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Colt express bandits rules

Was this article helpful? Like 0 I do not like 0 0 out of 0 found this article helpful. Ghost is one stealthy bandit. During the first round of each round, you can play a face-down action card on a common deck. If you choose to draw three cards instead of playing on the action card in the first turn, you cannot use the Spirit's special ability later in this round. Cheyenne Cheyenne is an outstanding pocket money. When hitting a bandit, you can take the handbag you've just lost. If you lost your Gem or Strongbox (your choice), the loot simply falls to the floor (as usual). Django Django's arrows are so powerful that they will push back other bandits. When shooting at a bandit, move him one car towards the fire, remembering that the bandits can never leave the train. Beauty Belle Belle is her best weapon. You can shoot a thug who is on the same car as you are, on the second level, through the roof of the car. Tuco Tuco shots are not stopped at the roof. You can't be the target of Fire action or Strike Action if there is another bandit that can be the target, too. Doc Doc is the party's most thug. At the beginning of each round, touch seven cards instead of six. Continue reading 6 Wagons 1 Locomotive 10 Terrain Elements 17 Round Cards 1 Marshal Pawn 13 Neutral Bullet Cards 6 Character Cards 60 Action Cards 36 Bullet Cards 6 Bandit Pawn Each player selects a character, takes the appropriate character card and places it in front of it. Places 6 colored ball cards on the left side of his character card, in order of number of shells. He then tasses 10 action cards of his suit and places them face down on the right: these cards are his personal bottom. Each player also takes a \$250 handbag from the action and places it covered on their character card, keeping its value hidden. In the middle of the table place locomotive and as many cars as there are players in a row. Take the cars of your choice and placed in the order of 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. Handbags are taken randomly and placed face down with their hidden values. Place the marshal's pawn and strongbox inside the locomotive. The remaining loot tokens are placed back in the field, with the exception of the second Strongbox, which is located outside the train, near the Locomotive. It can come into play later. Randomly draw 4 round cards from these 7 that correspond to the number of players (either round cards marked 2-4 or those marked 5-6) and tass them. Randomly select one of the three train station cards. Make a covered tray with these 5 cards, making sure the train station card is at the bottom. Put the remaining round cards back in the box. Place 13 neutral shell cards next to the locomotive. Take bandit pawns corresponding to the characters you play and draw one of them randomly. The player corresponding to the drawn character is Player in the first round. This player takes a 5-round card tray and puts it in front of him. Placing Bandits The first player is player 1, the player on the left is Player 2, and so on. Players with odd numbers place their bandit in Caboose. Players with an even number place their bandit in the car next to Caboose. Object of the game To win, you must become the richest bandit in the Old West. To achieve this goal, you'll try to earn more loot than your opponents... without being hit by too many bullets! The best shooter will receive the title of Gunslinger, worth \$1000. Game Game There are five rounds in the game. Each round has two phases: Phase 1: Schemin! Players play their action cards in a common deck in the middle of the table. Phase 2: Stealin! Action cards played during Phase 1 are executed. At the beginning of the round, each player tasses his or her dad and draws six cards. These cards form this player's hand. The first player then draws the top card of the round 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) will be in this phase. It also shows how the bends will go. Phase 1: Schemin! Starting with the first player, each player plays his turn, and then the next player in order clockwise. In turn, the player must: play a face-down action card (unless otherwise specified) from his hand to a common deck; or take 3 additional cards from your deck and add them to your hand. The Schemin! the number of revolutions indicated on the round card. All unplayed cards remaining in a player's hand are placed back at the top of their personal deck. Example: Doc is the first player in the current round. Play with the Move card from your hand; Then Belle, on his left, plays a Fire card on top of Doc's card. Tuco, on belle's left, decides to make casuals instead of playing cards. 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 round begins. Phase 2: Stealin! The first player takes a pack of action cards that were created during Schemin! and flips the tray without changing the order of the cards. Bandit actions are performed one by one, starting from the top card (i.e. in the order in which they were played). Once the action card has been executed, it will be handed over to the player to whom it belongs. This player puts it back on his personal deck. End of round Each player draws all their cards (10 action cards and all ball cards from which he was hit in previous rounds). He then places his dad to the right of his character card. The player on the left becomes the new first player. He puts the remaining round cards in front of him. Now a new round begins. End of game The game ends after five rounds. Then each player the value of the loot tokens it holds on its Character card. The Revolver Prize is awarded to the player(s) who fired the most shells (i.e. has the fewest Bullet cards in their suit). The player(_) reverses his character card to receive the reward. It is worth \$1000. If more than one player wins the title, each player with a draw will receive \$1000. The richest player wins the game. In the event of a draw, the winner is the draw player who received the least Bullet cards from other players and during the game. Continue reading

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