

26. Flooded Spring

Place a  on an adjacent hex or Great Tunnel, and a second  adjacent to the first . Non-control Sites in  hexes become  sites. Each slumber, the controller of Flooded Spring may place one  in a hex or Great Tunnel adjacent to a .



4a. Apple Blossom



Enclave of the Empress



1a. Brambles

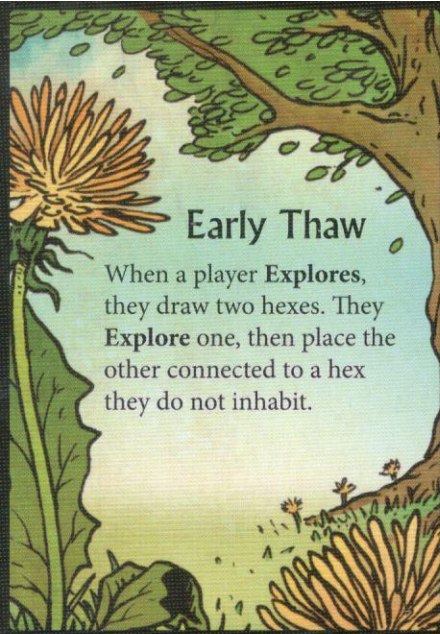


2a. Rootdown



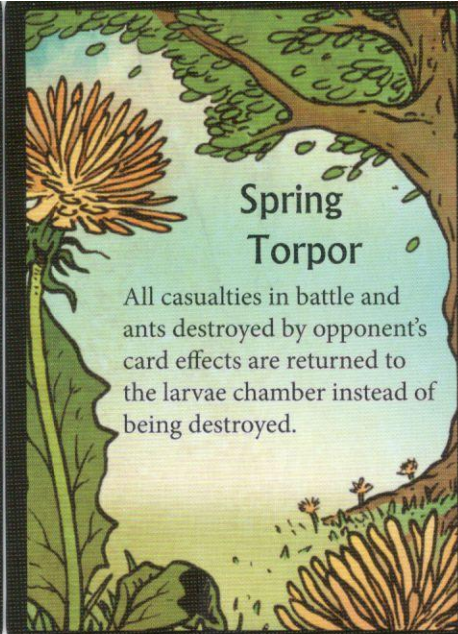
3a. Overleaf





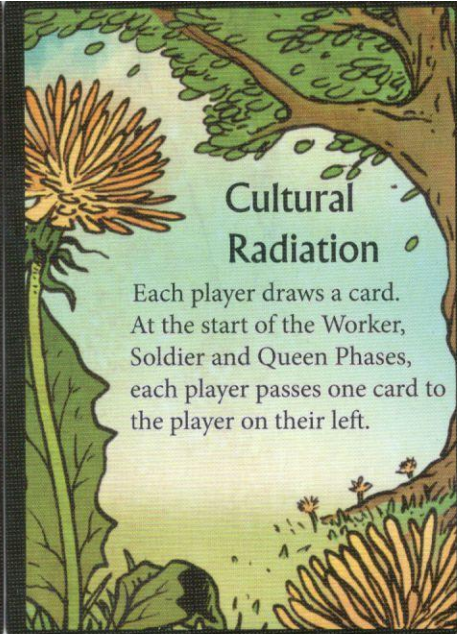
Early Thaw

When a player **Explores**, they draw two hexes. They **Explore** one, then place the other connected to a hex they do not inhabit.



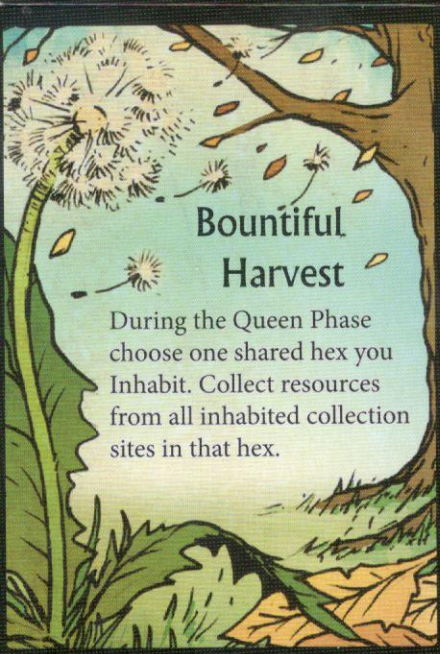
Spring Torpor

All casualties in battle and ants destroyed by opponent's card effects are returned to the larvae chamber instead of being destroyed.



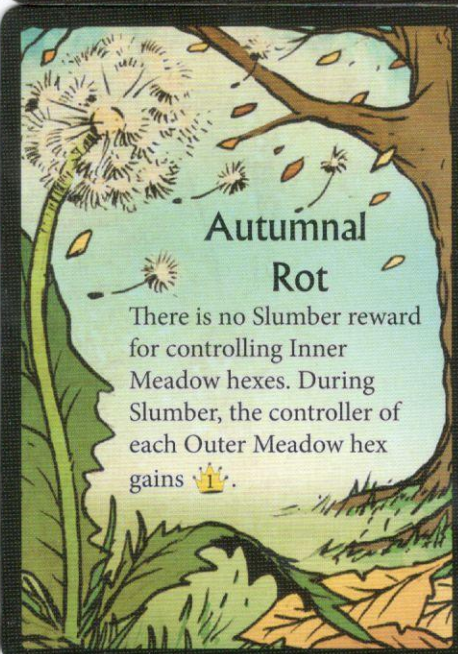
Cultural Radiation

Each player draws a card. At the start of the Worker, Soldier and Queen Phases, each player passes one card to the player on their left.



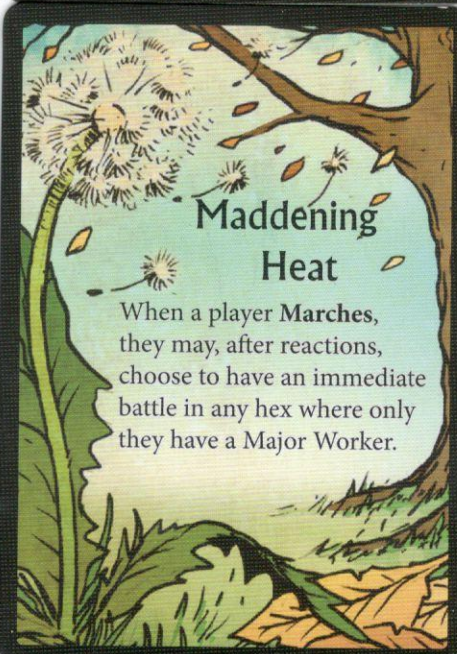
Bountiful Harvest

During the Queen Phase choose one shared hex you Inhabit. Collect resources from all inhabited collection sites in that hex.



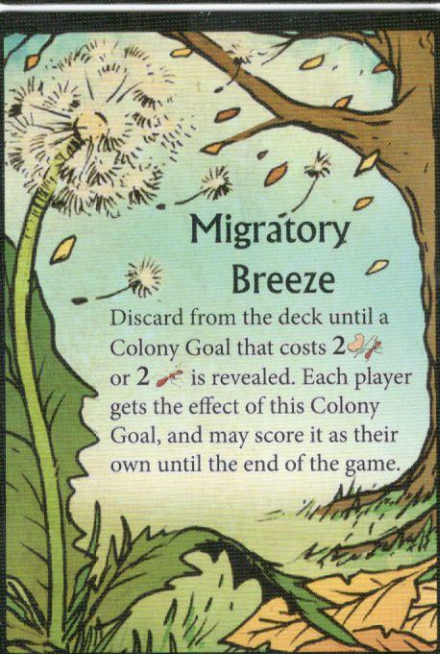
Autumnal Rot

There is no Slumber reward for controlling Inner Meadow hexes. During Slumber, the controller of each Outer Meadow hex gains 1.



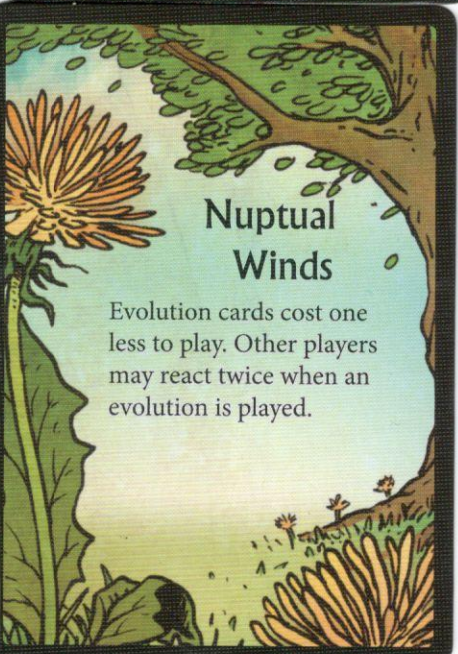
Maddening Heat

When a player **Marches**, they may, after reactions, choose to have an immediate battle in any hex where only they have a Major Worker.



Migratory Breeze

Discard from the deck until a Colony Goal that costs 2 or 2 is revealed. Each player gets the effect of this Colony Goal, and may score it as their own until the end of the game.



Nuptial Winds

Evolution cards cost one less to play. Other players may react twice when an evolution is played.



Tactic - Event Savage Cannibals

1

Play only during battle.

Sacrifice up to three larvae or ants. Gain one Ferocity for each ant or larva sacrificed.

If you win, gain one food.

Evolution Phoenix Abdomen

Solenopsis villereali

2



3



If you gain larvae during the Royal Decree you may place any number of them into a hex you **inhabit**.

"Laying 2000 eggs a day, a queen can regrow her colony in a few months," Dr. Rachel Traub



Move one ant up to four steps. Place a Predator in a hex where you have at least one ant.

"Ants in many species sacrifice themselves for the safety of the colony." - Prof. Reid Swanson



Event
Lure

3



The parasite takes double reactions to the host's actions. Whenever the host resists, the parasite also adds a resource to their rest track.

Parasitic: Play only on another player.



Evolution
Echoing Thorax

Polycephalomyces brocchi

1



2

Tactic - Event
Scavenge

Play only during battle. After battle, choose a card type. Discard cards from the deck until you find a non-Tactic card of that type. Draw that card. If you lost the battle, you may immediately play it for free.

When any player takes a March action, after Reactions, you may place one larva into a hex you **inhabit** or return a larva from the Meadow to your larvae chamber.

Evolution
Shelter Tube Thorax

Isoptera lucidandae

2



Evolution Sweet Nectar Head

Tetramorium bryanii

1



1

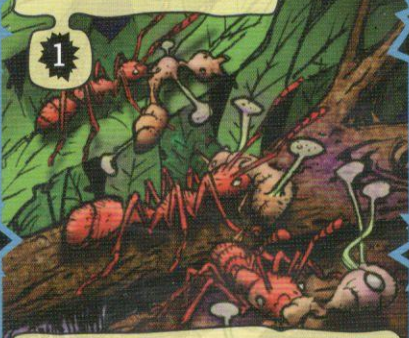


Parasitic: Play only on another player. At the end of Soldier phase, the parasite gains two larvae. Each time the host battles, their opponent gains 1 and the parasite gains one larvae.



Tactic - Colony Goal Consuming Growth

1



Play only during battle. Gain this colony goal if you win. You may play an additional card this battle.

Each Slumber gain 1 if you have only one card in hand. If you have no cards in hand, gain 2.

Parasitic: Play only on another player. At the end of the Soldier Phase, the parasite may place up to two larvae into each hex where the host battled. If the host did not battle, the parasite gains 2.

Evolution
Incubator Head

Polycephalomyces cassiope

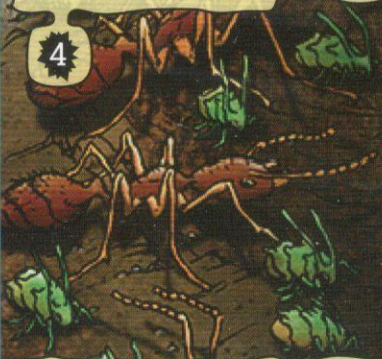
2



Colony Goal Tenders of the Flock

2 

4



Place one aphid in a hex that does not contain aphids. During **Slumber** gain  for each aphid farm of three or more you control. Gain an additional  if you are herding the most aphids.

Tactic - Event Feint

3



Play only during battle.

You may cancel the  and effects of one of your opponent's Ferocity cards. If you do, they may play another card. If you lose, draw a card.

Colony Goal Queen's Messenger

1 

4



When played, place a larva into any hex. Choose a player that you share at least one hex with. You both gain . During **Slumber**, if you share a hex with that player, you each gain , otherwise, you each lose .

Tactic - Event Rally Partisans

2



Play only during battle.

Each other player may discard a card face down to add to your Ferocity. If they do they may draw a card at the end of the Soldier Phase. If you lose, gain .

Instead of the normal Royal Decree, make this choice three times: one food, or two larvae.



3

Evolution
Immense Abdomen
Isoptera carlini

When played, place one aphid in a hex that does not contain aphids. During battle you may play an additional card from your hand if the contested hex contains any aphids.



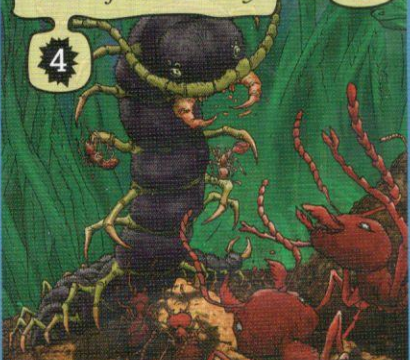
4

Evolution
Sentinel Head
Formica kekerus

Colony Goal Cult of the Enemy

3 

4



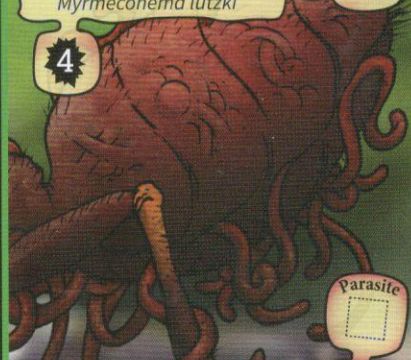
Place a Predator. At the beginning of the Soldier phase destroy one of your ants for each centipede in play or discard this card from play.

Each **Slumber** gain  and draw one card for each centipede in the Meadow.

Evolution Baron Abdomen *Myrmecodoma lutzki*

2 

4



Parasite

Parasitic: Play only on another player. All non-food sites the **host** inhabits count as single larva sites. At the start of the Queen Phase, the **host** and the **parasite** each draw a card.

Evolution Minim Thorax *Atta cowan-dunningii*

1 

1



One of your ants may **inhabit** a non-control collection site where there is already another player's ant.

"Minims ride atop larger ants, fighting off flies and disinfecting leaf fragments."
- Prof. Diogo Costa

Tactic - Colony Goal Ferocious Expansion

1

Play only during battle. Gain this colony goal if you win. Place up to three larvae in the contested hex.

During **Slumber** gain  if you inhabit the control site in five or more hexes.

Evolution Infected Thorax *Tetramorium reynoldii*

2

Parasitic: Play only on another player.

The cost of cards the **host** plays must be paid with ants. When the **host** plays a card, the **host** and **parasite** each gain one larva.



At the start of the Soldier Phase you may take two ant steps.

You may take two ant steps.



Tactic - Evolution Camouflage Head *Cataglyphis spanglerii*

1

Event Herd Omen

3

Starting with the player to your left, each player may take two ant steps. Add an aphid to any hex. Place a Predator in the hex with the most aphids.

Colony Goal Common Herd

4

Place an aphid in any shared hex. Your aphid farms grant rewards as if you controlled all aphids in the hex. During **Slumber**, gain  if you share two or more aphid farms.

Search the discard for an Evolution card and add it to your hand. You may play it immediately for its cost. Choose another player to draw a card.



Event Interbreeding

3

Event Rescued Herd

3

Choose one: Place an aphid in any hex, or place one aphid in two different hexes that do not contain aphids.

Event Shared Windfall

1

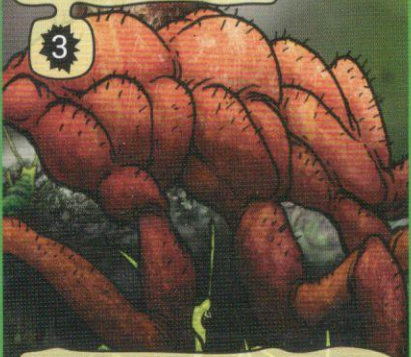
Reveal the top three cards of the deck. Choose one and draw it, or play it for its cost. Choose another player; they may play one for its cost. If they do, draw the remaining card.

Event Five By Five

1

Take up to five steps. Choose another player; that player may take up to five steps. If they take any steps, you may take two additional steps.

Evolution
Nectar Hunting Thorax
Lasius mouser



When played, place one aphid in a hex that does not contain aphids. Your ants may move to hexes that contain one or more aphids with one step.

Event
Dangerous Frontier



Place a Predator in an **outer** meadow hex, or take a free Explore (other players do not get an Explore reaction).
"Army ants travel constantly, seeking prey to feed their massive colonies." - Christopher J. Herbert

When played, place one aphid in a hex that does not contain aphids. Your ants that herd aphids are considered fed. "Duty ants protect their aphids, and stroke them with their antennae to extract the honeydew." - Dr. Butzen



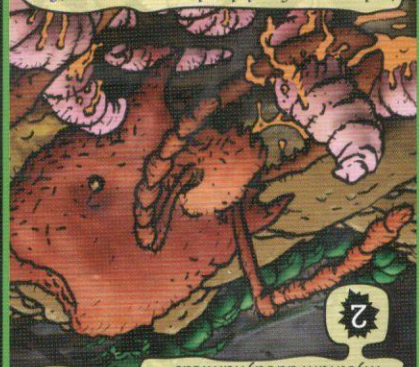
Evolution
Daisy Malt Abdomen
Crematogaster butzeni

The parasite may harvest from one of the host's collection sites. (The host still harvests from that site.)
Parasitic: Play only on another player.



Evolution
Pheromonic Abdomen
Tetramorium yuivenco

At the start of each battle, you may sacrifice two larva to discard the top card of the deck as your Ferocity card.
Against Predators and centipedes, all cards you discard have 4 Ferocity.



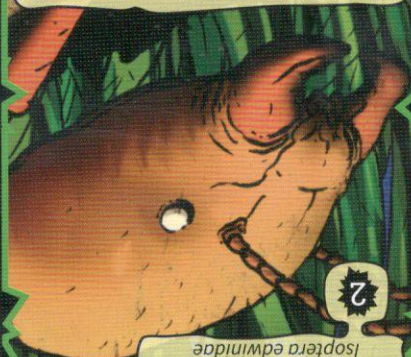
Evolution
Dracula Head
Mystrium duodynamicus

At the start of the Queen phase, gain one larva, then you may place one larva into any hex you inhabit.
Play only during battle. Gain this evolution if you win. Gain two larvae. Place two larvae into the contested hex.



Tactic - Evolution
Valkyrie Abdomen
Eciton davis

Play only during battle. Gain this evolution if you win. Gain Ferocity equal to the number of connected tunnels in the contested hex. When you win a battle in a hex, you may rotate that hex to any orientation.



Tactic - Evolution
Collapsing Head
Isoptera edwinidae

Play only during battle. Gain this evolution if you win. Move any of your ants that would be destroyed in this battle to an adjacent hex. When another player Marches, you may take one additional ant step.



Tactic - Evolution
Agile Thorax
Nyländeria florentia

Trapdoor Spider

- Trapdoor Spider deals only one casualty in battle.
- When the Trapdoor Spider dies, it kills half of the opposing ants.

- 2** Ants cannot move out of the hex.
- 3** Ants cannot be used to pay costs.
- 3** Ants cannot inhabit collection sites.

1	2	3	4	5	6	7	8	9	10	11	12
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Cordyceps Fungus

- When played, and at the start of each round, place  tokens (based on tier) in the Cordyceps' hex.
- Ants can carry , but die at the end of the turn.
- At the end of the Worker Phase, destroy all  not in the Cordyceps' hex and destroy **1** ants in each of those hexes.
- Cordyceps adds **1** in battle for each  in its hex.

											
1	2	3	4	5	6	7	8	9	10	11	12

Ladybug

- When placed, the Ladybug destroys one Aphid in its hex.
- If the Ladybug wins a battle, it deals casualties to aphids first, then ants.
- At the end of the Soldier phase, move the Ladybug to the hex with the most aphids.

						Aphids can't be devoured.				Aphids can't be moved.	
1	2	3	4	5	6	7	8	9	10	11	12

Praying Mantis

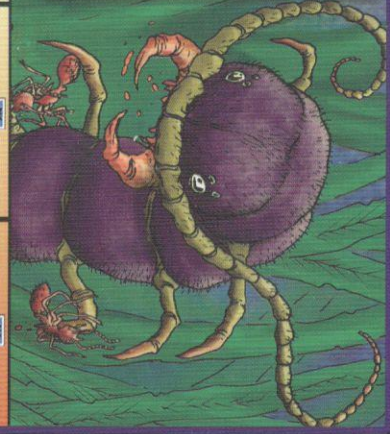
- Place the Mantis on a tunnel between two hexes. That tunnel is blocked.
- At the start of the Soldier phase **1**. If the  is odd, each player loses  ants in the lower numbered hex. If the  is even, each player loses  ants in the higher numbered hex.

											
1	2	3	4	5	6	7	8	9	10	11	12

Centipede Broodmother

- If the Broodmother is in the Meadow, other centipedes discard one additional card during battle.
- The Broodmother and the hex she occupies may not be chosen for Event card effects.
- The Broodmother counts as a centipede.

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----



Eve of the Antperium



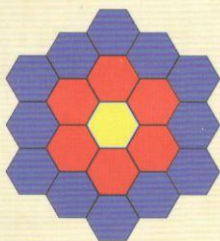
During Slumber, the controller of the Enclave may select a body segment and reveal cards till they find an evolution of that type. They may play it for free.

Gatekeepers: When any Inner Meadow hex is explored, place a Centipede on it.

Scourge: When the Enclave is explored, place the Centipede Broodmother on it.

Homeland: Each player's starting hex is considered their Great Tunnel.

Ferocious: You may not Explore or Scout from a hex that contains a Centipede.



Early Spring
3-4 Players

1

Green
Growth
Quick Game

2

Parched
Ground

3

Autumn
Final Round

4

Asymmetrical Broodmother

Broodmother Actions: Choose one each turn.

- Reveal the top card of the deck and resolve the Broodmother action.
- Pay 5 eggs: Choose one **unlocked** power.

Broodmother Reactions: Gain one egg or take two **nymph** steps.

Nymph Birthing Chamber

You may pay two eggs to reflip a card.
You may not reflip the final card in a battle.

Machinate

Reveal the top card of the deck and resolve its action. Then look at the top five cards of the ant deck and put any number of them on the top or bottom in any order.

Frenzy

Discard one additional card at the end of battle. (The cost must be paid before any battle cards are chosen).

Advance

Take steps equal to the Round number +4 (with nymphs or centipedes) then battle in one hex you contest.

Infest

Moult one nymph into a centipede, then place nymphs equal to the Round number anywhere in the Meadow.

Dominate

Expand the top hex from the hex stack, then look at the top three hexes and put any number of them on the top or bottom of the stack in any order.

Each Queen Phase place an egg on one power to unlock it.

Game End: Ants receive standard end game bonuses. The Broodmother Player receives 3 points if the Centipede Broodmother has not been found and defeated. The player with the most points wins.

Major Workers

Breed: Place a Major Worker in a hex you inhabit.

Reaction: Each other player may choose any one reaction.

Basic Ability

Rally

At the beginning of the **Soldier Phase**, you may place two larvae into each contested hex you **inhabit** where you have a Major Worker.

Evolved Abilities

Push

(if you have an evolved head)

After a Major Worker moves during your **March** action, it may push an ant into an adjacent hex and inhabit the ant's collection site. Ants on control sites and Major Workers cannot be pushed.

Scout

(if you have an evolved thorax)

When a Major Worker **Explores** into a hex, you may reveal an additional hex and connect it to the explored hex. Move the Major Worker into that hex.

Populate

(if you have an evolved abdomen)

When you **Forage**, you may place one larva per abdomen you have evolved into each hex inhabited by your Major Workers.

Against the Broodmother

Find the broodmother and destroy her!

Starting Level
Power 1

+1 Nymph
Power 2

Place a Predator
Power 3

Expand 3 Hexes
Power 4

After each player's turn, the Broodmother will draw a centipede card and resolve the corresponding action. If a **Spawn/Strike** action has no effect, then take the **Expand/Invade** action.

Moulting: Remove one nymph and then place a centipede in that hex.

Placing Centipedes: The number of centipedes that can be placed during a single Spawn or Expand action cannot exceed the Round number. Nymphs will **moult** starting in the highest numbered hex.

Battle Bonus: Centipede's gain +1 size for each nymph present in that hex. If ants win destroy all nymphs.

Chasing Nymphs: Ants may "chase" nymphs from collection sites to other sites on the same hex. If no sites are open, destroy the nymph instead. Nymphs in hexes with centipedes cannot be chased.

March to Battle: After a March action, a player may battle a centipede or Predator in a hex they inhabit.

Nest of Centipedes: When revealed, place the Broodmother. She takes Battle Actions instead of regular actions. In battle she gains +1 size per nymph in her hex or The Great Tunnel, and reveals +1 card per centipede in play.

The Ants win if the Broodmother is destroyed.

The Broodmother gains 🐛 each time a centipede wins a battle.

During Slumber the Broodmother gains 🐛 for each centipede in the Meadow and 🐛 for every two hexes with nymphs in the Inner Meadow.

Players	Plot Threshold	Ants Lose: 🐛 / 🐛
1	3	12 / 7
2	5	16 / 8
3	6	18 / 9
4	7	20 / 9

Spawn: A nymph **moults** in each hex that has nymphs equal to or greater than the card's Ferocity. Then place **one** nymph in each hex with an available collection site.

Battle Action

Strike: The Broodmother destroys ants in her hex equal to 🐛. If no ants are destroyed, she **Invades**.

Plot: The Broodmother gains 🐛.

When the Plot Threshold has been reached, increase the Broodmother's Power level.

Battle Action

Revel: The Broodmother gains 🐛. Discard the plot pile.

Expand: Reveal a hex and place it in the Meadow with **one** nymph on it. Place it in the Inner Meadow if possible. If it is a centipede hex, **moult** nymphs in each hex.

Battle Action

Invade: Place a nymph in The Great Tunnel. If there is already a nymph in The Great Tunnel, it **moults** instead.

Aphids

Placing Aphids

When an aphid is placed on the Meadow, it may only be placed on a collection site that does not contain an aphid.

Herdin

Whenever an ant shares a collection site with an aphid, the ant will herd that aphid. Each ant may herd one aphid, which may move with it as normal.

Farming

During harvest, collect bonus resources from a hex depending on the number of herded aphids **on collection sites** in that hex.

If multiple players control aphids in a hex, they each collect the amount in the Shared Farm column.

	Single Player	Shared Farm
1	-	-
2	🐛	🐛
3	🐛 🐛	🐛
4	🐛 🐛 🐛	🐛 🐛

Breeding

At the end of Harvest, if a hex contains one or more aphids, place one new aphid in that hex. The player who controls the hex chooses a collection site to place the aphid.

If there are no aphid-free collection sites, the aphids will not breed.

Devour

You may spend two ant steps and remove one aphid you are herding from the Meadow to draw one card.

Battle

Ants do not kill aphids in battle.

Predators and Tactics

Predators

Health: Predators enter play with health equal to three times the Round number.

Common Enemy: Ants do not fight other ants in hexes occupied by a Predator.

Spoils: If ants win against a Predator, they gain 🐛. If an ant reduces the Predator to zero health, they gain 🍌 and remove the Predator from the board.

Once a Predator is removed, it may not be played again.

Parasitic Evolutions

These cards can only be played on another player.

Parasite: the player who played the card.

Host: the player who the card is played on.

Destroying a Parasite: When you play an Evolution over a Parasitic Evolution, discard the Parasitic Evolution.

Tactics

Tactics are played face down during battle. They add to Ferocity as well as provide a Tactic Effect that takes place before the outcome of the battle is determined.

Tactic Results

Based on the outcome of the battle, the player may get an additional effect.

Evolution/Colony Goal Tactic: If the player wins the battle they **must** play the card to their ant body or Colony Goal area.