

Arkham Horror Reference Sheet

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Name of Location	Section of Arkham	Players	Arkham Monster Limit	Max. Monsters in Outskirts	# Gates for Ancient One	Game Phases
Administration	Miskatonic U.	1	4	7	8	<i>I – Upkeep: Players Perform upkeep actions required of them.</i>
Arkham Asylum	Downtown	2	5	6	8	<i>II – Movement:</i>
Bank of Arkham	Downtown	3	6	5	7	<ul style="list-style-type: none"> Investigators in Arkham may move up to their Speed value in spaces.
Black Cave	Rivertown	4	7	4	7	<ul style="list-style-type: none"> Investigators in Other Worlds move to next area or return to Arkham if in 2nd area.
Curiositie Shoppe	Northside	5	8	3	6	<i>III – Arkham Encounters:</i>
General Store	Rivertown	6	9	2	6	<ul style="list-style-type: none"> Players in locations without gates draw encounter cards.
Graveyard	Rivertown	7	10	1	5	<i>IV – Other World Encounters</i>
Hibb's Roadhouse	Easttown	8	11	0	5	<ul style="list-style-type: none"> Players in Other Worlds draw from gate deck until a matching colour card is drawn.
Historical Society	Southside	Terror #	Events (+ Discard 1 Ally)			<i>V – Mythos Phase:</i>
Independence Square	Downtown	3	Close General Store			<ul style="list-style-type: none"> Open a gate & spawn a monster at location on Mythos card. Add counter to doom track.
Library	Miskatonic U.	6	Close Curiositie Shoppe			<ul style="list-style-type: none"> If location already has an open gate one monster comes out of every gate.
Ma's Boarding House	Southside	9	Close Ye Olde Magick Shoppe			<ul style="list-style-type: none"> If location has elder sign no gate is opened.
Newspaper	Northside	10	No monster limit, doom token			<ul style="list-style-type: none"> Investigators where gate opens move to Other World and are delayed.
Police Station	Easttown	Monster Special Movement (Borders)				<ul style="list-style-type: none"> Place clue token in location on Mythos card.
River Docks	Merchant District	<i>Stationary: Monster never moves.</i>				<ul style="list-style-type: none"> Move monsters.
Science Building	Miskatonic U.	<i>Fast: Monster moves two "arrows."</i>				<ul style="list-style-type: none"> Activate Mythos ability.
Silver Twilight Lodge	French Hill	<i>Unique: Special rules on combat side of token.</i>				Closing Gates
South Church	Southside	<i>Flying: Move to nearest player in street or "Sky."</i>				<ul style="list-style-type: none"> Investigators returning from Other Worlds may attempt to close gates.
St. Mary's Hospital	Uptown	Monster Special Abilities				<ul style="list-style-type: none"> Place an "Explored" counter under investigators when they return from Other Worlds.
The Unnamable	Merchant District	<i>Ambush: Investigator may not flee.</i>				<ul style="list-style-type: none"> Closing gates requires a successful Lore or Fight check modified by the # on the gate.
The Witch House	French Hill	<i>Endless: If defeated, return to cup.</i>				<ul style="list-style-type: none"> Investigators may keep trying to close a gate as long as they have an "Explored" marker.
Train Station	Northside	<i>Physical Resistance: Halve physical bonus.</i>				<ul style="list-style-type: none"> Remove "Explored" marker if gate closed or investigator leaves before closing gate.
Unvisited Isle	Merchant District	<i>Magical Resistance: Halve magical bonus.</i>				<ul style="list-style-type: none"> All monsters on board with matching dimension symbol are returned to the cup.
Velma's Diner	Easttown	<i>Physical Immunity: Nullify physical bonus.</i>				Sealing Gates
Woods	Uptown	<i>Magical Immunity: Nullify magical bonus.</i>				<ul style="list-style-type: none"> An investigator may spend five clue tokens to seal a gate that was just closed.
Ye Olde Magick Shoppe	Uptown	<i>Nightmarish X: Does X sanity dmg. On passed horror check.</i>				<ul style="list-style-type: none"> Remove a doom track token from the Doom Track. Turn it upside down to make it an Elder Sign token and place it at the location where the gate was just closed.
Victory Conditions	Special Skill Checks	<i>Overwhelming X: Does X stamina damage when defeated.</i>				<ul style="list-style-type: none"> Gates may not open at locations with Elder Signs.
<i>Close Gates:</i>	<i>Evade: Sneak</i>	Sanity & Stamina				Investigator Statuses
Close last gate with # of	<i>Combat: Fight</i>	<i>If Stamina is reduced to zero: Unconscious</i>				<i>Delayed: Place inv. on side. Next movement phase, stand investigator up instead of moving.</i>
Unspent Gate Trophies	<i>Horror: Will</i>	<ul style="list-style-type: none"> Move inv. to St. Mary's Hospital. 				<i>Arrested: Place in Jail Cell. Lose ½ money. Skip next turn & place in main area of Police Station.</i>
>= # of players	<i>Spell: Lore</i>	<ul style="list-style-type: none"> Restore one sanity token. 				<i>Lost in Time & Space:</i>
<i>Sealed Gates:</i>		<i>If Sanity is reduced to zero: Insane</i>				<ul style="list-style-type: none"> Move to Lost in Time & Space area on game board.
6 or more Elder Signs.		<ul style="list-style-type: none"> Move investigator to Arkham Asylum. 				<ul style="list-style-type: none"> Inv. is now delayed; next turn inv. may only be stood up during Movement phase.
<i>Defeat Ancient One</i>		<ul style="list-style-type: none"> Restore one sanity token. 				<ul style="list-style-type: none"> On next turn place investigator at any location in Arkham.