Star Trek DBG – Solitaire

You versus another Constitution class starship and the basic Space deck.
Victory conditions: 300 points OR deal 8 damage to the opposing starship through various card effects
Defeat conditions: If the opposing starship compiles 300 points OR your starship is ever destroyed.

Gameplay: You start the game with two random Draft missions available to complete whenever able at the cost of an Explore action. Each turn, you must spend one Explore action, either to complete a mission already in play or to flip the top card of the Space deck. If you flip a card from the Space deck and it's a mission you can complete immediately, put it in your points pile. If it's a mission you can't complete, place it in Mission Area slot 1. If there's already a mission in that slot, move the mission from slot 1 to slot 2. If there's already a mission in slot 2, place that mission in the opposing starship's points pile. If you flip an event card that you can't meet the requirements for, suffer the penalties and place that event card in the opposing starship's points pile. If you flip an event card that calls for a battle, place that card in your points pile if you have 10+ Attack. If you don't have 10+ Attack, place the event card in your opponent's points pile.

Other Rules: For cards that require you to guess numbers and/or reveal cards from your opponent's hand, reveal and discard the top card of the Starbase instead. Other cards that require some sort of action that doesn't seem feasible with solitaire play have no effect instead.

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Thanks for this variant. I knew there was a solo game in there somewhere.
I played 3 times and easily won, so I tried 2 things to increase the difficulty.

1. Remove the Draft cards from the game.

2. At the start of each turn your flagship receives 1 damage.

These 2 changes seemed to balance out the missions won and scores were close. It also puts pressure on the solo player to keep a watch on their damage - I like solo games where there is a sense of urgency. Tell me what you think.

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I like the idea of the flagship receiving a damage each turn. To make this thematic to the game, we could say this regular damage-taking is the result of some sort of spacial anomaly. I play-tested that last night. Since 8 turns might be too short a game, I decided that the one damage a turn could be negated by a card with Shields on it. I also moved the damage-taking to the end of the turn before drawing a new hand, instead of the beginning of the turn, to give myself one more turn to try to win the game. This seemed really balanced. In my play-test game last night, my "opponent" scored 150 points and my flagship was down to its last damage before I scored the last mission needed to put myself at 300 points. If a mission hadn't come up that I could complete that turn, my flagship would have been destroyed.