

ARKHAM HORROR[®]

THE CARD GAME

Investigator Deck ANDRÉ PATEL

André fidgeted with his cane, moving his thumb across the cracks in the wood. Commotion surrounded him, as the growls of the security team mixed with the pleas from the press to just get a little closer. He was accustomed to this red-carpet mayhem, so he let his eyes and mind wander. The glowing marquee above the Palace Movie Theater doors read “Les Marées Montantes,” his latest film. The name brought him back to the southern beaches in France, where the filming for Les Marées Montantes had occurred...

It was his first role as the lead actor, and anxiety clogged his throat as he stood barefoot in the sand. Filming had wrapped for the day, and he felt the stress of perfection weigh heavy on his mind. While he stood, focusing on his breath, a soft but commanding voice spoke from behind him: “You have great things to offer us, André.”

André turned and saw nothing but a long, empty shoreline. The voice continued, in his mind. “In return, we will give you everything you have desired: the world’s attention and admiration.” The words felt heavy and wet in the air. André thought his anxiety must surely be playing a trick. “After the slumberer awakens and wreaks its havoc—only then will we be free. Then, you will find us. You will grant us your gaze.”

A blinding flash shook André from his daydream. “Over here!” a reporter shouted. André flashed a smile instinctually, suddenly back in his performer’s mindset. He was back in Arkham: back to this city full of energy and opportunity. The film star stepped boldly out onto the red carpet, excited to introduce Arkham to its next leading man.

How to Use This Expansion

This expansion contains a 36-card André Patél investigator deck and 24 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 André Patél investigator card, his four signature cards, the Unaware basic weakness, and all 30 of his level 0 cards, as shown in the sidebar to the right. These 36 cards are a prebuilt André Patél 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 24 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 André Patél 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 André Patél deck from scratch.

Playing André Patél

Always in the public eye, André Patél is a Rogue driven to over-succeed on all skill tests. The better André performs, the more rewards he receives. His ability allows him to take an extra action on his turn if he succeeds a skill test by 2 or more.

Many cards in André’s deck are built around this big success. Polished Cane allows him to automatically evade anyone he succeeds at attacking by 2 or more. Lockpicks combine his two strongest skills, but break on a small success. Finally, Marcus Sengstacke is there to financially reward André’s avoidance of failure.

Preparation and commitment also help in André’s success on both the silver screen and on the streets of Arkham. His signatures, Know the Exit, Know the Lines, and Know the Scene each give a ? when committed. When committed to specific actions found on the card, however, each gains ??.

Weight of the World, André’s signature weakness, shows just how damaging failure is to his psyche. When it is drawn, it is played into your threat area. Whenever André fails a skill test and Weight of the World is in play, he takes 1 horror and Weight of the World is shuffled back into his investigator deck. It is only a matter of time before his anxiety and fear come back to the forefront.

André Patél, The Film Star

Investigator

André Patél..... (☞ 1)

Assets (14)

2x Center Stage..... (☞ 7)

2x Fame..... (☞ 8)

2x The Grapevine..... (☞ 9)

2x Extravagant Ring.. (☞ 10)

2x Lockpicks..... (☞ 11)

2x Marcus Sengstacke (☞ 12)

2x Polished Cane..... (☞ 13)

Events (10)

2x Clean Sweep..... (☞ 14)

2x Pay Your Dues..... (☞ 15)

2x Quick Exit..... (☞ 16)

2x A Sudden Fall..... (☞ 17)

2x Right Under Their

Noses..... (☞ 18)

Skills (9)

Know the Exit..... (☞ 2)

Know the Line..... (☞ 3)

Know the Scene..... (☞ 4)

2x Easy Street..... (☞ 19)

2x Out the Door..... (☞ 20)

2x “Watch This!”..... (☞ 21)

Weaknesses (2)

Weight of the World..... (☞ 5)

1x random basic weakness

[Unaware..... (☞ 6)]

Upgrading André Patel

There are two main upgrade paths you may choose when using the cards included in this deck. The first is a “big money” playstyle, which emphasizes gaining a lot of resources and using them to increase André’s odds of success during skill tests. The other path focuses on maximizing the number of actions André can take during his turn.

To lean into the “big money” archetype, the upgraded version of Marcus Sengstacke (*level 2*) has more sanity and therefore more patience for possible failure. In addition, André can begin the game with Silver Tongue (*level 3*) in hand, so that he can spend resources to boost his skills. Well Connected (*level 3*) turns accumulated wealth into direct skill boosts, encouraging you to hoard your resources. Additionally, the exceptional asset The Black Fan (*level 3*) provides greater power that increases with the number resources you have.

André’s other path focuses on “action compression”: efficiently using your actions to do as many things as possible during your turn. Lockpicks (*level 1*) allows André to investigate with a base 8 skill value once per turn, increasing the odds of triggering his  ability to gain more actions on an oversuccess. The Grapevine (*level 2*) provides incredible movement around the map, provided there is an enemy in play. An improved Right Under Their Noses (*level 3*) lets André gather clues from both his location and a connecting location on a large success. At the cost of 10 experience, The Red Clock (*level 5*) provides André an additional 2 actions every 3 turns. Paired with just his investigator ability, the Red Clock allows André to take 6 individual actions on his turn!

Expansion Symbol

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



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