

Arkham Horror 2nd Edition: Core Set Limits

		# of Investigators							
		1	2	3	4	5	6	7	8
A	Monster spawn rate	1	1	1	1	2	2	2	2
B	Max monsters in play*	4	5	6	7	8	9	10	11
C	Max monsters in Outskirts	7	6	5	4	3	2	1	0
D	Max open gates	8	8	7	7	6	6	5	5
E	Absolute max monsters in play	8	10	12	14	16	18	20	22

Any spawned monsters** that would exceed **B** go to the Outskirts instead.

When the limit C is exceeded, a flush of the Outskirts occurs ([p. 18](#))

When the limit D is reached, the Ancient One awakens immediately ([pp. 20-22](#)).

When the limit E is reached, the Ancient One awakens immediately ([pp. 20-22](#)).

Monster spawn rate is the number of monsters that spawn with a new Gate that opens because of a Mythos card.

Monsters that spawn because of Encounter cards always spawn singly (unless the card itself says otherwise).

* monsters in Arkham + monsters in Sky

** does not include "a monster appears" (but includes "a monster and a gate appear") on Encounter cards (see [p. 22](#)).