

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.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

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Thank you for playing!



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+	1x Shredder Cannon (18", A4, Rending) 2x Heavy Razor Claws (A3, AP(1)) 1x Stomp (A4, AP(1))	Fear(2), Fearless, Hero, Hive Bond, Tough(12)	345pts
Prime Warrior [1]	4+	4+	1x Shredder Gun (18", A2, Rending) 1x Heavy Razor Claws (A3, AP(1))	Hero, Tough(6), Hive Bond	80pts
Snatcher Lord [1]	3+	4+	1x Heavy Claws (A4, AP(1), Rending)	Fast, Hero, Scout, Strider, Tough(3), Hive Bond	80pts
Grunt Veteran [1]	5+	5+	1x Razor Claws (A2)	Hero, Strider, Tough(3), Hive Bond	20pts
Assault Grunts [10]	5+	5+	10x Razor Claws (A2)	Fast, Strider, Hive Bond	110pts
Shooter Grunts [10]	5+	5+	10x Bio-Spiners (6", A2, AP(1)) 10x Razor Claws (A1)	Strider, Hive Bond	110pts
Psycho-Grunts [10]	5+	5+	10x Rending Claws (A1, Rending)	Resistance, Strider, Hive Bond	110pts
Winged Grunts [10]	5+	5+	10x Bio-Spiners (6", A2, AP(1)) 10x Razor Claws (A1)	Ambush, Flying, Hive Bond	130pts
Support Grunts [3]	5+	5+	3x Ravager Bio-Cannons (24", A3, Indirect, Rupture) 3x Razor Claws (A1)	Relentless, Strider, Hive Bond	140pts
Soul-Snatchers [5]	3+	4+	5x Heavy Claws (A2, AP(1), Rending)	Fast, Scout, Strider, Hive Bond	160pts
Hive Swarms [3]	5+	6+	3x Swarm Attacks (A3, Bane)	Strider, Tough(3), Hive Bond	70pts
Hive Warriors [3]	4+	4+	6x Razor Claws (A2)	Tough(3), Hive Bond	110pts
Ravenous Beasts [3]	4+	4+	6x Razor Claws (A2)	Fast, Strider, Tough(3), Hive Bond	135pts
Venom Beasts [3]	4+	4+	3x Poison Spurts (12", A1, Blast(3), Bane) 3x Toxin Claws (A1, Bane)	Tough(3), Regeneration, Hive Bond	150pts
Hive Guardians [3]	3+	3+	6x Razor Claws (A2)	Relentless, Tough(3), Hive Bond	150pts
Shadow Leapers [3]	3+	4+	6x Razor Claws (A2)	Stealth, Strider, Tough(3), Hive Bond, Scout	190pts
Synapse Beasts [3]	4+	4+	3x Psy-Blasts (18", A1, Blast(3)) 3x Psy-Shocks (A1)	Caster Group, Tough(3), Resistance, Hive Bond	200pts
Spores [5]	6+	6+	5x Tendrils (A1)	Self-Destruct(2), No Retreat, Slow	75pts
Massive Spores [3]	6+	6+	3x Tendrils (A3)	Self-Destruct(6), No Retreat, Tough(3), Slow	145pts
Shadow Hunter [1]	3+	4+	2x Heavy Razor Claws (A3, AP(1))	Fear(1), Stealth, Strider, Tough(6), Hive Bond, Infiltrate	150pts
Mortar Beast [1]	4+	3+	1x Spore Gun (24", A2, Blast(3), Indirect, Shred) 1x Heavy Razor Claws (A3, AP(1)) 1x Stomp (A2, AP(1))	Fear(1), Tough(6), Hive Bond	155pts
Synapse Tyrant [1]	4+	4+	1x Heavy Psy-Stinger (18", A4, AP(1), Rupture) 1x Psy-Shock (A3)	Caster(3), Fear(1), Resistance, Tough(6), Hive Bond	180pts
Flamer Beast [1]	4+	3+	1x Spit Flames (18", A2, AP(1), Blast(3), Reliable) 1x Heavy Razor Claws (A3, AP(1)) 1x Stomp (A2, AP(1))	Fear(1), Tough(6), Hive Bond	185pts
Invasion Carrier Spore [1]	4+	3+	1x Razor Tendrils (A6, AP(1))	Ambush, Slow, Tough(6), Transport(11), Hive Bond	120pts
Carnivo-Rex [1]	4+	2+	3x Heavy Razor Claws (A3, AP(1)) 1x Stomp (A4, AP(1))	Fear(2), Tough(12), Hive Bond, Fearless	280pts
Toxico-Rex [1]	4+	2+	1x Acid Spurt (12", A2, Blast(3), Bane) 1x Stomp (A4, AP(1)) 1x Whip Limbs (A8, Bane, Precise)	Fear(2), Tough(12), Regeneration, Hive Bond, Fearless	365pts
Psycho-Rex [1]	4+	2+	1x Heavy Psy-Stinger (18", A4, AP(1), Rupture) 1x Heavy Razor Claws (A6, AP(1)) 1x Stomp (A4, AP(1))	Caster(3), Fear(2), Tough(12), Resistance, Hive Bond, Fearless	400pts
Hive Burrower [1]	4+	2+	3x Heavy Razor Claws (A3, AP(1)) 1x Stomp (A5, AP(2))	Fear(3), Tough(15), Hive Bond, Fearless	385pts
Tyrant Heavy Beast [1]	4+	2+	1x Bio-Pod (24", A12) 1x Stinger Launcher (18", A6, Rupture) 1x Stomp (A5, AP(2))	Fear(3), Tough(15), Hive Bond, Fearless	440pts
Spawning Heavy Beast [1]	4+	2+	3x Stinger Launchers (18", A6, Rupture) 1x Heavy Razor Claws (A3, AP(1)) 1x Stomp (A5, AP(2))	Fear(3), Tough(15), Hive Bond, Fearless	445pts
Devourer Heavy Beast [1]	4+	2+	1x Devouring Tongue (12", A3, AP(2), Deadly(3), Takedown) 3x Heavy Razor Claws (A3, AP(1)) 1x Stomp (A5, AP(2))	Fear(3), Tough(15), Hive Bond, Fearless	430pts
Artillery Heavy Beast [1]	4+	2+	1x Shredder Bio-Artillery (36", A3, Blast(6), Indirect, Rending) 1x Stomp (A5, AP(2))	Fear(3), Tough(15), Hive Bond, Fearless	570pts
Invasion Artillery Spore [1]	4+	3+	1x Spore Gun (24", A2, Blast(3), Indirect, Shred) 1x Razor Tendrils (A6, AP(1))	Ambush, Artillery, Hive Bond, Tough(6)	170pts
Hive Titan [1]	3+	2+	1x Stomp (A6, AP(2)) 1x Titanic Heavy Claws (A18, AP(2), Rupture)	Fear(3), Fearless, Hive Bond, Tough(18)	645pts
Rapacious Beast [1]	4+	2+	1x Caustic Cannon (12", A2, Blast(3), Reliable) 1x Spore Bombs (A1, Blast(6), Shred, Strafing)	Aircraft, Tough(6), Hive Bond, Fearless	225pts

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ARMY-WIDE SPECIAL RULE

Hive Bond: Units where all models have this rule get +1 to morale test rolls.

SPECIAL RULES

Agile: Moves +1" when using Advance, and +2" when using Rush/Charge.

Breath Attack: Once per 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).

Caster Group: Pick one model with this rule 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.

Hit & Run Fighter: Once per round, units where all models have this rule may move by up to 3" after being in melee.

Hive Bond Boost: If all models in this unit have Hive Bond, they get +2 to morale test rolls from Hive Bond (instead of only +1).

Increased Shooting Range: This model gets +6" range when shooting.

Infiltrate: Counts as having Ambush, but may be deployed up to 1" away from enemy units.

No Retreat: When 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.

Piercing Growth: Place one marker on this unit at the beginning of each round, starting on the round after which it deployed (counting start of game deployment as deploying on the first round). For each marker models with this rule in it get AP(+1) (up to a max. of +2). If this unit is ever Shaken, it loses all its markers.

Precise: Gets +1 to hit when attacking.

Predator Fighter: 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.

Rapid Charge: This model moves +4" when using Charge actions.

Ravage: When it's this model's turn to attack in melee, roll X dice. For each 6+ the target takes one wound.

Regenerative Strength: Place one marker on this model when it ignores a wound. When in melee, pick one of its weapons to get +X attacks, where X is the number of markers on it.

Resistance: When a unit where all models have this rule takes wounds, roll one die for each. On a 6+ it is ignored. If the wounds were from a spell, then they are ignored on a 2+ instead.

Rupture: Ignores Regeneration, and on unmodified results of 6 to hit that aren't blocked, this weapon deals 1 extra wound.

Self-Destruct: 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.

Shielded: Units where all models have this rule get +1 to defense rolls against hits that are not from spells.

Shred: On unmodified results of 1 to block hits, this weapon deals 1 extra wound.

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

Spell Conduit: Casters within 12" that are from other friendly units may cast spells as if they were in this model's position, and get +1 to casting rolls when doing so.

Stealth Buff: Once per activation, before attacking, pick one friendly unit within 12", which gets Stealth once (next time the effect would apply).

Strafing: Once per activation, when this model moves through enemy units, pick one of them and attack it with this weapon as if it was shooting. This weapon may only be used in this way.

Surprise Attack: Counts as having Infiltrate. Once deployed via this rule, roll X dice, for each 4+ one enemy unit within 3" takes 2 hits with AP(1).

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

Unpredictable: When attacking, roll one die and apply one effect to all models with this rule: on a 1-3 they get AP(+1), and on a 4-6 they get +1 to hit rolls instead.

Unpredictable Fighter: When in melee, roll one die and apply one effect to all models with this rule: on a 1-3 they get AP(+1), and on a 4-6 they get +1 to hit rolls instead.

Unpredictable Fighter Mark: Once per activation, before attacking, pick one enemy unit within 18", which friendly units gets Unpredictable Fighter against once (next time the effect would apply).

AURA SPECIAL RULES

Furious Aura: This model and its unit get Furious.

Hive Bond Boost Aura: This model and its unit get Hive Bond Boost.

Increased Shooting Range Aura: This model and its unit get +6" range when shooting.

Rapid Charge Aura: This model and its unit moves +4" when using Charge actions.

Shielded Aura: This model and its unit get Shielded.

ARMY SPELLS

Animate Spirit (1): Pick one friendly unit within 12", which gets Hit & Run Fighter once (next time the effect would apply).

Overwhelming Strike (1): Pick one enemy unit within 12", which takes 2 hit with AP(1) and Rupture. Roll as many dice as hits to see if "on rolls of 6" effects trigger.

Infuse Bloodthirst (2): Pick up to two friendly units within 12", which get Hive Bond Boost once (next time the effect would apply).

Psychic Blast (2): Pick one enemy unit within 12", which takes 4 hit with AP(2).

Terror Seeker (3): Pick up to three enemy units within 18", which friendly units gets Unpredictable Fighter against once (next time the effect would apply).

Hive Shriek (3): Pick one enemy model within 18", which takes 6 hit with AP(1).

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<p>Hive Lord [1] - 345pts</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>Quality 3+</td> <td>Defense 2+</td> <td>Tough 12</td> </tr> </table> <p>Fear(2), Fearless, Hero, Hive Bond, Tough(12)</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>Weapon</th> <th>RNG</th> <th>ATK</th> <th>AP</th> <th>SPE</th> </tr> </thead> <tbody> <tr> <td>Shredder Cannon</td> <td>18"</td> <td>A4</td> <td>-</td> <td>Rending</td> </tr> <tr> <td>2x Heavy Razor Claws</td> <td>-</td> <td>A3</td> <td>1</td> <td>-</td> </tr> <tr> <td>Stomp</td> <td>-</td> <td>A4</td> <td>1</td> <td>-</td> </tr> </tbody> </table> <p>Upgrade with one</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tbody> <tr> <td>Bio-Tech Master (Increased Shooting Range)</td> <td>+15pts</td> </tr> <tr> <td>Brood Leader (Rapid Charge)</td> <td>+15pts</td> </tr> <tr> <td>Combat Bio-Engineer (Furious)</td> <td>+20pts</td> </tr> <tr> <td>Hive Protector (Shielded)</td> <td>+20pts</td> </tr> <tr> <td>Psychic Synapses (Caster(3))</td> <td>+60pts</td> </tr> </tbody> </table> <p>Replace any Heavy Razor Claw</p> <table border="1" style="width: 100%; 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Shredder Cannon	18"	A4	-	Rending																																																																																																																																									
2x Heavy Razor Claws	-	A3	1	-																																																																																																																																									
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Bio-Tech Master (Increased Shooting Range)	+15pts																																																																																																																																												
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2x Heavy Razor Claws (A3, AP(1))	+5pts																																																																																																																																												
Spitter Cannon (24", A2, Blast(3))	+15pts																																																																																																																																												
Barb Cannon (36", A1, AP(2), Blast(3))	+25pts																																																																																																																																												
Heavy Piercing Spike (A2, AP(2), Deadly(3), Reliable)	+30pts																																																																																																																																												
Heavy Smashing Club (A2, AP(2), Blast(3), Reliable)	+30pts																																																																																																																																												
Heavy Ravager Cannon (18", A6, AP(1), Rupture)	+30pts																																																																																																																																												
Heavy Slashing Blade (A6, AP(1), Reliable, Rending)	+40pts																																																																																																																																												
Acid Cannon (36", A1, AP(2), Deadly(6), Unstoppable)	+65pts																																																																																																																																												
Heavy Serrated Blade (A6, AP(4), Reliable)	+80pts																																																																																																																																												
Wings (Ambush, Flying)	+60pts																																																																																																																																												
Psy-Barrier (Resistance)	+35pts																																																																																																																																												
Bio-Recovery (Regeneration)	+40pts																																																																																																																																												
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Grunt Veteran [1] - 20pts				
	RNG	ATK	AP	SPE
Razor Claws	-	A2	-	-
Upgrade with one				
Brood Leader (Rapid Charge Aura)		+10pts		
Hive Protector (Shielded Aura)		+15pts		
Combat Bio-Engineer (Furious Aura)		+20pts		
Bio-Tech Master (Increased Shooting Range Aura)		+35pts		
Replace Razor Claw				
Smashing Club (A1, Blast(3))		+5pts		
Piercing Spike (A1, AP(1), Deadly(3))		+5pts		
Slashing Blade (A2, AP(1), Rending)		+5pts		
Serrated Blade (A2, AP(4))		+10pts		
Upgrade with one				
Veteran Bio-Spiner (6", A3, AP(1))		+5pts		
Veteran Bio-Borer (12", A3)		+5pts		
Veteran Bio-Ravager (18", A2, AP(1))		+10pts		
Upgrade with one				
Assault Breed (Fast)		+5pts		
Winged Breed (Ambush, Flying)		+5pts		
Psycho Breed (Resistance)		+10pts		
Upgrade with one				
Toxin Cysts (Bane in Melee)		+5pts		
Adrenaline Fueled (Agile)		+5pts		
Combat Mutations (Piercing Growth)		+5pts		
Assault Grunts [10] - 110pts				
	RNG	ATK	AP	SPE
10x Razor Claws	-	A2	-	-
Replace up to two Razor Claws				
Piercing Claws (A1, AP(1), Deadly(3))		+5pts		
Smashing Claws (A1, Blast(3))		+5pts		
Slashing Claws (A2, AP(1), Rending)		+5pts		
Serrated Claws (A2, AP(4))		+10pts		
Upgrade all models with one				
Adrenaline Fueled (Agile)		+5pts		
Toxic Cysts (Bane in Melee)		+10pts		
Combat Mutations (Piercing Growth)		+25pts		

Shooter Grunts [10] - 110pts				
	RNG	ATK	AP	SPE
10x Bio-Spiners	6"	A2	1	-
10x Razor Claws	-	A1	-	-
Replace all Bio-Spiners				
Bio-Borer (12", A2)		+10pts		
Bio-Ravager (18", A1, AP(1))		+20pts		
Replace up to two Bio-Spiners				
Bio-Plasma (12", A1, AP(4))		+5pts		
Bio-Fuser (6", A1, AP(4), Deadly(3))		+5pts		
Bio-Shredder (9", A2, Rending)		+5pts		
Bio-Flamer (6", A1, Blast(3), Reliable)		+5pts		
Bio-Spiker (18", A1, AP(1), Reliable, Takedown)		+15pts		
Upgrade all models with one				
Adrenaline Fueled (Agile)		+5pts		
Toxic Cysts (Bane in Melee)		+5pts		
Combat Mutations (Piercing Growth)		+25pts		
Psycho-Grunts [10] - 110pts				
	RNG	ATK	AP	SPE
10x Rending Claws	-	A1	-	Rending
Upgrade one model with				
Synaptic Relay (Spell Conduit)		+10pts		
Upgrade all models with one				
Adrenaline Fueled (Agile)		+5pts		
Toxic Cysts (Bane in Melee)		+5pts		
Combat Mutations (Piercing Growth)		+10pts		

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Winged Grunts [10] - 130pts	Quality 5+	Defense 5+	Hive Swarms [3] - 70pts	Quality 5+	Defense 6+	Tough 3
Ambush, Flying, Hive Bond						
Weapon	RNG	ATK	AP	SPE		
10x Bio-Spiners	6"	A2	1	-		
10x Razor Claws	-	A1	-	-		
Replace all Bio-Spiners						
Bio-Borer (12", A2)			+10pts			
Bio-Ravager (18", A1, AP(1))			+20pts			
Replace up to two Bio-Spiners						
Bio-Plasma (12", A1, AP(4))			+5pts			
Bio-Fuser (6", A1, AP(4), Deadly(3))			+5pts			
Bio-Shredder (9", A2, Rending)			+5pts			
Bio-Flamer (6", A1, Blast(3), Reliable)			+5pts			
Bio-Spiker (18", A1, AP(1), Reliable, Takedown)			+15pts			
Upgrade all models with one						
Adrenaline Fueled (Agile)			+5pts			
Toxic Cysts (Bane in Melee)			+5pts			
Combat Mutations (Piercing Growth)			+25pts			
Support Grunts [3] - 140pts						
Quality 5+	Defense 5+					
Hive Bond, Relentless, Strider						
Weapon	RNG	ATK	AP	SPE		
3x Ravager Bio-Cannons	24"	A3	-	Indirect, Rupture		
3x Razor Claws	-	A1	-	-		
Replace all Ravager Bio-Cannons						
Bio-Cannon (24", A1, Blast(3), Indirect, Rending)			+10pts			
Upgrade all models with one						
Adrenaline Fueled (Agile)			+5pts			
Toxic Cysts (Bane in Melee)			+5pts			
Combat Mutations (Piercing Growth)			+35pts			
Soul-Snatchers [5] - 160pts						
Quality 3+	Defense 4+					
Fast, Hive Bond, Scout, Strider						
Weapon	RNG	ATK	AP	SPE		
5x Heavy Claws	-	A2	1	Rending		
Upgrade one model with						
Mind Snatcher (Caster(1))			+15pts			
Hive Warriors [3] - 110pts						
Quality 4+	Defense 4+	Tough 3				
Hive Bond, Tough(3)						
Weapon	RNG	ATK	AP	SPE		
6x Razor Claws	-	A2	-	-		
Any model may replace one Razor Claws						
Ravager Gun (18", A3)			+10pts			
Spitter Gun (24", A1, Blast(3))			+15pts			
Twin Spine Guns (12", A4, AP(1))			+15pts			
Replace one Ravager Gun						
Shredder Gun (18", A2, Rending)			Free			
Heavy Ravager Gun (18", A3, AP(1), Rupture)			+10pts			
Barb Gun (30", A1, AP(2), Blast(3))			+30pts			
Acid Launcher (30", A1, AP(2), Deadly(3), Unstoppable)			+30pts			
Upgrade all models with						
Wings (Ambush, Flying)			+35pts			
Upgrade one model with						
Battle Pheromones (Unpredictable Fighter Mark)			+30pts			
Replace any Razor Claws						
Slashing Blade (A2, AP(1), Rending)			+5pts			
Razor Whip (A2, Bane, Precise)			+10pts			
Serrated Blade (A2, AP(4))			+15pts			
Replace one Razor Claws						
Piercing Spike (A1, AP(2), Deadly(3))			+10pts			
Smashing Club (A1, AP(2), Blast(3))			+10pts			

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<p>Ravenous Beasts [3] - 135pts</p> <table border="1"> <thead> <tr> <th>Quality 4+</th> <th>Defense 4+</th> <th>Tough 3</th> </tr> </thead> <tbody> <tr> <td colspan="3">Fast, Hive Bond, Strider, Tough(3)</td> </tr> <tr> <th>Weapon</th> <th>RNG</th> <th>ATK</th> <th>AP</th> <th>SPE</th> </tr> <tr> <td>6x Razor Claws</td> <td>-</td> <td>A2</td> <td>-</td> <td>-</td> </tr> </tbody> </table> <p>Upgrade all models with</p> <table border="1"> <tbody> <tr> <td>Burrowing Strike (Ambush)</td> <td>+15pts</td> </tr> </tbody> </table> <p>Replace any Razor Claws</p> <table border="1"> <tbody> <tr> <td>Slashing Blade (A2, AP(1), Rending)</td> <td>+5pts</td> </tr> <tr> <td>Razor Whip (A2, Bane, Precise)</td> <td>+10pts</td> </tr> <tr> <td>Serrated Blade (A2, AP(4))</td> <td>+15pts</td> </tr> </tbody> </table> <p>Replace one Razor Claws</p> <table border="1"> <tbody> <tr> <td>Piercing Spike (A1, AP(2), Deadly(3))</td> <td>+10pts</td> </tr> <tr> <td>Smashing Club (A1, AP(2), Blast(3))</td> <td>+10pts</td> </tr> </tbody> </table>	Quality 4+	Defense 4+	Tough 3	Fast, Hive Bond, Strider, Tough(3)			Weapon	RNG	ATK	AP	SPE	6x Razor Claws	-	A2	-	-	Burrowing Strike (Ambush)	+15pts	Slashing Blade (A2, AP(1), Rending)	+5pts	Razor Whip (A2, Bane, Precise)	+10pts	Serrated Blade (A2, AP(4))	+15pts	Piercing Spike (A1, AP(2), Deadly(3))	+10pts	Smashing Club (A1, AP(2), Blast(3))	+10pts	<p>Shadow Leapers [3] - 190pts</p> <table border="1"> <thead> <tr> <th>Quality 3+</th> <th>Defense 4+</th> <th>Tough 3</th> </tr> </thead> <tbody> <tr> <td colspan="3">Hive Bond, Scout, Stealth, Strider, Tough(3)</td> </tr> <tr> <th>Weapon</th> <th>RNG</th> <th>ATK</th> <th>AP</th> <th>SPE</th> </tr> <tr> <td>6x Razor Claws</td> <td>-</td> <td>A2</td> <td>-</td> <td>-</td> </tr> </tbody> </table> <p>Replace any Razor Claws</p> <table border="1"> <tbody> <tr> <td>Slashing Blade (A2, AP(1), Rending)</td> <td>+10pts</td> </tr> <tr> <td>Razor Whip (A2, Bane, Precise)</td> <td>+10pts</td> </tr> <tr> <td>Serrated Blade (A2, AP(4))</td> <td>+15pts</td> </tr> </tbody> </table> <p>Replace one Razor Claws</p> <table border="1"> <tbody> <tr> <td>Piercing Spike (A1, AP(2), Deadly(3))</td> <td>+15pts</td> </tr> <tr> <td>Smashing Club (A1, AP(2), Blast(3))</td> <td>+15pts</td> </tr> </tbody> </table>	Quality 3+	Defense 4+	Tough 3	Hive Bond, Scout, Stealth, Strider, Tough(3)			Weapon	RNG	ATK	AP	SPE	6x Razor Claws	-	A2	-	-	Slashing Blade (A2, AP(1), Rending)	+10pts	Razor Whip (A2, Bane, Precise)	+10pts	Serrated Blade (A2, AP(4))	+15pts	Piercing Spike (A1, AP(2), Deadly(3))	+15pts	Smashing Club (A1, AP(2), Blast(3))	+15pts						
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<p>Venom Beasts [3] - 150pts</p> <table border="1"> <thead> <tr> <th>Quality 4+</th> <th>Defense 4+</th> <th>Tough 3</th> </tr> </thead> <tbody> <tr> <td colspan="3">Hive Bond, Regeneration, Tough(3)</td> </tr> <tr> <th>Weapon</th> <th>RNG</th> <th>ATK</th> <th>AP</th> <th>SPE</th> </tr> <tr> <td>3x Poison Spurts</td> <td>12"</td> <td>A1</td> <td>-</td> <td>Blast(3), Bane</td> </tr> <tr> <td>3x Toxin Claws</td> <td>-</td> <td>A1</td> <td>-</td> <td>Bane</td> </tr> </tbody> </table> <p>Replace all Poison Spurts and Toxin Claws</p> <table border="1"> <tbody> <tr> <td>Whip Limbs (A4, Bane, Precise)</td> <td>+45pts</td> </tr> </tbody> </table> <p>Upgrade one model with</p> <table border="1"> <tbody> <tr> <td>Shrouding Mist (Stealth Buff)</td> <td>+25pts</td> </tr> </tbody> </table>	Quality 4+	Defense 4+	Tough 3	Hive Bond, Regeneration, Tough(3)			Weapon	RNG	ATK	AP	SPE	3x Poison Spurts	12"	A1	-	Blast(3), Bane	3x Toxin Claws	-	A1	-	Bane	Whip Limbs (A4, Bane, Precise)	+45pts	Shrouding Mist (Stealth Buff)	+25pts	<p>Synapse Beasts [3] - 200pts</p> <table border="1"> <thead> <tr> <th>Quality 4+</th> <th>Defense 4+</th> <th>Tough 3</th> </tr> </thead> <tbody> <tr> <td colspan="3">Caster Group, Hive Bond, Resistance, Tough(3)</td> </tr> <tr> <th>Weapon</th> <th>RNG</th> <th>ATK</th> <th>AP</th> <th>SPE</th> </tr> <tr> <td>3x Psy-Blasts</td> <td>18"</td> <td>A1</td> <td>-</td> <td>Blast(3)</td> </tr> <tr> <td>3x Psy-Shocks</td> <td>-</td> <td>A1</td> <td>-</td> <td>-</td> </tr> </tbody> </table> <p>Spores [5] - 75pts</p> <table border="1"> <thead> <tr> <th>Quality 6+</th> <th>Defense 6+</th> </tr> </thead> <tbody> <tr> <td colspan="2">No Retreat, Self-Destruct(2), Slow</td> </tr> <tr> <th>Weapon</th> <th>RNG</th> <th>ATK</th> <th>AP</th> <th>SPE</th> </tr> <tr> <td>5x Tendrils</td> <td>-</td> <td>A1</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	Quality 4+	Defense 4+	Tough 3	Caster Group, Hive Bond, Resistance, Tough(3)			Weapon	RNG	ATK	AP	SPE	3x Psy-Blasts	18"	A1	-	Blast(3)	3x Psy-Shocks	-	A1	-	-	Quality 6+	Defense 6+	No Retreat, Self-Destruct(2), Slow		Weapon	RNG	ATK	AP	SPE	5x Tendrils	-	A1	-	-
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Shadow Hunter [1] - 150pts

Quality 3+ Defense 4+ Tough 6

Fear(1), Hive Bond, Infiltrate, Stealth, Strider, Tough(6)

Weapon	RNG	ATK	AP	SPE
2x Heavy Razor Claws	-	A3	1	-

Replace any Heavy Razor Claw

Serrated Blade (A2, AP(4))	+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 (A4, Bane, Precise)	+20pts

Upgrade with one

Silent Assassin (Takedown Strike)	+15pts
Mind Hunter (Caster(2))	+40pts

Mortar Beast [1] - 155pts

Quality 4+ Defense 3+ Tough 6

Fear(1), Hive Bond, Tough(6)

Weapon	RNG	ATK	AP	SPE
Spore Gun	24"	A2	-	Blast(3), Indirect, Shred
Heavy Razor Claws	-	A3	1	-
Stomp	-	A2	1	-

Replace Spore Gun

Spore Carrier (Spawn(Spores [5]))	+40pts
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Synapse Tyrant [1] - 180pts

Quality 4+ Defense 4+ Tough 6

Caster(3), Fear(1), Hive Bond, Resistance, Tough(6)

Weapon	RNG	ATK	AP	SPE
Heavy Psy-Stinger	18"	A4	1	Rupture
Psy-Shock	-	A3	-	-

Replace Heavy Psy-Stinger

Heavy Psy-Torrent (9", A2, AP(1), Blast(3), Reliable)	+10pts
Heavy Psy-Blast (18", A2, AP(1), Blast(3))	+10pts

Flamer Beast [1] - 185pts

Quality 4+ Defense 3+ Tough 6

Fear(1), Hive Bond, Tough(6)

Weapon	RNG	ATK	AP	SPE
Spit Flames	18"	A2	1	Blast(3), Reliable
Heavy Razor Claws	-	A3	1	-
Stomp	-	A2	1	-

Invasion Carrier Spore [1] - 120pts

Quality 4+ Defense 3+ Tough 6

Ambush, Hive Bond, Slow, Tough(6), Transport(11)

Weapon	RNG	ATK	AP	SPE
Razor Tendrils	-	A6	1	-

Upgrade with one

Shredder Gun Array (18", A4, Rending)	+30pts
Spitter Gun Array (24", A2, Blast(3))	+45pts
Barb Cannon Array (30", A2, AP(2), Blast(3))	+90pts
Acid Launcher Array (30", A2, AP(2), Deadly(3), Unstoppable)	+90pts

Upgrade with

Battle Pheromones (Unpredictable Fighter Mark)	+30pts
------------------------------------------------	--------

Carnivo-Rex [1] - 280pts

Quality 4+ Defense 2+ Tough 12

Fear(2), Fearless, Hive Bond, Tough(12)

Weapon	RNG	ATK	AP	SPE
3x Heavy Razor Claws	-	A3	1	-
Stomp	-	A4	1	-

Replace any Heavy Razor Claws

Piercing Claws (A1, AP(2), Deadly(3))	+5pts
Smashing Claws (A1, AP(2), Blast(3))	+5pts
Slashing Claws (A3, AP(1), Rending)	+5pts
Serrated Claws (A3, AP(4))	+15pts
Whip Limbs (A4, Bane, Precise)	+20pts

Upgrade with

Bio-Recovery (Regeneration)	+40pts
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Replace 3x Heavy Razor Claws

Heavy Shredder Cannon (18", A8, Rending)	+15pts
Heavy Spitter Cannon (24", A4, Blast(3))	+35pts
Rapid Heavy Ravager Cannon (18", A12, AP(1), Rupture)	+60pts
Heavy Barb Cannon (36", A2, AP(2), Blast(6))	+110pts
Heavy Acid Cannon (36", A2, AP(2), Deadly(6), Unstoppable)	+110pts

Replace one Heavy Razor Claw

Killing Scream (Breath Attack)	+5pts
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Toxico-Rex [1] - 365pts				
	RNG	ATK	AP	SPE
Acid Spurt	12"	A2	-	Blast(3), Bane
Stomp	-	A4	1	-
Whip Limbs	-	A8	-	Bane, Precise
Upgrade with one				
Shrouding Mist (Stealth Buff)				+25pts
Poison Mist (12", A1, Blast(6), Bane)				+25pts
Psycho-Rex [1] - 400pts				
	RNG	ATK	AP	SPE
Heavy Psy-Stinger	18"	A4	1	Rupture
Heavy Razor Claws	-	A6	1	-
Stomp	-	A4	1	-
Replace Heavy Psy-Stinger				
Heavy Razor Claws (A6, AP(1)), Psy-Frenzy (Regenerative Strength)				+25pts
Replace Heavy Psy-Stinger				
Heavy Psy-Torrent (9", A2, AP(1), Blast(3), Reliable)				+10pts
Heavy Psy-Blast (18", A2, AP(1), Blast(3))				+10pts
Hive Burrower [1] - 385pts				
	RNG	ATK	AP	SPE
3x Heavy Razor Claws	-	A3	1	-
Stomp	-	A5	2	-
Upgrade				SPE
Deep Deployment				Ambush
Replace 3x Heavy Razor Claw				
Acid Spurt (12", A2, Blast(3), Bane), Whip Limbs (A8, Bane, Precise)				+50pts
Replace Deep Deployment				
Burrow Attack (Surprise Attack(3))				+40pts
Upgrade with one				
Venom Burrower (Regeneration, Stealth Buff)				+75pts
Synapse Burrower (Caster(3), Resistance)				+105pts
Replace any Heavy Razor Claws				
Piercing Claws (A1, AP(2), Deadly(3))				+5pts
Smashing Claws (A1, AP(2), Blast(3))				+5pts
Slashing Claws (A3, AP(1), Rending)				+5pts
Serrated Claws (A3, AP(4))				+15pts
Whip Limbs (A4, Bane, Precise)				+20pts

Tyrant Heavy Beast [1] - 440pts				
	RNG	ATK	AP	SPE
Bio-Pod	24"	A12	-	-
Stinger Launcher	18"	A6	-	Rupture
Stomp	-	A5	2	-
Upgrade with				
Bio-Recovery (Regeneration)				+50pts
Replace any Stinger Launcher				
Barb Launcher (18", A2, AP(2), Blast(3))				+20pts
Acid Spike Launcher (18", A2, AP(2), Deadly(3), Unstoppable)				+20pts
Replace Bio-Pod				
Toxic Spray (18", A12, AP(1))				+10pts
Fracture Cannon (30", A2, AP(3), Deadly(6))				+70pts
Spawning Heavy Beast [1] - 445pts				
	RNG	ATK	AP	SPE
3x Stinger Launchers	18"	A6	-	Rupture
Heavy Razor Claws	-	A3	1	-
Stomp	-	A5	2	-
Upgrade with				
Psy-Barrier (Resistance)				+50pts
Replace any Stinger Launcher				
Barb Launcher (18", A2, AP(2), Blast(3))				+20pts
Acid Spike Launcher (18", A2, AP(2), Deadly(3), Unstoppable)				+20pts
Upgrade with one				
Swarm Brood (Spawn(Hive Swarms [3]))				+75pts
Shooter Brood (Spawn(Shooter Grunts [10]))				+120pts
Assault Brood (Spawn(Assault Grunts [10]))				+120pts
Upgrade with				
Battle Pheromones (Unpredictable Fighter Mark)				+30pts

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<p>Artillery Heavy Beast [1] - 570pts</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Weapon</th> <th style="text-align: center; padding: 2px;">RNG</th> <th style="text-align: center; padding: 2px;">ATK</th> <th style="text-align: center; padding: 2px;">AP</th> <th style="text-align: center; padding: 2px;">SPE</th> </tr> </thead> <tbody> <tr> <td>Shredder Bio-Artillery</td> <td style="text-align: center;">36"</td> <td style="text-align: center;">A3</td> <td style="text-align: center;">-</td> <td>Blast(6), Indirect, Rending</td> </tr> <tr> <td>Stomp</td> <td style="text-align: center;">-</td> <td style="text-align: center;">A5</td> <td style="text-align: center;">2</td> <td>-</td> </tr> </tbody> </table> <p>Upgrade with</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td>Psy-Barrier (Resistance)</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+50pts</td> </tr> </tbody> </table> <p>Replace Shredder Bio-Artillery</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td>Spitter Bio-Artillery (36", A6, AP(1), Blast(3), Indirect)</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+105pts</td> </tr> <tr> <td>Acid Bio-Artillery (36", A3, AP(3), Deadly(6), Indirect)</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+165pts</td> </tr> <tr> <td>Plasma Bio-Artillery (36", A3, AP(4), Blast(6), Indirect)</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+255pts</td> </tr> </tbody> </table>	Weapon	RNG	ATK	AP	SPE	Shredder Bio-Artillery	36"	A3	-	Blast(6), Indirect, Rending	Stomp	-	A5	2	-	Psy-Barrier (Resistance)	+50pts	Spitter Bio-Artillery (36", A6, AP(1), Blast(3), Indirect)	+105pts	Acid Bio-Artillery (36", A3, AP(3), Deadly(6), Indirect)	+165pts	Plasma Bio-Artillery (36", A3, AP(4), Blast(6), Indirect)	+255pts	<p>Rapacious Beast [1] - 225pts</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 2px;">Weapon</th> <th style="text-align: center; padding: 2px;">RNG</th> <th style="text-align: center; padding: 2px;">ATK</th> <th style="text-align: center; padding: 2px;">AP</th> <th style="text-align: center; padding: 2px;">SPE</th> </tr> </thead> <tbody> <tr> <td>Caustic Cannon</td> <td style="text-align: center;">12"</td> <td style="text-align: center;">A2</td> <td style="text-align: center;">-</td> <td>Blast(3), Reliable</td> </tr> <tr> <td>Spore Bombs</td> <td style="text-align: center;">-</td> <td style="text-align: center;">A1</td> <td style="text-align: center;">-</td> <td>Blast(6), Shred, Strafing</td> </tr> </tbody> </table> <p>Upgrade with</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td>Bio-Recovery (Regeneration)</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+20pts</td> </tr> </tbody> </table> <p>Replace Caustic Cannon</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td>Twin Barb Guns (30", A2, AP(2), Blast(3))</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+35pts</td> </tr> <tr> <td>Twin Acid Launchers (30", A2, AP(3), Deadly(3), Unstoppable)</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+55pts</td> </tr> </tbody> </table> <p>Replace Spore Bomb</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td>Stinger Spitter (18", A3, Rupture)</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+5pts</td> </tr> <tr> <td>Missile Bugs (36", A2, AP(3), Unstoppable)</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+35pts</td> </tr> <tr> <td>Spawn(Spores [5])</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+80pts</td> </tr> <tr> <td>Spawn(Massive Spores [3])</td> <td style="text-align: right; vertical-align: bottom; padding-right: 10px;">+165pts</td> </tr> </tbody> </table>	Weapon	RNG	ATK	AP	SPE	Caustic Cannon	12"	A2	-	Blast(3), Reliable	Spore Bombs	-	A1	-	Blast(6), Shred, Strafing	Bio-Recovery (Regeneration)	+20pts	Twin Barb Guns (30", A2, AP(2), Blast(3))	+35pts	Twin Acid Launchers (30", A2, AP(3), Deadly(3), Unstoppable)	+55pts	Stinger Spitter (18", A3, Rupture)	+5pts	Missile Bugs (36", A2, AP(3), Unstoppable)	+35pts	Spawn(Spores [5])	+80pts	Spawn(Massive Spores [3])	+165pts
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★ Druzhak [1] - 115pts

Quality 4+ Defense 4+ Tough 6

Hero, Hive Bond, Predator Fighter, Tough(6), Unique

Weapon	RNG	ATK	AP	SPE
Carapace Fist	-	A2	4	-
Fierceclaw Sword	-	A6	1	Rupture
Upgrade				SPE
Molded by War		Predator Fighter		

★ Vradhez [1] - 125pts

Quality 3+ Defense 4+ Tough 3

Caster(2), Fast, Furious Aura, Hero, Hive Bond, Scout, Strider, Tough(3), Unique

Weapon	RNG	ATK	AP	SPE
Twin Stingers	-	A2	1	Rupture
Upgrade				SPE
For the Hive!				Furious Aura