

Turn

- Draw and execute a new event from the bag.
- All players simultaneously perform Den Actions:
 1. Collect and store food
 2. Hatch new Spiders
 3. Refresh Spiders
 4. Deploy newly hatched spiders
- Each player in turn performs all Spider actions:
 1. Add Food to an empty action track, executing the Action.
 2. Advance Food down a track executing the Action.
- Immediately resolve any battles while performing actions.
- Upgrade any spider directly involved in a battle or had killed a Critter
- Newly uncovered battle die spaces are immediately filled with dice.

End of Turn Clean-up

- Clear Food tokens from spaces marked with an "X"
- Pass the Event Bag to the next player.

Actions

Move

- To any space on the current web
- One space to an adjacent web of a different colour.
- To/From the Central spawn space or other obstacles.
- *Claim any Food you move onto at the end 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. *(Removing 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. (*This action does not require Food*)

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.

Recharge (*Den action*)

Refresh all Battle Dice for One spider and Revive it if Stunned.

Battle

- Attacker commits one or more attack dice.
- Defender may commit one or more defense dice.
- Attacker / Defender gain one Bolster Die per Over-spun web they are sitting on.
- Attacker/Defender can receive a reinforcement die from a near by Alpha
- 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. (*Flipped over*)

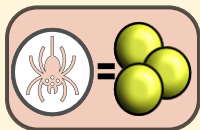


Fly Hits

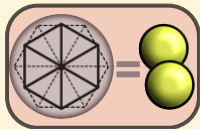
Gain One Food per exposed Fly symbol in the Den. *(Place it in Food Stores or Incubator in the Den)*

Consuming Items

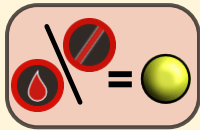
Items can be consumed at any time and turned into Food when needed.



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

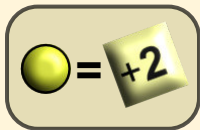


Consume any web token for Two Food. *(Remove it from the game.)*



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

Bolster Dice



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

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.

Share the Fun.



[Click here for the Arachnid Support Page](#)