STARCADIA QUEST
ARRRmada

🇬🇧

RULEBOOK

CMON

THE ARRRMADA GIVES NO QUARTER!

Captain Wet Willy has an eye for a prize: YOUR prize! At last, all the pirates are united under his black flag, and they really don't care much who they're looting today. The Starcadian battle against Thorne is exactly the distraction they needed to loot ALL THE THINGS and heed the pirate motto: What's mine is mine and what's yours is also mine. If it's not nailed down, then the pirates will take it! Heck, they'll even bust out the crowbars and take a few things that ARE nailed down! There's no quarter given or taken when the ARRRmada takes to the spaceways! Ye've been warned, matey!

Muahahahahaahahahahahahaha
HAHAHAHAHAHAHAHAHAHA
HAHAHAHAHAHAAAAA!!!

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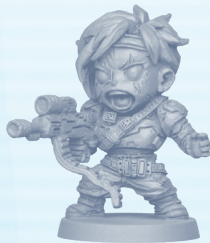
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4 BONEHEAD

1 CRABBY MEG

1 WET WILLY

1 MARSH MELLOW

2 JOLLY JOCK

2 DOG WATCH

ARRRMADA OVERVIEW

Wet Willy has a plan. Not of world domination or tacos, but for all the booty that is available for the taking! With the Starcadian Alliance preoccupied with dealing with the threat of Supreme Commander Thorne, the time is ripe to plunder anything and everything that comes in the way of the fleet! Players must juggle the threats they currently face, all while having to deal with the endless assaults from these pirates!

ARRRMADA UPGRADES

This campaign includes a variety of new, unique, and thematic Upgrades, allowing players to create original combos and strategies. When setting up the campaign, players put together the Upgrades included in this expansion with the Upgrades from the *Starcadia Quest* core box, adding them to their respective Decks. In addition, players can also choose to include Upgrades from other expansions.

CAMPAIGN AGAINST WET WILLY

Starcadia Quest: ARRRmada contains a total of 6 Scenarios. From those, players will forge through a series of 4 Scenarios. The first and the last Scenarios will always be the same, no matter the choices made. Once Scenario 1 is played and conquered, the winner will be able to choose between Scenarios 2A or 2B. Similarly, Scenario 2A and 2B will lead to Scenario 3A or 3B. All campaigns end with an epic faceoff against Wet Willy in Scenario 4!
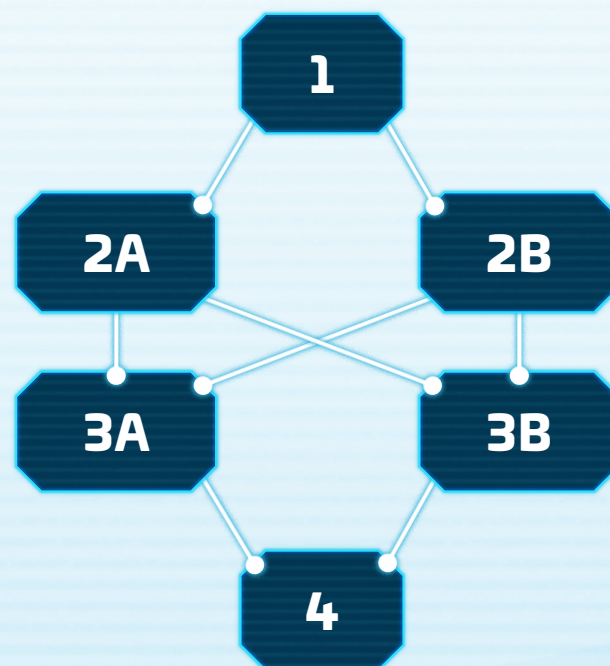
PIRATE SHIP DASHBOARD

When playing ARRRmada's campaign, you must use the Pirate Ship Dashboard. To do so, replace the Monster Dashboard with the Pirate Ship Dashboard. The Pirate Ship Dashboard functions basically the same as the standard Monster Dashboard, with an added layer of mischief: Pirate Assaults!

For the ARRRmada campaign, the Pirate Ship Dashboard is always filled with **all** ARRRmada Monsters, placed on their respective spaces, regardless of what the Quest's Monster Setup indicates.

Note: When using the Pirate Ship Dashboard, the and Designations both refer to Bonehead.

PLACE BONEHEAD HERE

PLACE JOLLY JOCK HERE

PLACE DOG WATCH HERE

PLACE CRABBY MEG HERE

TROOPER 1-3

TROOPER 2

OFFICER 1

OFFICER 2

PIRATE ASSAULT DECK

PIRATE ASSAULT DISCARD PILE

VILLAIN

PLACE WET WILLY HERE

MONSTER SPAWN

During the ARRRmada campaign, when an Event card causes the Activation of a Monster, players refer to the Pirate Ship Dashboard as they would to the Monster Dashboard in a normal game. HOWEVER, if they need to Spawn a Monster instead, then they refer solely to the Monsters indicated in the Scenario's Monster Setup card. If the Monster Setup does not have a specified Monster for the required Designation, do not spawn anything, even though there is a Monster in that Designation on the Pirate Ship Dashboard.

PIRATE ASSAULTS

Pirate Assaults are pesky randomized events that aim to give players a hard time! Shuffle the cards into a deck and place it **facedown** on its respective space of the Pirate Ship Dashboard. Whenever a player completes a Quest, if there are any ARRRmada Monsters on the game board (Bonehead, Jolly Jock, Dog Watch, Crabby Meg, or Wet Willy), they reveal the top Pirate Assault card, resolve its effect, then place the card faceup on the Discard space.

Besides this effect, Pirate Assaults allow the pirates to loot Upgrade tokens from the Scenario's Level Deck. The more Pirate Assaults take place, the more Upgrades are looted. At the beginning of the Upgrade Phase, before rewarding players with their hard-earned Upgrade tokens, for each Pirate Assault card revealed during the previously completed Scenario, randomly remove one Upgrade token from the Level Deck.
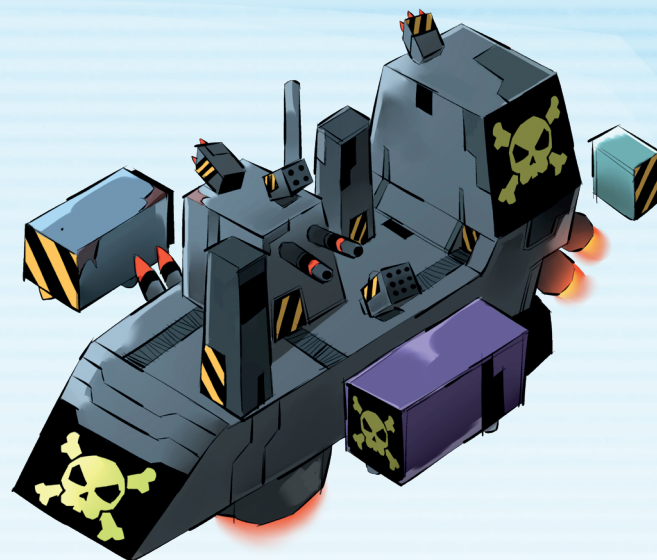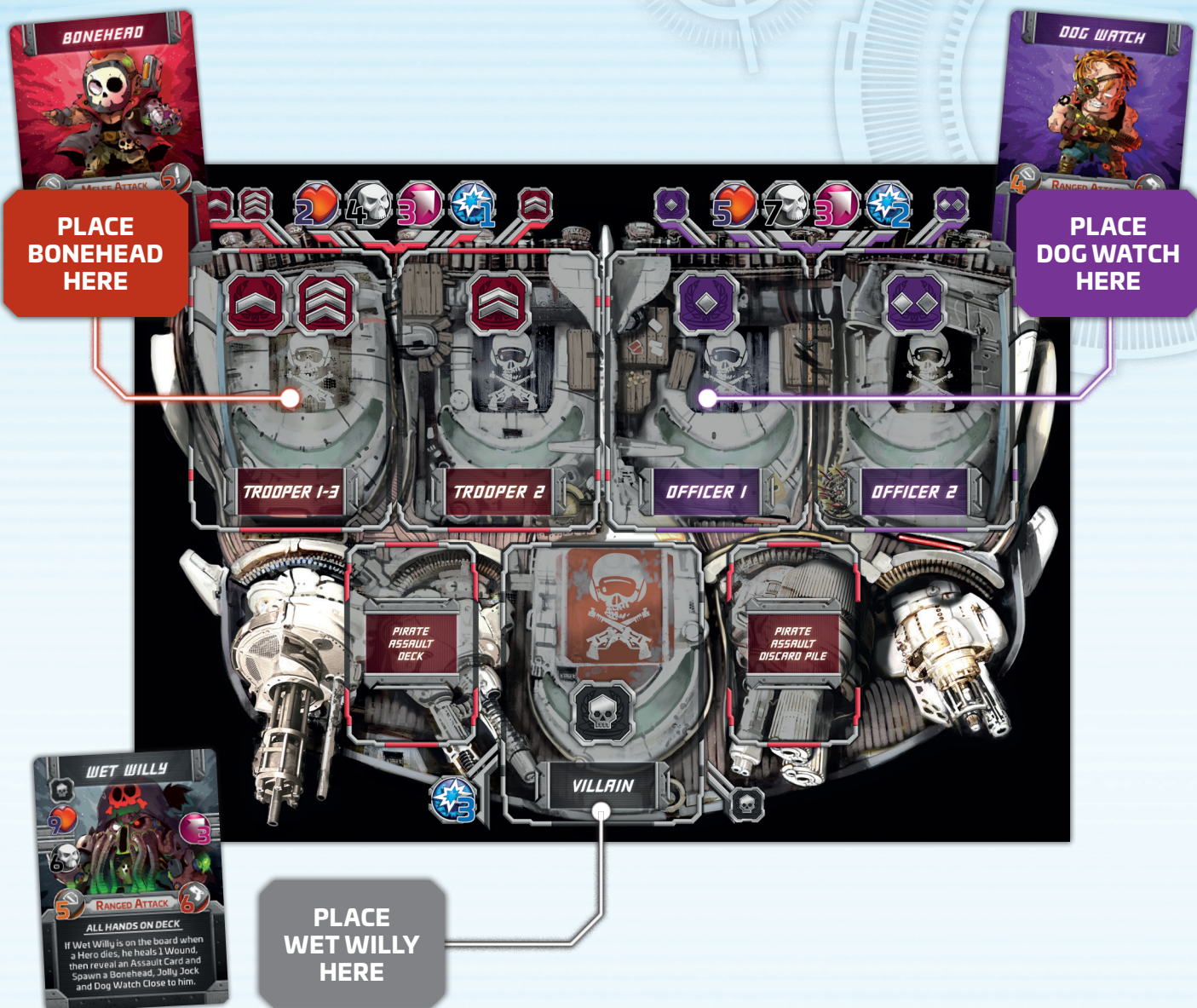
ADDITIONAL RULES

PIRATE SHIP IN OTHER CAMPAIGNS

To use the Pirate Ship Dashboard with other campaigns in the Starcadia Quest universe, players must include Bonehead, Dog Watch and Wet Willy and set them up according to the example below. They replace any Monsters on the Quest's Monster Setup that would be filling those Designations. In the event that a Villain that isn't Wet Willy is requested by the Monster Setup, that Villain is not replaced. Instead, place that Villain's card close to Wet Willy on the dashboard.

Note: When using the Pirate Ship Dashboard in other campaigns, Monster Spawns are handled normally, referring to the Monsters on the Pirate Ship Dashboard as if it were the Monster Dashboard.

PLACE
BONEHEAD
HERE

PLACE
DOG WATCH
HERE

BONEHEAD

DOG WATCH

TROOPER 1-3

TROOPER 2

OFFICER 1

OFFICER 2

PIRATE
ASSAULT
DECK

PIRATE
ASSAULT
DISCARD PILE

VILLAIN

WET WILLY

RANGED ATTACK

ALL HANDS ON DECK
If Wet Willy is on the board when
a Hero dies, he heals 1 Wound,
then reveal an Assault Card and
Spawn a Bonehead, Jolly Jock
and Dog Watch Close to him.

PLACE
WET WILLY
HERE

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