

Arkham Horror 2nd Edition Core Set, Revised Printing plus Dunwich Horror Expansion

Detailed Order of Play

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

References in **green** are to the official expansion rule book.

Cards that refer to "Arkham" also apply to spaces and Locations in Dunwich (p.5).

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.

A player may opt to Retire a character that has two or more total Injury and/or Madness cards. During the Planning phase, the player announces the character's Retirement, discards all cards and tokens, returns unspent trophies to the box (removes them from the game), and shuffles the Investigator sheet back into the pile of unused sheets. The player will then skip a turn, and on the subsequent turn draws a new Investigator at random and sets up the new Investigator as if starting a new game. (p. 6)

Phase 1: Upkeep (p. 6)

Cycle through players:

- 0. A character who has a Mission card for which the next Step is the space that they are currently on, and who spent the entirety of their previous Arkham Encounter Phase on that space, may Complete that Step of the Mission by making the required Sacrifice, then placing a Clue token on the Mission card. If the completed Step is the final Step, the Mission's Effect takes place, the Mission card is returned to the box (removed from the game), and the Clue tokens on the card are discarded. (p.5)**

1. If player is *Lost in Time and Space* (LiTaS) and is not delayed, move to any space in Arkham or Dunwich. (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 or Dunwich, use Arkham Movement rules. (pp. 6-8)
 - Movement points = adjusted Speed
 - A character may pay \$1 and expend 1 Movement Point to move from the Train Station in Arkham to Bishop's Brook Bridge in Dunwich, or vice versa. This is done as part of, and does not interrupt, the character's normal movement (p.5).
 - 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.
 - Characters cannot by any means move onto the Vortex spaces on the Dunwich board. (p. 7)
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 or Dunwich 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 and Dunwich:

0. A character who has a Task card for which the next Step is the space that they are currently on (i.e. on which they ended their Movement phase), and who remains on that space for the entirety of this phase (e.g. does not get drawn through a Gate, or defeated by a Monster), may Complete that Step of the Task by placing a Clue token on the Task card. If the completed Step is the final Step, the character receives the Tasks' Payoff, the Task card is returned to the box (removed from the game), and the Clue tokens on the card are discarded. (p.5)
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. **However:**
If the expansion Mythos cards are being used, and the Gate location on the Mythos card is colored red, a Gate Burst occurs:

- The *Elder Sign* token is removed from the Location.
- A Gate and a Monster spawn at the Location, per step C below, EXCEPT THAT no Doom Token is Added to the Doom Track.
- All Flying creatures move per 3.E. below, regardless of their Dimensional Symbols.

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. Note that Monsters on the Dunwich board do not count towards the maximum number of monsters in play, and do not go to the Outskirts.

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. Note that Monsters on the Dunwich board do not count towards the maximum number of monsters in play, and do not go to the Outskirts.

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.
 - If a Monster on the Dunwich board moves into a Vortex space, that Monster is returned to the Monster cup, the Terror Level is increased by 1 (see DM Notes document or p. 18 for possible additional consequences) and if the Dunwich Horror track is not full, a Dunwich Horror token is added to the track (see DM Notes document or p. 7 for possible additional consequences).
 - 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.
- Note that the *Sky* is considered to be coterminous with both the *Arkham* board and the *Dunwich* board, so it is possible for a *Flying Monster* to move from an *Arkham* space to the *Sky*, and then subsequently move from the *Sky* to a *Dunwich* space. (p. 5)

F. Purple = Stalker (p.7). Move like Normal above, unless there is a character in an adjacent *Street* space or *Unstable Location* space, in which case move to that space. If there are multiple possible moves, move to 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
 - **Dunwich Terror level**