

## Dr Cheescake's House Rules for Rail Raiders Infinite

### Get Off the Train! Rule

To create a risk/reward mechanic the Raiders have to get off the train before it reaches the station or they risk losing \$\$\$. This rule creates tension to maximise those \$\$\$, which will contribute to the levelling of your raider.

Once the high noon deck has been created, count 3 cards per player from the bottom and place a marker in the deck (I just use a random playing card such as a joker) e.g. for a 3 player game place the marker in the deck 9 cards before the end. This marker acts as a reminder the train is getting close to the station (just 3 rounds left).

During the game, once the 'marker card' has been revealed in the high noon deck to highlight that the train is getting close to the station, then a Raider who starts their go on the caboose does not prevent a high noon card being taken and a card is taken at the start of their go as normal.

To keep all the \$\$\$ gained in the game, the raider must either be **on the caboose** or **physically off the train** at the end of the very last players turn, at the end of the last round. To be physically off the train requires one move action off the back of the caboose or being thrown off the train.

If there are any Lawbots on the caboose at the end of the last players turn, Raiders need to be physically off the train or the Lawbot will arrest you at the station, being on the caboose does not count as being off the train in this situation.

If the Raider is not off the train at the end of the game they lose the number of \$\$\$ equal to the number of Lawbots still left on the train **plus** the number of carriages they are from the caboose (do not include the caboose).

If you are playing the Guild rules (see below), the Raider is put in jail for one game (mark the box on your gang Wanted poster – see last page) and cannot be used in the next game. Instead a different member of your gang must be chosen for the next game. If you only have one Raider in your gang, a different available Raider is chosen and used for just one game. A Raider's ability cannot be used by other Raiders while they are in jail. And wounds cannot be healed while in jail (see Legacy mode below) but they can be levelled up (see Campaign mode below).

### **Levelling your Raider between games – Campaign Mode**

After each game, all the \$\$ kept by the raider get banked and are safe. When levelling up the raider, \$\$ are removed from the bank and are considered spent.

To level up:

Level 0 – petty thief – Raiders starting position

Level 1 (outlaw) - Cost = \$\$10 - reward - pick the top loot card which you can start the next game with (can be \$\$ or weapon)

Level 2 (notorious) - Cost = \$\$15 - reward - can do 3 of the same action per turn e.g. 3 showdowns

Level 3 (legend) - Cost = \$\$20 - reward - get 4 actions per turn.

Retired = A level 3 Raider can only be used in 2 heists once they have become a legend. Once the Raider has been used in **2 games** they MUST retire and be put back into the pool of Raiders, and a new Raider chosen for no cost. Use the 'Heist' boxes on the gang Wanted poster to mark when a legendary Raider has completed a heist.

You can only advance each raider, one level between games. You must advance just one level at a time. E.g. You can level more than one raider in your gang, 1 level but not one raider 2 levels.

Rewards are cumulative, so level 3 raiders can pick a loot card at the start, can do 3 of the same action plus get 4 actions per turn

### **Building a Gang of Raiders – Guild rules**

You start the game with one chosen Raider. To add a new Raider to your gang it costs \$\$10, which is removed from your bank. When a new Raider is added to your gang you MUST use them in the next game. A gang can have a maximum of 3 raiders.

The advantage of adding Raiders to your gang is that you can use the ability of the different Raider (as long as they are not in jail). You are allowed to use a different Raider's ability from your gang ONLY twice in a game. Each time the ability is used, mark this off on your Wanted poster

After each game the money collected is added to the gang's 'bank'. When a member of the gang uses the money to advance a level, that Raider MUST be used in the next game (as long as a new raider hasn't also been bought at the same time). (This prevents players using higher level raiders repeatedly to earn money to level up lower level Raiders without using them).

If a Raider is levelled up and a new Raider is bought at the same time between games, the new gang member is used in the next game.

If more than one Raider is levelled up then it is up to the player which of the newly levelled raiders is used.

Once the maximum number of Raiders in the gang are reached (3), the ways to get a new Raider, is to either:

- reach retirement for one of them and replace with a different Raider from the pool for no cost.
- Pay \$\$10 to sell the Raider back to the pool and pay an additional \$\$10 to buy another Raider (costing \$\$20 in total).

### **Pushing Up Daisies - Legacy Mode – Currently needs more testing**

Robbing the interstellar express is a dangerous business! In this mode your Raider can pay the ultimate price for their greed. This really ups the ante as there is potential to lose a Raider you have invested a lot of double dollars in, plus of course the emotional attachment!

If your Raider gains 10 wounds from fights (i.e. defeated in a showdown or an opposed search), either by lawbots or opposing Raiders, then they can be killed. A tally is kept on your Wanted gang poster during the game. This could cause some real mean play, as potentially Raiders could form weak alliances and gang up on another to obliterate them!

If killed, the Raider loses all money gained that game and it returns to the main pool. The Raider is deleted from the Wanted Gang sheet. If the player has another Raider in their gang, then they can start on the Caboose and continue for the rest of the game. If they do not have another gang member then they have to sit out until the next game when they can start with a new Raider for free. (One idea is the loot and money is dropped by the killed raider and can be picked up by another raider as long as there are no other lawbots on the car, this can be 'opposed' by other raiders on the car).

Wounds are cumulative and can build up over a number of games but can be removed. Any raider in your gang who is not playing in a game can remove 3 wounds per game they sit out of. Also you can pay for a 'night in the saloon' between games. This costs 4 dollars and heals 3 wounds and the raider can be used in the next game. (The amount of wounds lost needs playtesting).

Wounds cannot be removed if the raider is in jail.

### **Rules for using Alternative Lawbots**

Line up the Lawbots as such and put them on the train in this order:

For Sheriff equivalents: Sheriff - Cavalry soldier - Sheriff- Pallbearer (then back to the beginning)

For Marshall equivalents: Marshall- Cavalry Captain - Marshal - Preacher (then back to the beginning)

The Lawbots are removed in this order, depending what is on the carriage:  
deputy-sheriff-cavalry soldier-pallbearer-marshal-cavalry captain- preacher

### Other house rule ideas - untested

- Between games you can enter a 'lucky dip'. Pay 3 dollars and get to select 2 loot cards and keep one. The loot can be used in the next game.
- Money earned over a number of games can be gambled in a game of Huckleberry's Riverboat Roll!
- If playing with high level Raiders, place extra Lawbots on the carriages at the start of the game to level the playing field. For each level 1 Raider place a deputy, for each level 2 Raider place a Sheriff and for each level 3 Raider place a Marshall. Place them in order, 1 per carriage from the Caboose, starting from the dealer in terms of Raider levels.
- If all the Lawbots on the train are defeated, new Lawbots drop in on empty carriages. Roll 5 dice and the hand rank determines how many and which level Lawbots to drop in

