

THE GOOD, THE BAD, AND THE BOT

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Welcome to The Good, the Bad, and the Bot, 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. The Good, the Bad, and the Bot 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 Good, the Bad, and the Bot expansion includes five models for two new types of Lawbots: three Cavalry Soldiers and two Cavalry Captains. Cavalry Soldiers are an alternate type of sheriff, and Cavalry Captains are an alternate type of marshal. Before you start playing, you may replace any sheriffs or marshals with Cavalry Soldiers or Cavalry Captains, 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.

Cavalry Soldiers and Cavalry Captains affect the game differently than the normal sheriffs and marshals from the core game do.

CAVALRY SOLDIER

A Raider that starts its turn on a car, or moves onto a car during its turn, that has a Cavalry Soldier on it may only perform the Move action once during that turn. Cavalry Soldiers do not cause Lawbots to reroll one die during a fight like normal sheriffs.

CAVALRY CAPTAIN

After determining the Dealer for a round, if a Cavalry Captain is on a car without any Raiders on it, move the Cavalry Captain and one of the lowest ranked Lawbots on the same car one car toward the nearest Raiders. The Dealer makes any decisions necessary to resolve this ability. Cavalry Captains allow Lawbots to roll an additional die during fights, just like normal marshals.

Other than the rules outlined here, all of the rules in the core game that apply to sheriffs apply to Cavalry Soldiers, and all of the rules that apply to marshals apply to Cavalry Captains.

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!

CAVALRY SOLDIER

"Strike like lightning. Ride like hell."

Based on Professor Zep's original Lawbot designs, the C.O.W. commissioned these metallic servicemen during the last Great War, and they brought well-deserved justice to the enemies of freedom. After the mandatory post-war memory wipes to avoid "accidental mix-ups" or "laser blast-related kerfuffles," the remaining Cavalry Soldiers were integrated into Interstellar Express security forces to much acclaim. In combat, Cavalry Soldiers strike at bandits with consummate skill, using the high-end tactics that only their specially designed Easy Rider software can provide.

CAVALRY CAPTAIN

"Prepare to charge!"

These stalwart captains make each cargo hauler into a fortress to ensure that the shipments reach their destinations intact and on time. Cavalry Captains lead from the front, issuing orders while closing the distance to any would-be raiders. Whether taking aim with their special issue HR-77 Supernova Carbines or cutting down foes with their tritanium sabers, Cavalry Captains are a force to be reckoned with and will stop at nothing to maintain the interests of the galactic Congress of Worlds.

LT. DEADEYE

"There's more to life than loot. Surrender, and you'll enjoy it with all your original limbs."

One of the last first-generation Lawbots still in service, Lt. Deadeye is a walking, talking legend. His impeccable service record and sterling reputation for taking bandits alive the majority of the time makes Deadeye as feared by criminals as he is respected by law-abiding citizens. Deadeye's heroic exploits impressed C.O.W. officials enough to promote him to the rank of lieutenant and grant him an experimental software upgrade, the Bullseye protocol. Lt. Deadeye hopes to someday earn the right to be the first Lawbot ever to retire, perhaps finding some quiet and peaceful prairie planet to call home.

