

ARKHAM HORROR

THE CARD GAME

UPKEEP, DAMAGE & HORROR

Upkeep Phase

- 1 Ready mini-cards or investigator tokens.
- 2 Ready exhausted cards. Unengaged enemies that ready at an investigator's location engage at this time.
- 3 Each investigator draws 1 card and gains 1 resource.
- 4 Each investigator with more than 8 cards discards down to 8.

Damage

Damage may be assigned to the investigator and/or assets with health.

Horror

Horror may be assigned to the investigator and/or assets with sanity.

Defeat

- If damage on an investigator equals or exceeds health, that investigator is defeated.
- If horror on an investigator equals or exceeds sanity, that investigator is defeated.

Assets

If damage or horror on an asset equals or exceeds its health or sanity, discard that asset.

Chapter Two Core Set • Unofficial Player Aid

ARKHAM HORROR

THE CARD GAME

UNIVERSAL SCENARIO SETUP

- 1 Choose investigators.
- 2 In campaign play, place trauma damage and horror.
- 3 Choose a lead investigator.
- 4 Assemble and shuffle investigator decks.
- 5 Assemble the token pool.
- 6 Assemble the chaos bag from the scenario or campaign instructions.
- 7 Each investigator gains 5 resources.
- 8 Each investigator draws 5 cards and may mulligan once. Ignore and replace weaknesses during this step, then shuffle them back.
- 9 Read the scenario introduction.
- 10 Perform the scenario-specific setup instructions: gather encounter sets, place locations, set aside cards, and build the encounter deck.
- 11 Set the agenda deck with agenda 1a on top and read agenda 1a.
- 12 Set the act deck with act 1a on top and read act 1a.
- 13 Place the scenario reference card.
- 14 Resolve any "When the game begins" abilities.

There are no action windows during setup.

Chapter Two Core Set • Unofficial Player Aid

ARKHAM HORROR

THE CARD GAME

KEYWORDS & ABILITY TYPES

Keywords

Fast — Playing this card does not cost an action.

Hunter — During the enemy phase, each ready unengaged hunter enemy moves toward the nearest investigator.

Aloof — Does not automatically engage investigators and cannot be attacked unless engaged with an investigator.

Alert — If you fail an evade test against a ready enemy, that enemy attacks you.

Retaliate — If you fail an attack test against a ready enemy, that enemy attacks you.

Massive — A massive enemy is engaged with each investigator at its location.

Patrol — During the enemy phase, this enemy moves toward its designated target.

Surge — After resolving this card, draw another encounter card.

Peril — Other investigators cannot confer or help while this card is resolving.

Uses (X) — Enters play with X specified tokens.

Ability Types

Action — Costs 1 action per action icon.

Free Trigger — May be used when its timing point is met, without spending an action.

Reaction — Triggers when or after its listed condition occurs.

Forced — Resolves automatically.

Revelation — Resolves when the card is drawn.

Parley / Resign — Special designated actions.

Chapter Two Core Set • Unofficial Player Aid

ARKHAM HORROR

THE CARD GAME

CAMPAIGN & EXPERIENCE

After Each Scenario

- 1 Resolve the scenario resolution in the campaign guide.
- 2 Record experience from the resolution and the victory display.
- 3 Record trauma, story assets or weaknesses, and campaign notes.
- 4 Each investigator may spend experience between scenarios.
- 5 Unspent experience carries over.

Spending Experience

- A new card costs experience equal to its level, to a minimum of 1.
- If you buy a higher-level version of a card with the same title, pay only the difference in level, to a minimum of 1.
- Maintain deck size and follow deckbuilding rules.
- For each non-permanent card added, remove 1 other card, unless the new card says otherwise.



Weaknesses and required cards cannot be removed when purchasing new cards.

Chapter Two Core Set • Unofficial Player Aid