

G Starboard Hull



LOCATION

Engine Deck.

G Starboard Hull



3 **LOCATION** **0**

Engine Deck.

D Steerage



LOCATION

Passenger Deck.

D Steerage



2 **LOCATION** **0**

Passenger Deck.

E **H**

E **H**

B **C** **E**

B **C** **E**

H The Engine Room



LOCATION

Engine Deck.

G The Engine Room



4 **LOCATION** **0**

Engine Deck.

A The Upper Deck



LOCATION

A The Upper Deck



2 **LOCATION** **0**

F **G**

F **H**

B

B

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.

Forced - If an enemy would spawn at this location and it is "shored up", instead, spawn it at Port 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.

Though they were much more known for bringing people from Europe to America than vice versa, the cheap seats offered an easy way to see the old country for those who could tolerate them.

Forced - After you fail an investigate test at this location, take 1 horror.

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

The roar of the engine could almost make you believe you were standing in front of the mouth of hell. In better times, you could take a moment to appreciate the illusion.

As you look in bewilderment at the intricate machinations of the heart of the ship, you suddenly regret not spending more time at the university.

"Consider the subtleness of the sea; how its most dreaded creatures glide under water, unapparent for the most part, and treacherously hidden beneath the loveliest tints of azure."

- Herman Melville, *Moby Dick*

➔ **Resign.** Investigators may only take this action if The Upper Deck contains no ready enemies. Other investigators at this location may resign as well when you take this action. "Man the lifeboats!" (Limit once per game as a group).

Forced - After you successfully investigate this location, reveal the facedown card beneath this location.