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

Detailed Order of Play

Optional rules are listed in green text. See the Lurker at the Threshold Setup document for necessary setup changes.

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 using the *Herald* component of the Lurker at the Threshold expansion, a character may make a *Pact* with the *Herald* by taking a *Blood Pact*, *Soul Pact* or *Bound Ally* card and following the instructions on the card.
   - A character may take more than one *Pact* card at a time, but cannot have more than one of each type of *Pact*.
2. If player is *Lost in Time and Space* (LiTaS) and is not delayed, move to any space in Arkham. (p. 17)
3. Refresh exhausted cards
4. Upkeep as required. Note that *Bless, Curse, Bank Loan* and *Retainer* do not get an upkeep roll during the turn following acquisition.
5. 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.*
      - If the Lurker Gate tokens are being used, and the Gate is a Split Gate (has two Other Worlds on its marker), the player chooses which Other World to travel to.
   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. If using the *Herald* component, all Skill checks to close Gates have an extra -1 modifier.

(a) Success: Gate is closed. Player takes Gate trophy. All monsters with matching *Dimensional Symbol* (use both Dimensional Symbols if the Lurker Gate tokens are being used, and the Gate is a *Split Gate*) return to cup INCLUDING THOSE IN THE *OUTSKIRTS* unless the Lurker Gate tokens are being used, and the Gate is:

- an *Endless Gate* (the symbol below the Gate Modifier is the infinity symbol), in which case the Gate marker is returned to the cup.

(b) Failure: no effect unless the Lurker Gate tokens are being used, and the Gate:

- is a *Monstrous Gate* (the symbol below the Gate Modifier is a tentacled monstrosity), in which case a failed check causes a Monster to spawn at the Gate's location. CHECK FOR POSSIBLE OVERFLOW TO OUTSKIRTS, AND POSSIBLE OVERFLOW <u>OF</u> OUTSKIRTS as Monsters are added. See DM Notes document or p. 18.
- is a *Gate of Blood* (the symbol below the Gate Modifier is a heart), in which case the character loses 1 Stamina.
- is a *Gate of Madness* (the symbol below the Gate Modifier is a brain), in which case the character loses 1 Sanity.

(2)   *Seal* the Gate (can only Seal a Gate if the gate is in an unstable Location): Two ways:

(a) 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.

(b) Do not Close the Gate first. Use the *Elder Sign* unique per instructions on the card. Remove Elder Sign card from game. Player takes Gate trophy. All monsters with matching *Dimensional Symbol* (use both Dimensional Symbols if the Lurker Gate tokens are being used, and the Gate is a *Split Gate*) return to cup INCLUDING THOSE IN THE *OUTSKIRTS*. Mark space with a *Doom Token* <u>taken from the *Doom Track*</u>, flipped to the Elder Sign side unless the Lurker Gate tokens are being used, and the Gate is:

- an *Endless Gate* (the symbol below the Gate Modifier is the infinity symbol), in which case the Gate marker is returned to the cup.

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 optional *Gate Burst* rules 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 Gate 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* unless the Lurker Gate tokens are being used, and the Gate is:**
         - **a *Devouring Gate* (the symbol below the Gate Modifier looks like a fanged mouth biting to the left), in which case the character(s) are *Devoured* (p. 17) instead.**
         - **a *Gate of Doom* (the symbol below the Gate Modifier looks like an eyeball), in which case character(s) are pulled through the gate as normal, and *a Doom Token* is added to the *Doom Track*.**
      - **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.**
      - **If using the *Herald* component, draw and resolve a *Reckoning* card.**

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.

- **If the Lurker Gate tokens are being used, *Moving Gates* (the symbol below the Gate Modifier is an arrow pointing to the left) move like normal Monsters with the same *Dimensional Symbol*.**
  - **If multiple *Moving Gates* move, players choose the order in which they move.**
  - **A Gate cannot move into a location that already has an open Gate.**
  - **If a Gate moves onto a Location with character(s) on it, they are pulled into the appropriate *Other World* and are *Delayed*.**
  - **If a Gate moves away from a character that has explored its Other World, the character loses their *Explored* marker.**

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**