

The following lists the cards in each challenge deck. Note, the A.I. Deck is the Challenge deck found in the base set and Rage of Montalbano is the Challenge deck found in the Rage of Montalbano expansion.

A.I. Deck list:

- 2 x Sinister Noises
- 2 x Sinister Noise
- 3 x Vent Oxygen – Reduce by number of Crew
- 3 x Vent Oxygen – Reduce by number of Crew ÷ 2
- 2 x Airlock Shutdown
- 2 x Meteor Strike
- 1 x Search and Report
- 1 x Supply and Report
- 1 x Maintenance Report
- 2 x Shutdown
- 1 x Personal Oxygen Failure
- 1 x Crossed Access
- 1 x Emergency Safety Protocol
- 1 x Power Shunt
- 1 x Targeted Life Support Failure

First Captain Deck list:

- 4 x Sinister Noises
- 2 x Sinister Noise
- 2 x Vent Oxygen – Reduce by number of Crew
- 2 x Vent Oxygen – Reduce by number of Crew ÷ 2
- 2 x Airlock Shutdown
- 2 x Meteor Strike
- 1 x Search and Report
- 1 x Supply and Report
- 1 x Maintenance Report
- 1 x Let's Split Up
- 2 x Nothing to Fear
- 1 x Stalking Shadow
- 1 x Constructed Accidents
- 1 x The First Captain's Log
- 1 x The First Captain

Parasites Deck list:

2 x Sinister Noises
2 x Sinister Noise
2 x Vent Oxygen – Reduce by number of Crew
2 x Vent Oxygen – Reduce by number of Crew ÷ 2
4 x Airlock Shutdown
2 x Sinister Voice
2 x Report
3 x They Hatch!
1 x Infect – Place on 1 Crew
1 x Infect – Place on 2 Crew
1 x Intensify – Lose if 50% infected
1 x Intensify – Crew lose actions
1 x Intensify – Crew with P tokens place P tokens

Temporal Anomaly Deck list:

1 x Sinister Noises
1 x Sinister Noise
1 x Vent Oxygen – Crew
1 x Vent Oxygen – Crew/2
2 x Maintenance Report
2 x Supply and Report
2 x Search and Report
1 x Meteor Strike
1 x Vent all Airlocks
1 x Time and Again
1 x Again and Time
1 x Weird Noises
1 x Highly Anomalous
2 x Future Echoes
2 x Chrono flickers
1 x Meteor Clip
1 x Memories of Green
1 x Work Fast
1 x Eye of the Anomaly

Rage of Montalbano Deck list:

1 x Sinister Noises
1 x Sinister Noise
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