





# It's Getting Crowded In My Sky

## Solo Play Scenario 5

### Set Up

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

### Opposition

The Vulture is an enemy  with an  and  equal to the number of Raider counters on it, and a  of 0. At the end of each Resolution Phase, add counters to the Vulture according to the following schedule:

+1 Raider counter automatically

+1 Raider counter if the captain has completed a  this round

Then, roll 1D6 and add the number of  the captain has earned this round. If the total is:

Less than 6: +0 counters



6 - 9: +1 Raider counter

10 - 11: +2 Raider counters




12+: +3 Raider counters

No more than five (5) counters may be earned in a round. Raider counters persist from round to round. During any Adventure Phase where the Vulture has 1 or more Raider counters, it will declare as a Pirate.

During the Resolution Phase, it will **always** act as the First Captain, regardless of , and resolve its Piracy action as described in the rulebook on page 18. If the Vulture inflicts damage, resolve it as follows:




Damage is applied to the captain's  in the following priority order (if several  qualify, randomize):




1. Apply as  to the  with the least **remaining**  capacity.

2. Apply as  to the  with the least native  capacity.

3. Apply as  to the  with the highest cost.

4. Apply as  to a random .

5. If no  are attached to the captain's , apply damage as an expense to be met by  as normal.

For each point of damage the captain would inflict on the Vulture, roll 1D6 and remove one Raider counter for each 6. If an effect reduces the Vulture's  to less than zero, or would cause the Vulture to jettison an , remove a Raider counter. Captains may play effects that would resolve a **Corsair**  to cause the Vulture to remove two counters.

### Objective

Reach 20  before bankruptcy.

### Challenges

All the challenges from the Solo Play list are available.