Colt Express



40'

2-6

10+

http://www.coltexpress.ludonaute.fr

Christophe Raimbault

Jordi Valbuena

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 gang.

Contents

6 Train Cars

1 Locomotive



Note - Before your first game, carefully assemble the Train Cars and the Locomotive using the enclosed instructions.

10 Terrain elements

Loot tokens of various value

- 18 Purses worth between $250 and $500
- 6 Jewels worth $500 each
- 2 Strongboxes carrying $1000 each



17 Round Cards:

- 7 cards for 2-4 players;
- 7 cards for 5-6 players;
- 3 Train Station cards



1 Marshal pawn



13 Neutral Bullet cards



Player Pieces for each player (x6) :

1 Character card

10 Action cards





6 Bullet cards



1 Bandit pawn



The game rules for 3 to 6 players are described below. In a 2-player game, read the detailed adjustments on page 6.

Set-Up

✸ Each player chooses a Character, takes the corresponding Character card and places it in front of him. He places the 6 Bullet cards of his colour to the left of his Character card, in the order of the number of Bullets.
Then he shuffles the 10 Action cards of his colour and places them face-down at his right: these cards are his personal deck.
Each player also takes a $250 Purse from the stock and places it face-down on his Character card, keeping its value hidden.



At the beginning of the game, your gun's cylinder is full. You will be trying to fire at your opponents in order to slow them down. Each player has an identical set of 10 Action cards.
During the game, you will stack your Loot on your Character card. The value of your Purses must remain hidden from your opponents, but you can look at your own Purses whenever you want.

✸ In the center of the table, place the Locomotive and as many Cars as there are players in a row. Take the Cars of your choice and placed in the order of your choice. Add the Locomotive to the front of the Train.

✸ Place in each Car the number and type of Loot tokens indicated on its floor. The Purses are taken at random and placed face-down with their value hidden.

✸ Place the Marshal pawn and a Strongbox inside the Locomotive. The remaining Loot tokens are put back into the box, except the second Strongbox, which is placed off the Train, near the Locomotive. It may come into play later.

✸ Randomly draw 4 Round cards from those 7 which correspond to the number of players (either the Round cards marked 2-4 or those marked 5-6) and shuffle them. Randomly select one of the three Train Station cards. Make a face-down deck with these 5 cards, making sure that the Train Station card is on the bottom. Put the remaining Round cards back in the box.

✸ Place the 13 Neutral Bullet cards next to the Locomotive.

First Player

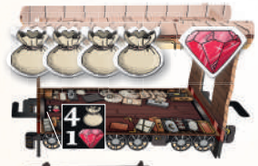
Take the Bandit pawns corresponding to the played Characters and draw one of them randomly. The player corresponding to the drawn Character is the First Player for the First Round. This player takes the deck of the 5 Round cards and puts it in front of him.

Placing the Bandits

The First Player is Player 1, the player on his left is Player 2, and so on.
The players with an odd number place their Bandit in the Caboose.
The players with an even number place their Bandit in the Car next to the Caboose.

Example of a 4-player game :





The passengers in each Car have different Loot, ready for you to steal!

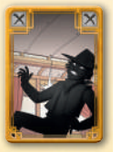


Throughout the game, the Marshal will stand in the way of the Bandits. It is up to you to be smart and draw him away from his Strongbox at just the right moment.

Number of Players



In this way, you get a sequence of 5 episodes that tell the story of the train robbery. You will discover them as the game progresses.



These are the injuries that either the Marshal or a special Event might give to the Bandits. These Bullet cards (the Neutral ones or those given to you by your opponents) are useless when you draw them. They just decrease your possible Actions, just like a wound would do.

First Player



Second Player





Fourth Player



Third Player



Object of the Game

To win, you must become the richest Bandit in the Old West. To reach this goal, you will try to get more Loot than your opponents...without being hit by too many bullets! The best shooter will receive the title of Gunslinger, worth $1000.



Sequence of Play

There are five Rounds in a game. Each Round has two phases:

- Phase 1 : Schemin'! The players play their Action cards into a common deck in the center of the table.
- Phase 2 : Stealin'! The Action cards played during Phase 1 are performed.

End of the Game

The game ends after five Rounds.
Each player then adds up the value of the Loot tokens they have on their own Character card.
The Gunslinger prize is awarded to the player(s) who shot the most bullets (i.e., who has the fewest Bullet cards of their colour left). The player(s) turns his Character card over to get the prize. It is worth $1000.
If more than one player wins the title, each tied player gets $1000.

The richest player wins the game. In case of a tie, the winner is the tied player who has received the fewest Bullet cards from other players and Events during the game.

Starting a Round

At the beginning of a Round, each player shuffles their deck and draws six cards. These cards form that player's Hand.

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

This Round card shows the number of turns (the number of Card icons) there will be during this phase. It also shows how the turns will go (see The Rounds Cards on page 5).

The Round card indicated shows that there will be 4 turns.



The Round card indicated shows that there will be 5 turns.



Phase 1: Schemin'!

Starting with the First Player, each player plays their turn, followed by the next player in clockwise order.

On his turn, a player has to:

- **either play an Action card face-up (unless otherwise specified) from his Hand to the common deck;**
- **or take 3 additional cards from his deck and add them to his Hand.**

The Schemin'! phase ends when the number of turns indicated on the Round card has been completed.
Any unplayed cards remaining in a player's Hand are placed back on the top of his personal deck.

Example:
Doc 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 Doc's card. Tuco, on Belle's left, decides to draw cards instead of playing a card. He takes 3 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.



Phase 2: Stealin'!

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

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

Once performed, the Action card is given back to the player to whom it belongs. That player puts it back on his personal deck.

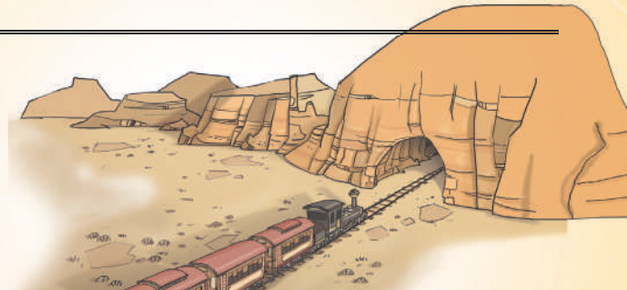
See page 4 for a detailed Actions description.

Any Action programmed during the Schemin'! phase is now obligatory. During the Stealin'! phase, each player must use his action, if it is still possible.

Ending the Round

Each player shuffles all his cards (10 Action cards and any Bullet cards he has been hit with in previous Rounds). Then he places his deck to the right of his Character card.

The player on the First Player's left becomes the new First Player. He puts the remaining Round cards in front of him. A new Round now begins.



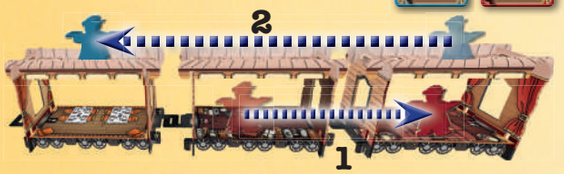
The Action Cards

The Bandits can be inside the Train (1) or on the roof of a Car (2). The Locomotive is also considered to be a Car. You can be in it or on it.
Thus there are always two possible locations for a Bandit: in or on a Car. At the start of the game, however, no Bandit can be on a roof.

Move

Move your Bandit:
1 from one Car to the next adjacent Car, forwards or backwards, if he is inside the Train; or
2 A distance ranging from one to three Cars (your choice), forwards or backwards, if he is on the roof.
The Locomotive is considered to be a Car. You can be in it or on it.
If you have plotted this Action, your Bandit cannot stay where he is: you must move him.





Running on the roof saves you time. Doors and passengers are not in your way.

Floor Change

Switch the position of your Bandit from
1 The interior to the roof of the Car on which he's standing ;
2 or move his from the roof of the Car he's in to its interior.





Running on the roof saves you time and enables you to evade the Marshal.

Marshal

Move the Marshal inside the train a distance of one Car in the direction of your choice. (See "The Marshal", to find out what happens if the Marshal meets a Bandit).





The Marshal is protecting the passengers: he never goes up on the roof.

Fire

Choose one of your opponents to be your target and give him one of your Bullet cards. The targeted player places the Bullet card he has received on his deck.
You cannot target a Bandit who is on the same spot as you.

1 When you are inside the train, you can shoot a Bandit who is in the interior of an adjacent Car, either to the rear of your Car or ahead of it. Bandits who are more than one Car away cannot be shot.





2 When you are on the roof, however, you can shoot a Bandit who is in your Line of Sight and on the roof of any Car other than your own, regardless of the distance. A Bandit is in Line of Sight if there is no other Bandit between you and him. Two Bandits on the roof of the same Car are considered as being side by side, and not located one behind the other: you choose which one gets hit.



Ghost (White) can shoot Tuco (Red) or Cheyenne (Green), but not Doc (Blue). On the other hand, Tuco (Red) can shoot Ghost (White) or Doc (Blue), but not Cheyenne (Green), who is on the same spot as Tuco.

If there is no target to be shot, keep your Bullet card: the Fire action will have no effect.
If you run out of Bullet cards during the game, your Fire actions will have no further effect.

When you shoot a Bandit, you give him one of your Bullet cards. This allows you to compete for the title of Gunslinger. More importantly, your Action will handicap your opponent for the rest of the game, since the Bullet cards are useless to the injured player. They are "dead cards" that will clog up his Hand.

Robbery

Take the Loot token of your choice from the Car where you are currently located and place it face-down on your Character card.
If your Bandit is on the roof of a Car, he cannot rob inside it, and vice versa.
If there is no Loot where your Bandit is, then the Robbery action has no effect.

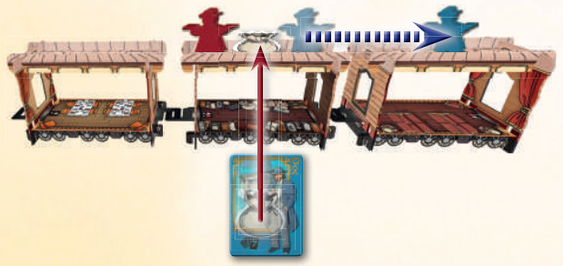




Punch

Choose a target among the Bandits who are on the same Car and same floor as you are.
The targeted Bandit loses a Loot token if he has one: choose a Loot token from his Character card and place it on the floor where your Bandit pawn is located. If you choose a Purse token, you are not allowed to look at its value.
Then, move the targeted Bandit to the same floor of an adjacent Car (either forwards or backwards, your choice in most of the Cars; backwards if you are in the Engine and forwards if you are in the Caboose).





Punching is a good way to make your opponent lose his bigger Loot. Moreover, he is so confused that his Stealin' plan may be disrupted.

The Marshal

Caution! When a Bandit enters a Car where the Marshal is, or when the Marshal enters a Car where Bandits are, they must escape up to the roof of the Car (even if they have just come down from there). A Bandit can never stay inside the Car where the Marshal is located. Additionally, each one of those Bandits immediately receives a Neutral Bullet card which must be placed on each player's personal deck.



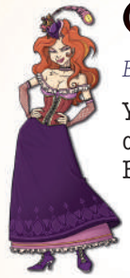
The Bandits



Ghost

Ghost is one stealthy bandit.

During your first turn of each Round, you can play your Action card face-down on the common deck. If you choose to draw three cards instead of playing an Action card during the first turn, you cannot use Ghost's special ability later in this Round.



Belle

Belle's beauty is her best weapon.

You cannot be the target of a Fire action or a Punch action if there is another Bandit who can be targeted, too.



Cheyenne

Cheyenne is an outstanding pickpocket.

When punching a Bandit, you can take the Purse he has just lost. If he has lost a Jewel or a Strongbox (your choice), the Loot just falls on the floor (as usual).



Tuco

Tuco's shots are not stopped by the roof.

You can shoot a Bandit who is on the same Car as you are, on the other level, through the roof of your Car.



Django

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

When shooting a Bandit, make him move one Car in the direction of fire, bearing in mind that Bandits can never leave the train.



Doc

Doc is the smartest Bandit of the party.

At the beginning of each Round, draw seven cards instead of six.

The Round Cards



The Action cards must be played face-up during the current turn.

Tunnel - The Action cards must be played face-down during the current turn.

Speeding-Up - During the current turn, each player plays twice (taking 6 cards or playing two cards in a row or taking 3 cards and playing a card).

Switching - The current turn is played counter-clockwise, starting with the First Player.

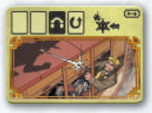


The Events

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

Angry Marshal

The Marshal shoots the Bandits who are on the roof of his Car. Those Bandits get a Neutral Bullet card each.
Then the Marshal is moved one Car towards the Caboose. If the Marshal is already in the Caboose, he does not move at all.



Swivel Arm

All the Bandits that are on roofs move to the roof of the Caboose.



Braking

All Bandits on roofs move one Car forward (towards the Locomotive).



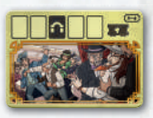
Take It All!

Place the second Strongbox inside the Car where the Marshal is currently.



Passengers' Rebellion

The Bandits who are inside the Cars get a Neutral Bullet each.



+ Pickpocketing

Each Bandit who is alone in his spot can take one Purse token from that spot, if there are any Purses there.



– Marshal's Revenge

Each Bandit who is on the roof above the Marshal loses the least valuable Purse token he has on his Character card. If a Bandit has no Purse, he loses nothing (even if he has Jewels or Strongboxes).



$250 Hostage-Taking of the Conductor

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





Important note

You can never leave the train. If a Django's Fire or an Event make you move beyond the Caboose or the Locomotive, you do not move.

If the Neutral Bullet cards' deck is depleted or if there are not enough to go around, the Bandits do not get Bullets when they meet the Marshal or when an Event at the end of a Round card causes Neutral Bullets to be fired. The Neutral Bullet deck is removed from the game then.

Expert Variant

If you wish to have more control in the game, each player can have a discard deck on the right of your personal deck. The following changes would also be required:



Bullet cards | Character card | Draw deck | Discard deck

- At the beginning of the Schemin'! Phase, discard any Bullet cards you have drawn. In this way, your Hand is lightened.
- At the end of the Schemin'! Phase, you are allowed to keep in your Hand the cards you are interested in holding for next Round. Discard all Bullet cards. Discard all Action cards that you are not interested in.
- During the Stealin'! phase, place the performed Action cards you get back from the First Player face-up on your discard deck. The Bullet cards you received that turn from your opponents, however, go on top of your draw deck, face-down.
- At the beginning of each Round, draw cards from your draw deck and fill your Hand up to six cards.
- Each time your draw deck is depleted and you have to draw cards, shuffle the discard deck to make a new draw deck. You can look through your discards at any time.

Translation: Andrew McGregor

Special Rules for Two Players

Set-Up

Make the train by using the Locomotive and the four Cars of your choice.
Each player chooses a team of two Characters. He takes the corresponding cards and pawns. For your first game, we advise you to use the following teams: Tuco and Cheyenne vs. Django and Doc.
Place one Bandit pawn from each team inside the two Cars at the rear of the train.
Place the two Character cards of your team in front of you and place the six Bullet cards at the left of each of them and a $250 Purse on each of them.
From among the Action cards of each Character, get rid of all the cards in duplicate as well as one Marshal card from the Character of your choice. You will have 11 cards remaining in your Hand: 2 Fire (1 for each Character), 2 Punch (1 for each Character), 2 Move (1 for each Character), 2 Floor Change (1 for each Character), 2 Robbery (1 for each Character) and 1 Marshal. Shuffle all of them to make your draw deck. Each player then plays with the mixed Action cards of the two Bandits.



Rules Adaptations

The game with two players is played with the Expert Variant described earlier. The goal of the game is to have the richest team at the end of the game. However, no one wins the title of Gunslinger in the 2-player game.

When a Bandit is shot, the Bullet card is placed on the top of the player's draw deck. It may very well happen that a Bandit will inadvertently shoot his own teammate!

Masculine has been used merely to simplify the text.



Ludonaute
11 A rue des pivettes
13800 Istres France
contact@ludonaute.fr
www.ludonaute.fr

© 2014 Ludonaute, All Rights Reserved.
© 2014 COLT Express, All Rights Reserved.

Distributed in North America by Asmodee Editions
LLC, 20 Gateway Dr, Suite 400,
Plattsburgh, NY 12901 USA.
www.asmodee.com – support@asmodee.com