

# HEROES OF HEX

## QUICK RULES

## Preparation

---

Step	
<b>Team</b>	Each player picks their heroes. One miniature per hero.
<b>Components</b>	Multiple D6 dice, Wound tokens, Activation markers, one HEX Counter per player. Set up a Battle Map.
<b>Initiative</b>	Both players roll 1D6. Highest goes first (reroll ties).
<b>Deploy</b>	Alternate placing miniatures on Initial Positions, starting with the first player.

## The Turn

---

Heroes of Hex uses a **Continuous Activation System**. Players alternate Turns, each activating **one unit at a time**, picking from their not-yet-activated units.

Step	
<b>1 – Fate Roll</b>	Roll 1D6. The result is your <b>Action Points (AP)</b> for this Turn. Negate your Fate by paying 3 HEX to reroll once.
<b>2 – Choose Unit</b>	Pick one of your units <b>without an Activation marker</b> .
<b>3 – Unit Turn</b>	Spend AP on <u>Movement</u> and <u>Actions</u> . Each action once per Turn. Some actions are paid with <u>HEX</u> instead of AP.
<b>4 – End Turn</b>	Place an <b>Activation marker</b> by the unit. Gain <b>1 HEX</b> . Pass initiative to your opponent.

When all units were activated once, remove all activation markers.

## Combat

---

Attacker rolls D6 equal to **ATK** (or SP ATK). Defender rolls D6 equal to **DEF** (or SP DEF). Each side keeps their **highest die**.

**Combat Result = attacker's highest – defender's highest**. A result of 0 or less is a miss.

Attack	Wound	Death
Light	1–3	4+
Normal	1–2	3+
Heavy	1	2+

A **Wound** adds a token. A unit is defeated when Wounds **exceed** its Vitality. A **Death** removes it immediately.