

Arkham Horror 2nd Edition Core Set, Revised Printing plus Dunwich Horror Expansion

Setup (p. 5, pp. 3-4)

References in **red** are to the official core set rule book.

References in **green** are to the official expansion rule book.

Note on the session reference sheet:

- Number of characters
- Monster spawn rate (1 or 2): **p. 10**
- Max # of monsters in play = # characters + 3 (**p. 18**)
- Max # of monsters in Outskirts (**p. 18**)
- Max # of open Gates (**p. 20**)
- Absolute max # of monsters in play (**p. 20**)

- Prep board(s), decks.
 - Small cards (Investigator Decks): Common Items, Unique Items, Skills, Spells, Ally, Special
 - If using the *Injury* and *Madness* cards from the expansion, shuffle these decks and place them with the other Investigator decks.
 - If using the other *Investigator* cards from the expansion, shuffle them into the appropriate *Investigator* decks. Then, for the Ally deck, return 5 random cards to the box (only 11 Ally cards may be used in any given game).
 - If using the entire expansion, place the expansion Special cards (Sheldon Gang Memberships, Rail Passes and Condition cards) with the core Special cards.
 - Large cards (Ancient One Decks): Location, Gate, Mythos
 - If using the *Ancient One* cards from the expansion, shuffle them into the appropriate *Ancient One* decks.
 - Further separate Location Deck into 9 Neighborhood Decks of 7 cards each. Each Neighborhood has a different color on the back of the card. If using the expansion, there will be three additional Neighborhood Decks that correspond to the neighborhoods on the Dunwich board, and there will be a total of 14 cards in each Neighborhood Deck.
- Zero out *Terror Track* on the Arkham board.
- Place one Clue token on each Location with a red diamond. **Do this for both boards.**
- Select *First Player*.
- If using the Investigators from the expansion, shuffle them into the stack of Investigator sheets.
- Players select characters.
- If using the Ancient Ones from the expansion, shuffle them into the stack of Ancient One sheets.
- Reveal the Ancient One. (Azathoth is easiest, for new groups. Yig makes for a shorter game. Cthulhu is the hardest.)

- Resolve any actions in the Ancient One's ability section that take place at the start of the game.
- Note any effects on the session reference sheet.
- If Shudde M'ell is the Ancient One, place the seven Rubble tokens on the Ancient One sheet.
- If Glaaki is the Ancient One, place the five Servant of Glaaki markers (they are Spawn Monsters) on the Ancient One sheet.
- If Abthoth is the Ancient One, place the three Child of Abthoth markers (they are Spawn Monsters) on the Ancient One sheet.
- Characters receive *Fixed Possessions*.
 - Cycle through characters, pulling Fixed Possessions for each from the appropriate Investigator Deck.
 - If a specific Ally is part of an Investigator's *Fixed Possessions*, that Ally must be one of the 11 Ally cards used for the game (see above).
 - Re-shuffle all Investigator Decks that had *Fixed Possessions* drawn from them.
- Characters receive *Random Possessions*. Cycle through characters.
- Finalize characters:
 - Sanity tokens per character sheet
 - Stamina tokens per character sheet
 - 3 Skill sliders to each character
 - Players set starting Skill levels using the stops (p. 6)
- Create monster cup.
 - If using the entire expansion, add the non-Spawn Dunwich monsters to the Monster cup. Spawn monsters are denoted by a red circle on the bottom left of the front of the marker.
 - If Ancient One is NOT Nyarlathotep, do not use the five Mask monsters (marked "Mask" on combat side of marker). If using the expansion, exclude the Mask monster from the expansion as well in this case.
- Create Gate cup.
- If using the entire expansion, add the expansion Gate markers to the Gate cup.
- Place character markers on board per *Home Area* on the character sheet.
- Draw and resolve a card from the Mythos Deck.
 - If the drawn card is a Rumor, return to the bottom of the deck and draw again. Repeat until a card is drawn that is not a rumor.
 - Resolve the card per pp. 9-14.