

Arachnid

Quick Reference

Version 43



Be the Best Spider you can be.

By Roger Meloche

Turn

- Perform Den Actions any time during your turn or in response to an Event:
 - I. Consume items to gain food.
 - II. Collect and store food
 - III. Hatch new Spiders
 - IV. Refresh Spiders (*Only during your Turn*)
 - V. Deploy newly hatched spiders (*Only during your Turn*)
- You can perform any number of Spider Actions during your turn or perform none to Regroup.
 - I. Add Food to an empty Action Track to perform the Action.
 - II. Advance Food down a track to repeat the Action.
- **Immediately resolve an Event after the action if the Event Symbol is revealed.**
- Resolve any **Battles** after performing an action which triggered it. (*After resolving any Event*)
- Gain Glory after Battles or Critter Kills, adding the Glory Tokens to your Glory track.

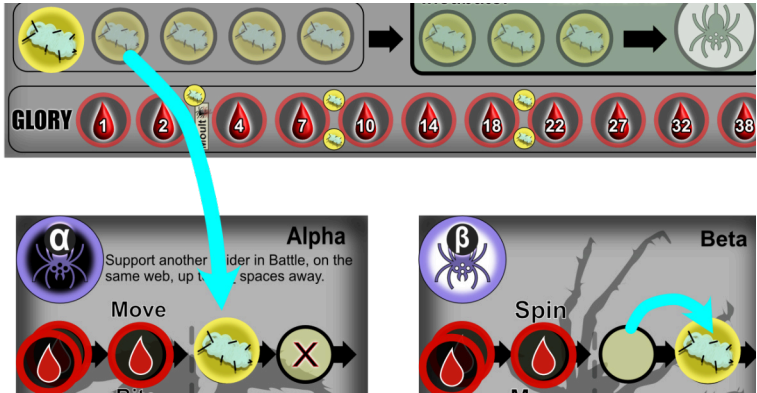
When finished performing actions, remove any food from the ends of the action tracks or any space marked with an "X". (*You may remove additional food tokens from any tracks.*)

Regroup

Instead of performing any Actions, you may Regroup.

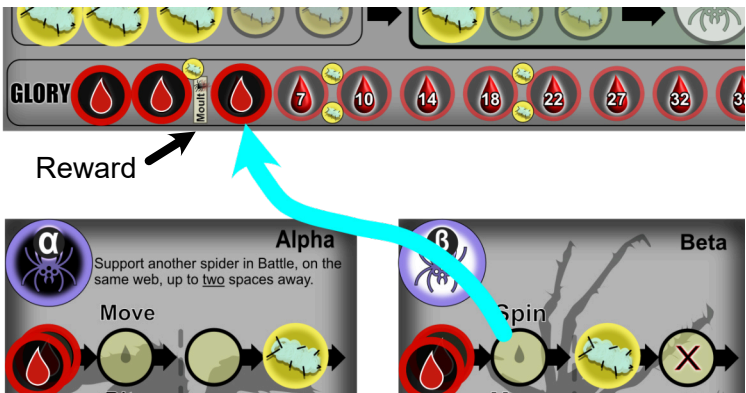
Working Your Spiders

Food is used to perform Spider Actions. Add a food to the beginning of an empty action track or onto a single action space to perform the action. You can shift the food down the track to repeat the actions.



Gaining Glory

When a Spider gains Glory, remove a Glory Token from the rightmost space on any one of the Action Tracks or from a die space. Place it on the leftmost open space of the Glory Track. Gain any rewards you have passed.



Actions

Move

To any space on the current web **or** move one space to an adjacent web of a different colour.

More than one of your own spiders can be on the same space but you cannot be on the same space as an opponent or move on to a Spawn Hex or Control Point.

Bite

Inflict one Bite damage to an adjacent Critter and gain Glory if you have killed it. *(You cannot Bite 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)*
Claim any food tokens you spin a web on top of.

Special Actions

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

Over-Spin *(Alpha Spider)*

Spin a new web adjacent to your spider, on top of Your own or an opponent's web. Move onto the new web.

Support (*Alpha Spider, During a Battle*)

Add Attack or Defense Dice to another spider in Battle, up to 2 spaces away. (This action does not require Food)

Unravel (*Weaver Spider*)

Destroy an adjacent web. (*The topmost web, if it is over-spun.*)

Fortify (*Soldier Spider*)

Spin a new web adjacent to your spider, on top of Your own web, then move on to it.

Deploy (*Den action*)

Place a newly Hatched Spider anywhere on your web, adjacent to one of your spiders.

Refresh (*Den action*)

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

Explore (*Automatic action*)

Flip over an adjacent Hex to reveal a Control Point or Instant Action Hex. (This action does not require Food)



Incubator (*Automatic Den action*)

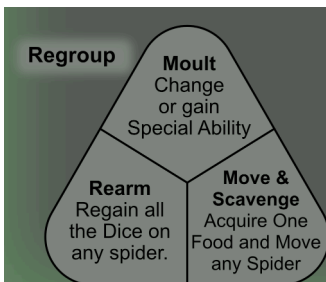
- Automatically Hatch a new spider when all food spaces in the Incubator are filled. (discard the food)
- Add a new Spider Control Card of your choice.
- Place Glory Tokens and Dice on the appropriate Action Track and Die spaces.
- Place the new Spider and the matching token on its control Card. (*It is ready to Deploy*)

Moult (*on Glory Track or Regroup*)

Gain a Special Ability from the Spider University or exchange yours with a new one. (*Beta Spider only*)

Regroup

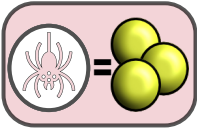
If you take no actions on your turn, You can perform one of the Regroup actions with any spider.



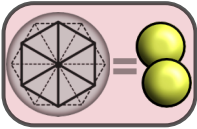
- **Mould** - gain or change a Special Ability
- **Rearm** - Regain all the Attack and Defense dice on one spider control card.
- **Move / Scavenge** - Perform a Move action then gain One food.

Consuming Items

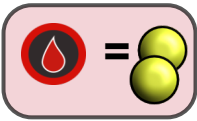
Items can be consumed at any time and turned into Food when needed.



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



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

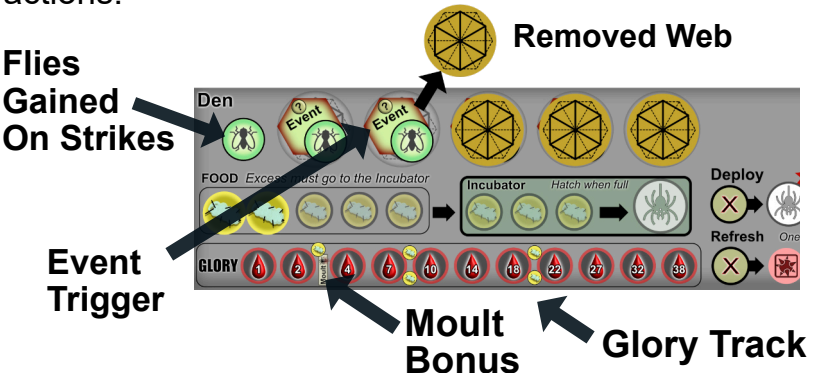


Consume a Glory token from the Glory Track for Two food. *(Remove it from the game.)*

Events

Whenever an event symbol is uncovered on the player board, an event is triggered and resolved immediately after the action.

You can then continue to Battle or perform additional actions.



Battles

Any time two spiders are adjacent to each other, a Battle will ensue. *(After any Events are resolved)* See the Battle Resolution described later. The attacker is the spider who moved into the battle.

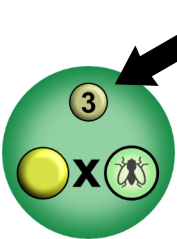
Events

An event token is drawn from the event bag and placed on the next open space on the Event Board. Food is added to the Main board and the Event is resolved.

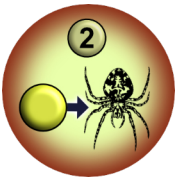
The bag is reset after drawing the Sixth Event.



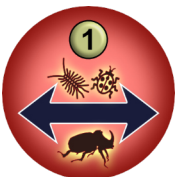
Place food on the innermost space matching this number whenever an Event is drawn.



Fly Strike - Flies hit the Webs. You receive one food for each Fly Strike symbol uncovered in your Den or on your Spider Control Cards.



Feed Colony - You must discard one food for each Spider. (*On or Off the Web*) You may have to consume items to gain enough food.



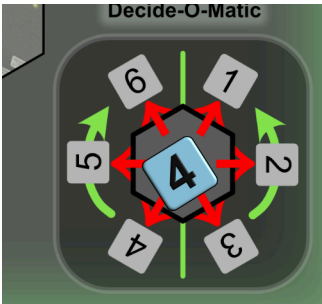
Critters - All Critters on the Main board will activate, then a new Critter will Spawn and Activate.

Critters



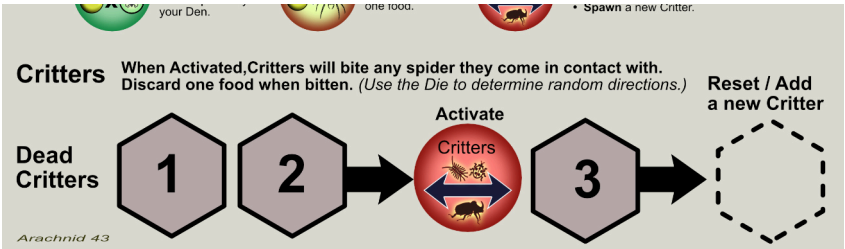
Spawn Hex

When an Activation Event Occurs, All the Critters on the Board will activate from the in clockwise order from the green arrow. The Innermost Critters will move first. A new Critter will then Spawn then Activate from the Centre Spawn Hex if it is not occupied.



The die is rolled once in the "Decide-O-Matic" to determine the direction of all the Critter's random movement directions during the current Activation.

When Activated or Moving, Critters will bite any spider they come in contact with. Discard one food when bitten.



Event / Critter Board

Critters are placed on this track when killed.

A second dead critter will trigger a new Critter Spawn.

When the third dead Critter is added, a new critter is added to the Critter Bag and the three dead critters are removed and put back into the bag.

Ladybird Bandit



Flies one of the 6 directions from the Centre Spawn Hex, landing on the first web it encounters and steals one food from that spider. It bites any adjacent Spider when it lands.

One Bite to Kill / One Food + 1 Glory

Mangia Worm



Crawls one space on the web in a random direction. The web it was on is Destroyed. (*It does not move past Spiders.*)

One Bite to Kill / One Food + One Glory

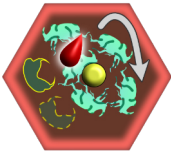
Tater-Bug



Crawls, one space on the web in a random direction. Gain three food when killing this tasty critter.

One Bite to Kill / Three Food

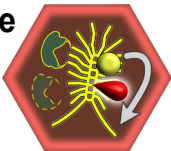
Heebie Jeebies



They Move one space on the web in a random direction. If they bump into a spider, every spider in that colony gets infected and loses one food.

*Two Bites to Kill (Flip when Bitten)
1 Food + 1 Glory / 1 Food + 1 Glory*

Centipede



Moves two spaces on the outer edges of the web in a random direction. It starts on the furthest edge of a random web.

*Two Bites to Kill (Flip when Bitten)
1 Food + 1 Glory / 1 Glory*

Golden Scarab



Moves two spaces on the web in a random direction. Any spider it encounters loses two food.

*Two Bites to Kill (Flip when Bitten)
1 Food + 1 Glory / 2 Glory*

Battle Resolution

Attacker



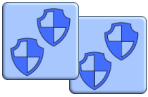
Defender



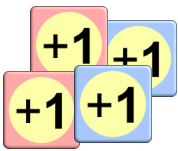
Attack Dice



Defense Dice



Bolster Dice



- Attacker / Defender both secretly commit which dice they will use in battle using the pair of special dice, then simultaneously reveal them.

- Attack and Defense dice from the spiders in battle or a supporting Alpha Spider can be used.

- Attacker / Defender gains one free Bolster Die per Over-spun web they are sitting on. (*Height Bonus*)

- Attacker / Defender may buy additional Bolster dice for one food each.

• Roll to resolve the battle:

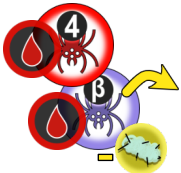
Tie



- ▷ Tie - Attacker Retreats to any safe space on their own web. (*at least two spaces away*). Defender gains Glory.

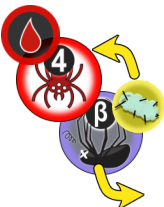
- ▷ Victory =1 - Loser retreats to a safe space on their own web and loses one Food. Both spiders gain Glory.

Win by One



- ▷ Overkill >1 - Loser retreats, Gives one food directly to the Attacker, and is Stunned until it can be Refreshed. Only the Attacker receives Glory. (*The Spider is flipped over when Stunned and is out of play.*)

Overkill

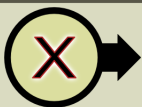


- ▷ The Dice used in this battle are discarded.

Special Abilities and Actions

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

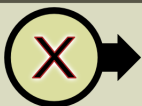
Spin a Funnel web instead of



a standard web. (*Max. 3 Webs.*) A fly will land on each open 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.

Summon

Spawn and Activate a single Critter.

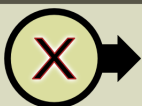


Summon Action

Spawn and new Critter on an Unoccupied Spawn Space.

Jump

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

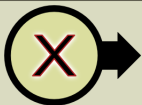


Jump Action

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

Pounce

Jump on and kill a critter up to TWO spaces away



Pounce Action

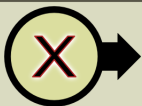
Jump on top of and kill any Critter up to 2 spaces away. The critter will be

killed, even if it requires more than one bite.

(The Golden Scarab cannot be killed with this action.)

Snare

Trap a Critter or Spider in web up to 3 spaces away.



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 - During each fly strike, you will gain one extra food.



Mind Control - Take control one Critter and determine the direction it moves when activated. Select a new Critter if it is killed.



Silk Cache - Receive one additional spin action whenever you reach the end of a Spin Action Track.



Venom Cache - When winning a battle, or killing a critter, inflict an additional damage. (*Two food penalty / Double Bite*)



Stealth - Critters cannot see you and do not bite when adjacent. They will bite if they bump into you.

Instant Effects

These are Instant effects. They are revealed when a spider is adjacent. Once revealed, they are immediately resolved, then discarded.



Spawn a Critter - A new Critter is spawned and activated on a spawn point of choice.



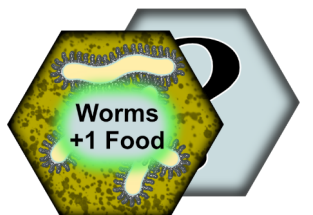
Armory - Gain two dice, attack or defense. Place them on to open spaces of any spider.



Poison - Lose one food.



Trap - You are stunned and must be revived with a refresh action.



Worms - Gain One food.

Safe Zone

If a player's web is 3 spaces or less, they cannot be attacked. Player adjacency is ignored.

Battle Bid Failure

When Battling, if a player bids more dice than they have available or can afford to buy, they immediately suffer an Over-Kill loss.

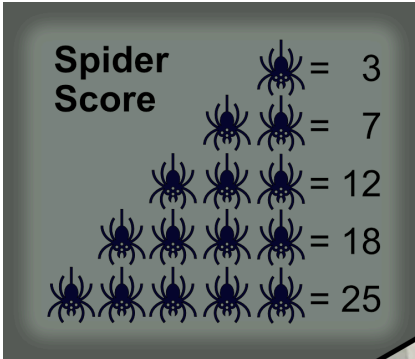
End Game

The End Game is triggered when a player lays down their last web:

- † This player receives bonus Glory
- † There are no more Events
- † Each other player gets one more turn

Final Score

- Points for spiders on the web:



Points for the number of web spaces owned by each player on the board. *(Only the topmost web counts, See the web point chart.)*

- Points from the Glory Track.
- Bonus points for triggering the End-Game

→ If tied, the player with the largest web wins.

→ If still tied, the player with the most food tokens wins.

Web Score

Web	Pts
3	05
4	07
5	09
6	12
7	14
8	17
9	20
10	22
11	25
12	28
13	31
14	35
15	38
16	42
17	45
18	49
19	53
20	57