

# GF – Alien Hives v2.6



## About OPR

OPR (onepagerules) 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 generous support of our awesome community!

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

Join the community by following us here:

- [facebook.com/onepagerules](https://facebook.com/onepagerules)
- [reddit.com/r/onepagerules](https://reddit.com/r/onepagerules)
- [twitter.com/onepagerules](https://twitter.com/onepagerules)

If you want to give us your feedback or have any questions feel free to contact us:

- [onepagerules.proboards.com](https://onepagerules.proboards.com)
- [onepageanon@gmail.com](mailto:onepageanon@gmail.com)

**Thank you for playing!**

Game Design: Gaetano Ferrara

Cover Art & Illustrations: Brandon Gillam

## 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 v2.6

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Hive Lord [1]	3+	2+	2x Razor Claws (A3, AP(2)), Stomp (A2, AP(1))	Fear, Fearless, Hero, Tough(12)	A, B, C, D, E, F	435pts
Prime Warrior [1]	3+	2+	2x Razor Claws (A3, AP(2))	Fear, Fearless, Hero, Tough(6)	A,B,C,E,F	235pts
Snatcher Lord [1]	3+	3+	2x Piercing Claws (A2, AP(2)), Rending	Fast, Fear, Hero, Psychic(1), Scout, Strider, Tough(3)	G	125pts
Veteran Warrior [1]	4+	3+	Bio-Carbine (18", A3), Razor Claws (A3, AP(1))	Fearless, Hero, Tough(6)	C,E,F,I,J	110pts
Snatcher Veteran [1]	3+	4+	2x Piercing Claws (A2, Rending)	Fast,Hero,Scout,Strider,Tough(3)	H	75pts
Grunts [10]	5+	5+	Bio-Guns (12", A1), Razor Claws (A1)	Strider	L	120pts
Assault Grunts [10]	5+	5+	Razor Claws (A2)	Fast, Strider	M	160pts
Winged Grunts [10]	5+	5+	Bio-Guns (12", A1), Razor Claws (A1)	Ambush, Flying	L	180pts
Soul-Snatchers [5]	3+	4+	Piercing Claws (A2, Rending)	Fast, Scout, Strider	H	200pts
Hive Swarm [3]	6+	6+	Swarm Attacks (A3)	Fearless, Tough(3)	N	60pts
Hive Warriors [3]	4+	3+	Bio-Carbins (18", A3), Razor Claws (A3, AP(1))	Fearless, Tough(3)	C,F,I,J,K	185pts
Ravenous Beasts [3]	4+	3+	2x Razor Claws (A3, AP(1))	Fast, Strider, Tough(3)	I, O	195pts
Venom Floaters [3]	4+	3+	Poison Cloud (A6, Poison)	Shrouding Mist, Stealth, Tough(3)	-	225pts
Synapse Floaters [3]	4+	3+	Psychic Shock (A1)	Fearless, Regeneration, Psychic Synapse, Tough(3)	F	280pts
Hive Guardians [3]	3+	2+	2x Razor Claws (A3, AP(2))	Fearless, Tough(3)	A, P	360pts
Shadow Hunter [1]	4+	3+	2x Razor Claws (A3, AP(1))	Ambush, Fast, Fear, Fearless, Stealth, Strider, Tough(6)	C, I	160pts

## A | Replace any Razor Claws:

Piercing Claws (A3, AP(2), Rending)	+5pts
Smashing Claws (A3, AP(4))	+5pts
Serrated Claws (A6, AP(2))	+10pts
Sword Claws (A3, AP(2), Deadly(3))	+10pts
Whip Limb and Sword Claw (A2, AP(1), Deadly(6))	+10pts

## B | Replace any Razor Claws:

Twin Bio-Pistols (12", A6)	Free
Bio-Carbine (18", A3)	Free
Bio-Spitter (24", A1, Blast(3))	Free
Heavy Bio-Carbine (18", A6, AP(1))	+15pts
Barb Cannon (36", A1, AP(1), Blast(3))	+15pts
Acid Cannon (36", A1, AP(3), Deadly(3))	+20pts
Heavy Bio-Spitter (24", A2, AP(1), Blast(3))	+25pts
Heavy Barb Cannon (36", A1, AP(1), Blast(6))	+40pts
Heavy Acid Cannon (36", A1, AP(3), Deadly(6))	+50pts

### Upgrade with one:

Tail Whip (A2, AP(2))	+5pts
Tail Pincer (A1, AP(2), Rending)	+5pts
Tail Mace (A1, AP(4))	+5pts
Tail Scythe (A1, AP(2), Deadly(3))	+10pts

## C | Upgrade any model with one:

Poison Hooks (6", A3, Poison)	+5pts
Shredding Hooks (6", A3, Rending)	+5pts
Shock Hooks (6", A3, AP(2))	+5pts
Acid Hooks (6", A3, Deadly(3))	+5pts

## D | Upgrade with any:

Bio-Recovery (Regeneration)	+70pts
-----------------------------	--------

## E | Upgrade with:

Wings (Ambush, Flying)	+15pts
------------------------	--------

## F | Upgrade with any:

Psychic Barrier	+10pts
Pheromones	+45pts

## G | Upgrade Psychic(1):

Psychic(2)	+20pts
------------	--------

## H | Upgrade any model with:

Razor Claws (A2)	+5pts
------------------	-------

### Upgrade one model with:

Psychic(1)	+25pts
------------	--------

## I | Replace any Razor Claws:

Piercing Claws (A3, AP(1), Rending)	+5pts
Smashing Claws (A3, AP(3))	+5pts
Serrated Claws (A6, AP(1))	+10pts
Sword Claws (A3, AP(1), Deadly(3))	+10pts
Whip Limb and Sword Claw (A2, Deadly(6))	+10pts

## J | Replace any Bio-Carbine:

Razor Claws (A3, AP(1))	Free
Twin Bio-Pistols (12", A6)	+5pts
Bio-Spitter (24", A1, Blast(3))	+5pts
<b>Replace one Bio-Carbine:</b>	
Shredder Cannon (24" A4, Rending)	+10pts
Barb Cannon (36", A1, AP(1), Blast(3))	+15pts
Acid Cannon (36", A1, AP(3), Deadly(3))	+15pts

## K | Upgrade all models with:

Wings (Ambush, Flying)	+35pts
------------------------	--------

## L | Replace any Bio-Gun:

Twin Bio-Pistols (12", A2)	+5pts
Bio-Spike (18", A1, AP(1))	+5pts
Bio-Carbine (18", A3)	+10pts

### Replace one Bio-Gun:

Bio-Shredder (6", A2, Rending)	+5pts
Shock-Gun (12", A1, AP(2))	+5pts
Bio-Flamer (12", A6)	+10pts
Acid-Gun (6", A1, AP(3), Deadly(3))	+10pts
Bio-Rifle (18", A1, AP(1), Sniper)	+15pts

### Upgrade all models with any:

Adrenaline (Furious)	+5pts
Toxic Bite (Poison in melee)	+5pts

## M | Replace one Razor Claws:

Serrated Claws (A4)	+5pts
Piercing Claws (A2, Rending)	+5pts
Smashing Claws (A2, AP(2))	+5pts
Sword Claws (A2, Deadly(3))	+5pts

### Upgrade all models with any:

Adrenaline (Furious)	+5pts
Toxic Bite (Poison in melee)	+5pts

## N | Upgrade all models with any:

Burrow Attack (Ambush)	+5pts
Twin Bio-Pistols (12", A6)	+10pts

## O | Upgrade all models with one:

Tunnel Attack (Ambush)	+20pts
Adrenaline Rush (Scout)	+20pts

## P | Any model may replace one Razor Claws:

Heavy Shock-Gun (24", A1, AP(2), Blast(3))	+10pts
Bio-Harpoon (24", A2, AP(4), Deadly(3))	+35pts

## Special Rules

**Pheromones:** When this unit is activated pick 2 friendly units within 12", which get +1 to their rolls next time they take a morale test.

**Psychic Barrier:** This model may block spells as if it had the Psychic special rule. If it is a Psychic then it gets +1 to spell block rolls.

**Shrouding Mist:** When this unit is activated pick 2 friendly units within 6", which get Stealth next time they are shot at.

**Psychic Synapse:** This unit counts as having Psychic(X), where X is the number of models in it. Only one model in the unit may cast or block spells each round.

## Psychic Spells

**Overwhelm (4+):** Target enemy unit within 12" gets -1 to its rolls next time it shoots.

**Psychic Blast (4+):** Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(3).

**Drive Swarm (5+):** Target friendly unit within 12" may immediately move by up to 9"

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

**Infuse Life (6+):** Target friendly unit within 18" gets Regeneration next time it takes wounds.

**Terror (6+):** Target enemy unit within 24" must take a morale test. If failed it takes 12 automatic hits with AP(1).

# GF – Alien Hives v2.6

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Carnivo-Rex [1]	4+	2+	2x Razor Claws (A3, AP(2)), Stomp (A2, AP(1))	Fear, Fearless, Tough(12)	A, B, C, D	325pts
Toxico-Rex [1]	4+	2+	Acid Spurt (12", A1, AP(4), Poison), Whip Limbs (A6, Poison), Stomp (A2, AP(1))	Fear, Fearless, Tough(12)	A, D	335pts
Psycho-Rex [1]	4+	2+	Razor Claws (A3, AP(2)), Stomp (A2, AP(1))	Fear, Fearless, Psychic(2), Tough(12)	A, B, D, E	345pts
Tyrant Beast [1]	4+	2+	Toxic Spray (18", A6, AP(1)), Razor Claws (A3, AP(2)), Stomp (A3, AP(2))	Fear, Fearless, Tough(18)	B, F, G	490pts
Devourer Beast [1]	4+	2+	Tongue (12", A1, AP(4), Deadly(3), Sniper), Razor Claws (A3, AP(2)), Stomp (A3, AP(2))	Fear, Fearless, Tough(18)	B, F	495pts
Artillery Beast [1]	4+	2+	Bio-Artillery (36", A1, Blast(6), Indirect), Razor Claws (A3, AP(2)), Stomp (A3, AP(2))	Fear, Fearless, Tough(18)	B, F, H	500pts
Burrower [1]	4+	2+	3x Razor Claws (A3, AP(2)), Stomp (A3, AP(2))	Fear, Fearless, Surprise Attack, Tough(18)	B, D, F	520pts
Spawning Beast [1]	4+	2+	Stinger Cannon (18", A4, AP(1)), Razor Claws (A3, AP(2)), Stomp (A3, AP(2))	Fear, Fearless, Spawn Grunts, Tough(18)	B, F	635pts
Flamer Beast [1]	4+	2+	Spit Flames (18", A6, AP(1), Indirect), Razor Claws (A3, AP(2))	Fear, Fearless, Tough(6)	B	200pts
Mortar Beast [1]	4+	2+	Spore Gun (24", A1, Blast(9), Indirect, Spores), Razor Claws (A3, AP(2))	Fear, Fearless, Tough(6)	B	285pts
Invasion Spore [1]	5+	2+	5x Bio-Guns (12", A1), Razor Tendrils (A5, AP(1))	Ambush, Fear, Fearless, Tough(6), Transport Spore	I, J	190pts
Artillery Spore [1]	5+	2+	Spit Spores (12", A1, Blast(9), Indirect, Spores), Razor Tendrils (A5, AP(1))	Ambush, Fear, Fearless, Immobile, Tough(6)	I	245pts
Rapacious Beast [1]	4+	2+	Caustic Cannon (12", A6, AP(2))	Aircraft, Fearless, Tough(6)	I, K	180pts
Spores [3]	6+	6+	-	Explosive Head	-	40pts
Massive Spore [1]	6+	6+	-	Explosive Head, Tough(3)	-	40pts

## A | Upgrade with any:

Battering Tusks (Impact(3))	+10pts
Bio-Recovery (Regeneration)	+70pts

## B | Replace any Razor Claws:

Piercing Claws (A3, AP(2), Rending)	+5pts
Smashing Claws (A3, AP(4))	+5pts
Serrated Claws (A6, AP(2))	+10pts
Sword Claws (A3, AP(2), Deadly(3))	+10pts
Whip Limb and Sword Claw (A2, AP(1), Deadly(6))	+10pts

## C | Replace any Razor Claws:

Heavy Bio-Carbine (18", A6, AP(1))	+15pts
Heavy Bio-Spitter (24", A2, AP(1), Blast(3))	+20pts
Heavy Barb Cannon (36", A1, AP(1), Blast(6))	+35pts
Heavy Acid Cannon (36", A1, AP(3), Deadly(6))	+40pts

## D | Upgrade with one:

Tail Whip (A2, AP(2))	+5pts
Tail Pincer (A1, AP(2), Rending)	+5pts
Tail Mace (A1, AP(4))	+5pts
Tail Scythe (A1, AP(2), Deadly(3))	+10pts

## E | Upgrade with any:

Psychic Barrier	+10pts
Pheromones	+45pts

## F | Upgrade with any:

Battering Tusks (Impact(6))	+20pts
Bio-Recovery (Regeneration)	+110pts

## G | Replace Toxic Spray:

Fracture Cannon (48", A1, AP(4), Deadly(3))	+15pts
Bio-Minigun (18", A20)	+25pts
Heavy Fracture Cannon (48", A3, AP(4), Deadly(3))	+90pts

### Upgrade with:

Stinger Cannon (18", A4, AP(1))	+15pts
---------------------------------	--------

## H | Replace Bio-Artillery:

Shredder Bio-Artillery (36", A1, Blast(3), Indirect, Rending)	-10pts
Acid Bio-Artillery (36", A1, AP(4), Deadly(3), Indirect)	Free
Shock Bio-Artillery (36", A1, AP(2), Blast(3), Indirect)	Free

## I | Upgrade with:

Bio-Recovery (Regeneration)	+35pts
-----------------------------	--------

## J | Replace 5x Bio-Guns:

5x Bio-Carabines (18", A3)	+20pts
5x Bio-Spitters (24", A1, Blast(3))	+25pts
5x Shredder Cannons (24" A4, Rending)	+55pts
5x Barb Cannons (36", A1, AP(1), Blast(3))	+65pts
5x Acid Cannons (36", A1, AP(3), Deadly(3))	+70pts

## K | Replace Caustic Cannon:

Twin Heavy Barb Cannon (36", A2, AP(1), Blast(6))	+65pts
Twin Heavy Acid Cannon (36", A2, AP(3), Deadly(6))	+70pts

### Upgrade with one:

Missile Bugs (36", A1, AP(2), Anti-Air)	+10pts
Spore Bombs (6", A1, Blast(9), Spores)	+85pts

### Upgrade with:

Stinger Cannon (18", A4, AP(1))	+15pts
---------------------------------	--------

## Special Rules

**Explosive Head:** If this model is ever engaged in melee it is immediately killed and the enemy takes 3 hits for Spores and 9 hits for a Massive Spore. Additionally this model automatically passes all morale tests.

**Pheromones:** When this unit is activated pick 2 friendly units within 12", which get +1 to their rolls next time they take a morale test.

**Psychic Barrier:** This model may block spells as if it had the Psychic special rule. If it is a Psychic then it gets +1 to spell block rolls.

**Spawn Grunts:** When this unit is activated you may place a unit of 5 Grunts fully within 6".

**Spores:** If this weapon misses 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 unit counts as having the Ambush rule and may be deployed up to 3" away from enemy units. Once the unit is deployed roll 4 dice, for each 4+ it deals 3 hits with AP(2) to one enemy unit within 3" (this may target multiple units).

**Transport Spore:** This unit may transport up to 11 models, or use all of its capacity to carry one Carnivo-Rex, Psycho-Rex or Toxico-Rex.