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v1

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Game:	**ARKHAM HORROR 3RD EDITION**
Publisher:	**Fantasy Fight Games (2018)**

ARKHAM HORROR

SETUP

Choose or randomly select a **scenario sheet**. Place the **neighborhood and street tiles**, then the **doom tokens** and **monster cards**, as indicated by the scenario's setup map.

Shuffle the **street cards** to form the street deck. Separately shuffle the **neighborhood decks** that match the neighborhoods being used in the scenario.

Shuffle the **event cards** (clue icon in top left corner and scenario name at the bottom) that match the scenario to create the event deck and place it facedown in the **event deck holder**.

Shuffle the **monster cards** listed in the scenario to create the monster deck and place it nearby, *ready* (dark) side up. Place the starting monsters as indicated on the tiles, *ready* side up.

Place the **mythos tokens** listed in the scenario into an opaque container to create the mythos cup.

Take 13 **headline cards** at random from all available headline cards and shuffle them to create the headline deck.

Separately shuffle the **item cards**, **ally cards**, and **spell cards** to create the normal asset decks. Draw 5 cards from the item deck and place them in a faceup row next to the deck to create **the display**.

Keep the following nearby where all players can access them: the **special cards** (alphabetized), **condition cards** (organized by type), all **tokens** (organized by type), and **archive cards** (in numerical order).

Each player chooses or randomly selects an **investigator sheet** and the matching **investigator token**, plus 1 **activation token** and 1 **reference card**. One of the players must take the **leader token** (the flashlight) as their activation token and is the **leader**.

Return unused scenario sheets, investigator sheets and tokens, tiles, tokens and cards to the box.

Investigators gain the **money tokens** and **starting cards** listed on their sheets (if you have a choice, you may review your options before deciding).

Each player places their investigator token on the starting space indicated on the scenario sheet.

Spawn starting clues: Draw 3 event cards one at a time, placing 1 clue token in the central area of each card's corresponding neighborhood tile. Then shuffle that card together with the top 2 cards of the corresponding neighborhood deck and place all 3 cards on top of that deck.

Spread starting doom: Draw the *bottom* card of the event deck and discard it faceup next to the deck. Place 1 doom token in each space that has a **doom icon** ☪ next to its name on the card.

Resolve the *'finalize setup'* instructions on the scenario sheet: add the indicated **archive cards** to the codex, and read all cards in the codex before beginning the game. If any **anomaly cards** are being used, shuffle them to create an anomaly deck.

GAME ROUND
ACTION PHASE

In an order chosen by the players, each investigator takes 1 turn, during which they perform **up to 2 of the following actions**. You can perform each action (regardless of its source) no more than once per round. After you have taken your turn, flip your activation token to its inactive (dark) side.

ATTACK

Choose 1 monster in your space (even one engaged with you or another investigator in your space) and **engage** it by placing it near your investigator sheet (if it is not there already), *exhausted* (light) side up.

Test STRENGTH ✊ modified by the monster's ATTACK modifier.

For each success you roll, deal 1 damage to the monster (place that many damage tokens on the monster card). Damage tokens stay with a monster when it moves. If the monster has damage greater than or equal to its **HEALTH**, you have defeated it.

If the monster you are attacking is exhausted, you do not engage it. It remains exhausted and you deal damage as normal.

When a monster is defeated, place it on top of the monster deck; if the monster has a **remnant** ⌂ icon, gain 1 remnant.

EVADE

To disengage from a monster you are engaged with, perform an evade action by making an **OBSERVATION 👁 test modified by the monster's EVADE modifier.** If you are engaged with multiple monsters, apply only the modifier that results in you rolling the fewest dice.

For each success you roll, you disengage and exhaust 1 monster of your choice by placing its card in your space with its *exhausted* (light) side up.

If you roll enough successes to evade all of the monsters you were engaged with, you may perform 1 additional action.

FOCUS

Choose 1 skill and gain a focus token that matches that skill. That skill value is increased by 1 for as long as you have the token.

You can only have 1 of any given focus token, and you have a **focus limit** on your investigator sheet that indicates how many focus tokens you can have at once. If your focus limit is reduced below the amount of focus tokens you have, you do not automatically discard excess focus.

GATHER RESOURCES

Gain 1 dollar.

MOVE

Move your investigator token up to 2 spaces. For each dollar you spend, you may move 1 additional space, up to a maximum of 2.

If you move into a space with a *ready* monster, that monster engages you and your move ends. Remove the monster card from the board and place it *exhausted* (light) side up near your investigator sheet.

The central area of a neighborhood tile is not a space.

RESEARCH

Test OBSERVATION 👁. For each success, you may place one of your clues on the scenario sheet.

TRADE

You and all other investigators in your space may exchange any number of allies, items, spells, money, clues, and/or remnants with one another. You can trade with an investigator even if they are engaged with a monster.

Assets used by an investigator during the action phase and then traded to another investigator during the same phase cannot be used again until the start of the next action phase.

WARD

Test LORE 📖. For each success, you may remove 1 doom from your space. If you remove 2 or more doom with a single ward action, you also gain 1 **remnant**.

COMPONENT ACTIONS

Some components allow you to perform unique actions. Each component action is preceded by the word **action** in bold. You can perform each individual component action no more than once per round.

MONSTER PHASE

1. MONSTER ACTIVATION

In an order chosen by the players, each *ready* monster activates according to its activation text:

Hunter: Move toward and engage specific investigators.

Patrol: Move toward locations instead of investigators.

Lurker: No movement. Instead, they cause some other negative effect to occur.

If a monster moves, it moves a number of spaces up to its **SPEED**, unless text specifies that it *'moves directly,'* in which case it is placed in the specified space. A monster moves towards its destination or **prey** (indicated in its activation text) by the shortest path. When a monster enters an investigator's space, it stops moving and engages that investigator.

If multiple spaces could be a monster's destination, choose the closest. If several of those spaces are the same distance from the monster, the investigators choose among those spaces.

If a *ready* monster is in the same space as 2 or more investigators, it engages its **prey**. If the monster does not have a prey, the investigators choose which investigator the monster engages.

The **unstable space** is the space(s) marked with a doom ☪ icon on the top event card in the discard pile. If there are no cards in the discard pile, the starting space is the unstable space.

2. MONSTER ATTACK

Starting with monsters engaged with the leader and proceeding clockwise, each monster engaged with an investigator deals **damage** and **horror** to that investigator equal to the number of damage and horror icons at the bottom of the monster's card.

3. MONSTER READY

Each exhausted monster readies; flip the card *ready* side up. Since this monster is now ready, it engages an investigator if there are one or more in its space.

MONSTER STATES

Ready: A monster that is in a space on the board with its *ready* (dark) side showing is **ready**. If a ready monster is in the same space as an investigator (for any reason), the monster engages that investigator. Monsters that are exhausted or already engaged do not engage investigators in their spaces.

Exhausted: A monster that is in a space with its *exhausted* (light) side up is **exhausted**. An exhausted monster cannot move, attack, or engage investigators.

Engaged: A monster placed next to an investigator's sheet is **engaged** with that investigator (the monster is neither *ready* or exhausted, but place its *exhausted* (light) side up). Most monsters can be engaged with only 1 investigator at a time. An investigator may be engaged with any number of monsters.

While a monster is engaged, it cannot move, unless an effect states that any investigators with which it is engaged move with it. While you are engaged with a monster, you cannot move, unless an effect states that any monsters with which you are engaged move with you.

When you are engaged with a monster, you can perform only the attack, evade, and focus actions, and you cannot resolve an encounter.

ENCOUNTER

In an order chosen by the players, investigators take turns resolving encounters. On your turn, **draw and resolve an encounter card unless you are engaged with a monster** (in which case you do not get an encounter). Have another player read your encounter aloud; they should not reveal the results of a test or a choice until the test has been resolved or the choice made.

If you are in a **neighborhood** space, draw a card from the matching neighborhood encounter deck and resolve the encounter matching the name of the space you are in.

If you are in a **street** space, draw a card from the street deck and resolve the encounter matching the type of street you are in: **residential** 🏠, **bridge** 🌉, or **scenic** 🌳.

Neighborhood tile spaces have icons that indicate what encounters in that space may involve. The icons to the left of the arrow indicate the skills that are likely to be tested or the type of payment you might be asked to make. The icons to the right of the arrow indicate the expected benefits of the encounter.

After resolving an encounter, discard that card to the bottom of the deck it was drawn from unless that card is an event card.

After resolving an encounter on an event card, if you gained a clue from your neighborhood, discard that card faceup to the event card discard pile. **If you did not gain a clue, add it back to the neighborhood** by shuffling it together with the top 2 cards of that deck and placing all 3 cards on top of that deck.

MYTHOS

Starting with the leader and proceeding clockwise, **each investigator draws 2 tokens from the mythos cup** and resolves their effects, one at a time. You draw and resolve mythos tokens even if your investigator has been defeated, devoured, or retired.

Blank: Nothing happens.

Gate burst ✴: Resolve a **gate burst** by taking the top card of the event deck and placing 1 doom token in each space of that neighborhood. Then shuffle that card and the entire event discard pile together, and place them on the bottom of the event deck.

Read headline 📖: Resolve the top card of the headline deck. It affects only you unless specified otherwise. Then discard that card to a faceup discard pile. If you must draw a headline card and the deck is empty, place 1 doom on the scenario sheet instead.

Reckoning ➤: In an order chosen by the players, resolve all effects preceded by the reckoning ➤ icon on all components in play.

Spawn clue 🔍: Spawn 1 clue by taking the top card of the event deck and placing 1 clue token in the center of that neighborhood. Then shuffle that card together with the top 2 cards of the corresponding neighborhood deck and place all 3 cards on top of that deck.

Spawn monster 🕷: Spawn 1 monster by drawing the bottom card of the monster deck and placing it on the board as instructed by its spawn text, *ready* (dark) side up (unless otherwise specified). If the spawn text refers to a monster's prey, that is the investigator that it moves toward when activating.

Spread doom ☪: Spread doom once by discarding the bottom card of the event deck faceup and placing 1 doom token in the location on that card marked with a doom ☪ icon. If there is more than 1 icon, place 1 doom for each icon onto the indicated spaces.

Do not return the tokens to the cup. When you need to draw tokens but the mythos cup is empty, return all mythos tokens being used this game to the cup, then draw from the cup. If you are instructed to add tokens to the mythos cup, take them from the game box.

After you have taken your turn during the encounter phase, flip your activation token to the active side.

SKILL TESTS

To resolve a test, roll a number of dice equal to the value on your investigator sheet next to the relevant skill, after modifiers (which add or subtract dice). **You always roll a minimum of 1 die.**

While resolving a test, you can use any number of cards with up to 2 **hand icons** total.

Each 5 or 6 result is a success. The total number of successes you rolled is your **test result**. If you have at least 1 success, you pass the test. If you have 0 successes, you fail the test.

You may spend **focus tokens** while resolving a test: for each focus token you spend, reroll 1 die, even if the skill being tested does not match the focus token. Other effects may allow you to reroll the dice or alter the results.

After passing or failing a test, follow the card's instructions for the matching result. If a matching result is not listed, the card has no further effect.

FOCUSING A SKILL

If you are instructed to **focus** a skill or a skill of your choice, place 1 focus token that corresponds to that skill on your investigator sheet. You can focus each skill no more than once (unless otherwise specified). Each focus token you have increases that skill value by 1.

If you are instructed to focus a skill but doing so causes you to exceed your focus limit, you must discard one of your focus tokens.

CLUE TOKENS

Each clue token on a neighborhood indicates that there is an event card in the top 3 cards of that deck that will give you a shot at gaining that clue.

During a test, **a clue can be discarded to reroll 1 die.**

ASSETS

There are 5 types of **assets**: **allies**, **conditions**, **items**, **spells**, and **talents**. When you gain one of these cards, draw 1 card from the corresponding deck.

Traits

If you are instructed to gain a card with a specific trait, reveal cards from the top of the deck until you reveal a card with the indicated trait, gain that card, and shuffle the other revealed cards back into the deck.

Items

When you gain an item, instead of drawing it from the item deck, you can instead choose an item from the **display** that has the specified traits (if any). After you take an item from the display, draw a new item to replace it. If there are ever fewer than 5 cards in the display, reveal and set aside cards from the item deck until the display has 5 cards.

If you buy items from the display, you must spend an amount of money equal to the item's value to take the item. Multiple purchases are simultaneous. **If you do not buy anything, you may discard up to 2 cards from the display.**

There is no limit to the number of items you can carry.

Spells

When casting a spell, you must first suffer **horror** equal to the number of horror icons on the spell card. **You may spend remnants instead of suffering horror on a one-for-one basis.** Finally, resolve the card's effects.

Multiple effects that halve the price of an item or spell are not cumulative.

Conditions

There are 3 **conditions**: **blessed** and **cursed** (on opposite sides of the same card), and **dark pact.** You cannot gain a condition if you already have a condition with the same name. You cannot choose to gain a condition as part of a cost if you already have a condition with the same name.

When you gain a condition, take one of the copies of that condition at random. You cannot look at the back of your conditions unless text specifically instructs you to do so.

You cannot gain a **condition** if you already have a condition with the same name.

Assigning damage and horror

An asset with a **HEALTH** greater than 0 can be assigned **damage**; and one with a **SANITY** greater than 0 can be assigned **horror**. If an asset has suffered damage equal to its **HEALTH** or horror equal to its **SANITY**, it is discarded. An asset cannot be voluntarily assigned damage or horror in excess of its **HEALTH** or **SANITY**, respectively.

Discarding

When you discard an ally card, item card, or spell card, place that card on the bottom of its respective deck. When you discard a condition, special card, or starting card, return it to its deck.

THE CODEX & ARCHIVE CARDS

The **codex** is a game area that includes the scenario sheet and any other cards that you are instructed to add to the codex. Archive cards added to the codex should first be read and any instructions on them resolved.

Text on an archive card preceded by a clue icon directs investigators toward their immediate objective. Text preceded by a doom icon states the circumstances that will lead toward investigators losing the game.

Monsters on archive cards are **epic monsters** and all rules and effects that apply to monsters apply to them. When an epic monster is defeated or discarded, return that card to the archive.

A component action on a card in the codex can be performed by any investigator.

ANOMALIES

If anomalies are used in the scenario, the following rules apply, as summarized on archive card 2 (*Anomalies*).

When a space has 3 doom or a neighborhood has a total of 5 doom, place an **anomaly token** in that neighborhood's central area (other tokens there are unaffected). Do not place multiple anomaly tokens in the same neighborhood.

If doom would be placed in any space of a neighborhood tile that has an anomaly, place it on the scenario sheet instead (regardless of the number of doom still in the neighborhood).

If you would resolve an encounter in any space of a neighborhood with an anomaly token, resolve an **anomaly encounter** instead. Draw the top card of the anomaly deck and resolve the section that corresponds to the amount of doom in your space.

When you have removed all doom from a neighborhood, remove its anomaly token.

DAMAGE AND HORROR

When you suffer or recover damage or horror, place or remove that many **damage** or **horror tokens** on your investigator sheet, respectively.

If you have **damage** equal to or exceeding your **HEALTH** or **horror** equal to or exceeding your **SANITY**, you are **defeated**.

When you suffer damage or horror, you may instead assign it to one of your cards with a **HEALTH** or **SANITY** value by placing the tokens on the card. You cannot assign damage or horror to a card that does not have the corresponding values. When an ally or other asset has damage equal to its **HEALTH** or horror greater than or equal to its **SANITY**, discard that card.

Direct damage and **direct horror** cannot be assigned to allies or items; you must suffer it yourself.

Delayed

When you are **delayed**, tip your investigator token on its side; you cannot perform actions. The next time you could perform an action, stand up your token. You are no longer delayed, but you can then only perform 1 action that turn.

Multiple instances of delayed are not cumulative. You cannot become delayed as part of a cost if you are already delayed.

Defeated

When you are **defeated**, remove your investigator token from the board and discard all of your cards and tokens. **You must place 1 doom on the scenario sheet.**

If you are defeated during the monster attack step, disengage from all monsters and exhaust them.

Devoured

When you are **devoured**, you are defeated regardless of how much damage or horror you have suffered.

Retired

An investigator that **retires** is permanently removed from the game. After your investigator retires, you select a new investigator who joins the game at the beginning of the next action phase.

Returning to the game

If your investigator is defeated, devoured, or retired, return your defeated investigator sheet and token to the box and choose a new investigator that has not been played yet during this game. Take your new investigator sheet, investigator token, and unique starting possessions, and place your investigator token on the starting space indicated on the scenario sheet to join the game at the beginning of the next action phase.

OTHER RULES

When you must resolve a sequence of effects in **player order**, the leader resolves first, followed by the other investigators going clockwise around the table.

If an effect would take or discard a card from the **event deck** when there are no cards in the deck, **cancel the entire effect and instead place 1 doom on the scenario sheet;** then shuffle the event deck to create a new event deck.

If an effect instructs you to place a component in a **neighborhood** without indicating a specific space, place it in the central area.

Doom cannot be placed in a street space. If doom would be placed in a street space for any reason, place it in an adjacent neighborhood space instead.

A space is **adjacent** to each other space with which it shares a solid white line border. A component or space is not adjacent to itself, a component is not adjacent to the space it is on or to other components on the same space.

KEYWORDS

Elite
This monster's **HEALTH** is increased by X for each investigator that started the game.

Elusive
A *ready* monster with this keyword does not engage an investigator in its space unless another effect causes it to do so.

Feed
After this monster deals damage to an investigator or ally, it recovers an amount of **HEALTH** equal to the amount of damage dealt. Damage that is prevented is not dealt and does not cause the monster to recover **HEALTH**.

Massive
This monster engages every investigator in its space. It engages all investigators that move into its space, even if it is already engaged.

To indicate that this monster is engaged with one or more investigators, place it in its space ready side down (the same way you would normally indicate that a monster is exhausted).

During the monster attack step, this monster deals damage and horror to each investigator it is engaged with.

A monster with massive cannot be exhausted. After you evade this monster and perform the additional action, if you have not left the space, the monster engages you again.

Watcher
This monster does not restrict which actions you can perform while you are engaged with it.

If you move while engaged with this monster, it moves with you and remains engaged with you.

If you are also engaged with any monsters that do not have *watcher*, the usual restrictions apply to you for those monsters those monsters.

A monster with *watcher* does not prevent you from having an encounter during the encounter phase while you are engaged with it.

WINNING AND LOSING

Progress the cards in the codex in positive ways until one of those cards states that you win the game.

There are multiple ways to lose the game if cards in the codex progress negatively. The players also lose the game if every investigator available to the players is defeated, devoured, or retired.

ERRATA

Archive, Card 5: The clue text box should read, *When there are three or more clues on the scenario sheet, if there are no markers on the board, add card 4 to the codex.*

Scenario Sheet, Tyrants of Ruin: The starting space should be the *Gilman House.*

EXPANSIONS

DEAD OF NIGHT

Shuffle **encounters**, **headlines**, **allies**, **items**, and **spells** are into their respective decks, and sort **archive**, **special**, **starting**, **condition**, and **monster** cards into their respective decks.

Separate the new **anomaly** and **event decks** for use as instructed in each scenario. Do not mix the event cards into the encounter decks.

The new **investigators** can be freely mixed with those from the base game. New **scenarios** use some monsters and codex cards from the base game, as well as this expansion.

Place the **monster deck** into the deck holder, *ready* side up. As normal, draw from the bottom of the deck, and discard to the top.

RULES CLARIFICATIONS

When a monster gains the **elite X** ability from more than one game effect, the effect is cumulative.

Some effects can **remove map tiles** from the game. When a neighborhood tile is removed from the game, also remove all matching encounter cards, including those in the event deck. Search the event discard and the event deck for all cards matching that neighborhood and remove those cards from the game. Shuffle the event deck, but do not shuffle the event discard into the deck or change the order of the event discard.

When instructed to **remove a mythos token from the game**, select a token of the appropriate type from those still in the cup, if able. Otherwise, select a token of the appropriate type from those that have been drawn from the cup, but not yet returned to it. When adding a token, add it directly to the mythos cup.

UNDER DARK WAVES

Shuffle **encounters**, **headlines**, **allies**, **items**, and **spells** are into their respective decks, and sort **archive**, **special**, **starting**, **condition**, and **monster** cards into their respective decks.

Separate **anomaly**, **terror**, and **event decks** for use as instructed in each scenario. Do not mix the event cards into the encounter decks.

SECRETS OF THE ORDER

Shuffle **encounters**, **headlines**, **allies**, **items**, and **spells** are into their respective decks, and sort **archive**, **special**, **starting**, **condition**, and **monster** cards into their respective decks. Separate **anomaly**, **terror**, and **event decks** for use as instructed in each scenario. Do not mix the event cards into the encounter decks.

MAP TILES

THRESHOLD TILES

When a threshold tile enters play, orient its hazardous borders randomly, and shuffle the **threshold encounter deck** and put it near the other encounter decks.

The **hidden path tile** is a corner tile that connects to the corners of the hexagonal neighborhood tiles. The borders on the tile indicate that the hidden path space is adjacent to the locations it abuts, and investigators and monsters may move across that border.

Derelict portals are mystical doorways that connect 2 hexagonal map tiles.

Wild gateways are dangerous and unstable tears in reality. This encounter type appears on the threshold encounter cards, but wild gateway map tiles appear only in other expansions.

Treat threshold spaces as street spaces for all effects. During the encounter phase, if an investigator is in a threshold space and they are not engaged with a monster, draw a threshold encounter card and resolve the effect that matches the type of threshold space (as indicated by the icon in that space).

Other worlds

The Underworld features the **other world** nameplate to distinguish it from other types of neighborhood tiles.

Hazardous borders

Borders that require a cost to move across are called **hazardous borders**, and after an investigator moves across one, they must immediately stop moving unless they pay the additional cost as follows:

Damage: After you cross a damage border, you must stop moving unless you suffer 1 damage.

Horror: After you cross a horror border, you must stop moving unless you suffer 1 horror.

Focus: After you cross a focus border, you must stop moving unless you discard 1 focus token.

Monsters move as normal, ignoring the additional costs for crossing hazardous borders.

MYSTERY TILES

A mystery is adjacent to any other space with which it shares a border. Investigators and monsters can move into mystery spaces as normal

During the encounter phase, if an investigator is in a mystery space and they are not engaged with a monster, they draw and resolve an encounter card from that mystery's encounter deck.

A mystery tile is part of the neighborhood to which it is connected. If an effect places doom in a mystery space, that doom is counted with the rest of the connected neighborhood for the purpose of resolving any effects that count the total number of doom tokens in that neighborhood.

If an effect references clues, monsters, investigators, or other components in a neighborhood with a mystery, that effect references components at that mystery as well (with the exception of gate bursts).

When you resolve a **gate burst** in an expanded neighborhood, including when the gate burst resolves in the mystery space itself, place 1 doom in each of 3 different spaces in that neighborhood (instead of 1 doom in each space in that neighborhood).

When a **clue** spawns at a mystery, place that clue in the mystery space and shuffle the event card into the top 2 cards of the mystery encounter deck. Clues at a mystery location can be gained via an encounter in that space, not via encounters in other spaces in that neighborhood. When you are at a mystery location, if an effect indicates that you gain a clue from your neighborhood, gain that clue from the mystery space you occupy instead.

Each mystery encounter card contains 3 sections of effect text for the same location. First resolve the top effect, which offers a choice regarding how to proceed; each option is presented in bold type. Then, refer to the other 2 effects and resolve the effect under the header that matches that choice. Do not read the secondary effects before the investigator encountering the mystery makes their choice.

MONSTERS

MONSTER MOVEMENT

Monsters ignore the additional cost to cross hazardous borders, and instead move as normal.

ATTACK MODIFIERS

Some new monsters display skills other than ⚔ as part of their attack modifier. When an investigator performs an attack action against a monster, they test the skill indicated by the attack modifier. Items and other effects that provide bonuses to ⚔ do not provide that bonus if the investigator is attacking with a different skill.

Assets and abilities that grant a bonus to ⚔ may have other effects as well, which can be used as normal while performing an attack action against a monster with an alternate attack modifier.

MONSTER KEYWORDS

Retaliate

After you perform an attack action while engaged with this monster, if you dealt no damage to that monster as part of that action, it attacks you. This occurs even if you successfully dealt damage to a different monster as part of that action.

Shrouded

When this monster is *ready*, it cannot be exhausted and investigators cannot look at the engaged/exhausted side of that monster card.

While a shrouded monster is ready, it does not have any of the attributes that appear only on the engaged/exhausted side of the monster card, including **HEALTH**; **ATTACK** and **EVADE** modifiers; damage, horror; or any ability text, trait, or keyword that does not also appear on the card's ready side.

A shrouded monster can be dealt damage while ready, but as it does not have a **HEALTH**, it cannot be defeated by that damage until it is engaged or exhausted. A *ready* shrouded monster can be defeated or discarded normally by effects that do so without dealing damage.

When a shrouded monster engages an investigator, it is immediately defeated if it has already suffered damage equal to or exceeding its **HEALTH**. While engaged or exhausted, a shrouded monster can be defeated by damage as normal.

When a shrouded monster would be discarded, shuffle it into the monster deck instead.

When a shrouded monster is placed during setup, randomly choose 1 monster with the indicated name on the *ready* side and place it on the board without looking at the engaged side.

OTHER RULES

ADDING AND REMOVING DICE

Some effects require investigators to change the number of dice in a test's dice pool after that pool has been rolled. To add dice to a test, roll the appropriate number of dice and add them to the pool, determining successes as normal. To remove any dice from a test, select the specified number of dice from the pool and set them aside. Those dice no longer part of the test; they cannot be rerolled, and are not included in the test result.

ARCHIVE CARDS

Effects in some scenarios place archive cards into an investigator's play area instead of adding them to the codex. Archive cards in an investigator's play area affect only that investigator.

After an effect discards an archive card from an encounter deck without returning it to the archive, place that card on top of that encounter deck from which it was discarded. If an effect discards multiple cards from an encounter deck, resolve the entire effect before placing the archive card on top of the deck.

DOUBLE-SIDED CARDS

Some double-sided cards become a different card type when an effect causes them to flip. Such cards indicate the original card type in parentheses on the reverse side.

When such a card enters play, it enters play as the card type that matches the deck it came from, with the appropriate side up, and changes type when an effect causes the card to flip. When such cards are discarded, they are returned to the appropriate deck for the original card type.

EVENT DECK

If an effect causes an investigator to take or discard a card from the event deck when there are no cards in the deck, cancel that entire effect and place 1 doom on the scenario sheet instead. Then shuffle the event discard to create a new event deck.

ADDING A TILE TO THE MAP

Effects in the codex may instruct the investigators to add tiles to the map. Archive cards with such effects include a map that shows which tiles to add to the board, and where to place monsters, doom, or other components.

When the investigators are instructed to add a tile to the map, shuffle the encounter deck for that neighborhood and prepare it as described during setup.

NEW CONDITIONS

The new **driven** and **fatigued** conditions are printed on opposite sides of the same card. Because these 2 conditions have different names, investigators may have both conditions at the same time. Investigators are free to look at both sides of these condition cards at any time.

MODIFYING THE MYTHOS CUP

When the investigators are instructed to remove a mythos token from the game, select a token of the appropriate type from those still in the cup, if able. Otherwise, select a token of the appropriate type from those that have been drawn from the cup, but not yet returned to it.

When instructed to add a token to the mythos cup, add that token directly to the mythos cup.

ARKHAM HORROR

GAME ROUND

ACTION PHASE

Each investigator takes 1 turn to perform **up to 2 actions**. You can perform each action no more than once per round. Then flip your activation token to its inactive (dark) side.

ATTACK: Choose 1 monster in your space and **engage** it by placing it near your investigator sheet, *exhausted* side up. Test STRENGTH 🖐 modified by the monster's ATTACK modifier.

For each success, deal 1 damage. If the monster has damage greater than or equal to its **HEALTH**, place it on top of the monster deck; if it has a 🌀 icon, gain 1 remnant.

EVADE: To disengage from a monster you are engaged with, make an OBSERVATION 👁 test modified by the monster's EVADE modifier.

For each success, you disengage and exhaust 1 monster of your choice. If you roll enough successes to evade all of the monsters you were engaged with, you may perform 1 additional action.

FOCUS: Choose 1 skill and gain a focus token that matches that skill. That skill value is increased by 1.

GATHER RESOURCES: Gain 1 dollar.

MOVE: Move your investigator token up to 2 spaces. For each dollar you spend, you may move 1 additional space (max 2).

If you move into a space with a *ready* monster, that monster engages you and your move ends. Place the monster card *exhausted* (light) side up near your investigator sheet.

RESEARCH: Test OBSERVATION 👁. For each success, you may place one of your clues on the scenario sheet.

TRADE: You and all other investigators in your space may exchange any number of allies, items, spells, money, clues, and/or remnants with one another.

WARD: Test LORE 🖐. For each success, you may remove 1 doom from your space. If you remove 2 or more doom with a single ward action, you also gain 1 **remnant**.

COMPONENT ACTIONS: You can perform each individual component action no more than once per round.

MONSTER PHASE

1. MONSTER ACTIVATION

Each *ready* monster activates according to its activation text:

Hunter: Move toward and engage specific investigators.
Patrol: Move toward locations instead of investigators.
Lurker: No movement, but some other negative effect.

A moving monster moves up to its **SPEED** towards its destination or **prey**. When a monster enters an investigator's space, it stops moving and engages that investigator.

2. MONSTER ATTACK

Starting with monsters engaged with the leader and proceeding clockwise, each monster engaged with an investigator deals **damage** and **horror** to that investigator.

3. MONSTER READY

Each exhausted monster readies; flip the card *ready* side up. It engages an investigator if there are any in its space.

ENCOUNTER

Investigators take turns resolving encounters. **Draw and resolve an encounter card unless you are engaged with a monster.**

In a **neighborhood** space, draw from the matching neighborhood encounter deck and resolve the encounter matching the name of the space you are in.

In a **street** space, draw from the street deck and resolve the encounter matching the type of street you are in: **residential** 🏠, **bridge** 🌉, or **scenic** 🌳.

After resolving an encounter on an event card, if you gained a clue from your neighborhood, discard that card faceup to the event card discard pile. **If you did not gain a clue, add it back to the neighborhood** by shuffling it together with the top 2 cards of that deck and placing all 3 cards on top of that deck.

MYTHOS

Starting with the leader and proceeding clockwise, **each investigator draws and resolves 2 tokens from the mythos cup**.

Blank:
Nothing happens.

Gate burst ✴: Resolve a **gate burst** by taking the top card of the event deck and placing 1 doom token in each space of that neighborhood. Then shuffle that card and the entire event discard pile together, and place them on the bottom of the event deck.

Read headline 📰: Resolve the top card of the headline deck. It affects only you unless specified otherwise. Then discard that card to a faceup discard pile. If you must draw a headline card and the deck is empty, place 1 doom on the scenario sheet instead.

Reckoning ➤: In an order chosen by the players, resolve all effects preceded by the reckoning ➤ icon on all components in play.

Spawn clue 🔍: Spawn 1 clue by taking the top card of the event deck and placing 1 clue token in the center of that neighborhood. Then shuffle that card together with the top 2 cards of the corresponding neighborhood deck and place all 3 cards on top of that deck.

Spawn monster 🦅: Spawn 1 monster by drawing the bottom card of the monster deck and placing it on the board as instructed by its spawn text, *ready* (dark) side up (unless otherwise specified). If the spawn text refers to a monster's **prey**, that is the investigator that it moves toward when activating.

Spread doom 🜨: Spread doom once by discarding the bottom card of the event deck faceup and placing 1 doom token in the location on that card marked with a doom 🜨 icon. If there is more than 1 icon, place 1 doom for each icon onto the indicated spaces.

SKILL TESTS

Roll dice equal to the relevant skill value, after modifiers. **Always roll a minimum of 1 die.**

You can use any number of cards with up to 2 **hand icons** total. **A clue can be discarded to reroll 1 die.**

Each 5 or 6 result is a success. The total number of successes you rolled is your **test result**. If you have at least 1 success, you pass the test. If you have 0 successes, you fail the test.

You may spend **focus tokens** while resolving a test: for each focus token you spend, reroll 1 die, even if the skill being tested does not match the focus token.