

ONE DECK GALAXY: CHALLENGE SCENARIOS

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PLAYING WITH SCENARIOS

Each Challenge Scenario introduces a twist to the rules of the game, and you'll need to adapt your strategies to succeed! We're releasing the first three Scenarios in this document as a test, more will be coming later this year as we finalize them.

After you choose an Adversary, you may choose a Scenario. This will adjust the difficulty of the game up by 1-2 stars. Take note of this if playing the Federation Simulator campaign mode!

SCENARIO 1: INTERSTELLAR GOLD RUSH (★)

The galaxy is wide open! Everyone wants to be EVERYWHERE. Outposts, moon-summer-homes, settlements, colonies, megalopopoli! Stardives are in short supply, and security is needed to protect citizens near and far.

SETUP: Begin with 8 fleets, instead of 2.

RESULTS: Drive Shortage - When you resolve the Starbase, gain 1 less Fleet than you are entitled to (min 0).

RESULTS: Federation Security Force - At the end of the turn, spend 1 fleet. If you cannot, you are Overwhelmed.

SCENARIO 2: PROVISIONAL RESEARCH (★)

The people of your growing Federation work hard. And working hard builds up a big appetite! You'll need to pass along food and water knowledge to your people for them to work to their full potential.

RESULTS (End): Food & Water Research - If you studied at least one Location with a Plants or Water resource, roll 2 Ultratech (black) dice and store them on the Starbase. Gain them to your pool at the start of the next Action phase. If you did not, discard 3 cards from the Galaxy Deck.

SCENARIO 3: IMAGING DELAYS (★★)

Telescopes are hard to make. Super-long-distance-space telescopes are even harder! Your long range probes and imaging arrays are having some trouble, and it's jamming up the works. And nobody has peanut butter. Peanut butter doesn't even exist yet in Insula!

DISCOVERY (Start): Scan one face-down card in the Discovery Zone (for free), flipping it face-up.

DISCOVERY: Cards you add to the Discovery Zone are placed face-down instead of face-up. Face-down cards in the Discovery Zone take up a slot, but cannot be interacted with in any way except the SCAN action described below.

SPECIAL ACTION (SCAN): Choose to either spend a tech disc or discard the top card of the deck. Scan one face-down card in the Discovery Zone, flipping it face-up.

If you have feedback on scenarios, send it to feedback@asmadigames.com! We hope you enjoy them, and look forward to continuing to make cool content for One Deck Galaxy