

B

First Class



LOCATION

Passenger Deck.

If it weren't for the impending threat of mass loss of life, the thought that the evening's events ruined the first class passengers's trip would increase the value of your second class ticket twice over.

A C D

B

First Class



2

LOCATION

Passenger Deck.

Assets and events cost 1 additional resource to play at this location.

Forced - After you successfully investigate this location, reveal the facedown card beneath it. Then, if there are no clues remaining on this location, discard any treacheries attached to it.

A C D

F

Port Hull



LOCATION

Engine Deck.

The guts of the ship presented a wide variety of dangers on even a normal day at sea. The strange intruders and their thousands of gallons of seawater didn't help to alleviate any of these hazards.

E H

F

Port Hull



3

LOCATION

Engine Deck.

Forced - If an enemy would spawn at this location and it is "shored up", instead, spawn it at Starboard Hull. If both locations are "shored up", discard that enemy instead.

Being knee-deep in ice cold water doesn't make your attempts at amateur repair any easier.

E H

C

Second Class



LOCATION

Passenger Deck.

Second Class of the Myriad wasn't anything to write home about, but at least you had your own cabin and an attempt at hospitality.

B D

C

Second Class



3

LOCATION

Passenger Deck

➤: Search the top 6 cards of your deck for an **Ally** or **Item** asset and add it to your hand. Shuffle your deck (limit once per turn).

Forced - After you successfully investigate this location, if there are no clue remaining on this location, discard any attached treacheries.

B D

E

Service Corridors



LOCATION

The lower decks of the ship are a close to incomprehensible maze of identical-looking steel doors and walls. It may be a good idea to find someone who knows their way around down here.

D F G

E

Service Corridors



1

LOCATION

Investigators at this location can commit cards to skill tests of investigators at any **Engine Deck** locations.

➤➤: Gain 2 resources, draw 2 cards, and heal 2 damage. (Limit once per game.)

While most quartermaster hadn't planned for aquatic invasion, he'd planned for just about everything else.

D F G