

# Arkham Horror 2nd Edition Core Set, Revised Printing

## Detailed Order of Play

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

### Phase 0: Planning

### Phase 1: Upkeep

### Phase 2: Movement

### Phase 3: Arkham Encounters

### Phase 4: Other World Encounters

### Phase 5: Mythos Phase

### Phase 6: End of Turn

### Phase 0: Planning

Players should be given the opportunity to plan the actions of each character before the turn proper starts.

### Phase 1: Upkeep (p. 6)

Cycle through players:

1. If player is *Lost in Time and Space* (LiTaS) and is not delayed, move to any space in Arkham. (p. 17)
2. Refresh exhausted cards
3. Upkeep as required. Note that *Bless*, *Curse*, *Bank Loan* and *Retainer* do not get an upkeep roll during the turn following acquisition.
4. Adjust skills as permitted by the character's *Focus* statistic. (p. 6)

### Phase 2: Movement (pp. 6-8)

Cycle through players:

1. If character is *Delayed*, stand the character's marker back up; the character is no longer *Delayed*. This ends the character's movement for the turn.
2. If character is in Arkham, use Arkham Movement rules. (pp. 6-8)
  - Movement points = adjusted Speed

- If pass through a space with monsters, must evade or combat each monster per pp. 14-16. IF A CHARACTER BECOMES ENGAGED IN COMBAT, ITS MOVEMENT ENDS FOR THE TURN.
  - If end movement on a space with monsters, must evade or combat each monster per pp. 14-16.
  - If end movement on a space with Clues, may pick them up.
3. If character is in an *Other World*, use Other World Movement rules. (p. 8)
- If in first area, move to second area
  - If in second area, return to Arkham at any open gate to that OW and place an *Explored* marker under the character marker. Character does not have to evade or combat any monsters on the space at this point. (p. 18)
  - If there is not an open Gate to the *Other World*, character is LiTaS. Move marker to LiTaS space and *Delay* by turning marker on its side.

## Phase 3: Arkham Encounters (pp. 8-9)

Cycle through players in Arkham:

1. If character is in a *Street Area*, no encounter this turn.
2. If in a *Location*...:
  - A. ... with no Gate: Shuffle the Location deck for that Neighborhood and draw. Resolve the entry for that Location.
    - If the Location has been *Sealed*, no Gate or monsters can appear there.
    - If a Gate appears, the character is drawn through the Gate to the *Other World* and *Delayed*.
    - If no Gate appears, but a monster(s) appears, it must be evaded/combated as normal, except that the monster(s) do not remain on the board if evaded: return them to the cup.
  - B. ... with a Gate, and the character is not on an Explored token: character is pulled through Gate to the first area of the *Other World*.
  - C. ... with a Gate, and the character is on an Explored token: character may try to close/seal the Gate. (pp. 17-18)
    - (1) Close the gate: make Lore check or Fight check (player's choice) modified by Gate modifier. Success: Gate is closed. Player takes Gate trophy. All monsters with matching *Dimensional Symbol* return to cup INCLUDING THOSE IN THE *OUTSKIRTS*.
    - (2) Seal the Gate: Two ways:
      - Close the gate first as in (1) above. Discard 5 Clue tokens. Mark space with a token from the Doom token stockpile, flipped to the Elder Sign side.
      - Do not Close the Gate first. Use the *Elder Sign* unique item and lose 1 Sanity and 1 Stamina (works even if character becomes *Insane* or *Unconscious* as a result, though see p. 16 for other results of Unconsciousness and Insanity). Remove Elder Sign card from game. Player takes Gate trophy. All monsters with matching *Dimensional Symbol* return to cup INCLUDING THOSE IN THE *OUTSKIRTS*. Mark space with an *Doom Token* taken from the *Doom Track*, flipped to the Elder Sign side.

## Phase 4: Other World Encounters (p. 9)

Cycle through players in Other Worlds:

1. Draw cards from the Gate deck until a card is drawn with a border color that matches one of the *Encounter Symbols* on the board space; use this card. Place unused cards face-down at the bottom of the deck.
  - Resolve the entry listed for the OW the character is in, if there is one. If not, resolve the "Other" entry.
  - Monsters that appear are resolved as described in Arkham Encounters above.
  - Place the card face-down at the bottom of the deck.

## Phase 5: Mythos Phase (pp. 9-12)

Draw a Mythos card, then resolve the sections in this order:

1. Open a Gate and Spawn a Monster: check the *Location* listed in the lower left corner of the card. (p. 9)
  - A. If the Location is *Sealed*, skip to step 2.
  - B. If the Location already has a Gate: Monster Surge!
    - Number of monsters = number of open Gates or number of characters, whichever is greater
    - If number of monsters > number of Gates, spread them as evenly as possible among the Gates, with no Gate getting more monsters than the one at the card location. Players determine the spread before monsters are drawn.
    - If number of monsters = number of Gates, each Gate gets a monster.
    - CHECK FOR POSSIBLE OVERFLOW TO OUTSKIRTS, AND POSSIBLE OVERFLOW OF OUTSKIRTS as Monsters are added. See DM Notes document or p. 18.
  - C. If Location does not have a Gate and is not Sealed:
    - Add a *Doom Token* to the *Doom Track*. IF THIS FILLS THE DOOM TRACK GO DIRECTLY TO FINAL BATTLE
    - Draw and place Gate marker. Discard any Clue tokens at the Location.
    - Check for too many open Gates (p. 20). (1-2 char = 8 is too many, 3-4 char = 7, 5-6 char = 6, 7-8 char = 5) IF TOO MANY GATES OPEN TRACK GO DIRECTLY TO FINAL BATTLE
    - Characters at that Location are pulled into the appropriate *Other World* and are *Delayed*.
    - Draw and place a Monster token. If 5 or more characters, draw and place two Monster tokens instead. CHECK FOR POSSIBLE OVERFLOW TO OUTSKIRTS, AND POSSIBLE OVERFLOW OF OUTSKIRTS as Monsters are added. See DM Notes document or p. 18.
2. Place a Clue token as indicated, unless there is an open Gate at the indicated Location. If there are characters at the Location, they may pick up any placed Clues immediately.
3. Move monsters (pp. 10-11): the lower right corner of the card shows which Dimensional Symbol monsters move and which arrow (black or white) they follow.
  - Monsters on spaces with characters DO NOT MOVE.
  - The color of the border on the Monster token determines the movement type.

- A. Black = normal. Move one space.
- B. Yellow = stationary. Do not move.
- C. Red = fast. Move two spaces, but stop if move into a space with a character.
- D. Green = unique. See back of Monster token.
- E. Blue = Flying. (p. 11)
  - If monster is in a space that is connected to a *Street Area* with a character, move there. If there are multiple possible moves, move to character with lowest modified Sneak score.
  - If monster is in a *Street Area*, but there is not a character in an adjacent *Street Area*, move to the *Sky* space.
  - If monster is in a *Location*, but there is not a character in an adjacent *Street Area*, do not move.
  - If Monster is in the *Sky* space and there is not a character in any *Street Area*, do not move.
  - If Monster is in the *Sky* space and there are one or more characters in any *Street Areas*, move to the character with lowest modified Sneak score.

4. Activate Mythos Ability (p. 12): There are three types:

- **Headline:** Resolve entry immediately. Discard card face-down on the bottom of the deck.
- **Environment:** Remains active for some amount of time; place card next to the Ancient One card. Discard any existing Environment Mythos card to the bottom of the deck (there can only be one).
- **Rumor:** If there is already a Mythos Rumor card in effect, ignore this card's Rumor and discard to the bottom of the deck. If there is not a Mythos Rumor card in effect, place card next to the Ancient One card. It remains in effect until either the Pass or Fail criteria is satisfied, at which point the appropriate criteria text is resolved and it is discarded to the bottom of the deck.

## Phase 6: End of Turn

- Advance First Player token clockwise.
- Debrief players on game status:
  - Number of open gates vs. limit
  - Number of Sealed gates vs. victory condition (6)
  - Number of active monsters (Arkham + Sky) vs. limit
  - Number of monsters in Outskirts vs. limit
  - Doom count vs. limit
  - Terror Level vs. limit