



About OPR

OPR (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.

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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!

GFF - Alien Hives v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Prime Warrior [1]	4+	4+	2x Razor Claws (A4, AP(1))	Fearless, Hero, Tough(6)	A, B, C	95pts
Spore [1]	6+	6+		Explode(1)	-	15pts
Winged Grunt [1]	5+	5+	Bio-Borer (12", A2), Razor Claws (A1)	Ambush, Flying	D, E	15pts
Hive Swarm [1]	6+	6+	Swarm Attack (A3, Poison)	Fearless, Strider, Tough(3)	F	25pts
Assault Grunts [3]	5+	5+	Razor Claws (A2)	Fast, Strider	D, G	40pts
Shooter Grunts [3]	5+	5+	Bio-Borers (12", A2), Razor Claws (A1)	Strider	D, E	40pts
Soul-Snatcher [1]	3+	4+	Piercing Claws (A3, AP(1), Rending)	Fast, Scout, Strider	H	40pts
Massive Spore [1]	6+	6+		Explode(3), Tough(3)	-	45pts
Hive Warrior [1]	4+	4+	2x Razor Claws (A3)	Fearless, Tough(3)	I, J	50pts
Hive Guardian [1]	3+	3+	2x Razor Claws (A3)	Relentless, Tough(3)	I, K	60pts
Ravenous Beast [1]	4+	4+	2x Razor Claws (A3)	Fast, Strider, Tough(3)	I, L	60pts
Synapse Floater [1]	4+	4+	Psy-Blast (18", A1, Blast(3)), Psy-Shock (A1)	Psychic Synapse, Stealth, Tough(3)	M	70pts

A | *Replace 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

B | *Upgrade with any:*

Hive Protector (Psy-Barrier)	+10pts
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C | *Replace any Razor Claws:*

Serrated Claws (A2, Blast(3))	-5pts
Piercing Claws (A4, AP(1), Rending)	+5pts
Whip Limb and Sword Claw (A2, Rending, Deadly(3))	+5pts
Sword Claws (A2, AP(2), Deadly(3))	+10pts
Smashing Claws (A4, AP(4))	+10pts

D | *Upgrade all models with any:*

Heavy Bite (Furious)	+5pts
Adrenaline (No Retreat)	+5pts
Toxic Cysts (Poison in melee)	+10pts

E | *Replace any Bio-Borer:*

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

Replace one 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

F | *Upgrade with any:*

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

G | *Replace one 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

H | *Upgrade 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 | *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 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 with:

Wings (Ambush, Flying)	+15pts
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K | *Replace one Razor Claws:*

Heavy Ravager Gun (18", A3, AP(2))	+25pts
Shock Harpoon (24", A1, AP(2), Deadly(3))	+30pts

L | *Upgrade with one:*

Rapid Strike (Scout)	+10pts
Tunnel Attack (Ambush)	+10pts

M | *Upgrade with:*

Bio-Recovery (Regeneration)	+15pts
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Special Rules

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.

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

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.

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).