3000 SCOUNDRELS

AUTOMA RULES

The following rules allow you to play *3000 Scoundrels* solo (single player). Before playing, print and cut the cards found on the following pages.

These rules are meant to be used with **all** base game rules and the Wild Saloon optional rule ([found here](#)). If you wish to make the game slightly easier, you can also choose to use the strategy card optional rule.

AUTOMA SETUP

1. **Choose Enemy Difficulty:** Place the Lilith Boone enemy card near the game board. The "Expert" side offers an additional challenge.

2. **Setup Automa Deck:** Take Lilith's eight automa cards and shuffle them to form a deck.

3. **Gain Henchmen & Starting Reputation:** Place Lilith's **three** henchman tokens near her enemy card. Place her reputation token on the "0" space.

4. **Remove Cards:** Remove the Renegade (☊), Prisoner (⚑), and Treasure Hunter (⚑) job cards.

5. **Setup Trait and Job decks:** Use the Wild Saloon setup rules and the following number of cards:

Traits	Jobs
• 16 blue I (on top)	• 5 green (on top)
• all red II	• all black

Then resolve the normal steps of setup. Lilith skips step 6, as she does not start with money or other remaining components.

WINNING THE SOLO GAME

To win, you need to have **more** tech than Lilith at the end of the game. If you have equal or less tech, **you lose**.

You gain tech from all normal sources, such as stolen safes, matching marks on safes, reputation, and tech icons on scoundrels.

PLAYING THE SOLO GAME

In a solo game, you are the only one to take turns. On your turn, resolve the steps of a turn as normal. You can even bluff if you choose!

After resolving step 3 of your turn, draw the top card of the automa deck. Most automa cards have two sections. Resolve the top section if you played a card in the matching slot this turn. Otherwise, resolve the bottom section.

Automa Card

Resolve abilities in order, from top to bottom. After you resolve all abilities in the appropriate section, discard the card faceup next to the automa deck. Then your turn ends, and you begin a new turn as normal.

One card in the automa deck instructs you to shuffle the discarded cards back into the deck. This is the only time the automa deck is reshuffled.

The game ends at the end of the third day.

YOUR HENCHMEN

Since the enemy does not play poker cards, you cannot call their bluffs with your henchmen. Instead, many automa cards require you to suffer a penalty unless you send one of your henchmen to jail. If you cannot send a henchman to jail (or choose not to), you must suffer the other effect.

These punishing effects encourage you to always have an available henchman. If you cannot suffer the full effect (for example, if they would steal something you don't have), you do not need to send a henchman to jail.

ENEMY HENCHMEN

Many automa cards place enemy henchmen on your poker cards. At the end of each day, reveal all of your cards with henchmen on them as normal. For each bluff caught, you lose one reputation and the enemy gains one reputation.

Important: If you are not bluffing, the enemy henchman is **not** sent to jail. It is returned to that enemy and can be used in the next day. You can use abilities (such as the Bounty Hunter job) to send enemy henchmen to jail, but they are otherwise available for the enemy to use.

If all of the enemy's henchmen are on cards or in jail, they cannot place henchmen on cards. Simply ignore effects that place their henchmen.

DESTROYED SAFES

Some of Lilith's cards destroy safes. When this happens, return all marks on the safe to their owner and return the safe to the game box. Do not reveal the safe card.

In case of ties (such as Lilith destroying the safe with the highest value mark and there are multiple with the highest mark), the player chooses how to break the tie.

1/8 — A 2

- Destroy an **unmarked** safe at a site where you scouted this turn.
- Discard the middle scoundrel from the Saloon.

ANY OTHER SLOT
- Lilith places a henchman on your most recent card.
- Discard all tech (⚙) scoundrels from the Saloon.

2/8 — 3 4

- Destroy the safe with the highest value mark on the game board. If none are marked, destroy a safe at the Estate.
- Discard the rightmost scoundrel from the Saloon.

ANY OTHER SLOT
- Destroy an unmarked safe at the Estate.
- Discard the middle scoundrel from the Saloon.

3/8 — 4 5

- Lilith places a henchman on your most recent card.
- Destroy an unmarked safe at the Depot.

ANY OTHER SLOT
- Discard 1 of your tech (⚙) scoundrels or a scoundrel that provides reputation unless you send 1 of your henchmen to jail.
- Discard the rightmost scoundrel from the Saloon.

4/8 — ANY SLOT

- Lilith places a henchman on your most recent card.
- Lilith gains 1 reputation unless you send 1 of your henchmen to jail.
- Discard all tech (⚙) scoundrels from the Saloon. If none, discard the middle scoundrel.

5/8 — A 5

- Lilith places a henchman on your most recent card.
- Lose $5 unless you send 1 of your henchmen to jail.
- Discard the rightmost scoundrel from the Saloon.

ANY OTHER SLOT
- Destroy an unmarked safe at the Estate.
- Discard all tech (⚙) scoundrels from the Saloon.

6/8 — 2 3

- Destroy the safe with the highest value mark on the game board. If none are marked, destroy a safe at the Depot.
- Discard the middle scoundrel from the Saloon.

ANY OTHER SLOT
- Destroy an unmarked safe at the Laboratory.
- Discard the rightmost scoundrel from the Saloon.

4 5

- Lilith places a henchman on your most recent card.
- Lilith gains 1 reputation unless you send 1 of your henchmen to jail.

ANY OTHER SLOT

- Destroy an unmarked safe at the Laboratory.
- Discard all tech (▦) scoundrels from the Saloon. If none, discard the middle scoundrel.

ANY SLOT

- If the highest value mark on a safe on the game board is "5" or higher, destroy that safe. Otherwise, destroy an unmarked safe at the Laboratory.
- Discard the rightmost scoundrel from the Saloon.
- Shuffle all used automa cards back into the deck (including this card).

LILITH BOONE

EXPERT

"The Traveler's atrocities must be destroyed so we can return to the good old days."

- When Lilith **destroys** a safe at a site, return it to the game box without revealing it.
- At the end of the game, Lilith's final score is **27** plus her reputation.

"The Traveler's atrocities must be destroyed so we can return to the good old days."

⟐ When Lilith **destroys** a safe at a site, return it to the game box without revealing it.

⟐ At the end of the game, Lilith's final score is 21 plus her reputation.

LILITH BOONE