

[Solo Mode Sample Decklists](#)

Guide to Modifying the Automaton Decks:

The Automaton is intended to create a solo play experience that feels close to a regular game of Doomtown, played facing a human opponent. An important part of the game is the wide range of possible decks. To maintain this variety, the Automaton has been built to use a regular deck, not only to randomize its behavior through pulls, but to use for dudes, deeds, and all the other encounters you normally find in a good game of Doomtown.

To further support the number of different decks solo players can face, the Automaton has been created to play most cards (relatively) sensibly. However, there are certain cards that are either too complicated for the regular Automaton program to use, or just don't offer any benefit to a non-human player. These cards are included on the Card Exceptions list. It currently includes the relevant cards from the Doomtown: Weird West Edition - more will be added in time.

On the Exceptions list, cards are divided into three categories of complexity:

Moderate (M) - typically a simple instruction, with no decision points.

High (H) - a more complex instruction, involving evaluation of the game state.

Not Recommended (X) - this card is of little use for the Automaton.

These categories are based on how many extra considerations are needed when the Automaton uses a card. Any card not on the list can be played by the Automaton following the normal rules.

Solo Mode Exception List

This list includes various adjustments to how the Gunslinger Automaton uses specific cards. Cards are sorted into the following categories, based on how much extra complexity they add when used in an Automaton deck.

Some cards are listed in more than one category - those leave players a choice as to how much extra complexity they want in their game. The complexity of a solo game can also be reduced by swapping out cards in a deck for others that are easier for the Automaton to use.

This guide assumes the use of one Doomtown: Weird West Edition (base set). Adding another one, or using cards from expansions, gives more ways to tweak the complexity of a deck.

Outfits: 4 (1 M, 2H, 1X)

[Deadwood Miner's Alliance](#)

High: Use a dude with less than 4 bounty, then select dude as for gaining a bonus.

[House of Many Faiths](#)

Moderate: Do not shuffle cards from hand or discard into the deck.

[Saved by Grace](#)

Not Recommended: This Outfit is not recommended for the Gunfighter Automaton, since searching for and cycling cards is of little value to it.

[The Sloane Gang](#)

High: Use a dude without CP if possible, then select dude as for gaining a bonus. For effect, gain the Control Point if possible.

Dudes: 8 (2 M, 6 H)

[E.B. Farnum](#)

High: For the cost reduction, boot dudes at home, then stud dudes, then dudes at a location with Automaton stud dudes. Do not boot other dudes, and do not boot dudes that would bring the cost reduction above 10.

[Ike Clanton](#)

High: Select a deed where the ability would give control to the Automaton, then a deed with the most opposing Influence, then the deed with the most Automaton bullets.

When moving dudes, if there is a Rowdy deed, use bullets instead of influence to determine which dude moves there.

Moderate: Ignore his ability.

[Jarrett Blake](#):

High: To select the dude that leaves the shootout, select a draw dude, then highest Influence, then lowest bullets.

[Nathan Shane](#)

High: If there are multiple actions that could be discarded, select Cheatin' Resolutions, then Resolutions, then Shootout abilities.

[Nicodemus Whateley](#):

High: While Nicodemus is in play, the ability he grants is used before the effects listed under Effect Priorities, and when selecting dudes to use the ability, select them as if they were leaving play.

[Smiling Frog](#)

Moderate: Discard Hearts if possible.

[Speaks-with-Earth](#)

Moderate: Unboot the Totem with the highest difficulty.

[Ursula, the Worm Queen:](#)

High: Select the hex with the highest difficulty. For hexes with varying difficulty, consider them to have the highest difficulty they could currently have (e.g. for [Paralysis Mark](#), treat it as if the difficulty was the highest value among opposing dudes). If several dudes have the hex to be selected, select a booted copy, then select the dude with the lowest Huckster rating for giving up the Hex, then as for a dude receiving a penalty.

Deed: 5 (1 M, 4H)

[2nd Bank of Gomorra:](#)

High: If there is ghost rock on this, take the ghost rock if the deed is owned by an opponent, or has 4 or more ghost rock. Otherwise, place ghost rock.

Moderate: If there is ghost rock on the deed, take it, otherwise add ghost rock.

[California Tax Office](#)

High: If there are eligible dudes with upkeep higher than their player's stash, target one of those, following the rules for opposing dudes leaving play.

Otherwise, target the dude with the highest upkeep.

[New Town Hall:](#)

High: Add a control point if the deed is owned by the Automaton, or if the Automaton currently has more control points than the opponent's influence.

Otherwise, remove control points.

[The Joker's Smile](#)

Moderate: If both abilities can be used, select the one that recovers a joker from Boot Hill.

[Walters Creek Distillery](#)

High: Select a deed which is both a Saloon and a Casino, then a deed which does not have abilities that require booting, then a Casino. If a card is drawn due to this ability, do not discard down to hand size after this play.

Goods: 9 (7M, 2H)

[Baijiu Jar](#)

High: When discarding cards, retain Actions with the following abilities: Cheatin' Resolutions, then Shootout, then Resolutions. Do not discard down to hand size after this play.

Faithful Hound

Moderate: Always discard the opposing goods.

Mechanical Horse

Moderate: During Noon, use the ability that lets the dude move to the type of location that would be selected by the current pull. Only pay to move with any given Mechanical Horse once per day.

Pair of Six-Shooters

Moderate: Only use this if it can result in a legal hand with a higher rank than the current one or it can make a cheating hand into a legal hand of the same rank.

See-Through Spectacles

High: For each of these in play, the Automaton may treat a non-heart card as a heart, or a heart card as a different value when attempting to make a straight flush in hearts.

Quickdraw Handgun

Moderate: Only use this if it would result in a higher hand rank for the Automaton.

Personal Ornithopter

Moderate: Only use the ability to send the dude home booted if there are no other Shootout abilities that can be used and no studs in the Automaton posse.

Soul Cage

Moderate: Choose the Abomination with the highest cost, then one from Boot Hill.

Xemo's Turban

Moderate: Do not use the ability.

Spells: 7 (3M, 3H, 1X)

Confession

High: Priorities: Place bounty on an opposing dude at this location, then remove bounty from own dude, then place bounty on nearby opposing dude.

Fetch

High: During lowball: Take a card of the non-clubs suit of which the Automaton has the fewest in play, then the one with the highest cost, then as for a shootout.

During a Shootout: Take an action with a resolution ability, then a shootout ability, then as for lowball.

Put the card in the left-most position in the Automaton's hand.

Get Behind Me, Satan!

Moderate: Do not attach to a dude with 0 Blessed.

Phantasm

High: Move a booted dude if possible.

Move the dude to the Automaton's home, then a deed not owned by the Automaton, then a location with no non-Automaton dudes nearby, then a location with an Automaton dude.

Shadow Walk

Moderate: Do not discard it for an extra Shootout play.

Sight Beyond Sight

Not Recommended: The Automaton has no use for knowledge of the player's hand.

Sun-Touched Raven

Moderate: Discard the cards with the lowest value. Do not draw a card.

Actions: 13 (5 M, 6 H, 2X)

Establishin' Who's in Charge

High: Mark an Automaton deed (do not use it on an opposing deed), then lowest control points, then closest to home.

Belligerence

High: If possible, unboot an unwanted dude, otherwise give the bullet and influence.

Comin' Up Roses

Moderate: While this is in hand, may treat one card as another suit when attempting to make a flush or straight flush.

It's Not What You Know...

Moderate: Use the Cheatin' Resolution if possible.

Meet the New Boss

Moderate: If successful, ace it for influence.

No Turning Back

Not Recommended: The Automaton doesn't handle the choice of which dude to ace (and whether to ace a dude at all) very well.

High: If used, do not use the Noon Ability, and only use the Resolution ability if the Automaton is about to take two or more casualties, or about to discard a token dude as a casualty.

Pinned Down

Moderate: Target as if selecting a dude to leave play.

Polite Inquiries

Not Recommended: The Automaton has no use for extra card cycling.

Recruitment Drive

High: Select the card with the highest cost, then as for playing a card not in hand.

Technological Exhibition

High: Mark Town Square. Select highest cost gadget, then a gadget from discard.

This'll Hurt in the Mornin'

High: Select cards so that the opponent's hand rank becomes as low as possible, then so it remains cheating.

Too Much Attention

Moderate: Boot a dude if possible.

Unprepared

High: Prevent the highest number of abilities and traits, then cause the greatest decrease in bullets.