



## About OPR

OPR ([www.onepagerules.com](http://www.onepagerules.com)) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on [patreon.com/onepagerules](https://patreon.com/onepagerules).

**Thank you for playing!**

## Background Story

Throughout the galaxy vast armies of non-sentient alien species seek to devour everything in their path. Alien Hives usually consist of multiple types of evolutionarily advanced species working together in symbiosis. Common forms of Alien Hives include insectoid and reptilian species.

It is unclear where the majority of these Alien Hives originate from and what their numbers are. Some even speculate that they might actually be bio-engineered races created by another advanced civilization sent to soften up the Sirius sector before the main battle force arrives.

Their armies have a high variety of unit types and as such can attack in many different ways. Some of the most common strategies are large swarms of basic grunts or a focus on large creatures and monsters.

These fleets pose a serious threat to all species of the galaxy, but if they bleed we can kill them!

# GF - Alien Hives v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Hive Lord [1]	3+	2+	2x Razor Claws (A6, AP(1)), Stomp (A4, AP(1))	Fear, Fearless, Hero, Tough(12)	A, B	325pts
Snatcher Lord [1]	3+	4+	Heavy Piercing Claws (A6, AP(1)), Rending	Fast, Hero, Psychic(1), Scout, Strider, Tough(3)	-	120pts
Prime Warrior [1]	4+	4+	2x Razor Claws (A4, AP(1))	Fearless, Hero, Tough(6)	B, C, D	95pts
Assault Grunts [10]	5+	5+	Razor Claws (A2)	Fast, Strider	E, F	130pts
Shooter Grunts [10]	5+	5+	Bio-Borers (12", A2), Razor Claws (A1)	Strider	E, G	130pts
Winged Grunts [10]	5+	5+	Bio-Borers (12", A2), Razor Claws (A1)	Ambush, Flying	E, G	160pts
Soul-Snatchers [5]	3+	4+	Piercing Claws (A3, AP(1)), Rending	Fast, Scout, Strider	H	195pts
Hive Warriors [3]	4+	4+	2x Razor Claws (A3)	Fearless, Tough(3)	I, J	145pts
Hive Guardians [3]	3+	3+	2x Razor Claws (A3)	Relentless, Tough(3)	I, K	180pts
Hive Swarm [3]	6+	6+	Swarm Attacks (A3, Poison)	Fearless, Strider, Tough(3)	L	70pts
Ravenous Beasts [3]	4+	4+	2x Razor Claws (A3)	Fast, Strider, Tough(3)	I, M	175pts
Synapse Floaters [3]	4+	4+	Psy-Blasts (18", A1, Blast(3)), Psy-Shocks (A1)	Psychic Synapse, Stealth, Tough(3)	N	205pts
Venom Floaters [3]	4+	4+	Whip Limbs (A3, Poison)	Shrouding Mist, Stealth, Tough(3)	N	215pts
Shadow Hunter [1]	3+	4+	2x Razor Claws (A4, AP(1))	Ambush, Fast, Fear, Stealth, Strider, Tough(6)	D, O	195pts

**A | Replace any Razor Claws:**

Serrated Claws (A3, Blast(3))	-5pts
Piercing Claws (A6, AP(1), Rending)	+5pts
Whip Limb and Sword Claw (A3, Rending, Deadly(3))	+5pts
Sword Claws (A3, AP(2), Deadly(3))	+20pts
Smashing Claws (A6, AP(4))	+20pts

**Replace any Razor Claws:**

Heavy Spitter Gun (24", A2, Blast(3))	+5pts
Rapid Shredder Gun (18", A6, Rending)	+15pts
Rapid Heavy Ravager Gun (18", A6, AP(2))	+30pts
Heavy Barb Cannon (36", A1, Blast(6), AP(1))	+45pts
Heavy Acid Cannon (36", A1, AP(3), Deadly(6), Lock-On)	+110pts

**Upgrade with any:**

Hive Conduit (Psychic(1))	+25pts
Bio-Recovery (Regeneration)	+60pts
Wings (Ambush, Flying)	+95pts

**B | Upgrade with any:**

Hive Protector (Psy-Barrier)	+10pts
Brood Leader (Pheromones)	+65pts

**C | Replace one Razor Claws:**

Spitter Gun (24", A1, Blast(3))	-5pts
Twin Spine Guns (12", A4, AP(1))	free
Shredder Gun (18", A3, Rending)	+5pts
Heavy Ravager Gun (18", A3, AP(2))	+5pts
Barb Cannon (30", A1, Blast(3), AP(1))	+10pts
Acid Cannon (30", A1, AP(3), Deadly(3), Lock-On)	+30pts

**Upgrade with any:**

Bio-Recovery (Regeneration)	+30pts
Wings (Ambush, Flying)	+35pts

**D | Replace any Razor Claws:**

Serrated Claws (A2, Blast(3))	free
Piercing Claws (A4, AP(1), Rending)	+5pts
Whip Limb and Sword Claw (A2, Rending, Deadly(3))	+5pts
Sword Claws (A2, AP(2), Deadly(3))	+15pts
Smashing Claws (A4, AP(4))	+15pts

**E | Upgrade all models with any:**

Heavy Bite (Furious)	+10pts
Adrenaline (No Retreat)	+20pts
Toxic Cysts (Poison in melee)	+40pts

**F | Replace up to two Razor Claws:**

Serrated Claws (A1, Blast(3))	+5pts
Piercing Claws (A2, AP(1), Rending)	+5pts
Sword Claws (A1, AP(2), Deadly(3))	+5pts
Smashing Claws (A2, AP(4))	+5pts

**G | Replace any Bio-Borer:**

Bio-Spinner (6", A2, AP(1))	free
Bio-Ravager (18", A2)	+5pts

**Replace up to two Bio-Borers:**

Bio-Fuser (6", A1, AP(4), Deadly(3))	+5pts
Bio-Flamer (6", A6)	+5pts
Bio-Shredder (9", A3, Rending)	+5pts
Bio-Plasma (12", A1, AP(4))	+5pts
Bio-Spiker (18", A1, AP(1), Sniper)	+15pts

**H | Upgrade one model with:**

Mind Snatcher (Psychic(1))	+25pts
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**I | Replace any Razor Claws:**

Piercing Claws (A3, AP(1), Rending)	+5pts
Smashing Claws (A3, AP(4))	+15pts
Serrated Claws (A2, Blast(3))	+10pts
Whip Limb and Sword Claw (A2, Rending, Deadly(3))	+15pts
Sword Claws (A2, AP(2), Deadly(3))	+25pts

**J | Any model may replace one Razor Claws:**

Twin Spine Guns (12", A4, AP(1))	+5pts
Ravager Gun (18", A3)	+5pts
Spitter Gun (24", A1, Blast(3))	+5pts

**Replace one Ravager Gun:**

Shredder Gun (18", A3, Rending)	+5pts
Heavy Ravager Gun (18", A3, AP(2))	+10pts
Barb Cannon (30", A1, Blast(3), AP(1))	+10pts
Acid Cannon (30", A1, AP(3), Deadly(3), Lock-On)	+35pts

**Upgrade all models with:**

Wings (Ambush, Flying)	+55pts
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**K | Any model may replace one Razor Claws:**

Heavy Ravager Gun (18", A3, AP(2))	+25pts
Shock Harpoon (24", A1, AP(2), Deadly(3))	+30pts
Skewer Cannon (30", A2, AP(4), Lock-On)	+55pts

**L | Upgrade all models with any:**

Burrow Attack (Ambush)	+5pts
Spine Shooters (12", A4, AP(1))	+15pts

**M | Upgrade all models with one:**

Rapid Strike (Scout)	+30pts
Tunnel Attack (Ambush)	+30pts

**N | Upgrade all models with:**

Bio-Recovery (Regeneration)	+45pts
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**O | Upgrade with:**

Takedown	+20pts
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## Special Rules

**No Retreat:** Whenever this unit fails a morale test, you must kill one of its models, and the morale test counts as passed instead.

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

**Psy-Barrier:** This model may block spells as if it had the Psychic(2) special rule. If it is a Psychic then it gets +2 to spell block rolls.

**Psychic Synapse:** Models with this rule count as having Psychic(1), however only one of them in the unit may cast or block spells each round. When casting or blocking spells, roll as many dice as models with this rule in the unit, and pick the highest result.

**Shrouding Mist:** Once per activation, pick 2 friendly units within 6", which get the Stealth rule next time they are shot at.

**Takedown:** When this model is in melee, may pick one model from the target and roll one die. On a 2+ it takes 1 hit with AP(1) and Deadly(3).

## Psychic Spells

**Psychic Blast (4+):** Target enemy unit within 6" takes 1 hit with AP(2) and Deadly(3).

**Terror (4+):** Target 2 enemy units within 12" get -2 to their next morale test.

**Animate Flora (5+):** Target 2 friendly units within 6" get Flying next time they activate.

**Shriek (5+):** Target 2 enemy units within 6" take 4 hits with AP(1) each.

**Infuse Life (6+):** Target friendly unit within 12" gets Regeneration next time it takes wounds.

**Overwhelm (6+):** Target enemy model within 12" takes 3 hits with AP(4).

# GF - Alien Hives v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Carnivo-Rex [1]	4+	2+	2x Razor Claws (A3, AP(1)), Stomp (A4, AP(1)), Vicious Jaws (A3, AP(4))	Fear, Fearless, Tough(12)	A, B, C	275pts
Toxico-Rex [1]	4+	2+	Acid Spurt (12", A2, Blast(3), Poison), Stomp (A4, AP(1)), Whip Limbs (A9, Poison)	Fear, Fearless, Shrouding Mist, Stealth, Tough(12)	B	395pts
Psycho-Rex [1]	4+	2+	Heavy Psy-Blast (18", A2, Blast(3), AP(1)), 2x Razor Claws (A3, AP(1)), Stomp (A4, AP(1))	Fear, Fearless, Psychic(2), Stealth, Tough(12)	A, B, D	355pts
Devourer Beast [1]	3+	2+	Tongue (12", A3, AP(2)), Deadly(3), Sniper, 3x Razor Claws (A3, AP(1)), Stomp (A6, AP(2))	Fear, Tough(18)	A, E	525pts
Tyrant Beast [1]	3+	2+	Toxic Spray (18", A18, AP(1)), 2x Razor Claws (A3, AP(1)), Stomp (A6, AP(2))	Fear, Tough(18)	A, E, F	535pts
Artillery Beast [1]	3+	2+	Shredder Bio-Artillery (36", A3, Blast(3), Rending, Indirect), 2x Razor Claws (A3, AP(1)), Stomp (A6, AP(2))	Fear, Tough(18)	A, E, G	570pts
Spawning Beast [1]	3+	2+	Rapid Stinger Cannon (18", A12, Rending), 2x Razor Claws (A3, AP(1)), Stomp (A6, AP(2))	Fear, Spawn Brood, Tough(18)	A, E	645pts
Burrower [1]	3+	2+	4x Razor Claws (A3, AP(1)), Stomp (A6, AP(2))	Fear, Surprise Attack, Tough(18)	A, E	540pts
Flamer Beast [1]	4+	2+	Spit Flames (18", A6, AP(1)), Razor Claws (A3, AP(1)), Stomp (A2, AP(1))	Fear, Fearless, Tough(6)	A	175pts
Mortar Beast [1]	4+	2+	Spore Gun (24", A1, Blast(9), Indirect, Spores), Razor Claws (A3, AP(1)), Stomp (A2, AP(1))	Fear, Fearless, Tough(6)	A	220pts
Invasion Carrier [1]	4+	2+	Razor Tendrils (A6, AP(1))	Ambush, Fear, Fearless, Tough(6), Transport(1)	H, I	190pts
Invasion Artillery [1]	4+	2+	Spore Gun (24", A1, Blast(9), Indirect, Spores), Razor Tendrils (A6, AP(1))	Ambush, Fear, Fearless, Slow, Tough(6)	H, I	225pts
Rapacious Beast [1]	4+	2+	Stinger Cannon (18", A6, Rending), Caustic Cannon (12", A6)	Aircraft, Fearless, Tough(6)	H, J	170pts
Hive Titan [1]	3+	2+	Titanic Jaws (A3, AP(4)), Deadly(6)), Titanic Stomp (A12, AP(2))	Fear, Regeneration, Tough(24)	K	735pts
Spores [3]	6+	6+		Explode(1)	-	45pts
Massive Spore [1]	6+	6+		Explode(3), Tough(3)	-	45pts

## A | Replace any Razor Claws:

Piercing Claws (A3, AP(1), Rending)	+5pts
Serrated Claws (A2, Blast(3))	+5pts
Smashing Claws (A3, AP(4))	+10pts
Sword Claws (A2, AP(2), Deadly(3))	+20pts

## B | Upgrade with any:

Battering Tusks (Impact(3))	+10pts
Bio-Recovery (Regeneration)	+60pts

## C | Replace any Razor Claws:

Heavy Spitter Gun (24", A2, Blast(3))	+15pts
Rapid Heavy Ravager Gun (18", A6, AP(2))	+35pts
Heavy Barb Cannon (36", A1, Blast(6), AP(1))	+45pts
Heavy Acid Cannon (36", A1, AP(3), Deadly(6), Lock-On)	+95pts

## D | Upgrade with any:

Hive Protector (Psy-Barrier)	+10pts
Brood Leader (Pheromones)	+65pts

## E | Upgrade with any:

Battering Tusks (Impact(6))	+20pts
Bio-Recovery (Regeneration)	+90pts

## F | Replace Toxic Spray:

Bio-Pods (24", A24)	+40pts
Fracture Cannon (30", A3, AP(3), Deadly(6))	+135pts

### Upgrade with:

Stinger Cannon (18", A6, Rending)	+45pts
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## G | Replace Shredder Bio-Artillery:

Spitter Bio-Artillery (36", A4, AP(1), Blast(3), Indirect)	+85pts
Acid Bio-Artillery (36", A3, AP(3), Deadly(3), Indirect)	+115pts
Plasma Bio-Artillery (36", A3, Blast(3), AP(4), Indirect)	+145pts

## H | Upgrade with:

Bio-Recovery (Regeneration)	+30pts
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## I | Upgrade with one:

Spitter Gun Array (24", A2, Blast(3))	+30pts
Shredder Gun Array (18", A6, Rending)	+40pts
Barb Cannon Array (30", A2, Blast(3), AP(1))	+55pts
Acid Cannon Array (30", A2, AP(3), Deadly(3), Lock-On)	+100pts

## J | Replace Caustic Cannon:

Twin Barb Cannon (30", A2, Blast(3), AP(1))	+35pts
Twin Acid Cannon (30", A2, AP(3), Deadly(3), Lock-On)	+80pts

### Upgrade with one:

Spore Bombs (6", A2, Blast(9), Spores)	+45pts
Missile Bugs (36", A2, AP(3), Lock-On)	+45pts

## K | Upgrade with any:

Toxic Breath (12", A12, Poison)	+70pts
Explosive Spit (36", A2, Blast(6), AP(2))	+195pts

### Upgrade with one:

Acid Blood (Corrosive)	+50pts
Hive Carrier (Transport(21))	+65pts
Wings (Flying)	+95pts

## Special Rules

**Corrosive:** Whenever this model takes a wound in melee, the attacker takes 1 hit.

**Explode(X):** If this model is ever 1" away from an enemy unit, it is immediately killed, and the enemy takes X\*3 hits. This model automatically passes all morale tests.

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

**Psy-Barrier:** This model may block spells as if it had the Psychic(2) special rule. If it is a Psychic then it gets +2 to spell block rolls.

**Shrouding Mist:** Once per activation, pick 2 friendly units within 6", which get the Stealth rule next time they are shot at.

**Spawn Brood:** When this model is activated, you may place a unit of 5 Assault Grunts, 5 Shooter Grunts or 3 Hive Swarms fully within 6" of it.

**Spores:** For each missed attack you may place a unit of 3 Spores or 1 Massive Spore 12" away from the target, but the position is decided by your opponent. Note that this new unit can't be activated on the round in which it is placed.

**Surprise Attack:** This model counts as having the Ambush rule, and may be deployed up to 1" away from enemy units. Once deployed roll 2 dice, for each 2+ it deals 3 hits with AP(1) to one enemy unit within 3" (this may target multiple units).

## Psychic Spells

**Psychic Blast (4+):** Target enemy unit within 6" takes 1 hit with AP(2) and Deadly(3).

**Terror (4+):** Target 2 enemy units within 12" get -2 to their next morale test.

**Animate Flora (5+):** Target 2 friendly units within 6" get Flying next time they activate.

**Shriek (5+):** Target 2 enemy units within 6" take 4 hits with AP(1) each.

**Infuse Life (6+):** Target friendly unit within 12" gets Regeneration next time it takes wounds.

**Overwhelm (6+):** Target enemy model within 12" takes 3 hits with AP(4).