Something terribly wrong pervades the atmosphere of Arkham, Massachusetts. The buildings themselves seem to breathe and surge as forces from beyond the walls of reality beat against the once solid barriers. The mysterious happenings of Arkham and its neighboring towns can no longer be written off as the babble of lunatics. Each fresh death, each new disappearance, each monster only sharpens the reality that no one dares to face.

Now there is no question that not only New England but the entire world is in extreme peril. No longer will a small party of adventurers suffice to save the world from what awaits it. Arkham must rally as many heroes as possible to put their lives on the line to man the barricades against the screaming void.

To the Barricades is a variant for Arkham Horror for 9-20 experienced investigators.

To play To the Barricades you will need:
Two copies of the Arkham Horror base game and one copy of each Arkham Horror expansion.

To begin setup:
1. Set up the Arkham Horror base game board and add the Dunwich, Kingsport, and Innsmouth boards.
2. From the second copy of the Arkham Horror base game, you will need all of the skill sliders, sanity, stamina, clue, and money tokens and all of the investigator cards, including the special cards. Remove the “Elder Sign” item cards from the second unique item deck. You will also need all of the monster markers from both sets, however you must first remove all of the Mask monsters before placing the markers in your monster cup.
3. Shuffle together all of the base game and expansion common item, unique item, skill, spell and ally cards.
4. Build an ally deck of 11 cards. Include Duke if Ashcan Pete is in play. Remove the rest of the ally cards from the game.
5. Shuffle together all of the base game and expansion location decks, mythos cards, and gate cards.
6. Remove the Gate markers from the game.
7. Shuffle all of the Investigator sheets together. Players may choose or randomly receive their investigators.

You will also need the following additional components from each expansion:
The King in Yellow: The King in Yellow Herald sheet, Yellow Sign tokens, Riot Monster markers (place on Herald sheet), Blight cards, Magical Effect cards.
The Black Goat of the Woods: “One of a Thousand” Cult Membership cards, Green and Red Corruption cards, Cult Encounter cards.
The Lurker at the Threshold: New Gate markers. Use these Gate markers instead of the Gate markers from the Core game, Dunwich Horror and Kingsport Horror.

Dunwich Horror: Injury cards, Madness cards, Dunwich Horror cards, Dunwich Horror tokens, Dunwich Horror Monster marker (place by Dunwich board), Sheldon Gang Membership cards, Rail Pass cards, Condition cards.
Kingsport Horror: Hypnos Guardian sheet, Visions of Hypnos cards, Captain of the White Ship cards, Changed cards, Rift markers, Rift Progress markers, Aquatic markers.

Miskatonic Horror: Miskatonic University Institution sheet, Expedition markers, Miskatonic Student cards, Act cards (use these cards instead of the Act cards from The King in Yellow), Exhibit Encounter cards, Exhibit Item cards, Injury and Madness cards, Blight cards, Cult Encounter cards, Innsmouth Look cards, and Visions of Hypnos cards.

Set up the following:
Ancient One: Azathoth
Herald: The King in Yellow
Guardian: Hypnos
Institution: Miskatonic University

When you have all of the above components assembled, you are ready to play!

Variant Rules
The rules of play are the same as for any game of Arkham Horror, including the rules from its expansions, with the following exceptions:
- Players win when they seal 8 gates.
- The maximum number of monsters allowed in the Outskirts is 0.
- When a new gate opens, 2 monsters appear instead of 1.

For 9-16 players:
- Draw and resolve 2 Mythos cards per round. If more than one Environment card is drawn, the last Environment drawn remains in play.
- Azathoth awakens (and the players lose the game) when 7 gates are open.

For 17+ players:
- Draw and resolve 3 Mythos cards per round. If more than one Environment card is drawn, the last Environment drawn remains in play.
- Azathoth awakens (and the players lose the game) when 8 gates are open.

Tips
- It is helpful, if you are playing with a larger group, to have an experienced player who is not playing an investigator make sure the rules are enforced and keep the investigators on track.
- To speed play at conventions, etc., we highly recommend having the event runner select the investigators beforehand and let the players choose from the smaller assortment, rather than from the full selection of investigators.
- For more than 17 players, you may come up short on a few components, specifically skill sliders. If you can, you could use the skill sliders (and only the skill sliders) from a third core game, or substitute some other marker (like translucent glass beads) to indicate an investigator's skill levels. Also, it is rare, but possible to run out of special cards like Bank Loans or Rail Passes. Again, if you can use another copy of the game, feel free, but you can also keep track of such items on paper - it will not affect play balance if you exceed the component limits on these cards.
TO THE BARRICADES

An Arkham Horror Special Scenario