

ARKHAM HORROR

THE CARD GAME

ROUND SEQUENCE & ACTIONS

- 1 Round Order
 - Mythos Phase (skip during first round)
- 2 Investigation Phase
- 3 Enemy Phase
- 4 Upkeep Phase



Investigation Phase

Each investigator takes a turn. On your turn, take 3 actions.

Common Actions

- Draw** — Draw 1 card.
- Resource** — Gain 1 resource.
- Activate** — Activate an action ability.
- Engage** — Engage an enemy at your location.
- Investigate** — Investigate your location.
- Move** — Move to a connecting location.
- Play** — Play a card from your hand by paying its cost.
- Evade** — Attempt to evade an enemy engaged with you.
- Fight** — Fight an enemy at your location.

Attack of Opportunity

If engaged with a ready enemy, taking any action other than Fight, Evade, or activating a Parley or Resign ability causes each of those enemies to attack you.

End of Turn

Flip your mini-card facedown. Unused actions are lost.

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SKILL TESTS & CHAOS BAG

Perform a Test

- 1 Determine the skill and difficulty.
- 2 Commit cards from hand.
- 3 Trigger abilities that modify skill.
- 4 Reveal a chaos token.
- 5 Apply modifiers and compare to the difficulty.
- 6 Resolve success or failure.
- 7 Discard committed cards and return the token to the chaos bag.



Skills

- Willpower
- Intellect
- Combat
- Agility
- Wild

Chaos Tokens

- 2** Number token — Apply its modifier.
- Symbol** token — Resolve the matching effect on the scenario reference card.
- Elder Sign** — Resolve your investigator's Elder Sign ability.
- Auto-fail** — The test automatically fails.

Commit Rules

- The testing investigator may commit any number of eligible cards.
- Each other investigator at the same location may commit 1 card.
- Matching icons and wild icons add to skill value.

Success

If modified skill equals or exceeds difficulty, the test succeeds. Otherwise it fails.

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ENEMIES & ENGAGEMENT

Enemy Basics

- When an enemy spawns without a Spawn instruction, it spawns engaged with the investigator who drew it.
- An engaged enemy is placed in your threat area.
- A disengaged enemy returns to its location.

Engage & Evade

- **Engage** — Take an action to engage an enemy at your location.
- **Evade** — Test Agility against the enemy's evade value. If successful, the enemy exhausts and disengages.

Enemy Phase

- Ready, unengaged Hunter enemies move toward the nearest investigator.
- Ready Patrol enemies move toward their designated target.
- Each ready engaged enemy attacks, then exhausts.

Enemy Attacks

- Enemy attacks deal damage and horror.
- Attacks of opportunity during your turn do not exhaust the enemy.

At Your Location

- You may Fight an enemy at your location, even if it is engaged with another investigator.
- A loof enemies do not automatically engage and cannot be attacked unless engaged with an investigator.

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MYTHOS PHASE & ENCOUNTER CARDS

Mythos Phase

Skip during the first round.

- 1 Place 1 doom on the current agenda.
- 2 If the doom threshold is met or exceeded, advance the agenda.
- 3 In player order, each investigator draws and resolves 1 encounter card.



Encounter Types

- **Enemy** — Spawn as instructed. If it has no Spawn instruction, it spawns engaged with the investigator who drew it.
- **Treachery** — Resolve its Revelation ability, then discard it unless otherwise instructed.

Common Keywords

- **Surge** — After resolving this card, draw another encounter card.
- **Peril** — Other investigators cannot confer or help while this card is resolving.

Doom

Count doom on the current agenda and on all other cards in play when checking the threshold.



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