

Arkham Horror 2nd Edition Core Set, Revised Printing plus Lurker at the Threshold Expansion

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 chose 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)
 - If using the *Herald* component of the Lurker at the Threshold expansion, a character can cast a spell with no sanity loss and no Skill check by making a Dark Pact with the *Herald*. This requires:
 - Taking a *Dark Pact* card of a type that they do not already have, following the instructions on the card, and then
 - Drawing a *Reckoning* card and resolving it.
 - A character cannot have more than one of each type of *Pact*.
- 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.
- If using the *Herald* component, characters rendered *Unconscious* do not lose *Pacts*, *Power* tokens, or an *Ally* bound with the *Bound Ally* pact.
- 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.
- **If using the Herald component of the Lurker at the Threshold expansion, characters rendered *Insane* do not lose *Pacts*, *Power* tokens, or an *Ally* bound with the *Bound Ally* pact.**
- 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).

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