

ARKHAM HORROR CAMPAIGN RULES

OLD MAN WHATELEY REVISION 1

Introduction

These rules are a modification of a set of rules first designed by **MillMaster** on the Board Game Geek website. The original rules were designed to play a continuing string of games against all of the Ancient Ones. To win using this mod, players were required defeat EVERY Ancient One and Herald. I took the rules and modified them to use for Arkham Investigations, to give a sense of an overall campaign of case books.

Cheers,
Old Man Whateley

CAMPAIGN SET-UP AND PLAY

Begin a campaign by selecting a case book for the first game. Choose starting Investigators either by choice or random selection. Play through the first case book as per the normal Arkham Horror and Arkham Investigations rules.

During the first (and all subsequent case books) the following rules are in effect:

- New Investigators may be added during the course of a campaign or even during a case book as per normal rules. A player may miss any number of subsequent case books with no penalty until their return to the game; they simply do not gain any Investigator modifications (explained below).
- If an Investigator discards a Unique Item, Spell, Skill, Ally, Exhibit Item, Retainer, Blessing, Lodge Membership, Rail Pass, Gang Membership or Bank Loan, that card is returned to the box. (**note:** this rule does not apply to Common Items or items specific to a case book)

At the end of the case book, as long as the End Game was not failed, the following must be applied:

- All spawned monsters and Gates remain on the board for the start of the next case book. Remove all Elder Signs from the board.
- Remove one Rubble token of the player's choice from any single board.

- Remove all active Rumour and Environment cards and any tokens and monsters associated with that Rumour. The cards are reshuffled into the Mythos deck for the start of the next game.
- Return any uncompleted Tasks to the box (Missions may be carried over between games).
- Reduce the Terror Track to 0; re-open all closed locations.
- Re-shuffle all decks prior to the start of the next casebook.
- Investigators are kept for the next casebook; Investigators keep possession of all Skills, Unique and Common Items, Spells, Madness or Injury cards, Monster or Gate trophies, Allies, Exhibit Items, Blessing or Curses, Retainers, Lodge or Gang Membership, or Rail Passes for the start of the next casebook.

At the end of the case book, if the End Game was failed, the following must be applied:

- All spawned monsters and Gates remain on the board for the start of the next case book. Remove all Elder Signs from the board.
- Return any uncompleted Tasks to the box (Missions may be carried over between games).
- The Terror Track remains at the level it was at the End Game failure.
- Re-shuffle all decks prior to the start of the next casebook.
- Investigators are kept for the next casebook; Investigators keep possession of all Skills, Unique and Common Items, Spells, Madness or Injury cards, Monster or Gate trophies, Allies, Exhibit Items, Blessing or Curses, Retainers, Lodge or Gang Membership, or Rail Passes for the start of the next casebook.

END OF CASE BOOK REWARDS

Investigators then resolve Penalties and Rewards in any order they wish. You may resolve all game state increases at once, all decreases at once, or go back and forth between the two, as long as you resolve all applicable game state checks.

Penalties-

Investigator Modification:

After resolving all Campaign Checks, each Investigator that still survives may chose to do one of the following:

- 1- Gain a Skill Card
- 2- Increase their stamina and sanity to maximum
- 3- Discard a Madness or Injury card
- 4- Discard all curses, barred, or hindered cards. (you must still apply injury/madness, skill, and scourge effects after this increase)

Skill Cards:

If you chose to gain a Skill card, shuffle the deck and draw the top 3 cards. You may pick 1 card from them, and put the other 2 back in the deck.