

IRON HORSES

RULEBOOK

BACKGROUND

Iron Horses throws you back into the 19th century when Railroads dominated commerce. Climb aboard any one of Lydon Rail company's eight railways and race to be the first train to successfully deliver \$1,000,000 in resources! Be wary of what lies ahead, as setbacks are bound to happen! Tariffs will slow your delivery, maintenance will stop you in your tracks and hijackers are eager to steal your payload! Fix what you can, deliver the goods and attain victory!

OBJECTIVE

Be the first Railway to successfully deliver at least \$1,000,000 in resources through the use of remedies, setbacks, and master cards.

COMPONENTS



21
Remedy Cards



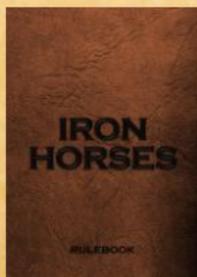
18
Setback Cards



8
Master Cards



8
Railway Cards



Rulebook



53
Resource Cards

SETUP

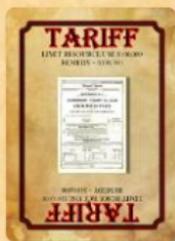
First, remove the 8 Railways from the deck. Each player chooses one of the available Railways randomly to play with for the entirety of the game.

Next, shuffle the remaining cards and then deal 5 cards face down to each player.

Lastly, place the deck in the center of the playing surface. The youngest player will begin the game with their first turn following a clockwise pattern.

LAYOUT

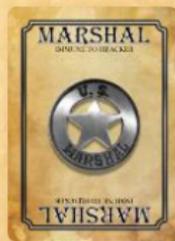
Setbacks played against you



Resources Transported



Master card



Railway

There are 3 states for the cards in the game, “in play”, “out of play”, and “in hand”. In general, cards in play are on the playing surface, cards out of play are in the discard pile and cards in hand are in a player’s hand.

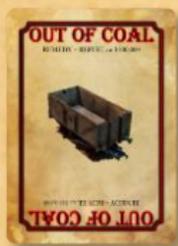
HOW TO PLAY

CARDS



Railway cards (Landscape, Varying colors)

Each Railway has a specific advantage that sets it apart from other Railways. You may use your Railway's advantage once per game and is not considered an action. Rotate your Railway card 90 degrees to indicate that you have used your Railway's advantage.



Setback Cards (Portrait, Red)

Setback cards are used to slow down your opponents.

“Broken Coupling”, “Out of Coal” and “Unscheduled Stop” are setback cards that prevent the transport action. These cards must be discarded by their corresponding remedy cards or \$100,000 of resources before resources can be played.

“Tariff” is a setback card that limits the amount of resources played in one turn to \$100,000. To remedy this card you must discard \$100,000 in resources.

“Hijacker” is a setback card that allows a player to steal one resource card that has been played by another player and add it to their hand. It is one-time use.

“Storm” is a setback card that reduces a player's actions per turn by 1. To remedy this card you must discard \$50,000 in resources.

Setback cards identify which remedy cards or amount of resources are required to discard them.



Remedy Cards (Portrait, Blue)

Remedy cards resolve setback cards and protect resources.

“Departure”, “Refuel”, and “Repair” are the remedy cards that resolve “Unscheduled Stop”, “Out of Coal”, and “Broken Coupling” respectively.

“Safe” is a remedy card that protects one resource card in play from the setback card, “Hijacker”. “Safe” is played on top of the protected resource. Protected resources cannot be used to remedy a setback.

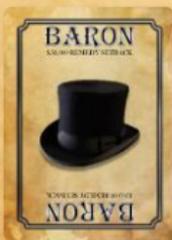
“Sheriff” is a remedy card that prevents a setback card from being played against you during another player’s turn. It is one-time use and does not require an action.



Resource Cards (Landscape, Varying colors)

Resource cards are in 7 denominations (Mail - \$25,000, Passenger- \$50,000, Coal - \$75,000, Iron - \$100,000, Ammunition - \$125,000, Oil - \$200,000, Gold - \$250,000). Transport \$1,000,000 resources to attain victory.

Resources are only counted if in play, not in hand.



Master Cards (Portrait, Silver)

Master cards each have a special effect that lasts as long as they are in play. When drawn they are immediately in play and do not require an action. A player may only have one Master card in play at a time. When another Master card is drawn the previous Master card is discarded.

Master Card effect explanations:

“Express”: Players cannot play “Unscheduled Stop” against you.

“Engineer”: Players cannot play “Broken Coupling” against you.

“Coal Reserve”: Players cannot play “Out of Coal” against you.

“Marshall”: Players cannot play “Hijacker” against you.

“Bond”: Players cannot play “Tariff” against you.

“First Class”: A player may use their Railway’s advantage once per turn for unlimited turns.

“Baron”: A player may remedy a setback other than “Hijacker” for \$50,000. Each remedy counts as an action.

“Conductor”: A player has 4 actions per turn.

ACTIONS

Each player is allowed 3 actions per turn. Players may use any combination of available actions and may also use an action more than once per turn. In other words, if you want to use your 3 actions to draw 3 times you may do so. Not all actions may be available per turn.

Draw- If you choose this action you may draw one card from the deck.

Transport- If you choose this action you may put one resource card from your hand into play.

Remedy- If you choose this action you may use a remedy card or \$100,000 of resources to discard a setback card that has been played against you. The remedy card or \$100,000 of resources is also discarded. You may also protect a resource.

If resources are used to remedy a setback, they may be taken either from those in play or in hand.

In the event that a player wants to use resources to remedy a setback, either a combination of resources adding up to or more than \$100,000 or one resource equaling or more than \$100,000 can be used. Keep in mind however that any amount over the \$100,000 is considered discarded. A player does not redeem the difference.

Sabotage- If you choose this action you may play a setback card against another player.

LIMITATIONS OF ACTIONS

If a setback card has been played against you, you may not use the transport action to play resources during your turn until the setback has been remedied with the exception of “Tariff”, “Hijacker” and “Storm”.

Players may play multiple setbacks against you. They all must be remedied before you may use the transport action to play resources with the exception of “Tariff”, “Hijacker” and “Storm”.

A player may have multiple setbacks played against them, but they all must be different setbacks. In other words, a player cannot have 2 “Out of Coal” setback cards played against them at any given time.

Hand size is limited to 8 cards at the end of a turn. Discard accordingly.

If and when the deck runs out, shuffle and reuse the discard pile.

MORE INFORMATION

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LEGAL

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