

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

INVESTIGATOR EXPANSION

Science and Logic

“Circumstantial evidence is a very tricky thing. It may seem to point very straight to one thing, but if you shift your own point of view a little, you may find it pointing in an equally uncompromising manner to something entirely different”

— Arthur Conan Doyle, *The Adventures of Sherlock Holmes*

A Scandal in Whitechapel is a standalone scenario for *Arkham Horror: The Card Game* for 2–4 players. This is a print and play scenario which does not use any cards from the core set. It includes five ready-made investigators and all other game cards that are required. Players may take up the roles of Sherlock Holmes, Jim Moriarty, Dr John Watson, Mycroft Holmes or Martha Louise Hudson as they attempt to put a stop to a reign of terror. This Investigator Expansion takes players through each of the five different investigators they can use for the scenario.



Sherlock Holmes - The Consulting Detective

Sherlock Holmes is the world's only consulting detective, a profession he created for himself. He is based in London and often consulted by Greg Lestrade of New Scotland Yard, usually taking his best friend and former flatmate, John Watson, on cases. He has a keen interest in unusual or bizarre crimes, without which he rapidly becomes bored, relying on nicotine to keep his brain active, although in the past he has dabbled in illegal drugs such as opium for entertainment.

Sherlock Holmes is able to discover/take control of 2 clues at once (If successful with an intellect test). This can be particularly helpful when dealing with 3+ clue locations as well as parlaying with suspects to remove clues from them.

Logical Deduction

Sherlock's signature card 'Logical Deduction' allows him to spend 1 resource (limited to once per round) to move a clue from his location to another or vice-versa. This could prove very fruitful when dealing with high shroud locations or simply aiding fellow investigators during a multi-player game.

Opium Addiction

In contrast to his ability and signature card, his weakness 'Opium Addiction' will cause Sherlock to lose all resources under his control, should he fail a willpower test.

Deckbuilding

As a Seeker/Rogue, Sherlock Holmes has a lot of variability when it comes to building his deck. Some players may choose to double down on his clue gathering abilities and have him perform as an ordinary seeker. Or, they may choose to tap into his rogue side as well. Given that he often takes calculated risks, Sherlock is more than capable of mixing it up with the criminal world's finest.



"When you have eliminated the impossible, whatever remains, however improbable, must be the truth."

- Sherlock Holmes



“Every fairy tale needs a good old-fashioned villain. You need me, or you’re nothing. Because we’re just alike, you and I.”

- Jim Moriarty

Jim Moriarty - The Consulting Criminal

Jim Moriarty is the world’s only consulting criminal, a profession he created for himself. Over many years, he developed his skills at criminal activities and went on to create a large criminal organisation which would stretch across the whole globe. Moriarty has acted as a sponsor, an informant and a mastermind. He is shown to have an interest in Sherlock Holmes that borders on obsession. In his operations, there is never any direct contact between Moriarty and his clients.

Jim Moriarty is able to (once per upkeep phase) place a resource on any revealed location in play. When he enters a location with an attached resource, he is able to discard the resource and gain +1 to the next skill test he performs that round. This ability will clearly give him the edge when it comes to investigating for clues but also where enemies are concerned. The +1 gained via the resource could be the difference between survival and defeat.

Sebastian Moran

Moriarty’s signature card ‘Sebastian Moran’ is a 4 cost ally who gives a constant agility boost whilst he is in play. Furthermore, his free trigger ability allows Moriarty to exhaust him and attack an enemy from a connecting location. This can be very useful in finishing off another investigator’s dirty work or in simply slowing down a larger and stronger foe that may hunt Moriarty through the streets of London.

The Final Problem

In contrast to his ability and signature card, Moriarty’s weakness card, ‘The Final Problem’, has immediate consequences when drawn. Moriarty loses and relinquishes control of all clues under his control. This will inevitably slow down his efficiently planned investigations.

Deckbuilding

As a Seeker/Rogue, Jim Moriarty has a lot of variability when it comes to building his deck. Some players may choose to completely immerse the deck build full of rogue cards that will make Moriarty as slippery as he is portrayed in the books. Others may choose to build on his secondary seeker options to make sure he can not only be a smooth operator in the shadows but also provide his fair share of clues for the team as they progress through the scenario.

John Watson - The Doctor

John Watson is a medical doctor, formerly in the British Army. He was married to Mary Watson and is arguably the only friend and confidant of Sherlock Holmes. Whilst John Watson does not have Sherlock Holmes's insight he does serve as a foil to him. The ordinary man against the brilliant, emotionally-detached analytical machine. John Watson is well aware of both the limits of his abilities and Holmes' reliance on him.

John's ability allows him an extra action each round so long as he controls a weapon in a hand slot. A guardian by nature, John has forged a strong relationship with Sherlock Holmes over the years and actively seeks to better his intellect and understanding of solving crimes. John's elder sign ability offers him the choice to replenish items under his control or to use his training to actively heal an investigator at his location.

Inspector Lestrade

Inspector Lestrade is John's signature ally. Having close ties to Scotland Yard, Watson and Holmes have a fractious relationship with some members of the Law enforcement fraternity. Being far more humble and approachable, it is John whom most people prefer to deal with. Inspector Lestrade (when in play) allows John Watson to disengage from an enemy at his location. Taking an action to attach Lestrade to the enemy, could be the difference needed in gaining a vital clue or allowing John time to regroup.

Memories of War

John's past is never far from his thoughts and nightmares despite trying to put his best foot forward. Memories of War weakness plays on his lowest stat ability (willpower) and will keep forcing him to lose cards from his hand until he can successfully remove it from his threat area.

Deckbuilding

As a Guardian/Seeker, John Watson has many options available to him. Given he earns an extra action for having a weapon in hand, he could choose to lean into his past life and be ready for war. Or...he may choose to create a more balanced approach to investigations as he seeks to gain more knowledge and understanding of the criminal world and how he may be best served to administer the queen's justice.



“I’m an army doctor, which means I could break every bone in your body while naming them.”

- John Watson



Mycroft Holmes - The Politician

Mycroft Holmes is Sherlock Holmes's brother. Mycroft was born to Mr and Mrs Holmes, the eldest of their three children, with his younger brother, Sherlock, being born seven years later, and their younger sister, Eurus, a year after Sherlock. Eurus was institutionalized at the age of five after her psychosis caused her to kidnap and kill Sherlock's best friend in jealousy. He deceived their parents out of kindness to believe she was killed in a fire to spare them the pain of letting them know what she had become. Mycroft is considered by those in his rarefied circle to be the most powerful person in England.

Mycroft's ability allows him to attach event cards to his signature card Mind Palace. Being able to place up to 5 events and play them at a discounted cost allows Mycroft a certain level of control. Always two steps ahead of his enemies, Mycroft relies on his speed of thought to create the most suitable of outcomes whatever situation may present itself.

Mind Palace

Mycroft's signature card 'Mind Palace', is a glimpse into the inner workings of a master politician. Mycroft is able to attach up to 5 event cards to Mind Palace. Once there are 3 event cards attached, Mycroft gains an extra action that allows him to either gain a resource or play an event card.

Eurus Holmes

In contrast to his ability and signature card, Eurus Holmes enemy weakness serves to remind Mycroft of the past. Whilst in play, Eurus Holmes stops Mycroft from playing event cards from anywhere. This could prove quite debilitating to a master tactician who relies on manipulating events to suit his needs at all times. To add to his woes, each round Eurus remains in play and unchecked, a doom is placed on her which could easily advance the agenda putting a swift end to all criminal investigations.

Deckbuilding

Mycroft Holmes makes use of the Mystic class but also has access to event cards across all other classes. Will players try to build a well rounded Mystic deck that has a Rogue flavour of event cards or will they choose to tap in to Seeker events in order to dominate investigations? With all choices being perfectly valid, players should hopefully have a lot of fun building Mycroft's deck so he is ready for the challenge ahead.

"Bravery is by far the kindest word for stupidity, don't you think?"

- Mycroft Holmes

Martha Louise Hudson - The Landlady

Mrs Hudson is the landlady of 221B and 221C Baker Street. She rents 221B out to Sherlock Holmes and Dr John Watson. Mrs Hudson lives in the same building in a flat of her own. Sherlock won his way into her good graces after ensuring that her husband was executed for a double-murder in Florida. Due to his assistance, she allows Sherlock and John to have the flat at a lower cost than what it is worth.

Martha Louise Hudson is able to take an extra action during a round, (if she fails a skill test). This reaction ability will often allow her the much needed time to possibly evade and enemy, gain another clue or simply put a useful asset into play to aid her throughout the remainder of the scenario.

Sherlock's Pipe

Martha Louise Hudson's signature card is a cherished keepsake given to her by Sherlock Holmes himself. Using Sherlock's Pipe, she is able to manipulate and recycle event cards that she plays throughout the scenario. Being able to play the topmost event card in her discard pile at the correct moment could be the difference between success or failure or life and death. This asset plays into the Rogue side of her deck build allowing a greater flexibility in card choices at deck creation.

Troublesome Tenant

Martha's weakness card is a direct contrast to her signature asset and serves as a permanent reminder that wherever Sherlock Holmes may be, trouble is never too far away. This weakness card directly negates her ability to cycle events via the discard pile. By removing the discard pile from the game and giving her 2 horror, Troublesome Tennant removes Martha's organised safety net and forces her to 'start over' with whatever cards she may have left at her disposal.

Deckbuilding

As a Survivor/Rogue, Martha Louise Hudson has a lot of options when it comes to building her deck. Players will have to decide whether or not to lean into the standard survivor build or if they should take more risks with the Rogue options available to them. If they intend to make use of the Pipe asset, then they must determine what ratio of useful event cards they should include to help aid in the investigation. Given the company she keeps, Martha Louise Hudson is not your ordinary Landlady and is more than capable of holding her own.



"I'm the widow of a drug dealer, I own property in central London, and, for the last bloody time, John, I'm not your housekeeper."

- Martha Louise Hudson

Frequently Asked Questions

If a player investigates and gains the last clue from Scotland Yard. Are they allowed to draw a suspect from the suspect deck and add it to their play area as 'cross-examined'?

No. There must be a revealed suspect in play. Once the last clue has been discovered through investigation or gained via another card effect, the player may immediately remove the clues from a suspect enemy in play and add him to their play area as 'cross-examined'.

Can I use Logical Deduction to move the last clue from a crime scene and obtain evidence?

No. The forced ability on Logical Deduction prevents a player from moving the last remaining clue from one location to another. Sherlock Holmes is only able to move one clue from a crime scene to another location.

Does Prying eyes treachery card effect apply to Irene Adler?

No. Irene Adler does not have the *Criminal* trait and would therefore not be moved as a result of Prying eyes card text.

If I evade a *Criminal* enemy at Berner street, does it still exhaust when moved to another location? (as a result of Berner Street's reaction ability)

Yes. Normal rules apply for a successful evade action performed on an enemy at Berner Street. If the enemy has the Criminal trait, then the player moves that enemy to a connecting location in its exhausted state.

What happens if investigators have not managed to 'cross-examine' a suspect and agenda 2a advances, putting the Charles Warren enemy into play?

The lead investigator must choose a 'revealed' suspect (in play) and attach him to the agenda deck. Once two successful investigate actions have removed the doom from the suspect (and Charles Warren from play), the lead investigator may then place the attached suspect in any investigators play area. That suspect is now considered to have been 'cross-examined'.



Achievement List

The following is a list of achievements that you may strive toward as you play A Scandal in Whitechapel Scenario. These achievements, just like the scenario itself are a bit of fun. Do you have the detective skills to not only triumph in the scenario but to complete all of them for the ultimate challenge!

- **Scene of the Crime!:** Clear clues from all seven crime scenes and gain each unique piece of evidence.
- **Leave no Doubt!:** Instead of cross examining five suspects, add a sixth to the mix (leaving just one name underneath the scenario card).
- **Prevent a miscarriage of Justice!:** Can you reach Sir Charles Warren in time to successfully investigate (twice) before any doom is placed on an innocent suspect?
- **Rogues gallery!:** Can you defeat all Enemies of the Crown during a single scenario play-through?
 - Irene Adler
 - Sweeney Todd
 - Dr Henry Jekyll
 - Dorian Grey
 - Charles Augustus Milverson
 - Edward Hyde
- **Make Haste across London!:** Take advantage of the action ability on Royal Coach Mews and travel to at least three different locations.
- **Police Assistance!:** Clear the clues from Scotland Yard to use its reaction ability to cross-examine a revealed suspect in play.

