

ARKHAM HORROR

THE CARD GAME

Campaign Guide SPOILERS!

Do not read until you have played Convergence!

This section is to explain a bit more of the background behind the story played out in Convergence in the RPG and how I have tried to convert it to the card game.

The RPG starts out in much the same way as the card game. The investigators are summoned to the FBI field office where they are given a briefing by Agent James Derringer. Billy Ray Spivey went missing from his home in Groversville for two days, and when he returned he was confused and in a great deal of pain. When his father tried to calm him, Billy Ray accidentally punched clean through his chest. In grief and pain, he fled and went on a robbing spree, stealing money, food and painkillers. Once apprehended, it was obvious that Billy Ray had been experimented on.

It turns out that a group of Mi-Go scientists have taken up residence in an abandoned barn on the outskirts of the Groversville town limits. They are routinely mutilating farm animals, as well as abducting humans and experimenting on them. Worse, they have released massive quantities of the alien protomatter into the reservoir that supplies the town. Every person in town is infused with this substance, and the Mi-Go can use this to see and hear through the townspeople's eyes and ears, as well as partially influence them. The town aldermen have been fused into one writhing alien mass, and are controlling the town in secret from behind closed doors at the Town Hall.

Into this came the UFO investigator Scott Adams. At first the Mi-Go influenced the towns folk to be hostile and evasive with Adams. But once Adams had ingested enough protomatter from local food and water to be controlled, they drove him to suicide.

On top of this, Majestic 12 has a special forces team in the area working with what they think are the Greys, with whom the Government has an unholy alliance.

In the RPG the players are acting under the pretense of investigating a non-existent drug gang. I included this idea, as it gave scope for more human-based obstacles to the investigation. I didn't want Greys & Mi-Go popping up right at the outset!

There are a couple of elements I didn't include. In the RPG Billy Ray's girlfriend is working with Scott and is holed up at the motel. She is pregnant with a protomatter hybrid baby. Also, one of the investigators may be abducted and experimented on. Both of these elements were secondary to the main story, and hard to include.

The RPG is notoriously deadly. The card version is also pretty dangerous, with a few tough combat encounters.

The Green Box is a staple of many Delta Green games. It is meant to be a storage unit where agents dump 'hot' or dangerous items, but also spare supplies for other agents to use. Not everything may be friendly however, and it is totally possible to spend hours digging through cardboard boxes and come up with nothing usable. I've tried to represent this with the Green Box deck. It is completely optional to the scenario however.