

ADVERSARY QUICKGUIDE

The **Adversary Quickguide** provides an introductory overview to each of the Adversaries you can face in **ONE DECK GALAXY**. Each spread includes a setup diagram, and some information on what to expect from them. Each Adversary affects the game in different ways, and you'll need to adapt your strategies significantly depending on who you're facing!

The precise rules for each Adversary are printed on their Adversary Reference card. This describes what effects they have on each phase of the game, and also their conditions for an Overwhelm action. Remember: if Overwhelmed, you immediately lose the game unless you can spend a previously acquired Adversary token, and in a 2P game, if one or more players is overwhelmed, you're both overwhelmed together.

The back page of this guide serves as a quick reference for the various symbols you'll see on the Adversaries, and also on other cards in the game. Good luck, and may your Federation prosper!



ONE DECK
GALAXY





NEEDLE-WOOPER COLONY FLEET

1 **NEEDLE-WOOPER COLONY FLEET** **6**

5

⚡	☾	🌌
☾	🌌	★
🌌	★	🚀

4

3

ADVERSARY DISCOVER ACTION RESULTS

2 **NEEDLE-WOOBERS**

BLOCKADE

5	5	5
6	6	8
24	5	5
35	7	7

4+ 2+ 3+ 4+

3 **NEEDLE-WOOBERS**

ADVERSARY (END OF PHASE)
If the Adversary has 3 ⚡ Discard 3 ☾, and the Needle-Woobers is not a colony from the deck. Otherwise, Escalate.

ESCALATE
The Needle-Woobers gather dice and ★ for their ⚡ ☾ icons, and roll them. Gather 1 in place of missing ⚡/☾/★. Each die that is value ⚡ or higher, and all gathered ★ are added to their Hoard.

ACTION - NEGOTIATE
Twice per turn, you may make a purchase from the Hoard. Spend either 6 🚀 for all ⚡, 4 🚀 for all ☾, 3 🚀 from locations for all ★, 5 🚀 for all 🌌, or dice of value 20+ for all ★. Half (rounded up) go to your pool, the rest to the supply. Dice are rolled first.

PLACED DURING SETUP:

- 1** Adversary Card
- 2** Confrontation Card
- 3** Adversary Reference
- 4** Adversary Discs

PLACED DURING PLAY:

- 5** Colonies
- 6** Influence

STORY

The Neeble-Woobers are sentient cephalopods with a simple belief: They're the best! And thus, they should colonize every world with water on it, and generally be in charge of everything.

Their colonization fleet will slowly expand across known space, gobbling up resources and technologies as they go. If you want to build a Federation, you'll have to grow faster than them!

ADVERSARY COLONIES

Every three turns (and every time an Event is revealed), the Neeble-Woobers will add a colony under the left edge of their Adversary Card, just like you do with your Homeworld.

HOARD

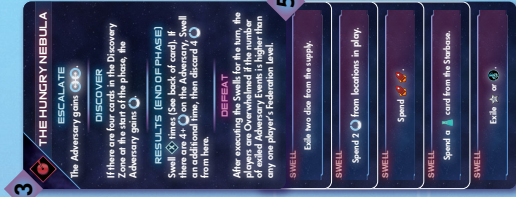
On the turns where they don't get a colony, and any time an Escalate happens, the Neeble-Woobers get to roll all their dice and move any that are high enough to their hoard. Anything in the hoard is unavailable for you to use, which will get inconvenient real fast!

SPECIAL ACTION - NEGOTIATE

The Neeble-Woobers have a proud mercantile history, and are more than happy to sell you items from their hoard, for entirely reasonable prices. These can be purchased during the Action Phase, and some will be added to your pool.

OVERWHELM (Start of Adversary Phase)
You are **Overwhelmed** if the Adversary has at least twice as many Colonies as your Federation Level.

HUNGRY NEBULA



PLACED DURING SETUP:

- 1 Adversary Card
- 2 Confrontation Card
- 3 Adversary Reference
- 4 Adversary Discs
- 5 Swell Effects

PLACED DURING PLAY:

- 6 Influence

STORY

An ever-encroaching strange space phenomenon looms over your budding Federation's plan for growth. Dubbed the "Hungry Nebula", it swallows anything in its path as it expands.

What happens to the star systems gobbled up? Nobody knows. And nobody is particularly eager to find out, since nothing seems to ever return from inside!

SWELL EFFECTS

During Setup, instead of stacking Events under the Galaxy Deck, they're all put into play instead! At the end of every turn, the Nebula will Swell,

costing you valuable resources. Every time an Event would be drawn, a Swell option is removed instead.

SWELL ACCELERATION

If you're not exploring the galaxy fast enough, the Hungry Nebula will be happy to grow faster!

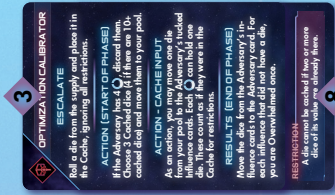
If the Discovery Zone is full at the start of your turn, the Adversary will gain an extra Influence. Furthermore, every Escalate will give it two additional influence.

Every four Influence on the Adversary will be converted to a bonus Swell at the end of the turn.

OVERWHELM (Start of Adversary Phase)

You are **Overwhelmed** if the number of exiled **Adversary Events** is at least as high as your Federation Level.

OPTIMIZATION CALIBRATOR



PLACED DURING SETUP:

- 1 Adversary Card
- 2 Confrontation Card
- 3 Adversary Reference
- 4 Adversary Discs

PLACED DURING PLAY:

- 5 Influence
- 6 Memory Cache
- 7 Cache Input
- 8 Restrictions

STORY

The Optimization Calibrator is an Interstellar Social Media Entity that knows you, what you want to do, and what you should do. In fact, it knows what your entire society should do. You do not want to question its decisions. If you did want to, it would let you know. Nothing is wrong. Everything is Optimal.

MEMORY CACHE

The Adversary will gather dice of its own, stored in its Memory Cache. It will allot some of them for your use on occasion, and believes that every four turns is fair.

SPECIAL ACTION - CACHE INPUT

Every turn, you are required to give the Optimization Calibrator one die for each Influence it has accumulated. These are placed on the Adversary's Influence cards, and will be moved to the Memory Cache during the Results Phase.

RESTRICTIONS

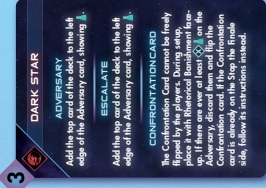
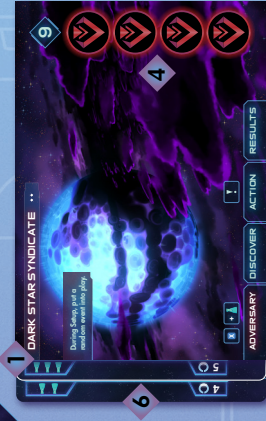
Not just any die can be added to the Memory Cache. The initial restrictions are that a newly inputted die must be higher than any dice in the Cache of the same color, and there's a limit of dice per color.

Each revealed Adversary Event will add a new Restriction, and they are cumulative.

OVERWHELM (Results Phase)

For each empty slot in the Cache Input, you are **Overwhelmed** once.

DARK STAR SYNDICATE



PLACED DURING SETUP:

- 1 Adversary Card
- 2 Confrontation Card
- 3 Adversary Reference
- 4 Adversary Discs
- 5 Starting Experiment

PLACED DURING PLAY:

- 6 Science (Adversary)
- 7 Experiment
- 8 Science (Experiments)
- 9 Salvage




STORY

The Dark Star Syndicate is a mysterious organization of infamous charlatans who believe a number of things you know to be quite factually untrue. For example: Stars would be better if they didn't emit light.

Unfortunately, they are quite well funded. Want them to stop their bad experiments? Simply prove them wrong! They'll listen. Probably.



CONFRONTATION CARD

The Syndicate's Confrontation Card cannot be flipped normally. You can only make progress confronting the Adversary while the front side is active. When they accumulate enough , it will flip over, representing a push toward their Grand Finale - darkening all the stars!

EXPERIMENTS

Each Event reveals one of the Syndicate's Experiments (one will be revealed during setup). While in play, they will interfere with your actions in various ways.

SPECIAL ACTION - TRANSFER RESEARCH

You can move valuable Science from your Starbase to any Experiment. 12  are required to shut down an Experiment, and you'll gain one-time benefits at 3, 6, and 9 . Once an experiment is shut down, the Syndicate will Salvage it.

SALVAGE

Salvaged Experiments are tucked under the Confrontation card, making the Stop The Finale side more difficult to flip.

OVERWHELM (End of Adversary Phase)

You are **Overwhelmed** if there are more revealed events (Experiments + Salvage) than your Federation Level.

PRESERVATION AUTHORITY

1 **PRESERVATION AUTHORITY** ...

2 **ADVERSARY** DISCOVER ACTION RESULTS

3 **ADVERSARY** DISCOVER ACTION RESULTS

4 **ADVERSARY** DISCOVER ACTION RESULTS

5 ★ Roll [] . If you have [] , gain [] 6. **FORCE REACTOR**

5 ★ Roll [] . Reroll any or all dice of value [] or less. **AQUATIC FACTORY**

2 **PRESERVATION AUTHORITY**

LIBERATION

5	5	13
11	15	
5	5	3
5	2	3
3	3	5

May flip up to [] rows.

3 **PRESERVATION AUTHORITY**

ADVERSARY

Preserve one resource. Choose either a Location in the Discovery Zone or a card from the top of the deck.

ESCALATE

Preserve one resource. Draw from the top of the deck.

ADVERSARY (END OF PHASE)

For each type with at least [] preserved (including the type you just preserved), the next event from the deck is played. Reshuffle the events after looking at them. This does not trigger an overwhelm.

DEFEAT

Each time a pending event is revealed, you are overwhelmed.

CONDITION: MATERIAL SHORTAGE

You cannot activate a tech unless each preserved [] is covered by a [] or die of value 3+.

6 **PRESERVATION AUTHORITY**

PLACED DURING SETUP:

- 1 Adversary Card
- 2 Confrontation Card
- 3 Adversary Reference
- 4 Adversary Discs

PLACED DURING PLAY:

- 5 Preserved Resources
- 6 Conditions

STORY

The Preservation Authority has seen the wondrous worlds of the galaxy and has a plan to keep all these delights and discoveries available both now and forever.

It's simple: they encase everything valuable within a perfectly immutable seal of cryogenic ice. A show of force might be the only way to get them to change their ways.

PRESERVED RESOURCES

Instead of gathering Influence, face-up Resources will be tucked under the Adversary Card's left edge.

The Liberation side of the Confrontation Card will allow you to discard these resources by filling up the appropriate rows with dice and discs.

CONDITIONS

Each Event will add a troublesome Condition to hinder your efforts, all causing negative effects based on how many Resources the Adversary has in their possession.














At the end of each Adversary Phase, if the Authority has gathered enough of a resource type, they will bring its matching event into play early! The Preservation Authority's Event Curation Team is very efficient.

OVERWHELM (Adversary Phase)










Each time a pending event is revealed, you are **Overwhelmed**.

QUICK REFERENCE

ADVERSARY SYMBOLS:

- /: Discard one or two cards from the Galaxy Deck.
- +: Add one Influence to the Adversary.
- +: Add the top card of the deck as Science to the Adversary.
- 4  +: If there are four cards in the Discovery Zone, add one Influence to the Adversary.
- 4  : If there are four Influence on the Adversary, reclaim some cached dice as instructed on the reference.
- : Other special Adversary effect, described on the Adversary Reference card.
- : The value on the Adversary card revealed by the last Adversary Disc removed, or the starting value if none have been removed.

GAME SYMBOLS:

- | | | | | | |
|--|---|---|---|---|-----------------|
|  |  | : Energy |  |  | : Two Influence |
|  |  | : Materials |  | : Unlock: See Location Text | |
|  |  | : Diplomacy |  | : Fuel | |
|  |  | : Ultratech/Any Die |  | : Plants | |
|  | : Tech Star |  | : Water | | |
|  | : Current Federation Level |  | : Crystals | | |
|  | : Fleet |  | : If in brackets, quantity of resource you possess | | |
|  | : Science | | | | |
|  | : Influence | | | | |