

Arkham Horror *"Let's Not Get Boned Again"* Investigator Phase Cheat Sheet

0.....New Turn

A New First Player

1.....Upkeep

A Refresh Exhausted Cards

B Use Heal Specials

C Adjust Skills

D Resolve other Upkeep phase specials

E Trade with Investigators in same location at any stage of Upkeep OR Movement

2.....Movement

A Delayed? Lose all Move to Stand Up, Ignore any other Movement Phase steps

B In Other World 1? Lose all Move, Move to Other World 2

C In Other World 2? Lose all Move, Move to Arkham Gate you used. **NO COMBAT.**

D Lost in Time/Space? Lose all Move, Move to any Location or Street in Arkham

E In Arkham? Receive Movement point = to Speed

F Spend movement points to use specific items

G Move to Street or Location up to remaining Movement points

H Monster(s) in location or path? Evade check to keep moving. Fail ends movement.
COMBAT ENSUES.

3.....Arkham Encounters

A In a street with special activity? Have described encounter

B In a Location w/o Gate? Choose between location's special ability or draw an encounter

C In a Location w/ Gate? Evade or Combat monsters at Gate Location. Go to Other World

D Location Encounter spawns gate? Go to Other World, Delayed.

E Back in Arkham through Explored Gate? Close or Seal

1 Success? Banish all Monsters with same Move Symbol as Gate Symbol

4.....Other World Encounters

A In an Other World Location? Have an Encounter

5.....Mythos Phase

A Draw Mythos Card (Ignore Rumors during game setup Mythos phase)

B Open Gate & Spawn Monster, Remove Clue Tokens

1 If Sealed > no Gate or Monster

2 If Gate exists > Monster surge = Players or Open Gates, whichever is higher

C If New Gate Opened, Advance Doom Track

D Investigator present when New Gate opens? Go to Other World, Delayed.

E Place Clue Token as indicated, unless open gate exists

F Move Monsters with Symbols matching Mythos Card.

COMBAT DOES NOT HAPPEN NOW.

1 Yellow Border are Stationary.

2 Flyers (Blue Border) move to adjacent Investigators in street, or to Sky, or from Sky to Investigator in street with lowest Sneak.

3 Red Border have move two squares.

4 Green Border use special ability

5 Purple move normally, unless Investigator adjacent. Moves to Investigator.

G Activate Mythos ability. Only 1 Environment and 1 Rumor may be in play at one time.

Maximums

Monsters in Arkham + Sky **# of players + 3**

Maximum Allowed Monsters in Outskirts

# Players	Monsters Allowed
1	7
2	6
3	5
4	4
5	3
6	2
7	1
8	0

Maximum Number of Open Gates

# Players	The Ancient One Awakens at:
1-2	8 Open Gates
3-4	7 Open Gates
5-6	6 Open Gates
7-8	5 Open Gates