

Alien Hives • 3000pts

Alien Hives 3.4.1

Hive Lord [1] - 605pts

Quality 3+

Defense 2+

Tough 12

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

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

2x Assault Grunts [10] - 130pts

Quality 5+

Defense 5+

Fast, Strider, No Retreat

Weapon	RNG	ATK	AP	SPE
10x Razor Claws	-	A2	-	-
Upgrade	SPE			
Adrenaline	No Retreat			

4x Soul-Snatchers [5] - 170pts

Quality 3+

Defense 4+

Fast, Scout, Strider

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

2x Ravenous Beasts [3] - 255pts

Quality 4+

Defense 4+

Tough 3

Fast, Strider, Tough(3), Scout

Weapon	RNG	ATK	AP	SPE
6x Serrated Blades	-	A2	4	-
Upgrade	SPE			
Rapid Strike	Scout			

2x Ravenous Beasts [3] - 225pts

Quality 4+

Defense 4+

Tough 3

Fast, Strider, Tough(3), Scout

Weapon	RNG	ATK	AP	SPE
6x Razor Whips	-	A2	-	Poison, Reliable
Upgrade	SPE			
Rapid Strike	Scout			

Psycho-Rex [1] - 495pts

Quality 4+

Defense 2+

Tough 12

Caster(3), Fear(2), Fearless, Stealth, Tough(12), Regeneration

Weapon	RNG	ATK	AP	SPE
Heavy Psy-Torrent	9"	A2	1	Blast(3), Reliable
Heavy Razor Claw	-	A6	1	-
Stomp	-	A4	1	-
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.

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.

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

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

Reliable: Attacks at Quality 2+.

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.

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).