

# Rage of Montalbano Challenge Deck: Challenge Cards and Missions Guide

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

This deck includes several location Challenge cards, these are Permanent cards and when activated enter play as locations. They should be placed such that they touch no locations from the main Omega ship, but if possible, should be touching other Challenge card locations. This should effectively build a second ship as cards are triggered. New locations may be placed in any configuration that players wish, their doors have no gameplay purpose whatsoever.

## 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.

### Maintenance Report/Search and Report:

Try to move a Rank Token on its Crew card onto another Crew's Crew card.

### 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.

### Power Array:

Auto: If no Crew here, perform steps 5+6 of the Challenge Phase.

- Steps 5 and 6 reveal and activate a Challenge card but not the voting process, so these cards should not activate further missions.

#### 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 – Battle Stations

Fail – Mission Guide = 0

Punishment – Activate all Auto actions in Red Locations.

Succeed – No Auto actions activated this turn.

Reward – May flip 6 Challenge cards. May discard any number of face-up permanent challenge cards, Try to move crew on discarded locations to another location.

Mission Guide – 0 1 2 3 4 5 6

- Crew on discarded locations may be moved to the location of the highest ranking player's choice. In the event that there are no locations available the crew will be removed from the game, though they will not count as dying. Note that Auto actions triggered by sources other than the Challenge card locations count against this mission succeeding.

6 – All Hands Out

Fail – Mission Guide = 0

Punishment – All Crew in white locations Try to reduce Morale by 6

Succeed – No Crew in White Locations.

Reward – May flip 4 Challenge cards.

Mission Guide – 0 1 2 3 4

- Crew can be in Yellow Locations and still allow the mission to be succeeded.

Deck list:

1 x Sinister Noises

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1 x Vent Oxygen – Crew

1 x Vent Oxygen – Crew/2

1 x Maintenance Report

1 x Search and Report

1 x Meteor Strike

1 x Airlock Shutdown

1 x Report

2 x Strike

2 x Boarders  
2 x Hostile Resistance  
2 x Traumatic Stress  
2 x Assault Array  
2 x Torpedo Array  
2 x Power Array  
1 x Bridge Array