

ARCADE

REINFORCEMENTS – THE ARACHNOID

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

INTRODUCTION

Situation: Units advance on us too quickly.

Solution: Deploy the arachnoids.

MATERIAL

You need the base game.

- 27 spiderweb cards
- 6 arachnoids in 2 colours (unassembled)
- 6 arachnid targeting tokens in 2 colours
- 6 arachnid cards in 2 colours
- 6 black discs

SETUP

The arachnid is a new type of ground unit that can shoot spiderwebs to immobilize enemy units. It can also sting other ground units adjacent to it.

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 arachnoids.

Arachnoids have 3 endurance points, so when setting up the cards, place a disc on the number '3' of every arachnid card.

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

ARACHNID RULES

Moving The Arachnid

Arachnoids move the same way tanks do, but they have only 4 movement points, instead of 6. No other unit can be on the same space as the arachnid (they're big), which means interceptors can't slice them. They can also walk over destroyed floor.

Firing The Spiderweb

Arachnoids fire in the same fashion as tanks, but instead of inflicting damage, they shoot a spiderweb that remains on the destination space (place a spiderweb card there) for the whole game (unless it is destroyed) and immobilizes any ground unit that moves onto it or that was in that space when it got hit by the spiderweb (even arachnoids). Immobilized units can still shoot, but have a penalty of 4 additional dice.

Air units are an exception and they only get immobilized if hit directly.

When a spiderweb (that might have a unit trapped inside) is hit it gets destroyed and removed from the board.

Sting

An Arachnid can sting an orthogonally adjacent unit automatically by using all 4 movement points. The stung unit receives 3 points of damage. Immobilized arachnoids can't sting.

OTHER RULES

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

When shooting at an air unit that is on top of a ground unit, apply shooting rules as usual. If the shot misses but hits the same space by collateral damage, then the ground unit is immobilized, instead. A spiderweb that misses can never immobilize an air unit.