Arkham Horror LCG

a DragnCards plugin

General usage

1. Set the desired number of players.
2. Set the layout that matches the number of players for everyone.
3. Set first player, they will become Lead Investigator (LI).
4. Each player loads their deck.
5. One player (preferably LI) loads desired scenario.
6. Scenario setup procedure is executed (details below).
7. Players (preferably LI) adjust the Chaos Bag to match the campaign the group plays.
8. Scenario is ready to play.

Groups

Cards (Investigators, Assets, Treacheries, Events, Skills, Enemies, Scenarios, Agendas, Acts, Locations, Stories & Keys), mini cards (Mini Investigators & Concealed Cards), and some tokens (Chaos Tokens, Lead Investigator Token, Key Tokens, Flooded Tokens & Seal Tokens) are the draggable elements. All of them are at always located in one of the groups available in the game. The groups are:

- Locations[12] - free group where Mini Investigators move through Location cards.
- Encounter Deck - deck group where fresh Encounter cards are kept facedown.
- Encounter Discard - pile group where used Encounter cards are kept faceup.
- Agenda Deck[12] - pile group where Agenda cards are kept.
- Act Deck[12] - pile group where Act cards are kept.
- Scenario Reference[12] - pile group where Scenario card is kept.
- Void[12] - fan group where Events, Skills & Chaos Tokens are kept until resolved.
- Player 1-4 Hand - fan groups where cards "in hand" are kept, hidden from other players.
- Player 1-4 Deck - deck groups where fresh Player cards are kept facedown.
- Player 1-4 Discard - pile groups where used Player cards are kept faceup.
- Player 1-4 Investigator[12] - row groups where Investigator card is kept.
- Player 1-4 Play Area[12] - row groups where Asset cards are kept.
- Player 1-4 Threat[12] - row groups where Enemy and Treachery cards are kept.
- Player 1-4 Removed - hidden groups where cards removed from the game are kept.
- Player 1-4 Exiled - hidden groups where cards exiled from the game are kept.
- Off Map[12] - row group where concealed Enemies are kept.
- Act Decks B-E[12] - pile groups where extra Act cards are kept.
- Not in Play[1] - row group where cards "set aside" are kept.
- Decks A-C - deck groups where fresh cards of some type are kept facedown.

- Discards A-C - pile groups where used cards of some type are kept faceup.
- Victory Display[1] - row group where scored Victory cards are kept.
- Tokens - fan group where unused Tokens are kept (except Chaos Tokens).
- Piles A-D - pile groups where cards of some type are kept faceup.
- Chaos Bag - hidden group where Chaos Tokens are kept.
- Scenario Removed - hidden group where cards removed from the game are kept.

[1] - these groups are considered "advanced" groups, that is groups where cards can have tokens and attachments.

[2] - these groups are considered "in play" groups, that is groups where cards are "active".

Blue groups are visible on main screen (when it comes to Player Hand, Player Deck, Player Discard - only one set is visible at a time). **Orange** groups are visible on the sideboard screen. **Red** groups are accessible only via menu options.

Scenario setup procedure

During the scenario setup procedure the game:

1. ...checks if all players have their investigators and decks of at least 20 cards loaded;
2. ...replaces Random Basic Weakness cards with actual Weakness cards;
3. ...attaches Key cards to Investigators;
4. ...places Permanent cards in Play Areas;
5. ...asks each player to state their investigator's physical trauma (and places damage tokens);
6. ...asks each player to state their investigator's mental trauma (and places horror tokens);
7. ...asks LI about difficulty level;
8. ...draws initial hand of cards for each player and asks them about mulligan;
9. ...asks scenario-related questions which affect setup (scenario dependent);
10. ...proceeds with scenario setup (includes spawning Mini Investigator cards);
11. ...shuffles non-player decks;
12. ...sets round number to 1;
13. ...sets phase step to I1;
14. ...logs a message about the need to adjust the Chaos Bag from default configuration if needed.
15. Scenario is ready to play.

Preferences

There are two preferences in the plugin.

- Block unsafe action (player preference) - with this option unchecked, rules marked with this color of text, are not enforced.

- Loop until investigators done (game preference) - with this option unchecked, the game will ignore that some investigators haven't done their turn yet when entering step I2.2, and always jump forward to step I3, rather than back to step I2.

Functionality of the plugin

Actions

Once the scenario has been initialized it is possible to use appearing card menu options to signal that the player wishes to do an action. Available options are:

- "Attempt to investigate" – available for the player whose investigator turn it is now, on a Location card in Locations. Logs a message.
- "Move to" – available for the player whose investigator turn it is now, on a Location card in Locations. Logs a message and moves Mini Investigator card to the specified location.
- "Trigger action ability" – available for the player whose investigator turn it is now, on a card in play, controlled by that player or the scenario, with an action icon in its text. Logs a message.
- "Trigger free ability" – available for any player, on a card in play, controlled by that player or the scenario, with a free icon in its text. Logs a message.
- "Trigger reaction ability" – available for any player, on a card in play, controlled by that player or the scenario, with a reaction icon in its text. Logs a message.
- "Attempt to fight" – available for the player whose investigator turn it is now, on an Enemy card in Locations or Threat. Logs a message.
- "Engage" – available for the player whose investigator turn it is now, on an Enemy card in Locations or Threat (except player's own Threat). Logs a message and moves the Enemy into player's own Threat.
- "Attempt to evade" – available for the player whose investigator turn it is now, on an Enemy card in Locations or Threat. Logs a message.

The three remaining actions (Draw, Resource, and Play) are executed via hotkeys or menus described elsewhere.

Advance

Groups that are either Agenda / Act Decks, that have at least one Agenda / Act card in them - can be advanced, that is their top card will be turned facedown (if faceup) or moved to the end of the pile and turned faceup (if facedown). Turning an Agenda card facedown will check if there is enough accrued doom to advance, and prompt whether to remove all doom on cards in play before advancing or just advance. Turning an Act card facedown will check if there is enough clues on the card to advance, and prompt whether to remove them before advancing or just advance.

- To advance a group, use "Advance" Agenda / Act Deck group menu option.

Attach

Cards that are either an Asset / Treachery / Event / Skill / Enemy / Key / Chaos Token / Key Token / Flooded Token / Seal Token, that don't have attached cards - can be attached to other cards that are either an Investigator / Asset / Treachery / Event / Skill / Enemy / Scenario / Agenda / Act / Location / Story, that are in advanced groups, that themselves aren't attached. Cards are attached on the left side, tokens on the right.

- To start attaching a card, use **A** hotkey or "Attach" card menu option on the card that you want to attach. That card will become highlighted.
- To complete attaching a card, use **A** hotkey or "Attach to" card menu option on the card that you want to attach the first card to.

Automation

When entering some steps of some of the phases of each game turn, the game will do some things automatically, or ask the players (usually the LI) whether to do them. This will not work until the scenario has been loaded and initialized.

- To advance the game by one step, use arrow down hotkey. The player who does that is referenced below as the advancing player.

On step M1 the game will:
- log a reminder message and increase round number.

On step M2 the game will:
- ask the advancing player to place 1 doom on current agenda.

On step M3 the game will:
- if there is enough doom accrued to advance current agenda - log a reminder message & trigger the Advance function of the Agenda group on behalf of the advancing player.

On step M4 the game will:
- ask each investigator (in player order) to draw 1 encounter card.

On step I2 the game will:
- if no investigator is taking their turn now - calculate how many investigators didn't take their turn yet, and:
    - if the result is 0 - jump to step I3;
    - if the result is 1 - log a reminder message & trigger the "Start turn" function on behalf of the single investigator who didn't take their turn yet;
    - if the result is 2 or greater - automatically log a reminder message.

On step I2.2 the game will:
- if an investigator is taking their turn now - end it;
- calculate how many investigators didn't take their turn yet, and:
    - if the result is 0, or the game option "Loop until investigators done" is unchecked - jump to step I3;
    - if the result is 1 or greater - jump to step I2.

On step E2 the game will:
- if there are ready enemies in play (except off-map) - log a reminder message.

On step E3 the game will:
- if there are ready enemies in play (except off-map) - log a reminder message.

On step U2 the game will:
- flip each non-eliminated Mini Investigator card in Locations to its colored side.

On step U3 the game will:
- if there are any exhausted cards - ask the advancing player whether to ready them.

On step U4 the game will:
- ask each investigator (in player order) to draw 1 player card;
- ask each investigator (in player order) to gain 1 resource.

On step U5 the game will:
- ask each investigator (in player order) with more than 8 cards to discard the required number of cards.

Chaos Bag

There are several operations that can be performed with the Chaos Bag group and its contents (Chaos Tokens). Chaos Bag is filled with Chaos Tokens during scenario setup procedure, based on the difficulty level selected.

1. Revealing a random Chaos Token from the Chaos Bag. Revealed Chaos Tokens are moved to the Void group. They can be returned to the Chaos Bag by using Discard functionality (Bless and Curse tokens are removed from the game instead).
2. Naming a Chaos Token type, so that it shows up in the log.
3. Browsing the Chaos Bag.
4. Counting (by type) all Chaos Tokens in the game.
5. Adding a Chaos Token of a selected type to the Chaos Bag, if the maximum number of Chaos Token of that type has not yet been reached.

6. Removing a Chaos Token of a selected type from the Chaos Bag, if such token is present in the Chaos Bag.

- To reveal a random Chaos Token, use **C** hotkey or "Reveal a Chaos Token" Void group menu option.
- To name a Chaos Token, use **H** hotkey or "Name a Chaos Token" Void group menu option.
- To add a Curse Chaos Token to the Chaos Bag, use **U** hotkey or "Add Curse" Void group menu option.
- To remove a Curse Chaos Token to the Chaos Bag, use **Shift+U** hotkey or "Remove Curse" Void group menu option.
- To add a Bless Chaos Token to the Chaos Bag, use **Y** hotkey or "Add Bless" Void group menu option.
- To remove a Bless Chaos Token to the Chaos Bag, use **Shift+Y** hotkey or "Remove Bless" Void group menu option.
- To toggle (show & hide) Chaos Bag group, use **B** hotkey or "Toggle Chaos Bag" Void group menu option.
- To count all Chaos Tokens in the game, use "Count Chaos Tokens" Plugin Options menu option.
- To add a Chaos Token to the Chaos Bag, use "Add a Chaos Token" Plugin Options menu option.
- To remove a Chaos Token from the Chaos Bag, use "Remove a Chaos Token" Plugin Options menu option.

Clues

When a Location card, that is in the Locations group, is flipped faceup, the game will automatically place on it the default number of clues (honoring "per investigator" icon, if present). Adjust them, if that number is incorrect due to effects of some other cards.

Control(ler)

Control can change during the game, when a card moves to a group that sets new controller. The only groups that do not change controller are: Locations, Void and Off Map. Groups with "Player" in their name set controller to respective player, while the rest set controller to "scenario". Non-Player Cards controlled by the scenario do not change controller. Control affects what happens with cards when a player is eliminated.

- To view card's controller, use "Info" faceup card menu option.

Cost

When a card with cost, that isn't controlled by the scenario, that is out of play is dragged into play or played using card menu option, the game will automatically subtract the default number of resource tokens from its controller's pool. Adjust them, if that number is incorrect due to effects of some other cards.

Detach

Cards, that are attached, that aren't Lead Investigator Token - can be detached.

- To detach a card, use **D** hotkey or "Detach" card menu option.

Discard

Some cards can be discarded. All cards attached to a discarded card are discarded first. In case of cards that can go to either the Victory Display or Discard group, the game will ask the discarding player where to move the card to.

1. Cards that are in Decks - can be discarded to the top of the corresponding Discard group.
2. Cards that are Chaos Tokens, that aren't already in the Chaos Bag group - can be returned to the Chaos Bag group or removed from the game (if they are Bless or Curse tokens).
3. Cards that are either a Key Token / Flooded Token / Seal Token, that aren't already in the Tokens group - can be discarded to the Tokens group.
4. Cards that are in hand, that have Victory keyword or that are either Encounter Cards / Player Cards / cards with source - can be moved to Victory Display (only those with Victory keyword) or discarded to the top of the corresponding Discard* group.
5. Cards that are in play, that are either Asset / Treachery / Event / Skill / Enemy / Mini Concealed, that aren't permanent, that have Victory keyword or that are either Encounter Cards / Player Cards / cards with source - can be moved to Victory Display (only those with Victory keyword) or discarded to the top of the corresponding Discard* group.

* - in case card owner was eliminated from the game, the card will go the the corresponding Removed group instead of the corresponding Discard group.

- To discard a card, use **X** hotkey or "Discard" card menu option.
- To discard N random cards from hand, use "Discard N random cards" Player Hand group menu option.

Draw

All decks allow drawing the top card (if present). Drawing via action handles reshuffling paired discard pile into given deck in case it's empty before drawing a card, and suggests adding 1 horror to the relevant Investigator, if it was a player's deck that was empty. During scenario setup procedure drawing from player's deck also handles ignoring Weakness cards, which are placed below the deck (and the deck is then shuffled automatically after drawing ends).

- To draw a card from your Player's Deck, use **W** hotkey or "Draw Player card" Deck group menu option.
- To draw a card from the Encounter Deck, use **Q** hotkey or "Draw Encounter card" Deck group menu option.
- To draw a card from any other deck, use "Draw card" Deck group menu option.

Elimination

Once a scenario is loaded and initialized it is possible to eliminate any Investigator once. New lead investigator is selected automatically or by first player's choice (if possible). Investigator's turn is ended (if possible). All tokens except clues on the Investigator card are zeroed. When there are clues on the Investigator card, a message is logged that reminds about placing them at the location they are at. All cards attached to controlled Player Cards, that will be removed from the game, are discarded. All cards in player's threat area that aren't enemies are discarded. If there are enemies in player's threat area, a message is logged that reminds about placing them at the location they are at. All controlled Player Cards, that aren't removed or exiled, are removed from the game. Player's resources are set to 0.

- To eliminate an Investigator, use "Eliminate" card menu option.

Exhaust

Cards that are either an Asset / Treachery / Event / Skill / Enemy / Key, that are in advanced groups - can be exhausted, that is rotated 90 degrees clockwise or, if the card is already rotated, have their freeze counter (represented by a clock token) increased by one instead.

- To exhaust a card, use **E** hotkey or "Exhaust" card menu option.

Exile

Cards that aren't owned by the scenario, that aren't in Not in Play / Victory Display / Tokens / Chaos Bag / Removed / Exiled, that are faceup or in hand, that are regular Player Cards - can be exiled from the game, that is moved to their owner's Exiled group. All cards attached to an exiled card are discarded first.

- To exile a card from the game, use "Exile from the game" card menu option.
- To browse (show) Exiled group, use "Browse Exiled" Player Discard group menu option.

Flip

Cards that are either an Investigator / Asset / Treachery / Event / Skill / Enemy / Scenario / Location / Story / Key / Chaos Token / Key Token / Flooded Token / Seal Token / Mini Concealed / Player Card / Encounter Card / Concealed Card, that are either in advanced group / Tokens / Chaos Bag / Exiled / Removed - can be flipped, that is turned facedown (if faceup) or faceup (if facedown).

- To flip a card, use **F** hotkey or "Flip" card menu option.

Generic functions

Some function are common for all groups of the same type.

- To shuffle a deck, use "Shuffle deck" Deck group menu option.
- To shuffle top 2 to 11 cards of a deck, use "Shuffle top N cards" Deck group menu option.
- To shuffle a pile, use "Shuffle pile" Pile group menu option.
- To shuffle a discard pile into matching deck, use "Shuffle into deck" Discard group menu option.
- To target N random cards in hand, use "Target N random cards" Player Hand group menu option.

Investigator's turn

Investigator's turn can be started only if the scenario has been initialized, other investigator doesn't have their turn now, the investigator was not eliminated, Mini Investigator card is on its colored side in Locations, and the step is either I1 / W2 / I2. Investigator and Mini Investigator cards are highlighted during their turn.

- To start investigator's turn, use **I** hotkey or "Start turn" card menu option.

Looking at

Sometimes there's a need to see the cards in a deck or pile.

- To look at full deck or pile contents, use the "eye" button.
- To look at the top 1 to 10 cards of a deck, use "Look at top N cards" Deck group menu option.

Owner(ship)

Ownership is permanent and is set only once, when a card is first created (loaded) in the game. Player groups set owner to the corresponding player, while the rest set owner to "scenario". Ownership is important when discarding / removing / exiling cards from the game, as they will be always moved to their owner's, not controller's, group.

- To view card's owner, use "Info" card menu option.

Play

Some cards in hand can be played, that is moved automatically to the usual location for given card type. Assets are placed in controller's Play Area group. Events and Skills are placed in the Void group. Treacheries and Enemies are placed in controller's Threat group.

- To play a card, use **P** hotkey or "Play" card menu option.

Ready

Cards that are in groups which allow attachments, that are exhausted, that are either an Asset / Treachery / Event / Skill / Enemy / Key - can be readied, that is rotated 90 degrees counterclockwise or, if the card is has positive freeze counter, have their freeze counter (represented by a clock token) decreased by one instead.

- To ready a card, use **R** hotkey or "Ready" card menu option.

Remove

Cards that aren't in Not in Play / Victory Display / Tokens / Chaos Bag / Removed / Exiled, that are either an Asset / Treachery / Event / Skill / Enemy / Location / Story / Key / eliminated Investigator / eliminated Mini Investigator - can be removed from the game, that is moved to their owner's Removed group. All cards attached to a removed card are discarded first.

- To remove a card from the game, use "Remove from the game" card menu option.
- To browse (show) Removed group, use "Browse Removed" Discard group menu option.

Sideboard

Sideboard consists of Off Map, Not in Play, Victory Display, Tokens, 4 extra Act Deck groups (B-E), 3 extra paired Deck and Discard groups (A-C), and 4 extra Pile groups (A-D).

- To toggle (show & hide) Sideboard, use **O** hotkey or Scenario group menu option.
- To toggle Off Map group alone, use **M** hotkey or Scenario group menu option.
- To toggle Not in Play group alone, use **N** hotkey or Scenario group menu option.
- To toggle Victory Display group alone, use **V** hotkey or Scenario group menu option.
- To toggle Tokens group alone, use **K** hotkey or Scenario group menu option.

Skill tests

The game can calculate modified skill value in tests, based on investigator's skill and cards / tokens in the Void. Investigator's base skill value, skill modifiers from all cards in the Void (including "wild" symbols), and numbered chaos tokens in the Void are all taken into account. Only three chaos symbols are resolved automatically: Auto Fail sets final skill value to 0, Bless counts as +2, and Curse counts as -2. Other symbols, if present, are listed after the calculated skill value as a reminder to apply their effects manually.

- To calculate investigator's willpower value, use **7** hotkey or card menu option.
- To calculate investigator's intellect value, use **8** hotkey or card menu option.
- To calculate investigator's combat value, use **9** hotkey or card menu option.
- To calculate investigator's agility value, use **0** hotkey or card menu option.

Source

Source of a card is permanent and is set only once, when a card is first created (loaded) in the game. Cards created in one of the Sideboard Decks / Discards / Piles will record that group as their source. Source is important when discarding non-Encounter non-Player cards, as they will return to their "source" Discard / Pile.

- To view card's source, use "Info" card menu option.

Uses

When a card with Uses keyword that is out of play is dragged into play or played using card menu option, the game will automatically place the default number of resource tokens on it. Adjust them, if that number is incorrect due to effects of some other cards.

Victory Display, Victory Points

When discarding a card with Victory from play or hand, the game will move it to the Victory Display instead (or ask where to move it, if the card could be also discarded normally).

- To calculate total VP scored, use "Calculate Victory Points" Victory Display group menu option.

Void

This is the group to place cards that aren't staying in play for long like Events or Skills, so that everyone sees them before they are resolved. Revealed Chaos Tokens are also placed here.

- To discard all cards and tokens in the Void, use **Shift+X** hotkey or "Discard Void" Void group menu option. It is assumed each player discard their own cards, while the player who initiated this action discards also all the cards and tokens controlled by the scenario.

Weakness

The game handles Random Basic Weakness placeholder in decks imported from ArkhamDB. During scenario init they are replaced with a random yet-unused Basic Weakness card chosen from sets of cards used in players' decks (Core Set is always assumed to be used).