

Wango Tango by James Kyle

Although HellRail was designed to be best played by three to four players, it can also be played by two players. The "Wango Tango" variant of HellRail enhances gameplay for two players by getting the two otherwise-unused engines onto the board.

- Instead of each player choosing one engine during Setup, choose two.
- During your Draw step, draw two cards (but keep them in one hand).
- During your Load step, both of your engines can load cars from Dis.
- During your Move step, move both of your engines using normal movement rules. You may choose which moves first.
- During your Drop step, both of your engines can drop cars.
- During your Play step, play two cards. Note that this opens up some interesting Damnation combinations, like "Charon", then "Phlegyas". Further note that if a card refers to an "opponent's engine", you may not target either of your own engine.

Hell Department of Transportation (HDOT) by Joe Porrett

Would you like a little more challenge when creating the board throughout the game (besides trying to send your opponents down paths to nowhere)? Try the "HDOT" version of HellRail.

- During Setup, add some coffee mugs, dishes, or other obstacles to the table in various locations.
- During your Play step, you may not place a rail or circle card such that it will touch any of these obstacles, nor may you move the obstacles.

Small World by James Kyle

Rails too spread out for your taste? Need the added challenge of a crowded, protean board? Here's the "Small World" variant. Just because the rail system is smaller, though, don't expect to get anywhere fast. Opponents will take every opportunity to blast your path.

- When placing a rail or circle card on the board during your Play step, you may place the card on top of any unoccupied, non-circle rail card on the board (effectively replacing it).
- When the card "Abyss" is played, only remove the top layer of cards from the row or column, and instead of discarding these cards, shuffle them back into the draw pile.