

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Campaign Guide

## ANDROID: HORROR

### Deliver us from Evil...

*"We hold these truths to be self-evident: that all men are created equal; that they are endowed by their Creator with certain unalienable rights; that among these are life, liberty, and the pursuit of happiness."*

*- Thomas Jefferson, The Declaration of Independence*

*Android: Horror* is a fan-made campaign for *Arkham Horror: The Card Game* for 1–4 players. The *Android: Horror* campaign consists of three scenarios: "Last Call at Roxie's," "Ticket to Heinlein," and "Delivery in Kaguya".

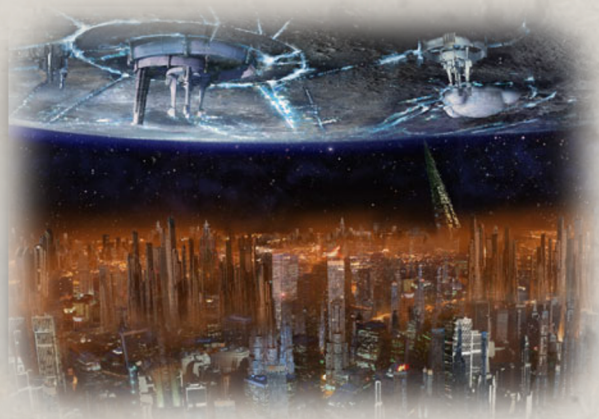
### The World of Android

This fanmade campaign is inspired heavily by FFG's *Android Universe*. Many characters, locations, quotes, works of art, and other concepts have been taken from, modified, or otherwise influenced by FFG's body of *Android* works. Here is a brief welcome into the world of *Android* for the uninitiated, or the curious:

*"It is the future. two major corporations have developed and sold their artificial humans (androids and clones) as cheap labor. Thousands of already-impoverished humans have found themselves unemployed. This, combined with their deep mistrust of scientists playing God, has led many lower and middle-class citizens to hate and fear the androids. A group calling itself Human First has sprung up, calling the androids*

*"golems" - referring to the legendary soulless clay creatures. Human First has attacked the androids on numerous occasions, usually wielding sledgehammers as their weapon of choice, since the androids are often physically resilient. In this hotbed of hatred, fear, and prejudice, the men and women of the New Angeles Police Department attempt to maintain order. Their job isn't easy, since their charter requires them to patrol not only New Angeles, but also the Heinlein moon colony located across the Beanstalk. Nevertheless, they continue to guard the thin blue line between civilization and anarchy."*

*-Android Universe Fan Wiki, Scott Mick (2015)*





## Additional Rules and Clarifications

### New Keyword: X Level Security

In this campaign, some Locations contain **X Level Security** on their unrevealed side, where X is a color (e.g. **Green Level Security**). **X Level Security** locations *can* be entered normally, but they cannot be revealed until a card or in game effect prompts you to do so (e.g. an ➡ ability, a story asset effect, or something in your campaign log).

### Make a Run

Some abilities in this campaign are identified with the **Make a Run** action designator. **Make a Run** abilities act exactly like the **Explore** action introduced in the *Forgotten Age* cycle. Such abilities instruct you to draw the top card of a separate deck (which is constructed during the setup of some scenarios). With the **Make a Run** ability, instead of drawing from the top of the “exploration deck,” investigators draw from the top of “R&D”. Each **Make a Run** ability indicates a particular type of location that you are seeking to draw. If a location of that type is drawn, it is put into play, and you move to that location. This is considered a “successful” run.

- ◆ If any other location is drawn, place it next to R&D and draw the next card from R&D. Repeat this process until a location of the indicated type is drawn, or a treachery is drawn. After this action has ended, shuffle each location next to R&D back into R&D.

- ◆ If a treachery card is drawn, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. There is no discard pile for the R&D deck. This is considered an “unsuccessful” run.
- ◆ As a single-sided location is put into play from the R&D deck, place clues on that location equal to its clue value.

### Jack Out

Some locations or other card effects will force an Investigator to “Jack out.” This is usually to indicate a forced movement to a different location. Such abilities will explain where an investigator is being forced to move to in parentheses.

### Tagged

Some cards, such as SEA Source (*Last Call at Roxie's*) will indicate that “You are tagged.” These effects do nothing on their own, but may be referenced by other in-game effects.

### Expansion icon























The cards in the *Android: Horror* campaign can be identified by this symbol before each card's collector number:





## Campaign Setup

To set up the *Android: Horror* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles his or her investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.
  - ◆ **Easy (I want to experience the story):**  
+1, 0, 0, 0, -1, -1, -2, -3, , , , .
  - ◆ **Standard (I want a challenge):**  
+1, 0, 0, -1, -1, -2, -3, -4, , , , , , .
  - ◆ **Hard (I want a true nightmare):**  
0, -1, -1, -2, -3, -4, -5, , , , , , .
  - ◆ **Expert (I want Arkham Horror):**  
0, -1, -1, -2, -3, -4, -5, -6, -7, , , , , , .

You are now ready to jack in. Begin at Scenario I: Last Call at Roxie's.



## Scenario I: Last Call at Roxie's

*"Last week Roxie Henn-Tessey made headlines when her club became the first all inclusive establishment in New Angeles. The press ate it up as she welcomed all humans, clones, and bioroids with open arms to her little club, but it didn't take a private eye to recognize she merely opened up her pockets while the press gave her all the free publicity she needed to get her Cabaret out of the hole. This week, she's makin' headlines by bein' a corpse.*

*Extremist group 'Humanity Labor' became the most vocal opposition of Roxie's new-found belief in Bioroid equality, going as far as to hack Broadcast Square in a public threat against her life. We have word that one Edward Kim is leading the charge on this band of bigotry. The 'Human First' thugs don't like it when you exploit their "battle for humanity" for personal gain. Buncha nuts if you ask me.*

*That ain't all we got. Some think this job was a more personal vendetta. Local starlet, Adromeda, was a friend of Roxie's. They recently had a very public falling out. Seems our dispossessed ristie didn't like Roxie gaining all the attention. Stealin' the spotlight.*

*But worse than all of this is the lingering mention of Mr. Thomas Haas. Resident, corporate brat and all-around troublemaker. His momma's got half the town in her pocket and she protects his dumbass like a baby. He has his toes dipped in every pool from Corporate to Ritzy to Seedy. Word has it he's been seen around Humanity Labor, the Eastside Tenemants, and even his Alma Mater: Levy University. If he's involved, then we have a bigger problem on our hands. We need to respond to this quickly and brutally."*

*- Cpt. Beckmann*

### Setup

- ◆ Gather all cards from the following encounter set: *Last Call at Roxie's*. This set is indicated by the following icon:



- ◆ Put all locations into play. Investigators start at the scene of the crime, *Roxie HT's Cabaret*.
- ◆ Investigators each choose 1 of the 4 *Enhancement* story assets to take control of (*Adjusted Chronotype*, *Console*, *Prepaid VoicePAD*, or *Sports Hopper*).





## Setup (cont.)

Investigators start with the chosen *Enhancement* assets in play. (If there is only 1 Investigator, he or she may choose 2 *Enhancement* assets to control.)

- ◆ Set aside the rest of the story assets (including the *Green Level Clearance* and *Blue Level Clearance* cards).
- ◆ Place the 3 *Suspect* enemies in a set aside play area.
- ◆ Spawn the set aside *Street Peddler* Enemy at the *The Beanstalk*.
- ◆ Shuffle the rest of the treachery and enemy cards to form the encounter deck

## Suggested Location Placement for Last Call at Roxie's



## Card breakdown :

### ◆ Treacheries:

- 2 copies of *City Surveillance*.
- 2 copies of *Enhanced Login Protocol*.
- 3 copies of *SEA Source*.
- 2 copies of *Signal Jamming*.
- 2 copies of *Witness Tampering*.

### ◆ Enemies.

- 3 copies of *Human First Activist*.
- 2 copies of *Independent Journalist*.
- 3 copies of *Recon Drone*.
- 2 copies of *The Cleaners*.

### ◆ Suspect Area.

- Thomas Haas* (enemy side).
- Edward Kim* (enemy side).
- Andromeda* (enemy side).

### ◆ Set Aside.

- Green Level Clearance*.
- Blue Level Clearance*.
- Any other unused Story Assets.

### ◆ Starts at *The Beanstalk*.


- Street Peddler*



## DO NOT READ until the end of the scenario

### **If no resolution was reached (each investigator resigned or was defeated):**




*Your prime suspect has gotten away, but you're sure that Roxie's death was only the beginning of a bigger scheme. You just can't seem to pinpoint who exactly is responsible- or what they will do next. You look up to the stars for reprieve, but like the truth behind Roxie's murder, they're obscured by the blinding refraction of New Angeles neon. The Beanstalk is the only monument in the sky that stretches beyond the thick grasp of the city's atmosphere. It's a highway of information, and you're getting a ticket.*

- ☞ Each investigator suffers 1 mental trauma
- ☞ Add 1  to the chaos bag for the rest of the campaign.
- ☞ If the scenario ended during Act 1:
  - ☞ In your campaign log, under *Prime Suspect*, record the name of the *Suspect* enemy with the most clues on them (choose one in case of a tie).
- ☞ If the scenario ended during Act 2:
  - ☞ In your campaign log, under *Prime Suspect*, record the name of the *Suspect* enemy who entered play.
- ☞ If an Investigator was in control of Green Level Clearance at the end of the scenario, mark in your campaign log that *the investigators have green level clearance*.
- ☞ If an Investigator was in control of Blue Level Clearance at the end of the scenario, mark in your campaign log that *the investigators have blue level clearance*.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

### **Resolution 1:**

*As far as Captain Beckman is concerned, you have your perp, but you can't stop replaying what Thomas said about Roxie's death being "the first little domino." So you inquire further and ask "What do you mean?"*

*Thomas grins because he knows he's found a small amount of leverage over you, "Your answer is on some server or some crate being shipped off to Kaguya as we speak." You want nothing more than to wipe that stupid grin off of his smug face, but he could be of some use to you. Regardless, the only way to Kaguya is up the Beanstalk, and that's where you have to go to find the truth.*

- ☞ You must either (choose one):
  - ☞ Turn *Thomas Haas* in to the authorities: gain 1 additional Victory point.
  - ☞ Bring *Thomas Haas* with you as a hostage: the lead investigator must start with *Thomas Haas (story asset side)* in play at the start of the next scenario.
- ☞ Remove 1  and 1  from the chaos bag; add 1  to the chaos bag..
- ☞ If an Investigator was in control of Green Level Clearance at the end of the scenario, mark in your campaign log that *the investigators have green level clearance*.
- ☞ If an Investigator was in control of Blue Level Clearance at the end of the scenario, mark in your campaign log that *the investigators have blue level clearance*.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.



### Resolution 2:




*As far as Captain Beckman is concerned, you have your perp, but you can't stop replaying what Edward said about Roxie being "a cog in the machine." So you inquire further and ask "What do you mean?"*

*Edward sighs in pity at your lack of knowledge, "Humanity Labor doesn't just do business here on Earth. There are many gears across the Beanstalk, throughout the Moon, and even on Mars grinding away at our cause." You're not sure if you should trust him. Your job was to find the suspect and turn them in to the authorities, but Edward could be of use to you as you search for the truth beyond New Angeles. Beyond Earth.*

☞ You must either (choose one):

☞ Turn *Edward Kim* in to the authorities: gain 1 additional Victory point.

☞ Bring *Edward Kim* with you as a hostage: the lead investigator must start with *Edward Kim* (story asset side) in play at the start of the next scenario.

☞ Remove 1  and 1  from the chaos bag; add 1  to the chaos bag..

☞ If an Investigator was in control of Green Level Clearance at the end of the scenario, mark in your campaign log that *the investigators have green level clearance*.

☞ If an Investigator was in control of Blue Level Clearance at the end of the scenario, mark in your campaign log that *the investigators have blue level clearance*.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

### Resolution 3:




*As far as Captain Beckman is concerned, you have your perp, but your curious about what Andromeda what Andromeda meant by "her" needing Andromeda's help. So you inquire further and ask "What do you mean?"*

*Andromeda scoffs in simultaneous disbelief and acceptance that you would be so ignorant on the matter. "Roxie had friends in high places and enemies even higher." She raises her eyebrows to the Beanstalk, "I can't give you all of the answers, but I can take you to someone who can." You know that part of what she's saying is based on her survival instinct, but what if she's telling the truth? What if your answers lay upward, through the Beanstalk, into Heinlein?*

☞ You must either (choose one):

☞ Turn *Andromeda* in to the authorities: gain 1 additional Victory point.

☞ Bring *Andromeda* with you as a hostage: the lead investigator must start with *Andromeda* (story asset side) in play at the start of the next scenario.

☞ Remove 1  and 1  from the chaos bag; add 1  to the chaos bag..

☞ If an Investigator was in control of Green Level Clearance at the end of the scenario, mark in your campaign log that *the investigators have green level clearance*.

☞ If an Investigator was in control of Blue Level Clearance at the end of the scenario, mark in your campaign log that *the investigators have blue level clearance*.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.