

Act 1a

All Hands on Deck!

You're not quite sure what it was that you saw out your window, but the screaming coming from up the stairs doesn't sound too promising either. It looks like if you want to see that Atlantic sunrise again, you'll have to play damage control all night. Unfortunately, the ship's almost as alien as what you saw outside: it may be a good idea to search the decks for those who know the lay of the land.

⚡: Gain control of an uncontrolled asset at your location.

Objective - If Herman Finley enters play, advance.

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ACT 1B

Suffer the Poor

You find Herman Finley, the ship's chief engineer, already scrambling about to find his surely-sleeping staff. "What are you waiting for?!" he turns and yell at you as you approach him "Get down there and patch this thing up!"

Act 2a

Damage Control

If you don't want to end up as fish food, it'd be a good idea to patch up this ship as fast as you can.

The Port Hull and Starboard Hull locations gain ⚡: If there are no clues on this location, 'shore up' this location.

⚡: Gain control of an uncontrolled asset at your location.

Objective - If the Port Hull and Starboard Hull locations are "shored up", advance.

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ACT 2B

A Stowaway

Knee deep in freezing water, you seal off the last of the flooding compartments and patch up the remaining leaks you can find. It's not master craftsmanship, but no one really seems to mind. You stand there silently for a moment, your chattering teeth echoing against the ship's steel walls. Suddenly, a deafening roar tears through the bowels of the ship. Something must have gotten past you, and it sounds much larger than the fish you've fried so far.

- ❖ Spawn the set aside Benthic Titan at The Engine
- ❖ Spawn the set aside The Hungry Masses at Steerage.
- ❖ Place 1♣ clues on Steerage.

Act 3a

Release the Kraken

A huge monstrosity tears away at the engine, promising to bring your trans-atlantic journey to a catastrophic low. There may yet be enough time to shepherd the remaining passengers to the questionable safety of the lifeboats. Or you could take your chances down below...

⚡: Gain control of an uncontrolled asset at your location.

Objective - If each undefeated investigator has resigned, advance.

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ACT 3B

Rough Sailing

"And everyone who calls on the name of the Lord shall be saved."

Acts 2:21

- ❖ If any investigators were defeated, those investigators go to R1.
- ❖ If no investigator resigned while controlling Hungry Masses, go to R2.
- ❖ If an investigator resigned while controlling Hungry Masses, go to R3.

Agenda 1a

There's some, thing!

You watch in horror as the ship's nacent ulcer swells below you. In the moonlight, you can see shadowy forms in the storm-churned waves, reflections of the evening lights revealing sets of inhuman eyes just below the surface.

At the beginning of the enemy turn, place 1 clue on each **Engine Deck** location for each ready and unengaged enemy at that location.

Forced - At the end of the investigation phase, if The Engine Room has 3 or more clues on it (5 or more if there are 3 or more investigators) add 1 doom to this agenda.

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AGENDA 1B

Entry Wound

While it doesn't seem like the ship is in dire peril, it'd certainly work better with a few less holes in it. Whatever kind of danger the ship is in, it seems that not all of the passengers have become aware of it yet, though you'd guess that's not going to last much longer.

- ❖ Shuffle the encounter discard pile in to the encounter deck, then discard cards from the top of the encounter deck until you reveal a Gnawing Youngling and spawn it.