

**Spider University**

|               |               |               |               |
|---------------|---------------|---------------|---------------|
| <b>Spider</b> | <b>Salmon</b> | <b>Spider</b> | <b>Salmon</b> |
| Jump          | Jump          | Jump          | Jump          |
| Spin          | Spin          | Spin          | Spin          |
| Attack        | Attack        | Attack        | Attack        |
| Defend        | Defend        | Defend        | Defend        |
| Survival      | Survival      | Survival      | Survival      |
| Fortify       | Fortify       | Fortify       | Fortify       |
| Move          | Move          | Move          | Move          |
| Spin          | Spin          | Spin          | Spin          |
| Attack        | Attack        | Attack        | Attack        |
| Defend        | Defend        | Defend        | Defend        |

**Events** Place a token and Expend the token when it is applied to you.

**Dead Chitons**

**Criteria:** Place one food token when the last spider token is placed with the same rank.

**1** **2** **3** **4** **5** **6**

# ARACHNID

**Web Score**

|       |    |
|-------|----|
| Score | 3  |
| WebPh | 7  |
| 0     | 1  |
| 1     | 0  |
| 2     | 1  |
| 3     | 0  |
| 4     | 0  |
| 5     | 0  |
| 6     | 1  |
| 7     | 1  |
| 8     | 1  |
| 9     | 2  |
| 10    | 2  |
| 11    | 2  |
| 12    | 3  |
| 13    | 3  |
| 14    | 3  |
| 15    | 4  |
| 16    | 4  |
| 17    | 5  |
| 18    | 5  |
| 19    | 5  |
| 20    | 6  |
| 21    | 6  |
| 22    | 6  |
| 23    | 7  |
| 24    | 7  |
| 25    | 7  |
| 26    | 8  |
| 27    | 8  |
| 28    | 8  |
| 29    | 9  |
| 30    | 9  |
| 31    | 9  |
| 32    | 10 |
| 33    | 10 |
| 34    | 10 |
| 35    | 11 |
| 36    | 11 |
| 37    | 11 |
| 38    | 12 |
| 39    | 12 |
| 40    | 12 |
| 41    | 13 |
| 42    | 13 |
| 43    | 13 |
| 44    | 14 |
| 45    | 14 |
| 46    | 14 |
| 47    | 15 |
| 48    | 15 |
| 49    | 15 |
| 50    | 16 |
| 51    | 16 |
| 52    | 16 |
| 53    | 17 |
| 54    | 17 |
| 55    | 17 |
| 56    | 18 |
| 57    | 18 |
| 58    | 18 |
| 59    | 19 |
| 60    | 19 |
| 61    | 19 |
| 62    | 20 |

**Turn**

- Spider Actions
- or Regroup

**Action Order**

- Spider Action
- Event
- Battle

**Decide-O-Matic**

**Consuming Items**

- Consumes any spider token for pair 3 food.
- Consumes any web token for Two Food.
- Consumes an Upgrade taken from the Glory track.

**Den**

**FOOD:** Excess must go to the Incubator

**GLORY:** Excess must go to the Incubator

**Alpha**

**Beta**

**Deploy**

**Refresh**

**Rearm**

**Move & Scavenge**

**Incubator**

**Alpha**

**Beta**

**Den**

**FOOD:** Excess must go to the Incubator

**GLORY:** Excess must go to the Incubator

**Alpha**

**Beta**

**Deploy**

**Refresh**

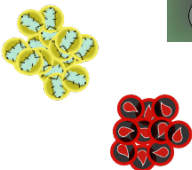
**Rearm**

**Move & Scavenge**

**Incubator**

**Alpha**

**Beta**



**Den**

**FOOD:** Excess must go to the Incubator

**GLORY:** Excess must go to the Incubator

**Alpha**

**Beta**

**Deploy**

**Refresh**

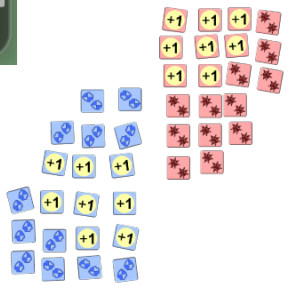
**Rearm**

**Move & Scavenge**

**Incubator**

**Alpha**

**Beta**





**Den** 3 Player

**FOOD** Excess must go to the Incubator

**Incubator** Hatch when full

**Deploy** → Adjacent to a spider on your web

**Refresh** → One Spider

**GLORY** 1 2 4 7 10 14 18 22 27 32 38

No Events or Hatching when End Game is reached.

**Alpha**

Support another spider in Battle, on the same web, up to two spaces away.

**Move**

**Bite**

**Over-Spin**

**Attack** **Defend** **Attack** **Defend**

**Beta**

**Spin**

**Move**

Acquire a Special Ability when Moulting

**Att./Def.** **Attack** **Defend**



**Events** Draw a token, Add Food and Execute the Event when a new symbol is revealed in any Den.

**2** Fly Strike. Gain one Food for each exposed fly in your Den.

**3** Feeding. Give each spider one food.

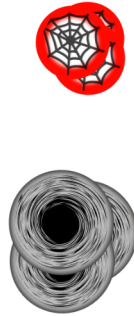
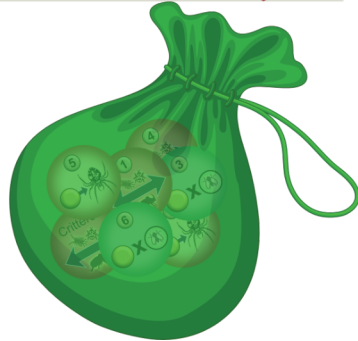
**1** Critter Activation  
 • Move all existing Critters  
 • Spawn a new Critter.

**Reset / Add a new Critter**

**Critters** When Activated, Critters will bite any spider they come in contact with. Discard one food when bitten. (Use the Die to determine random directions.)

**Dead Critters** 1 → 2 → Activate Critters → 3 → Reset / Add a new Critter

*Arachnid 43*



## Spider University

|  |  |  |
|--|--|--|
| <b>Funnel Web</b><br>Spin a funnel web to catch food each Fly Strike. (3x) | <b>Balloon</b><br>Travel to any space along a straight line. | <b>Snare</b><br>Trap a Critter or Spider in web up to 3 spaces away. |
| <b>Summon</b><br>Spawn and Activate a single Critter.                      | <b>Jump</b><br>Jump on to any web, up to 3 spaces away.      | <b>Pounce</b><br>Jump on and kill a critter up to 3 spaces away.     |

**Soldier**

Move: (Food) → (Food) → (Food) → (X) →  
 Bite: (Food) → (X) →  
 Fortify: (Food) → (X) →  
 Attack: [Attack Icon]    Defend: [Defend Icon]

**Weaver**

Spin: (Food) → (Food) → (X) →  
 Move: (Food) → (Food) → (Food) → (X) →  
 Unravel: (Food) → (X) →  
 Attack: [Attack Icon]    Defend: [Defend Icon]