

Crossing the Atlantic

Rather than risking the perils of the Labyrinth of Eihort, investigators may wish to travel between Arkham and the Severn Valley by more conventional means and take an ocean liner across the Atlantic.

There are two liners available. Three dollars will book a cabin on the *RMS Miskatonic*, the White Star Line's newest, fastest and most luxurious ship. Sister of the ill-fated *Titanic*, the *Miskatonic* has carried tens of thousands across the ocean in comfort and safety since her launch in 1920, and is one of the fastest liners on the Atlantic route.

Investigators of lesser means may prefer the *SS Nitocris* of the struggling Italo-Libyan Line. One dollar is sufficient for a berth on this ageing, but still sturdy ship which has reliably carried travellers and immigrants across the Atlantic since 1906. She's not as fast as the modern liners, but her discounted tickets (an attempt by her owners to compensate for the United States' cuts to immigration) have made her a popular choice for travellers unable to stretch to the luxury of White Star or Cunard.

Rules

Boarding a Liner

- Any investigator in the River Docks on the Arkham Board or Severnport on the Severn Board in the Arkham Encounters phase may buy a ticket for the Liner of their choice instead of having an Encounter. Tickets for the *RMS Miskatonic* are \$3. Tickets for the *SS Nitocris* are \$1.
- Their marker is moved to the first area of the appropriate ship location on the Atlantic Ocean Board and their turn ends.

Investigators at Sea

- Investigators on the Atlantic Ocean Board count as being “in Arkham” for game effects.
- Investigators in the same ship location may interact, regardless of which area they are in.
- An investigator on the Atlantic Ocean Board may not move during the Investigator Movement phase. They may read Tomes, cast spells or carry out any other allowed action.
- Cards or items that allow changes of location (for instance the *Patrol Wagon*) may only be used if they are magical in nature (such as the spell *Call Friend*).
- In the Arkham Encounters phase the investigator draws an Atlantic Ocean Encounter card and resolves the section for their ship.
- At the end of the encounter they will be instructed to “Continue your Voyage” or “Disembark”.
- If instructed to Continue while in the first area of the ship, their marker is moved to the second area and their turn ends.
- If instructed to Continue while in the second area of the ship they Disembark (see below).

Disembarking

- When instructed to Disembark an investigator's marker is moved to the River Docks or Severnford. They may not remain on the Atlantic Ocean Board for any reason.
- An investigator **CANNOT** Disembark to the location they boarded from. If they boarded at the River Docks they **MUST** disembark at Severnford. If they boarded at the Severnford they **MUST** disembark at the River Docks.

Notes

The *RMS Miskatonic* will *usually* get investigators across the Atlantic in one turn. The *SS Nitocris* will *usually* get investigators across in two turns. Under no circumstances will investigators spend more than two turns at sea.

Historical Note

In the real world the White Star Line built three *Olympic* Class liners - the *RMS Olympic* (1911), *RMS Titanic* (1912), and *RMS Britannic* (1915). The *Titanic* famously sank on her maiden voyage in 1912, and the *Britannic* was sunk in 1916 while serving as a hospital ship during World War One. After the war White Star acquired the seized German liner *SS Bismarck* as a replacement for its lost ships and renamed her *RMS Majestic*. The *Olympic* and *Majestic* remained in service on the cross-Atlantic route until well into the 1930s.

In this timeline the semi-complete *SS Bismarck* was destroyed during the war. Unable to procure a suitable replacement White Star decided to construct a fourth *Olympic* class vessel, and elected to name her after a famous American river - as both a tribute to American losses during the war and in the hope the name would attract increased custom from American passengers.

Version and Revisions

Version 1.0 – Original version