Classis Caetera Challenge Deck: Challenge Cards and Missions Guide

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

Challenge Cards:

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.

Vent Oxygen?:

Permanent. Auto: Try to reduce General Oxygen by C tokens.

- The alien is breathing. Remember the oxygen is decreased to a minimum of 0. Note this is a permanent and will stay in play whether there are any C tokens in play or not.

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.

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.

Rich Meat:

Permanent. Try to remove all C tokens. Try to place a C token on a randomly determined white location. Auto: Try to move all C tokens to an adjacent location closest to the highest ranked crew, then have a crew in a location with a C token die.

- The alien is hunting after command crew. All C tokens are removed by the card, then a new one is placed randomly as the alien ambushes the crew, this does not happen every turn, just on resolution of the card. The Auto effect happens each turn and causes all C tokens to move towards the highest ranked crew, if it reaches any crew, it then kills them. The C tokens move closer to the ranked crew, since it is a try condition, if moving to an adjacent location won't move them closer to the highest ranked crew, they won't move.

Crowd Control:

Permanent. Try to remove all C tokens. Try to place a C token on a randomly determined white location. Auto: Try to move all C tokens to an adjacent location closest to the most crew, then have a crew in a location with a C token die.

- The alien is hunting as many people as they can get. All C tokens are removed by the card, then a new one is placed randomly as the alien ambushes the crew, this does not happen every turn, just on resolution of the card. The Auto effect happens each turn and causes all C tokens to move towards the most crew, if it reaches any crew, it then kills them. The C tokens move closer to the most crew, since it is a try condition, if moving to an adjacent location won't move them closer to the most crew, they won't move.

Tracker Malfunction:

If there are no permanents in play try to search the discard pule for a permanent, resolve it then trigger all auto actions.

- You've lost track of the alien. If there is a permanent card, driving the alien, in the discard pile, find and resolve it. If there are more than one players choose which to resolve. Auto actions trigger twice, so the alien will activate twice if on the table.

Vents:

Permanent. All white locations count as adjacent to each other.

- The alien has gotten into the vents and could strike anywhere without warning. All white locations are adjacent, so if an alien is in play and moving to adjacent locations before striking, they could move anywhere. This counts for players also, so if this card is in play and there are no C tokens, it could be a major advantage.

Breeder:

Permanent. When a challenge card says to remove C tokens, do not remove them.

- It looks like the alien is a queen. Challenge cards generating C tokens remove them first, representing the alien ambushing, with this card more and more generate as the queen breeds. You still add new tokens.

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 – Kill It

Fail –Mission Guide = 0

Punishment – Try to resolve all Auto Actions twice.

Succeed – All locations have more crew than C tokens.

Reward – May remove all C tokens, may flip 4 challenge cards.

Mission Guide – 0 1 2 3 4

- This Mission requires that all locations that have C tokens on them have more crew than C tokens. If the alien is sufficiently outnumbered it can be subdued. Technically, locations with 0 C tokens and 0 crew don't have more crew than C tokens, but for the purposes of this mission locations without C tokens are ignored. In the event that this mission is triggered when there are no C tokens it can be immediately completed, but losing the ability to remove C tokens could be costly.

6 – Blast it out

Fail – Mission Guide = 0

Punishment – Try to place a C Token on a randomly determined location.

Succeed – All C Tokens are in the Main Airlock.

Reward – May discard all permanent challenge cards, may flip 4 challenge cards.

Mission Guide – 0 1 2 3 4

- The most effective way of eliminating the alien is to flush it into space by trapping it in the airlock and opening it up. This mission allows you to remove any permanent cards that have been increasing the threat of the alien.

Deck list:

2 x Sinister Noise

2 x Sinister Voice

2 x Vent Oxygen?

1 x Report

2 x Supply and Report

1 x Maintenance Report

2 x Meteor Strike

3 x Rich Meat

3 x Crowd Control

4 x Tracker Malfunction

1 x Vents

1 x Breeder