

4  
Cost

### Black-legged Ticks

1  
Level



*Ixodes scapularis*

Discard any number of cards to draw that many cards of the same level(s) as those discarded.

EVENT

### Book Lice



*Lipscelis corrodens*

[5 units] If you purchase a card costing four or more, draw a card of this level or lower.

STRUCTURE

Capacity  
5

### Book Lice



*Lipscelis corrodens*

[5 units] If you purchase a card costing four or more, draw a card of this level or lower.

STRUCTURE

Capacity  
5

4  
Cost

### Aphids

2  
Level



*Aphis glycines*

[5 units] All subsequent actions you activate this turn require one fewer unit to do so.

STRUCTURE

Capacity  
5

6  
Cost

### Assassin Flies

2  
Level



*Laphria flavicollis*

An opponent may not use their Hive or Antechamber abilities in their next turn.

EVENT

4  
Cost

### Black-legged Ticks

1  
Level



*Ixodes scapularis*

Discard any number of cards to draw that many cards of the same level(s) as those discarded.

EVENT

4  
Cost

### Acrobat Ants

1  
Level



*Crematogaster clariventris*

Draw a card from a level one greater than your current level.

EVENT

4  
Cost

### Acrobat Ants

1  
Level



*Crematogaster clariventris*

Draw a card from a level one greater than your current level.

EVENT

4  
Cost

### Aphids

2  
Level



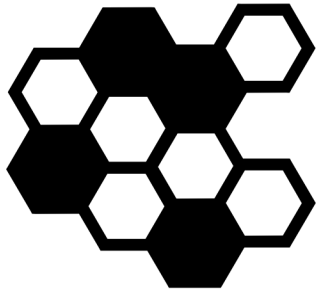
*Aphis glycines*

[5 units] All subsequent actions you activate this turn require one fewer unit to do so.

STRUCTURE

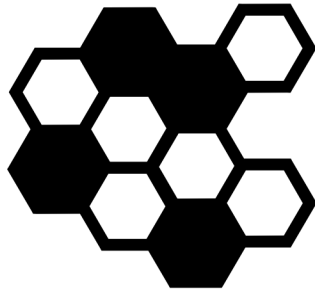
Capacity  
5

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**2**

**Summon the Swarm**

**Summon the Swarm**

**2**

**Summon the Swarm**

**Summon the Swarm**

**2**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

4  
Cost

### Crickets

1  
Level



*Gryllus campestris*

[5 units] Take four units from the supply and place them on any enemy structure.

STRUCTURE

Capacity  
5

4  
Cost

### Compass Termites

1  
Level



*Amitermes meridionalis*

Destroy one of your structures and remove all units on it. Put any structure of its level or lower from the marketplace into play.

EVENT

6  
Cost

### Carpenter Ants

2  
Level



*Camponotus pennsylvanicus*

[3 units] Perform the ability of any other structure in play, and as if this structure was performing the action. Remove all the units on this structure.

STRUCTURE

Capacity  
3

4  
Cost

### Crickets

1  
Level



*Gryllus campestris*

[5 units] Take four units from the supply and place them on any enemy structure.

STRUCTURE

Capacity  
5

3  
Cost

### Crab Lice

1  
Level



*Pthirus pubis*

When you draw or purchase a card, discard this card to put it into play immediately.

REACTION

6  
Cost

### Cicadas

3  
Level



*Magicicada septendecim*

Gain three units per structure you have in play, putting the new units directly into the Swarm.

EVENT

4  
Cost

### Cuckoo Wasps

2  
Level



*Hedychrum rutilans*

[3 units] Steal up to two units from any enemy structure and add them to your Swarm.

STRUCTURE

Capacity  
3

3  
Cost

### Crab Lice

1  
Level



*Pthirus pubis*

When you draw or purchase a card, discard this card to put it into play immediately.

REACTION

5  
Cost

### Club-Tail Dragonflies

3  
Level



*Gomphus vulgatissimus*

Steal all the units from any enemy structure and add them directly to your Swarm.

EVENT

**Summon the Swarm**

**2**

**Summon the Swarm**

**1**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**1**

**1**

**1**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**3**

**3**

**2**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

### Eusocial Wasps



*Dolichovespula media*

[3 units] When you swarm an enemy structure, remove one enemy unit before battle.

STRUCTURE

Capacity  
3

### Eusocial Wasps



*Dolichovespula media*

[3 units] When you swarm an enemy structure, remove one enemy unit before battle.

STRUCTURE

Capacity  
3

5  
Cost

### Fat-tailed Scorpions



*Androctonus crassicauda*

When one of your sites is damaged, you may damage an occupied enemy site instead.

REACTION

1  
Level

### Earwigs



*Forficula auricularia*

When one of your structures is damaged due to being left empty, discard this card to prevent the damage.

REACTION

### Earwigs



*Forficula auricularia*

When one of your structures is damaged due to being left empty, discard this card to prevent the damage.

REACTION

6  
Cost

### European Honey Bees



*Apis mellifera*

[4 units] Damage this structure. Set aside any of your units lost in battle during the remainder of your turn. At the end of this turn, place half of these (rounding down) on this structure. Return the rest to the supply.

STRUCTURE

Capacity  
16

4  
Cost

### Cuckoo Wasps

2  
Level



*Hedychrum rutilans*

[3 units] Steal up to two units from any enemy structure and add them to your Swarm.

STRUCTURE

Capacity  
3

3  
Cost

### Drywood Termites

2  
Level



*Cryptotermes brevis*

Damage two occupied enemy structures.

EVENT

3  
Cost

### Drywood Termites

2  
Level



*Cryptotermes brevis*

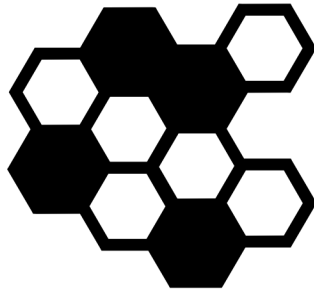
Damage two occupied enemy structures.

EVENT

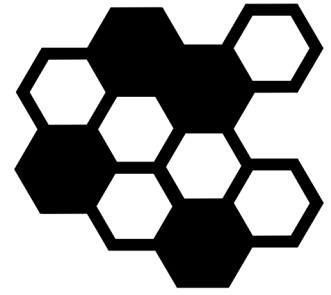
**Summon the Swarm**

**1**

**Summon the Swarm**



**Summon the Swarm**



**Summon the Swarm**

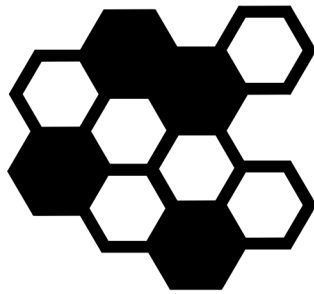
**Summon the Swarm**

**Summon the Swarm**

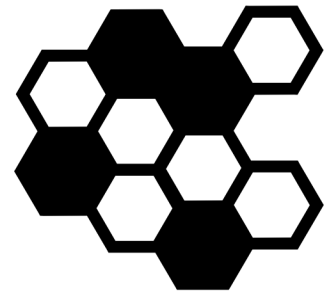
**Summon the Swarm**

**1**

**Summon the Swarm**



**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**2**

**Summon the Swarm**

**2**

**Summon the Swarm**

**2**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

3  
Cost

### Horse Fly Maggots

2  
Level



*Tabanus sulcifrons*

Sacrifice any number of units from your swarm. For every five units removed you may damage any one occupied enemy structure.

EVENT

### Houseflies



*Musca domestica*

Choose an enemy structure. Its owner may not use its abilities in their next turn.

EVENT

### Houseflies



*Musca domestica*

Choose an enemy structure. Its owner may not use its abilities in their next turn.

EVENT

### Head Lice



*Pediculus capitis*

Retrieve any card from the discard pile into your hand.

EVENT

### Head Lice



*Pediculus capitis*

Retrieve any card from the discard pile into your hand.

EVENT

3  
Cost

### Horse Fly Maggots

2  
Level



*Tabanus sulcifrons*

Sacrifice any number of units from your swarm. For every five units removed you may damage any one occupied enemy structure.

EVENT

6  
Cost

### Fire Ants

1  
Level



*Solenopsis invicta*

[5 units] Perform the ability of another of your structures. This structure must hold enough units to meet its own or that structure's requirements, whichever is greater.

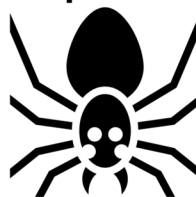
STRUCTURE

Capacity  
10

6  
Cost

### Funnel-web Spiders

2  
Level



*Atrax robustus*

[3 units] As a Reaction, when any other of your structures is attacked, remove two units from this structure and place them on that structure before battle, or vice-versa.

STRUCTURE

Capacity  
5

3  
Cost

### Giant Northern Termites

3  
Level

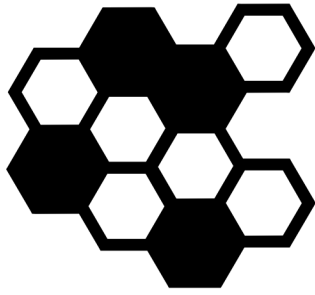


*Mastotermes darwiniensis*

Repair all your damaged structures, and damage up to that many enemy structures.

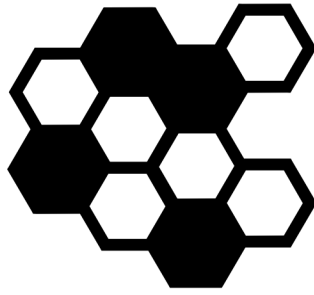
EVENT

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**

**2**

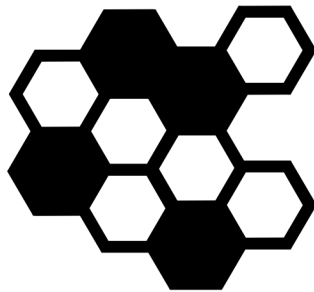
**Summon the Swarm**

**Summon the Swarm**

**2**

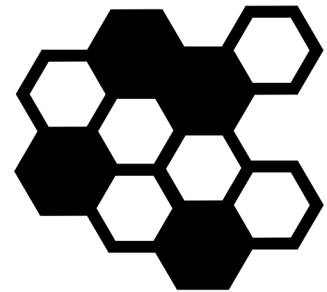
**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**

**3**

**Summon the Swarm**

**Summon the Swarm**

**2**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**



3  
Cost

### Maggots

1  
Level



*Calliphora vomitoria*

Sacrifice any number of units from your swarm. For every five units removed draw a card of your level or lower.

EVENT

### Left Antechamber

-  
Level



[1 unit] Play a structure or event card from your hand.

OR

[5 units] Double the population on any structure (up to its capacity).

STRUCTURE Capacity 10

### Left Antechamber

-  
Level



[1 unit] Play a structure or event card from your hand.

OR

[5 units] Double the population on any structure (up to its capacity).

STRUCTURE Capacity 10

3  
Cost

### Maggots

1  
Level



*Calliphora vomitoria*

Sacrifice any number of units from your swarm. For every five units removed draw a card of your level or lower.

EVENT

### Locusts

1  
Level



*Locusta migratoria*

[5 units] Add a unit to each structure you own that is not already at capacity.

STRUCTURE Capacity 5

### Left Antechamber

-  
Level



[1 unit] Play a structure or event card from your hand.

OR

[5 units] Double the population on any structure (up to its capacity).

STRUCTURE Capacity 10

6  
Cost

### Marsh Skimmer Dragonflies

3  
Level



*Orthetrum luzonicum*

Steal any enemy structure, other than the Hive or its Antechambers. All units on this structure return to the Hive and/or Antechambers, unless they are at capacity.

EVENT

### Locusts

3  
Cost

1  
Level



*Locusta migratoria*

[5 units] Add a unit to each structure you own that is not already at capacity.

STRUCTURE Capacity 5

### Left Antechamber

-  
Level



[1 unit] Play a structure or event card from your hand.

OR

[5 units] Double the population on any structure (up to its capacity).

STRUCTURE Capacity 10

**Summon the Swarm**

**3**

**Summon the Swarm**

**1**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**1**

**1**



**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

5  
Cost

### Pillbugs

1  
Level



*Armadillidium vulgare*

[5 units] Draw a card of level two or lower.

OR

[10 units] Sacrifice this card and all units on it to upgrade

STRUCTURE

Capacity  
10

5  
Cost

### Praying Mantis

3  
Level



*Iris oratoria*

When this card enters play, add 15 units to it.

STRUCTURE

Capacity  
15

### Right Antechamber

-  
1  
Level



[1 unit] Play a structure or event card from your hand.

OR

[2 units] Repair any damaged structure.

STRUCTURE

Capacity  
5

### Parasitoid Wasps



*Copidosoma floridanum*

[5 units] Remove two units from an enemy structure, or one unit from any two enemy structures.

STRUCTURE

Capacity  
5

### Parasitoid Wasps



*Copidosoma floridanum*

[5 units] Remove two units from an enemy structure, or one unit from any two enemy structures.

STRUCTURE

Capacity  
5

5  
Cost

### Pillbugs

1  
Level



*Armadillidium vulgare*

[5 units] Draw a card of level two or lower.

OR

[10 units] Sacrifice this card and all units on it to upgrade

STRUCTURE

Capacity  
10

5  
Cost

### Mason Bees

2  
Level



*Osmia bicornis*

[12 units] Repair any damaged structure.

OR

[12 units] Play a structure or event card from your hand.

STRUCTURE

Capacity  
20

### Mosquitoes



*Aedes aegypti*

Remove two units from any enemy structure.

EVENT

### Mosquitoes



*Aedes aegypti*

Remove two units from any enemy structure.

EVENT

**Summon the Swarm**



**Summon the Swarm**

**3**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

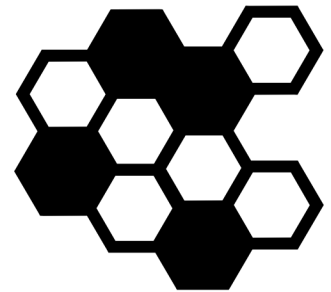
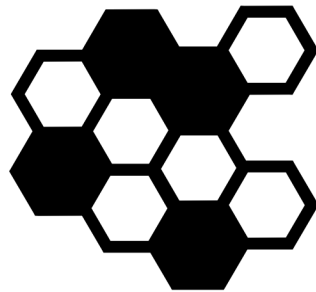
**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**1**



**Summon the Swarm**

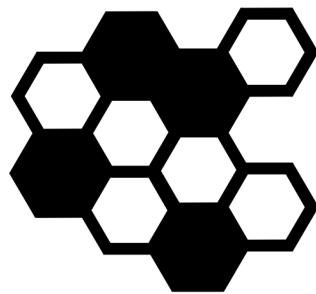
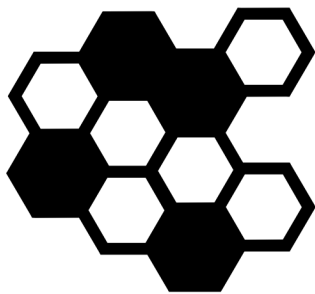
**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**



**2**

**Summon the Swarm**

**Summon the Swarm**

**Summon the Swarm**

5  
Cost

### Termites



*Coptotermes formosanus*

1  
Level

[8 units] Damage any non-empty enemy structure.

STRUCTURE

Capacity  
8

5  
Cost

### Tarantula Hawk Wasps



*Pepsis thisbe*

2  
Level

[5 units] Remove one unit from each enemy structure.

STRUCTURE

Capacity  
5

### Right Antechamber



-  
Level

[1 unit] Play a structure or event card from your hand.

OR

[2 units] Repair any damaged structure.

STRUCTURE

Capacity  
5

### The Hive



-  
Level

[1 unit] Double the current population of the Hive (up to its capacity), putting the new units directly into the Swarm.

OR

[15 units] Evolve the Swarm to the next level of intelligence. Remove all but 5 units from this structure.

STRUCTURE

Capacity  
15

5  
Cost

### Tarantula Hawk Wasps



*Pepsis thisbe*

2  
Level

[5 units] Remove one unit from each enemy structure.

STRUCTURE

Capacity  
5

### Right Antechamber



-  
Level

[1 unit] Play a structure or event card from your hand.

OR

[2 units] Repair any damaged structure.

STRUCTURE

Capacity  
5

### The Hive



-  
Level

[1 unit] Double the current population of the Hive (up to its capacity), putting the new units directly into the Swarm.

OR

[15 units] Evolve the Swarm to the next level of intelligence. Remove all but 5 units from this structure.

STRUCTURE

Capacity  
15

5  
Cost

### Termites



*Coptotermes formosanus*

1  
Level

[8 units] Damage any non-empty enemy structure.

STRUCTURE

Capacity  
8

### Right Antechamber



-  
Level

[1 unit] Play a structure or event card from your hand.

OR

[2 units] Repair any damaged structure.

STRUCTURE

Capacity  
5

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**2**

**Summon the Swarm**

**Summon the Swarm**

**2**

**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**

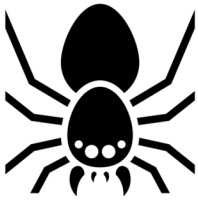


**Summon the Swarm**

2  
Cost

### Trapdoor Spiders

1  
Level



*Misgolas villosus*

When an enemy places a group on one of your structures, remove two units from that group.

REACTION

### Tropical Rat Fleas



*Xenopsylla cheopis*

When an enemy places a group on a marketplace card, remove two units from that group.

REACTION

### Tropical Rat Fleas



*Xenopsylla cheopis*

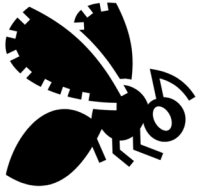
When an enemy places a group on a marketplace card, remove two units from that group.

REACTION

4  
Cost

### Tiger Bees

3  
Level



*Ctenocolletes tigris*

[4 units] As a Reaction, when any of your structures is damaged, remove four units from this structure to prevent that damage.

STRUCTURE

Capacity  
8

### The Hive



-  
1  
Level

[1 unit] Double the current population of the Hive (up to its capacity), putting the new units directly into the Swarm.

OR

[15 units] Evolve the Swarm to the next level of intelligence. Remove all but 5 units from this structure.

STRUCTURE

Capacity  
15

4  
Cost

### Toothed Earwigs

1  
Level



*Vostox apicedentatus*

Destroy any damaged structure, other than the Hive or its Antechambers. Any units on this structure are lost.

EVENT

### The Hive



-  
1  
Level

[1 unit] Double the current population of the Hive (up to its capacity), putting the new units directly into the Swarm.

OR

[15 units] Evolve the Swarm to the next level of intelligence. Remove all but 5 units from this structure.

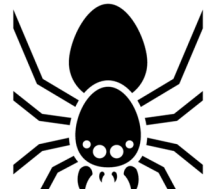
STRUCTURE

Capacity  
15

2  
Cost

### Trapdoor Spiders

1  
Level



*Misgolas villosus*

When an enemy places a group on one of your structures, remove two units from that group.

REACTION

5  
Cost

### Ticks

1  
Level

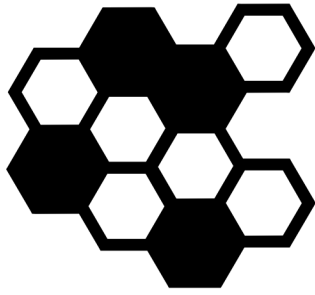


*Ixodes ricinus*

When one of your structures is attacked, draw a card of your level or lower. For every three units lost in battle, draw another card.

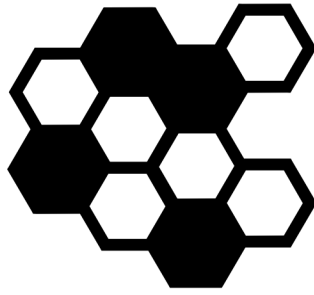
REACTION

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**3**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**

**Summon the Swarm**



**Summon the Swarm**



3  
Cost

### Whip Spiders

1  
Level



*Argyrodes colubrinus*

When units are about to be removed from one of your structures, you may first move two units to it from any other of your structures, or vice-versa.

REACTION

6  
Cost

### Woodboring Beetles

3  
Level



*Anobium punctatum*

[3 units] Damage this structure and remove all units. Destroy any enemy structure, other than the Hive or its Antechambers. Any units on this structure are lost.

Capacity  
3

STRUCTURE

5  
Cost

### Woodlice

2  
Level



*Hemilepistus reaumuri*

Damage any number of your undamaged structures and draw a card for each, plus one additional card. Each card must be of your level or lower.

EVENT

3  
Cost

### Varroa Mites

1  
Level



*Varroa destructor*

When one of your structures is destroyed, draw cards of total level value equal to the destroyed card's level.

REACTION

3  
Cost

### Varroa Mites

1  
Level



*Varroa destructor*

When one of your structures is destroyed, draw cards of total level value equal to the destroyed card's level.

REACTION

3  
Cost

### Whip Spiders

1  
Level



*Argyrodes colubrinus*

When units are about to be removed from one of your structures, you may first move two units to it from any other of your structures, or vice-versa.

REACTION

**Summon the Swarm**

**2**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**3**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**

**Summon the Swarm**

**1**

**Summon the Swarm**