

Arkham Horror 2nd Edition

Core Set, Revised Printing

Combat Sequence (pp. 14-16)

References in **red** are to the official core set rule book.

Monsters must be evaded or combated whenever:

- A character attempts to leave a space containing one or more Monsters during the Movement Phase
- A character ends its movement in a space containing one or more Monsters during the Movement Phase
- One or more Monsters appear in the same space as the character as the result of a Gate or Location card

Some Monsters have **Special Abilities**. These abilities are listed in bold text on the back of the Monster marker, and are incorporated in the steps below.

The Monster's *Combat Damage* is shown below the Monster's *Combat Rating* on the lower right corner of back side of Monster marker (count the Stamina symbols), unless specified otherwise: some Monsters have special damage.

Phase 1: Evasion (p. 14)

The player can choose to evade one or more Monsters. Multiples are evaded one at a time, in any chosen order.

The Evade check is a Sneak check modified by the Monster's *Awareness Rating* (upper right corner of the art side of the Monster marker). Difficulty is 1 unless stated otherwise.

- If an Evade check is failed, the Monster automatically does its Combat Damage, and Combat proper begins IMMEDIATELY: go to Phase 2 below.
- See Notes if character is reduced to 0 Stamina

After all Evade checks are resolved, any Monsters that the player has chosen not to evade must then be fought in Combat, in any chosen order, per Phases 2 and 3 below.

Phase 2: Horror Check (p. 14)

The character must make a Horror check, which is a Will check modified by the Monster's *Horror Rating* (lower left corner of back side of Monster marker). Difficulty is 1 unless stated otherwise.

- If the Horror check is failed, the character loses Sanity points as shown under the Monster's *Horror Rating* (count the Sanity symbols).
- If the Monster has the *Nightmarish [X]* Special Ability, and the Horror check is passed, the character loses X Sanity.
- See **Notes** if character is reduced to 0 Sanity

Phase 3: Flee or Fight (p. 14-16)

Flee: The player may choose to attempt to Flee at this point. This is a second Evasion check as described above. If the check is failed, the character automatically takes the Monster's *Combat Damage* and must then **Fight** the Monster.

Fight: A Combat check is based on the character's Fight skill. The player can elect to use up to two "hands" worth of weapons and/or spells that provide Combat check bonuses; these will be listed as being either Physical or Magical in nature on the item/spell card.

- Announce which Items/Spells are going to be used
- Spells must be successfully cast (p. 16)
- A spell for which casting fails still occupies that "hand" for this round of Combat
- If the Monster has the *Physical Resistance* or *Magical Resistance* Special Ability, Combat bonuses of that sort are reduced by half (round up).
- If the Monster has the *Physical Immunity* or *Magical Immunity* Special Ability, Combat bonuses of that sort are completely ignored.

The Combat Check is further modified by the Monster's *Combat Rating* (lower right corner of back side of Monster marker). Difficulty is equal to the Monster's *Toughness*, which is the number of blood drops on the bottom center of back side of Monster marker.

- If the Combat check succeeds, the Monster is defeated. The character claims the Monster marker as a *Monster Trophy*, unless the Monster has the *Endless* Special Ability, in which case the Monster marker is returned to the cup. If the Monster has the *Overwhelming [X]* Special Ability, the character loses X Stamina.
- If the check fails, the character takes the Monster's *Combat Damage* and the Monster remains in play.
- See **Notes** if character is reduced to 0 Stamina

At this point, if the character is still *Conscious* and *Sane*, and remains in the same space as the Monster, repeat Phase 3. Combat continues until the Monster is evaded or killed, or the character becomes *Insane* or *Unconscious*. Note that if the Monster has the *Ambush* Special Ability, the character cannot opt to flee once a round of fighting has occurred.

Notes

Characters reduced to 0 Stamina become *Unconscious* (p. 16).

- Player chooses and discards half of (Items + Spells) and half of Clue tokens (round down) and all Retainers.
- Arkham: Character marker moves to St. Mary's Hospital. OW: Character moves to the *Lost in Time and Space* space and is *Delayed*.
- Character gains 1 Stamina.
- Character takes no further actions and has no further encounters this turn.

Characters reduced to 0 Sanity become *Insane* (p. 16).

- Player chooses and discards half of (Items + Spells) and half of Clue tokens (round down) and all Retainers.
- Arkham: Character marker moves to Arkham Asylum. OW: Character moves to the *Lost in Time and Space* space and is *Delayed*.
- Character gains 1 Sanity.
- Character takes no further actions and has no further encounters this turn.

Characters simultaneously reduced to 0 Sanity and 0 Stamina are *Devoured* (p. 17).