First Captain Challenge Deck: Challenge Cards and Missions Guide

The following guide goes into further detail on the specific Challenge cards and Missions found in the First Captain Challenge Deck.

Challenge Cards:

Vent Oxygen:
Try to reduce General Oxygen by living Crew ÷ 2 rounded up.
- Remember the oxygen is decreased to a minimum of 0. Only face up Crew count as living but Crew in Cryo Pods still count as living for either Vent Oxygen card. Reduce by 3 for 5-6 Crew, 2 for 3-4, and 1 for 1-2.

Search and Report/Supply and Report/Maintenance Report:
Try to move a Rank Token on its Crew card onto another Crew's Crew card.
- Mission Control are asking for a report on ship's systems. To move a rank token the player controlling the highest ranked Crew member selects any rank token currently on its matching Crew card and moves it to the Crew card of their choice. Only rank tokens currently eligible for voting are legitimate targets for these cards. Since to reclaim moved rank tokens for future voting Crew must use the Radio Pod these Challenge card's effect will cause Crew to want to use the Radio Pod whether it triggers a Mission or not, representing their making the requested report.

Nothing To Fear:
1 randomly determined Crew is moved to a non-Array Location with max. Crew = 1.
- Currently this means moving to one of the Modules. If both Modules are full this card will have no effect.

The First Captain's Log:
Try to reduce highest ranked Crew and all Crew in Modules Morale by 4.
- The Crew have hacked the First Captain's log discovering his insanity and murder. Whoever was involved in the hacking (Crew in the Modules) and the commanding officer informed (highest ranking Crew) find the information dispiriting.

Stalking Shadow:
1 randomly determined Crew in Location(s) with least or equal least Crew dies.
- Randomly select from all Crew in Location(s) with the current least or equal least Crew. For example, is there is 1 Crew in each of the Main Airlock, Cryo Pod and Medical Pod, and 3 Crew in the Rec Room randomly select from the Crew in the Main Airlock, Cryo Pod and Medical Pod.

Constructed Accidents:
All Crew in Locations with max. Crew = 1 die.

- All Crew in Modules and Arrays die.

Missions:

1 – Search Pattern

Fail – Mission Guide = 0

Punishment – Try to reduce all Crew Morale by 2.

Succeed – All Crew in different Locations.

Reward – May flip 1 Challenge card.

Mission Guide – 0 1 2

- The Crew need to search the ship as well as they can, to do so all living Crew need to be in separate Locations during the Check Phase step 6. They need to achieve this only once, not for the full count of the Mission Guide.

2 – Emergency Oxygen Protocol

Fail – Mission Guide = 0

Punishment – Try to reduce General Oxygen by 4.

Succeed – All Crew Personal Oxygen = 1+.

Reward – May increase General Oxygen by 6.

Mission Guide – 0 1 2

- This Mission activates when something is amiss with the oxygen system, in order to reboot the system all Crew must have Personal Oxygen as a safety measure in case when they switch it off and on again it doesn't turn back on. All living Crew need to have Personal Oxygen, even if in the Cryo Pod. The punishment reduces oxygen to a minimum of 0, the reward to a maximum of the set up level and players can refuse the reward if they feel it is to their advantage.

3 – Full Status Report

Fail – Mission Guide = 0

Punishment – All face up Mission's Fail conditions count as fulfilled.

Succeed – 0 rank tokens on this Mission.

Reward – May flip 1 Challenge card.

Mission Guide – 0 1 2

- This Mission requires that the Crew who voted for it remove their rank tokens from it therefore using the Radio Pod to succeed, representing them making their full status report. Note that this Mission's punishment causes all other Mission's fail conditions to count as fulfilled, it does not cause them to instantly fail, simply that they will fail during the next Check Phase.

4 – Re-align Solar Arrays

Fail – Mission Guide = 0

Punishment – Try to flip 1 Solar Array.

Succeed – Crew in every Solar Array, minimum 1.

Reward – May flip 2 Challenge cards.

Mission Guide – 0 1 2 3 4

- Remember that face down Locations lose all qualities except colour, so face down Arrays do not count as Arrays and need not be occupied to complete this Mission, nor can they be flipped face up using its punishment. Intentionally shutting down Arrays with the Computer Module to make this Mission easier is a viable tactic, though note that 1 must remain face up to be occupied.

5 – Keep Calm and Carry On

Fail – Crew has moved this turn

Punishment – Try to reduce all Crew Morale by 1.

Succeed – Mission Guide = 0

Reward – May flip 1 Challenge cards.

Mission Guide – 0 1

- The majority of cards activating this Mission have the Crew scattering in panic through the ship, the Mission simply requires the Crew to take a moment and calm themselves. Of course considering this deck kills Crew in isolated situations agreeing to stay spread out and defenceless for even 1 turn can require nerves of steel.

6 – Open All Airlocks

Fail – Mission Guide = 0

Punishment – Shuffle 1 face up Challenge card reading "Activate Mission 6" face down into the Challenge Deck.

Succeed – General Oxygen count = 0.

Reward – May flip 6 Challenge cards.

Mission Guide – 0 1 2 3 4 5 6

- Once the Crew are certain they are being stalked by the murderous former Captain they hit on a simple but desperate plan, open all airlocks, vent the remaining oxygen into space and suffocate their tormentor, or even blast him into space. Crew can load up on Personal Oxygen to survive after succeeding in this Mission and will often find themselves grouped in the Main Airlock overriding safety protocols to open the ship to the vacuum of space. If the Mission is failed search the stack of face up Challenge cards, if it contains at least 1 card that activates Mission 6, shuffle 1 such card back into the Challenge Deck. If there are more than 1, the player controlling the highest ranked Crew member selects 1 to shuffle into the deck. Remember, players win a game of SSO by exhausting the Challenge Deck, not simply by completing all Missions.

Deck list:

4 x Sinister Noises

2 x Sinister Noise

2 x Vent Oxygen – Reduce by number of Crew

2 x Vent Oxygen – Reduce by number of Crew ÷ 2

2 x Airlock Shutdown

2 x Meteor Strike

Search and Report

Supply and Report

Maintenance Report

Let's Split Up

2 x Nothing to Fear

Stalking Shadow

Constructed Accidents

The First Captain's Log

The First Captain