



INTRO

The Alien Hives are a faction of aliens using biotechnology, and is made up of a variety of sub-species which come from the remote frontiers of the galaxy, striving to find their niche in Sirius.

When they first arrived, they were viewed as monstrous invaders, but after a long war of extermination, breakthroughs in communication lead to a fragile peace. Now, the Hives must come to terms with the legacy of the long war and decide how they are to adapt.

ABOUT OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

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BACKGROUND STORY

Over the course of their evolution, the Alien Hives specialised into a number of different roles and environments. Despite this divergence, these sub-species gradually united into a strict caste system led by the apex predator of their world; the Hive Lord. Each caste became specialised in different roles, working together in harmony as their civilization grew.

With a lack of workable metals on their home world, their technology came to be based on psychic abilities and biochemistry, and this knowledge allowed them to adapt themselves and gradually alter native animals as well. The Alien Hives believed that these changes allowed them to exist in more perfect harmony with their world. Perhaps the strangest of these were the ones which came to be adapted for space travel. Alien Hives travel through the stars using massive creatures which they've bred for this purpose. These vessels travel from world to world, always requiring a great amount of atmosphere and nutrition for them to store before travelling between the stars. These ships are homes to crews who maintain them, some of whom never step off the ships on which they were born.

After travelling through a swathe of the Frontier, the Alien Hives reached the Sirius Sector. Their arrival set off a series of conflicts with the factions in Sirius, as communication proved difficult and the Alien Hives were assumed to be hostile due to their alien appearance and nature. They soon were locked into a war of extermination with the various species of Sirius, which only concluded when the DAOU managed to communicate with one of their Hive Lords. While it took time to come to true understanding, this opened a path to peace between the species of Sirius and the Hive.

Peace provided its own challenges for the Alien Hives, as they soon found themselves confronted with a number of alien ideas and values that challenged the structure of their society. They strive to stand on equal footing with the other Species in the Sirius Sector, ensuring their migratory routes are protected and defending their claims to various worlds in the sector, by force if necessary. Some in the lower castes have begun demanding new rights, undermining the harmonious working of the castes while certain Hive Lords have rejected peace entirely, fearing that the corrupting influence of outsiders might ultimately destroy their way of life completely.

How will your Hive adapt?

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Name [size]	Qua	Def	Equipment	Special Rules	Cost
Hive Lord [1]	3+	2+	4x Heavy Razor Claws (A3, AP(1)), Stomp (A4, AP(1))	Fear(2), Fearless, Hero, Tough(12)	360pts
Synapse Tyrant [1]	4+	4+	Heavy Psy-Torrent (9", A2, AP(1), Blast(3), Reliable), Psy-Shock (A3)	Caster(3), Hero, Stealth, Tough(6)	180pts
Snatcher Lord [1]	3+	4+	Heavy Claws (A4, AP(1), Rending)	Caster(2), Fast, Hero, Scout, Strider, Tough(3)	125pts
Prime Warrior [1]	4+	4+	2x Heavy Razor Claws (A3, AP(1))	Fearless, Hero, Tough(6)	95pts
Veteran Warrior [1]	4+	4+	2x Heavy Razor Claws (A2, AP(1))	Fearless, Hero, Tough(3)	50pts
Assault Grunts [10]	5+	5+	10x Razor Claws (A2)	Fast, Strider	110pts
Shooter Grunts [10]	5+	5+	10x Bio-Spiner (6", A2, AP(1)), 10x Razor Claws (A1)	Strider	110pts
Winged Grunts [10]	5+	5+	10x Bio-Spiner (6", A2, AP(1)), 10x Razor Claws (A1)	Ambush, Flying	130pts
Psycho-Grunts [5]	5+	5+	5x Razor Claws (A1)	Resistance, Spell Warden, Strider	60pts
Support Grunts [3]	5+	5+	3x Bio-Cannon (24", A1, Blast(3), Indirect, Rending), 3x Razor Claws (A1)	Relentless, Strider	135pts
Soul-Snatchers [5]	3+	4+	5x Heavy Claws (A2, AP(1), Rending)	Fast, Scout, Strider	170pts
Hive Warriors [3]	4+	4+	6x Razor Claws (A2)	Fearless, Tough(3)	130pts
Hive Guardians [3]	3+	3+	6x Razor Claws (A2)	Relentless, Tough(3)	155pts
Hive Swarm [3]	6+	6+	3x Swarm Attacks (A3, Poison)	Fearless, Strider, Tough(3)	60pts
Ravenous Beasts [3]	4+	4+	6x Razor Claws (A2)	Fast, Strider, Tough(3)	145pts
Synapse Beasts [3]	4+	4+	3x Psy-Blast (18", A1, Blast(3)), 3x Psy-Shock (A1)	Psychic Synapse, Stealth, Tough(3)	200pts
Venom Beasts [3]	4+	4+	3x Whip Limbs (A4, Poison, Reliable)	Stealth, Tough(3)	210pts
Shadow Leapers [3]	4+	4+	6x Razor Claws (A2)	Ambush, Fast, Stealth, Strider, Tough(3)	185pts
Shadow Hunter [1]	3+	4+	2x Heavy Razor Claws (A3, AP(1))	Ambush, Fast, Fear(1), Stealth, Strider, Tough(6)	170pts
Carnivo-Rex [1]	4+	2+	3x Heavy Razor Claws (A3, AP(1)), Stomp (A4, AP(1))	Fear(2), Fearless, Tough(12)	300pts
Toxico-Rex [1]	4+	2+	Acid Spurt (12", A2, Blast(3), Poison), Stomp (A4, AP(1)), Whip Limbs (A8, Poison, Reliable)	Fear(2), Fearless, Shrouding Mist, Stealth, Tough(12)	460pts
Psycho-Rex [1]	4+	2+	Heavy Psy-Torrent (9", A2, AP(1), Blast(3), Reliable), Heavy Razor Claws (A6, AP(1)), Stomp (A4, AP(1))	Caster(3), Fear(2), Fearless, Stealth, Tough(12)	445pts
Burrower [1]	4+	2+	4x Heavy Razor Claws (A3, AP(1)), Stomp (A6, AP(2))	Fear(3), Fearless, Surprise Attack(3), Tough(18)	590pts
Spawning Beast [1]	4+	2+	Rapid Stinger Launcher (18", A18, Rending), Heavy Razor Claws (A6, AP(1)), Stomp (A6, AP(2))	Fear(3), Fearless, Tough(18)	630pts
Tyrant Beast [1]	4+	2+	Bio-Pod (24", A18), Heavy Razor Claws (A6, AP(1)), Stomp (A6, AP(2))	Fear(3), Fearless, Tough(18)	590pts
Devourer Beast [1]	4+	2+	Tongue (12", A3, AP(2), Deadly(3), Sniper), 4x Heavy Razor Claws (A3, AP(1)), Stomp (A6, AP(2))	Fear(3), Fearless, Tough(18)	625pts
Artillery Beast [1]	4+	2+	Shredder Bio-Artillery (36", A3, Blast(6), Indirect, Rending), Heavy Razor Claws (A6, AP(1)), Stomp (A6, AP(2))	Fear(3), Fearless, Tough(18)	725pts
Mortar Beast [1]	4+	3+	Spore Gun (24", A1, Blast(6), Indirect, Exploding Spores), Heavy Razor Claws (A3, AP(1)), Stomp (A2, AP(1))	Fear(1), Fearless, Tough(6)	170pts
Flamer Beast [1]	4+	3+	Spit Flames (18", A2, AP(1), Blast(3), Reliable), Heavy Razor Claws (A3, AP(1)), Stomp (A2, AP(1))	Fear(1), Fearless, Tough(6)	200pts
Invasion Carrier Spore [1]	4+	2+	Razor Tendrils (A6, AP(1))	Ambush, Fearless, Slow, Tough(6), Transport(11)	160pts
Invasion Artillery Spore [1]	4+	2+	Spore Gun (24", A1, Blast(6), Indirect, Exploding Spores), Razor Tendrils (A6, AP(1))	Ambush, Entrenched, Fearless, Immobile, Tough(6)	200pts
Rapacious Beast [1]	4+	2+	Caustic Cannon (12", A2, Blast(3), Reliable), Spore Bombs (6", A1, Blast(6), Exploding Spores)	Aircraft, Fearless, Tough(6)	190pts
Hive Titan [1]	3+	2+	Titanic Jaws (A3, AP(4), Deadly(6)), Titanic Stomp (A12, AP(2))	Fear(4), Regeneration, Tough(24)	930pts
Spores [5]	6+	6+	5x Tendrils (A1)	Explode(2), No Retreat	85pts
Massive Spores [3]	6+	6+	3x Tendrils (A3)	Explode(6), No Retreat, Tough(3)	165pts

SPECIAL RULES

Breath Attack: Once per this model's activation, before attacking, roll one die. On a 2+ one enemy unit within 6" in line of sight takes 1 hit with Blast(3) and AP(1).

Corrosive: Whenever this model takes a wound in melee, the attacker takes 1 hit.

Explode(X): If this model is killed in melee, the attacking unit takes X hits. If this model survives melee, after both sides have finished attacking, it is immediately killed, and the enemy unit takes X hits.

Exploding Spores: Enemies that roll to block hits from this weapon take one extra wound for each unmodified result of 1 that they roll.

No Retreat: Whenever a unit where most models have this rule fails a morale test that causes it to be Shaken or Routed, the test counts as passed instead. Then, roll as many dice as the number of wounds it would take to fully destroy it, and for each result of 1-3 the unit takes one wound, which can't be ignored.

Pheromones: Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

Poison Mist: Once per this unit's activation, before attacking, roll one die. On a 4+ two enemy units within 6" take 1 hit with Blast(6) and Poison.

Psy-Barrier: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Psychic Synapse: Pick one model in this unit to have Caster(X), where X is the total number of models with this rule in this unit. If the model is killed, pick another to be the new caster, and transfer all spell tokens to it. The caster loses all unspent spell tokens at the end of the round.

Regenerator: Once per this unit's activation, pick one friendly unit within 12", which gets +1 to Regeneration rolls next time it takes wounds.

Resistance: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Shrouding Mist: Once per this unit's activation, pick 2 friendly units within 12", which get Stealth next time they are shot at.

Spawn(X): Once per game, when this model is activated, you may place a new unit of X fully within 6" of it.

Spell Warden: Once per this unit's activation, pick one friendly Caster within 12", which gets +1 to its next spell casting roll.

Surprise Attack(X): This model counts as having Ambush, and may be deployed up to 1" away from enemy units. Once deployed, roll X dice. For each 2+ one enemy unit within 3" takes 2 hits with AP(1).

Takedown: Once per game, when this model attacks in melee, you may pick one model in the unit as its target, and make 1 attack at Quality 2+ with AP(1) and Deadly(3), which is resolved as if it's a unit of 1.

ALIEN HIVES ARMY SPELLS

Terror (1): Target 2 enemy units within 18" get -1 to their next morale test roll.

Psychic Blast (1): Target enemy unit within 12" takes 1 hit with AP(2) and Deadly(3).

Animate Flora (2): Target 2 friendly units within 12" get Flying next time they move.

Shriek (2): Target 2 enemy units within 12" take 4 hits each.

Infuse Life (3): Target 3 friendly units within 12" get Regeneration next time they take wounds.

Overwhelm (3): Target enemy model within 12" takes 3 hits with AP(4).

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Hive Lord [1] - 360 pts	
Quality 3+	Defense 2+
Stomp (A4, AP(1))	
4x Heavy Razor Claws (A3, AP(1))	
Fear(2), Fearless, Hero, Tough(12)	
<i>Replace any Heavy Razor Claw:</i>	
+5pts	Piercing Spike (A1, AP(2), Deadly(3))
+5pts	Smashing Club (A1, AP(2), Blast(3))
+5pts	Razor Whip (A3, Poison, Reliable)
+5pts	Slashing Blade (A3, AP(1), Rending)
+20pts	Serrated Blade (A3, AP(4))
<i>Replace 2x Heavy Razor Claws:</i>	
+5pts	Shredder Cannon (18", A4, Rending)
+10pts	Spitter Cannon (24", A2, Blast(3))
+20pts	Barb Cannon (36", A1, AP(2), Blast(3))
+30pts	Heavy Piercing Spike (A2, AP(2), Deadly(3), Reliable)
+35pts	Heavy Smashing Club (A2, AP(2), Blast(3), Reliable)
+40pts	Heavy Slashing Blade (A6, AP(1), Reliable, Rending)
+45pts	Heavy Ravager Cannon (18", A6, AP(2))
+80pts	Heavy Serrated Blade (A6, AP(4), Reliable)
+95pts	Acid Cannon (36", A1, AP(2), Deadly(6), Lock-On)
<i>Upgrade with any:</i>	
+50pts	Bio-Recovery (Regeneration)
+55pts	Hive Conduit (Caster(3))
+60pts	Wings (Ambush, Flying)
<i>Upgrade with any:</i>	
+45pts	Brood Leader (Pheromones)
+50pts	Hive Protector (Psy-Barrier)

Synapse Tyrant [1] - 180 pts	
Quality 4+	Defense 4+
Psy-Shock (A3)	
Heavy Psy-Torrent (9", A2, AP(1), Blast(3), Reliable)	
Caster(3), Hero, Stealth, Tough(6)	
<i>Upgrade with any:</i>	
+45pts	Brood Leader (Pheromones)
+20pts	Hive Protector (Psy-Barrier)
<i>Replace Heavy Psy-Torrent:</i>	
+5pts	Heavy Psy-Blast (18", A2, AP(1), Blast(3))
<i>Upgrade with any:</i>	
+20pts	Bio-Recovery (Regeneration)
+20pts	Neuro-Somatic Healing (Regenerator)

Snatcher Lord [1] - 125 pts	
Quality 3+	Defense 4+
Heavy Claws (A4, AP(1), Rending)	
Caster(2), Fast, Hero, Scout, Strider, Tough(3)	

Prime Warrior [1] - 95 pts	
Quality 4+	Defense 4+
2x Heavy Razor Claws (A3, AP(1))	
Fearless, Hero, Tough(6)	
<i>Upgrade with any:</i>	
+45pts	Brood Leader (Pheromones)
+20pts	Hive Protector (Psy-Barrier)
<i>Replace one Heavy Razor Claws:</i>	
+5pts	Shredder Gun (18", A2, Rending)
+5pts	Spitter Gun (24", A1, Blast(3))
+5pts	Twin Spine Guns (12", A4, AP(1))
+20pts	Heavy Ravager Gun (18", A3, AP(2))
+30pts	Barb Gun (30", A1, AP(2), Blast(3))
+35pts	Acid Launcher (30", A1, AP(2), Deadly(3), Lock-On)
<i>Upgrade with any:</i>	
+20pts	Bio-Recovery (Regeneration)
+25pts	Wings (Ambush, Flying)
<i>Replace any Heavy Razor Claw:</i>	
+5pts	Piercing Spike (A1, AP(2), Deadly(3))
+5pts	Smashing Club (A1, AP(2), Blast(3))
+5pts	Slashing Blade (A3, AP(1), Rending)
+10pts	Razor Whip (A3, Poison, Reliable)
+15pts	Serrated Blade (A3, AP(4))

Veteran Warrior [1] - 50 pts	
Quality 4+	Defense 4+
2x Heavy Razor Claws (A2, AP(1))	
Fearless, Hero, Tough(3)	
<i>Upgrade with any:</i>	
+45pts	Brood Leader (Pheromones)
+10pts	Hive Protector (Psy-Barrier)
<i>Replace one Heavy Razor Claws:</i>	
+10pts	Shredder Gun (18", A2, Rending)
+10pts	Spitter Gun (24", A1, Blast(3))
+10pts	Twin Spine Guns (12", A4, AP(1))
+25pts	Heavy Ravager Gun (18", A3, AP(2))
+35pts	Barb Gun (30", A1, AP(2), Blast(3))
+40pts	Acid Launcher (30", A1, AP(2), Deadly(3), Lock-On)
<i>Upgrade with any:</i>	
+10pts	Bio-Recovery (Regeneration)
+10pts	Wings (Ambush, Flying)
<i>Replace any Heavy Razor Claws:</i>	
+5pts	Slashing Blade (A2, AP(1), Rending)
+10pts	Serrated Blade (A2, AP(4))
+10pts	Razor Whip (A2, Poison, Reliable)
<i>Replace 2x Heavy Razor Claw:</i>	
+5pts	Piercing Spike (A1, AP(2), Deadly(3)), Heavy Claw Slash (A1, AP(1))
+5pts	Smashing Club (A1, AP(2), Blast(3)), Heavy Claw Slash (A1, AP(1))

Assault Grunts [10] - 110 pts	
Quality 5+	Defense 5+
10x Razor Claws (A2)	
Fast, Strider	
<i>Upgrade all models with one:</i>	
+15pts	Heavy Bite (Furious)
+15pts	Toxic Cysts (Poison in Melee)
<i>Upgrade all models with:</i>	
+20pts	Adrenaline (No Retreat)
<i>Replace up to two Razor Claws:</i>	
+5pts	Piercing Claws (A1, AP(1), Deadly(3))
+5pts	Smashing Claws (A1, Blast(3))
+5pts	Slashing Claws (A2, AP(1), Rending)
+10pts	Serrated Claws (A2, AP(4))

Shooter Grunts [10] - 110 pts	
Quality 5+	Defense 5+
10x Bio-Spiner (6", A2, AP(1))	
10x Razor Claws (A1)	
Strider	
<i>Upgrade all models with one:</i>	
+10pts	Heavy Bite (Furious)
+5pts	Toxic Cysts (Poison in Melee)
<i>Upgrade all models with:</i>	
+20pts	Adrenaline (No Retreat)
<i>Replace all Bio-Spiners:</i>	
+15pts	Bio-Borer (12", A2)
+40pts	Bio-Ravager (18", A2)
<i>Replace up to two Bio-Spiners:</i>	
+5pts	Bio-Fuser (6", A1, AP(4), Deadly(3))
+5pts	Bio-Flamer (6", A1, Blast(3), Reliable)
+5pts	Bio-Plasma (12", A1, AP(4))
+5pts	Bio-Shredder (9", A2, Rending)
+15pts	Bio-Spiker (18", A1, AP(1), Sniper)

Winged Grunts [10] - 130 pts	
Quality 5+	Defense 5+
10x Bio-Spiner (6", A2, AP(1))	
10x Razor Claws (A1)	
Ambush, Flying	
<i>Upgrade all models with one:</i>	
+10pts	Heavy Bite (Furious)
+5pts	Toxic Cysts (Poison in Melee)
<i>Upgrade all models with:</i>	
+20pts	Adrenaline (No Retreat)
<i>Replace all Bio-Spiners:</i>	
+15pts	Bio-Borer (12", A2)
+40pts	Bio-Ravager (18", A2)
<i>Replace up to two Bio-Spiners:</i>	
+5pts	Bio-Fuser (6", A1, AP(4), Deadly(3))
+5pts	Bio-Flamer (6", A1, Blast(3), Reliable)
+5pts	Bio-Plasma (12", A1, AP(4))
+5pts	Bio-Shredder (9", A2, Rending)
+15pts	Bio-Spiker (18", A1, AP(1), Sniper)

Psycho-Grunts [5] - 60 pts	
Quality 5+	Defense 5+
5x Razor Claws (A1)	
Resistance, Spell Warden, Strider	
<i>Upgrade all models with one:</i>	
+5pts	Heavy Bite (Furious)
+5pts	Toxic Cysts (Poison in Melee)
<i>Upgrade all models with:</i>	
+10pts	Adrenaline (No Retreat)

Support Grunts [3] - 135 pts	
Quality 5+	Defense 5+
3x Bio-Cannon (24", A1, Blast(3), Indirect, Rending)	
3x Razor Claws (A1)	
Relentless, Strider	
<i>Upgrade all models with one:</i>	
+5pts	Heavy Bite (Furious)
+5pts	Toxic Cysts (Poison in Melee)
<i>Upgrade all models with:</i>	
+5pts	Adrenaline (No Retreat)

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Soul-Snatchers [5] - 170 pts	
Quality 3+	Defense 4+
5x Heavy Claws (A2, AP(1), Rending) Fast, Scout, Strider	
<i>Upgrade one model with:</i>	
+15pts	Mind Snatcher (Caster(1))

Hive Warriors [3] - 130 pts	
Quality 4+	Defense 4+
6x Razor Claws (A2) Fearless, Tough(3)	
<i>Replace any Razor Claws:</i>	
+10pts	Slashing Blade (A2, AP(1), Rending)
+10pts	Razor Whip (A2, Poison, Reliable)
+15pts	Serrated Blade (A2, AP(4))
<i>Replace one Razor Claws:</i>	
+10pts	Piercing Spike (A1, AP(2), Deadly(3))
+10pts	Smashing Club (A1, AP(2), Blast(3))
<i>Any model may replace one Razor Claws:</i>	
+10pts	Ravager Gun (18", A3)
+15pts	Spitter Gun (24", A1, Blast(3))
+15pts	Twin Spine Guns (12", A4, AP(1))
<i>Replace one Ravager Gun:</i>	
+5pts	Shredder Gun (18", A2, Rending)
+20pts	Heavy Ravager Gun (18", A3, AP(2))
+30pts	Barb Gun (30", A1, AP(2), Blast(3))
+35pts	Acid Launcher (30", A1, AP(2), Deadly(3), Lock-On)
<i>Upgrade all models with:</i>	
+35pts	Wings (Ambush, Flying)

Hive Guardians [3] - 155 pts	
Quality 3+	Defense 3+
6x Razor Claws (A2) Relentless, Tough(3)	
<i>Replace any Razor Claws:</i>	
+10pts	Slashing Blade (A2, AP(1), Rending)
+10pts	Razor Whip (A2, Poison, Reliable)
+20pts	Serrated Blade (A2, AP(4))
<i>Replace one Razor Claws:</i>	
+15pts	Piercing Spike (A1, AP(2), Deadly(3))
+15pts	Smashing Club (A1, AP(2), Blast(3))
<i>Any model may replace one Razor Claws:</i>	
+45pts	Heavy Ravager Gun (18", A3, AP(2))
+50pts	Shock Harpoon (24", A1, AP(2), Deadly(3))
+80pts	Skewer Cannon (30", A2, AP(4), Lock-On)

Hive Swarm [3] - 60 pts	
Quality 6+	Defense 6+
3x Swarm Attacks (A3, Poison) Fearless, Strider, Tough(3)	
<i>Upgrade all models with any:</i>	
+5pts	Burrow Attack (Ambush)
+25pts	Spine Shooter (12", A4, AP(1))

Ravenous Beasts [3] - 145 pts	
Quality 4+	Defense 4+
6x Razor Claws (A2) Fast, Strider, Tough(3)	
<i>Replace any Razor Claws:</i>	
+10pts	Slashing Blade (A2, AP(1), Rending)
+10pts	Razor Whip (A2, Poison, Reliable)
+15pts	Serrated Blade (A2, AP(4))
<i>Replace one Razor Claws:</i>	
+10pts	Piercing Spike (A1, AP(2), Deadly(3))
+10pts	Smashing Club (A1, AP(2), Blast(3))
<i>Upgrade all models with one:</i>	
+20pts	Rapid Strike (Scout)
+20pts	Tunnel Attack (Ambush)

Synapse Beasts [3] - 200 pts	
Quality 4+	Defense 4+
3x Psy-Blast (18", A1, Blast(3)) 3x Psy-Shock (A1) Psychic Synapse, Stealth, Tough(3)	
<i>Upgrade all models with:</i>	
+30pts	Bio-Recovery (Regeneration)

Venom Beasts [3] - 210 pts	
Quality 4+	Defense 4+
3x Whip Limbs (A4, Poison, Reliable) Stealth, Tough(3)	
<i>Upgrade all models with:</i>	
+30pts	Bio-Recovery (Regeneration)
<i>Upgrade with one:</i>	
+25pts	Poison Mist
+45pts	Shrouding Mist

Shadow Leapers [3] - 185 pts	
Quality 4+	Defense 4+
6x Razor Claws (A2) Ambush, Fast, Stealth, Strider, Tough(3)	
<i>Replace any Razor Claws:</i>	
+10pts	Slashing Blade (A2, AP(1), Rending)
+10pts	Razor Whip (A2, Poison, Reliable)
+15pts	Serrated Blade (A2, AP(4))
<i>Replace one Razor Claws:</i>	
+10pts	Piercing Spike (A1, AP(2), Deadly(3))
+10pts	Smashing Club (A1, AP(2), Blast(3))

Shadow Hunter [1] - 170 pts	
Quality 3+	Defense 4+
2x Heavy Razor Claws (A3, AP(1)) Ambush, Fast, Fear(1), Stealth, Strider, Tough(6)	
<i>Replace any Heavy Razor Claw:</i>	
+5pts	Piercing Spike (A1, AP(2), Deadly(3))
+5pts	Smashing Club (A1, AP(2), Blast(3))
+5pts	Slashing Blade (A3, AP(1), Rending)
+5pts	Razor Whip (A3, Poison, Reliable)
+20pts	Serrated Blade (A3, AP(4))
<i>Upgrade with any:</i>	
+10pts	Assassin (Takedown)
+35pts	Mind Hunter (Caster(2))

Carnivo-Rex [1] - 300 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1)) 3x Heavy Razor Claws (A3, AP(1)) Fear(2), Fearless, Tough(12)	
<i>Upgrade all models with:</i>	
+50pts	Bio-Recovery (Regeneration)
<i>Replace 3x Heavy Razor Claws:</i>	
+30pts	Heavy Shredder Cannon (18", A8, Rending)
+35pts	Heavy Spitter Cannon (24", A4, Blast(3))
+90pts	Rapid Heavy Ravager Cannon (18", A12, AP(2))
+125pts	Heavy Barb Cannon (36", A2, AP(2), Blast(6))
+160pts	Heavy Acid Cannon (36", A2, AP(2), Deadly(6), Lock-On)
<i>Replace one Heavy Razor Claw:</i>	
+5pts	Killing Scream (Breath Attack)
<i>Replace any Heavy Razor Claws:</i>	
+5pts	Piercing Claws (A1, AP(2), Deadly(3))
+5pts	Smashing Claws (A1, AP(2), Blast(3))
+5pts	Slashing Claws (A3, AP(1), Rending)
+15pts	Serrated Claws (A3, AP(4))
+20pts	Whip Limbs (A4, Poison, Reliable)

Toxico-Rex [1] - 460 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1)) Acid Spurt (12", A2, Blast(3), Poison) Whip Limbs (A8, Poison, Reliable) Fear(2), Fearless, Shrouding Mist, Stealth, Tough(12)	
<i>Upgrade all models with:</i>	
+50pts	Bio-Recovery (Regeneration)

Psycho-Rex [1] - 445 pts	
Quality 4+	Defense 2+
Heavy Razor Claws (A6, AP(1)) Stomp (A4, AP(1)) Heavy Psy-Torrent (9", A2, AP(1), Blast(3), Reliable) Caster(3), Fear(2), Fearless, Stealth, Tough(12)	
<i>Upgrade all models with:</i>	
+50pts	Bio-Recovery (Regeneration)
<i>Replace Heavy Psy-Torrent:</i>	
+5pts	Heavy Psy-Blast (18", A2, AP(1), Blast(3))
<i>Upgrade with any:</i>	
+20pts	Neuro-Somatic Healing (Regenerator)
+45pts	Brood Leader (Pheromones)
+50pts	Hive Protector (Psy-Barrier)

Burrower [1] - 590 pts	
Quality 4+	Defense 2+
Stomp (A6, AP(2)) 4x Heavy Razor Claws (A3, AP(1)) Fear(3), Fearless, Surprise Attack(3), Tough(18)	
<i>Upgrade all models with:</i>	
+80pts	Bio-Recovery (Regeneration)
<i>Replace any Heavy Razor Claws:</i>	
+5pts	Piercing Claws (A1, AP(2), Deadly(3))
+5pts	Smashing Claws (A1, AP(2), Blast(3))
+5pts	Slashing Claws (A3, AP(1), Rending)
+15pts	Serrated Claws (A3, AP(4))
+20pts	Whip Limbs (A4, Poison, Reliable)

Spawning Beast [1] - 630 pts	
Quality 4+	Defense 2+
Heavy Razor Claws (A6, AP(1)) Stomp (A6, AP(2)) Rapid Stinger Launcher (18", A18, Rending) Fear(3), Fearless, Tough(18)	
<i>Upgrade all models with:</i>	
+80pts	Bio-Recovery (Regeneration)
<i>Upgrade with one:</i>	
+70pts	Spawn(Hive Swarm [3])
+140pts	Spawn(Assault Grunts [10])
+140pts	Spawn(Shooter Grunts [10])

Tyrant Beast [1] - 590 pts	
Quality 4+	Defense 2+
Heavy Razor Claws (A6, AP(1)) Stomp (A6, AP(2)) Bio-Pod (24", A18) Fear(3), Fearless, Tough(18)	
<i>Upgrade all models with:</i>	
+80pts	Bio-Recovery (Regeneration)
<i>Replace Bio-Pod:</i>	
+20pts	Toxic Spray (18", A18, AP(1))
+145pts	Fracture Cannon (30", A3, AP(3), Deadly(6))
<i>Upgrade with:</i>	
+60pts	Stinger Launcher (18", A6, Rending)

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Devourer Beast [1] - 625 pts	
Quality 4+	Defense 2+
Stomp (A6, AP(2))	
Tongue (12", A3, AP(2), Deadly(3), Sniper)	
4x Heavy Razor Claws (A3, AP(1))	
Fear(3), Fearless, Tough(18)	
<i>Upgrade all models with:</i>	
+80pts	Bio-Recovery (Regeneration)
<i>Replace any Heavy Razor Claws:</i>	
+5pts	Piercing Claws (A1, AP(2), Deadly(3))
+5pts	Smashing Claws (A1, AP(2), Blast(3))
+5pts	Slashing Claws (A3, AP(1), Rending)
+15pts	Serrated Claws (A3, AP(4))
+20pts	Whip Limbs (A4, Poison, Reliable)

Artillery Beast [1] - 725 pts	
Quality 4+	Defense 2+
Heavy Razor Claws (A6, AP(1))	
Stomp (A6, AP(2))	
Shredder Bio-Artillery (36", A3, Blast(6), Indirect, Rending)	
Fear(3), Fearless, Tough(18)	
<i>Upgrade all models with:</i>	
+80pts	Bio-Recovery (Regeneration)
<i>Replace Shredder Bio-Artillery:</i>	
+100pts	Spitter Bio-Artillery (36", A6, AP(1), Blast(3), Indirect)
+230pts	Acid Bio-Artillery (36", A3, AP(3), Deadly(6), Indirect)
+305pts	Plasma Bio-Artillery (36", A3, AP(4), Blast(6), Indirect)

Mortar Beast [1] - 170 pts	
Quality 4+	Defense 3+
Stomp (A2, AP(1))	
Spore Gun (24", A1, Blast(6), Indirect, Exploding Spores)	
Heavy Razor Claws (A3, AP(1))	
Fear(1), Fearless, Tough(6)	
<i>Replace Spore Gun:</i>	
+40pts	Spawn(Spores [5])

Flamer Beast [1] - 200 pts	
Quality 4+	Defense 3+
Stomp (A2, AP(1))	
Spit Flames (18", A2, AP(1), Blast(3), Reliable)	
Heavy Razor Claws (A3, AP(1))	
Fear(1), Fearless, Tough(6)	

Invasion Carrier Spore [1] - 160 pts	
Quality 4+	Defense 2+
Razor Tendrils (A6, AP(1))	
Ambush, Fearless, Slow, Tough(6), Transport(11)	
<i>Upgrade all models with:</i>	
+20pts	Bio-Recovery (Regeneration)
<i>Upgrade with one:</i>	
+40pts	Shredder Gun Array (18", A4, Rending)
+45pts	Spitter Gun Array (24", A2, Blast(3))
+90pts	Barb Cannon Array (30", A2, AP(2), Blast(3))
+105pts	Acid Launcher Array (30", A2, AP(2), Deadly(3), Lock-On)

Invasion Artillery Spore [1] - 200 pts	
Quality 4+	Defense 2+
Spore Gun (24", A1, Blast(6), Indirect, Exploding Spores)	
Razor Tendrils (A6, AP(1))	
Ambush, Entrenched, Fearless, Immobile, Tough(6)	
<i>Upgrade all models with:</i>	
+20pts	Bio-Recovery (Regeneration)
<i>Upgrade with one:</i>	
+40pts	Shredder Gun Array (18", A4, Rending)
+45pts	Spitter Gun Array (24", A2, Blast(3))
+90pts	Barb Cannon Array (30", A2, AP(2), Blast(3))
+105pts	Acid Launcher Array (30", A2, AP(2), Deadly(3), Lock-On)
<i>Replace Spore Gun:</i>	
+40pts	Spawn(Spores [5])
+115pts	Spawn(Massive Spores [3])

Rapacious Beast [1] - 190 pts	
Quality 4+	Defense 2+
Spore Bombs (6", A1, Blast(6), Exploding Spores)	
Caustic Cannon (12", A2, Blast(3), Reliable)	
Aircraft, Fearless, Tough(6)	
<i>Upgrade all models with:</i>	
+20pts	Bio-Recovery (Regeneration)
<i>Replace Caustic Cannon:</i>	
+50pts	Twin Barb Guns (30", A2, AP(2), Blast(3))
+80pts	Twin Acid Launchers (30", A2, AP(3), Deadly(3), Lock-On)
<i>Replace Spore Bomb:</i>	
+20pts	Stinger Spitter (18", A3, Rending)
+45pts	Missile Bugs (36", A2, AP(3), Lock-On)
+90pts	Spawn(Spores [5])
+165pts	Spawn(Massive Spores [3])

Hive Titan [1] - 930 pts	
Quality 3+	Defense 2+
Titanic Jaws (A3, AP(4), Deadly(6))	
Titanic Stomp (A12, AP(2))	
Fear(4), Regeneration, Tough(24)	
<i>Upgrade with any:</i>	
+85pts	Toxic Breath (12", A12, Poison)
+240pts	Explosive Spit (36", A2, AP(2), Blast(6))
<i>Upgrade with one:</i>	
+45pts	Acid Blood (Corrosive)
+60pts	Wings (Flying)
+65pts	Hive Carrier (Transport(21))

Spores [5] - 85 pts	
Quality 6+	Defense 6+
5x Tendrils (A1)	
Explode(2), No Retreat	

Massive Spores [3] - 165 pts	
Quality 6+	Defense 6+
3x Tendrils (A3)	
Explode(6), No Retreat, Tough(3)	

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Name [size]	Qua	Def	Equipment	Special Rules	Cost
Vradhez [1]	3+	4+	Twin Stingers (A3, AP(1), Poison)	Caster(2), Fast, For the Hive!, Hero, Scout, Strider, Tough(3), Unique	145pts
Druzhak [1]	4+	4+	Carapace Fist (A2, AP(4)), Fierceclaw Sword (A6, AP(1), Rending)	Born for War, Fearless, Hero, Tough(6), Unique	135pts

SPECIAL RULES

Born for War: For each unmodified roll of 6 to hit in melee, this model may roll +1 attack with that weapon. This rule doesn't apply to newly generated attacks.

For the Hive! Once per this unit's activation, pick 2 friendly units within 12", which get Furious next time they charge. If they already had Furious, they get extra hits from Furious on unmodified rolls of 5-6 to hit instead.

Unique: This unit may only be taken once per army.

ALIEN HIVES ARMY SPELLS

Terror (1): Target 2 enemy units within 18" get -1 to their next morale test roll.

Psychic Blast (1): Target enemy unit within 12" takes 1 hit with AP(2) and Deadly(3).

Animate Flora (2): Target 2 friendly units within 12" get Flying next time they move.

Shriek (2): Target 2 enemy units within 12" take 4 hits each.

Infuse Life (3): Target 3 friendly units within 12" get Regeneration next time they take wounds.

Overwhelm (3): Target enemy model within 12" takes 3 hits with AP(4).