

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

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

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

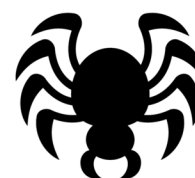
4

Cost

Aphids

2

Level



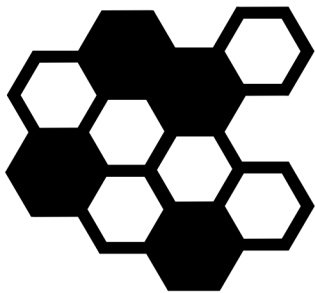
Aphis glycines

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

STRUCTURE

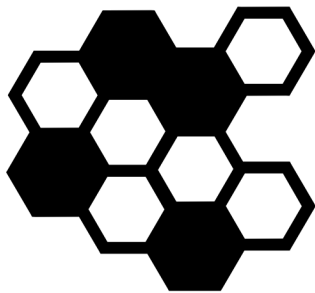
Capacity
5

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.

4

Cost

Crickets

1

Level



Gryllus campestris

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

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
5

STRUCTURE

Capacity
5

STRUCTURE

Capacity
3

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.

3

Cost

Crab Lice

1

Level



Pthirus pubis

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

3

Cost

Crab Lice

1

Level



Pthirus pubis

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

EVENT

REACTION

REACTION

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.

6

Cost

Cicadas

3

Level



Magicicada septendecim

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

5

Cost

Club-Tail Dragonflies

3

Level



Gomphus vulgatissimus

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

STRUCTURE

Capacity
3

EVENT

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

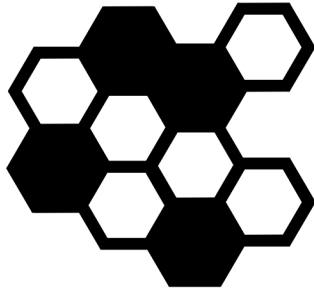
Damage two occupied enemy structures.

EVENT

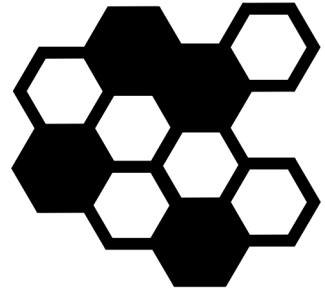
Summon the Swarm

1

Summon the Swarm



Summon the Swarm



Summon the Swarm

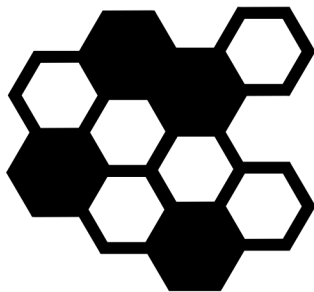
Summon the Swarm

Summon the Swarm

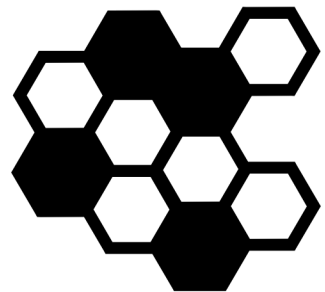
Summon the Swarm

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

Head Lice



Pediculus capitis

Retrieve any card from the discard pile into your hand.

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

Houseflies



Musca domestica

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

EVENT

Head Lice



Pediculus capitis

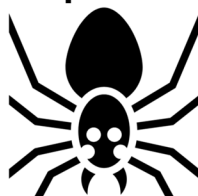
Retrieve any card from the discard pile into your hand.

EVENT

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

Houseflies



Musca domestica

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

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

3
Cost

Giant Northern Termites

3
Level

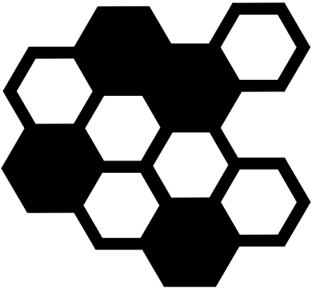


Mastotermes darwiniensis

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

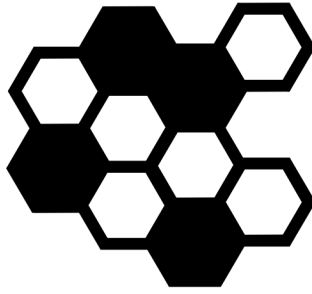
EVENT

Summon the Swarm



Summon the Swarm

Summon the Swarm



Summon the Swarm

Summon the Swarm

2

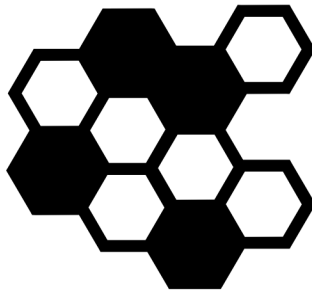
Summon the Swarm

Summon the Swarm

2

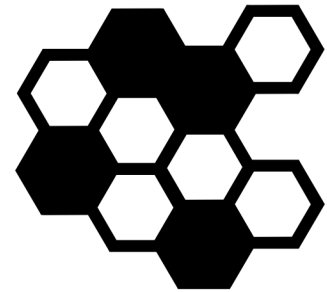
Summon the Swarm

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

Summon the Swarm

1

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



Summon the Swarm

Summon the Swarm

1

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

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

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

5
Cost

Praying Mantises

3
Level



Iris oratoria

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

STRUCTURE

Capacity
15

Parasitoid Wasps



Copidosoma floridanum

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

STRUCTURE

Capacity
5

Mosquitoes



Aedes aegypti

Remove two units from any enemy structure.

EVENT

Right Antechamber

-
Level



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

OR

[2 units] Repair any damaged structure.

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

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

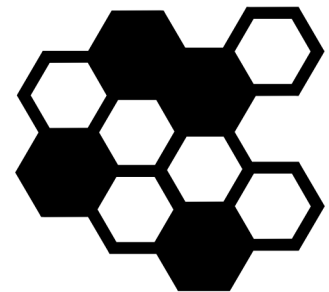
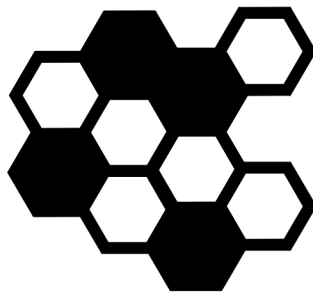
Summon the Swarm

Summon the Swarm

Summon the Swarm

Summon the Swarm

1



Summon the Swarm

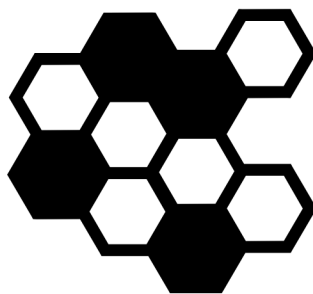
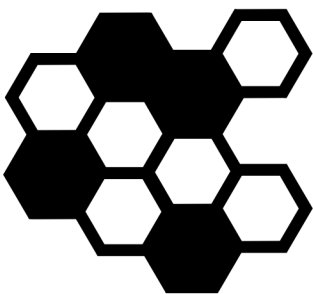
Summon the Swarm

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

1
Level



Coptotermes formosanus

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

STRUCTURE

Capacity
8

5
Cost

Tarantula Hawk Wasps

2
Level



Pepsis thisbe

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

STRUCTURE

Capacity
5

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

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

5
Cost

Tarantula Hawk Wasps

2
Level



Pepsis thisbe

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

STRUCTURE

Capacity
5

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

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

5
Cost

Termites

1
Level



Coptotermes formosanus

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

STRUCTURE

Capacity
8

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

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

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Summon the Swarm

Summon the Swarm

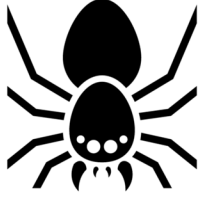


Summon the Swarm

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.

Tropical Rat Fleas



Xenopsylla cheopis

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

Tropical Rat Fleas



Xenopsylla cheopis

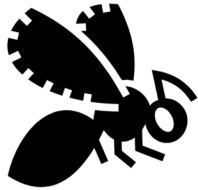
When an enemy places a group on a marketplace card, remove two units from that group.

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.

REACTION

4
Cost

Toothed Earwigs



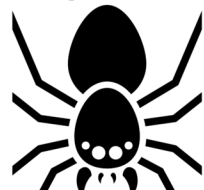
Vostox apicedentatus

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

REACTION

2
Cost

Trapdoor Spiders



Misgolas villosus

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

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

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

REACTION

5
Cost

Ticks

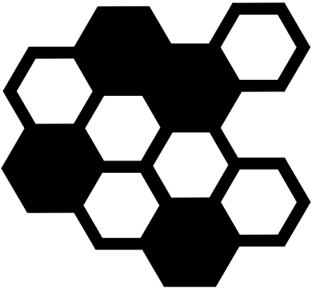


Ixodes ricinus

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.

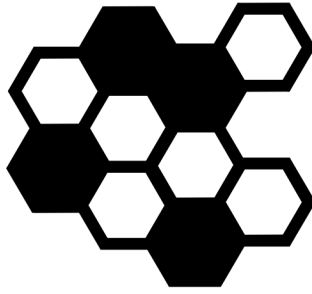
REACTION

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



Argyroides 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.

STRUCTURE

Capacity
3

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



Argyroides 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