

Prime Warrior [1] - 190pts

Quality 4+

Defense 4+

Tough 6

Fearless, Hero, Tough(6)

Weapon	RNG	ATK	AP	SPE
2x Slashing Blades	-	A4	1	Rending
Upgrade	SPE			
Wings	Ambush, Flying			
Hive Protector	Psy-Barrier			
Brood Leader	Pheromones			

Psychic Alpha [1] - 255pts

Quality 3+

Defense 4+

Tough 6

Caster(3), Fear(2), Fearless, Hero, Psy-Barrier, Stealth, Strength in Numbers, Tough(6)

Weapon	RNG	ATK	AP	SPE
Psy-Tendril	-	A6	-	Rending

Assault Grunts [20] - 290pts

Quality 5+

Defense 5+

Fast, Strider

Weapon	RNG	ATK	AP	SPE
20x Razor Claws	-	A2	-	-
Upgrade	SPE			
2x Heavy Bite	Furious			
2x Adrenaline	No Retreat			

Shooter Grunts [20] - 260pts

Quality 5+

Defense 5+

Strider

Weapon	RNG	ATK	AP	SPE
20x Bio-Borers	12"	A2	-	-
20x Razor Claws	-	A1	-	-
Upgrade	SPE			
2x Toxic Cysts	Poison in Melee			

Special Rules

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

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both players have Ambush, roll-off to see who goes first, and alternate deploying units. Units that deploy like this on the last round can't seize or contest objective markers.

Blast: Each attack ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Caster: Gets X spell tokens at the beginning 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. This model and other casters within 18" in line of sight may spend any number of 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 target is killed.

Defense: Gets +X to Defense rolls.

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

Fear: Counts as having dealt +X wounds when checking who won melee.

Fearless: When failing a morale test, roll one die. On a 4+ it's passed instead.

Flying: May go through obstacles and ignores terrain effects when moving.

Furious: When charging, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).
- 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 this unit fails a morale test, it takes one wound, and the morale test counts as passed instead.

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

Poison: Wounds can't be regenerated, and must re-roll unmodified Defense rolls of 6 when blocking hits.

Poison in Melee: This model gets Poison in melee.

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.

Rending: Wounds can't be regenerated, and unmodified results of 6 to hit count as having AP(4).

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

Strength in Numbers: Once per activation, before attacking, pick 2 friendly units within 12", which get +1 to their next morale test roll.

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).

Hive Swarms Army Spells

Psychic Bolt (1): Target enemy unit within 18" takes 1 hit with Blast(3).

Psychic Pulse (2): Target enemy unit within 12" takes 6 hits.

Psychic Heal (3): Target 2 friendly units within 18" get Regeneration next time they take wounds.

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 9" takes 1 hit with AP(2) and Deadly(3).

Animate Flora (2): Target 2 friendly units within 12" get Flying next time they activate.

Shriek (2): Target 2 enemy units within 9" take 4 hits each.

Infuse Life (3): Target 2 friendly units within 18" get Regeneration next time they take wounds.

Overwhelm (3): Target enemy model within 12" takes 3 hits with AP(4).
