

Big n Strong • 3000pts

Alien Hives 3.4.1

Hive Lord [1] - 700pts

Quality 3+

Defense 2+

Tough 12

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

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

Hive Guardians [3] - 235pts

Quality 3+

Defense 3+

Tough 3

Relentless, Tough(3)

Weapon	RNG	ATK	AP	SPE
5x Razor Claws	-	A2	-	-
Skewer Cannon	30"	A2	4	Lock-On

2x Hive Swarm [3] - 60pts

Quality 6+

Defense 6+

Tough 3

Fearless, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Swarm Attacks	-	A3	-	Poison

Devourer Beast [1] - 765pts

Quality 4+

Defense 2+

Tough 18

Fear(3), Fearless, Tough(18), Regeneration

Weapon	RNG	ATK	AP	SPE
Tongue	12"	A3	2	Deadly(3), Sniper
Stomp	-	A6	2	-
4x Serrated Claws	-	A3	4	-
Upgrade	SPE			
Bio-Recovery	Regeneration			

Artillery Beast [1] - 1035pts

Quality 4+

Defense 2+

Tough 18

Fear(3), Fearless, Tough(18), Regeneration

Weapon	RNG	ATK	AP	SPE
Heavy Razor Claw	-	A6	1	-
Stomp	-	A6	2	-
Acid Bio-Artillery	36"	A3	3	Deadly(6), Indirect
Upgrade	SPE			
Bio-Recovery	Regeneration			

Vradhez [1] - 145pts

Quality 3+

Defense 4+

Tough 3

Caster(2), Fast, For the Hive!, Hero, Scout, Strider, Tough(3), Unique

Weapon	RNG	ATK	AP	SPE
Twin Stinger	-	A3	1	Poison

## 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.

**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.

**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.

**Furious:** When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

**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.

**Indirect:** Gets -1 to hit rolls when shooting after moving. May target enemies that are not in line of sight as if in line of sight, and ignores cover from sight obstructions.

**Lock-On:** Ignores cover and all negative modifiers to hit rolls and range.

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

**Poison:** Ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

**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.

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

**Relentless:** When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

**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.

**Sniper:** Shoots at Quality 2+, and each model with Sniper may pick any model in the target unit as its individual target, which is resolved as if it was a unit of 1. Sniper shooting must be resolved before other weapons.

**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).

**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).