

The Marshal- (Auto Bot Variant)

Contents required from the Marshal & Prisoners Expansion:

- 8 Marshal Action cards (3 Fire, 2 Move, 1 Move +, 1 Floor Change, 1 Floor Change +),
- 1 Brilliant Idea card for each Bandit (player),
- 2 Mailbag tokens,
- 1 Marshal figure,
- 1 Prison Car.

This variant allows for the Marshal to be actively controlled by the game...not by a player. The Marshal's Goal cards are not used in this variant. The Marshal defends the Mailbags and pursues those who manage to steal them.

Set-up

- Place the Prison car at the end of the train with the two Mailbag tokens face down inside the Cell. The Marshal figure begins the game in the Corridor of the Prison car rather than the locomotive.
- Place a random Purse rather than a Strongbox in the locomotive and begin placing the bandits from the front of the train rather than the Caboose.
- Players do not use their Marshal action cards but instead receive a Brilliant Idea card.
- The Marshal mat is placed to right of the First Player along with the shuffled Marshal actions and the stack of neutral bullets.

Schemin' Phase

- On the Marshal's turn, draw the top card of his Action deck and play it to the common deck. When a Move+ or Floor Change+ card is revealed, play the next card from the Action deck as well. This may occur during the Stealin' Phase when the + card is revealed (as in the case of a Tunnel).

Stealin' Phase

- Bandits in the same location as the Marshal do not receive a bullet card as in the regular game...they are instead "Punched". They must drop a Mailbag or (if they have none) another loot of their choice. They are then moved back one location the way they came or away from where the Marshal entered. (Up/Down is possible and necessary if no lateral direction is available.)
- Bandits receive neutral bullet cards from the Marshal's Fire actions. Recipients are determined from among available targets as follows: 1) Bandit with a Mailbag, 2) Bandit with the most loot tokens, 3) Bandit who has been at their current location longer.
- In order to obtain a Mailbag from the Prison car, a bandit must play a Brilliant Idea while on the roof or in the corridor of the Prison car. The Bandit does not enter the Cell but takes a token at random.
- When determining which direction to move the Marshal, he moves toward the nearest Mailbag or toward the Prison car in the case of a tie.
- Bullets given to the Marshal are placed on his mat and do not go into his Action deck. If there are 3 or more Bullet cards on the mat when the Marshal is about to perform an Action, do not draw an Action card but return 3 Bullet cards to the box.
- The Marshal is not affected by Events as the Bandits are.

End of the game

If neither Mailbag is possessed by a Bandit after the fifth round, the Marshal wins the game. Otherwise, the richest Bandit wins.

More information on www.coltexpress.fr

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