Arachnid
Quick Reference

Version 43

Be the Best Spider you can be.

By Roger Meloche

Turn

- Perform Den Actions at <u>any time during your turn</u>:

    I. Consume items to gain food. *(Also during an Event)*

    II. Collect and store food. *(Also during an Event)*

    III. Hatch new Spiders *(Also during an Event)*

    IV. Refresh Spiders

    V. Deploy newly hatched spiders

- You can perform any number of Spider Actions during your turn or Regroup.

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

    II. Advance Food down a track repeating the Action.

- **Immediately resolve an Event if it is revealed after performing an action.**

- Resolve any Battles after performing an action. *(After resolving any Event)*

- Gain Glory after Battles or Critter Kills, taking them from the action tracks on your spider cards and adding them to your Glory track.

- When finished, 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 Spider Actions, you may Regroup.

Actions

Move

To <u>any</u> space on the current web **or** <u>one</u> space to an adjacent web of a different colour.

Bite

Inflict one Bite damage to an adjacent <u>Critter</u> 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)*

Special Actions

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

Over-Spin *(Alpha Spider)*

Spin a new web <u>under</u> your spider, on top of the current web. Your own or an opponent's.

Support *(Alpha Spider, During a Battle)*

Add Attack or Defense Dice to another spider in Battle, up to 3 spaces away. *<u>(This action does not require Food)</u>*

Unravel *(Weaver Spider)*

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

Fortify *(Soldier Action)*

Spin a directly web <u>under</u> the spider, over one of your own webs.

Retrieve *(Automatic action)*

When a spider moves on top of a food or item on the web. It is automatically retrieved and placed on the Den.

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)*

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 <u>One</u> spider and Revive it if Stunned.
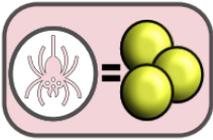
Regroup *(If no other Actions are taken)*
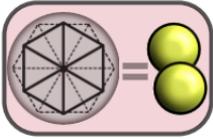
One of these actions may be performed by any spider.
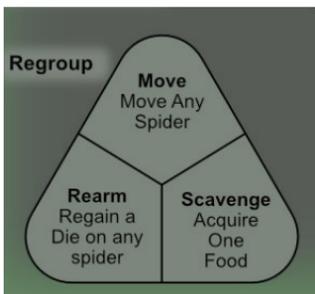
• **Move** - Basic move Action

• **Rearm** - Add an Attack or Defense Die to an open space on any Spider.

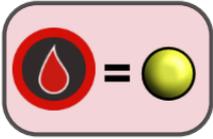• **Scavenge** - Gain one food and place it in your Den.

Consuming Items

Items can be consumed at <u>any time</u> 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 a Glory token from the Glory Track for One 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 perform additional actions.

Removed Web

Fly Strike

Event

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 last moved into the battle.
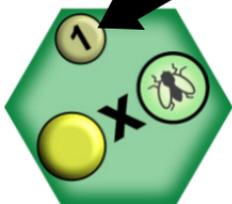
Events

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.

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

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

Fly Strike - Flies hit the Webs. Each player receives one food for each Fly Strike symbol uncovered in their Den.
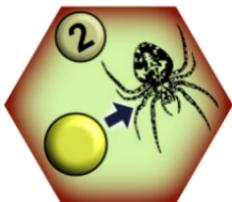
Feed Colony - Players must discard one food for each Spider The player may have to consume items to gain enough food.
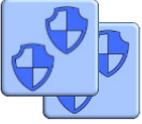
Critters - All Critters on the Main board will activate, then a new Critter will Spawn on the centre space if unoccupied.
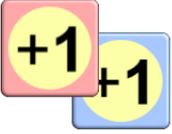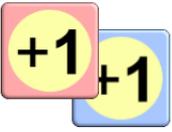
Battle Resolution

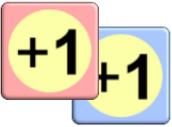- Attacker commits one or more attack dice.

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

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

- Attacker / Defender may receive additional dice from a near by Alpha Spider. *(Within 2 spaces)*

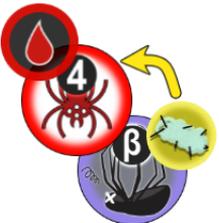- Attacker / Defender may buy additional Bolster Dice for one Food each.

- **Roll to resolve the battle**:

  ▷ Tie - Attacker Retreats to their own web, at least two spaces away. <u>Defender gains Glory.</u>

  ▷ Victory +1 - Loser retreats to their own web, at least two spaces away and loses one Food. <u>Both spiders gain Glory.</u>

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

- <u>The Dice used in battle are discarded.</u>

Special Abilities and Actions

Stealth

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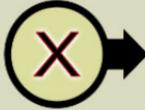This Spider Cannot be seen or affected by an adjacent Critter.

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

Balloon
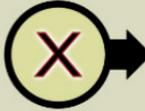Travel to any space along a straight line.

Balloon Action
Travel any distance in a straight orthogonal line. Land on any web space.
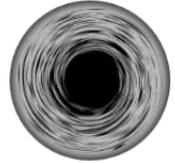
Funnel Web

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 <u>unoccupied</u> 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

Summon
Spawn and Activate a single Critter.

Summon Action
Spawn a new Critter if the Spawn hex is vacant. Activate it immediately.

Jump

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

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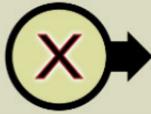
Pounce Action
Jump on top of and kill any Critter up to 3 spaces away. The critter will be killed, even if it requires more than one bite.
(The Golden Scarab cannot be killed with this action.)

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 a fly strike, you will gain one extra food.

Mind Control - When the Critters activate, you will determine the direction the Critters move.

Silk Cache - Receive one additional spin action whenever you reach the end of a Spin Action Track.
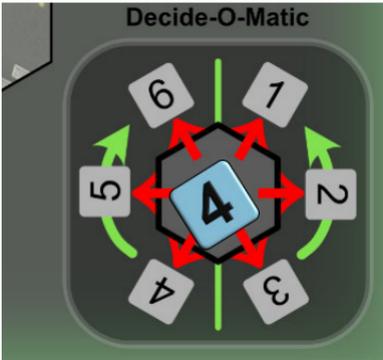
Venom Cache - When winning a battle, or killing a critter, inflict double damage. *(Two food penalty / Double Bite)*

Critters

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.

The die is rolled in the "Decide-O-Matic to determine the direction of any Critter's random movement direction.

A new Critter will then Spawn in the Centre space if it is unoccupied.

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

Ladybird Bandit

Flies down one of the 6 directions from the centre space, lands on the first web it encounters and steals one food from that spider.

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.)*

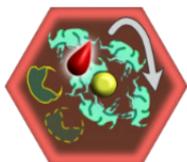*One Bite to Kill / One Food + One Glory*

Tater-Bug

Crawls, one space on the web in a random direction. Gain three food when killing this tasty critter.
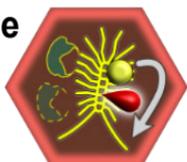
One Bite to Kill / Three Food

Heebie Jeebies

They Move one space on the web in a random direction. If they land directly on 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 <u>two</u> 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

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 <u>on the web</u>:

  - One spider = 3 Points

  - Two Spiders = 6 points

  - Three spiders = 10 Points

  - Four Spiders = 15 Points

  - Each additional spider = 5 points

- 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 Points	
0-5	00
6	01
7	02
8	03
9	05
10	07
11	09
12	11
13	14
14	17
15	20
16	23
17	27
18	31