



SHOWDOWN ON THE STAR EXPRESS

[Security Alert]
Raider activity detected:

- Caboose
- Car 975B
- Car 163X0

[Activating Long Arm protocols.]
Lawbot deployment initiated:

- Lawbot Deputy 9.6xv0 deployed Car 975B
- Lawbot Deputy 4.1xv23 deployed Car 975B
- Lawbot Sheral@3.da;1/.sas

[xa38S1;/a2Caution]

• Electrical Disrup2kl;32.a,dAweo0x
[1;0jD#WxSystem Restosdkl;ak2]

- [Activating Crash Assault protocols]
Deploying all Lawbots.
- Pacification initiated.

Welcome Raiders to the Showdown on the Star Express! Showdown on the Star Express is an alternate scenario which allows you to play Rail Raiders Infinite in a new and unique way. Showdown on the Star Express takes advantage of extra Lawbots you may own from purchasing expansions, duplicate sets, or participating in the Rail Raiders Infinite Kickstarter.

WHAT YOU NEED TO PLAY

- High Noon Deck
- Loot Deck
- Tokens
- 2 - 4x Raiders
- 14x Lawbot Deputies
- 10x Lawbot Sheriffs
- 4x Lawbot Marshals
- Train Cars: Caboose, 2x Stock Car, High-Class Sleeper Car, Safe Car, Locomotive

SETUP

1. Build Train

Layout the train cars as shown below.

All cars start the game face up. Place the noted number of Loot tokens on them facedown as normal. Do not draw Long Arm of the Law cards for each car. The Long Arm of the Law deck is not used for Showdown on the Star Express.

2. DEPLOY LAWBOTS

Place 2 Marshals on the Safe Car and a Marshal on both the High-Class Sleeper Car and Stock Car. Then starting with the Stock Car closest to the Caboose and moving toward the Locomotive roll for each non-caboose and non-locomotive car twice—once for Deputies and once for Sheriffs. Place a number of Deputies and Sheriffs equal to the hand ranks rolled respectively for each. You should set up a total of 14 Deputies, 10 Sheriffs, and 4 Marshals. If you get to the Safe Car and your rolls don't have you put out enough Lawbots to meet these numbers, all remaining Lawbot models are put on the Safe Car.

3. BUILD DECKS

Shuffle the High Noon cards, and pull six cards off of the top for each player in the game. (So for three players, take the top 18 cards.)

Shuffle the Loot cards. Place both decks in easy reach of every player.



CABOOSE · STOCK CAR · STOCK CAR · HIGH CLASS SLEEPER CAR · SAFE CAR · LOCOMOTIVE

4. CHOOSE RAIDERS

Each player chooses a Raider.

WARNING: Certain Raiders have abilities that are less useful when playing Showdown on the Star Express. We suggest you avoid using Tazak Geronimo, Cactus Zak, Cowpuncher Candy, Rhinestone, Kingsman, and Chuy. Feel free to try them if you really want, but their abilities may be confusing or have little to no effect.

5. BOARD THE TRAIN

In Showdown on the Star Express, Raiders must start on the Caboose.

PLAYING SHOWDOWN ON THE STAR EXPRESS

Other than the exceptions noted here, the normal rules of Rail Raiders Infinite still apply.

OBJECTIVE

Each Raider is attempting to make off with the most [\$\$] before they are forced to get off the train! They just have to go about it differently in Showdown on the Star Express.

RAIDER TURN

Instead of taking actions as normal, a Raider's turn consists of five phases performed in the following order:

1. HIGH NOON

Draw a High Noon card and do what it says.

2. MOVE

The Raider may move to a car that is adjacent to the one it is currently on.

3. SHOWDOWN

The Raider may Showdown with Lawbots that are on the same car.

Other Raiders on the same car cannot join in the fight as normal, but may instead choose to assist. The Raider performing the Showdown may choose to accept or deny any offers of assistance they receive. The Raider performing the Showdown rolls one additional die in the fight for each assisting Raider. Sheriffs and Marshals do not add rerolls or additional dice to the Lawbots.

If the Raider loses to the Lawbots, then it and all assisting Raiders lose 1[\$\$]. Raiders are not moved for losing. If a Raider equals or exceeds the Lawbots hand then one Lawbot is destroyed for each hand rank that the Raider's hand rank beats the Lawbot by, with a minimum of one.

When a Sheriff would be destroyed, roll a die. If the result of the roll is an [A], the Sheriff isn't destroyed and no [\$\$] are scored. When a Marshal would be destroyed, roll a die. If the result of the roll is a [K] or an [A], the Marshal isn't destroyed and no [\$\$] are scored.

If the Raider is assisted by other Raiders then all [\$\$] scored in the Showdown for destroying Lawbots must be split as evenly as possible amongst the Raider that started the Showdown and the assisting Raiders. Any left over [\$\$] go to the Raider that started the Showdown.

4. SEARCH

Raiders may Search even when there are Lawbots on the same car. Raiders may not oppose a Search. However, Lawbots always oppose a Search. Lawbots opposing a Search follow the rules for a Showdown as explained above, with the following exceptions:

If the Lawbots lose, no Lawbots are destroyed. Instead the Raider may reveal a Loot token.

If a Loot token is revealed, [\$\$] that are scored from the Loot draw must be split with assisting Raiders as in a Showdown. Weapons and equipment are not shared.

5. CLEANUP PHASE

The Cleanup Phase occurs as normal. Once Cleanup is completed, the turn is over and the Raider to the left begins its turn.

ENDING THE GAME

When a player draws the last card of the High Noon deck, the game ends at the conclusion of that round. Play proceeds around the table until the player to the right of the Dealer finishes their turn and then the game ends. The player (or players) with the most [\$\$] wins the game.



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