

Alien Canuck Boarder Crossers 3k • 2995pts

Alien Hives 3.4.1

Hive Lord [1] - 655pts

Quality 3+

Defense 2+

Tough 12

Fear(2), Fearless, Hero, Tough(12), Psy-Barrier, Regeneration, Ambush, Flying, Caster(3)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
4x Serrated Blades	-	A3	4	-
Upgrade	SPE			
Hive Protector	Psy-Barrier			
Bio-Recovery	Regeneration			
Wings	Ambush, Flying			
Hive Conduit	Caster(3)			

2x Assault Grunts [10] - 150pts

Quality 5+

Defense 5+

Fast, Strider, No Retreat

Weapon	RNG	ATK	AP	SPE
8x Razor Claws	-	A2	-	-
2x Serrated Claws	-	A2	4	-
Upgrade	SPE			
Adrenaline	No Retreat			

2x Shooter Grunts [10] - 130pts

Quality 5+

Defense 5+

Strider, No Retreat

Weapon	RNG	ATK	AP	SPE
10x Bio-Spiners	6"	A2	1	-
10x Razor Claws	-	A1	-	-
Upgrade	SPE			
Adrenaline	No Retreat			

2x Winged Grunts [10] - 160pts

Quality 5+

Defense 5+

Ambush, Flying, No Retreat

Weapon	RNG	ATK	AP	SPE
8x Bio-Spiners	6"	A2	1	-
10x Razor Claws	-	A1	-	-
2x Bio-Plasmas	12"	A1	4	-
Upgrade	SPE			
Adrenaline	No Retreat			

Ravenous Beasts [6] - 510pts

Quality 4+

Defense 4+

Tough 3

Fast, Strider, Tough(3), Scout

Weapon	RNG	ATK	AP	SPE
12x Serrated Blades	-	A2	4	-
Upgrade	SPE			
Rapid Strike	Scout			

Synapse Beasts [6] - 460pts

Quality 4+

Defense 4+

Tough 3

Psychic Synapse, Stealth, Tough(3), Regeneration

Weapon	RNG	ATK	AP	SPE
6x Psy-Blasts	18"	A1	-	Blast(3)
6x Psy-Shocks	-	A1	-	-
Upgrade	SPE			
Bio-Recovery	Regeneration			

Shadow Leapers [6] - 490pts

Quality 4+

Defense 4+

Tough 3

Ambush, Fast, Stealth, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
4x Razor Claws	-	A2	-	-
8x Serrated Blades	-	A2	4	-

## Special Rules

**AP:** Targets get -X to Defense rolls when blocking hits.

**Ambush:** May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

**Blast:** Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

**Caster:** Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

**Deadly:** Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

**Defense:** Gets +X to Defense rolls.

**Fast:** Moves +2" when using Advance, and +4" when using Rush/Charge.

**Fear:** This model counts as having dealt +X wounds when checking who won melee.

**Fearless:** Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

**Flying:** May move through units and terrain, and ignores terrain effects whilst moving.

**Hero:** Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

**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.

**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.

**Regeneration:** When taking a wound, roll one die. On a 5+ it is ignored.

**Scout:** May be set aside before deployment. After all other units are deployed, must be deployed and may then be placed anywhere within 12" of their position. Players alternate in placing Scout units, starting with the player that activates next.

**Stealth:** Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

**Strider:** May ignore the effects of difficult terrain when moving.

**Tough:** This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

## 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).