

## **Arkham Express v. 1.0**

**By David Willems**

1-4 players (see solitaire rules)

The object of AE is to work cooperatively as a team to close 6 gates and defeat Cthulhu. If 6 Gates and/or Monsters are on the board at any one time the players lose, likewise they lose if they fail to beat Cthulhu in the end.

You will need to print out the board, character sheets and Monster/Gate tokens (Monster on one side, Gate on the other at the end of this document), and grab a bunch of dice and figures for each player (or use the ones from the board game!) Also included are counters that can be stuck on dice to make it all more pretty...

### **Set Up**

Every player should choose a character (maximum of 4 players) and place a die next to both Stamina and Sanity with the pips facing up equal to the maximum of both (this can never go above the maximum). They also take a die that will show how many Investigation tokens they have.

All characters start at the center of the board, Miskatonic University.

Shuffle all of the Monster/Gate tokens with the Gate side up.

Pick one random Monster/Gate token and place it with the Monster side facing up on the location marked #1 (in a 1-2 player game, for a 3-4 player game place Monster tokens on #1 and #2). Every time a Monster is summoned (see below) they will be placed on the next highest available number on the board.

Choose a player to go first, play then proceeds in a clockwise direction.

*Any text on Sheets/Tiles supersedes any rules given.*

### **Stages of the game:**

1. Roll dice (a maximum of 3 times, cannot reroll Monster)
2. If three Monsters appeared, randomly choose a Monster token and place it on the next highest available number on the board (if 6 Monsters/Gates are on the board the game is over)
3. Collect Investigation tokens/heal/move
4. If on Item shop and don't have gun take one, if on Magic shop and don't have spell take one. Maximum of one.
5. If on a space with a Monster Combat immediately begins (see below)
6. If on a gate and have 5 Investigation tokens, close the gate and take it as your prize
7. If 6 gates have been collected, Cthulhu has been summoned, proceed to the Final Fight phase

### **Rolling Dice**

Roll 5 dice, the sides of the dice are:

1. Investigation Token
2. Move
3. Heal (Stamina/Sanity)
4. Monster
5. Fight
6. Fight

You can re-roll a maximum of 3 times. If a Monster die is rolled, it cannot be re-rolled; otherwise you can re-roll any of the others.

If at the end of 3 rolls there are 3 Monster dice, randomly choose a Monster token and place it on the next highest available number on the board (if 6 Monsters/Gates are on the board the game is immediately over)

For every Investigation Token rolled, increase the number on your die (maximum of 6)

For every Heal, you may restore 1 Stamina or Sanity (up to max on character sheet)

For every Move rolled you may move one space (you have to stop if you land on a Monster - proceed to Combat)

Fight is used for Combat (explained below), it does nothing otherwise.

### **Movement**

You may move to one linked space for every Move die rolled. If you land in either the General Store or Ye Olde Magick Shoppe you can pick up a gun/spell (maximum of one of each token for every character), and keep moving if you still have movement left.

If you land on a Monster you must Combat (movement ends).

If you land on a Gate and have 5 Investigation tokens you can spend them to close the gate (movement ends).

If you land on the Silver Twilight Lodge or St. Mary's Hospital you can skip your next turn to either pick up 2 Investigation tokens or fully heal either Stamina or Sanity respectively (you must end your movement in one of these squares, then skip the next turn to receive special location ability, and THEN can move on your next turn).

### **Investigation Token re-roll rule**

You may always re-roll a single die for the cost of one Investigation Token *except* for any Monster die. You can do this as many times as you wish as long as you have Investigation tokens to pay for it.

### **Combat**

If you land on a square with a Monster you must fight it.

A Monster will list whether it is Physical or Magical and give a Toughness rating.

Roll the 5 dice *once*, you want to try and roll a number of Fight dice equal to or higher than the Toughness rating of the Monster. If you do, you have defeated it and can flip the tile over to the Gate side.

ONLY Fight dice count during combat (i.e. you cannot collect Investigation Tokens or gain Stamina/Sanity during Combat)

You may use Investigation tokens to re-roll anything except Monster dice that were rolled (in Combat if 3 Monster dice are rolled, no new Monster is summoned).

A Physical Monster can be harmed with the Gun (spend the Gun token to add +1 to your Fight Dice (can be decided AFTER you roll)), but not Spells

A Magical Monster can be harmed with a Spell in the same way (discard token, +1 to the total Fight Dice) but not a Gun

If you do not roll enough Combat you take damage equal to the Toughness rating of the monster (subtract from Stamina for a Physical monster or from Sanity for a Magical Monster)

You may then repeat the battle process again or Retreat (unless the Monster tile says you cannot retreat).

To retreat you must take one damage (to Stamina or Sanity depending on type of monster) and can move to one adjacent space

If at any point your Stamina or Sanity is reduced to zero you must place your character in St. Mary's Hospital, where it skips a turn to fully heal whatever was reduced to Zero. Your Character loses half of its items and half of its Investigation tokens rounded down.

If you defeat the monster, flip the tile over to the Gate side. The Gate now can be sealed with 5 Investigation tokens.

If you have 5 Investigation tokens, you may seal the gate by discarding the Investigation tokens and taking the Gate token.

If a Monster appears on your space during another character's turn you cannot move and must fight it on your next turn (though you FIRST have the choice to retreat one space and take the one damage, ending your turn).

### **Sharing Spaces**

You may have more than one person in a space at a time. If you share a space (you can keep moving afterwards) you may exchange items and Investigation tokens. You cannot "fight a Monster together"; fighting is done individually on a person's turn. You cannot exchange items DURING a combat, though you may exchange BEFORE a combat.

### **Final Fight**

When the players have closed their 6<sup>th</sup> gate, Cthulhu immediately appears.

Cthulhu has 6 Stamina and 6 (In)Sanity Points.

The object of the players is to whittle down his Stamina and Sanity to zero. Each character gets to roll the 5 dice in turn once, subtracting any Fight dice from Cthulhu's Stamina or Sanity as they see fit.

Again, ONLY Fight dice count during combat (i.e. you cannot collect Investigation Tokens or gain Stamina/Sanity during Combat)

If Cthulhu hasn't been reduced to zero in both Stamina and Sanity at the end of the round of all the players' rolls, it is Cthulhu's turn.

Cthulhu will do damage equal to the amount of Stamina and Sanity he has left. Characters can decide amongst themselves who will take the Stamina damage points and who will take the Sanity (points can be split up, so multiple people can take Stamina or Sanity damage). If anyone's Stamina or Sanity is reduced to zero they are out of the game.

Cthulhu is immune to Guns and Spells.

Investigation tokens can be used to re-roll, but Monster dice can't be re-rolled as in regular combat.

If you defeat Cthulhu you win and have saved Arkham!

### **Solitaire**

No limit on Investigation Tokens, Guns or Spells

Can re-roll Monster die using a Investigation Token

Only need to reduce Stamina OR Sanity on Cthulhu, Guns and Spells work on Cthulhu

Can choose to absorb either the Stamina OR Sanity damage on the round that Cthulhu fights back

## Lulu Bankhead - Dilettante

Sanity (max: 6)

Stamina (max: 4)

Investigation  
Tokens (max: 6)

Special Ability:

*Can always move +1*

Tokens

# Kathryn Tisdale - Psychologist

Sanity (max: 6)

Stamina (max: 4)

Investigation  
Tokens (max: 6)

Special Ability:

*Starts with 1 Spell token, can carry a maximum of 2*

Tokens

## Lucia Benson – The Scientist

Sanity (max: 6)

Stamina (max: 4)

Investigation  
Tokens (max: 6)

Special Ability:

*Only needs 4 Investigation tokens to seal a gate*

Tokens

## Dick Dagon – Private Eye

Sanity (max: 4)

Stamina (max: 6)

Investigation  
Tokens (max: 6)

Special Ability:

*Starts with 1 Gun token, can carry a maximum of 2*

Tokens

## “Moonshine” AI – Drifter

Sanity (max: 4)

Stamina (max: 6)

Investigation  
Tokens (max: 6)

Special Ability:

*Can hold up to 10 Investigation tokens (put 2 dice in the squares as needed)*

Tokens

# Gregory Eisenheim – The Magician

Sanity (max: 5)

Stamina (max: 5)

Investigation  
Tokens (max: 6)

Special Ability:

*Can use the Investigation token to re-roll Monster dice, including in Combat*

Tokens

## Cthulhu – Great Old One

In-Sanity (6)

Stamina (6)

When the players have closed their 6<sup>th</sup> gate, Cthulhu immediately appears.

Cthulhu has 6 Stamina and 6 (In)Sanity Points

The object of the players is to whittle down his Stamina and Sanity to zero. Each character gets to roll the 5 dice in turn, subtracting any Fight dice from Cthulhu's Stamina or Sanity as they see fit.

Again, ONLY Fight dice count during combat (i.e. you cannot collect Investigation Tokens or gain Stamina/San during Combat)

If Cthulhu hasn't been reduced to zero in both Stamina and Sanity at the end of the round of all the players' rolls, it is Cthulhu's turn.

Cthulhu will do damage equal to the amount of Stamina and Sanity he has left. Characters can decide amongst themselves who will take the Stamina damage points and who will take the Sanity (points can be split up, so multiple people can take Stamina or Sanity damage). If anyone's Stamina or Sanity is reduced to zero they are out of the game.

Cthulhu is immune to Guns and Spells.

Investigation tokens can be used to re-roll, but Monster dice can't be re-rolled as in regular combat.

If you defeat Cthulhu you win and have saved Arkham!

<b>Cultist</b> Physical Toughness: 1	<b>Cultist</b> Physical Toughness: 1	<b>Dimensional Shambler</b> Magical Toughness: 1	<b>Dimensional Shambler</b> Magical Toughness: 1
<b>Maniac</b> Physical Toughness: 1 <i>Cannot retreat</i>	<b>Maniac</b> Physical Toughness: 1 <i>Cannot retreat</i>	<b>Flying Polyp</b> Magical Toughness: 1 <i>Cannot retreat</i>	<b>Flying Polyp</b> Magical Toughness: 1 <i>Cannot retreat</i>
<b>Byakhee</b> Physical Toughness: 2	<b>Byakhee</b> Physical Toughness: 2	<b>Witch</b> Magical Toughness: 2	<b>Witch</b> Magical Toughness: 2
<b>Zombie</b> Physical Toughness: 2	<b>Zombie</b> Physical Toughness: 2	<b>Mi-Go</b> Magical Toughness: 2	<b>Mi-Go</b> Magical Toughness: 2
<b>Vampire</b> Physical Toughness: 3 <i>Cannot retreat</i>	<b>Night Gaunt</b> Physical Toughness: 3	<b>Hound of Tindalos</b> Physical Toughness: 3 <i>Cannot retreat</i>	<b>Elder Thing</b> Magical Toughness: 3 <i>Cannot retreat</i>
<b>Shoggoth</b> Magical Toughness: 3	<b>Star Spawn</b> Magical Toughness: 3 <i>Cannot retreat</i>	<b>Cultist</b> Physical Toughness: 1	<b>Dimensional Shambler</b> Magical Toughness: 1

