

Arkham Horror 2nd Edition Core Set, Revised Printing plus Lurker at the Threshold Expansion

Setup (pp. 5)

References in **red** are to the official core set 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)
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- Prep board, decks and tokens.
 - Small cards (*Investigator Decks*): Common Items, Unique Items, Skills, Spells, Allies, Special: Separate into decks, and shuffle all but the Special cards. Separate Special cards by type.
 - If using the *Investigator* cards from the expansion, shuffle them into the appropriate *Investigator* decks.
 - If using the *Relationship* cards from the expansion, shuffle them and place the *Relationship* deck with the other *Investigator* decks.
 - If using the *Herald* component from the expansion, separate the *Dark Pact* cards by *Pact* type and place them with the rest of the *Special* cards from the *Investigator* decks.
 - Large cards (*Ancient One Decks*): *Location*, *Gate*, *Mythos*: Separate *Gate* and *Mythos* cards into decks and shuffle.
 - Further separate *Location Deck* into 9 *Neighborhood Decks* of 7 cards each. Each *Neighborhood* has a different color on the back of the card. Separate and shuffle.
 - If using the *Ancient One* cards from the expansion, shuffle them into the appropriate *Ancient One* decks.
 - If using the *Herald* component from the expansion, shuffle the *Reckoning* deck and place it next to the other *Ancient One* decks.
 - Zero out *Terror Track*.
 - Place one Clue token on each Location with a red diamond.
 - Select *First Player*.
 - Players select characters.
 - 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 using the *Herald* component from the expansion, place the *Lurker at the Threshold* sheet next to the *Ancient One* sheet.

- Characters receive *Fixed Possessions*.
 - Cycle through characters, pulling *Fixed Possessions* for each from the appropriate *Investigator Deck*.
 - Re-shuffle all *Investigator Decks* that have had *Fixed Possessions* taken 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)
 - **If using the *Relationship* cards from the expansion, each character receives a *Relationship* card unless there are only two characters, in which case only the *First Player's* character gets a card.**
- Create monster cup.
 - If *Ancient One* is NOT Nyarlathotep, do not use the five Mask monsters (marked "Mask" on combat side of marker).
- Create Gate cup.
 - **If using the Gate markers from the expansion, remove The Underworld, Unknown Kadath, The Underworld/Unknown Kadath split, Another Time, Lost Carcosa and Another Time/Lost Carcosa split. Use the remaining markers. Do not use the Gate markers from the core game.**
- 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**.
 - **Note: If using the *Herald* component, the Gate that opens at this point does not cause a *Reckoning* card to be drawn.**

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