

ARKHAM HORROR[®]

THE CARD GAME

Investigator Deck TOMMY MULDOON

Tommy Muldoon dropped into the wooden chair in the Arkham Police Station, a pad of requisition forms loudly slapping onto his desk. It had been some time since he was first loaned out from Boston to the Arkham police department. Grisly rituals, secret societies, and organized crime all became commonplace in Tommy's line of work. Add to that the reports of monsters—reports he himself had filed—which had been laughed off by his superiors, and it was clear to Tommy that he'd need more firepower just to control his beat.

"Wanting more?" a familiar voice asked. Tommy looked up to see Detective Sherman in his trademark yellow fedora. The man tapped his boot against the butt of a custom Marlin Model 1894 rifle, leaning against the desk. "The old girl just isn't enough anymore?"

"Becky's reliable," Tommy said. "But some... things... need more than what she can do."

"The sergeant isn't going to like you turning in more requisitions," Sherman said with a light shrug. "Way I see it, Muldoon, you can keep asking for more, or you can take what you got and make it work for what you need."

Sherman headed over to his own desk while Tommy considered the firearm in silence. The detective had a point. The monsters Tommy kept running into were getting tougher and tougher. His rifle simply wasn't cutting it anymore. If the sergeant wasn't going to approve his requisitions, then Tommy would just have to make some modifications of his own.

Playing Tommy Muldoon

Tommy Muldoon is a Guardian who has access to a whole arsenal of firearms and knows how to use them. His ability allows him to stock up on his ammunition, getting extra attacks out of every firearm. And when a firearm runs out of ammunition, Tommy can discard it to bring in the next one and be ready to go!

Tommy needs quite an arsenal to make full use of an ability like that, and his deck provides a whole slew of guns to try out. The classic M1911 makes a reappearance here, but adding to his collection of one-handed firearms is the Service Revolver—an inexpensive firearm that can only be used after an enemy attacks you.

While his assets are focused on keeping the enemies at bay, his events will help cover all the other elements of the game. Bounty keeps his resource pool full to pay for his expensive guns, Physical Fitness lets Tommy stay in the game by healing damage and letting him move, and he can contribute to the investigation with cards like Stakeout and "Make 'em Sing."

Tommy doesn't go anywhere without Becky, his grandfather's trusty Marlin Model 1894. This rifle is especially good at taking out problematic enemies, ignoring the aloof and retaliate keywords of its targets. But watch out for Loose Cannon, as this signature weakness can set you back significantly as it either removes your weapon or empties your resource pool!

How to Use This Expansion

This expansion contains a 34-card Tommy Muldoon investigator deck and 26 upgrades for that deck. This deck and its upgrades can either be used on their own, or can be integrated into a player's collection like player cards in any other *Arkham Horror: The Card Game* expansion.

When playing this deck on its own, first separate the Tommy Muldoon investigator card, his two signature cards, the Overconfident basic weakness, and all 30 of his level 0 cards, as shown in the sidebar to the right. These 34 cards are a prebuilt Tommy Muldoon deck which you can use to play any *Arkham Horror: The Card Game* scenario or campaign (sold separately). When you earn experience during campaign mode, you may spend it to purchase or upgrade into any of the 26 higher level cards included in this expansion. In the *Arkham Horror: The Card Game* rulebook, experience is described on page 22 and deck customization is described on page 30.

When playing Tommy Muldoon with an existing collection of *Arkham Horror: The Card Game* player cards, you can start with the premade deck and modify or upgrade it using any of the cards from your collection, or you can build your own Tommy Muldoon deck from scratch.

Tommy Muldoon, The Officer

Investigator

Tommy Muldoon..... (⊗ 1)

Assets (11)

Becky..... (⊗ 2)
2x M1911..... (⊗ 5)
2x Police Dog..... (⊗ 6)
2x Rookie Cop..... (⊗ 7)
2x Service Revolver..... (⊗ 8)
2x Protective Vest..... (⊗ 9)

Events (14)

2x "Make 'em sing"..... (⊗ 10)
2x Bounty..... (⊗ 11)
2x Custom Grip..... (⊗ 12)

2x Iron Sights..... (⊗ 13)
2x Physical Fitness..... (⊗ 14)
2x Restrained..... (⊗ 15)
2x Stakeout..... (⊗ 16)

Skills (6)

2x Adapt
and Overcome..... (⊗ 17)
2x Armed to the Teeth..... (⊗ 18)
2x Vicious Blow..... (⊗ 19)

Weaknesses (2)

Loose Cannon..... (⊗ 3)
1x random basic weakness
[Overconfident..... (⊗ 4)]

Upgrading Tommy Muldoon

The upgrades included in this deck are designed to provide Tommy with multiple paths to getting the most out of his firearms.

If you want to further develop Tommy's arsenal, upgrading the M1911 (*level 2*) is a reliable start. Or you can purchase the Thompson Submachine Gun (*level 5*) to really pack a punch against the mythos. Additional cards help to enable this upgrade path, like Stock Ammo Reload (*level 2*) which allows you to refill your firearm with ammo, making sure it's ready to go!

Firearms aren't the only upgrade options available to Tommy, however. If you want to build a more well-rounded Muldoon deck, add an ally like Police Dog (*level 1*) to provide even more versatility. Or you can purchase Detective Sherman (*level 3*), a powerful ally that does a lot for the experience cost. Cards like On the Beat (*level 1*) and Stakeout (*level 3*) help Tommy get to the bottom of any investigation, while the new skill Indomitable (*level 3*) helps you strike back after an enemy attacks you.

Expansion Symbol

The cards in this expansion can be identified by this symbol before each card's collector number.



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