Colt Express reminder leaflets

Don't print this - the leaflet starts on next page,

with a set-up reminder.

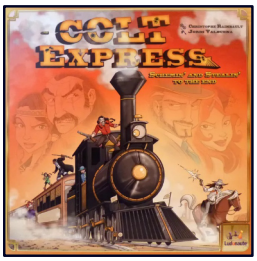
Basic game ~ no expansions

Each player can have a leaflet ...

- a rules resumé
- a guide to the bandits and their actions
- a guide to special actions or effects on round cards

Printing

Please contact me if there are errors ▶



Colt Express

Become richest robber aboard the Union Pacific Express – which has as many carriages as there are players.

Shoot, punch, and steal your way to success.

Bounty accumulates en route, and ill-gotten gains are counted at the end.

Bandits' actions.

Action cards

Every bandit has the same array of ten action cards of their colour.

These are actions that they will undertake during the journey.

There are some unwelcome, non-action cards

If a bandit is shot by another bandit or by the Marshal, they are wounded.
A bullet card is added to their deck of action cards for inclusion in following rounds.

They will then have more than the original ten cards, but only ten will be action cards.
Bullet cards are a kind of dead weight ~ they're impediments.

There are five rounds of play - and two stages in each

Each round, the bandits shuffle their decks and deal themselves six action cards.

They keep these in hand, unseen by others.

In each round there are two stages. The first is scheming, when bandits lay their plans for future actions - putting down actions that they're scheming to do later.

This is followed by stealing, during which the bandits take the actions they've planned … all hoping that they will be able to take the actions just as they'd intended.

First-player role goes clockwise at the end of each full round.

Every bandit has a special power

Ghost - a stealthy one

In every round, Ghost can play his first action card face down, keeping everybody in the dark about his early intentions.

Doc - smarty-pants

At the beginning of every round, Doc grabs seven cards.
Everyone else gets six!

Tuco - gun crazy!

Tuco can shoot in the usual way, but also he can shoot at others through the roof of the car he's in - or on.

So, he can shoot backwards, forwards, up or down.
He cannot shoot diagonally.

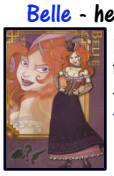
Being on a different level doesn't mean you're safe from him.

Cheyenne - nibble fingered

If she punches another bandit, she loses no time in picking up any purse that they just dropped *(without looking at its value)*.

But she can't get away with gems or strongboxes.

Belle - her beauty blinds



If there's another bandit who could be hit or shot when there are punches to be thrown or bullets to be shot, it's them that cops it - never Belle!

Tuco cannot shoot Belle if someone is above him or below.
They must take the bullet.

Django - packs a pistol with power

So strong is the force of Django's bullets that anyone he shoots gets thrown into the carriage/locomotive next to themselves ~ away from Django.

Not if they're at the very back or front already, of course.

They may get thrown into the same place as the Marshal.

Taking turns & schemin'

The schemin' rounds are managed by round-cards.

The first stage is always schemin' … laying plans for future actions.

Above the picture, this card shows that there are four schemin' turns before stealin' starts.

There's an ordinary turn, and then a tunnel ~ repeated.

First player starts. They choose a card and place it face up. Others follow, clockwise, adding to the pile of future actions.

In tunnels, first player lays a card face down - and others follow, adding their cards face down.

After all four turns have been taken, we move to stealin'.

The four types of schemin' turns.

Ordinary lay-down

Bandits lay their cards face-up ~ going clockwise.

Speeding up - double lay-down

Each bandit puts down two cards whilst schemin'. This means that when it comes to stealin', bandits will take two actions in succession.

Into a tunnel

Bandits put down their card face down, so nobody knows what the others are schemin' to do.

Reversing

Each bandit puts down a single card, going anticlockwise.

The first-player role goes clockwise at the end of each full round.

Choosing to not scheme

Rather than playing a card.

Bandits have a choice during schemin'.

They may take the top three cards from their action-card deck and add them to their hand, and not play an action card.

At the end of a round

At top right of the round-card, a picture of an event may be shown.
That event takes place after all actions have been taken.

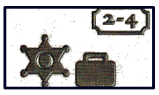
Angry Marshal

All bandits on the roof above him are shot - and get a bullet. **But there's more !!!**

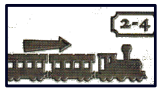
Then he moves to the next carriage towards the rear and shoots anyone in it ~ injured, they flee to the roof.

If he's already at the rear, he doesn't move.

Take it all!



The second strongbox is put wherever the Marshal now is.



Slam on the brakes

All on the roof are shifted one car forwards ~ never off the locomotive.

Swivel arm

All bandits on the roof are swung to the rearmost carriage roof.

Passengers' rebellion

All bandits within a carriage or the locomotive take a bullet card from the Marshal's pile and place it into their action card deck.

Those on the roof are spared the pain.

Station cards …

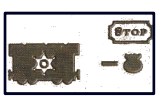
Hold the conductor hostage

Bandits in or on the locomotive take a $250 swag-bag from the bank.

Pickpocketing

If they're alone on a roof or in a carriage where there's a purse, bandits can pick one up - without looking at its value first.

Marshal's revenge



Bandits on the roof above him lose their most valuable purse.

Stealin' - taking actions

Once the lay-down turns have been taken, planning's over, and stealin' starts.

Revelation

The action card pile is flipped over, and cards are revealed one by one by the first-player.

The bandit who's card it is must take the action that's showing. They take their card back.

Actions that cannot be undertaken are passed by.

Shoot and punch

Bandits who planned to punch or shoot choose the victim and take the action.
If there's nobody within reach of their fist or pistol, that's just too bad.

If they shoot someone, the victim gets a bullet card from the shooter, which is added to the bottom of their deck of action cards.

The shooter's pistol then shows one bullet less.

At the end of the game, the bandit who's shot most bullets gets the gunslinger award of $1000. If there's a tie, each gets $1000.

Robbery

If a robbery card turns up, the bandit can take one piece of whatever loot's available in the same carriage/locomotive, or on the same roof space as themselves.

If there's nothing, they get nothing.

They may not look at the value of bags before taking them: worth between $250 and $500.

Gems are worth $500, and strongboxes $1000.

Marshal

If the Marshal is moved, he goes at floor level from one place to the next.
He may move back and forth .... between locomotive and carriages.

He shoots all bandits who are there when he enters, and they are forced to run to the roof.

Each gets one of the Marshal's bullet cards - placed at the base of their action card pile.

Action cards

- Actions cards are put down by bandits during the schemin' stage,
  in the hope that they'll be able to undertake them advantageously in the stealin' stage.
- All schemed actions will have to be taken when the time comes - even if it leads to disaster.

Punch a bandit - in the same car or roof area as you

The punched-one drops an item of loot as dictated by the puncher ~ to the floor or the roof.

They may be made to drop gems or purses or strongboxes.
(the punch-thrower cannot look at purses' values).

The punched-one is knocked to an adjoining car on the same level ~ the punch thrower chooses which.

If there's nobody in the same area as you, you can't punch anybody.

Move between cars ... including the locomotive

If you're in a carriage, move to an adjoining carriage.

Move up to three spaces if you're on the roof.

Moving into the same carriage as the Marshal leads him to shoot you, giving you a bullet card.
You must then run to the roof.

Shoot a bandit - on the same level as you

When you're inside, you can shoot bandits in a next carriage/locomotive.

You can shoot any distance when you're on the roof ... but not at a bandit who's beyond another one, or one who's on the same roof space as you.

If two or more bandits are together, the shooter chooses who to shoot.

Take loot

Choose one item of loot from the floor or roof that you are standing on.

It can be swag-bag, gem, or strongbox.
You may not check bags' values.

You cannot take loot from the level below or above.

Is there no loot there? Well that's just hard luck!

Move the Marshal - at carriage level only

To an adjoining carriage - or the locomotive.

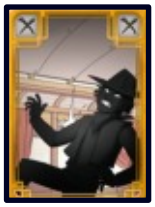
The Marshal shoots every bandit in that space - even if it's you.

All get a Marshall's bullet card *(to the bottom of their action card deck)*, and must run to the roof.

Change floor

From within a carriage to its roof ~ or vice versa.

If you **descend** to where the Marshall is, you get shot, and are forced to go up again.



Bullet cards ...

If you shoot another bandit, your top bullet card goes to the bottom of their undealt action pile.

Take one from the Marshal's pile if he shoots you. He shoots anyone in the same carriage, no matter how he or they got there.

Bullets disable bandits ~ they wound, but don't kill.

The end

At the end of the fifth round, the game's over, and it's time to settle up.

Take whatever actions are called for on the final round-card, then move to scoring.

Scoring

Gunslinger

The bandit who's shot most bullets gets $1000 - if there's a tie, each gets $1000.

Their character cards can be flipped over to show that they've grabbed the $1000.

... and then

It's simply a question of adding up the value of the loot that bandits have acquired.

The one with most $ wins - simple.

There's nothing complicated about banditry.

If there's a tie then, the one who got shot fewest times wins.

And if there's still a tie, it's pistols at dawn.

Leaflets here ► fungames4casualplayers.com/coltexpress-2