Super Ocean Creatures v0.01

This is an expansion rule set for Super Ocean Explore, with the intent to allow for the addition of swimming monsters.

Swimming monsters are likely not to be seen by the Heroes, thought safe upon their ship, but can engage the Heroes in battle like other ships. Most swimming monsters use a ship however and will use ocean tiles instead of ship tiles to attack the Hero Party.

Selection
Decide which SOCreatures warbands will be on call for if the Hero Ship is ambushed and which 2 Skull Monsters will be on hand to add to Pirate Ships.

Difficulty Mode
Consider using SOCreatures a general increase in difficulty.

Victory
SOCreatures should not affect Victory conditions.

Setup
Build the exploration zone and keep the ship tiles and Hero and Enemy models available.

Exploration Zone
When creating the Exploration Zone, include 1 Swimming Monster Tile in place of a Water Tile for each tier of Heroes being played:
1-2 Heroes: Include 1 Swimming Monster Tile.
3-4 Heroes: Include 2 Swimming Monster Tiles.
5-6 Heroes: Include 3 Swimming Monster Tiles.
7-8 Heroes: Include 4 Swimming Monster Tiles.

Play Overview

Exploration Zone Movement
If the Tile revealed is a Swimming Monster Tile, then the Hero Ship is immediately boarded. Place an Ocean Tile next to the Ship Tile and deploy the designated warband to the Ocean Tile.

Boarding
Any time the Heroes are being boarded, roll 2B and add that many designated 2 Skull Monsters.