

# \* Roland Banks

The Fed



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## Agency. Detective.

At deck creation, choose 3 different Directive assets to add to your deck.

 : Flip a Directive asset facedown (*ignoring its permanent keyword*). (Limit once per game.)

 effect: +2. Choose a Directive asset. You may ignore its regulation ability this round.

*"If I stir up trouble, Sheriff, it will be because there's trouble to stir up."*

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# \*Roland Banks

The Fed



**Deck Size:** 30.

**Deckbuilding Options:** Guardian cards (★) level 0-3, *Insight* cards level 0-3, *Tactic* cards level 0-3, Neutral cards level 0-5.

**Deckbuilding Requirements** (do not count toward deck size): Roland's .38 Special, Cover Up, 1 random basic weakness.

**Bonus Experience:** You begin the campaign with 5 additional experience (does not affect the number of weaknesses you must take in Standalone Mode).

Roland had always taken comfort in procedure and rules. As an agent in the Bureau, he was relieved to have guidelines to follow in any given situation. But lately, his Federal Agent's Handbook had been entirely unhelpful given the cases he'd been assigned. Try as he might, Roland could find no mention of what to do when confronted with strange creatures, gates through time and space, or magic spells. If he hadn't seen it with his own eyes, he would never have believed it... and there's no way his superiors would understand.





ASSET

# Directive

Due Diligence



Roland Banks deck only. Permanent.

*Regulation* – You cannot fight more than twice each round.

⚡ During a skill test while investigating, evading, or parleying, exhaust this Directive: You get +2 skill value for this test for each enemy engaged with you.





ASSET

# Directive

Red Tape



Roland Banks deck only. Permanent.

*Regulation* – You cannot play more than 2 cards each round.

☞ When you play an *Insight* or *Tactic* event, exhaust this Directive: That event gains fast.





ASSET

# Directive

Consult Experts



Roland Banks deck only. Permanent.

*Regulation* – You cannot voluntarily assign damage or horror to **Ally** assets.

You have 1 additional ally slot.







ASSET

# Directive

Seek the Truth



Roland Banks deck only. Permanent.

*Regulation* – While your location has 1 or more clues, you cannot commit cards to skill tests unless you have discovered a clue this round.

After you discover a clue, if an enemy is at your location, exhaust this Directive: Draw 1 card.







# Directive

Leave No Doubt



Roland Banks deck only. Permanent.

*Regulation* – You cannot move more than twice each round.

You get +3 sanity.



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## \*Roland's .38 Special

ASSET

*Item. Weapon. Firearm.*

Roland Banks deck only. Advanced. Uses (4 ammo).

➤ Spend 1 ammo: **Fight.** You get +2  for this attack (if there are 1 or more clues on your location, you get +4 , instead). This attack deals +1 damage. If this attack defeats an enemy and there are no clues on your location, place 1 ammo on Roland's .38 Special.







TREACHERY

## Cover Up

WEAKNESS

*Task.*

Advanced.

**Revelation** – Put Cover Up into play in your threat area, with 4 clues on it.

🦋 When you would discover 1 or more clues at your location: Discard that many clues from Cover Up instead.

**Forced** – When the game ends, if there are any clues on Cover Up: You suffer 1 mental trauma.







# By the Book

EASY / STANDARD



–X. X is the number of **Cultist** enemies in the victory display, to a maximum of 5.



–2. If a **Cultist** enemy is engaged with you, reveal an additional chaos token.



–3. Ready each **Cultist** enemy engaged with you.



–4. If you fail, Roland Banks takes 1 damage.



# By the Book

HARD / EXPERT



–X. X is 1 plus the number of **Cultist** enemies in the victory display.



–3. If a **Cultist** enemy is engaged with you, reveal an additional chaos token.



–4. Ready each **Cultist** enemy engaged with you.



–5. If you fail, Roland Banks takes 1 damage.



## A Covert Conspiracy

*Mr. Grey is a powerful man with a lot of friends. Getting him behind bars is going to be tricky.*

**Forced** – When a non-weakness **Cultist** enemy would be defeated:

Heal damage from that enemy until it has 1 remaining health, instead.

**Forced** – If Roland Banks is defeated: Proceed to (→R2).

➡: **Resign.** You don't want to miss your deadline, so you close the case.

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# \*Mr. Grey

Corrupt Politician

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**Humanoid. Cultist. Elite.**

**Spawn** – Engaged with Roland Banks.

**Hunter.** Mr. Grey gets +2 ♣ health.

**Forced** – After Mr. Grey attacks an investigator: That investigator draws the top card of the encounter deck.

*“Take comfort in the idea that your death serves a much greater purpose.”*

**Victory 1.**



ENEMY



## Your Deadline Nears

*Your superiors are pressuring you to drop your investigation. Mr. Grey's influence, no doubt. Meanwhile, he and his lackies are doing everything in their power to quietly remove you from the equation, once and for all.*

**Forced** – When a non-weakness **Cultist** enemy would be defeated: Heal damage from that enemy until it has 1 remaining health, instead.

**Forced** – If Roland Banks is defeated: Proceed to (→R2).

➡: **Resign.** You don't want to miss your deadline, so you close the case.

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## Time Has Run Out

*"It's not enough," your superior scolds you. "I'm sorry, but it's just too contrived for me to believe. And if I don't believe it, the courts won't, either. I mean, honestly. Cults? Human sacrifices?"*

*You grit your teeth and slam your hand down on the myriad documents and evidence you've collected. It's all there, you insist.*

*"It's been weeks and you don't have a real case here. Just a lot of circumstantial mumbo-jumbo," he deflects. "And besides, Mr. Grey is a cornerstone of this community. That you would disparage him with these accusations..."* The hint of derision towards you in his voice gives him away. Is he on Grey's payroll? Or worse? Either way, it's clear arguing won't get you anywhere. *You know better than to make a fuss. You'll have to keep your head down and do things your own way if you want to make a difference in Arkham.*

Remove a **Cultist** enemy in the victory display from the game (Mr. Grey, if able).

(→R1).





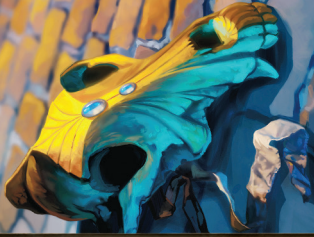
## Capture the Conspirators

*Taking down the culprits behind the sacrifices can only be done with proof, in a court of law. You'll have to do this fair and square.*

⚡ Spend 1 clue, as a group: Flip over a facedown conspirator at your location and put it into play engaged with you.

⚡ Spend 1 resource: Exhaust a **Cultist** enemy engaged with you (*it remains engaged*). Only Roland Banks may trigger this ability.

**Objective** – Parley with as many conspirators as you can. If 10 **Cultist** enemies are in the victory display, advance.





## Conspiracy Uncovered

Mr. Grey paces the length of his cell, glaring at you from behind the bars. "You're going to regret this, Agent Banks," he snarls. "You'll be begging for my mercy when this is over."

You politely remind Mr. Grey that threatening a federal agent is a felony.

"There are worse things to be afraid of than the likes of you," he replies, before slumping into the corner of his cell, defeated.

The true culprit is behind bars, but you still don't know what his real purpose was in aiding the conspirators behind the murders. What could possibly compel one to take the lives of so many? You don't know yet—but you intend to find out.

(→R1).

# Arkham Police Station



## LOCATION

**Arkham.**

Arkham Police Station is connected to Rivertown, Downtown, and Easttown, and vice versa.

*With Sheriff Engle and the rest of the officers dismissive of your suspicions, you set off to investigate the murders yourself.*

# Arkham Police Station



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LOCATION

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*Arkham.*

Arkham Police Station is connected to Rivertown, Downtown, and Easttown, and vice versa.

⚡ : Move to a connecting location.

⚡ Choose a non-weakness **Cultist** enemy at this location and spend clues equal to its remaining health: **Parley**. Add that enemy to the victory display.

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