



Solo Rules

These solo rules assume that you will use all elements of the expansion. If you prefer to omit some elements, please modify accordingly. For players who are playing solo to explore the game or learn the rules, we recommend Easy mode. For experienced players looking for a challenge, try Hard mode or the solo campaign.



Setup

Modify the setup rules as follows:

1) Start with the Nyr sector, then reveal additional sectors until you have at least 2 spawn points and at least 4 sectors total. If you draw the Xia sector, shuffle it back in and redraw. Then, **arrange all the revealed sectors however you like (any configuration).**

1.1) If Kemplar II and/or Loath aren't already revealed, find them. Add 5 random sectors (hidden), shuffle them together with Kemplar II/Loath face down, and put those 6-7 sectors on top of the unexplored sectors stack (without looking at them).

3) Remove the following Titles from the Title deck: Avenger, Generous, Heroic, Benefactor. Then, shuffle the deck and reveal 1 Title that is available from the beginning of the game. (New Titles are also revealed normally later in the game.)

3.1) Remove the following Events from the Event deck: Fesko Grand Prix, Change of Heart.

7) Choose the number of Fame Points (⊙) needed for victory. (In campaign mode, the ⊙ needed for victory is determined by the goal you choose.) Start your marker at 0⊙, along with a single extra color marker to represent the NPCs collectively (they are working together against you). This is called the NPC Fame Point track marker.

10) Spawn your Tier 1 ship on any spawn point of your choice. Then, spawn NPCs and draw Behavior cards (see below), if needed. Start with 4,000△ and purchase Outfits and Mods normally. Use 2,000△ for Hard mode or 6,000△ for Easy mode. Easy mode is recommended for new players.

NPCs

In solo play, you must use the Merchant, Enforcer, and Scoundrel (and Sellsword optionally), but don't deal their cards.

Instead, when they enter play, place the card around the table in whatever order you choose, and randomly draw a Behavior card for them.

NPC Difficulty Level

To allow players to maximize their fun and balance the game to their desired level of difficulty, NPCs have 3 different difficulty levels on the double-sided NPC Stats card.

- **Easy mode:** Use only side A.
- **Normal mode:** Use side A until either you or the NPCs have surpassed half the required ⊙s for this game, then flip to side B (e.g. in a 15⊙ game, flip once anyone has at least 8⊙).
- **Hard mode:** Use only side B.

The NPC Stats replace the normal values listed on an NPC's card. Note: The "On Kill" value remains unchanged.

NPC Stats: Side A				
<small>Use this side in Easy mode. In Normal mode, start on this side, then flip when halfway to ⊙ victory.</small>				
NPC	Move	Attack	Shields	To Kill
Scoundrel	6	1 ⊙ [d12] Blaster	1 ⊙ [d6]	10M
Enforcer	6	1 ⊙ [d12] Missile	1 ⊙ [d8]	12M
Merchant	9	N/A	1 ⊙ [d8]	15M

NPC Stats: Side B				
<small>Use this side in Hard mode. In Normal mode, use this side after halfway to ⊙ victory.</small>				
NPC	Move	Attack	Shields	To Kill
Scoundrel	9	2 ⊙ [d12] Blasters	1 ⊙ [d8]	15M
Enforcer	9	1 ⊙ [d8] + ⊙ [d20] Missiles	1 ⊙ [d12]	17M
Merchant	15	N/A	1 ⊙ [d12]	20M

NPC Bonus ⊙ for Destroying the Player

If the Enforcer or Scoundrel destroys the player's ship, immediately award the NPCs 1⊙, 2⊙, or 3⊙ depending on the tier of your destroyed ship.

Sellsword

Any NPC ships destroyed by the Sellsword will earn the player ⊙ and △ (and campaign goal progress) as if the player destroyed the ship themselves, but any bounty goes on the Sellsword. If destroyed, the Sellsword respawns at a random spawn point as usual, but remains owned by the player. The Sellsword always acts immediately after the player's turn.

NPC Behaviors

Behavior Cards

When an NPC first enters play (using normal spawn rules), randomly draw a

behavior card for it. Then, randomly determine which behavior to use on that card. The NPC will follow those rules when taking a turn, instead of its normal rules. Note: The NPC still follows normal rules when spawning, e.g. the Scoundrel still starts with 2,000Δ bounty on it.



Front

Back

Order of Resolution

Behaviors are resolved in the order listed on the card. If a step cannot be followed (e.g. “If in range, attack” but the NPC isn’t in range to attack), check to see if an alternate step applies (e.g. “If not, move to target again.”) If the NPC cannot follow any more steps, the NPC’s turn is over.

“Move to Target”

Behavior cards include the instruction to “move to target.” Specifically, that means “move to the appropriate range based on the next action this NPC will take, then stop.” The Scoundrel moves adjacent since it attacks with blasters, the Enforcer moves to within missile range, and the Merchant moves onto the action space. If it’s not possible to reach the desired space, the NPC gets as close as possible. The Merchant will employ the Using Occupied Spaces rule, if needed (base game rules, page 9, Movement).

Doubled Actions

Some Behaviors instruct the NPC to make two attacks. Those are two separate attacks, so the player may re-arm shields between the attacks by spending energy, per normal combat rules.

Some NPC Behaviors instruct the NPC to move twice. If the NPC reaches the target after the first movement, the second movement is wasted.

Changing Behaviors

Generally, each NPC’s behavior will remain the same throughout the game. But, if the player destroys an NPC, the player may optionally draw a new behavior card for that NPC, randomly picking which of the two Behaviors will now be in effect. The player may also opt to let the NPC keep their current behavior.

For more specific interactions regarding NPC Behaviors, see the FAQ at the end of this rulebook.

Missions

Missions that Target Players

In solo play, missions that target players (e.g. Thief, Assassin, etc.) target the

Scoundrel/Enforcer/Merchant NPCs instead. When those NPCs enter play, the solo player chooses where the NPC “sits” in player order, which then allows the player to treat those NPCs as other players for purposes of missions. Missions can never target the player themselves, the Sellsword, or the Space Station.

If only one of the Scoundrel/Enforcer/Merchant is in play, missions that target the second player to the left or right cannot be completed; such missions require at least two of the key NPCs to be in play.

When performing the mission objective action (i.e. turning a mission face up), check for the correct NPC target at that moment. If an NPC later enters the game, the new seating order only applies to mission objectives that have not yet been completed (i.e. only face-down missions).

Draw Missions

Each time you take the Draw Missions action in solo play, you may look at the missions immediately and keep the appropriate number based on your available mission slots (instead of waiting until your turn is over in multiplayer). You may also choose to wait until the end of your turn, if you prefer.

Bounty

Outlaw Planet Bounty

Each time your ship enters an outlaw planet using the planetary entrance, your bounty increases by 1,000Δ, even if you were already an outlaw.

Player Bounty Carry Over

When you upgrade your ship, any bounty carries over to the new ship. Your bounty only goes away if your ship is destroyed.

Bounty for Attacking

Each time the Merchant or Enforcer is attacked by the player or Sellsword, that ship gets +1,000Δ Bounty (in addition to any Bounty earned by destroying the NPC).

Winning The Game

Check to see if you’ve won the game (met or exceeded the 6 needed for victory) on each of your status phases.

System Expanse

End of Player’s Turn: System Expanse

Immediately after the end of each of your turns, before any NPC turns, reveal a new

sector:

- 1) Identify the empty spaces where sectors could be placed. Choose an empty space that is adjacent to the most sectors (or tied for the most).
- 2) Pick an edge symbol.
- 3) Reveal a new sector and match it with the chosen edge symbol.
- 4) Spawn NPCs if needed. A newly-spawned NPC will take its turn normally.

Solo Round End

Immediately after all of the NPC turns, but before resolving events, you must do the following:

- 1) Remove any cubes on the map (either from the Jettison Cargo action, or from the player’s ship being destroyed/damaged).

- 2) Roll a d20.

- Add +2 for each cube removed in step 1, above.
- Add +2 for each 1,000Δ NPCs collected this turn (either from bounty due to destroying ships, or events.)
- Add +2 for each 6 the NPCs are behind.
- Add +X for certain Merchant NPC behaviors.

Then, advance the NPC Fame Point track marker as follows:

Result	Earned
1-3	0
4-14	1
15-20	2
21-25	3
26-30	4
31+	5

Note: There is only one 6 track marker for the NPCs collectively. They get only a single roll at the end of each round.

The NPCs can cause new Titles and Events to be revealed if they’re in the lead. Reveal the appropriate cards immediately. If the NPCs reach the selected number of Fame Points for victory, you lose.

Example: It’s the end of the round (you and each of the NPCs have taken a turn), so now you must roll for the NPC’s 6. You didn’t jettison any cubes and the NPCs didn’t earn any credits from bounty this round, so they don’t get any bonuses from that. You are winning 6 to 5, so they will get +2 to their roll (+2 for each 6 you’re ahead). Also, the Merchant happens to have the Usual Suspect Behavior, and it reached 2 different Sell spaces on its turn, giving the NPCs another +4. You roll the d20 and get a 12, +2 from being ahead, +4 from the Merchant, which equals a result of 18. The NPCs score 2 and the score is now 7-6 in their favor. They were the first to reach 7, so you draw a new Event card now, and then resolve any events that trigger at end of round (including the one you just drew, if appropriate). Then, you start your next turn.



Campaign Mode

For a truly epic solo experience, you may play in Campaign Mode, which involves playing multiple solo games in a series and getting upgrades over time. Modify the solo rules as follows:

Setup

Hard mode is recommended for campaigns.

You can only pick a Tier 1 ship that you haven't used this campaign, unless you've already used all the Tier 1 ships. In that case, you can only pick from ships you've used once, etc.

After setup and before starting your first turn, choose a goal card (see below) that you haven't completed this campaign. You may complete the goals in whatever order you choose.

Ship Upgrades

When upgrading your ship, you can only upgrade to a ship that you haven't used this campaign, unless you've already used every ship of that tier. In that case, you can only upgrade to a ship you've used once, etc.

Game End

After each game (win or loss), choose 1 campaign upgrade (see below). These apply for the rest of the campaign.

If you win the game AND meet the conditions of the goal, then you also earn the reward for that goal, which can be used for the rest of the campaign. You complete each goal exactly once per campaign. If you fail a goal (either by losing the game or reaching the ☹️ threshold without fulfilling the special rules of that goal), you must attempt that goal again later in the campaign, though not necessarily next game.

Campaign End

You successfully complete the campaign after you complete the last goal! There are 10 goals in the first solo campaign. Your final campaign score is the total of the point differential for each of your victories, minus 3 for each game that you didn't complete a goal. Completing the campaign at all should be cause for celebration, but if you want to compare your results, visit: <http://faroffgames.com/xia/solo>

Example: A game that you win 12-7 contributes +5 to your campaign score. Total the point differential for each game you won, which should always be exactly 10 wins in the first campaign. A game that you lose (regardless of the final score) subtracts 3 from your campaign score. Track your scores in the Campaign Log on the last page of this rulebook.

Goal Cards

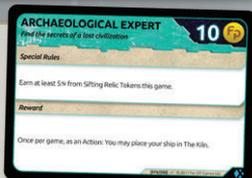
Each campaign goal card includes:

Name and Fame Point limit: Depending on the goal you choose, the ☹️ limit will vary.

Special Rules: These modify the normal rules of the game and generally restrict how you must complete the goal.

Reward: Once you complete a goal, you may use the reward in all future games of the campaign.

Note: You pick which goal card you want to attempt after setup is complete, before starting your first turn.



Front

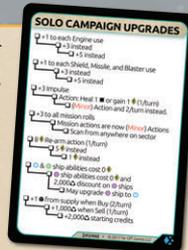


Back

Campaign Upgrades

After each game (win or loss) in campaign mode, you earn an upgrade,

which applies for the rest of the campaign. You may take any of the Tier 1 upgrades at any time. To take a Tier 2 upgrade, you must have the appropriate Tier 1 upgrade from a previous game. To take a Tier 3 upgrade, you must have the appropriate Tier 2 upgrade.



- **+1 to each Engine use:** Add +1 to each engine activation, possibly exceeding the maximum value for that engine. This upgrade improves to +3 or +5 in later tiers.
 - **+1 to each Shield, Missile, and Blaster use:** Add +1 to each activation of a shield, missile, or blaster, possibly exceeding the maximum for that outfit. This upgrade improves to +3 or +5 in later tiers.
 - **+3 Impulse:** Your ship's impulse is treated as 3 higher than usual. At tier 2, this upgrade also gives you a new action that you can take once per turn, to either Heal 1 damage or gain 1 energy. At tier 3, the action improves to a minor action that you can use twice per turn. Note: You can use minor actions even when stranded.
 - **+3 to all Mission rolls:** Any time you roll for a mission result, you may add 3 (max 20). At tier 2, this upgrade also changes Mission Objective and Mission Complete actions into minor actions. At tier 3, this upgrade also allows you to take the Scan actions from anywhere on the sector; choose the edge symbol where you want to Scan, spend 1 energy, then reveal the new sector normally.
 - **8 energy Re-arm action:** Once per turn as an action, you may spend 8 energy to re-arm one of your used markers during your Action Phase. This upgrade improves to 5 energy cost or 1 energy cost in later tiers.
 - **Tier 1 and 2 ship abilities cost 0 energy:** Any time you use a Tier 1 or 2 ship ability, it costs 0 energy. This upgrade improves to Tier 3 ship abilities also being free, as well as giving a 2,000Δ discount to Tier 3 ships. This upgrade further improves to allow you to upgrade a Tier 3 ship into a Tier 1 ship (for the price listed on the Tier 1 ship mat), which earns you a ☹️ as normal. You retain the Tier 3 ship ability and gain a second Tier 1 ship ability. The new Tier 1 ship can upgrade into Tier 2 as normal, and you can continue ship upgrades as long as you have the Δ to spend. Note: You can only upgrade to ships that you haven't used yet in the campaign. If you've used all the ships of that tier at least once, then only upgrade to ships that you've used exactly 1 time, etc.
- Example:** You have all 3 tiers of the upgrade above. You have a Tier 3 ship and 13,000Δ. During your Business Phase, you upgrade your ship 4 times (to Tier 1, then 2, then 3, then 1). You spend 1,000Δ + 5,000Δ + 6,000Δ + 1,000Δ and earn 4☹️. You now have a Tier 1 ship, three Tier 1 ship abilities, two Tier 2 ship abilities, two Tier 3 ship abilities, and all the abilities cost 0 energy to use. Each time you upgraded, you picked a ship you hadn't used yet this campaign, and now those ships are considered used.
- **+1 Cargo Cube from supply when taking the Buy action:** Twice per turn, when you take a Buy action, gain an additional cargo cube from the supply of a type bought. At tier 2, you also get +1,000Δ once per turn when you Sell. At tier 3, you start the game with +2,000Δ.



Campaign Log

After each game (win or loss), select an upgrade. Only use ships that you haven't used in this campaign, but if you've used all the ships of a tier at least once, only use ships that you've used exactly 1 time, etc.

<i>Date</i>	<i>Goal</i>	<i>Win/Loss</i>	<i>Final Score</i>	<i>Ships Used</i>	<i>Upgrade</i>
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					

FAQ

For solo-specific questions and answers, as well as to record and compare your campaign scores, visit:

<http://faroffgames.com/xia/solo>

Far Off Games

For more information, questions, suggestions visit the Far Off Games website at:

www.faroffgames.com

©2017 Far Off Games, LLC