

Enemies

Stat key: Move (hexes/activation) • Attack (base damage & type) • HP (hits to defeat)

Name	Move	Attack	HP	Spawn / Behavior
Forest Spider	2	1 (Melee)	2	Patrols nearest 3-tile road. Attacks nearest Worker. If killed -
Corvus Bird	4	2 (Area/Swoop)	1	Appears via Event. Swoops on 3 units there roll 1d6 – De
Swamp Leech	1	1 (Melee)	2	Spawns on swamp/jungle tiles. Attacks units. reduce Food supply by 1
Scavenger Rat	3	0 (Steals)	1	Steals 1 Food from any nearby storage. If adjacent to Colony to steal. Flees after.
Fungal Spore	0	0	1	Infects its spawn tile on 1. spend an action to remove. Cure: Medical Fungarium Colony.
Giant Beetle	2	2 (Melee; targets structures first)	3	Roams toward nearest Colony. attacks structures first (0 HP 2). Drops 1 Material c

Buildings & Tech

Costs shown in Materials/Bio. "—" means no extra requirement.

Building	Type	Resource Requirement	Requirements	Effect
Storage Chamber	Upgrade	2 Materials	—	+3 Storage
Brood Chamber	Upgrade	3 Materials	—	+1 Population Cap (+1
Road Segment	Build	1 Material	—	Place road along chosen
Outpost	Build	3 Materials	Continuous road	+2 Storage + extends tiles
Foraging Techniques	Upgrade (Tech)	1 Material + 1 B	—	Workers gather +1 wh
Pheromone Net	Upgrade (Tech)	3 Bio	—	Auto-transfer +1 resou roads during Logistics
Medical Fungari	Upgrade	2 Bio	—	Instant cure action for Spore