

# OLD TYME RELIGION

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Welcome to Old Tyme Religion, a Rail Raiders Infinite expansion. This expansion comes with new Raiders, train cars, Lawbots, and cards for all of the decks in the Rail Raiders Infinite game. Raiders Beware: it also includes a new type of law enforcement officer, the Legendary Lawbot. All of these elements add variety and new tactical challenges to your games of Rail Raiders Infinite. Old Tyme Religion also comes with five additional Rail Raiders Infinite dice so that you can add another player to the game!

## NEW CARDS AND TRAIN CARS

There are two ways to use the new train cars and cards in this expansion. The first is to replace original cards and cars with train cars and cards from this expansion before you start playing. When you make this swap, you must remove all of one type of card or car and replace them with a type of card or car with an equal number of cards. So, to use a Loot card from this expansion that has two copies, you must remove an original Loot card that has two copies.

Alternatively, you can add all of the cars and cards from this expansion to their respective decks and just play with larger decks and a bigger pool of train cars.

## NEW LAWBOTS

The Old Tyme Religion expansion includes five models for two new types of Lawbots: three Pallbearers and two Preachers. Pallbearers are an alternate type of sheriff, and Preachers are an alternate type of marshal. Before you start playing, you may replace any sheriffs or marshals with Pallbearers or Preachers, respectively. Whenever a Long Arm of the Law card tells you to deploy a sheriff or a marshal, you may choose from the pool of Lawbots that you are using for the game.

Alternatively, you can just play with all of the Lawbots you own. No more than fourteen Lawbots can be on the train at one time. Once fourteen Lawbots are in play Lawbots are moved from other parts of the train when a Long Arm of the Law card tells you to deploy a Lawbot as explained in the core rules.

Pallbearers and Preachers affect the game differently than the normal sheriffs and marshals from the core game do.

## PALLBEARERS

If a Raider is moved as a result of a fight while on the same car as a Pallbearer, one Pallbearer will move to the same car that the Raider moves to. This can happen multiple times if multiple Raiders are moved due to the same fight. Pallbearers do not allow Lawbots to reroll one of their dice during a fight like normal sheriffs.

## PREACHERS

If at least one Preacher is on the same car as a Raider who performs the Move action or is moved as the result of a fight, the Raider loses 1[\$\$]. Preachers do not allow Lawbots to roll an additional die during fights like normal Marshals.

Other than the rules outlined here, all of the rules in the core game that apply to sheriffs apply to Pallbearers, and all of the rules that apply to marshals apply to Preachers.

## LEGENDARY LAWBOTS

Professor Zep designed the Lawbots to keep the peace, and he built a basic learning capacity into their core software. He took this a step further with some of his experimental units, however. Their expanded processors and more robust firmware lets them learn even more from their experiences and gives them the capacity for limited independent reasoning. Each of these bots are unique creations. They travel throughout the Congress of Worlds, going to those benighted worlds most in need of law and order.

Each Legendary Lawbot comes with Long Arm of the Law cards that you must swap into the Long Arm of the Law Deck (as outlined in the New Cards and Train Cars section). When one of these cards is drawn, the Legendary Lawbot will deploy. The card describes how the Legendary Lawbot functions in the game and remains in play until the Legendary Lawbot is destroyed.

## FIVE AND SIX PLAYER GAMES

The five additional Rail Raiders Infinite dice that are included in this expansion make it possible to add another player to the game. The game is played as before except for a modification to how many train cars are used in Step 5 of Setup, "Build the Train":

**TWO PLAYERS=FOUR TRAIN CARS**  
**THREE PLAYERS=FIVE TRAIN CARS**  
**FOUR PLAYERS=SIX TRAIN CARS**  
**FIVE OR MORE PLAYERS=SEVEN TRAIN CARS**

# PROFESSOR ZEP'S LAWBOTS!

## PALLBEARER

*"Your payment to the Morticians' Occidental Order has been successfully processed. Thank you. We are sorry for your loss."*

The only two universal certainties are death and taxes. With the establishment of the Morticians' Occidental Order (or M.O.O.), the galactic Congress of Worlds now controls both. Established nearly a century ago to render physical and spiritual relief to the war-torn regions of the outer rim, the holy society of M.O.O. provides mass funeral rites and body disposal services to those in need—for a small honorarium, of course.



## PREACHER

*"Analyzing mourner. Assessing grief. Computation complete: All we are is dust in the wind."*

Tasked with soothing the wounded spirits of the grieving while laying their deceased loved ones to rest, Preachers are equipped with high-level Dust to Dust software program. When interacting with the bereaved, a Preacher's software can quickly analyze a scan of the target and compute a situationally appropriate consoling proverb. Each Preacher's memory banks contain the complete Solemn Ordained Works, a growing list of parables designed to bring comfort to the masses. Should any bandit or Raider threaten this sacred responsibility, not even the S.O.W. has anything that can bring comfort to these foolish souls as they meet their fate from the end of a Preacher's blaster.



## 999

*"You gotta be ready to either get off the train or pay the toll when you hear 999's bell."*

Mysterious, imposing, and terrifyingly dangerous, the enigmatic machine known as 999 is as chilling to law-abiding citizens as he is to Raiders. To date, he has never lost a cargo, and only a handful of would-be train robbers have ever escaped him with their lives. His very presence inspires something in Lawbots; their accuracy and overall performance increase dramatically around him. Anyone attempting to lift cargo guarded by 999 have to weigh the potential rewards against the high probability that he will dispassionately dispatch them, adding one more tally to his growing reputation.

