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| Ant |  | Description |
| Fire Ant |  | Food cost = 4; Armor = 1.  Kills nearby bees when it dies |
| Harvester Ant | A picture containing text, clipart  Description automatically generated | Food cost = 2 ; Armor = 1  They produce food for the colony |
| Hungry Ant | A picture containing text, drum  Description automatically generated | Food cost = 4; Armor = 1.  Instantly kills bee in its place. Wait for 3 turns for digesting it |
| Long thrower Ant |  |  |
| Ninja Ant | A picture containing text  Description automatically generated | Food cost = 6; Armor = 1.  Bees can not see it. They pass by it and damage is done |
| Queen Ant | A picture containing text  Description automatically generated |  |
| Scuba Ant | A picture containing text, weapon  Description automatically generated | Food cost = 5; Armor = 1.  Can be deployed at water place. Inherits from thrower ant |
| Stun thrower Ant | A picture containing text, clipart  Description automatically generated |  |
| Thrower Ant | A picture containing text, drum  Description automatically generated |  |
| Bodyguard Ant | A picture containing silhouette  Description automatically generated | Food cost = 4; Armor = 2.  Deployed on an already present ant and encapsulates it. It protects it until alive |
| Wall Ant |  | Food cost = 4; Armor = 4  Just for protection. Stops bees until alive. Has large armor. |

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