Rail Raiders Infinite

This document is a beta-test version of the rules in progress. It has not yet undergone final editing. Rules are still subject to change.

C.O.W. and the Galactic Central Bank
In the farthest reaches of space, interstellar rails carrying shipments of precious minerals make ripe targets for daring robbers and outlaws looking to make a big score. As many of these rare materials and other resources are being discovered in the outer rim worlds of the known galaxy, the galactic Congress of Worlds (or C.O.W.) has begun taking an interest in these, up until now largely ignored, regions of space. Over the past few decades, large mining operations have begun in many outer rim worlds and asteroid colonies, many producing untold double-dollars worth of minerals every day. Because many of these worlds are in remote and far flung regions of space, C.O.W. and the Galactic Central bank have set up a concise and well-managed space rail system, the Interstellar Express. This rail system is responsible for carrying the trains and cargo haulers that deliver each priceless shipment from system to system, as well as ensuring that developing worlds and economies are getting their materials without incident.

The Birth of the Lawbots
Since the Galactic Central Bank has a large interest in making sure that the mining operations are constantly running regardless of how desolate the landscapes are, they developed robotic miners to do the work in conditions no human could endure. The implementation of these robotic miners took jobs from the local population, collapsing towns and economies across the outer rim. In recent years, poverty has become rampant in these outlying worlds, while all their resources are being stripped and redistributed to the richer central regions of space. After seeing the tireless efficiency of these droid workers, C.O.W. decided to take a similar approach in guarding their shipments, commissioning state-of-the-art robot guards from one of the most brilliant minds in all of the central worlds, Professor Waldo Zep.

Professor Zep originally thought he was building these robotic sentinels as an unbiased and reliable way to keep widespread law and order throughout the lawless outer rim. However, after completion of the project, the professor discovered that these new Lawbots were going to be used by the galactic Congress of Worlds as little more than sentry guards for their own greedy financial interest, namely the space rail shipments. No one knows what happened to kindly Professor Zep, except that soon after learning the truth about how his work would be used, he disappeared. Still, C.O.W. scientists had enough of his journal notes to be able to continue production and improvement of the Lawbot designs.

After the first wave of Lawbots were assigned to patrol the space rails, C.O.W. immediately noted a sharp decline in stolen goods and an equally high increase of would-be bandits getting arrested or worse. Soon, these robots earned the moniker “Tinstars” by the bandits. Tinstars were organized into groups of deputies, led by more high-performing and experienced Sheriffs.
and Marshalls. Lawbot Tinstars have no inherent personalities. They mainly follow the directives programmed into their highly sophisticated Quickdraw software. However, some tinstars that live long enough and survive the occasional shoot-outs begin to develop distinct attributes, tastes and even aspirations. This is further enhanced by improvements to the lawbot’s software, which usually accompanies an increase in rank. With the dangers of guarding such lucrative loot, very few Lawbots have ever developed these artificial personalities, but those that do are considered rare and valuable assets in their own right, often assigned to the most dangerous routes or to guard the most valuable cargo.

In order to deal with a growing number of problems affecting the regions of space, the galactic congress has ordered an increase in both Tinstar production as well as possible software and hardware upgrades. Rumor has it that C.O.W. and the Galactic Central Bank have begun a partnership to fund black-book experiments for new types of weapons and armaments to finally put down the bandit problem once and for all. What this will mean for the galaxy as a whole, only time will tell.

The Life of an Outlaw: Banditry in Space
Rail Raiders can and do come from all walks of life, each individual varies drastically from one to the next. Some are merely opportunistic thieves and career criminals who have no qualms of putting anyone down who gets in their way. Others have a moral code, only attacking Lawbots that get in their way. Some have no issue with temporarily siding with Tinstars in order to get potential rivals out of their way and quickly make off with the loot. Many Raiders land somewhere in between these various ethical codes. There are as many motivations and personalities following the path of the bandit as there are stars in the sky.

While it’s a toss of the dice on what kind of personality any one raider may have, what is certain is that the life of a bandit is one of danger and excitement. Lawbots are dangerous, especially as a posse, and should not be taken lightly. When led by a Sheriff or Marshall, Lawbots become downright lethal, coordinating their efforts and just being plain ol’ clever in a way they wouldn’t function without proper leadership. What’s worse, at any moment during a raid, another outlaw may appear to make a claim for the booty. Some bandits do decide to create temporary alliances, but these partnerships often end in betrayal, particularly if the loot is large enough. While some of the greatest heists in the galaxy would not have been possible without a small group of outlaws pulling together, just as many rail raiders have met their end with a bullet from a supposed friend as they have by getting ejected into the hard vacuum of space by Tinstar Lawbots.

Regardless of the dangers of space banditry, a few are skilled enough, brave enough, or lucky enough to make it out in one piece, and end up with enough cash to live a comfortable life for the rest of their days. Or at least until they blow their small fortunes on candy and gambling.
Game Overview
Rail Raiders Infinite is a fast and furious heist game set in a sci-fi version of the old west. Play as rootin’, tootin’, shootin’, rascally Raiders and race against the clock to take the most loot off of the train. Be warned! Lawbots are on the train and they aim to stop your misbehavin’ and foil your dastardly plans, pardner!

Object of the Game
The object of Rail Raiders Infinite is to loot more double-dollars [$] than any other Raider from the train by the time the High Noon deck runs out. Once the High Noon deck is exhausted, all the Raiders are forced to make a getaway before the train reaches the station!

Component List
- The Rail Raiders Infinite Rulebook (This book!)
- 14 Train Cars including locomotive and caboose
- 56 card High Noon deck
- 56 card Loot deck
- 56 card Long Arm of the Law deck
- 30 Double Dollar counters for keeping score (20 1’s, 5 5’s, and 5 10’s)
- 20 double-sided Loot counters (10 1’s, 7 2’s, and 3 3’s)
- 1 Dealer counter
- 6 Raider cards
- 6 Raider models
- 14 Lawbot models - 7 Deputies, 5 Sheriffs, and 2 Marshals
- 20 Rail Raiders Infinite Dice

Component Overview

TRAIN CARS
These double-sided tiles are used to build the game board. The board represents the Interstellar Express train that the Raiders are trying to rob. Except for the locomotive and the caboose cars, each car is placed face down at the beginning of the game.

HIGH NOON CARDS
These cards represent the various random events that can occur during a game of Rail Raiders Infinite. The High Noon deck is also used to determine how long the game of Rail Raiders Infinite will last. When a Raider draws the last card from the High Noon deck, the game ends at the end of the current round.

LOOT CARDS
These cards represent the various things that the Raiders can get by looting the train. Most cards award a Raider double-dollars or various pieces of equipment that will be helpful during the heist.

LONG ARM OF THE LAW CARDS
These cards represent the response of the Lawbots to the train heist. Long Arm of the Law Cards place Deputies, Sheriffs, and Marshals on cars, or may grant bonuses to the Lawbots on a car.

DOUBLE-DOLLAR COUNTERS [$$]
These counters represent double-dollars, the currency in the Rail Raiders Infinite world. They are used to keep track of how much money each Raider has robbed from the train. The Raider with the most double-dollars at the end of the game wins.

LOOT COUNTERS
These counters represent an opportunity for a Raider to loot the train. When a train car is turned face up, it specifies how many loot counters to put on the car. Loot counters are placed face down on a car, without any player seeing the numbers.

DEALER COUNTER
The dealer counter is given to the player who takes the first turn of each round. Once every player has had a chance to take a turn, going clockwise around the table from the dealer, players roll off to determine who the dealer is for the next round of game play.

RAIDER CARDS
These cards represent the Raiders and outline the Raiders’ special abilities.

RAIDER MODELS
These plastic figures represent each Raider, and are used to show where the Raider is on the board during the game.

LAWBOT MODELS
These plastic figures represent the Lawbots that attempt to stop the Raiders from looting the train. They are used to show where the Lawbots are on the board during the game.

RAIL RAIDERS INFINITE DICE
There are 20 Rail Raiders Infinite dice in the game. Dice are used to randomly determine the outcome of Fights and some actions during the game. Each Rail Raiders Infinite die has six sides and the faces show 10, Jack, Queen, King, Ace, and Joker.

General Concepts
**TURN**
A turn is a measurement of game time consisting of one player taking three actions with their Raider. Once a player has taken three actions with their Raider, their turn is over and play proceeds to the player to their left.

**ROUND**
A round is a measurement of game time that consists of each player taking a single turn, starting with the dealer. Play goes around the table clockwise (to the left), with each player taking a single turn. When the player to the right of the dealer finishes their turn, the round is complete.

**FACE DOWN TRAIN CARS**
Train cars, except for the locomotive and caboose, always start the game face down, showing the roof side of the car. This way Raiders don’t know where the richest opportunities or the most Lawbots are beforehand.

When a Raider moves onto, or starts its turn on, a face down car it may turn that car face up. Once a train car is turned face up, loot counters are placed on the car and Long arm of the Law cards are drawn, equal to the numbers specified by the car.

**ROLLIN’**
When players are required to roll, they roll five Rail Raiders Infinite dice and must make the highest ranked poker hand they can from the result. Some abilities may allow a player to roll additional dice or reroll dice. A player isn’t required to reroll. After all rerolls are resolved, then the player must choose five dice from all of the dice they rolled and make the best poker hand they can.

**HAND RANK**
Rolling the Rail Raiders Infinite dice and making a poker hand is the main mechanic for resolving Fights and performing actions in Rail Raiders Infinite. Poker hands that can be made are ranked as follows:

1. **One Pair** (e.g. 10, J, J, Q, K)
2. **Two Pair** (e.g. J, J, Q, Q, K)
3. **Three of a Kind** (e.g. Q, Q, Q, 10, K)
4. **Full House** (e.g. A, A, J, J, J)
5. **Straight** (e.g. 10, J, Q, K, A)
6. **Four of a Kind** (e.g. 10, 10, 10, 10, A)
7. **Five of a Kind** (e.g. A, A, A, A, A)

Higher ranked hands beat lower ranked hands. For example, a hand rank 5 roll will beat a hand rank 3 roll.
The winner between hands of the same rank is decided by the quality of the hands made, as follows:

1. Ten
2. Jack
3. Queen
4. King
5. Ace

For example, a pair of Kings will beat a pair of Queens, since Kings are higher quality. If a tie is made by making exactly the same hand, then the players that are tied must roll again to break the tie.

**JOKERS**

One of the faces on the Rail Raiders Infinite dice is a Joker. Jokers are wild in Rail Raiders Infinite. after all rerolls are resolved, players must change every die showing a Joker face to another face on the die of their choice.

**REROLLS**

Some abilities and game effects allow a player to reroll dice. After dice are rolled, players may decide to reroll some or all of the dice they rolled, depending on the game effect causing the reroll. Players must decide simultaneously how many dice they will reroll before rerolling any dice. Then all rerolls are made simultaneously. Dice that have been rerolled cannot be rerolled again, and the second result stands.

**FIGHTIN’**

A Fight can occur as a result of actions that a player takes with their Raider. Fights may occur between multiple Raiders, between a single Raider and Lawbots, or between multiple Raiders and Lawbots. To participate in a Fight, all models must be on the same train car.

Once it has been determined who will be participating in the Fight, each Raider rolls. The player to the left of the Raider that is performing the action that initiated the Fight rolls for, and makes all decisions for any Lawbots involved in the Fight. If the Raider to the left is also involved in the Fight, then the Lawbots will be controlled by the player to their left, and so on around the table. If all Raiders are involved in the Fight then the dealer controls their Raider and the Lawbots in the Fight.

Everyone participating in the Fight rolls. All of the Lawbots on a train car Fight as a team, so it is only necessary to roll once for all of them together. For each Sheriff involved in a Fight, the Lawbots get to reroll one of their dice. For each Marshall involved in a Fight, the Lawbots get to roll one additional die.
The player that makes the best hand wins the Fight. The winner gets to decide what happens to all of the parties that lost the Fight.

Raiders that lose a Fight must be moved to a train car that is adjacent to the train car that the Fight happened on.

If a losing Raider has more [$]’s than the winner of the Fight, the winner may take one [$] from the losing Raider.

If the Lawbots lose a Fight, then one Lawbot is destroyed and removed from the board. When the Lawbots take casualties they lose the lowest ranked Lawbots first. So, the Lawbots will lose Deputies, then Sheriffs, and then Marshals.

If a Raider destroys a Lawbot, the Raiders scores [$] as follows:
- Deputy: 1 [$]
- Sheriff: 2 [$]
- Marshal: 3 [$]

**EQUIPMENT AND WEAPONS**

Some Loot cards are items that your Raider can find on the train and use to their advantage. If you get an Equipment or Weapon card put it face up near your Raider card to show that your Raider is now in possession of it.

Only one weapon card can be used during a Fight. Starting with the dealer and going clockwise, each Raider involved in a Fight chooses which weapon their Raider will use before rolling for the Fight.

The effects of equipment cards are cumulative. All bonuses provided by equipment are added together and always in effect.

**GRIT**

Some Long Arm of the Law cards have the word Grit in the card’s text. This means that when the card is drawn it is placed next to the car it was drawn for. Cards with Grit affect Lawbots that are on the car, or cause other ongoing game effects listed after the Grit term.

After a Raider has been involved in a Fight with the Lawbots on the car, win or lose, the Grit card is discarded.

If multiple cards with Grit are drawn for a car, then they make a stack next to the car. The newest Grit card drawn goes on the top of the stack. Only the Grit card on the top of the stack affects the game until it is discarded. Once the top card of the stack is discarded, the next one down will start affecting the game.
Board Overview

!X! Insert picture/diagram with a game set up on a table pointing out all components and their placement !X!

Setup

Before playing Rail Raiders Infinite, you need to set up the game board and play area. Follow these steps to get ready to start your heist!

1. CHOOSE RAIDERS
Each player rolls five Rail Raiders Infinite dice. The player that makes the best poker hand gets to choose which Raider they would like to play. Then each player at the table chooses which Raider they will play, going around the table clockwise from the player that chose first. Each player takes the card and model of the Raider they chose. Alternatively, you may shuffle the Raider cards and deal one randomly to each player.

2. BUILD THE TRAIN
Remove the locomotive and caboose cars, then mix up the rest of the train cars face down. Randomly choose a number of train cars according to the number of players, as shown in the chart below:

- 2 Players = 4 Train Cars
- 3 Players = 5 Train Cars
- 4 Players = 6 Train Cars

Place all of the cars face down in a row. Place the locomotive at one end of the row and the caboose at the opposite end of the row.

Each player puts their Raider model on its card to show that they are Off the Train.

3. BUILD THE HIGH NOON DECK
Shuffle all of the High Noon cards. Then count out eight cards off the top of the deck for each player in the game. For example, for two players count 16 cards off the deck, for four players count 32 cards off the deck. Return the remaining High Noon cards to the game box.

Shuffle the cards taken from the top of the deck thoroughly. This is the High Noon deck. Place the deck on the table within easy reach of each player.

4. SHUFFLE LONG ARM OF THE LAW DECK
Shuffle all of the Long of Arm of the Law cards thoroughly and place the Long Arm of the Law deck within easy reach of each player.
5. SHUFFLE THE LOOT DECK
Shuffle all of the Loot cards thoroughly and place the Loot deck within easy reach of each player.

6. ARRANGE COUNTERS
Separate all of the Loot counters from the other counters and turn them all face down. Then mix them up, keeping them all face down.

Situate all of the counters on the table within easy reach of each player.

7. DETERMINE THE DEALER
Each player rolls five Rail Raiders Infinite dice. The player that makes the best poker hand is the dealer for the first round of the game.

Now you are ready to start the first round of Rail Raiders Infinite!

Playing the Game
Rail Raiders Infinite is played over a series of game rounds. Each round, every player will take a turn. When a player takes a turn, they will draw a High Noon card and resolve its effects. They will then get to perform up to three actions with their Raider.

When a player draws the last High Noon card at the beginning of their turn, the game will end at the conclusion of the current round. The player with the most double-dollars at the end of the game wins!

BEGINNING A NEW ROUND
Each game round begins with players rolling to determine the dealer for that round. The player that makes the best hand gets the dealer counter and will take the first turn of the round. Play then proceeds clockwise (to the left) around the table.

The First Round - Getting on the Train
At the beginning of the first round, before the dealer takes their first turn, players start with their Raider model Off the Train, on its Raider card. Starting with the dealer, each player tries to get onto the train. When a Raider attempts to get on the train, its model can either be placed on the Caboose automatically, or make an attempt to get onto a car further along the train.

If a player wishes to place their Raider on a car that is further into the train, they must roll dice and make a hand. Count the number of cars away from the caboose the chosen car is and add 2. If the hand's rank they make is equal to or greater than that number, then the Raider successfully boards that car and its model is placed on the car.
For example, Deke chooses a car two cars away from the caboose towards the locomotive. 2+2 is 4, so he must roll a hand that is rank 4 or higher. He rolls and makes a full house. Since a full house is a rank 5 hand, Deke’s Raider successfully makes it onto his chosen car.

If a player fails to make a hand of high enough rank to get them on to their chosen car, then they must stay Off the Train for the round and may attempt to board the train at the beginning of their turn in the second round.

If a player starts their turn, on any round after the first, with their Raider Off the Train they may either be placed on the caboose or attempt to board the train as outlined above.

On the first round of the game, after Raiders have boarded the train, the game continues to player turns. Raiders that boarded the train, regardless of the round, take their turn as normal.

**PLAYER TURNS**

After the dealer has been determined for the round, the game proceeds to player turns. A player’s turn consists of three phases, performed in the following order:

1. High Noon Phase
2. Action Phase
3. Cleanup Phase

After a player completes their Cleanup Phase, their turn ends and the next player’s turn begins. After every player has taken a turn, the round ends and a new one begins.

**High Noon Phase**

The player draws the top card of the High Noon Deck and resolves its effects. Read the High Noon Card and do what it says. Players draw and resolve a High Noon Card even if they are Off the Train.

**Action Phase**

Each player takes control of a single Raider. Each Raider has a model and a card with a unique ability which only that Raider may use. A Raider may take three actions during its turn from the following choices: Move, Search, or Showdown. Any action type can only be performed twice during a player’s turn. So while a player gets to take three actions only two of them can be the same type of action. For example, move, move, showdown is legal, while move, move, move, move is not.

Some train cars have abilities that require a Raider to spend an action to use. The car will detail in its rules text what happens when a Raider spends an action to use the car’s ability.

The different actions that a Raider can take are:
**Move**: When a Raider performs the Move action, move the Raider’s model to a train car that is adjacent to the train car it is currently on, of the player’s choice.

**Showdown**: When a Raider performs the Showdown action, choose a target on the same car as the Raider to have a Fight with. A target may be another Raider or the Lawbots.

Before the Fight happens, each Raider that isn’t a target of the Showdown action gets a chance to decide whether they want to also participate in the Fight. Beginning with the player to the left, each player decides if their Raider will also participate in the Fight.

Once all of the participants of the Fight have been determined, then a Fight happens!

**Search**: When a Raider performs the Search action, it chooses one loot counter on the same train car and turns it face up. Draw a number of cards from the loot deck equal to the number on the loot counter. Chose one of the cards drawn to score or equip. The remaining cards are discarded. Raiders cannot Search if there are any Lawbots on the same train car.

If a Raider searches while another Raider is on the same car, the other Raiders can try and stop them from searching by opposing them. Starting to the left of the Raider that is searching, each Raider has a chance to decide if they wish to oppose the search or not. All Raiders that oppose the search immediately start a Fight with the searching Raider. The Fight is resolved using the same rules for Fights as outlined in the Fight section.

If the Raider that searched wins the Fight, then they may search and turn a loot counter face up as normal. If they lose the Fight then they do not get to search.

If the searching Raider is still on the train car at the end of the Fight then they are successful and may Search as normal.

**Pass**: A Raider doesn’t have to use all of its actions. A player may pass on any actions that they don’t wish their Raider use.

**Cleanup Phase**
The Cleanup Phase is when any end-of-turn bookkeeping can take place. Any effect that says it last till the end of a player’s turn ends now. Once any business needing to be resolved during the Cleanup Phase is taken care of, a Raider’s turn is over and play proceeds to the next player clockwise around the table.
Ending the Game

When a player draws the last card of the High Noon Deck, the game ends at the end of the round that the last High Noon card was drawn in. Play proceeds around the table until the player to the right of the dealer finishes their turn and then the game ends. The Raiders are forced to flee the train as it gets close to the station, where they would obviously be met with hordes of Lawbots. Each Player counts how many double-dollars they have. The player or players with the most double-dollars wins the game.

Thank you for reading the Rail Raiders Infinite Beta Rules!

Rail Raiders Infinite is currently on Kickstarter. We appreciate your support in backing!