

Mythos Phase (1.0)

- 1.1 Round beings. Mythos Phase Begins
- 1.2 Place 1 doom on the agenda.
- 1.3 Check doom threshold.
- 1.4 Each player draws 1 encounter card in player order.
- 1.5  **PLAYER WINDOW**
- 1.5 Mythos phase ends.

Investigator Phase (2.0)

- 2.1 Investigation phase begins.
- 2.2  **PLAYER WINDOW**
- 2.2 Next investigator's turn begins.
- 2.2  **PLAYER WINDOW**
- 2.2.1 Active investigator may take an action, if able.
If an action was taken, return to previous player window.
If no action was taken, proceed to 2.2.2.
- 2.2.2 Investigator's turn ends. If an investigator has not yet taken a turn this phase, return to 2.2.
If each investigator has taken a turn this phase, proceed to 2.3.
- 2.3 Investigator phase ends.

Clarifications

Doom is removed from **ALL** cards when the agenda advances (1.3).

If there are no **Spawn** instructions the enemies spawns engaged with the player who drew it. **Not their Prey**.

If there is no legal location to **Spawn** an enemy, it is discarded.

If there are more than one investigator at a **Spawn** location the Lead Investigator can decide. Unless one investigator is the **Prey**.

In **Player Order** starts with the Lead Investigator and continues clockwise.

Lead Investigator is chosen each scenario. If eliminated, choose a new one.

Encounter cards in an investigator's **Threat Area** can be interacted with by other players. **Weaknesses** are considered to be encounter cards once drawn.

Enemy Phase (3.0)

- 3.1 Enemy phase begins.
- 3.2 Hunter enemies move.
- 3.3  **PLAYER WINDOW**
Next investigator resolves engaged enemy attacks.
If an investigator has not yet resolved enemy attacks this phase, return to previous player window.
After final investigator resolves engaged enemy attacks, exhaust the enemy and proceed to next player window.

- 3.4  **PLAYER WINDOW**
Enemy phase ends.

Upkeep Phase (4.0)

- 4.1 Upkeep phase begins.
- 4.2  **PLAYER WINDOW**
Reset actions.
- 4.3 Ready each exhausted card.
- 4.4 Each player draws 1 card and gains 1 resource.
- 4.5 Each investigator checks hand size. (Standard Max 8)
- 4.6 Upkeep phase ends. Round ends.

Clarifications

During the **Enemy Phase**, upon completion of dealing the attack and all abilities triggered by the attack, **exhaust** the enemy. **It remains engaged**.

Prey is used to break ties. **Prey Only** doesn't engage or hunt any other player.

If **upkeep phase is skipped**, players still regain a full turn's worth of actions.

If an **investigator is defeated** by simultaneously taking damage equal to their health and horror equal to their sanity, they choose which trauma to suffer.

You cannot use Beat Cop's free action ability after you **assign lethal damage/horror** to him (there is no Player Window to use fast abilities in between assigning and applying damage. Enemy Phase 3.3) You can, however, use Guard Dog's reaction ability when he is assigned lethal damage/horror.

Skill Test Timing

ST.1	Determine skill of test. Skill test of that type begins.
	PLAYER WINDOW
ST.2	Commit cards from hand to skill test.
	PLAYER WINDOW
ST.3	Reveal chaos token.
ST.4	Resolve chaos symbol effect(s).
ST.5	Determine investigator's modified skill value.
ST.6	Determine success/failure of skill test.
ST.7	Apply skill test results.
ST.8	Skill test ends.

Clarifications

ST.2 Each other investigator at the same location as the investigator performing the skill test may commit one card this test.

Assets out of "uses" are not automatically discarded. Playing an asset that takes up a full slot requires discarding an asset in play in that slot

Attacks of Opportunity happens after paying any costs of the action but before the effects of the action begin to resolve.

If it is known that an investigator **automatically succeeds or fails** at a skill test before ST.3 occurs, ST.3 and ST.4 are skipped, continue to ST.5.

Canceled/Ignored Chaos Tokens are not considered to have been revealed.

Reveal another token - Keep any revealed tokens out. Return to ST.3 and reveal another token. Add the modifiers from both tokens and apply the effects from the new token.

A single card cannot be shuffled into an empty deck via card effect. If this would occur during the playing or revelation of a card that is typically discarded after it is resolved, such as an event or treachery card, it is discarded. Otherwise, the card remains in its current game area.

Zero is the lowest skill value you can have at ST.6. If you have a skill value of 5 and draw a -8, it only goes down to zero. If you were to play **Lucky** it would bring the overall -3 up to a -1 and it would still be zero.

Types of Actions (3 per turn)

Basic An action that you could resolve in full without playing a card or activating a card ability.

Provokes AoO?

Draw	Draw one card.
Resource	Gain one resource.
Move	Move to a connecting location.
Investigate	Investigate your location. (If successful, discover 1 clue at your location.)
Fight	Fight an enemy at your location. (If successful, deal 1 damage to the enemy.)
Engage	Engage an enemy at your location.
Evade	Evade an enemy engaged with you. (If successful, disengage and exhaust enemy.)

Card

An action that requires the playing a card or activating an ability on a card.

Provokes AoO?

Activate	Activate a ➔ on a card in play to perform a modified basic action.
Play	Play an asset or event card from your hand.
Resign	Eliminates you from the game without being defeated.
Parley	An action designated on a card.

Clarifications

Attacks of Opportunity (AoO) happens when you do an action other than **Fight, Evade, Parley, or Resign** while engaged with an enemy.

Reactions (⟳) or **Free Abilities (↷)** do not cost an action.

Aloof enemies must be engaged with an investigator to be attacked.

Evaded Aloof enemies must be engaged again to be attacked.

Failing an attack while an enemy is engaged with another investigator causes you to do damage to that investigator instead.

Massive enemies are engaged with every investigator at their location, attack in player order, and do not move when a player does.

Resigning with clues in your possession moves them to your location.

You can't put a copy of a **Unique Card** (★) into play if another copy is already in play, even if the new copy would kick out the old one.

Initiation Sequence

To start the **Initiation Sequence**, **Determine the cost(s)** to play the card or initiate the ability. If the cost (taking modifiers into account) can be paid, proceed with this sequence. **Check play restrictions:** Determine if the card can be played, or if the ability can be initiated. (This includes verifying the resolution of the effect has *the potential to change the game state*.) If it is not met, abort the process.

- IS.1 Apply any modifiers to the cost(s).
- IS.2 Pay the cost(s). If this step is reached and the cost(s) cannot be paid, abort this process without paying any costs
- Upon completion of step IS.2, attacks of opportunity, if applicable, resolve.
- IS.3 The card commences being played, or the effects of the ability attempt to initiate.
- IS.4 The effects of the ability (if not canceled in step 3) complete their initiation, and resolve. The card is regarded as played (and placed in play, or in its owner's discard pile if it's an event), and the ability is considered resolved simultaneously with the completion of this step. (If the ability being initiated is on an in-play card, the sequence does not stop from completing if that card leaves play during the sequence.)

A card in **Limbo**

is neither in play, in the discard pile, nor is it in an investigator's hand. These card enters limbo at the following time points.

Event	During IS.3.
Treachery	After drawing, while revelation ability is resolving.
Skill	As it is committed to a skill test.

It is **technically not in play**, and does not count as being in play for the purposes of other card effects, however its effects may still alter the game state.

After resolving the card's effects *in full*, it is placed in its relevant discard pile and is no longer in limbo. If its effects cause it to enter play (such as attaching to another game element or placing it in an investigator's threat or play area), it leaves limbo and enters play at that point in time.

Timing for When -> If/At -> Then/ After.

“When” is immediately after the described condition triggers and before it resolves.

“If/at” is an indeterminate point after the described condition triggers and before it resolves, best described as just between “when” and “after.”

“After” is immediately after the described condition resolves.

“Then” is the same as “after” but has priority over any “after” effect.

Changing the Game State and Losing Actions

If an investigator is instructed that they **“Must”** choose among multiple options, the investigator is compelled to choose an option that has the potential to **change the game state**.

If a **forced ability** does not have the potential to **change the game state**, the ability does not initiate.

A **Triggered Ability** (►/■/↶) can only be initiated if its effect has the potential to **change the game state**, and its cost (if any) has the potential to be paid in full, taking active cost modifiers into account.

If an ability requires the choosing of a **Target**, and there is no valid target (or not enough valid targets), the ability *cannot* be initiated.

If an effect causes an investigator to **lose one or more actions**, they have that many fewer standard actions to take that turn. If they only have additional actions remaining, those are then lost, in any order.

Additional Actions, if they can be used are always used first. *Ex. If you have Leo de Luca in play your first action is the additional action he gives you.*

