STAR SOLO
You are the captain of a ship.

You need to pay a debt of 200 space credits, to your debtors, every 30 days. You made your last payment yesterday. You have a total of 100 payments to go. You have 500 space credits left in your account. If you ever miss any debt payment (or are otherwise killed), you lose the game.

You’ll need to travel across the cluster to make money, and keep the debtors off your back.

TRAVELING IN YOUR SHIP
Traveling from one location to another in your ship is measured in days. The distance, in days, between locations is listed on each planet’s info page.

Each day you travel in space, roll a 1d6. This is the Event Roll. On the result of a 1, there is a space event. If there is a space event, roll on the Space Event Table to determine what event occurs.

The Ship Sheet represents your ship. You can track helpful information on it.

If your ship takes more than 8 damage, it explodes, killing everyone inside.

Currently, you do not need to worry about fuel or other resources in space.

Currently, you can travel to any location on a planet, given you can meet any requirements in the location data.

TAKING ACTIONS
When playing Star Solo, actions you can attempt are written in green font.

When you attempt an action, roll 2d6. On a result of 8 or more, the action is successful. On the result of 7 or less, the action is failed. The descriptions of success are listed with the action. The descriptions of failures are sometimes listed with the action. If there is no description listed with a failure, assume the action is failed, and nothing more occurs.

Any action you attempt takes time. The day is split into four time segments - morning, afternoon, evening, and night. Currently, you can only take actions in the morning, afternoon, and evening. One action takes one time segment to attempt.

You are starting at the Travene Starport. Good luck!

Before you start, a note: The rules in Star Solo are not all listed in one place. Rules are listed in multiple locations, with the attempt at placing them in the most obvious path of gameplay. Situations may be ambiguous. If a rules situation arises that is ambiguous, use your best judgement to resolve the rule. If you are unsure what the best judgement is, randomly decide the outcome with the roll of a die.
Ship Sheet

Cargo Bay
Total Storage: 40 cargo units (cu)

Air Lock

Docking Door

Engine Room

Pilot's Bay

Captain's Quarters

Total Credits: 

Days until next debt collection:

Total Ship Damage
## Space Events

<table>
<thead>
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<th>Event—Roll 1d10</th>
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<tbody>
<tr>
<td>1</td>
<td>Asteroid Storm! <strong>Evasive Flight.</strong> Success: You navigate the asteroids safely. Failure: Your ship takes the damage equal to what you failed the roll by.</td>
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</tbody>
</table>
| 2  | Pirate Attack! First, the Pirates offer a deal. If you give up 50% of your cargo, they will let you on your way, unharmed. If you refuse, they attack.  
  The attack takes place in turns - First they attack, then you act. This entire attack takes up one time segment (for example, morning).  
  When they fire at you, make a **Evasive Flight** check. Success: You dodge their attack. Failure: Your ship takes 1 damage. |
| 3  | Run Away. Success: You escape the pirate attack! Failure: The attack continues. |
| 4  | Wear and Tear! Your ship’s flight among the stars has finally stressed it enough. Your ship takes 1 damage from wear and tear. |
| 5  | Checkpoint Cruiser! Your ship has been waylaid by a checkpoint cruiser. This check takes the rest of the day as they look over your papers, cargo, etc. |
| 6  | Escape Pod! Your ship's sensors pick up an escape pod signal. **Collect Pod.** Success: You are able to collect the pod to your ship. Roll 1d4 to determine what is inside. 1-No one. 2-A dead body, floating in the system much too long. 3-A survivor from a wrecked ship - they request drop-off at a random planet in the system. 4-A survivor from a wrecked ship. They request drop-off at a random planet in the system, and will pay a reward (1d6 x 100). Failure: You are unable to collect the pod. |
| 7  | Checkpoint Cruiser! Your ship has been waylaid by a checkpoint cruiser. This check takes the rest of the day as they look over your papers, cargo, etc. |
| 8  | Wear and Tear! Your ship’s flight among the stars has finally stressed it enough. Your ship takes 1 damage from wear and tear. |
| 9  | Cargo Unit! Your ship has found one floating cargo unit. **Collect Cargo.** Success: You managed to collect the cargo to your ship! Roll a random export from the nearest planet to see what is inside. Failure: You are unable to get it inside your ship. |
| 10 | News (roll on the News Table below). |

## News Table—Roll 1d10

<table>
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<tr>
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<tr>
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Travene is a central world... do worldbuilding.

**Locations**
- Travene Starport
- CORE Industries

**Travel Times**
- Kote: 1d4 Days
- Midway: 2d6 Days
- Aon 4: 4d6 Days

**Notes**
Travene Starport

Location Data

- Daily Docking Fee: 10 Credits
- “Repair Ship” action automatically succeeds

Action List

- Repair Ship
- Sell Cargo
- Buy Cargo
- Make Contact
- Pay Debt
- Hire Crew
- Find Job (on back)

Action Descriptions

Repair Ship
Success: You hire someone to repair 1 damage from your ship for 100 credits. Repairs take 1 full day.

Make a Contact
After successfully completing an action at the Starport, you can attempt to turn that person into a contact. Success: You have a contact at the starport who (roll for one: buys, sells, repairs). In future visits, you do not need to roll for success with that specific action for that specific cargo.

Pay Debt
Automatic Success. Make your next debt payment.

Hire Crew
You may attempt to hire a crew for your ship. Success: You have a new crew member on your ship! After successfully hiring crew, you must pay them. Any crew member hired requires a 1d4 x 10 credit signing bonus. You must pay any crew member a rate of 1d4 x 100 credits every 30 days. Crew members can be given orders to attempt actions twice per day.

Sell Cargo (credits per cu)
- Common Ore (250)
- Uncommon Ore (3,500)
- Oddities (4,000)

Buy Cargo (credits per cu)
- Foodstuffs (250) 3d6 cu
- Textiles (250) 4d6 cu
- Medical Supplies (7,000) 2d6 cu
- Vehicles (10,000) 1d6 cu
Travene Starport—Job List

Find Job
Success: Roll 1d6 to determine the job offer below.

1– Private Servant Transport: A wealthy business owner laid off employees—and now they are in debt to them. Transport 2d6 servants to Kote Starport. 10 credits per worker upon safe arrival at Kote.

2– Family Tour: Passenger Cabins required for each family member. A family wants to tour the system. Transport 1d4+1 family members to each starport in the system (except Kote Starport). The family will stay 1d4 days at each starport. Will pay 700 credits at upon safe arrival at each starport, and another 700 upon safe return to Travene. Roll 1d4 for the Family’s Danger Tolerance. While the family is on the ship, if the ship takes more damage than the Family’s Danger Tolerance, they demand an immediate trip back to Travene.

3– Finding the Body: A grieving older couple tasks you with finding their lost kin. They know their kin used an escape pod to escape a failing ship 1d4 years ago. They know the body was never recovered. If you find a dead body in an escape pod, you may Verify the Body. Success: You must roll x2 successes in a row. If so, you’ve found the body! Pays 8,000 credits upon return to Travene Spaceport.

4– The Perfect Art: An extremely wealthy patron hires you to find the perfect oddity for the wall of the study in their space vacation home. Search Oddities. Search 1cu of Oddities in your possession. Each 1cu of Oddities can only be searched once. Success: You must roll x2 successes in a row. You find the perfect oddity! Pays 1,000 credits upon return to Travene Spaceport.

5– View of the Ancients: Passenger Cabin required. A wealthy patron requests a trip to the ruins in Aon 4. They will pay 300 credits for the safe arrival at the ruins. They will spend 1 day at the ruins. They will pay 300 credits upon safe return to Travene.

6– CORE Industries Transport: Transport 3d6 cu of CORE cargo to Midway Starport. Pays 10 credits per cu upon safe arrival. Upon completion, you may Attempt Good Standing. Success: Add 1 to your CORE Good Standing number (this number starts at 0). If you have 6 or more Core Good Standing, you have landing clearance at CORE Industries.
Travene Shipyard

Location Data

- Upgrade Ship
  Automatic Success. You may choose any of the ship upgrades below.
  - Mounted Gun Upgrade: Your ship gets a mounted gun.
    Payment Plan: 100 credits are due at the same time as any other debt payment (every 30 days). You have 100 total payments to make.
    You get the action **Fire Gun**. When being attacked in space, you may use this action. Success: You deal 1 damage to enemy ship. After the 1st damage is dealt to the enemy ship, roll 1d6. The enemy ship flees after 1d6 damage is dealt to it.
  - Asteroid Sensor and Asteroid Drill: You can detect asteroids with ore, and mine them.
    Payment Plan: 50 credits are due at the same time as any other debt payment (every 30 days). You have 100 total payments to make.
    You get the action **Scan Asteroids**. When you encounter asteroids in space, you may use this action. Success: You find an asteroid with ore. You can now attempt the Approach Asteroid action. **Approach Asteroid**. Success: You have approached the asteroid, and can now attempt the Mine Asteroid action. Failure: 1 damage is dealt to your ship. You can now attempt the Mine Asteroid Action. **Mine Asteroid**. Success: Roll 1d6. On a 1-5, you get 1d4 cu of Common Ore. On a 6, you get 1d4 cu of Uncommon Ore.
  - Passenger Cabins: You install passenger cabins on your ship, allowing certain passenger transport jobs.
    Payment Plan: For each cabin you install, 20 credits are due at the same time as any other debt payment (every 30 days). You have 100 total payments to make.
    Size: 1 Passenger Cabin can hold a single passenger. If a job requires passenger cabins, each passenger in the job must have their own cabin.
    Space: Each Passenger Cabin installed removes 2cu of space in your Cargo Bay.
  - Deep Scanner: You install a deep scanner, allowing you to avoid dangerous events in space.
    Payment Plan: 50 credits are due at the same time as any other debt payment (every 30 days). You have 100 total payments to make.
    You get the action **Change Course**. You may change course for any space event you encounter besides Wear and Tear and News. Failure: The space event occurs as normal. Success: You change course! Ignore the space event.
CORE Industries

Location Data

- Location locked unless you have:
  - CORE ID Card
  - Landing Clearance from CORE Good Standing (6 or more)

Gain Contract

Automatic Success. When you gain a contract, follow the rules below.

- You must complete the terms of the contract once per 30 days.
- The contract ends after successfully completing it 4 times. You may gain a new contract after an old one ends.
- You may choose any of the 3 contracts below:
  - Basic Haul Contract: Determine a random starport. You must haul 5d6 cu CORE Industries Cargo from this location to that starport. Pays 20 credits per cu upon safe arrival.
  - Weapons Contract: Requires CORE Good Standing 8 or more. Determine random starport. You must haul 5d6 cu CORE Industries Weapons Cargo from this location to that starport. Pays 50 credits per cu upon safe arrival. If your ship is damaged while CORE Industries Weapons Cargo is aboard, roll 1d6. On a 1, 1d4 cu CORE Industries Weapons Cargo explodes, dealing 1 damage to the ship.
  - Radioactive Contract: Requires CORE Good Standing 10 or more. Determine random starport. You must haul 5d6 CORE Industries Radioactive Cargo from this location to that starport. Pays 100 credits per cu upon safe arrival. If your ship is damaged while CORE Industries Radioactive Cargo is aboard, roll 1d6. On a 1, radioactive material is released into the ship, killing everyone aboard.

- Any contracts that are not completed result in a broken contract. Broken contracts have the following negative effects:
  - Your CORE Good Standing number drops immediately to \(-1\).
  - For the next 100 days, when you travel in space and make the 1d6 Event Roll, a 1 will still result in a Space Event. A 2 will result in: Checkpoint Cruiser! Your ship has been waylaid by a checkpoint cruiser. This check takes the rest of the day as they look over your papers, cargo, etc.
Kote is a settled planet...do some world building.

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# Kote Starport

## Location Data
- n/a

## Action List
- Repair Ship
- Sell Cargo
- Buy Cargo
- Make Contact
- Pay Debt
- Find Job (on back)

## Location Notes

## Action Descriptions

### Repair Ship
Success: You hire someone to repair 1 damage from your ship for 100 credits. Repairs take 1 full day.

### Sell Cargo (credits per cu)
- Foodstuffs (300)
- Scrap (40)

### Buy Cargo (credits per cu)
- Common Ore (175) 4d6 cu
- Uncommon Ore (3,000) 2d6 cu

### Make a Contact
After successfully completing an action at the Starport, you can attempt to turn that person into a contact. Success: You have a contact at the starport who (roll for one: buys, sells, repairs). In future visits, you do not need to roll for success with that specific action for that specific cargo.

### Pay Debt
Automatic Success. Make your next debt payment.
**Kote Starport—Job List**

**Find Job**

Success: Roll 1d4 to determine the job offer below.

1- Private Haul: Haul 1d6 x 10 cu of Common Ore to Travene. Pays 5 credits per cu upon safe arrival at Travene.

2- Debt Free Worker Transport: Transport 2d6 debt free workers to Travene. Pays 1d4 credits per worker upon safe arrival at Travene.

3- Illegal Worker Transport: Transport 1d6 fleeing illegal workers to their handler on Aon 4. If stopped by Checkpoint Cruiser, job is failed, and pay fine of 500 credits for each time caught for illegal activity. Pays 250 credits per worker upon safe arrival at Travene.

4- Illegal Weapon Smuggling: Pick up 1d6 cu of illegal weapons at the Travene Spaceport. Transport the weapons back to the Kote Spaceport. If stopped by Checkpoint Cruiser, job is failed, and go to prison for 1d6 days for each time caught for illegal activity. Pays 500 credits per cu upon safe arrival at Travene.
Midway is a military base...do worldbuilding.

**Locations**
- Midway Starport

**Travel Times**
- Travene: 2d6 Days
- Kote: 2d6 Days
- Aon 4: 2d6 Days
Midway Starport

Location Data

- “Repair Ship” action automatically succeeds

Action List

- Repair Ship
- Sell Cargo
- Pay Debt

Location Notes

Action Descriptions

Repair Ship
Success: You hire someone to repair 1 damage from your ship for 100 credits. Repairs take 1 full day.

Pay Debt
Automatic Success. Make your next debt payment.

Sell Cargo (credits per cu)
Foodstuffs (400)
Medical Supplies (5,000)
Vehicles (12,000)
Midway Academy

Location Data

- Begin Class

Automatic Success. You may take any of the following classes. Each class costs 5,000 credits and lasts for 20 days. You will have no actions during those 20 days.

- Ship Combat Class: Any time you use the “Fire Gun” action in your ship, you get +1 to the roll.
- Piloting Class: Any time you use the “Attempt Landing” action in your ship, you get +1 to the roll.
- Maneuvering Class: Any time you use the “Evasive Flight” action in your ship, you get +1 to the roll.
Aon 4 is a fringe planet...do some world building.

**Locations**
- Aon 4 Starport
- Ruins

**Travel Times**
- Travene: 4d6 Days
- Kote: 4d6 Days
- Midway: 2d6 Days

**Notes**
## Aon 4 Starport

### Location Data
- n/a

### Action List
- Repair Ship
- Sell Cargo
- Buy Cargo
- Make Contact
- Pay Debt
- Find Job (on back)

### Location Notes

### Action Descriptions

#### Repair Ship
Success: You hire someone to repair 1 damage from your ship for 100 credits. Repairs take 1 full day.

#### Make a Contact
After successfully completing an action at the Starport, you can attempt to turn that person into a contact. Success: You have a contact at the starport who (roll for one: buys, sells, repairs). In future visits, you do not need to roll for success with that specific action for that specific cargo.

#### Pay Debt
Automatic Success. Make your next debt payment.

### Sell Cargo (credits per cu)
- Textiles (600)
- Medical Supplies (7,000)
- Foodstuffs (500)
- Vehicles (14,000)

### Buy Cargo (credits per cu)
- Scrap (30) 4d6 cu
- Oddities (3,000) 1d6 cu
- Common Ore (200) 2d6 cu
Aon 4 Starport—Job List

Find Job
Success: Roll 1d4 to determine the job offer below.

1– Private Haul: Haul 3d6 x 10 cu of Oddities to Travene. Pays 50 credits per cu upon safe arrival at Travene.

2– Starvation Scare: A homestead will run out of food in 30 days. Delivery at least 10 cu of Foodstuffs back to this Starport in 30 days. Pays 550 per cu upon timely delivery.

3– Lost in the Ruins: An explorer has not returned from an expedition to the ruins. He will run out of oxygen in 2 days. Pays 800 credits if found alive. Search Surface. Success: You have found the lost explorer!

4– Stranded: A pilot has lost their ship (1d4 gambling, 2-pirates, 3-debts, 4-damaged in ruins). They need safe transport back to Travene. Pays 120 credits upon safe delivery to Travene.
Aon 4 Ruins

Location Data

- You must attempt a landing to visit.

Attempt Landing

Success: Safely land in the ruins.
Failure: Ship takes 1 damage. You are still able to land.

Search Ruins

Success: Roll 1d6 to determine what you found below. Finding something isn’t always good...

1– Useable Scrap: You are able to haul .5cu of Scrap back to the ship.
2– An Oddity: The ruins hold many secrets, and you just found one. You are able to haul .2cu of Oddities back to the ship.
3– Crumbling Ruins: Dive out of the way. Success: You dive safely out of the way of the falling stone. Failure: You get hit by the stones. Roll a random body part that is injured. It takes you 1d4 actions to get back to your ship and heal.
4– Artifact Hunters: You’re not the only one in search of riches in the ruins. You find a group of 1d4 Artifact Hunters.