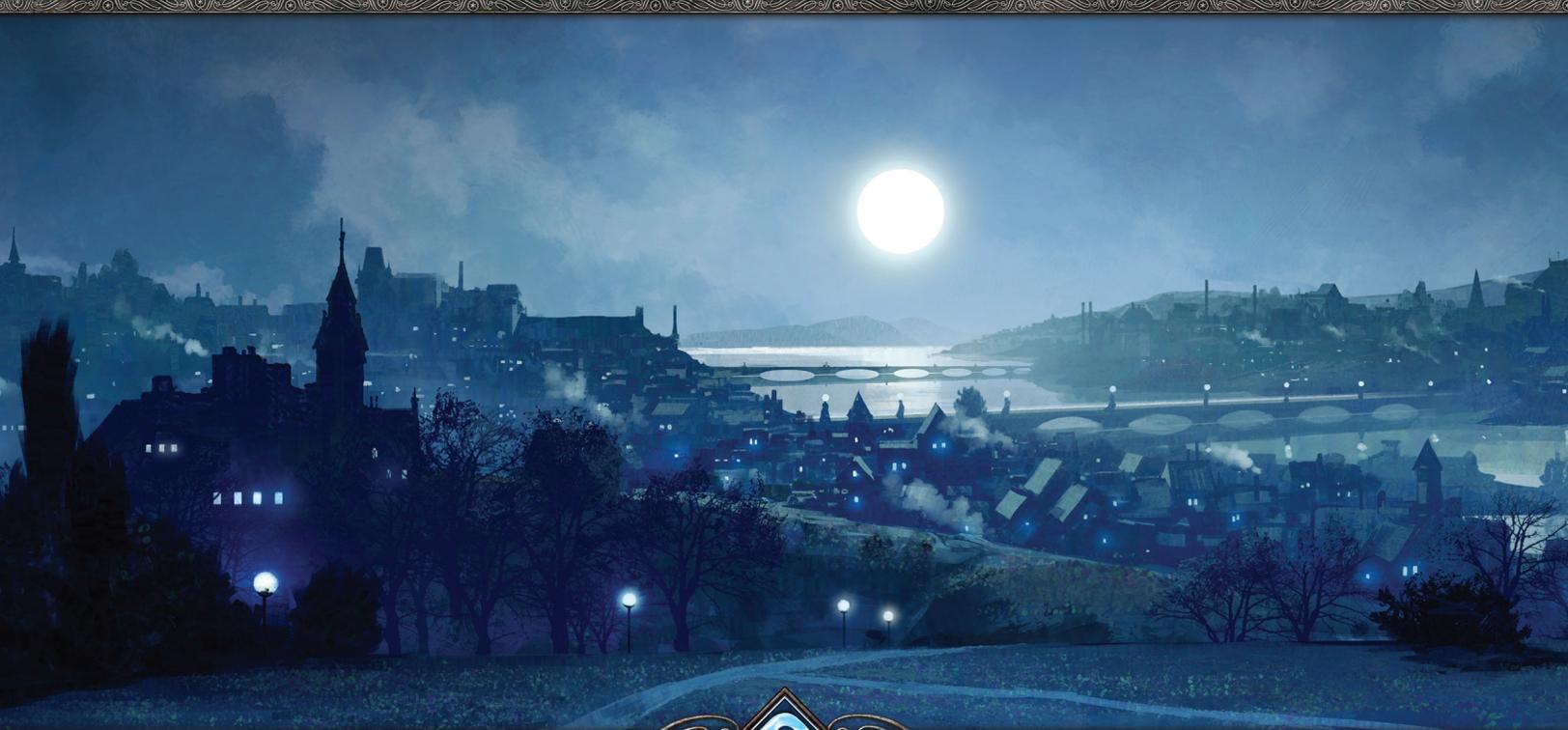


# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME



### Starter Decklists

*V.1.0 November, 2016—Core Set Edition*

This document contains sample starter decks for each released investigator for *Arkham Horror: The Card Game*. The most recent version of this document is considered a supplement to the *Arkham Horror: The Card Game* Rules Reference.

All changes and additions to this document since the previous version are marked in **red**.

**New Investigator Starter Decks:** Roland Banks, Daisy Walker, “Skids” O’Toole, Agnes Baker, Wendy Adams.

## We Unfortunate Few

*It is an unfortunate fact that relatively obscure men like myself and my associates, connected only with a small university, have little chance of making an impression where matters of a wildly bizarre or highly controversial nature are concerned. It is further against us that we are not, in the strictest sense, specialists in the fields which came primarily to be concerned.*

—H. P. Lovecraft, *At the Mountains of Madness*

## Sample Starter Decks

Investigating the events occurring throughout Arkham is dangerous work. You will confront monstrosities far beyond your ken, and the knowledge you seek may cause irreparable harm to your psyche. You'll need the best tools, strong allies, and useful skills if you are to succeed in the campaigns to come.

To help you in your investigations, we have provided a sample starter deck for each investigator in *Arkham Horror: The Card Game*. These decks are a gateway into the world of Arkham, and are each one example of the kinds of decks that can be built for each investigator in the game. These decks are ideal for players who wish to get into the action as fast as possible, or for inexperienced deckbuilders who wish to be provided with a starter deck they did not need to assemble on their own.

Each of the provided decks is accompanied by tips and tricks for playing that deck, explaining how to make the best use of an investigator's ability, or demonstrating card synergy within the deck.

These starter decks are meant to be used at the beginning of a campaign, and thus have 0 experience points spent. The number in parentheses next to each card is its card collector number. If a card does not specify the number of copies you should use, use only 1 copy of that card.

## Core Set Starter Decks

The following starter decks are for the five investigators included in the *Arkham Horror: The Card Game* core set. Using the contents of only a single copy of the core set, up to two of these starter decks may be built at the same time, in the following combinations: Roland and Agnes, Roland and Wendy, Daisy and Skids, Daisy and Wendy, or Agnes and Skids. With a second copy of the core set, any four of these starter decks may be built simultaneously.



## Roland Banks Strategy Tips

Roland is a capable fighter and clue gatherer. Since his ability allows him to automatically discover clues by defeating enemies, you will want to hunt down any easy-to-kill enemies you can find, especially if they are in a location with a high shroud value. Try to get a weapon out as soon as possible (such as a .45 Automatic, Machete, or Roland's .38 Special) so that you are prepared to tackle any enemies that may appear. Beat Cop, Guard Dog and Physical Training can all help you take down enemies, as well.

If you are still having trouble investigating, you may wish to carry a Magnifying Glass or have Dr. Milan Christopher help you. Evidence! and Working a Hunch can also allow you to discover clues automatically in locations with high shroud.

While Roland is physically tough, he has a low sanity and is especially susceptible to horror. Allies like Beat Cop or Dr. Milan Christopher can help soak some horror if you uncover something terrifying. Otherwise, don't be afraid to play First Aid and use an entire turn healing horror if you are close to being defeated—you want to avoid mental trauma at all costs!

Should you be compelled to Cover Up any strange events happening in your vicinity, don't forget you can use card effects such as Roland's ability, Evidence!, or Working a Hunch to remove these clues, instead of investigating.

### Roland Banks, the Fed

#### Investigator

- Roland Banks (1)

#### Assets (17)

- Roland's .38 Special (6)
- .45 Automatic (16)
- Physical Training (17)
- Beat Cop (18)
- First Aid (19)
- Machete (20)
- Guard Dog (21)
- Magnifying Glass (30)
- Old Book of Lore (31)
- Research Librarian (32)
- Dr. Milan Christopher (33)
- Hyperawareness (34)
- Medical Texts (35)
- 2 copies of Knife (86)
- 2 copies of Flashlight (87)

#### Events (8)

- Evidence! (22)
- Dodge (23)
- Dynamite Blast (24)
- Mind over Matter (36)
- Working a Hunch (37)
- Barricade (38)
- 2 copies of Emergency Cache (88)

#### Skills (6)

- Vicious Blow (25)
- Deduction (39)
- 2 copies of Guts (89)
- 2 copies of Manual Dexterity (92)

#### Weaknesses (2)

- Cover Up (7)
- 1 random basic weakness



## Daisy Walker Strategy Tips

Daisy is a high-intellect investigator who favors a support role or a rush-for-clues approach. Since her ability is dependent upon **Tome** assets, getting one in play as soon as possible should be your primary concern. Old Book of Lore is the ideal **Tome** to get out early, but having Medical Texts with Daisy's high intellect can be a life-saver. If you don't draw either of these cards in your opening hand, a Research Librarian can help you search for one, and also serves as a convenient damage buffer when the going gets rough.

Daisy's intellect is high enough that she doesn't usually need help investigating, but if you're trying to rush for clues, equip a Magnifying Glass and get Dr. Milan Christopher into play as soon as possible.

Because her combat and agility are both on the low end, dealing with enemies can be problematic for Daisy. Luckily, you have a few tricks up your sleeve. Blinding Light and Shrivelling allow you to use your willpower instead of agility or combat to evade or attack enemies, respectively. You can also use Holy Rosary to boost your willpower higher. If you find a location with lots of clues and there are hunter enemies around, you can use Barricade to gather those clues in relative safety. Finally, Mind over Matter is your clutch card. Because Daisy's intellect is so high, try to save Mind over Matter for the turn you need it most!

If you already have both your Old Book of Lore and Medical Texts in play, try to get Daisy's Tote Bag out before The Necronomicon enters play, otherwise you'll end up losing one of your other books.

## "Skids" O'Toole Strategy Tips

"Skids" is a well-rounded character who is decent at combat, evasion, and investigation. Your investigator ability and weakness both require you to have resources, so keeping a high quantity in your resource pool is usually a good idea. You can generate extra resources by making judicious use of Burglary and Emergency Cache, or simply by taking a "Gain 1 resource" action whenever you're unsure what to do.

Because "Skids" has high agility and decent combat, you have the option of deciding whether to take enemies on through brute force or avoid them altogether. It is usually best to decide based on the enemy in question—fight enemies with high evade values and evade enemies with high health and fight values. As you have quite a few weapons in your deck, don't be afraid to take a guns-blazing approach when you have to!

Extra actions are your most powerful tool as "Skids." Between Leo De Luca and your investigator ability, you may have as many as 5 actions in a single turn. Save your resources early on to play Leo and your other assets, but mid to late game, spend your money and use your extra actions to take out enemies, investigate locations, or move to right where you need to be.

Your low willpower means you are likely to succumb to many of the encounter deck's tricks. If you're feeling swamped, On the Lam is your panic button. The ability to essentially ignore all non-**Elite** enemies for a whole round is extremely potent. Use it to take move or investigate actions while engaged with enemies, or to engage enemies away from your allies without fear of reprisal. Using this event at the right time can mean the difference between defeat and success.

### Daisy Walker, the Librarian

#### Investigator

- Daisy Walker (2)

#### Assets (17)

- Daisy's Tote Bag (8)
- Magnifying Glass (30)
- Old Book of Lore (31)
- Research Librarian (32)
- Dr. Milan Christopher (33)
- Hyperawareness (34)
- Medical Texts (35)
- Forbidden Knowledge (58)
- Holy Rosary (59)
- Shrivelling (60)
- Srying (61)
- Arcane Studies (62)
- Arcane Initiate (63)
- 2 copies of Knife (86)
- 2 copies of Flashlight (87)

#### Events (8)

- Mind over Matter (36)
- Working a Hunch (37)
- Barricade (38)
- Drawn to the Flame (64)
- Ward of Protection (65)
- Blinding Light (66)
- 2 copies of Emergency Cache (88)

#### Skills (6)

- Deduction (39)
- Fearless (67)
- 2 copies of Perception (90)
- 2 copies of Manual Dexterity (92)

#### Weaknesses (2)

- The Necronomicon (John Dee Translation) (9)
- 1 random basic weakness

### "Skids" O'Toole, the Ex-Con

#### Investigator

- "Skids" O'Toole (3)

#### Assets (17)

- .45 Automatic (16)
- Physical Training (17)
- Beat Cop (18)
- First Aid (19)
- Machete (20)
- Guard Dog (21)
- Switchblade (44)
- Burglary (45)
- Pickpocketing (46)
- .41 Derringer (47)
- Leo De Luca (48)
- Hard Knocks (49)
- 2 copies of Knife (86)
- 2 copies of Flashlight (87)

#### Events (8)

- On the Lam (10)
- Evidence! (22)
- Dodge (23)
- Dynamite Blast (24)
- Elusive (50)
- Backstab (51)
- Sneak Attack (52)
- 2 copies of Emergency Cache (88)

#### Skills (6)

- Vicious Blow (25)
- Opportunist (53)
- 2 copies of Guts (89)
- 2 copies of Overpower (91)

#### Weaknesses (2)

- Hospital Debts (11)
- 1 random basic weakness



## Agnes Baker Strategy Tips

Agnes is a high-willpower spellcaster who is particularly good at dispatching enemies. Since her ability can trigger once per phase after she takes horror, the more on-demand ways you can deal horror to yourself, the better.

Forbidden Knowledge is probably your best tool for fueling Agnes's ability: Take 1 horror, gain 1 resource, and deal 1 damage anytime you want! You can also trigger her ability through Ward of Protection, or even Shrivelling if you are lucky (?) enough to draw a chaos token with a ♣, ♠, ♡, ♣, or ♠ symbol on it. Use this ability to easily take out enemies with only 1 health remaining, or to put extra damage on bigger enemies.

But beware! Since Agnes's ability only triggers when horror is actually placed on her, you're going to want to soak or heal horror as well. Holy Rosary is a must-play card, since it boosts Agnes's willpower and also provides you with a way to protect against horror when you don't wish to trigger Agnes's ability.

Shrivelling and your investigator ability are your two primary ways of defeating enemies, but a Baseball Bat is a good back-up plan. If you are having trouble investigating, you can use "Look what I found!" or Drawn to the Flame to discover as many as 4 clues without having to succeed at an intellect test.

Finally, since you are quite dependent upon your **Spell** cards, getting an Arcane Initiate in play early can be a huge benefit to you. Make sure the doom threshold on the current agenda isn't close to being satisfied, then play Arcane Initiate and make the most out of its ability each turn. When doom is close to the threshold, if you can discard it from play (usually by assigning damage or horror to it), you can be rid of the doom on it as well.



## Wendy Adams Strategy Tips

Wendy is a slippery investigator who is great at avoiding danger. Making use of her ability to cancel and re-draw chaos tokens during critical skill tests is key to succeeding as Wendy. Be sure to keep enough cards in your hand to fuel her ability at all times. Pickpocketing and Rabbit's Foot are both ideal cards to put into play early, allowing you to draw cards through evading enemies and failing tests.

Her high agility and low combat means you should primarily be evading and running from enemies, but a well-timed Backstab or Sneak Attack can also get rid of a troublesome enemy. Stray Cat, Cunning Distraction, and Survival Instinct can all help you get out of sticky situations. When all else fails, pull out a .41 Derringer or a Baseball Bat and don't be afraid to overcommit cards!

Wendy's Amulet is a tricky card, but playing around its ability and Forced effect can be especially rewarding. It is usually best to keep the Amulet in hand until there are a few events in your discard pile. Once it's in play, always be aware of the topmost event in your discard pile, (especially if it's Lucky!) since you can play it using Wendy's Amulet. Don't forget that once the Amulet is in play, all events you play are placed on the bottom of your deck (regardless of whether you are playing the event from your hand or using the Amulet's ability).

### Agnes Baker, the Waitress

#### Investigator

- Agnes Baker (4)

#### Assets (17)

- Heirloom of Hyperborea (12)
- Forbidden Knowledge (58)
- Holy Rosary (59)
- Shrivelling (60)
- Scrying (61)
- Arcane Studies (62)
- Arcane Initiate (63)
- Leather Coat (72)
- Scavenging (73)
- Baseball Bat (74)
- Rabbit's Foot (75)
- Stray Cat (76)
- Dig Deep (77)
- 2 copies of Knife (86)
- 2 copies of Flashlight (87)

#### Events (8)

- Drawn to the Flame (64)
- Ward of Protection (65)
- Blinding Light (66)
- Cunning Distraction (78)
- "Look what I found!" (79)
- Lucky! (80)
- 2 copies of Emergency Cache (88)

#### Skills (6)

- Fearless (67)
- Survival Instinct (81)
- 2 copies of Perception (90)
- 2 copies of Unexpected Courage (93)

#### Weaknesses (2)

- Dark Memory (13)
- 1 random basic weakness

### Wendy Adams, the Urchin

#### Investigator

- Wendy Adams (5)

#### Assets (17)

- Wendy's Amulet (14)
- Switchblade (44)
- Burglary (45)
- Pickpocketing (46)
- .41 Derringer (47)
- Leo De Luca (48)
- Hard Knocks (49)
- Leather Coat (72)
- Scavenging (73)
- Baseball Bat (74)
- Rabbit's Foot (75)
- Stray Cat (76)
- Dig Deep (77)
- 2 copies of Knife (86)
- 2 copies of Flashlight (87)

#### Events (8)

- Elusive (50)
- Backstab (51)
- Sneak Attack (52)
- Cunning Distraction (78)
- "Look what I found!" (79)
- Lucky! (80)
- 2 copies of Emergency Cache (88)

#### Skills (6)

- Opportunist (53)
- Survival Instinct (81)
- 2 copies of Overpower (91)
- 2 copies of Unexpected Courage (93)

#### Weaknesses (2)

- Abandoned and Alone (15)
- 1 random basic weakness