

Wonder of Wubs Challenge Deck: Challenge Cards and Missions Guide

The following guide goes into further detail on the specific Challenge cards and Missions found in the Wonder of Wubs 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.

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.

Search and 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.

Recurrent issue:

Try to find a discarded or active permanent card, resolve it.

- Something that was thought past and solved is recurring. Check the challenge deck discard pile for a card that has the permanent keyword and resolve it exactly as though it had been flipped this turn, including putting it into play as a permanent.

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 – Tip The Ship

Fail – Any Mission Guide = 0

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

Succeed – All crew in Radio Pod, Hydro Pod, Command Module and attached Arrays OR Cryo Pod, Med Pod, Computer Module and attached Arrays.

Reward – Try to move all W Tokens to Central Corridor.

Mission Guide – 0 1 2 3

- This Mission requires that all crew be in locations on one side of the ship or another, using their weight to cause the ship to tip and the Wubs to roll into the central corridor. Technically it's not their weight so much as the conservation of momentum of them walking around. This is useful if the permanent reducing location crew counts by wubs is in effect, since the infinite crew count available in the central corridor will still be plenty. Note that this mission fails when any mission's guide reaches zero, since players will sometimes want to keep it running until there are lots of wubs around.

6 – Low Level Irradiation

Fail – Mission Guide = 0

Punishment – Try to place a W Token on a randomly determined Pod.

Succeed – No crew in locations with W Tokens.

Reward – May discard 1 permanent challenge card.

Mission Guide – 0 1 2 3

- So long as all the crew are out the way the Wub's locations can be flooded with radiation to weaken them. This allows one of the permanent cards making them more dangerous to be discarded from play, removing the permanent rule from being in effect.

Deck list:

2 x Sinister Noises

1 x Sinister Noise

3 x Vent Oxygen – Crew

1 x Vent Oxygen – Crew ÷ 2

1 x Report

1 x Search and Report

3 x Meteor Strike?

2 x Recurrent Issue

1 x Science Report

- 1 x Creature Report
- 1 x They're Everywhere!
- 1 x There Lies The Wub
- 1 x Where Did You Come From?
- 1 x Too... Many... Wubs!
- 1 x Meatier Strike
- 1 x They Breed Fast. Somehow
- 1 x Two By Two
- 1 x Disgustingly Cute.