

# ARCADE

## REINFORCEMENTS – THE INTERCEPTOR

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

### INTRODUCTION

Situation: Tanks are powerful and rugged, but slow, and they must manoeuvre around obstacles.

Solution: Deploy the interceptors.

### MATERIAL

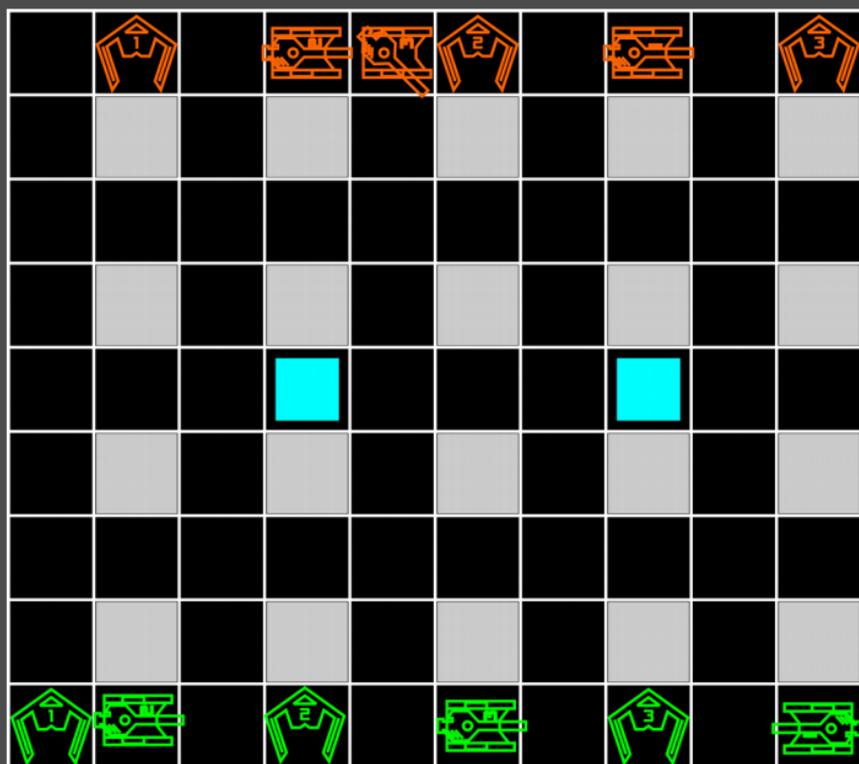
You need the base game.

- 2 square Energy Pool cards
- 20 square Destroyed Floor cards
- 3 green interceptors
- 3 orange interceptors
- 3 green interceptor targeting tokens
- 3 orange interceptor targeting tokens
- 3 green interceptor cards
- 3 orange interceptor cards
- 6 black discs

### SETUP

Interceptors are a new type of unit that can hover over tanks; they're faster but have less endurance and firepower. They are also sharp-edged, like a knife, designed to cut through tanks like butter.

During the setup phase, agree on the number of tanks and interceptors that each player will control. Set up the board and vehicles as usual.



Example of setup (uses tiles from the TERRAIN PACK)

Each player takes all the corresponding cards of her colour and one black disc per card.

Place your cards in a row in front of you. You can choose the order, mixing tanks and interceptors (for example: tank 1, tank 2, interceptor 1, tank 3, interceptor 2, interceptor 3). Place a disc on the number '6' of every tank card and on the number '3' of every interceptor.

Place another disc directly below the first card.

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

## INTERCEPTOR RULES

### Moving The Interceptor

Interceptors move the same way as tanks do, but they have 8 movement points instead of just 6. They can move over ground units, energy pools and destroyed floor, and can even remain above them. They can't move over gaps or leave the Zone. There can't be more than one interceptor on the same space, but there can be a tank on it. They can't move over walls. Walls are considered to be infinitely tall.



The Orange interceptor moves 2 steps forward (4 points) and one step diagonal (3 points) for a total of 7 movement points

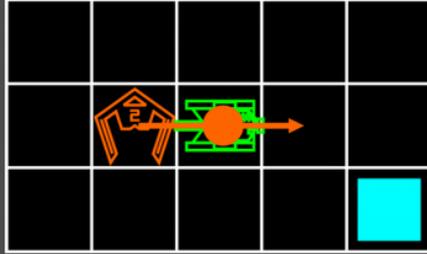
### Firing The Interceptor's Cannon

Interceptors fire in the same fashion as tanks, but they do a maximum of 3 points of damage (if they roll more damage, then the damage is 3).

### Slice

Interceptors can use a special attack on tanks or any other [future] ground unit. They can move over top of a ground vehicle, and then spend 4 movement points to slice through it like butter (they can move away afterwards if they have movement points remaining). Remember that the interceptor spends movement points when moving. The sliced ground unit receives 3 points of damage.

(Note: this is equivalent to the former 'smash' attack of the first interceptor design)



The Orange interceptor moves 1 step forward (2 points), smashes a Green tank (4 points) and moves another step forward (2 points) for a total of 8 movement points. The attacked tank receives 3 damage points.

## OTHER RULES

All the advanced rules can be applied in the same fashion as for tanks.

When shooting at an interceptor that is on top of a tank, apply shooting rules as usual. If the shot misses but hits the same space by collateral damage, then the tank is hit, instead.

An interceptor can be repaired beside an Energy Pool in the same fashion as a tank, but it can also repair by hovering directly on top of the Energy Pool.

Air units can collide with each other just like ground units can collide with each other.