Arachnid

Quick Reference

Version 41

Be the Best Spider you can be.

By Roger Meloche

Turn

- The Start player draws a new event from the bag which is immediately executed.

- Players can perform Den Actions at <u>any time during their turn or during an Event</u>:

  I. Consume items to gain food.

  II. Collect and store food

  III. Hatch new Spiders

  IV. Refresh Spiders

  V. Deploy newly hatched spiders

- Each player then, <u>in turn</u>, performs all their Actions for <u>One Spider</u> or Passes *(ending their round)*:

  I. Add Food to an <u>empty</u> action track, executing the Action.

  II. Advance Food down a track executing the Action.

- Immediately resolve any Battles while performing Actions.

- Immediately upgrade a Spider when it has killed a Critter participated in a battle.

- The first player to pass gets the Event bag and will start the next round.

- The Round ends when the last player has passed.

End of Round Clean-up.

- Remove Food tokens from spaces marked with an "X"

Actions

Move
- To any space on the current web
- <u>One</u> space to an adjacent web of a different colour.
- *Claim any Food you move onto at the <u>end</u> of your movement.*

Bite
Inflict one Bite damage to an adjacent Critter. *(Not a Spider)*

Spin
Spin a web on an adjacent open space then move onto it. *(Take it from one of your stacks in the Den)*

Special Actions
Execute your Spider's the Special Ability. *(Some abilities are ongoing and do not require a food to execute)*

Over-Spin *(Alpha Action)*
Spin a new web over any adjacent web and move onto it. *(Max. Height 2-webs)*

Support *(Alpha Action, During a Battle)*
Add an Attack or Defense Die to another spider in Battle, up to 3 spaces away. <u>*(This action does not require Food)*</u>

Incubator (*Den action)*
- Automatically Hatch a new spider when all food spaces are filled, then discard the food.
- Add a new Spider Control Card of your choice.
- Place all Tokens and Dice on the appropriate Action Track spaces.
- Place the new Spider on the Card. *(It is ready to Deploy)*

Deploy *(Den action)*
Place a newly Hatched Spider anywhere on your web, adjacent to one of your spiders.

Recharge *(Den action)*
Refresh all the Battle Dice for <u>One</u> spider and Revive it if Stunned.

Battle

- Attacker commits one or more attack dice.

- Defender <u>may</u> commit one or more defense dice.

- Attacker / Defender gains one Bolster Die per Over-spun web they are sitting on.

- Attacker/Defender can receive additional dice from a near by Alpha Spider.

- Attacker / Defender can buy additional Bolster Dice for one Food each.

- Roll to resolve the battle:

    ▷ Tie - Attacker Retreats

    ▷ Victory +1 - Loser retreats to their own web, at least two spaces away and loses one Food.

    ▷ Overkill >1 - Loser retreats, loses one Food and is Stunned until it can be Recharged. *(The Spider is flipped over when Stunned and is out of play.)*
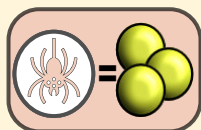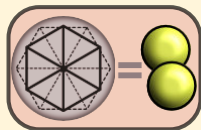
Fly Strikes
Gain One Food per exposed Fly symbol in the Den. *(Place it in your Food Stores or in the Incubator. Food must be taken.)*
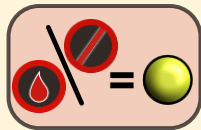
Consuming Items
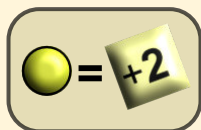Items can be consumed at any time and turned into Food when needed.

Consume any spider to gain 3 food. *(Remove the Spider and the associated control card.)*

Consume any web token for Two Food. *(Remove it from the game.)*

Consume an Upgrade token removed from a track for One food. *(Remove it from the game.)*

Bolster Dice
Any number of Bolster Dice can be purchased before a Battle for One Food each.

Turn Status
Use this token to track your turn state. Flip it over to "Pass" when you are finished performing all of actions.

Active Status
Perform Spider Actions

Pass Status
Your turn is finished for this round.

Special Abilities and Actions

Stealth
This Spider Cannot be seen or affected by an adjacent Critter.

Stealth Ability
This Spider is invisible to any adjacent Critter and not bitten. If the Critter was to bump into the Spider while moving, it will bite. This ability is always in effect and requires no food.

Balloon
Travel to any space along a straight line.

Balloon Action
Travel any distance in a straight orthogonal line. Land on any web space.
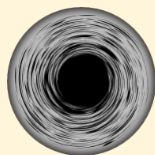
Funnel Web
Spin a funnel web to catch food each Fly Strike. (3x)

Funnel Web Action
Spin a Funnel web instead of a standard web. (Max. 3 Webs.) A fly will land on each funnel web during a fly hit event. Any spider moving onto the funnel web will claim the food. The Funnel Web is considered part of any adjacent web when moving.

Jump
Jump on to any web, up to 3 spaces away.

Jump Action
Jump from the current space to any web space up to 3 spaces away.

Unravel
Destroy an adjacent single web or an over-spun Web.

Unravel Action
Destroy an adjacent web. If it was an Overspun web, leave the web below it intact.

Pounce Action

Jump on top of and kill any Critter up to 3 spaces away. The critter will be killed, even if it requires more than one bite. *(The Golden Scarab is the only Critter which cannot be killed with this action.)*
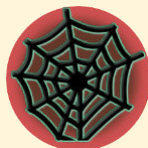

Snare Action

Trap a Critter or Spider in a net of web The Critter will escape the next time it activates but will not move. A spider is flipped over when trapped and must use a Refresh action to free itself.

Control Points

These special hexes provide special abilities to any player who is control of the hex. The player who has the greatest number of webs adjacent to the hex will control it. If players have the same amount of webs surrounding the hex, then nobody is in control.

Food Cache - The player in control of this hex during a fly strike will gain one extra food.

Mind Control - When the Critters activate, the player in control of this hex will determine the direction the Critters move or attack.

Silk Cache - The player in control of this hex will receive one additional spin action whenever they reach the end of a Spin Action Track.

Venom Cache - When winning a battle, the player in control will Stun the opponent, regardless of the die roll.

End Game

Once a player lays down the last of their last webs, the round is finished and the scores are calculated.

- Points for spiders on the web:
    - One spider = 3 Points
    - Two Spiders = 6 points
    - Three spiders = 10 Points
    - Four Spiders = 15 Points
    - Each additional spider = 5 points
- 2 points for each web laid on the board. *(Only the topmost web counts.)*
- 1 point for each upgrade marker removed from the player board track and not traded for food.
- If tied, the player with the largest web wins.
- If still tied, the player with the most food tokens wins.