



Trisky - Champion		Clutch No.	♥ ♦ ♠ ♣
Spider Name		Player Name	
Clutch Name		Clutch Colors	
Current Match Battle Honors		Spider Net Rating (upgrades – crits & damage)	
Clutch Cumulative Battle Honors		Clutch Net Rating	

Turn Record

1	2	3	4	5	6
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Phase Armor (PA) 3	Armor Class (APAC) 6	Damage Reduction (DR) 6	Hit Points (HP) 30	Movement Points (MP) 4
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Webs

Range	Short 1-3	Medium 4-6	Long 7-9
Target Number (TN)	5	7	9
1d12 base damage. Area effect Projectile weapon.			

- Targets must make a Melee save to avoid being webbed, and a Projectile save to avoid taking damage.
- Webbed Gladiators are at -2 TN to be hit and lose ½ of their movement points next time they are activated, to a minimum of 1 MP.
- The effects are removed as soon as the Gladiator moves, or when the Gladiator is hit by an energy weapon.
- Not cumulative. Gladiators entering a zone after it has been hit by Webs are not affected. Spiders are immune to the Web effect but not Web damage.

Critical Hits	D12	Abilities: Roll 1-6	D12	Mutations: Roll 7-12
Dead: Spider returns to 5 th dimension.	1	<input type="checkbox"/> Tough Spider. Ignore one level of injury.	1	<input type="checkbox"/> Razor Web. Damage +1.
Injured: must miss 2 matches.	2	<input type="checkbox"/> Runner. +2 Movement Points and to Spider's minimum MP.	2	<input type="checkbox"/> Multi-layered Web. Save versus the Web's effect is at ½ APAC/AC.
Injured: must miss 1 match.	3	<input type="checkbox"/> Scary Spider. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this Spider.	3	<input type="checkbox"/> Increased Range. Long range is extended to 12.
Brain Hemorrhage: lose one random ability.	4	<input type="checkbox"/> Jump. Spider may Jump as part of normal movement with no additional shooting penalty.	4	<input type="checkbox"/> Bite Damage Increase: +1d12
Body Damage: lose one random mutation.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	5	<input type="checkbox"/> Body Mutation: Regeneration. +1 to critical hit rolls.
<input type="checkbox"/> Phase Armor out of Synch. PA may not be used.	6	<input type="checkbox"/> Spit Accuracy. -1 TN bonus with ranged attacks.	6	<input type="checkbox"/> Body Mutation: PA 5, 7.
<input type="checkbox"/> Nerve Damage: +1 TN to all attacks	7	<input type="checkbox"/> Born Leader. Leader may roll full Command Points even when using combat actions.	7	<input type="checkbox"/> Body Mutation: APAC 8, 10.
<input type="checkbox"/> Leg Damage: -1 Movement	8	<input type="checkbox"/> Bull Rush. Can Spit while charging or Jumping into melee at a range of 1.	8	<input type="checkbox"/> Body Mutation: DR 8, 10.
<input type="checkbox"/> Cracked Shell: reduce APAC by 2	9	<input type="checkbox"/> Shrii. +1 TN to attack this Spider with aimed direct fire (Mecks +2 TN)	9	Body Mutation: Acidic Blood. When wounded by Projectile or Melee damage, TN 9 energy attack on all Gladiators in-zone.
<input type="checkbox"/> Drained amniotic Sac: reduce DR by 2	10	<input type="checkbox"/> The Feed. Spend 2 MP to force a freshly downed opponent (not Mecks) to make a crit roll. Spider heals 1d12 HP. Opponent takes a -1 to subsequent Crit roll.	10	Body Mutation: Triskat Sac. Launch a swarm of spiders at enemies once per match per check mark. See Mutations section.
Lucky Break – no effect!	11	<input type="checkbox"/> Psyker. (Mind Control) Control enemy by rolling 1d12 higher or equal to ½ hit points at range of 2. For Mecks, roll 1d12 less or equal to number of System Damage Rolls at range 4.	11	Body Mutation: Plasma Ball. May fire plasma ball at a range of 9-12. See Weapons section for details.
Lucky Break – no effect!	12	<input type="checkbox"/> Leadership Level Increase. +1d12 Command Points per turn.	12	Body Mutation: Player's choice (5-11)

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Vorpeed-Venter - Hero		Clutch No.	♥ ♦ ♠ ♣
Spider Name		Player Name	
Clutch Name		Clutch Colors	
Current Match Battle Honors		Spider Net Rating (upgrades – crits & damage)	

Turn Record

1	2	3	4	5	6
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Phase Armor (PA) 3	Armor Class (APAC) 4	Damage Reduction (DR) 4	Hit Points (HP) 20	Movement Points (MP) 5
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Acid Spit

Range	Short 1-2	Medium 3-4	Long 5-6
Target Number (TN)	4	6	8

1d12 base damage. Direct fire aimed energy weapon. Zone fire at +2TN penalty.



Critical Hits	D12	Abilities: Roll 1-6	D12	Mutations: Roll 7-12
Dead: Spider returns to 5 th dimension.	1	<input type="checkbox"/> Tough Spider. Ignore one level of injury.	1	<input type="checkbox"/> Concentrated Acid. Spit Damage +1D12.
Injured: must miss 2 matches.	2	<input type="checkbox"/> Runner. +2 Movement Points and to Spider's minimum MP.	2	<input type="checkbox"/> Enlarged Saliva Gland. Zone fire at no penalty.
Injured: must miss 1 match.	3	<input type="checkbox"/> Scary Spider. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this Spider.	3	<input type="checkbox"/> Increased Range. Long range is extended to 9.
Brain Hemorrhage: lose one random ability.	4	<input type="checkbox"/> Jump. Spider may Jump as part of normal movement with no additional shooting penalty.	4	<input type="checkbox"/> Bite Damage Increase. +1d12.
Body Damage: lose one random mutation.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	5	<input type="checkbox"/> Body Mutation: Regeneration. +1 to critical hit rolls.
<input type="checkbox"/> Phase Armor out of Synch. PA may not be used.	6	<input type="checkbox"/> Spit Accuracy. -1 TN bonus with ranged attacks.	6	<input type="checkbox"/> Body Mutation: PA 5, 7.
<input type="checkbox"/> Nerve Damage: +1 TN to all attacks	7	<input type="checkbox"/> Balance. Enemy Gladiators gain no bonus for charging or Jumping into melee with this Spider.	7	<input type="checkbox"/> Body Mutation: APAC 6, 8.
<input type="checkbox"/> Leg Damage: -1 Movement	8	<input type="checkbox"/> Bull Rush. Can Spit while charging or Jumping into melee at a range of 1.	8	<input type="checkbox"/> Body Mutation: DR 6, 8.
<input type="checkbox"/> Cracked Shell: reduce APAC by 2	9	<input type="checkbox"/> Shriell. +1 TN to attack this Spider with aimed direct fire (Mecks +2 TN)	9	Body Mutation: Acidic Blood. When wounded by Projectile or Melee damage, TN 9 energy attack on all Gladiators in-zone.
<input type="checkbox"/> Drained amniotic Sac: reduce DR by 2	10	<input type="checkbox"/> The Feed. Spend 2 MP to force a freshly downed opponent (not Mecks) to make a crit roll. Spider heals 1d12 HP. Opponent takes a -1 to subsequent Crit roll.	10	Body Mutation: Dimension Phase. Once per match, on its turn, Spider may teleport anywhere in the arena.
Lucky Break – no effect!	11	<input type="checkbox"/> Psyker. (Active Mind) If this Spider brings an opponent to zero HP (Crit 1 for Mecks), it may control the victim until it is damaged again.	11	Body Mutation: Plasma Ball. May fire plasma ball at a range of 9-12. See Weapons section for details.
Lucky Break – no effect!	12	<input type="checkbox"/> Skill Level Increase. Spider is now a Champion with 30 hp.	12	Body Mutation: Player's choice (5-11)

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Vorpeed-Shocker - Hero		Clutch No.	♥ ♦ ♠ ♣
Spider Name		Player Name	
Clutch Name		Clutch Colors	
Current Match Battle Honors		Spider Net Rating (upgrades – crits & damage)	

Turn Record

1	2	3	4	5	6
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Phase Armor (PA) 3	Armor Class (APAC) 4	Damage Reduction (DR) 4	Hit Points (HP) 20	Movement Points (MP) 5
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Electrical Arc

Range	Short 1-2	Medium 3-4	Long 5-6
Target Number (TN)	4	6	8
½d12 base damage. Direct fire aimed energy weapon. Zone fire at +2TN penalty.			

- When hit, targets must save versus Energy to avoid taking damage.
- If the initial save is failed, make a melee save. If failed, take an immediate Critical Hit. Apply the crit as if a post-game result had been rolled against an eliminated or damaged Gladiator. Note this effect still occurs even if the damage was not enough to overcome DT or DR.
- All special Crit effects are erased at the end of the match.

Critical Hits	D12	Abilities: Roll 1-6	D12	Mutations: Roll 7-12
Dead: Spider returns to 5 th dimension.	1	<input type="checkbox"/> Tough Spider. Ignore one level of injury.	1	<input type="checkbox"/> Frequency Increase. Electrical Arc damage 1d12, 2d12.
Injured: must miss 2 matches.	2	<input type="checkbox"/> Runner. +2 Movement Points and to Spider's minimum MP.	2	<input type="checkbox"/> Improved Natural Conductance. Crits become permanent – treat as standard crits.
Injured: must miss 1 match.	3	<input type="checkbox"/> Scary Spider. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this Spider.	3	<input type="checkbox"/> Increased Range. Long range is extended to 9.
Brain Hemorrhage: lose one random ability.	4	<input type="checkbox"/> Jump. Spider may Jump as part of normal movement with no additional shooting penalty.	4	<input type="checkbox"/> Bite Damage Increase. +1d12.
Body Damage: lose one random mutation.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	5	<input type="checkbox"/> Body Mutation: Regeneration. +1 to critical hit rolls.
Phase Armor out of Synch. PA may not be used.	6	<input type="checkbox"/> Spit Accuracy. -1 TN bonus with ranged attacks.	6	<input type="checkbox"/> Body Mutation: PA 5, 7.
<input type="checkbox"/> Nerve Damage: +1 TN to all attacks	7	<input type="checkbox"/> Balance. Enemy Gladiators gain no bonus for charging or Jumping into melee with this Spider.	7	<input type="checkbox"/> Body Mutation: APAC 6, 8.
<input type="checkbox"/> Leg Damage: -1 Movement	8	<input type="checkbox"/> Bull Rush. Can Spit while charging or Jumping into melee at a range of 1.	8	<input type="checkbox"/> Body Mutation: DR 6, 8.
<input type="checkbox"/> Cracked Shell: reduce APAC by 2	9	<input type="checkbox"/> ShriII. +1 TN to attack this Spider with aimed direct fire (Mecks +2 TN)	9	<input type="checkbox"/> Body Mutation: Chameleon. Roll 1d12 to avoid opportunity fire and Smart Grenades; 1-3, 1-6.
<input type="checkbox"/> Drained amniotic Sac: reduce DR by 2	10	<input type="checkbox"/> The Feed. Spend 2 MP to force a freshly downed opponent (not Mecks) to make a crit roll. Spider heals 1d12 HP. Opponent takes a -1 to subsequent Crit roll.	10	<input type="checkbox"/> Body Mutation: Dimension Phase. Once per match, on its turn, Spider may teleport anywhere in the arena.
Lucky Break – no effect!	11	<input type="checkbox"/> Psyker. (I am your friend) Target must roll less than or equal to ½ HP or ignore Spider. Spider may Autohit target (see Autohit rule). Effect is broken on spider's next turn, or after Spider attacks target.	11	<input type="checkbox"/> Body Mutation: Plasma Ball. May fire plasma ball at a range of 9-12. See Weapons section for details.
Lucky Break – no effect!	12	<input type="checkbox"/> Skill Level Increase. Spider is now a Champion with 30 hp.	12	Weapon Mutation: Player's choice (1-4)

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Vorpeed-Bullnose - Hero		Clutch No.	♥ ♦ ♠ ♣
Spider Name		Player Name	
Clutch Name		Clutch Colors	
Current Match Battle Honors		Spider Net Rating (upgrades – crits & damage)	

Turn Record

1	2	3	4	5	6
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Phase Armor (PA) 3	Armor Class (APAC) 4	Damage Reduction (DR) 4	Hit Points (HP) 20	Movement Points (MP) 5
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Plasma Spit

Range	Short	Medium	Long
	1	2	3
Target Number (TN)	4	6	8

- Melee Attack causes a base of 2d12 damage.
- Treat as Superior Melee Weapon.

1d12 aimed energy weapon, single shot only.

Critical Hits	D12	Abilities: Roll 1-6	D12	Mutations: Roll 7-12
Dead: Spider returns to 5 th dimension.	1	<input type="checkbox"/> Tough Spider. Ignore one level of injury.	1	<input type="checkbox"/> High Temperature Plasma. Damage +1D12, +2D12.
Injured: must miss 2 matches.	2	<input type="checkbox"/> Runner. +2 Movement Points and to Spider's minimum MP.	2	<input type="checkbox"/> Multiple Mucous Membranes. Zone fire at +2TN penalty.
Injured: must miss 1 match.	3	<input type="checkbox"/> Scary Spider. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this Spider.	3	<input type="checkbox"/> Increased Range. Long range is extended to 6.
Brain Hemorrhage: lose one random ability.	4	<input type="checkbox"/> Jump. Spider may Jump as part of normal movement with no additional shooting penalty.	4	<input type="checkbox"/> Bite Damage Increase. +1d12.
Body Damage: lose one random mutation.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	5	<input type="checkbox"/> Body Mutation: Regeneration. +1 to critical hit rolls.
Phase Armor out of Synch. PA may not be used.	6	<input type="checkbox"/> Spit Accuracy. -1 TN bonus with ranged attacks.	6	<input type="checkbox"/> Body Mutation: PA 5, 7.
<input type="checkbox"/> Nerve Damage: +1 TN to all attacks	7	<input type="checkbox"/> Balance. Enemy Gladiators gain no bonus for charging or Jumping into melee with this Spider.	7	<input type="checkbox"/> Body Mutation: APAC 6, 8.
<input type="checkbox"/> Leg Damage: -1 Movement	8	<input type="checkbox"/> Bull Rush. Can Spit while charging or Jumping into melee at a range of 1.	8	<input type="checkbox"/> Body Mutation: DR 6, 8.
<input type="checkbox"/> Cracked Shell: reduce APAC by 2	9	<input type="checkbox"/> Shriell. +1 TN to attack this Spider with aimed direct fire (Mecks +2 TN)	9	Body Mutation: Acidic Blood. When wounded by Projectile or Melee damage, TN 9 energy attack on all Gladiators in-zone.
<input type="checkbox"/> Drained amniotic Sac: reduce DR by 2	10	<input type="checkbox"/> The Feed. Spend 2 MP to force a freshly downed opponent (not Mecks) to make a crit roll. Spider heals 1d12 HP. Opponent takes a -1 to subsequent Crit roll.	10	Body Mutation: Dimension Phase. Once per match, on its turn, Spider may teleport anywhere in the arena.
Lucky Break – no effect!	11	<input type="checkbox"/> Psyker. (Illusion) Fill zone with illusory copies of Spider (max 4 medium creatures per zone). Affects only aimed direct fire attacks.	11	Body Mutation: Plasma Ball. May fire plasma ball at a range of 9-12. See Weapons section for details.
Lucky Break – no effect!	12	<input type="checkbox"/> Skill Level Increase. Spider is now a Champion with 30 hp.	12	Weapon Mutation: Player's choice (1-4)

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Vorpeed-Jammer - Hero		Clutch No.	♥ ♦ ♠ ♣
Spider Name		Player Name	
Clutch Name		Clutch Colors	
Current Match Battle Honors		Spider Net Rating (upgrades – crits & damage)	

Turn Record

1	2	3	4	5	6
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Phase Armor (PA) 3	Armor Class (APAC) 4	Damage Reduction (DR) 4	Hit Points (HP) 20	Movement Points (MP) 5
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Microwaver

Range	Short 1-2	Medium 3-4	Long 5-6
Target Number (TN)	5	7	9

- Ignores AA, DR and PA, and treats DT as ½.
- Microwaver upgrades may not be combined.

1d12 aimed energy weapon, single shot only.

Critical Hits	D12	Abilities: Roll 1-6	D12	Mutations: Roll 7-12
Dead: Spider returns to 5 th dimension.	1	<input type="checkbox"/> Tough Spider. Ignore one level of injury.	1	<input type="checkbox"/> Increased Power. Damage +1d12.
Injured: must miss 2 matches.	2	<input type="checkbox"/> Runner. +2 Movement Points and to Spider's minimum MP.	2	Scramble. A failed save means the target is Stunned, unable to move or attack for one turn.
Injured: must miss 1 match.	3	Scary Spider. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this Spider.	3	Energy Spike. Meck targets save or take a single system damage roll. Other Gladiators take a temporary crit.
Brain Hemorrhage: lose one random ability.	4	<input type="checkbox"/> Jump. Spider may Jump as part of normal movement with no additional shooting penalty.	4	<input type="checkbox"/> Bite Damage Increase. +1d12.
Body Damage: lose one random mutation.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	5	<input type="checkbox"/> Body Mutation: Regeneration. +1 to critical hit rolls.
Phase Armor out of Synch. PA may not be used.	6	<input type="checkbox"/> Spit Accuracy. -1 TN bonus with ranged attacks.	6	<input type="checkbox"/> Body Mutation: PA 5, 7.
<input type="checkbox"/> Nerve Damage: +1 TN to all attacks	7	<input type="checkbox"/> Balance. Enemy Gladiators gain no bonus for charging or Jumping into melee with this Spider.	7	<input type="checkbox"/> Body Mutation: APAC 6, 8.
<input type="checkbox"/> Leg Damage: -1 Movement	8	<input type="checkbox"/> Bull Rush. Can Spit while charging or Jumping into melee at a range of 1.	8	<input type="checkbox"/> Body Mutation: DR 6, 8.
<input type="checkbox"/> Cracked Shell: reduce APAC by 2	9	<input type="checkbox"/> Shriell. +1 TN to attack this Spider with aimed direct fire (Mecks +2 TN)	9	Body Mutation: Chameleon. Roll 1d12 to avoid opportunity fire and Smart Grenades; 1-3, 1-6.
<input type="checkbox"/> Drained amniotic Sac: reduce DR by 2	10	The Feed. Spend 2 MP to force a freshly downed opponent (not Mecks) to make a crit roll. Spider heals 1d12 HP. Opponent takes a -1 to subsequent Crit roll.	10	Body Mutation: Dimension Phase. Once per match, on its turn, Spider may teleport anywhere in the arena.
Lucky Break – no effect!	11	Psyker. (Jammer) If attacker has no line of sight to this spider, no Indirect/Area attacks may be made against this Spider. If teammates of attacker have a line of sight, attack may be made at +2 TN.	11	Body Mutation: Plasma Ball. May fire plasma ball at a range of 9-12. See Weapons section for details.
Lucky Break – no effect!	12	<input type="checkbox"/> Skill Level Increase. Spider is now a Champion with 30 hp.	12	Weapon Mutation: Player's choice (1-4)

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Vorpeed-Tlisk - Hero		Clutch No.	♥ ♦ ♠ ♣
Spider Name		Player Name	
Clutch Name		Clutch Colors	
Current Match Battle Honors		Spider Net Rating (upgrades – crits & damage)	

Turn Record

1	2	3	4	5	6
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Phase Armor (PA) 3	Armor Class (APAC) 4	Damage Reduction (DR) 4	Hit Points (HP) 20	Movement Points (MP) 5
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Webs

Range	Short 1-3	Medium 4-6	Long 7-9
Target Number (TN)	5	7	9
1d12 base damage. Area effect Projectile weapon.			

- Targets must make a Melee save to avoid being webbed, and a Projectile save to avoid taking damage.
- Webbed Gladiators are at -2 TN to be hit and lose ½ of their movement points next time they are activated, to a minimum of 1 MP.
- The effects are removed as soon as the Gladiator moves, or when the Gladiator is hit by an energy weapon.
- Not cumulative. Gladiators entering a zone after it has been hit by Webs are not affected. Spiders are immune to the Web effect but not Web damage.

Critical Hits	D12	Abilities: Roll 1-6	D12	Mutations: Roll 7-12
Dead: Spider returns to 5 th dimension.	1	<input type="checkbox"/> Tough Spider. Ignore one level of injury.	1	<input type="checkbox"/> Razor Web. Damage +1.
Injured: must miss 2 matches.	2	<input type="checkbox"/> Runner. +2 Movement Points and to Spider's minimum MP.	2	<input type="checkbox"/> Multi-layered Web. Save versus the Web's effect is at ½ APAC/AC.
Injured: must miss 1 match.	3	<input type="checkbox"/> Scary Spider. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this Spider.	3	<input type="checkbox"/> Increased Range. Long range is extended to 12.
Brain Hemorrhage: lose one random ability.	4	<input type="checkbox"/> Jump. Spider may Jump as part of normal movement with no additional shooting penalty.	4	<input type="checkbox"/> Bite Damage Increase. +1d12.
Body Damage: lose one random mutation.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	5	<input type="checkbox"/> Body Mutation: Regeneration. +1 to critical hit rolls.
Phase Armor out of Synchronicity. PA may not be used.	6	<input type="checkbox"/> Spit Accuracy. -1 TN bonus with ranged attacks.	6	<input type="checkbox"/> Body Mutation: PA 5, 7.
<input type="checkbox"/> Nerve Damage: +1 TN to all attacks	7	<input type="checkbox"/> Balance. Enemy Gladiators gain no bonus for charging or Jumping into melee with this Spider.	7	<input type="checkbox"/> Body Mutation: APAC 6, 8.
<input type="checkbox"/> Leg Damage: -1 Movement	8	<input type="checkbox"/> Bull Rush. Can Spit while charging or Jumping into melee at a range of 1.	8	<input type="checkbox"/> Body Mutation: DR 6, 8.
<input type="checkbox"/> Cracked Shell: reduce APAC by 2	9	<input type="checkbox"/> Shriek. +1 TN to attack this Spider with aimed direct fire (Mecks +2 TN)	9	Body Mutation: Acidic Blood. When wounded by Projectile or Melee damage, TN 9 energy attack on all Gladiators in-zone.
<input type="checkbox"/> Drained amniotic Sac: reduce DR by 2	10	<input type="checkbox"/> The Feed. Spend 2 MP to force a freshly downed opponent (not Mecks) to make a crit roll. Spider heals 1d12 HP. Opponent takes a -1 to subsequent Crit roll.	10	Body Mutation: Dimension Phase. Once per match, on its turn, Spider may teleport anywhere in the arena.
Lucky Break – no effect!	11	<input type="checkbox"/> Growth. Spider is now Large. Spider takes up 2 spaces in a Zone and may get an advantage in melee.	11	Body Mutation: Plasma Ball. May fire plasma ball at a range of 9-12. See Weapons section for details.
Lucky Break – no effect!	12	<input type="checkbox"/> Skill Level Increase. Spider is now a Champion with 30 hp.	12	Weapon Mutation: Player's choice (1-4)

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Phaze Spiders From The 5th Dimension

Quick Reference Sheet

Condensed Power-Ups Table

ROLL	POWER-UP	DESCRIPTION
1	Armor	APAC 10 for three turns.
2	Damage Reduction	DR 10 for three turns.
3	Damage Boost	+1d12 damage for the next 3 ranged attacks.
4	Tliskat Sac	Gain one Tliskat Sac.
5	Faster than Light Travel	Spider may teleport anywhere on the game map.
6	Endocrine Boost	+6 Movement Points for the next three turns.
7	Plasma Ball	Two Plasma Balls are added to this Spider's arsenal.
8	Spatial Awareness	-2TN with all ranged combat for 3 turns.
9	Jump Mutation	JJ12 for the next 3 turns.
10	Heath Boost	+2d12 hit points.
11	Frenzy	2 combat actions per turn for the next three turns.
12	The Void	Take an automatic Energy damage attack per turn. PA save closes the Void.

Melee tactical factors

BASE TN = 9	
Bonus Modifiers	TN
Attacker is moving into melee	-1TN
Attacker has higher weapon class	-1TN
Attacker is larger than target	-1TN
Attacker has higher morale class	-1TN
Defender is Stunned	-2TN
Defender is stuck in Webs	-2TN
Penalty Modifiers	TN
Defender has higher weapon class	+1TN
Defender is larger than target	+1TN
Defender has higher morale class	+1TN
Attacker is wounded (Light/Moderate/Serious)	+1/2/3 TN

Wound Status Table

Spider Type	LW (+1TN)	MW (+2TN, -1/3 MP)	SW (+3TN, -2/3 MP)	CW (Tough Spiders)
Champion (30 hp)	21-29 hp	11-20 hp	1-10 hp	-11 to 0 hp
Hero (20 hp)	14-19 hp	7-13 hp	1-6 hp	-11 to 0 hp

Wound Effects on Movement

Net Movement Rate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Moderately Wounded	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
Seriously Wounded	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5

Shooting Tactical Factors

Bonus Modifiers	TN
Shooter is a Hero	-1TN
Shooter is a Champion	-2TN
Defender is Stunned	-2TN
Defender is stuck in Webs	-2TN
Penalty Modifiers	TN
Target Partially Obscured	+1TN
Target Mostly Obscured	+2TN
Shooter is Jumping	+1TN
Shooter is using Zone Fire with Acid Spit and Electrical Arc	+2TN
Shooter is wounded (Light/Moderate/Serious)	+1/2/3 TN

Plasma Ball Tactical Factors

Bonus Modifiers	TN
Shooter is a Hero	-1TN
Shooter is a Champion	-2TN
Penalty Modifiers	TN
Shooter is moving	+1TN
Shooter is wounded (Light/Moderate/Serious)	+1/2/3 TN

Plasma Ball Scatter Chart

Roll 1d12 when Plasma Ball Misses Target Zone		
1	2 or 3	4
5 or 7	Target Zone	6 or 8
9	11 or 12	10
▲▲ Attacker Facing This Direction ▲▲		

APAC movement Penalties Table

APAC	Move Penalty
4	-1
6	-1
8	-2
10	-3