

# Gary Vienna's Vets • 3000pts

Hive Lord [1] - 440pts

Quality 3+

Defense 2+

Tough 12

Fear(2), Fearless, Hero, Tough(12), Ambush, Flying

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
4x Slashing Blades	-	A3	1	<div>Rending</div>
Upgrade	SPE			
Wings	<div>Ambush, Flying</div>			

Assault Grunts [10] - 150pts

Quality 5+

Defense 5+

Fast, Strider, Furious, No Retreat

Weapon	RNG	ATK	AP	SPE
9x Razor Claws	-	A2	-	-
Piercing Claw	-	A1	1	<div>Deadly(3)</div>
Upgrade	SPE			
Heavy Bite	<div>Furious</div>			
Adrenaline	<div>No Retreat</div>			

3x Assault Grunts [10] - 145pts

Quality 5+

Defense 5+

Fast, Strider, Furious, No Retreat

Weapon	RNG	ATK	AP	SPE
10x Razor Claws	-	A2	-	-
Upgrade	SPE			
Heavy Bite	<div>Furious</div>			
Adrenaline	<div>No Retreat</div>			

Veteran Warrior [1] - 135pts

Joined to Shooter Grunts

Quality 4+

Defense 4+

Tough 3

Fearless, Hero, Tough(3), Pheromones

Weapon	RNG	ATK	AP	SPE
Heavy Razor Claw	-	A2	1	-
Acid Launcher	30"	A1	2	<div>Deadly(3), Lock-On</div>
Upgrade	SPE			
Brood Leader	<div>Pheromones</div>			

Shooter Grunts [10] - 155pts

Quality 5+

Defense 5+

Strider

Weapon	RNG	ATK	AP	SPE
10x Razor Claws	-	A1	-	-
2x Bio-Spikers	18"	A1	1	<div>Sniper</div>
8x Bio-Borers	12"	A2	-	-

Veteran Warrior [1] - 120pts

Joined to Shooter Grunts

Quality 4+

Defense 4+

Tough 3

Fearless, Hero, Tough(3), Pheromones

Weapon	RNG	ATK	AP	SPE
Heavy Razor Claw	-	A2	1	-
Heavy Ravager Gun	18"	A3	2	-
Upgrade	SPE			
Brood Leader	<div>Pheromones</div>			

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Shooter Grunts [10] - 155pts

Quality 5+

Defense 5+

Strider

Weapon	RNG	ATK	AP	SPE
10x Razor Claws	-	A1	-	-
2x Bio-Spikers	18"	A1	1	<div>Sniper</div>
8x Bio-Borers	12"	A2	-	-

Veteran Warrior [1] - 130pts

Joined to Shooter Grunts

Quality 4+

Defense 4+

Tough 3

Fearless, Hero, Tough(3), Pheromones

Weapon	RNG	ATK	AP	SPE
Heavy Razor Claw	-	A2	1	-
Barb Gun	30"	A1	2	<div>Blast(3)</div>
Upgrade	SPE			
Brood Leader	<div>Pheromones</div>			

Shooter Grunts [10] - 155pts

Quality 5+

Defense 5+

Strider

Weapon	RNG	ATK	AP	SPE
10x Razor Claws	-	A1	-	-
2x Bio-Spikers	18"	A1	1	<div>Sniper</div>
8x Bio-Borers	12"	A2	-	-

Snatcher Lord [1] - 125pts

Joined to Soul-Snatchers

Quality 3+

Defense 4+

Tough 3

Fast, Hero, Caster(2), Scout, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
Heavy Claw	-	A4	1	<div>Rending</div>

Soul-Snatchers [5] - 170pts

Quality 3+

Defense 4+

Fast, Scout, Strider

Weapon	RNG	ATK	AP	SPE
5x Heavy Claws	-	A2	1	Rending

Snatcher Lord [1] - 125pts

⚡ Joined to Soul-Snatchers

Quality 3+

Defense 4+

Tough 3

Fast, Hero, Caster(2), Scout, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
Heavy Claw	-	A4	1	Rending

Soul-Snatchers [5] - 170pts

Quality 3+

Defense 4+

Fast, Scout, Strider

Weapon	RNG	ATK	AP	SPE
5x Heavy Claws	-	A2	1	Rending

Shadow Hunter [1] - 225pts

Quality 3+

Defense 4+

Tough 6

Ambush, Fast, Fear(1), Stealth, Strider, Tough(6), Caster(2), Takedown

Weapon	RNG	ATK	AP	SPE
2x Piercing Spikes	-	A1	2	Deadly(3)
Upgrade		SPE		
Mind Hunter		Caster(2)		
Assassin		Takedown		

Invasion Artillery Spore [1] - 310pts

Quality 4+

Defense 2+

Tough 6

Ambush, Entrenched, Fearless, Immobile, Tough(6), Regeneration

Weapon	RNG	ATK	AP	SPE
Spore Gun	24"	A1	-	Blast(6), Indirect, Exploding Spores
Razor Tendril	-	A6	1	-
Barb Cannon Array	30"	A2	2	Blast(3)
Upgrade		SPE		
Bio-Recovery		Regeneration		

## 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.

**Entrenched:** Enemies get -2 to hit when shooting at this model from over 9" away, as long as it hasn't moved since the beginning of its last activation.

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

**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.

**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.

**Immobile:** May only use Hold actions.

**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.

**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".

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

**Rending:** Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

**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.

**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.

**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.

**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).

