

BELLE

Belle has always have a thing with Jewels. Beware she may charm you to pinch yours....

CONTENTS

8 Action cards (2 Moves, 1 Punch, 2 Robberies, 2 Charms, 1 Theft), 7 Jewel tokens.

This mini-expansion can be used with the base game Colt Express only (not with another expansion). Belle is played by the game, not by a player. Thus Belle may win the game.

SET-UP

Set up the game as usual and place Belle to the **First player's right**. Then replace Belle's Action deck with the enclosed Action deck. Give her a Jewel instead of a Purse worth \$250. Place one Jewel token, in each Wagon, in addition to the usual Loot. The remaining Jewels are put back into the box.

SCHEMIN' PHASE At Belle's turns, draw randomly the first card of her Action deck and play it to the common deck.

ACTIONS All the base game rules apply except what follows.



Belle's **Move** always turns towards the part of the train where there are the most Jewels on the ground, to the front in case of a tie.



Belle's **Punch** hits **all the possible targets** on her location and moves them backwards the train if possible.



Belle's **Theft** makes her take **one Jewel from every Bandit on her location**.



Belle's **Charm** makes move **all the Bandits towards her location** ; if they are in the same Wagon, on a different Floor, they must change of floor. If they are in a Wagon other than the one where Belle is, they must come closer to Belle, without changing floor.



In a **Robbery** or a **Punch**, Belle takes or makes fall the loot in the following order :



BULLETS GIVEN TO BELLE

When Belle gets a Bullet card, it is placed in front of her Character card; it does not go into her Action deck. If there are **3 Bullet cards** or more in front of Belle when she is about to perform an Action, ignore that Action card then discard the three Bullet cards.

BELLE AND THE MARSHAL Belle can stay in the Wagon where the Marshal is. She does not get a Neutral Bullet nor flee to the roof when she meets him. She is able to Punch the Marshal.

Belle is affected by the Events in the same way all the other Bandits are.

END OF THE GAME Belle does not run for the title of Gunslinger. Belle wins if she is the richest Bandit.

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A game by Christophe Raimbault
Art by Jordi Valbuena
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CHEYENNE

Cheyenne has traded her gun for a bow. Beware, she's a better shot with her arrows, especially as they are poisoned...

CONTENTS 8 Action cards (4 Special Moves, 1 Floor Change, 2 Robberies, 1 Bow), 6 Poisoned Arrow cards, 6 Antidote numbered tokens.


This mini-expansion can be used with the base game Colt Express only (not with another expansion). Cheyenne is played by the game, not by a player. Thus Cheyenne may win the game.

SET-UP Set up the game as usual and place Cheyenne to the First player's right. Then replace Cheyenne's Action deck with the enclosed Action deck. Give her a Purse worth \$250. Replace her Bullet cards with the Poisoned Arrow cards. Place one Antidote token, in the corresponding numbered Wagon, the Caboose being numbered 1.



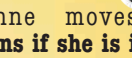

SCHEMIN' PHASE At Cheyenne's turns, draw randomly the first card of her Action deck and play it to the common deck.

ACTIONS All the base game rules apply except what follows.



The **Special move** action is triggered in the order of the icons, from left to right.

 During a **Robbery**, Cheyenne takes the loot in the following order :



    Cheyenne moves by **2 Wagons if she is inside the train, or 4 Wagons if she is on the roof**, towards the part of the train where there are the most Bandits, to the front in case of a tie. She is allowed to go through the Marshal position with no effect (except if she stays there). Then, after the move, she takes blindly **one Purse to each Bandit** who is on her location, Belle included.



  Cheyenne moves by **one Wagon if she is inside the train, or 2 Wagons if she is on the roof**, towards the part of the train where there are the most Bandits. In case of a tie, Cheyenne moves forwards. Then, if she is on the roof, she goes down. Lastly, after the move, she takes blindly **one Purse to each Bandit** who is on her location, Belle included.



Cheyenne's **Bow** hits **all the possible targets, included Belle**. Each targetted Bandit gets a **Poisoned Arrow** to be added to his Action deck.

An Arrow card works the same as a Bullet card. If Cheyenne does not have enough Arrows to hit all the targets, she does not shoot.

BULLETS GIVEN TO CHEYENNE

When Cheyenne gets a Bullet card, it is placed in front of her Character card; it does not go into her Action deck. If there are **3 Bullet cards** or more in front of Cheyenne when she is about to perform an Action, ignore that Action card then discard the three Bullet cards.

Cheyenne is affected by the Events in the same way all the other Bandits are.

ANTIDOTE The players get an **Antidote** by playing a **Robbery** in a Wagon where an Antidote token is. With a **Punch**, you can make an opponent lose his Antidote. At the end of each Round, any player may use one or several Antidote tokens they have to get rid of as many Poisoned Arrows from his Action deck. The Arrows are given back to Cheyenne who will be able to use them again. The Antidotes are placed back into their starting Wagon.

END OF THE GAME If a player has **one or more Poisoned Arrows in his deck at the end of the game, they cannot win**, even if they are the richest Bandit. Cheyenne does not run for the title of Gunslinger. Cheyenne wins if she is the richest Bandit among the non-poisoned ones.

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A game by Christophe Raimbault
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DJANGO

Django has a thing with dynamite. So don't get too close to him...

CONTENTS

8 Action cards (2 Moves, 1 Floor Change, 2 Fires, 2 Punches, 1 Explosion), 5 Dynamite tokens, 12 Ejection tokens worth \$500.

This mini-expansion can be used with the base game Colt Express only (not with another expansion). Django is played by the game, not by a player. Thus Django may win the game.

SET-UP

Set up the game as usual and place Django to the First player's right. Then replace Django's Action deck with the enclosed Action deck. Do not give Django the usual starting Purse. Place his pawn in the last but two Wagon. Give each player two Ejection tokens. The remaining tokens are put back into the box. Place the Dynamite tokens within reach.

At the beginning of each Round, place one Dynamite in the Wagon where Django stands, if there is not one yet.

SCHEMIN' PHASE At Django's turns, draw randomly the first card of his Action deck and play it to the common deck.

ACTIONS All the base game rules apply except what follows.



Django's **Fire** and **Punch** hit all the possible targets, included Belle. Django may give several Bullet cards in one Fire action and make all the targets move backwards. Thus the targetted Bandits may be ejected out of the train if they were in the Caboose or in the Locomotive. If Django succeeds in emptying his Colt, then he uses Neutral Bullets when he shoots.



Django **Moves by 1 Wagon inside the train and 2 Wagons on the roof**, towards the part of the train where there are the most Bandits, to the front if there is a tie.

Django's **Punch** moves his targets backwards the train and makes them loose their loot in the following order:



The **Explosion** action triggers all the Dynamites in the train. **All the Bandits (except Django)** who are inside and on the roof of the exploding Wagon are ejected from the train. The Marshal is not affected by the Dynamite. The Loot tokens which are inside an exploding Wagon are moved on this Wagon's roof, and vice versa.

EJECTION Each ejected Bandit, because of an explosion or any Django's action, gives an Ejection token to Django, if they have any. Then the ejected Bandits' pawns are place next to the Wagon from where they have been ejected. They will use their next Action to get on the train, **inside this Wagon**. This **Action will be lost**.

The Ejection tokens cannot be lost by a Bandit, otherwise than he has been ejected.

BULLETS GIVEN TO DJANGO

When Django gets a Bullet card, it is placed in front of his Character card; it does not go into his Action deck. If there are **3 Bullet cards** or more in front of Django when he is about to perform an Action, ignore that Action card then discard the three Bullet cards.

Django is affected by the Events in the same way all the other Bandits are.

END OF THE GAME If Django gets **all the Ejection tokens**, he wins the game immediately. If not, Django may win if he is the richest Bandit. Django does not run for the title of Gunslinger. The Ejection tokens are part of the Loot.

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DOC

*Ensure Doc's respect is not easy, but it may be worth it.
Doc gets a few tricks up his sleeve.*

CONTENTS 8 Action cards (2 Fires, 2 Moves, 1 Floor Change, 1 Robbery, 1 Punch, 1 Poker game), 1 Doc's respect card, 6 Special Bullet cards, 6 Stake tokens, 1 Purse token.

This mini-expansion can be used with the base game Colt Express only (not with another expansion). Doc is played by the game, not by a player. Thus Doc may win the game.

SET-UP Set up the game as usual and place **Doc to the First player's right**. Then replace Ghost's Action deck with the enclosed Action deck, and his Bullet cards by the Special Bullet cards enclosed. Give Doc **2 Purses worth \$250** instead of one. The player to Doc's right takes **Doc's Respect card** and place it in front of them. The 6 Stake tokens are muddled face down and placed next to the train in a stock.

SCHEMIN' PHASE At Doc' turns, draw randomly the first card of his Action deck and play it to the common deck.

ACTIONS All the base game rules apply except what follows.

DOC'S RESPECT When a Bandit shoots or Punches Doc, he takes Doc's Respect car in front of him. The Bandit who has this card makes all decisions in Doc's place. Doc follows the same rules as the other Bandits.



SPECIAL BULLET The Bandit shot with a **Special Bullet** by Doc keeps this card face up in front of him and **undergoes the corresponding effect until the end of the current Round**.



The Fire, Floor Change, Punch, Move actions of the shot Bandit are cancelled.



The shot Bandit must drop his **highest value Loot** (blindly for the Purses).



POKER GAME Playing Poker suspends the Stealin' phase. All the Bandits who have at least one Loot **must play**. The player with

Doc's Respect card randomly takes one Stake token from the stock. Then every participant adds one Loot of their choice, face down. The player with Doc's Respect looks at the Stake token and the given Loot tokens. He gives **two tokens to Doc**, and then one token to each participant except one. One of the participants finishes the poker game by have lost one Loot token. Once you have a Stake token, you cannot lose it nor give it back in a later poker game.

BULLETS GIVEN TO DOC When Doc gets a Bullet card, it is placed in front of his Character card; it does not go into his Action deck. If there are **3 Bullet cards** or more in front of Doc when he is about to perform an Action, ignore that Action card then discard the three Bullet cards.

Doc is affected by the Events in the same way all the other Bandits are.

END OF THE GAME The Stake tokens count into the Loot of each Bandit. The richest Bandit wins the game.

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GHOST

Ghost has always dreamed of getting this valuable suitcase ! But Ghost is sharp as a tack, he might get his way...

CONTENTS

8 Action cards (2 Heist OR Move, 1 Heist OR Floor Change, 1 Punch OR Move, 1 Fire, 1 Punch, 1 Floor Change and Fire, 1 Marshal), 1 Special Suitcase token worth \$1,500.

This mini-expansion can be used with the base game Colt Express only (not with another expansion). Ghost is played by the game, not by a player. Thus Ghost may win the game.

SETUP

Set up the game as usual and place Ghost to the **First player's right**. Then replace Ghost's Action deck with the enclosed Action deck. Replace the base game Strongbox with the Special Suitcase and place it in the Locomotive. Do not give Ghost a starting Purse.

SCHEMIN' PEASE At Ghost's turns, draw randomly the first card of his Action deck and play it to the common deck. The first card of each Round is played face down.

ACTIONS All the base game rules apply except what follows.



Ghost's **Move** always makes Ghost get closer to the Special Suitcase or to the Bandit who has it.

On the roof, Ghost moves by **two Wagons**, if possible. If not, he moves only by one Wagon, in particular if the Suitcase is only one Wagon away.



Ghost's **Heist** action makes Ghost take the Special Suitcase on his location's floor. If Ghost already has the Special Suitcase, nothing happens.



Ghost's **Marshal** makes the Marshal move away from the Special Suitcase, if possible.



The **Floor Change and Fire** action is performed in that order.



Ghost's **Fire** and **Punch** hit **all the possible targets, Belle included**. Ghost may give several Bullets in one Fire action. If Ghost's Bullet deck is empty, he uses Neutral Bullets when he shoots.



Ghost's **Fire** makes loose the Special Suitcase to the Bandit who has it, if he is targetted. The Special Suitcase is set down on his location.

Ghost's **Punch** moves her targets backwards the train if possible and makes them loose their loot in the following order:



THE 'OR' ACTIONS If Ghost has the **Special Suitcase** or if Ghost is on the location where the **Special Suitcase** is (on the ground or in possession of another Bandit), Ghost performs the top Action: Heist or Punch.

If Ghost is not on the location where the **Special Suitcase** is, Ghost performs the below Action: Move or Floor Change.

BULLETS GIVEN TO GHOST

When Ghost gets a Bullet card, it is placed in front of his Character card; it does not go into his Action deck. If there are **3 Bullet cards** or more in front of Ghost when he is about to perform an Action, ignore that Action card then discard the three Bullet cards.

Ghost is affected by the Events in the same way all the other Bandits are.

END OF THE GAME If Ghost has the **Special Suitcase** at the end of the game, he wins, whatever the other Bandits' loots are. All the « human players » loose. The Gunslinger reward is earned by one of the human players. If not, the richest player wins.

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TUCO

Tuco does not want to meet the Marshal, his former friend against whom he bears a grudge.


CONTENTS 8 Actions cards (2 Moves, 1 Punch, 3 Fires, 1 Marshal, 1 Swap), 6 Bullet cards and 6 Wanted tokens, worth \$500.


This mini-expansion can be used with the base game Colt Express only (not with another expansion). Tuco is played by the game, not by a player. Thus Tuco may win the game.


SET-UP Set up the game as usual and **place Tuco to the First player's right**. Then replace Tuco's Action deck with the enclosed Action deck. Add the 6 extra Bullet cards to the 6 usual Bullet cards. Give Tuco as many Wanted tokens as there are of players, but do not give him the usual starting Purse.


SCHEMIN' PHASE At Tuco's turns, draw randomly the first card of his Action deck and play it to the common deck.

ACTIONS All the base game rules apply except what follows.


 Tuco's **Move** always turns towards the part of the train where there are the most Bandits, to the front in case of a tie.

 Tuco's **Fire** and **Punch** hit **all the possible targets, Belle included**. Tuco may give several Bullets in one Fire action. Tuco uses his special ability of shooting through the roof. If Tuco empties his both Colts (12 Bullets), he uses the Neutral Bullets when he shoots.

 The **Swap** action swaps Tuco's and the Marshal's places.

 Tuco's **Punch** moves his targets backwards the train and makes them lose their loot in the following order:



 Tuco's **Marshal** action takes the Marshal away from Tuco, if possible.

MEETING If a Bandit plays an action (Marshal or Punch or Django's Fire), that brings the Marshal and Tuco on the same location, Tuco does not get a Neutral Bullet but he **gives a Wanted token** to the player who is responsible for this meeting, **if the latter does not have one yet**. If Tuco meets the Marshal after his own move, he does not lose a Wanted token.

Each time Tuco and the Marshal meet, **Tuco is moved** to the Locomotive. If they meet in the Locomotive, Tuco is moved in the Caboose.

BULLETS GIVEN TO TUCO When Tuco gets a Bullet card, it is placed in front of his Character card; it does not go into his Action deck. If there are **3 Bullet cards** or more in front of Tuco when he is about to perform an Action, ignore that Action card then discard the three Bullet cards.

Tuco is affected by the Events in the same way all the other Bandits are.

END OF THE GAME Tuco does not run for the title of Gunslinger. Tuco's loot is of \$250 per Bullet he has shot (max. \$3000), plus the Wanted tokens he still has. The Wanted tokens won by the players count for their loot. Tuco wins if he is the richest Bandit.

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