

NOTE: The following variants are intended for use with HellRail: 2nd Perdition only, and are not compatible with the first edition of HellRail. For first edition variants and other information, please check our Support page.

Brimstone Tender Optional Rule by James Kyle

This optional rule may be used provided all players understand the rule and agree to allow it before the game begins. All other rules as explained in the HellRail: 2nd Perdition rules chapbook remain unchanged in this variant.

When you deliver a car, instead of tucking it under your engine card for points, you may instead declare that you are converting it into a Brimstone Tender. After this declaration, move the car directly behind your engine card (if it is not there already), and place on it a number of Brimstone tokens (use coins, glass beads, Skittles, or anything else you have handy) equal to the car's Car Value (the shown in the passenger car icon at the top of the card).

Any time that you are required to roll a die, you may instead choose to discard a Brimstone token and substitute the Brimstone value of the Tender in place of the die result. The Brimstone Tender card is discarded when it has no more tokens. Any tokens left at the end of the game are worthless.

For all other purposes, the Brimstone Tender should be regarded as a car. It therefore affects which cards can be used for Movement, car losses when rolling over coins on the tracks, etc. It gets discarded along with all other cars if you derail, and can be stolen with Circle 9's effect. You may have more than one Brimstone Tender.