

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Investigator Deck MIGUEL DE LA CRUZ

*"You've been spending a lot of time out in the woods lately." Daniel said. Miguel drained the last of his mug and stared into the fire. "Arkham doesn't feel like home, still. But when I'm out here, it reminds me of the trips I'd take with Guillermo and Adonia. Once they're here, maybe it'll feel like home again. In another six months—"*

*Their conversation was cut short by a sharp crack. Something had set off the snare trap to the west. With a wordless nod, the pair stood up and headed toward the river. They had laid the snare near a well-trodden patch of mud, hoping to find their mark. As they drew closer, Miguel could hear the creature thrashing, cracking branches and struggling violently.*

*"What in the—" Daniel gasped. Miguel took off his Stetson and wiped his brow. The creature was huge. Too large to be a bobcat, but it was feline, with sharp ridged spines protruding from its back, almost like thorns. The thing was gnawing at the snare with its razor-sharp teeth. When it heard them approach, it locked eyes with Miguel. He couldn't quite say why, but there was an unnatural awareness, an accusation in its gaze. It knew him, and he knew it. This was the thing that'd been picking off his livestock.*

*The twine snapped. Daniel raised his rifle and fired a shot, hitting the monstrous feline square in the shoulder. Black, coagulated blood bubbled from the wound. The creature was unfazed as it advanced toward them.*

*"That's not possible!" Daniel fired another shot, again to no effect. The creature let out a vicious roar.*

*"We can't run," Miguel said grimly. "Either we kill it, or it kills us."*

## How to Use This Expansion

This expansion contains a 34-card Miguel de la Cruz 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 Miguel de la Cruz investigator card, his two signature cards, the Blood Drinker basic weakness, and all 30 of his level 0 cards, as shown in the sidebar to the right. These 34 cards are a prebuilt Miguel de la Cruz 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 Miguel de la Cruz 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 Miguel de la Cruz deck from scratch.

## Playing Miguel de la Cruz

Miguel de la Cruz is a skilled survivalist and capable ranged fighter who uses events to manipulate enemies across the board. His ability to play an extra event each turn allows him to maximize his hunting prowess and play reactively. As Miguel, you always want to stay one step ahead of enemies, luring them into traps and keeping at least one target on the board at any given time.

One of the greatest strengths of Miguel's deck is its adaptability. Cards like Pocketknife and Guerrilla Tactics offer a choice of how to fight, using either ☞ or ☜. Use Daniel Jameson and Old Compass to bounce back more easily from failed tests while keeping your card draw up with Rabbit's Foot.

Miguel also boasts some impressive movement abilities. Hunting Dog will bring you toward your target, while Loner can help you move around the board with more ease (especially early on in the game, when there are fewer enemies on the board). You will need to coordinate with your fellow investigators to get maximal use out of these cards, however.

If you can, mulligan for Miguel's Knapsack for maximum flexibility, and get Same Old Thing out to pay for your suite of events. If you play Stalk Prey at a location where you've laid one of your many traps, you can spring an ambush or gather clues quickly using your ☜. However, beware the deadly Feline Hybrid, who can only be fought or evaded with basic actions!

## Miguel de la Cruz, The Rancher

### Investigator

Miguel de la Cruz..... (☞ 1)

### Assets (15)

Miguel's Knapsack..... (☞ 2)

2x Daniel Jameson..... (☞ 5)

2x Hunting Dog..... (☞ 6)

2x Loner..... (☞ 7)

2x Old Compass..... (☞ 8)

2x Pocketknife..... (☞ 9)

2x Rabbit's Foot..... (☞ 10)

2x Same Old Thing..... (☞ 11)

### Events (12)

2x Decoy Trap..... (☞ 12)

2x Glassing..... (☞ 13)

2x Guerrilla Tactics..... (☞ 14)

2x Hidden Shelter..... (☞ 15)

2x Lie in Wait..... (☞ 16)

2x Stalk Prey..... (☞ 17)

### Skills (4)

2x Do-or-Die..... (☞ 18)

2x On the Brink..... (☞ 19)

### Weaknesses (2)

Feline Hybrid..... (☞ 3)

1x random basic weakness  
[Blood Drinker..... (☞ 4)]

## Upgrading Miguel de la Cruz

Many of the upgrades in this deck help Miguel maximize his investigator ability. Upgrade into *Guerrilla Tactics* (level 2) or grab some **Trap** events like *Makeshift Bomb* (level 3) and *Rope Trap* (level 2) to build out Miguel's options for controlling the board. In turn, you can utilize *Hunter's Instinct* (level 2) or *Respite* (level 2) to recur those events for future play.

If you want to maximize Miguel's fighting ability, pick up *Longbow* (level 3) or *Winchester Model 52* (level 2). If you find yourself struggling with ♠ or ♣ tests, picking up a copy of *Levelheaded* (level 3) provides a way to reliably boost skills using any extra resources you may have on hand. As a bonus, the starting keyword on *Levelheaded* also means that you can begin the game with it in your opening hand!

Miguel's suite of upgrades also offers some great options for healing. If you find that your *Hidden Shelter* (level 0) isn't enough to keep your sanity and health intact, replace it with *Extra Rations* (level 1) and/or *Canteen* (level 2). If playing with other investigators, you'll surely be the talk of the campfire with the healing from *Field Dressing* (level 1).

## Expansion Symbol

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



## Credits

**Expansion Design and Development:** Josiah "Duke" Harrist with Nicholas Kory

**Producer:** Molly Glover and Eric Stanton

**Editing:** Andrea Dell'Agnese

**Proofreading:** Kelley Curry

**Game Rules Specialist:** Alex Werner

**Design Lead:** Nate French

**Product Line Manager:** Gavin Duffy and Caitlyn McGrath

**Game Design Manager:** Kate Morgan

**Cultural and Sensitivity Review:** Alanaleilani Connolly and the members of the FFG Cultural Sensitivity Panel

**Arkham Horror Story Review:** Philip D. Henry and John Leo

**Expansion Graphic Design:** Ryann Collins

**Cover Art:** Alexander Karcz

**Art Direction:** Jeff Lee Johnson, Tim Flanders, Stephen Somers, and Kate Swazee with Jake Murray

**Visual Design Manager:** Tony Bradt

**Quality Assurance Specialist:** Zach Tewalthomas

**Quality Assurance Coordinator:** Matt Diaz

**Franchise Development:** Andy Christensen, Joe DeSimone, Ness Jack, Matt Keefe, Charlotte Llewelyn-Wells, Brian Mulcahy, Gwendolyn Nix, Katrina Ostrander, Sean Ryan, Ashley Stephens, and Nick Tyler

**Production Management:** Justin Anger and Austin Litzler

**Production Coordination:** Estelle Gavin and Ember Schwager

**Director, Living Card Games:** Chris Gerber

**Director of Studio Operations:** John Franz-Wichlacz

**Head of Studio:** Jim Cartwright

**SVP Lifestyle Games:** Bill Altig

*Special thanks to Daniel Lovat Clark and Waleed Ma'arouf.*

## Playtesters

Rita Asangarani, Leonard Ash, David Avilés, John Bagley, Tanner Barth, Gilles Belhassen, Ryan Billington, Brian Blair, Marc Blanchard, Ryan Blood, Rafa Cerrato, Ann Christensen, Anthony Clark, Aaron Creller, Shelley Danielle, Ricardo Basilio Donoso, Tiago Basilio Donoso, Johannes Duckeck, Robert Evans, Nachum Fisch, Charlie Fox, Adam Fraser, Sam Fuhrman, Alfredo Gómez, Paul Grimes, Angelo Bevilacqua Neves Guidugli, Richard Harris, Josh Harry, Grégory Henriques, Josh Jones, Bob Juraneck, Álvaro Korta, Christopher Leigh, Craig Lincoln, Jules Mallette, Zacarias M. Martinez, Josh McCluey, Joseph McNeil, Pax Meier, Sonny Mikszath, Travis Milam, Christian Möhlenberg, Arthur Rodrigues Moraes, Cliff Orme, Josh Parrish, Michael Pelfrey, Chad A. Reverman, Tyler Romeo, Michael Santoroski, Vincent Schwartz, Jimmie Sharp, Zev Shields, Christopher Smith, Jordi Solera, Addison Stumpf, Tauan Tinti, Deyannira Tirado, Henrique Trein, Marcelo Trein, Egoitz Uribeetxebarria, Edu V.M, Paul Wallwork, Owen Weldon, Finian Westergaard, Ben Wiebracht, and Alex Xöul