

ARCADE

REINFORCEMENTS – THE ARTILLERY

An expansion for **ARCADE** by Néstor Romeral Andrés

INTRODUCTION

Situation: We need to defend key areas of the Zone.

Solution: Deploy the artillery.

MATERIAL

You need the base game.

- 20 square Destroyed Floor cards
- 6 Artillery Units in 2 colours (unassembled)
- 6 Artillery targeting tokens in 2 colours
- 6 Artillery cards in 2 colours
- 6 black discs

SETUP

The Artillery is a new type of unmovable ground unit that has a massive firepower and a strong armour.

During the setup phase, agree on the number of units of each type that each player will control. Set up the board, units, and cards as usual, including the Artillery Units.

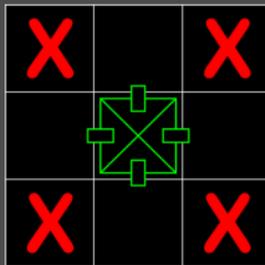
Artillery have 6 endurance points, so when setting up the cards, place a disc on the number '6' of every Artillery card. They also have a strong armour (indicated by the shield icon).

Play the game as usual, but adding the following Artillery rules.

ARTILLERY RULES

Artillery act like tanks, but with the following differences:

- As the artillery never moves, always subtract 2 dice when rolling.
- When hit, subtract 1 point from the damage received before applying it (due to the strong armour).
- Artillery has some 'blind spots'. It is incapable of firing to the four diagonally surrounding spaces. You can't aim there with your unit, but those spaces can be luckily hit by Collateral Damage. If this is the case, don't move the aiming token to that space (leave it where it previously was).



- Artillery has a massive firepower. Add 1 damage point when hitting a target.
- Once destroyed, the artillery unit will act as a wall for the rest of the game (it can be fully destroyed if the Wall Destruction rules are active).