



A Curious Sequence of Events

Solo Play Scenario 4: A Curious Sequence of Events

Set Up

Four  slots, each filled with a  and a face down, unknown .

Opposition





Whenever the captain plays an , move that card to a special out-of-play zone called the "Event Region." At the end of the Resolution Phase, conduct the *Mishap* by rolling 2D6 and subtracting the credit cost of any  in the Event Region. If the remaining value is zero (0) or less, proceed as normal to next round's Ready Phase. However, if the value of the *Mishap* is positive (one or higher), resolve as follows:




For each point, the captain must choose one of the following:

Inflict 1  on a  they control.


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Any  or  applied count as a single source for the purposes of Armor or Hardening.

If the captain is unable to apply the full value of the *Mishap* for any reason (such as not having enough  or  to absorb the required *Mishap* results), then the captain is obliged to discard  until all *Mishap* points have been applied or the captain has no remaining .


After resolving the 2D6 roll, move any  in the Event Region to the Dispersed Region. During this scenario,  played will never enter the discard pile (however, any expended for  or discarded due to any cause other than having been played will enter the discard pile as normal).


Objective

Reach 20  before bankruptcy.

Challenges

All the challenges from the Solo Play list are available.

Include no more than 10  in your Captain's Deck:
+5 challenge points.

Include no more than 5  in your Captain's Deck:
+15 challenge points.

Happy Birthday to Marc Miller, 241-2018