

Setup

	Colt Express	Horses & Stagecoach	Marshal & Prisoners
P L A Y E R S	1. Take a Character card and a pawn. (See characters next page).	Take a Horse pawn.	The Marshal uses the new starred pawn rather than the yellow one.
	2. Shuffle the 10 base Action cards and place on Character card. (<i>2x Move, 2x Floor Change, 2x Rob, 2x Shoot, 1x Punch, 1x Marshal</i>)	Add the Ride Action card (1x) before shuffling.	Remove the Marshal Action card. Add the Brilliant Idea card (1x) before shuffling. Marshal: Take Action cards.
	3. Place 6 Bullet cards in order (1 at bottom, 6 at top).		Marshal: Take 3 Brawler cards. Take 2x6 Bullet cards.
	4. Take a \$250 Purse and place on Character card.		Take the Wanted Poster and display face up (\$500 side). Marshal: Shuffle and draw 2 Arrest Warrant cards from active characters. (<i>2-3 players: Remove 'Full of Lead' and 'Arch Enemy' Special Target cards</i>). Shuffle and draw 3 Special Target cards, then shuffle together with the 2 Arrest Warrants. Place face-down on Upcoming Goals zone.
T R A I N	5. Place the Locomotive on the table, and as many cars as there are players.	Add the Stagecoach beside the Locomotive. On the roof, place a Strongbox and the Shotgun pawn. Draw Hostage cards (players minus one), and place beside the Locomotive.	2-4 Bandits: Use Locomotive, 4 train cars, and the prison car. 5-7 Bandits: Use Locomotive, 5 train cars, and the prison car.
	6. In each car, place the number and type of Loot tokens marked on the floor. In the Locomotive, place the Marshal pawn and a Strongbox.	Place a Whiskey token in each car except the Locomotive.	Instead of the Strongbox, place 2 Mailbags in the Locomotive.
	7. Place 13 Neutral Bullet cards near the Locomotive.	Add 3 extra Neutral Bullet cards to the pile.	Draw 3 Prisoner cards and place face-up beside the prison car.
R O U N D S	8. Draw 1 Station card (marked "STOP") and place face down.	Add and shuffle H&S Station cards before drawing.	Add and shuffle M&P Station cards before drawing.
	9. Draw 4 Round cards (marked "2-4" or "5-6" dep. on player count) and place face down on the Station card.	Add and shuffle H&S Round cards before drawing.	Add and shuffle M&P Round cards before drawing.
S T A R T	10. Randomly choose a first player; turns move clockwise around the table. Odd-numbered players place their pawns in the last car. Even-numbered players place their pawns in the second last car.	<i>Instead: Horse Attack</i> - For each car, starting at the rear, players simultaneously reveal either their Bandit or Horse. ★ If Bandit, it goes into the car, and Horse beside it. ★ If Horse, remaining players repeat for the next car.	Even-numbered players place their pawns in the car next to the prison car. Odd-numbered players place their pawns in the next car forward.
	11. The Marshal pawn is placed in the Locomotive.	Bandits cannot start in the Locomotive.	The Marshall is player 1 in the first Round. He starts in the Locomotive.

Characters

Special abilities



Ghost - In the the first turn of each round, Ghost may play his card face-down.



Cheyenne - Cheyenne takes a Purse (not Jewel or Strongbox) dropped when punching a Bandit.



Doc - Doc draws 7 cards each round, instead of 6.



Belle - If there is another possible target for a Shoot or Punch action, Belle may not be targeted.



Tucó - Tucó may shoot through the roof of a car (up or down).



Django - Django's Shoot action knocks the target back to the next car (without knocking off the train).



Mei (M&P) - When using the Change Floor action, Mei may jump diagonally to an adjacent car.

Marshal (when used as a Player-Character - M&P)

Goals

In order to win, the marshall must complete at least 4 of his 5 Goals (consisting of 2 Arrest Warrants and 3 Special Targets).



Only a Flesh Wound!
The Marshal has at least 1 Brawler card remaining.



Dodge Bullets!
The Marshal has no more than 2 Bullet cards from a single bandit in his deck.



Golden Bullet Award
There are no cards in at least 1 of the Marshal's cylinder piles.



The Mail Must Go Through!
The Marshal has at least 1 Mailbag in his Achievement zone.



Throw Away The Key!
The Marshal has at least 2 Prisoner cards in his Achievement zone.

Arrest Warrants
Wanted Poster matching an Arrest Warrant is in the Marshal's Achievement zone.



Full of Lead (4+ players only)
Each Bandit's deck contains at least 1 Marshal's Bullet card.



Arch Enemy (4+ players only)
At least 1 Bandit's deck contains at least 4 Marshal's Bullet cards.

Marshal Bullets

Each of the Marshal's Bullet cards has a Penalty for the recipient: Extended (remainder of the round) or Instant.

Extended Penalties (until the end of the Round)



Disarmed
The Bandit's Shoot cards have no effect.



Wounded Knee
The Bandit's Change Floor cards have no effect.



Shoulder Injury
The Bandit's Punch cards have no effect.

Instant Penalties



Got 'Im!
If the Bandit has a Prisoner card, the Marshal places it in his Achievement zone.



Drop That Bag!
If the Bandit has a Mailbag, the Marshal places it in his Achievement zone.

Golden Bullet Award
No penalty - reminder that emptying a gun may have been one of the Marshal's Goals.

Sequence of Play

Repeat the following for each Round/Station card.

Start of Round

1. Each player shuffles their deck and draws a hand of 6 cards (7 for Doc).
2. (Marshal & Prisoners) Marshal moves the top card from the Upcoming Goals zone to the Current Goals zone. The Marshall may look at the Current Goals at any time.
3. First player turns over the next Round card.

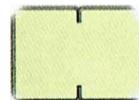
Each turn on a Round card has a type:



Normal - Players play their action cards face up.



Tunnel - Players play their action cards face down.



Speed-up - Players play two action cards in sequence (face up).



Reverse - Turn order goes anticlockwise, starting with the first player.



Turmoil (H&S) - Players choose their actions and reveal simultaneously.



Jarring (M&P) - Players cannot play Shoot or Punch cards this round.

Turns

Players take their turns in two phases:

Colt Express	Horses & Stagecoach	Marshal & Prisoners
<p>Phase 1: Schemin' For each turn space on the current Round card, each player may:</p> <ul style="list-style-type: none"> ★ Play 1 action card to central pile, or ★ Draw 3 cards from their deck. 	<p>Additional option (for Normal turns only):</p> <ul style="list-style-type: none"> ★ Drink half a Whiskey Flask and use its effect. 	<p>Additional option:</p> <ul style="list-style-type: none"> ★ Search your deck for the Brilliant Idea card and add it to your hand, then shuffle your deck.
<p>Phase 2: Stealin' First player turns over the central pile, and actions played are performed one by one.</p>		
<p>Resolve the Round/Station Event (next page)</p>		

Cleanup

1. (H&S) Move the Stagecoach one car backward. If on the train, keep the Shotgun adjacent to the Stagecoach.
2. Give back action cards to players.
3. The next player (clockwise) becomes the new First player.

End Game

1. (M&P) Any Mailbags still on the train are placed in the Marshal's achievement zone.
2. (M&P) Any Prisoners still in the Prison car are placed in the Marshal's achievement zone.

Scoring

If the Marshal has completed at least 4 of his 5 Goals, he wins. Otherwise the richest Bandit wins.

- ★ **Loot tokens:** Money for Purses, Jewels, Strongboxes and Mailbags.
- ★ **Gunslinger prize:** \$1000 for each Bandit to shoot the most Bullets.
- ★ **Station card effects:** Some Station cards modify the money received by Bandits.
- ★ **Hostage's ransom (H&S):** Hostages have a ransom amount (some are conditional).
- ★ **Wanted Poster (M&P):** \$500 if you were not captured by the Marshal.
- ★ **Prisoner (M&P):** \$200 if you still have a Prisoner card.
- ★ **Brawler prizes (M&P):** \$800, \$500 or \$300 for punching the Marshal.

Events

Rounds



Angry Marshal - Bandits on the roof of the Marshal's car take a Neutral Bullet; Marshal moves 1 car backward.



Swivel Arm - Bandits on the roof move to the caboose roof.



Braking - Bandits on the roof move 1 car forward.



Take It All! - Place a new strongbox token on the Marshal's space.



Passengers' Rebellion - Bandits inside take a Neutral Bullet.



Panting Horses (H&S) - 2-4 players: remove 1 rearmost horse
5-7 players: remove 2



A shot of Whiskey for the Marshal (H&S) - Remove whiskey (if any):
Normal: Marshal moves 1 car backward.
Old: Marshal moves all the way to the caboose.



Higher Speed (H&S) - Bandits on roof move 1 car backward; Horses, Stagecoach, Shotgun move 1 car backward.



Shotgun's Rage (H&S) - Bandits in or on Stagecoach, or in or on adjacent car, take Neutral Bullet.



Safekeeping (M&P) - Move Loot tokens inside Marshal's car to roof.



Rumors (M&P) - Marshal randomly reveals 1 Goal in Current Goals zone.



Reflex Action (M&P) - Players keep unused cards at end of phase 1. At end of phase 2, players play and resolve 1 card (normal turn order).

Stations



Marshal's Revenge - Bandits on the roof of Marshal's car drop least valuable Purse.



Pickpocketing - Each 'lone' Bandit takes a Purse token in his space.



Hostage Conductor - Each Bandit in or on the Locomotive takes an extra \$250 Purse.



Sharing the Loot (H&S) - Held Strongboxes are shared amongst all Bandits finishing at same location as owner.



Escape (H&S) - Any Bandits finishing on the train are 'caught' (cannot win). **To escape:** Play a Ride card to leave the train this round, or finish on the Stagecoach.



Mortal Bullet (H&S) - Players lose \$150 for each Bullet received this round.



Guilty Conscience (M&P) - If the Marshal wins, the poorest single Bandit also wins.



Deadly Fall (M&P) - Punches may knock a character off the train roof - they cannot win. (Django may choose to do this with his Shoot special ability, only from Loco or Caboose).



Crime Doesn't Pay (M&P) - A Bandit finishing in the cell cannot win.

Actions

Colt Express	Horses & Stagecoach	Marshal & Prisoners
<p>MOVE <i>Inside the train:</i> Move forward or backward 1 car. <i>On the train roof:</i> Move forward or backward 1-3 cars.</p>	<p><i>On the train/Stagecoach roof:</i> Move between the train and Stagecoach roofs as part of a Move action (1 step).</p>	<p><i>Marshal:</i> Has "Move +" cards. If played on a Normal turn, he can immediately play another card.</p>
<p>FLOOR CHANGE Move from inside to the roof of the train, or vice versa.</p>	<p>Move from inside to the roof of the Stagecoach, or vice versa.</p>	<p><i>Marshal:</i> Has "Floor Change +" cards. If played on a Normal turn, he can immediately play another card.</p>
<p>ROB Take a Loot token in the same location (if available).</p>	<p>Whiskey Flasks may be also taken as Loot. (See below for Whiskey effects)</p>	<p>(May be able to take 2 Loot tokens - see <i>Prisoners</i>)</p>
<p>SHOOT ★ <i>Inside the train:</i> Shoot a Bandit in an adjacent car. ★ <i>On the train roof:</i> Shoot one of the closest Bandits in either a forward or backward direction. If target is hit, give them a Bullet card.</p>	<p>★ <i>Inside the train/Stagecoach:</i> A Bandit in the Stagecoach may Shoot a Bandit in the adjacent train car, or vice versa. ★ <i>On the train/Stagecoach roof:</i> A Bandit on the Stagecoach roof may shoot any Bandit on the train roof, or vice versa. <i>Shotgun:</i> Blocks line of sight.</p>	<p>Bandits may shoot the Marshal. <i>Marshal:</i> Can shoot 2 Bandits with the same action (one Bullet from each gun).</p>
<p>PUNCH Choose a Bandit target in the same location. Pick one of their Loot tokens to be dropped on the floor. Move the target Bandit forward or backward one car (same level).</p>	<p>The Bandit Punch knockback may be between the Stagecoach and the adjacent train car (same level). <i>Shotgun:</i> Must be Punched to release the Strongbox. He is knocked to the roof of the adjacent train car.</p>	<p>Bandits may Punch the Marshal. If you Punch the Marshal, take the top Brawler card and keep it. Move the Marshal to an adjacent car (not Stagecoach).</p>
<p>MARSHAL Move the Marshal pawn forward or backwards one car (inside only). As soon as the Marshal is in the same location as a Bandit, the Bandit takes a Neutral Bullet card and escapes to the roof.</p>		<p><i>Difference:</i> Bandits do not take a Neutral Bullet card and escape to the roof when they encounter the Marshal.</p>
	<p>RIDE If there is a Horse adjacent to the player's pawn, the Bandit or Marshal rides the Horse 0-3 cars forward or backward, and gets off inside the train or Stagecoach.</p>	
	<p>Whiskey Flasks</p> <p> Normal Whiskey Flask: Draw 3 cards, then play 1 Action card.</p> <p> Old Whiskey Flask: Play 2 Action cards in a row.</p>	<p>BRILLIANT IDEA <i>Not on or in the prison car:</i> Copy last Bandit action played that that is not a Brilliant Idea. <i>In the cell of the prison car:</i> Escape - move to corridor or roof. <i>On roof or in corridor of prison car:</i> ★ <i>Free a Prisoner:</i> Take a Prisoner card (if you don't have one). ★ <i>Free a Bandit:</i> Move an imprisoned Bandit to your location. He must give you 1 Loot token of his choice if he has one.</p>
		<p>CAPTURE (Marshal only) Choose 1 Bandit in the same space, and place them in the prison cell. Take the Wanted Poster of that Bandit.</p>

Extras / Clarifications

Horses & Stagecoach

Hostages:

When a Bandit enters the Stagecoach (for any reason), they **must** take a Hostage card if they do not already have one.

Hostage effects:

Name	Ransom	Negative Effect
The Lady's Poodle	\$1000	Take a Neutral Bullet card at the beginning of each Round.
The Banker	\$1000 if you have a Strongbox	-
The Minister	\$900	Draw 1 fewer card than usual at the beginning of each Round.
The Teacher	\$800	Punch actions cannot be used by the Bandit.
The Zealot	\$700	Ride actions cannot be used by the Bandit.
The Old Lady	\$500 per Jewel token	Movement on the roof is limited to 1 car.
The Poker Player	\$250 per Purse token	Bandit loses their special ability for the rest of the game.
The Photographer	\$200 per Bandit Bullet card	Bandit cannot play their action cards face down (even Ghost).

Shotgun:

★ The Shotgun does nothing until somebody tries to steal his Strongbox. To do this, a Bandit must first Punch the Shotgun, and he is knocked to the roof of the adjacent train car.

After Shotgun is on train:

- ★ If a Bandit ends his turn in the same location as the Shotgun, he gets a Neutral Bullet card and runs to an adjacent car's roof.
- ★ If a Bandit passes the Shotgun, he gets a Neutral Bullet card.
- ★ You cannot shoot the Shotgun.
- ★ The Shotgun blocks line of sight when shooting on the train roof.

Marshal & Prisoners

Prisoners:

Each Prisoner is a 'trusty sidekick' of one of the Bandits. The ability you gain depends on whether your Prisoner is **your** trustworthy sidekick, or that of **another Bandit**.

- ★ *If your trustworthy sidekick:* You may take 2 Loot tokens when using the Rob action (if available).
- ★ *If another bandit's:* You gain the special ability of that Bandit.