Why did it have to be snakes?

"Never let naming stop progress on a product."
- Steve Jobs

Snakes on a Train is a very silly fan made, endless variant of the Dunwich Legacy campaign scenario: *Essex Country Express* (ECE) for *Arkham Horror the Card Game.* It plays on some interesting interactions between the ECE and *The Forgotten Age* (TFA) encounter sets and is intended as a light-hearted, tongue in cheek stand alone convention piece similar to the endless Depths of Yoth challenges often seen at larger events.

It was written and tested with cards up to the end of the "The Circle Undone" cycle. If you are using cards released after that then I have no idea if anything will break the mechanics. If you find something that does, then simply decide for yourself if you would have more fun with or without it.

What You Will Need

To construct this scenario, you will need One Copy of each of the following

❖ *Arkham Horror the Card Game Core Set*

❖ *The Essex County Express Mythos Pack*

❖ *The Forgotten Age Deluxe Expansion.* (Not mythos packs)

❖ Home prints of the custom cards from the *Snakes on A Train* custom scenario that you should have found with this guide.

The scenario has been designed to allow players to print the custom cards on paper for ease of access. Nothing gets secretly randomised that is not an official card from one of the packs. The only slight exception is the alternative Dinning Car which if you are using card sleeves is easiest simply slipped in inside the sleeve in front of the original ECE Dinning Car.

Got The Return to ECE Cards?

If you happen to have *The Return to Dunwich Legacy* pack, you can also add in the extra ECE carriages if you want. It should all still mechanically work and just adds a little more variety to the scenario. If considering buying the pack for this only, please be aware it is far from necessary and will only add 2 cards.

I don't recommend substituting other encounter cards from *The Return to Dunwich legacy* pack (even resurgent evils). This has been tested a little and wasn't as good. There needs to be some tension about the timing of the agenda advancing, but feel free to adapt things as you like. It's a game after all.

Introduction

You regret humouring your friend when they said there were a lot of similarities between the works of Samuel L Jackson and your recent adventures. You didnt think they would actually take the matter any further, but you now sit opposite them on a train journey that feels like its taking an eternity while they bore you with the details.

Wait.

The inflection in their voice on that last sentence sounded like a question but you weren't paying attention. They look expectantly at you as if desperately hoping for validation.

"Oh I agree." you offer in panic. This is a response you have found solves most of these situations. "Great!" they exclaim before continuing to whitter on again.

You begin to drift off out of tedium. As your eyelids fall shut the last thing you hear is them saying something about "...oh you know what we should be in the luggage?"...

Additional Rules & Clarifications:

If you have played ECE and TFA then a lot of this will be obvious with the possible exception of the replacement Engine Car mechanics.

Moving on the Train: "Left" and "Right"

During this scenario, just like in normal ECE, locations are lined up from left to right, with the Engine Car as the rightmost location.

Whenever a card effect refers to "the location to the left," or "the location to the right," it refers to the location immediately to your location's left or right. Any card effects that reference a direction (left or right) should be interpreted from the perspective of the diagram in the set up section in the ECE guide mini-booklet.

The Carriage Deck & Engine Car

During set up you will be instructed to construct a "Carriage Deck" made up of any Train Car Locations that are not in play. During the game, at various points you will be instructed to remove Train Car locations from the back of the train (ie the left most location) and place them on the bottom of the Carriage deck. You will also be instructed to insert cards from the top of the carriage deck between the Engine Car and the Right most Carriage location, essentially "cycling the Train Cars" in the carriage deck back into play (potentially including the Train Car just removed). Importantly this means the Train will always end up being exactly 7 locations long (6 Train Cars +1 Engine Car).

Read the text on the Engine Car carefully. It should not be possible for a player to enter this location. Each time someone moves into the Train Car connected to it, the **Forced** text on Engine Car should cause you to cycle the carriages once, putting a new location between the player and the Engine Car. You will also place a resource on the engine car tracking how many Train Cars you are ahead of the map (and the collapsing back of the train). The next time a Train Car is removed from the back of the train, you should instead remove a resource from the Engine Car indicating the map catching you up again.

Finally note that since players cannot enter the Engine Car, it is disregarded when considering spawn locations for non-hunter enemies. Regular hunter enemies (which will eventually move) may still spawn there.

Vengeance X

If you have played TFA, this works exactly as it did there (except for Yig's Fury which doesn't matter for this scenario) and you can safely skip this section if you know it already.

Some encounter cards are worth vengeance points. The text **Vengeance X** indicates that a card is worth X vengeance points.

Like **Victory X**, when an encounter card with **Vengeance X** is overcome by the investigators, it is stored in the victory display until the end of the scenario. However, unlike victory points, vengeance represents how annoyed Jules from Pulp Fiction is getting so it is generally a good idea to avoid accruing vengeance points whenever possible. Vengeance points in the victory display have no impact upon the game unless specifically referenced by another encounter card.

- As an enemy with **Vengeance X** is defeated, place the card in the victory display instead of in the discard pile.

- As a treachery card with **Vengeance X** completes its resolution, place it in the victory display instead of in the discard pile.

- Cards worth vengeance points are not also worth victory points unless the card has both **Victory X** and **Vengeance X**.

Assemble the Chaos Bag

◈ **Easy (We wanna be like little Fonzies in here):**
+1, +1, 0, 0, 0, -1, -1, -2, -3, 💀, 💀, 🐍, 📖, ☀, 💧, ⭐

◈ **Standard (I'm tryin' real hard to be the shepherd):**
+1, 0, 0, -1, -1, -2, -2, -3, -4, 💀, 💀, 🐍, 📖, ☀, 💧, ⭐

◈ **Hard (I want Superfly TNT. Guns of the Navarino):**
0, 0, -1, -1, -2, -2, -3, -4, -5, 💀, 💀, 🐍, 📖, ☀, 💧, ⭐

◈ **Expert (Do. I. Look. Like. A. ...):**
0, -1, -1, -2, -2, -3, -4, -6, -8, 💀, 💀, 🐍, 📖, ☀, 💧, ⭐

Set Up

◉ Gather all cards from the following encounter sets:
Ancient Evils, Essex County Express, Serpents, Agents of Yig, Guardians of Time, Yigs Venom, Poison, Temporal Flux, and *The Doom of Eztli.* These sets are indicated by the following icons:

For Essex County Express encounter set, only gather: all Train Car locations and each copy of *Broken Rails, Claws of Steam* and *Frightened passenger.* From The Doom of Eztli only gather the *Harbinger of Valusia.*

◉ Also gather up the cards you so diligently printed off and cut out from the *Snakes on a Train* set (who`s symbol I don't know how to put into the text here).

◉ The replacement copy of the dining car should be replacing the original version of the card for this game in whatever way works. If you have printed it on paper as advised, simply slip it inside the card sleeve over the original. Alternatively you can put it to one side and any time you would reveal the dining car, simply substitute it in. This just helps make sure the unrevealed side of the carriage matches the other Train Car card backs.

◉ Put "The Engine Car, Just out of Reach" location into play and remove all other versions of Engine Car from the game. Then, put six of the available Train Car locations into play at random, in a straight line to the left of the Engine Car. Shuffle all remaining Train Car locations together to form the *Carriage Deck* (See Carriage Deck section above).

◉ Reveal the leftmost Train Car. Each investigator begins play in that location. (If that location has a **Forced** effect that triggers upon entering that location, ignore it.)

◉ Set all copies of the following cards out of play: *Poison, The Harbinger of Valusia,* and *The Luggage* (Read the Asset side of *The luggage.* It is best put next to the train as a reminder).

◉ If you hadnt guessed this already, remove the original ECE act and agenda decks form the game and use the replacement act and agenda decks from the *Snakes on a Train* encounter set.

◉ Put the progress tracker into play somewhere visible next to the act deck.

◉ Each player should look around the table for whoever suggested you play this and give them a quizzical (and at least partly judgemental) look. If this was you, briefly attempt to avoid eye contact before saying "ah, come on it wont be that bad".

Before resolving any other resolution, if at least 1 investigator was not defeated or did not resign using the secret *"Resign:"* option on the back of the second act (which you can safely look at now if you didn't already), read the following:

"I hate this hacker crap."

◉ Each investigator that did not resign or was not defeated is defeated. IM SORRY. DID I BREAK YOUR CONCENTRATION? Right! Proceed to **Resolution 1.**

Resolution 1: Y'all resigned or were defeated: *You breathe a sigh of relief. Well at least its over. The vortex in the sky closes harmlessly for some unexplained reason. As you count how many carriages you managed to pass through something else is bothering you...*

◉ Each investigator takes 1 mental trauma as they contemplate the implications of a mind that would actually bother to go to this much effort for a series of puns...

◉ Each investigator who did not originally recommend playing this and has never really endorsed it in any way heals one mental trauma as they realise that there are some problems in the world they dont yet have.

◉ Each investigator gains X smugness points, where X is equal to the number of resources on the progress tracker. You may attempt to redeem these at any participating retailers.

◉ Incase anyone tries to compare scores between groups, each investigator gains an additional 10,000 smugness points to make it look like it was a close game.