

Travellers Challenge Deck: Challenge Cards and Missions Guide

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

Firstly, Travellers does have a printing error in that the voting token for Sarge was printed with a 23 instead of 16. This should be corrected with the following Challenge Deck, but until then we can only apologize and hope that you can remember the 23 should represent 16.

Travellers has a number of cards that flip crew face up or face down. When a crew is flipped face up, the process is exactly the same as for any new crew being bought into the game and as usual when a decision is unclear, they are assigned by the highest ranking player to the other player of their choice. Crew to be flipped face up are selected randomly. Crew flipped face down are not necessarily dead and do not go through the death process.

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.

Chain of Command:

Try to move all Rank Tokens on their Crew Cards to highest ranked Crew's Crew card.

- In this case all Rank Tokens eligible for voting are moved to the highest ranked crew so they will need to use the Radio Pod repeatedly to allow other crew to vote on future 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 – All Stations Manned

Fail – Mission Guide = 0

Punishment – Try to flip 2 crew cards face up.

Succeed – 1+ crew in each white location.

Reward – May flip 6 Challenge cards.

Mission Guide – 0 1 2 3 4

- This Mission requires either that there be at least 9 active crew, so three additional beyond the starting amount, or at least 3 shut down locations. Various challenge cards will unfreeze additional crew so this may be impossible if it arises too early or you have been keeping on top of the additional crew situation, in which case using the computer room to shut down non-essential locations may yield benefits.

6 – Deep Re-freeze

Fail – No crew in cryo pod

Punishment – Try to flip a crew card face up

Succeed – 2 crew in cryo pod, 1 crew in command module

Reward – May flip any number of crew cards.

Mission Guide – 0 1 2 3

- This mission's reward can allow the crew numbers to be completely re-set if players so choose, or to reduce or increase the crew compliment freely.

Deck list:

2 x Sinister Noises

1 x Overcrowding

1 x Overcrowding Protocol

2 x Vent Oxygen – Crew

4 x Vent Oxygen – Crew/2

2 x Report

1 x Chain of Command

2 x Meteor Strike

1 x Maintenance Check

2 x Rapid Freezing
1 x Cascading Cryo Failure
1 x Ongoing Cryo Failure
1 x Cryo Deck Failure
3 x Cryo Failure