

GF – Alien Hives v2.13



About OPR

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Background Story

Throughout the galaxy vast armies of non-sentient alien species seek to devour everything in their path. Alien Hives usually consist of multiple types of evolutionarily advanced species working together in symbiosis. Common forms of Alien Hives include insectoid and reptilian species.

It is unclear where the majority of these Alien Hives originate from and what their numbers are. Some even speculate that they might actually be bio-engineered races created by another advanced civilization sent to soften up the Sirius sector before the main battle force arrives.

Their armies have a high variety of unit types and as such can attack in many different ways. Some of the most common strategies are large swarms of basic grunts or a focus on large creatures and monsters.

These fleets pose a serious threat to all species of the galaxy, but if they bleed we can kill them!

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Hive Lord [1]	3+	2+	3x Razor Claws [A4, AP(2)], Stomp [A2, AP(1)]	Fear, Fearless, Hero, Tough(12)	A, B, C, D, E, F	345pts
Prime Warrior [1]	3+	2+	2x Razor Claws [A4, AP(2)]	Fear, Hero, Tough(6)	A,B,C,E,F	170pts
Veteran Warrior [1]	4+	3+	Bio-Carbine (18", A3), Razor Claws [A4, AP(1)]	Hero, Tough(6)	C,E,F,I,J	100pts
Snatcher Lord [1]	3+	3+	2x Piercing Claws [A3, AP(2), Rending]	Fast, Fear, Hero, Psychic(1), Scout, Strider, Tough(6)	G	190pts
Snatcher Veteran [1]	3+	4+	2x Piercing Claws [A3, Rending]	Fast,Hero,Scout,Strider,Tough(3)	H	80pts
Grunts [10]	5+	5+	Bio-Guns (12", A1), Razor Claws [A2]	Strider	L	130pts
Assault Grunts [10]	5+	5+	Razor Claws [A3]	Fast, Strider	M	170pts
Winged Grunts [10]	5+	5+	Bio-Guns (12", A1), Razor Claws [A2]	Ambush, Flying	L	190pts
Soul-Snatchers [5]	3+	4+	Piercing Claws [A3, Rending]	Fast, Scout, Strider	H	215pts
Hive Swarm [3]	6+	6+	Swarm Attacks [A3, Poison]	Fearless, Tough(3)	N	60pts
Hive Warriors [3]	4+	3+	Bio-Carabines (18", A3), Razor Claws [A4, AP(1)]	Fearless, Tough(3)	C,F,I,J,K	190pts
Ravenous Beasts [3]	4+	3+	2x Razor Claws [A4, AP(1)]	Fast, Strider, Tough(3)	I, O	205pts
Venom Floaters [3]	4+	3+	Whip Limbs [A8, Poison]	Shrouding Mist, Stealth, Tough(3)	-	235pts
Synapse Floaters [3]	4+	3+	Psychic Blast (18", A1, AP(1), Blast(3)), Psychic Shock (A1)	Regeneration, Psychic Synapse, Stealth, Tough(3)	F	285pts
Hive Guardians [3]	3+	2+	2x Razor Claws [A4, AP(2)]	Relentless, Tough(3)	A, P	275pts
Shadow Hunter [1]	3+	3+	2x Razor Claws [A4, AP(2)]	Ambush, Fast, Fear, Stealth, Strider, Tough(6)	A, C	180pts

A | Replace any Razor Claws:

Piercing Claws [A4, AP(2), Rending]	+5pts
Smashing Claws [A4, AP(4)]	+10pts
Serrated Claws [A8, AP(2)]	+15pts
Sword Claws [A4, AP(2), Deadly(3)]	+15pts
Whip Limb and Sword Claw [A3, AP(1), Deadly(6)]	+20pts

B | Replace any Razor Claws:

Twin Bio-Pistols (12", A6)	-5pts
Bio-Carbine (18", A3)	-5pts
Bio-Spitter (24", A1, Blast(3))	-5pts
Heavy Bio-Carbine (18", A6, AP(1))	+10pts
Barb Cannon [36", A1, AP(1), Blast(3)]	+10pts
Acid Cannon [36", A1, AP(3), Deadly(3)]	+15pts
Heavy Bio-Spitter [24", A2, AP(1), Blast(3)]	+20pts
Heavy Barb Cannon [36", A1, AP(1), Blast(6)]	+40pts
Heavy Acid Cannon [36", A1, AP(3), Deadly(6)]	+45pts

Upgrade with one:

Tail Pincer [A2, AP(2), Rending]	+10pts
Tail Mace [A2, AP(4)]	+10pts
Tail Whip [A4, AP(2)]	+15pts
Tail Scythe [A2, AP(2), Deadly(3)]	+15pts

C | Upgrade any model with one:

Poison Hooks (6", A3, Poison)	+5pts
Shredding Hooks (6", A3, Rending)	+5pts
Shock Hooks (6", A3, AP(2))	+5pts
Acid Hooks (6", A3, Deadly(3))	+5pts

D | Upgrade with any:

Bio-Recovery (Regeneration)	+70pts
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E | Upgrade with:

Wings (Ambush, Flying)	+15pts
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F | Upgrade one model with any:

Psychic Barrier	+10pts
Pheromones	+15pts

G | Upgrade Psychic(1):

Psychic(2)	+15pts
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H | Upgrade any model with:

Razor Claws [A3]	+5pts
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Upgrade one model with:

Psychic(1)	+20pts
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I | Replace any Razor Claws:

Piercing Claws [A4, AP(1), Rending]	+5pts
Smashing Claws [A4, AP(3)]	+5pts
Serrated Claws [A8, AP(1)]	+10pts
Sword Claws [A4, AP(1), Deadly(3)]	+10pts
Whip Limb and Sword Claw [A3, Deadly(6)]	+10pts

J | Replace any Bio-Carbine:

Razor Claws [A4, AP(1)]	+5pts
Twin Bio-Pistols (12", A6)	+5pts
Heavy Bio-Carbine (18", A3, AP(1))	+5pts
Bio-Spitter (24", A1, Blast(3), AP(1))	+10pts

Replace one Bio-Carbine:

Shredder Cannon [24" A4, Rending]	+10pts
Barb Cannon [36", A1, AP(1), Blast(3)]	+15pts
Acid Cannon [36", A1, AP(3), Deadly(3)]	+15pts

K | Upgrade all models with:

Wings (Ambush, Flying)	+35pts
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L | Replace any Bio-Gun:

Twin Bio-Pistols (12", A2)	+5pts
Bio-Spike (18", A1, AP(1))	+5pts
Bio-Carbine (18", A3)	+10pts

Replace one Bio-Gun:

Bio-Shredder (6", A2, Rending)	+5pts
Shock-Gun (12", A1, AP(2))	+5pts
Bio-Flamer (12", A6)	+10pts
Acid-Gun (6", A1, AP(3), Deadly(3))	+10pts
Bio-Rifle (18", A1, AP(1), Sniper)	+10pts

Upgrade all models with any:

Adrenaline (Furious)	+10pts
Toxic Bite (Poison in melee)	+10pts

M | Replace any Razor Claws:

Serrated Claws [A6]	+5pts
Piercing Claws [A3, Rending]	+5pts
Smashing Claws [A3, AP(2)]	+5pts
Sword Claws [A3, Deadly(3)]	+5pts

Upgrade all models with any:

Adrenaline (Furious)	+10pts
Toxic Bite (Poison in melee)	+10pts

N | Upgrade all models with any:

Burrow Attack (Ambush)	+5pts
Twin Bio-Pistols (12", A6)	+10pts

O | Upgrade all models with one:

Tunnel Attack (Ambush)	+20pts
Adrenaline Rush (Scout)	+20pts

P | Any model may replace one Razor Claws:

Heavy Shock-Gun [24", A1, AP(2), Blast(3)]	+10pts
Bio-Harpoon [24", A2, AP(4), Deadly(3)]	+30pts

Special Rules

Pheromones: When this unit is activated, pick 2 friendly units within 12", which take one wound next time they fail a morale test, and the test counts as passed instead.

Psychic Barrier: This model may block spells as if it had the Psychic(2) special rule. If it is a Psychic then it gets +2 to spell block rolls.

Shrouding Mist: When this unit is activated, pick 2 friendly units within 6", which get the Stealth rule next time they are shot at.

Psychic Synapse: This unit counts as having Psychic(X), where X is the number of models in it. Only one model in the unit may cast or block spells each round.

Psychic Spells

Terror (4+): Target enemy unit within 12" gets -2 its next morale test roll.

Psychic Blast (4+): Target enemy unit within 12" takes 1 hit with AP(2) and Deadly(3).

Infuse Life (5+): Target friendly unit within 12" gets Regeneration next time it takes wounds.

Shriek (5+): Target 2 enemy units within 6" take 3 automatic hits with AP(2) each.

Animate Flora (6+): Target piece of terrain within 6" may be moved by up to 6" in any direction or may be removed from play.

Overwhelm (6+): Target enemy model within 12" takes 3 automatic hits with AP(2).

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Carnivo-Rex [1]	4+	2+	Vicious Jaws [A4, AP(3)], 2x Razor Claws [A4, AP(2)], Stomp [A2, AP(1)]	Fear, Fearless, Tough(12)	A, B, C, D	305pts
Toxico-Rex [1]	4+	2+	Acid Spurt (12", A1, Blast(6), Poison), Whip Limbs [A16, Poison], Stomp [A2, AP(1)]	Fear, Fearless, Shrouding Mist, Stealth, Tough(12)	A, D	375pts
Psycho-Rex [1]	4+	2+	Psychic Blast (18", A2, AP(1), Blast(3)), 2x Razor Claws [A4, AP(2)], Stomp [A2, AP(1)]	Fear, Fearless, Psychic(2), Regeneration, Stealth, Tough(12)	A, B, D, E	405pts
Burrower [1]	3+	2+	3x Razor Claws [A4, AP(2)], Stomp [A3, AP(2)]	Fear, Surprise Attack, Tough(18)	B, D, F	480pts
Devourer Beast [1]	3+	2+	Tongue (12", A3, AP(4), Deadly(3), Sniper), 2x Razor Claws [A4, AP(2)], Stomp [A3, AP(2)]	Fear, Tough(18)	B, F	490pts
Tyrant Beast [1]	3+	2+	Toxic Spray (18", A18, AP(1)), 2x Razor Claws [A4, AP(2)], Stomp [A3, AP(2)]	Fear, Tough(18)	B, F, G	505pts
Artillery Beast [1]	3+	2+	Bio-Artillery (36", A3, Blast(6), Indirect), 2x Razor Claws [A4, AP(2)], Stomp [A3, AP(2)]	Fear, Tough(18)	B, F, H	560pts
Spawning Beast [1]	3+	2+	Stinger Cannon (18", A12, AP(1)), 2x Razor Claws [A4, AP(2)], Stomp [A3, AP(2)]	Fear, Spawn Brood, Tough(18)	B, F	630pts
Flamer Beast [1]	4+	2+	Spit Flames (18", A12, AP(1), Indirect), Razor Claws [A4, AP(2)]	Fear, Fearless, Tough(6)	B	205pts
Mortar Beast [1]	4+	2+	Spore Gun (24", A1, Blast(9), Indirect, Spores), Razor Claws [A4, AP(2)]	Fear, Fearless, Tough(6)	B	265pts
Invasion Carrier [1]	5+	2+	Razor Tendrils [A5, AP(1)]	Ambush, Fear, Fearless, Tough(6), Transport Spore	I, J	160pts
Invasion Artillery [1]	5+	2+	Spit Spores (12", A1, Blast(9), Indirect, Spores), Razor Tendrils [A5, AP(1)]	Ambush, Fear, Fearless, Slow, Tough(6)	I, J	210pts
Rapacious Beast [1]	4+	2+	Caustic Cannon (12", A6, AP(2))	Aircraft, Fearless, Tough(6)	I, K	155pts
Hive Titan [1]	3+	2+	Vicious Jaws [A3, AP(4), Deadly(6)], Titanic Stomp [A12, AP(2)]	Regeneration, Terrifying, Tough(24)	L	840pts
Spores [3]	6+	6+	-	Explosive Head	-	40pts
Massive Spore [1]	6+	6+	-	Explosive Head, Tough(3)	-	40pts

A | Upgrade with any:

Battering Tusks [Impact(3)]	+10pts
Bio-Recovery (Regeneration)	+70pts

B | Replace any Razor Claws:

Piercing Claws [A4, AP(2), Rending]	+5pts
Smashing Claws [A4, AP(4)]	+10pts
Serrated Claws [A8, AP(2)]	+15pts
Sword Claws [A4, AP(2), Deadly(3)]	+15pts
Whip Limb and Sword Claw [A3, AP(1), Deadly(6)]	+20pts

C | Replace any Razor Claws:

Heavy Bio-Carbine (18", A6, AP(1))	+10pts
Heavy Bio-Spitter (24", A2, AP(1), Blast(3))	+20pts
Heavy Barb Cannon (36", A1, AP(1), Blast(6))	+40pts
Heavy Acid Cannon (36", A1, AP(3), Deadly(6))	+45pts

D | Upgrade with one:

Tail Pincer [A2, AP(2), Rending]	+10pts
Tail Mace [A2, AP(4)]	+10pts
Tail Whip [A4, AP(2)]	+15pts
Tail Scythe [A2, AP(2), Deadly(3)]	+15pts

E | Upgrade with any:

Psychic Barrier	+10pts
Pheromones	+15pts

F | Upgrade with any:

Battering Tusks [Impact(6)]	+20pts
Bio-Recovery (Regeneration)	+110pts

G | Replace Toxic Spray:

Bio-Minigun (18", A30)	+10pts
Fracture Cannon (48", A3, AP(4), Deadly(3))	+65pts
Heavy Fracture Cannon (48", A6, AP(4), Deadly(3))	+205pts

Upgrade with:

Stinger Cannon (18", A12, AP(1))	+55pts
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H | Replace Bio-Artillery:

Shredder Bio-Artillery (36", A3, Blast(3), Indirect, Rending)	-35pts
Acid Bio-Artillery (36", A3, AP(4), Deadly(3), Indirect)	Free
Shock Bio-Artillery (36", A3, AP(2), Blast(3), Indirect)	Free

I | Upgrade with:

Bio-Recovery (Regeneration)	+35pts
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J | Upgrade with one:

Bio-Guns Array (12", A5)	+5pts
Bio-Carabines Array (18", A15)	+25pts
Bio-Spitters Array (24", A5, Blast(3))	+30pts
Shredder Cannons Array (24" A20, Rending)	+60pts
Barb Cannons Array (36", A5, AP(1), Blast(3))	+70pts
Acid Cannons Array (36", A5, AP(3), Deadly(3))	+75pts

K | Replace Caustic Cannon:

Twin Heavy Barb Cannon (36", A2, AP(1), Blast(6))	+65pts
Twin Heavy Acid Cannon (36", A2, AP(3), Deadly(6))	+70pts

Upgrade with one:

Missile Bugs (36", A1, AP(2), Anti-Air)	+10pts
Spore Bombs (6", A1, Blast(9), Spores)	+85pts

Upgrade with:

Stinger Cannon (18", A8, AP(1))	+25pts
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L | Upgrade with any:

Toxic Breath (12", A12, Poison)	+30pts
Explosive Spit (48", A2, AP(4), Blast(6))	+290pts

Upgrade with one:

Hive Carrier (Transport(21))	+40pts
Acid Blood	+50pts

Special Rules

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

Explosive Head: If this model is ever engaged in melee it is immediately killed and the enemy takes 3 hits for Spores and 9 hits for a Massive Spore. Additionally this model automatically passes all morale tests.

Pheromones: When this unit is activated, pick 2 friendly units within 12", which take one wound next time they fail a morale test, and the test counts as passed instead.

Psychic Barrier: This model may block spells as if it had the Psychic(2) special rule. If it is a Psychic then it gets +1 to spell block rolls.

Shrouding Mist: When this unit is activated pick 2 friendly units within 6", which get Stealth next time they are shot at.

Spawn Brood: When this unit is activated you may place a unit of 5 Grunts or 3 Hive Swarms fully within 6" of it.

Spores: If this weapon misses you may place a unit of 3 Spores or 1 Massive Spore 12" away from the target, but the position is decided by your opponent. Note that this new unit can't be activated on the round in which it is placed.

Surprise Attack: This unit counts as having the Ambush rule and may be deployed up to 1" away from enemy units. Once the unit is deployed roll 4 dice, for each 4+ it deals 3 hits with AP(2) to one enemy unit within 3" (this may target multiple units).

Terrifying: This model counts as having the Fear rule, and gets +4 to its Fear rolls.

Transport Spore: This unit may transport up to 11 models, or use all of its capacity to carry one Carnivo-Rex, Psycho-Rex or Toxico-Rex.