

3000 SCOUNDRELS

OPTIONAL RULES

DECEMBER 1, 2022

INTRODUCTION

This document includes three optional rules you can use to add more variety, intrigue, and strategy to your games of *3000 Scoundrels*.

All three are designed and tested to work together, but they also work separately if desired.

Important: These rules require you to use the three day “Extended Game” (page 12 of the main rulebook).

STARTING 0

To add more intrigue to the game, each player starts with their 0 poker card in their hand (plus 3 random cards).

This option forces each player to bluff during the first day of the game. It also creates a more level playing field at the start of the game.

EXTRA SCOUNDREL

To allow more scoundrel combinations, each player can now have up to **six scoundrels** on their leader sheet (instead of five). This sixth scoundrel is placed over the artwork in the top left of the leader sheet (where the strategy card is normally placed).

This scoundrel can trigger response abilities and all other effects as normal.

If you are also using the “Strategy Card” optional rule, place the strategy card to the left of your leader sheet.



Example of six scoundrels on a leader sheet with a strategy card next to it.

WILD SALOON

This optional rule adds more variety to the types of scoundrels seen in the early game. During setup, create **two job decks** instead of one. One deck contains all purple jobs, and the other includes all black jobs with a number of green jobs on top depending upon the number of players:

	TRAITS	JOBS
2	• 20 blue I (on top) • all red II	• 7 green (on top) • all black
3	• 30 blue I (on top) • all red II	• 9 green (on top) • all black
4	• 40 blue I (on top) • all red II	• 12 green (on top) • all black

To setup the Saloon, create two green scoundrels in the rightmost spaces. Then create one purple scoundrel in the leftmost space.

During the game, there should **always be a purple (♠) scoundrel** in the Saloon and two cards from the other deck. Each time you need to create a scoundrel, check the colors of the scoundrels in the Saloon. If there are 0 purple scoundrels, create a purple scoundrel. Otherwise, create a scoundrel from the top of the green/black job deck.



In this example, there are no purple (♠) scoundrels in the Saloon, so you would create a new scoundrel using the top card of the purple job deck and the top card of the trait deck.

There are some rare effects that can add a second purple scoundrel to the Saloon. If this happens, do not add any more purple scoundrels to the Saloon until there are 0.

WILD SALOON RULES CHANGES

The wild saloon gives you a greater variety of scoundrels which impacts the game in many ways. To balance this, the following rules changes apply:

- Safe Limit:** Instead of being limited to having one safe per day, players are now limited to three safes on their leader sheet at any time, **regardless of the day**. If a player exceeds this, they must abandon a safe as normal.
- Running out of Jobs:** In the unlikely situation that a job deck runs out of cards, all new scoundrels are created from the other job deck.