

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

DELTA GREEN - CONVERGENCE

In the quiet rural town of Groversville, an experiment is underway...

The investigators are occasional operatives for a shadowy government agency called “Delta Green”. They are sent to the small town of Groversville, Tennessee, to investigate recent reports of lights in the sky, missing time and a scared young man who is a lot stronger than he should be.

What is Delta Green?

Maybe you’ve seen something that can’t exist. Maybe you’ve stumbled across some alien monstrosity, or occult conspiracy. However it happened, you came to the attention of Delta Green. The Program. To this day you remember the words of the briefing officer who brought you in:

“Delta Green — the real Delta Green, not the code-word patsies in the DoD — wants you to pick up where I left off, doing what I’ve been doing for the last ten years. I’ve falsified official reports. Lied under oath. Planted evidence. Stolen and destroyed evidence. Stolen and destroyed federal property. Run illegal wiretaps. Abused the power and authority of my office. Gone AWOL. Committed arson, burglary, grand larceny, aggravated assault, battery, and homicide. On three of those occasions it was cold-blooded murder. And all in the name of doing the jobs nobody else can or will. Of saving lives that nobody else can save.”

Additional Rules and Clarifications

❖ **Non-terrene matter:** Some enemies have this keyword. Cards used against this enemy with the **Weapon** trait (except if the **Weapon** is a Flamethrower, Lightning Gun or also has the **Relic** trait) are treated as having a blank text box. Other sources of damage (such as Spells or Events) affect this Enemy normally.









❖ Each investigator adds 1 copy of **FBI Credentials** to their starting deck. (Note, this is included in the Deckbuilding Requirements of the new investigators) and does not count towards deck size.

Initial Setup








To setup **Delta Green - Convergence**, perform the following steps in order:

1. Choose investigator(s).
2. Each player assembles his or her player deck.
3. Choose difficulty level.
4. Assemble the scenario chaos bag.

❖ Standard (I want a challenge):

+1, 0, 0, 0, -1, -1, -1, -2, -2, -2, , , , , , , , .

❖ Hard (I want a true nightmare):

0, 0, -1, -1, -1, -2, -2, -2, -3, -4, -5 , , , , , , .

You are now ready to begin at the Prologue

Scenario and Story Icons

The cards in the *Delta Green - Convergence* scenario can be identified by this symbol before each card's collector number.



Prologue

Deception is a right. Truth is a privilege. Innocence is a luxury.

Born of the U.S. government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green opposes the forces of darkness with honor, but without glory. Delta Green agents slip through the system, manipulating the federal bureaucracy while pushing the darkness back for another day — but often at a shattering personal cost.

You are a member of Delta Green. What you saw, what secret you unearthed, what horror you encountered doesn't matter. You have seen the unnatural. Delta Green makes certain that no-one else has to.

You have been summoned to a briefing at the Knoxville, Tennessee FBI office. You are met by Special Agent In Charge James Derringer, who leads you to a small briefing room.

Derringer starts a video on a small monitor. It shows a gas station counter. A young man approaches and has an angry exchange with the cashier. He then lashes out and knocks the man's head clean from his body. The young man, Billy Ray Spivey, Derringer explains, backs away, horrified. This was Spivey's last stop on a spree spreading across Tennessee, Alabama and Georgia. At each stop he took only money and pain-killers. A State Trooper finally put him down, with four shots.

Spivey is now in FBI custody. Medical examination has revealed that the muscle tissue in his arms and legs has been replaced with a substance which looks identical, but is much stronger. The FBI scientists have dubbed this strange material "protomatter".

Derringer is not officially with the program, but is known as a "friendly". He issues you with FBI credentials, but explains that they won't stand up to extended scrutiny. He also gives you the code to a "Green Box", a special storage unit which may contain some useful items. "Take what you need, leave the rest," he says.

Derringer says you will be heading to Groversville, Spivey's home town. Groversville has seen a spate of strange UFO sightings in recent months, and many citizens, including Spivey, have reported missing time. You'll be operating under the cover of an ongoing operation against drug gangs operating in the area.



Scenario Setup

Agent Derringer suggests you speak to Spivey's mother, Angel, as soon as you can. "The lab boys are working on that weird stuff in his arms," he says. "I'll let you know if they come up with anything." He steps closer and lowers his voice. "Now I'll run as much interference from here as I can, but try not to get too loud, huh?" He winks, and walks back to the office.

Setup

- ☉ Gather all cards from the following encounter sets: *COINTELPRO*, *Forensic Fungi*, *The Case and High Strangeness*.

These sets are indicated by the following icons:



- ☉ Set the following cards aside, out of play: Merle's Shut-Eye Motel (Scott's Room), Agent James Derringer, County Medical Examiner, Detection Solution, all Story cards, all **Out-of-town** and **Outskirts** locations, all cards from the *Forensic Fungi* encounter set and NRO Delta Team.

- ☉ Put all **In-town** locations into play in a row, in the following order from left to right: Merle's Country Bunker, Merle's Shut-Eye Motel (Front Desk), then five Main Street locations (in random order), then Town Hall and finally The Spivey Home. (See "Starting Location Setup, below).

- ☉ Place Merle's Shut-Eye Motel (Your Room) below the Front Desk.

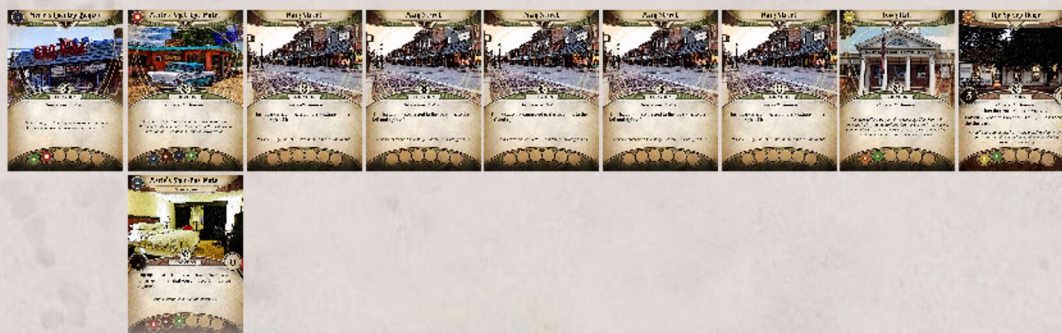
- ☉ Place the **Out-of-town** Green Box location. Shuffle all **Green Box** cards to make the Green Box deck. Place this under the Green Box location. The Green box contains many unusual items. Investigators searching here may discover something useful, something dangerous, or nothing at all.

- ☉ Each investigator shuffles one copy of FBI Credentials into their deck. This does not count toward their starting deck size.

- ☉ Shuffle the remainder of the encounter cards to create the encounter deck.

- ☉ Investigators begin play at **Merle's Shut-Eye Motel (Your Room)**.

Starting Location Setup



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated: *The strange forces operating in Groversville complete their work. Whether they have discovered what they were looking for is unknown. As they withdraw to wherever they came from, they seemingly deactivate the alien protomatter, converting it into a deadly pathogen. The townspeople have been ingesting this material for months through their food and water, and suffer a 99% mortality rate resembling a chronic Ebola outbreak. The program mobilises emergency forces rapidly, who blame the tragic circumstance on a leak from a nearby chemical plant. Having been in town only a few days, your exposure to the protomatter is minimal, but you still spend a week in intensive care, bleeding profusely from every orifice.*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 extra experience as he or she reflects on the events in Groversville.

☞ Each investigator suffers 1 physical trauma.

Resolution 1: *As you fall to the ground, the writhing mass from the tank swarms over you. Horrified, you see the gelatinous bulk rolling up your body, absorbing you as it goes. You start to hear voices, and see memories of other lives, citizens of Groversville whose existence has previously been subsumed by this abomination. The last thing you remember is the face of a child you don't know.*

☞ The investigators are dead. Delta Green sanctions a clean up operation.

Resolution 2: *The reservoir is flooded with the alien protomatter. Whoever is behind this has obviously been contaminating the town for several months. Your stomach lurches with the realisation that you have been eating and drinking in town over the past few days. You call your contact at Delta Green and explain that this is beyond your ability to handle. They contact the CDC who mobilise rapidly, and within twelve hours the town is quarantined. But there is a terrible consequence to these actions.*

The strange forces operating in Groversville complete their work. Whether they have discovered what they were looking for is unknown. As they withdraw to wherever they came from, they seemingly deactivate the alien protomatter, converting it into a deadly pathogen. The townspeople have been ingesting this material for months through their food and water, and suffer a 99% mortality rate resembling a chronic Ebola outbreak. Having been in town only a few days, your exposure to the protomatter is minimal, but you still spend a week in intensive care, bleeding profusely from every orifice.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 extra experience as he or she reflects on the events in Groversville.

☞ Each investigator suffers 1 physical trauma.

Resolution 3: *The strange forces operating in Groversville complete their work. Whether they have discovered what they were looking for is unknown. As they withdraw to wherever they came from, they seemingly deactivate the alien protomatter, converting it into a deadly pathogen. The townspeople have been ingesting this material for months through their food and water, and suffer a 99% mortality rate resembling a chronic Ebola outbreak. You start coughing up blood as you are wracked with crushing pain. As your vision blurs and you start to black out, you remember the evenings eating at Merle's Country Bunker. Who knows how much of the protomatter you have ingested?*

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 1 extra experience as he or she reflects on the events in Groversville.

☞ Each investigator suffers 2 physical trauma and 1 mental trauma.

Resolution 3a: *As the last NRO Delta Team operator drops to the ground, their helicopter claws for the sky and is gone. The man pulls his helmet off and drops it beside him. Spitting blood, he glares at you with contempt. "You idiots," he snarls. "You don't know what you've done, what they're going to do. We had... it... contained..." As the man collapses and dies, a swirl of multi-coloured lights burst through the top of the barn and soar into the sky.*

Over the next few days almost everyone in town comes down with an exotic variant of the flu, the effects of the protomatter in their bodies being rendered inert. There are a few deaths, but most of the townsfolk recover in time. You also have to spend a few days in bed, but there are no lasting effects. What the ultimate goal of the mi-go experiments was may never be known.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 2 extra experience as he or she reflects on the events in Groversville.

Resolution 3b: *As you fall to the ground, the NRO Delta Team leader stands over you. He signals a colleague, and the barn explodes as set charges go off. "You should never have gotten involved," he says as he walks back to the helicopter.*

As the world fades to black, you wonder what will happen to Groversville now.

☞ The investigators are dead.

Resolution 4a: *The sprawling monstrosity towers above you, faces and bodies forming and reforming as it rolls, gibbering, toward you. This is too much, you cannot face horror of this magnitude. You run.*

When you get a safe distance from the abomination, you make a panicked call to your Delta Green contact. He agrees that the situation has gotten out of control. Within half an hour you hear the roar of jets in the distance, and the barn in the outlying fields disappears in a blaze of high explosives. Just before the explosion, strange multicoloured lights are seen swirling into the sky.

As they withdraw to wherever they came from, the alien scientists seemingly deactivate the alien protomatter, converting it into a deadly pathogen. The townspeople have been ingesting this material for months through their food and water, and suffer a 99% mortality rate resembling a chronic Ebola outbreak. Having been in town only a few days, your exposure to the protomatter is minimal, but you still spend a week in intensive care, bleeding profusely from every orifice.

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

☞ Each investigator suffers 1 physical trauma.

Resolution 4b: *The huge bubbling mass ruptures and spills noxious fluids across the ground. As the thing writhes and collapses, it starts to disintegrate, the strange alien matter boiling and evaporating. Within a few minutes there is nothing left.*

After some hurried calls to your handler, a Delta Green clean-up team arrives in the area. The barn is quarantined, and the eldritch equipment inside is removed, presumably to be made safe elsewhere.

Over the next few days almost everyone in town comes down with an exotic variant of the flu, the effects of the protomatter in their bodies being rendered inert. There are a few deaths, but most of the townsfolk recover in time. You also have to spend a few days in bed, but there are no lasting effects. What the ultimate goal of the Mi-Go experiments was may never be known.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 3 extra experience as they reflect on their victory.

☞ This is a successful Delta Green operation. The investigators return to their normal lives and hope to put the events of Groversville behind them. But in the back of their minds, they know that the program will call on them again.

Credits:

Delta Green - Convergence for Arkham Horror - The Card Game was designed and developed by Ash "MrDodger" Hannant.

Delta Green The Roleplaying Game is (c)ARC DREAM PUBLISHING. It was created by DENNIS DETWILLER, ADAM SCOTT GLANCY & JOHN SCOTT TYNES. Current ruleset by DENNIS DETWILLER, CHRISTOPHER GUNNING, SHANE IVEY & GREG STOLZE.

More details can be found at <http://www.delta-green.com/>

"**Convergence**", the original scenario and the inspiration for this scenario was written by JOHN TYNES and first appeared in The Unspeakable Oath issue #7. It was updated for the Delta Green Core Rulebook, published in 1996. Thank you Mr Tynes for one of my favourite scenarios.

Thanks to my local RPG group for making Convergence so much fun. And cheers Dave for permission to use the name.

Arkham Horror - The Card Game is (c) Fantasy Flight Games. Many thanks to Nate French and Matt Newman for this amazing game.

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This entire project would have been impossible without the amazing Strange Eons by Christopher G Jennings. <http://cgjennings.ca/eons/>

Also a massive thank you to the creator of the Arkham Horror The Card Game plug in for the above, Tim Bennett. Amazing work, and thanks for all the help on BGG!