

Parasites Challenge Deck: Challenge Cards and Missions Guide

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

Challenge Cards:

Vent Oxygen:

Try to reduce General Oxygen by living Crew \div 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.

Sinister Voice:

Try to reduce a Crew with the least Morale's Morale by 2.

- If two or more Crew's morale are equal least the player controlling the crew with the highest rank chooses between them. If at least one crew member has zero morale this card will have no effect.

Report:

Try to move 2 Rank Tokens on their Crew cards to another Crew's Crew card.

- Mission Control are asking for a report on crew member's status. To move a rank token the player controlling the highest ranked Crew member selects any 2 rank tokens currently on their matching Crew cards and moves them 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 this 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.

Infect:

Place a P token on a randomly determined Crew.

- Use a spare blip token to represent the P token. P tokens represent crew that are infected by the alien Parasite, they are a bad thing.

Intensify:

Permanent

Place a P token on a randomly determined Crew. If over half living Crew have P tokens on them immediately end the game, all players lose.

- Use a spare blip token to represent the P token. P tokens represent crew that are infected by the alien Parasite, they are a bad thing. Permanent cards are removed from the Challenge card stack, their effects will remain in play even when other cards have been activated. Certainly, once this card is in play, but generally once

players are aware of this card, players should work together to control and remove either P tokens or the crew carrying them at every chance.

Intensify

Permanent

Place a P token on a randomly determined Crew. Crew with P tokens on them cannot perform "Crew Actions" and do not count as Crew during Check Phase Step 2.

- Use a spare blip token to represent the P token. P tokens represent crew that are infected by the alien Parasite, they are a bad thing. Permanent cards are removed from the Challenge card stack, their effects will remain in play even when other cards have been activated. This includes Crew actions printed on Crew cards and on Locations, the Crew are no longer themselves thanks the Parasite. Crew with zero Morale count as being on their own with such a crew member, the infected crew is neither comfort nor protection.

Intensify

Permanent

Place a P token on a randomly determined Crew.

Auto: All Crew in Locations with Crew with P tokens gain a P token.

- Use a spare blip token to represent the P token. P tokens represent crew that are infected by the alien Parasite, they are a bad thing. Permanent cards are removed from the Challenge card stack, their effects will remain in play even when other cards have been activated. This Auto action will activate whenever normal Auto actions activate at the start of the Check phase, representing the spread of the Parasite without proper quarantine.

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 An Eye On Them

Fail – Mission Guide = 0

Punishment – Skip the next Activation Phase.

Succeed – No Crew in Locations alone.

Reward – May flip 1 Challenge cards.

Mission Guide – 0 1 2

- This Mission requires that all crew be in locations with at least one other crew member. This is in direct opposition to Mission 1, it also makes quarantining infected crew extremely tough.

6 – Blood Tests

Fail – Mission Guide = 0

Punishment – Try to place a P token on a randomly determined Crew with no P token on it.

Succeed – All Crew Morale = 0.

Reward – May flip 6 Challenge cards, may remove all P tokens, may increase all Crew's Morale by 1.

Mission Guide – 0 1 2 3 4

- Once the Parasite is identified crew can isolate and remove it by the use of the ship's Medical Pod. This is represented by all crew having no Morale, which can only be actively achieved by using the Medical Pod to lower crew's Morale.