

Arkham LCG: Set Up, Test, Advance

A spoiler-light table rhythm for the first scenario, from legal deck check through upkeep and the campaign log.

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Build the table in rules order

- 1. **Choose investigators and legal decks**
Use the deckbuilding rules printed on each investigator card; include signature cards and required weaknesses.
- 2. **Build the scenario**
Follow the campaign guide setup exactly, including only the encounter sets named by their icons.
- 3. **Set the agenda and act**
Read the opening text, place clues and enemies, create the chaos bag, then draw opening hands and mulligan.
- 4. **Begin investigator phase**
Each investigator takes three actions. Resolve attacks of opportunity before an action that provokes one.

Round anatomy

PHASE	DO THIS	COMMON MISS
Mythos	Add doom, check threshold, draw encounter cards	Advancing before adding doom
Investigation	Three actions per investigator, in any player order	Treating a fast card as an action
Enemy	Hunters move; engaged ready enemies attack	Forgetting exhausted enemies do neither
Upkeep	Ready, draw one card, gain one resource	Drawing before resolving all attacks

Before you end the session

- ☐ **Read the resolution you actually reached** — Do not choose a preferred ending.
- ☐ **Record trauma, experience, story assets, and campaign notes** — These are game state, not optional flavor.
- ☐ **Upgrade legally** — Pay the experience difference and obey investigator deckbuilding restrictions.
- ☐ **Pack encounter sets separately** — Keep scenario cards distinct from reusable encounter modules.

Sources. Current Fantasy Flight Games Learn to Play and Rules Reference; current product records; recurring beginner rules questions.
Accuracy. Every figure on this sheet was read from the sources above on August 12, 2026. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.
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