

# ARKHAM HORROR

## THE CARD GAME

### Campaign Guide

### DELTA GREEN - CONVERGENCE. README.

#### Thank You!

---

If you're reading this, then you've decided to check out Delta Green - Convergence, a custom scenario for **Arkham Horror The Card Game**.

#### Inspiration

---

Delta Green is a pen and paper roleplaying game, originally designed as a setting for a modern-day Call of Cthulhu game. It has recently been revised and relaunched as a stand-alone setting, which won 6 ennie awards at GenCon 2018. Yes, I'm a fan :)

Convergence was originally published in *The Unspeakable Oath* #7, a Call of Cthulhu zine published by Pagan Publishing. It was updated for the 1996 Delta Green sourcebook.

Convergence tells the tale of Groversville a small town in rural Tennessee which has been plagued by strange lights in the sky, animal mutilations, and people reporting missing time. Things come to a head when a young resident - Billy Ray Spivey - goes on a larcenous rampage across three states ending in a brutal murder. At this point the local FBI agent in charge has seen more than enough to know he needs to contact The Program - Delta Green.

#### Design

---

I have tried to tell the story of the RPG scenario, largely as it played out when I ran it with my local group. I have taken a few small liberties with the story structure, and incorporated elements from both iterations of the published adventure, with a few tweaks of my own thrown in. (The drug gang element and MIB's were never in the original story for example, but both seemed to make sense).

#### Feedback

---

I'd very much like to hear what people think of this, and if they'd like to see another Delta Green adventure. A few things to bear in mind:

- ☞ This is my first effort at an Arkham Horror, or any card game, scenario. There are bound to be bugs!
- ☞ I am far from an expert on all things Arkham Horror, but I am a fan. I haven't read every card or played every scenario. Consequently I may have inadvertently copied ideas already published. Please let me know if I have, and I'll try to rework them.
- ☞ Balance. Some cards may seem too strong. I don't mind this *too* much as a) this is set in 2018 and b) it's likely standalone. If something is too egregious though, let me know!
- ☞ I have zero affinity with image editing software. I would have loved the investigators to have appropriate backgrounds on their cards, but such is unfortunately beyond my abilities.