongbox is in the Location where Bot Ghost is (he has the Special Strongbox or it is on the floor or in the possession of another Bandit in that Location), Bot Ghost performs the top Action; Heist or Punch. Otherwise, Bot Ghost performs the lower Action; Move or Floor Change.

Bot Ghost's Objective is towards the Location where the Special Strongbox is (even if it is in the possession of another Character). In the interior he may move one Location and on the roof he may move two. If his move would move him out of the Location of the Special Strongbox, the move is canceled and Bot Ghost remains where he is.

Bot Ghost's Fire Hits all possible Targets, Belle included. Bot Ghost may give several Bullets in one Fire Action. If Bot Ghost's Bullet deck is empty, he uses Neutral Bullets when he shoots. If a Bandit Targeted by Bot Ghost's Fire has the Special Strongbox he loses it and has to set it down in his current Location.¹⁰⁹

Bot Ghost's Marshal Action moves the Bot Marshal with the Objective to come further away from the Special Strongbox. The Player Marshal instead randomly reveals one Goal card in his Current Goals zone (if there are any unrevealed cards). The Marshal Action is carried out even if Ghost is in the Cell.¹¹⁰

The Floor Change and Fire Action is performed in that order.

Bot Ghost's Heist Action makes Bot Ghost take the Special Strongbox if it is on the floor of his Location. If it is not there, Bot Ghost picks up any Antidote instead.¹¹¹

16.11.3 Loot Priority

Bot Ghost's Punch Prefers the Targets drop the Special Strongbox (see rule 16.3).



16.12 THE MARY BOT

Mary is the Marshal's sweetheart.

Mary never moves to a roof Location. She can also interact with the Bot Marshal and the Couriers in a unique way.

16.12.1 Special Ability

If Mary Encounters the Bot Marshal or a Courier, she doesn't get Hit or flee to the roof but stays where she is.¹¹² She can even Punch the Bot Marshal or a Courier.

16.12.2 Bot Action Cards

Bot Mary's Objective is towards the Area with the most Jewels.

Bot Mary's Seduction moves the Bot Marshal and all Characters (except Il Professore) one Location (if they are in the interior) or up to three Locations (if they are on the roof) towards her. If they are in the same Car on a different floor, they must change floors. If they are in a Car other than the one where Mary is, they must come closer to Mary, without changing floors. If they are in the Stagecoach or the other Train they must move to Mary's Train (or closer to where they can switch Trains if that is not possible).¹¹³ The Seduction Action is carried out even if Mary is in the Cell.

Bot Mary's Punch works like any other Bot Punch (see rule 16.2).

Bot Mary's Fire Hits all possible Targets, Belle included. Bot Mary may give several Bullets in one Fire Action. Mary doesn't have any Bullet cards of her own, and uses Neutral Bullet cards instead. Bandits that are Hit each drop a Jewel if they have one.

Bot Mary's Hat Tip makes Mary and the Bot Marshal switch Locations. The Player Marshal instead randomly reveals one Goal card in his Current Goals zone (if there are any unrevealed cards).¹¹⁴

When a Bandit and the Bot Marshal meet in the same Location, an Encounter takes place (see rule 12.).

In a Robbery Bot Mary Prefers Jewels.¹¹⁵

16.12.3 Loot Priority

In a Robbery or Punch Bot Mary Prefers Jewels (see rule 16.3).



¹⁰⁹ This Rule was clarified for the Unofficial Combined Rulebook.

¹¹⁰ This rule was invented for the Unofficial Combined Rulebook to allow the Bot to be used together with the Player Marshal.

¹¹¹ This rule was modified for the Unofficial Combined Rulebook to allow interaction between the Bots.

¹¹² This rule was expanded for the Unofficial Combined Rulebook to force the Mary Bot to stay in the interior of the Train.

¹¹³ This rule was adjusted for the Unofficial Combined Rulebook to be more consistent.

¹¹⁴ This rule was invented for the Unofficial Combined Rulebook to allow the Bot to be used together with the Player Marshal.

¹¹⁵ Note that Mary's Robbery cards don't have the normal Robbery symbol.



16.13 THE TUCO BOT

Tuco bears a grudge against the Marshal, a former friend who betrayed him, and wants to avoid the Marshal at all costs.

The Tuco Bot tries to avoid the Marshal and interacts in a unique way with the Bot Marshal and Couriers. The Tuco Bot will never move to a roof Location.

16.13.1 Special Ability

Tuco's Special Ability (see rule 13.12) is in effect for the Tuco Bot too.

Bot Tuco does not get Hit when Encountering the Bot Marshal or a Courier.¹¹⁶

If a Bandit plays an Action that brings the Marshal and Bot Tuco to the same Location (this can be accomplished with a Marshal [in the case of the Bot Marshal] or Punch Action or through Django's Fire), Bot Tuco gives a Wanted token to the Bandit who is responsible for this meeting, provided the latter does not have one yet. If Bot Tuco meets the Marshal after his own move, he does not lose a Wanted token.

In addition, each time the Player Marshal captures Bot Tuco, Bot Tuco loses one Wanted token.¹¹⁷

Each time Bot Tuco and the Bot Marshal have an Encounter, Bot Tuco is immediately moved to the Locomotive of the same Train. If they meet in the Locomotive, Bot Tuco is moved to the Caboose of the same Train.

If Bot Tuco Encounters a Courier, the Courier is forced to the roof, unless the Courier is in the same Location as the Bot Marshal.¹¹⁸

16.13.2 Bot Action Cards

Bot Tuco's Objective is towards the Area where there are the most Characters, ignoring the Area where the Marshal is.

Bot Tuco's Fire Hits all the possible Targets, Belle included. Bot Tuco may give several Bullets in one Fire Action. Bot Tuco uses his special ability of shooting through the roof if needed. If Bot Tuco empties both his Colts (12 Bullets), he uses the Neutral Bullets when he shoots.

Tuco's Marshal Action moves the Bot Marshal with the Objective to get further away from Bot Tuco. The Player Marshal instead randomly reveals one Goal card in his Current Goals zone (if there are any unrevealed cards). The Marshal Action is carried out even if Tuco is in the Cell.¹¹⁹

The Swap Action swaps Bot Tuco's and the Bot Marshal's Locations. The Player Marshal instead randomly reveals one Goal card in his Current Goals zone (if there are any unrevealed cards).¹²⁰

When a Bandit and the Bot Marshal meet in the same Location, an Encounter takes place (see rule 12.).

16.13.3 Loot Priority

Bot Tuco's Punch follows the standard Loot Priority (see rule 16.3).



16.14 THE IL PROFESSORE BOT

The Il Professore Bot is used to make even teams in a Team Game, but is otherwise usable as an ordinary Bot. Il Professore has no Pawn and never benefits from the "Diversion" (see rule 6.2) or "Coordinated Action Plan" (see rule 7.1.3) effects.

16.14.1 Bot Action Cards

If there are not enough Neutral Bullets in the stock, Il Professore's Fire Actions have no effect.

Scheme: Move Il Professore's Loot marker one space higher on his Diabolical Plan ladder. If the marker is already on the last space of the ladder, nothing happens.

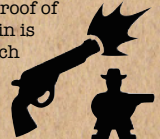
Binoculars: Each Binoculars card is aimed at a specific Bandit. If the Binoculars card is aimed at one of Il Professore's opponents standing on a roof, Il Professore fires and that Bandit is Hit with a Neutral Bullet. If the Bandit is inside a Car, nothing happens.

If the Binoculars card is aimed at a Bandit from Il Professore's own team, that Bandit is instead Nudged and must immediately do one of the following Actions of their choosing: Move, Floor Change, Ride, Punch, Special Punch, Fire or Robbery.

Bonus Nudge: (only used when playing a Team Game with three Player Bandits) The Bandit on Il Professore's team must immediately do one of the following Actions of their choosing: Move, Floor Change, Ride, Punch, Special Punch, Fire or Robbery.

Fire on the Rearmost Courier: The Courier on the roof of the Car closest to the Caboose of the Armoured Train is Hit. Place a Neutral Bullet card under the Wild Bunch token if it is in play (it will count when awarding the Wild Bunch title during Final Scoring). If there is no Courier on the roof of the Armoured Train, the Released Shotgun is Hit instead. If there is no Released Shotgun either, this Action has no effect.

Rapid Fire: Il Professore fires at all enemy Bandits currently standing on a roof. Each of them is Hit with a Neutral Bullet card. If there are no enemy Bandits on any roof, this Action has no effect.



¹¹⁶ This rule was modified for the Unofficial Combined Rulebook to allow interaction between expansions.

¹¹⁷ This rule was invented for the Unofficial Combined Rulebook.

¹¹⁸ This rule was invented for the Unofficial Combined Rulebook to allow interaction between expansions.

¹¹⁹ This rule was invented for the Unofficial Combined Rulebook to allow the Bot to be used together with the Player Marshal.

¹²⁰ This rule was invented for the Unofficial Combined Rulebook to allow the Bot to be used together with the Player Marshal.

17. VERSION HISTORY

Version 2.1

Version 2.1 was published on January 25th 2025.
A problem with the passing of First Player was fixed.
Some Events were clarified.
Al Patron's special ability was adjusted to work with other expansions and in a solo game.
Several minor clarifications and corrections were added.
Useful game aids were added.
Some layout changes were made.

Version 2.0

Version 2.0 was published December 24th 2024.
This version was a major update and added rules for the Bot Bandits, the Armoured Train, the Team Game and the Happy 10th Anniversary expansion.
Rules for solo play were invented.
The text was reorganised.

Version 1.1

Version 1.1 was published March 12th 2022.
The Silk Character was added.

Version 1.0









Version 1.0 was published April 2nd 2017.

18. ORIGINAL GAME CREDITS

Original game by: Christophe Raimbault
Original illustrations by: Jordi Valbuena
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19. GAME AIDS

BOT BANDIT OVERVIEW

BOT BANDIT	SET UP	OBJECTIVE	NUDGE	PREFERRED LOOT	SPECIAL ABILITIES
 Belle	Jewel instead of Purse	Area with most Jewels	Move	Jewels	Beauty Immune to Bot Marshal and Couriers Never in roof Location
 Cheyenne	Replace Bullet cards with Poisoned Arrow cards	Area with most Characters	Fire bow	Standard	-
 Django	No starting Purse Each other Character (except Il Professore) gets two Ejection tokens	Area with most Characters	Punch	Standard	Powerful shots Dynamite Auto win
 Doc	Two Purses Replace Bullet cards with Special Bullet cards Respect card to the Player to Doc's right	Respect card holder's choice	Respect card holder's choice	Respect card holder's choice	Respect card
 Ghost	No starting Purse	Location with the Special Strongbox	Move OR Punch (if he has the Special Strongbox)	Special Strongbox	Stealth Auto win
 Mary	Jewel instead of Purse Uses Neutral Bullet cards	Area with most Jewels	Move	Jewels	Immune to Bot Marshal and Couriers Never in roof Location
 Tucó	No starting Purse Six extra Bullet cards As many Wanted tokens as there are other Bandits	Area with most Characters - ignoring Marshal Area	Fire	Standard	Shoot through roof No Hit from Bot Marshal or Couriers (but special effect) Never in roof Location
 Il Professore	No starting Purse Loot marker Binocular cards	-	Rapid Fire	-	-

LOOT PRIORITY

*	**	1	2	3	4	5	6	7	8	9	10
	?										

*) If the Bot has one or more Poisoned Arrows, Antidote tokens will have the highest priority, otherwise Antidotes are ignored.

**) If the Bot has a preferred Loot, it will be taken before other types.

Items in [brackets] refer to optional rules.

SET UP

- ★ **Choose Options**
- ★ **Choose Characters**
- ★ **Create the Round Card Deck**
 - 4 Round cards and 1 Train Station or Cavalry Charge card
- ★ **Determine Play Order**
- ★ **Player Bandits**
 - Character Sheet
 - [Team Badge]
 - [Wanted Poster]
 - Action cards
 - Bullet cards
 - \$250 Purse
- ★ **[Bot Bandits]**
- ★ **[Player Marshal]**
 - Marshal's Sheet
 - Brawler cards
 - Action cards
 - Bullet cards
 - Goal cards (2 Arrest Warrants 3 Special Goals)
- ★ **The Express Train**
 - Locomotive, 3, 5, 6 or 7 Cars
 - [Prison car and 3 or 4 Prisoner cards]
 - [Stagecoach and number of Bandits minus one Hostage cards]
 - [Time Travel car or Handcar]
 - Loot tokens
 - Neutral Bullet cards
 - [Wild Bush]
- ★ **[The Armoured Train]**
 - Loot tokens
- ★ **Pawns**



MARSHAL'S GOALS

- ★ **Arch Enemy**
(one Bandit shot at least four times)
- ★ **Dodge Bullets!**
(shot no more than twice by a Bandit)
- ★ **Full of Lead**
(each Bandit shot at least once)
- ★ **Golden Bullet Award**
(one Cylinder pile emptied)
- ★ **The Mail Must Go Through!**
(one mailbag in Achievement zone)
- ★ **Only a Flesh Wound!**
(Brawler card remaining)
- ★ **Throw Away the Key!**
(two Prisoner cards in Achievement zone)
- ★ **Arrest Warrants**
(Wanted Poster in Achievement zone)

SEQUENCE OF PLAY

- ★ **Start of Round**
 - Draw Round Card
 - [Move Marshal's Goal]
 - [Horse Attack - only on Round 1]
 - Special Effects [Lady's Poodle/Dynamite]
 - Fill Your Hand
- ★ **Phase 1: Schemin'!**
 - Play Cards
 - Discard
- ★ **Phase 2: Stealin'!**
 - [Reveal Hidden Pawn]
 - Turn Common Deck Over
 - Perform Actions
- ★ **Ending the Round**
 - Resolve Events
 - [Infirmary]
 - [Antidotes]
 - End of Game
 - [Relative Movement]
 - [Hide Pawn in Time Travel car or Handcar]
 - [Shuffle Bot Action cards]
 - New Round

BANDIT SCORE

- ★ Gunslinger prize
- ★ Loot
- ★ [Wanted Poster: \$500]
- ★ [Wanted tokens: \$500]
- ★ [Prisoner: \$200]
- ★ [Hostage's ransom]
- ★ [Brawler prizes]
- ★ [Ejection tokens: \$500]
- ★ [Tuco Bot Bonus]
- ★ Train Station card effect
- ★ [Alone in the Time Travel car or Handcar: \$500]

BOT NUDGES

- ★ **Belle Bot:** Move
- ★ **Cheyenne Bot:** Fire bow
- ★ **Django Bot:** Punch
- ★ **Doc Bot:** Holder of Doc's Respect chooses
- ★ **Ghost Bot:** Move OR Punch (if he has the Special Strongbox)
- ★ **Mary Bot:** Move
- ★ **Tuco Bot:** Fire
- ★ **Il Professore Bot:** Fire as if he played a Rapid Fire