

HEROES OF HEX



Heroes of Hex is a **tactical tabletop skirmish system** focused on **fast, fun and lethal combat**. Build your **team of heroes** and test your tactics in intense battles **against other players**, in **solo** or **co-op** adventures.

Heroes of Hex uses a unique **Continuous Activation System**. There are no traditional rounds: players **alternate activations**, each picking from their **not-yet-activated units**, so neither side gains a structural advantage from acting first or from an unbalanced unit count. Each activation opens with a single **D6 Fate Roll** that sets how much you can accomplish before you **choose which unit to act with**, so you must adapt to your fate and **make the most of every Turn**.

The system is **lore-agnostic**, giving you total freedom to **play in your favorite scenarios or characters** from any fantastical world.

In the **Classes** section, you will find a variety of **hero classes**, each with **unique mechanics and playstyles** inspired by classic **fantasy tropes and legendary characters** from books, movies, and games.

Heroes of Hex is a **free** and **print-and-play** passion project. You can download all the materials you need to play on our Resources page.

Have Fun!

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Getting Started



The best way to learn how to play is by playing!

This guide walks you through preparing and playing a **Team Battle (3 vs 3)** match between two players. Let's go through every step.

Team Builder

To enter a battle you need a **team of heroes**. In a standard Team Battle each player brings **3 units**.

Each unit is simply a **Class** plus a miniature. Every Class comes with a fixed profile: its attributes, movement, and three **Actions**.

Choose 3 Classes for your team, for example a **Knight**, a **Mage** and an **Assassin**. Aim for synergy: a frontline unit to control space, a damage dealer, and some support or reach. You can review every Class on the [Classes](#) page.

Get Cool Miniatures



Bring your hero miniatures with the most badass paint job in the world! Anything works, from a paper miniature to a custom resin print. The only rule is that the base should be a

standard **1 inch (28 mm)** base so it is compatible with the [Battle Maps](#).

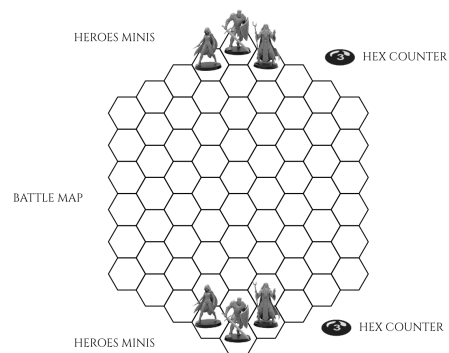
Battle Preparation

Place the Battle Map of your choice on the table. Each player then gathers their components:

- Several **D6** dice.
- **Wound tokens**, **Activation markers** and other status tokens.
- A **HEX** Counter (a D20 or any counter). You start the game with **0 HEX**.
- Each player rolls **1D6**. The higher result decides who takes the first Turn (reroll on a tie) or you can choose any other way to pick who decides.

Deploying Heroes

- Starting with the first player, each player places one Hero miniature in any available "Initial Position" on the Battle Map. If the map doesn't specify, the first row counts as an Initial Position.
- Players alternate placing miniatures until all 3 heroes of each side are on the board.
- If the scenario requires, add any extra tokens or items informed.



Playing the Game

Heroes of Hex uses a **Continuous Activation System**: there are no traditional rounds. Players **alternate activating a single unit at a time**, each picking from their not-yet-activated units, so neither side gains a structural advantage from acting first or from an unbalanced unit count. The player with the initiative takes the first unit Turn, then the initiative passes to the opponent, and so on until the game ends.

You are **not required** to activate a unit on your Turn; if you prefer, you may simply pass without activating anyone.

A Hero's Turn

Every unit Turn follows four steps:

Step 1: Fate Roll

Roll **1D6**. The result (1–6) is the number of **Action Points (AP)** the unit you are about to activate can spend this Turn.

If you don't like the roll, you may **Negate Fate**, paying **3 HEX** to reroll it once, before spending any AP. The new result is final.

Step 2: Choose the Unit to Activate

Look at your AP and ask yourself: **how do I make the most of this?** A high roll might fuel a multi-step play; a low roll might be best spent repositioning a unit. Choose one of your units that has **not been activated yet** this cycle, that is, one without an **Activation marker**.

You cannot keep sending the **same unit into action over and over**: once a unit is activated, it takes an Activation marker and is set aside until each of your other units has had its Turn. Only when **all** your units carry a marker do you remove them all and start fresh, free to pick any unit again. This pushes you to spread the action across your whole team.

Step 3: Unit Turn

Spend the unit's AP on **Movement** and its **Actions**, paying each cost as you go. Unused AP are lost at the end of the Turn. Each action can be used **once per Turn** (unless it has the **Multi-Use** keyword).

Some actions are paid with **HEX** instead of AP. These are typically the most powerful effects in a Class's kit.

Step 4: End the Turn

Place an **Activation marker** next to the unit you activated. You **gain 1 HEX**, and the initiative passes to your opponent.

Combat Resolution

Attacks and other actions that target enemies are resolved as **opposed rolls**. The attacker rolls D6 equal to their Attack attribute; the defender rolls D6 equal to the matching Defense.

Each keeps only their **highest** die, and the **Combat Result** is the attacker's highest minus the defender's highest.

The outcome of the combat is determined by the type of the attack and the resulting margin of the Combat Result. Each attack type has a threshold at which it kills the enemy; if that threshold is not reached, the result counts as a **Wound**:

Attack	Death Threshold
Light	4+
Normal	3+
Heavy	2+

A **Wound** places a Wound token on the unit; when its Wounds exceed its Vitality it is defeated. A **Death** result removes the unit instantly. A margin of 0 or less is a miss.

COMBAT EXAMPLE

The Knight (Attack 2) uses **Heroic Strike** (a Normal attack) against an enemy with Defense 1. The Knight rolls 2D6 → **3, 5**; the defender rolls 1D6 → **2**. Combat Result = 5 – 2 = **3**. On a Normal attack, a margin of 3+ is a **Death**: the enemy is removed from the game.

Gathering HEX

You bank **1 HEX** every Turn you take. Besides **Negate Fate** (rerolling your Fate Roll for 3 HEX), HEX pays for certain Class Actions. Actions paid in HEX cannot be used twice in the same Turn, and those with the **Reaction** keyword can even be used on your opponent's Turn.

Winning the Game

Turns alternate until one player has **all their units eliminated**, or until a scenario's objective is met.

Next Steps

That's everything you need to play your first match! Some additional material to explore:

- **Resources**: print-and-play components like miniatures, maps and tokens.
- **Classes**: every Class, its profile and actions.

- **Compendium:** detailed rules for every system, keyword and token.
- **Solo & Co-op:** rules for playing against PvE enemies.

Quick Rules

Preparation

Step	
Team	Each player picks their heroes. One miniature per hero.
Components	Multiple D6 dice, Wound tokens, Activation markers, one HEX Counter per player. Set up a Battle Map.
Initiative	Both players roll 1D6. Highest goes first (reroll ties).
Deploy	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	
1 – Fate Roll	Roll 1D6. The result is your Action Points (AP) for this Turn. Negate your Fate by paying 3 HEX to reroll once.
2 – Choose Unit	Pick one of your units without an Activation marker .
3 – Unit Turn	Spend AP on Movement and Actions . Each action once per Turn. Some actions are paid with HEX instead of AP.
4 – End Turn	Place an Activation marker by the unit. Gain 1 HEX . 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.

Classes

Every Hero belongs to a **Class**. The Class defines the unit's profile: its attributes, movement, and three signature **Actions**. Each Class profile uses the following attributes:

Attribute	Meaning
Movement	Movement profile, written as <code>Cost / Distance / Max</code> (see Movement).
ATK	Attack: number of D6 rolled when making an attack.
DEF	Defense: number of D6 rolled when defending against an attack.
SP ATK	Special Attack: number of D6 rolled when making a special attack.
SP DEF	Special Defense: number of D6 rolled when defending against a special attack.
VIT	Vitality: how many Wounds the unit can absorb. It is defeated when its Wounds exceed this value.

Here's the list of Classes and their profiles:

Knight

Balanced melee combatant specialized in close combat, protecting allies and controlling positioning.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
2	2 AP / 2 / 2	2	0	3	1

Action	Cost	Effect
Heroic Strike	1 AP	Make a Normal Attack. If it deals at least 1 Wound, apply Knockback 2 .
Wide Strike	2 AP	Make a Light Attack against all adjacent enemies.
Defend Ally	1 HEX	Reaction. When an ally adjacent to the Knight is chosen as the target of an action, the Knight becomes the target instead. The action is resolved normally against the Knight.

Examples: Aragorn, Boromir, Lancelot, Joan of Arc, Leonidas, Jon Snow.

Assassin

Agile fighter specialized in mobility, eliminating priority targets and opportunistic strikes.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
1	1 AP / 3 / 2	3	0	1	1

Action	Cost	Effect
Dagger Throw	2 AP	Multi-Use 2. Make a Light Attack, <u>Range 4</u> .
Shadow Step	1 AP or 1 HEX	Reaction. Move up to 2 spaces. This movement may pass through blocked areas.
Execution	4 HEX	Make an Attack on a Wounded enemy. If it hits, cause Death.

Examples: Altaïr, Ezio Auditore, Corvo Attano, Arya Stark, Garrett, The Bride.

Mage

Caster specialized in ranged attacks, area control and devastating magical damage.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
1	2 AP / 1 / 1	0	3	1	3

Action	Cost	Effect
Fireball	2 AP	Make a Light Special Attack, <u>Range 5</u> .
Blizzard	3 AP	Enemies within 5 spaces cannot move until the end of the next turn.
Thunder	6 HEX	Make a Special Attack. If it hits, cause Death. <u>Range 4</u> .

Examples: Gandalf, Merlin, Elminster, Saruman, Raistlin, Yennefer.

Barbarian

Savage warrior specialized in aggressive combat and growing damage as it takes Wounds.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
2	1 AP / 2 / 2	2	0	2	1

Action	Cost	Effect
Savage Fury	3 AP	Make a Normal Attack. Gain +1 to the Combat Result for each Wound the Barbarian has.
Whirlwind Strike	4 AP or 3 HEX	Make a Light Attack against all adjacent enemies. Gain +1 to the Combat Result for each Wound the Barbarian has.
Last Massacre	5 HEX	Make a Heavy Attack. Before rolling, take 1 Wound. Gain +1 die and +1 to the Combat Result for each Wound you have, up to a maximum of 5 dice.

Examples: Conan, Cú Chulainn, Guts, Kratos, Red Sonja, Korgoth.

Gunslinger

Shooter specialized in ranged attacks, precision and the rapid elimination of targets.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
1	1 AP / 2 / 2	1	0	2	1

Action	Cost	Effect
Quick Shot	0 AP	Must be the first action of the turn, before any movement or other action. Make a Light Attack, <u>Range 4</u> .
Weak Spot	2 AP	Choose an enemy with at least 1 Wound. Make a Light Attack, <u>Range 4</u> against it.
Hail of Bullets	6 HEX	Make a Normal Physical Area Attack, <u>Range 5</u> .

Examples: Roland Deschain, Clint Eastwood, Doc Holliday, Jesse James, Revolver Ocelot, Erron Black.

Ranger

Scout specialized in mobility, positioning and ranged attacks.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
1	1 AP / 3 / 1	2	0	2	1

Action	Cost	Effect
Precise Shot	1 AP	Make a Light Attack, <u>Range 5</u> .
Reposition	1 AP	Make an additional Movement action (ignores the Max of your Movement profile).
Piercing Arrow	2 HEX	Choose an enemy within <u>Range 5</u> . That enemy has Defense -1 until the end of the turn.

Examples: Legolas, Robin Hood, Drizzt Do'Urden, Katniss Everdeen, Sylvanas Windrunner.

Cleric

Support specialized in healing, sustaining the team and divine magic.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
1	2 AP / 2 / 1	0	2	1	3

Action	Cost	Effect
Holy Light	1 AP	Make a Light Special Attack, <u>Range 4</u> .
Heal	2 AP	Remove 1 Wound from one ally. <u>Range 4</u> .
Divine Judgment	5 HEX	Make a Light Special Area Attack, <u>Range 3</u> .

Examples: Anduin Wrynn, Tyrande Whisperwind, Friar Tuck, Bishop Heahmund, Aerith Gainsborough.

Samurai

Duelist specialized in precision, positioning control and lethal strikes.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
2	1 AP / 2 / 2	2	0	2	2

Action	Cost	Effect
Quick Draw	1 AP	Multi-Use 2. Make a Light Attack.
Kusarigama	3 AP	Pull it to a space adjacent to the Samurai. <u>Range 3.</u>
Kiri-ai	7 HEX	Reaction. Make an Attack. If the attack hits, cause the opponent's Death. Otherwise, cause your own Death.

Examples: *Miyamoto Musashi, Sasaki Kojirō, Kenshin Himura, Jin Sakai, Tomoe Gozen.*

Paladin

Holy warrior specialized in protection, healing and sacrifice.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
2	2 AP / 2 / 1	0	2	3	3

Action	Cost	Effect
Consecrated Strike	1 AP	Make a Light Special Attack.
Lay on Hands	3 AP	Choose an adjacent ally. Remove 1 Wound from that ally.
Divine Martyrdom	6 HEX	Reaction. Defeat the Paladin. Then remove all Wounds from all allies and grant them <u>Focus</u> until the end of the turn.

Examples: *Uther Lightbringer, Tirion Fordring, Galahad, Reinhardt, Arthur Pendragon.*

Trickster

Manipulator specialized in altering reality, disrupting the opponent's plans and manipulating resources.

VIT	Movement	ATK	SP ATK	DEF	SP DEF
2	1 AP / 2 / 2	0	2	1	3

Action	Cost	Effect
Sudden Misfortune	1 AP	Make a Light Special Attack. After rolling, swap your result with your opponent's result.

Action	Cost	Effect
Steal Fate	3 AP	Make a Light Special Attack. Instead of dealing a Wound or Death, the target loses 1 HEX and you gain 1 HEX.
Lucky Roll	1 HEX	When activating the Trickster, after its Fate Roll you may reroll the die for only 1 HEX (instead of the standard 3 HEX reroll).

Examples: Loki, Puck, Anansi, Reynard the Fox, Q, Hoid.

Solo and Cooperative Play

Whether you're embarking on a solo adventure or teaming up with friends, this section provides the rules and guidelines for playing **Heroes of Hex** against the game itself.

Solo Play

When playing solo or cooperatively, the **core rules** are unchanged. Players still **alternate Turns, activating one unit at a time**, rolling their **Fate Roll**, spending **Action Points**, and resolving combat with **opposed rolls**. The only difference is that one side of the table is the **enemy**, run by the players using the rules below.

The players usually take the first Turn, except when the scenario states otherwise. From then on, a player Turn and an **Enemy Turn** alternate, exactly as two opponents would.

Many Scenarios establish specific rules, check the **Scenario Rules** section of the scenario's description.

Cooperative Play

Scenarios can be played cooperatively. Each player controls one or more heroes from the **shared team**.

Cooperative play uses the **same continuous alternating activation** as a normal match: the table simply alternates **one Hero activation, then one Enemy Turn**, regardless of how many players are at the table.

Hero → Enemy → Hero → Enemy → Hero → Enemy → ...

On each Hero turn, the players should decide together which Hero takes the Turn, choosing freely based on their strategy from the pool of **not-yet-activated** Heroes. There's no impediment to a player taking two or more turns in a row if it's in the best interest of the group.

There are also no limits to the number or distribution of Heroes that each player controls. One can control as many as they want and the group agrees to. The only requirement is that you stick to the Heroes you control throughout the entire game, and that the total number of Heroes matches the scenario description.

Once all the Heroes have taken their Turn, all the Activation markers are removed from the board, just as in the regular match.

Playing as a Dungeon Master

With multiple players, one can take the role of **Dungeon Master (DM)**. The DM narrates the adventure and runs the enemies: rolling the Activation die, moving them, and choosing targets (still following the rules of the keywords). The DM should keep the game fair and enjoyable for everyone.

Enemies

Each enemy uses the same profile as a hero **Class**: its attack and defense pools, Vitality, and Movement:

Field	Meaning
ATK / SP ATK	Dice rolled when the enemy makes an Attack / Special Attack.
DEF / SP DEF	Dice rolled when the enemy defends against an Attack / Special Attack.
VIT	The enemy's Vitality. It is defeated when its Wounds exceed this value.
Move	How many spaces the enemy can travel when an action tells it to move.

An enemy has **no routine of its own**: the action it performs is written on the row of the scenario's **Activation Table** that activated it.

Enemies do **not** gain or spend **HEX** and do **not** use **Activation markers**: which enemy acts each Turn is decided by the scenario's **Activation Table**, so the same enemy can be activated on consecutive Turns.

The Enemy Turn

On each Enemy Turn, follow these steps:

1. Roll **1D6** and consult the scenario's **Activation Table**. The result tells you which enemy or group of enemies activates this Turn.
2. **Activate** the indicated enemy (or each enemy in the indicated group, one at a time). Each one performs the **action described on that Activation Table entry**.
3. Mind any Scenario Effects that may have been triggered by the activation.

If the rolled result matches no enemy on the board (for example, all enemies of that type are already defeated), the Enemy Turn is skipped.

Enemy Combat

Combat is resolved with **full opposed rolls**, identical to a normal fight. An enemy is also defeated when its Wounds exceed its Vitality.

Activating an Enemy

The action an enemy performs is defined by the **Activation Table entry** that activated it — the activation die decides both *who* acts and *what* they do. An action is normally a **movement toward a target followed by an attack**.

Choosing the target. Every action needs a target, and a single rule decides it:

- **If the entry defines no target**, the enemy targets the **nearest hero**.
- **If the entry uses a movement keyword** (below), that keyword defines *both* the target and how the enemy approaches it.
- **If the entry names a specific target** (e.g. "*the Treasure Keeper*"), use that target.

Whenever two or more targets are equally valid, the controlling player chooses — guided by the **Dark Rule**:

When undefined, the enemy always selects the target that lets it best fulfill its action and cause the most harm to the players.

Keywords:

- **Engage X:** Move up to X spaces toward the **nearest hero** by the shortest path, stopping as soon as it reaches melee (an adjacent space).
- **Prey X:** Move up to X spaces toward the **Weakest hero** — the hero with the **most Wounds** (closest to defeat). Break ties by nearest, then by the Dark Rule.
- **Distance X (a–b):** Move up to X spaces to keep its distance from the **nearest hero** between **a** and **b** spaces: move closer if it is too far, move away if it is too close. Used by ranged enemies to kite.

If an action cannot be carried out (no valid target, blocked path, already in position), perform as much of it as possible and ignore the rest.

Fool's Gold



Fool's Gold is a solo and cooperative scenario where players must face an ambush while trying to protect an ancient gold artifact. Survive the onslaught of bandits and secure the treasure!

"Through forest deep where sunbeams gleam, You rode beside a golden dream. A relic bright of ancient gold, A prize of worth untold.

The road grew narrow, dark, and still, Beneath the shadow of the hill. No bird would sing, no wind would sigh, Only silence filled the sky.

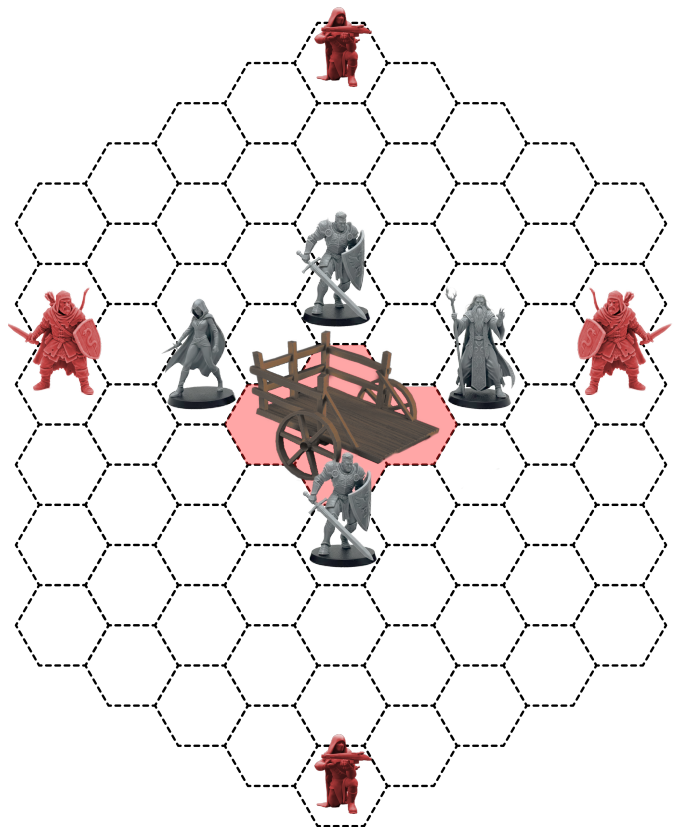
Then from the brush and from the trees, Came bandits moving with the breeze. Their crossbows drawn, their daggers bare, With greedy eyes and hungry stare.

"For gold!" they cried. "The prize is ours!" And sprang from out the woodland bowers. You sought for treasure, rich and grand, Now fight to keep it in your hand."

Game Feature	Value
Game Mode	Solo or Coop
Difficulty	Easy
Number of Players	1 ~ 3
Time Requirement	20 ~ 40 min

Battle Objectives

- **Bandit Slaying:** Defeat all Bandits on the Battle Map.
- **Nobody Left:** No Hero is Defeated, all Bandits are Defeated.
- **Treasure Keeper:** The Treasure Keeper Hero suffers no Damage, all Bandits are Defeated.
- **Fail the Mission:** The Golden Artifact is Stolen (The Treasure Keeper Hero is Defeated).



Scenario Preparation

- Pick a team of **4 Heroes** and their miniatures.

- Prepare the Enemy miniatures: **2x Bandit Archer**, **2x Bandit Swordsman**.
- Place the Scenario Battle Map in the center of the play area.
- Place your Heroes on any Initial Position on the Battle Map. Designate one of them as the **Treasure Keeper**; it holds the Golden Artifact Token (any spare token works).
- Prepare your Wound tokens and HEX Counters.

The **enemies** take the first Turn.

Scenario Rules

- The Treasure Keeper must always hold the Golden Artifact Token.
- The Treasure Keeper can only move **1 space per Movement action**, regardless of its Movement profile.
- If the Treasure Keeper is defeated, the scenario ends immediately in failure.

Enemies and Activation Table

Enemies use the enemy profile rules. They make physical attacks; defend against them with your **Defense**.

Enemy	Move	ATK	DEF	SP ATK	SP DEF	VIT
Bandit Swordsman	2	2	1	0	1	2
Bandit Archer	2	2	1	0	1	1

On the Enemy Turn, roll **1D6** and perform the listed action.

Roll	Activation & Action
1	The Bandit Swordsman closest to a hero: <u>Engage 2</u> , then a Light Attack (melee).
2	The Bandit Archer closest to a hero: <u>Distance 2</u> (keep 3 away), then a Light Attack , Range 3.
3	All Bandit Swordsmen , each: <u>Engage 2</u> , then a Light Attack (melee).
4	All Bandit Archers , each: <u>Distance 2</u> (keep 3 away), then a Light Attack , Range 3.
5	

Roll	Activation & Action
	All Bandits , each acts as in its rows above (Swordsmen <u>Engage</u> + melee, Archers kite + Range 3).
6	The Bandit nearest the Treasure Keeper : it moves up to its Move toward the Treasure Keeper, then makes its attack against it if able.

Actions:

Light Attack: Make a standard Attack on the target with the enemy's **ATK** pool.

The Arachne's Lair



The Arachne's Lair is a solo and cooperative scenario where players face off against giant spiders in a dark cave setting. Rescue the Captive Villagers before they become food (and energy) for the Arachne's Queen.

"Through Thornweb wood where shadows creep, The missing vanished, lost to sleep. No blood was spilled, no cry, no bone, But silver silk on weeping stone.

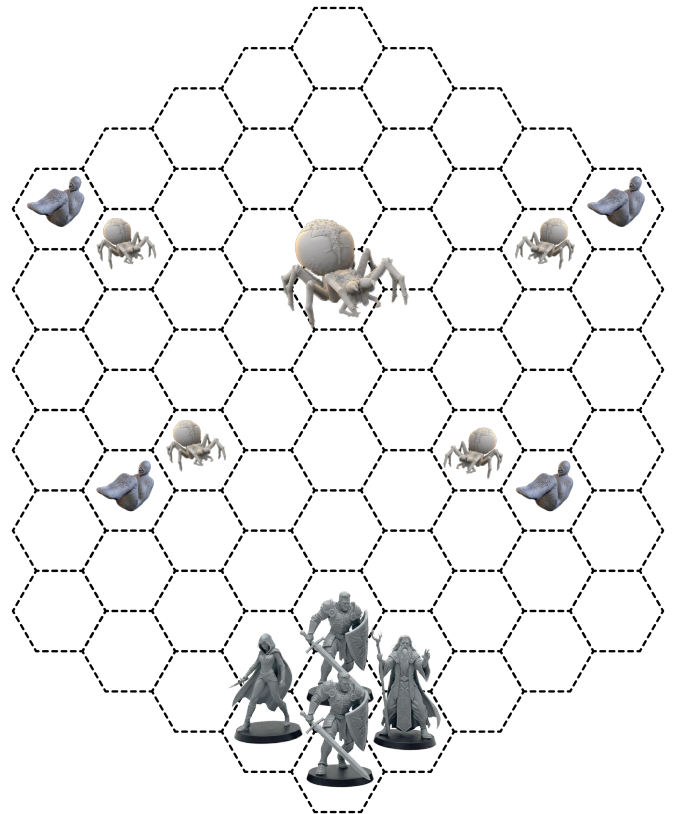
The Vanguard came by lantern-light, To walls of web both wet and white. There captives hung in strands of thread, Still breathing soft, though all but dead.

Then clicking rose from depths unseen, And down there crept the Spider Queen. You came to free the silken-bound Now fight, or join them in the ground."

Game Feature	Value
Game Mode	Solo or Coop
Difficulty	Easy
Number of Players	1 ~ 4
Time Requirement	30 ~ 60 min

Battle Objectives

- **Killing the Queen:** Defeat the Arachne's Queen.
- **No One Left:** Rescue all Captive Villagers from the Cocoons, then Kill the Arachne's Queen.
- **Flawless Mission:** Rescue all Captive Villagers from the Cocoons, then Defeat all the Giant Spiders and the Arachne's Queen.
- **Fail the Mission:** If all Captive Villagers are consumed by the Arachne's Queen, the mission fails.



Scenario Preparation

- Pick a team of **4 Heroes** and their miniatures.

- Prepare the Enemy miniatures: **4x Giant Spider**, **1x Arachne's Queen**, **4x Cocoons**.
- Place the Scenario Battle Map in the center of the play area.
- Place all Cocoons, Giant Spiders and the Arachne's Queen on their designated positions on the Battle Map.
- Place your Heroes on any Initial Position on the Battle Map.
- Prepare your Wound, Poison and HEX Counters.

The **players** take the first Turn.

Scenario Rules

- Each **Cocoon** holds a Captive Villager. A Cocoon is an object with **DEF 1 / SP DEF 1** and a **Vitality of 1**. Heroes attack it like any target; when its Wounds exceed 3 the villager is **rescued** and the Cocoon is removed.
- Cocoons cannot receive status tokens and are never targeted by enemy attacks.

Cooperative Play

- Each player controls 1 Hero.
- Each enemy's **Vitality is multiplied by the number of human players**.

Enemies and Activation Table

Enemies use the enemy profile rules. Both are **Immune to Poison** (*Venomous Blood*).

Enemy	Move	ATK	DEF	SP ATK	SP DEF	VIT
Giant Spider	2	0	1	1	1	0
Arachne's Queen	2	0	2	3	2	5

On the Enemy Turn, roll **1D6** and perform the listed action.

Roll	Activation & Action
1	The Giant Spider closest to a hero: <u>Engage 2</u> , then make a Venomous Bite .
2	The Giant Spider farthest from the heroes: <u>Engage 5</u> , then make a Venomous Bite .
3	All Giant Spiders , each: <u>Engage 2</u> , then make a Venomous Bite .

Roll	Activation & Action
4	The Arachne's Queen <u>Engage 4</u> , then make a Venomous Bite .
5	The Arachne's Queen Feast , then spawn Giant Spiders in adjacent spaces until there are 4 Giant Spiders in Battle
6	The Arachne's Queen Feast , then all Giant Spiders <u>Engage 2 + Venomous Bite</u>

Actions:

- **Feast:** Move up to 2 toward the nearest **Cocoon**; if adjacent, **consume it** (its villager is lost).
- **Venomous Bite:** Make a Special Attack on the nearest Hero. Instead of dealing a Wound or Death, the target gains **1 Poison** on a Hit result.

RULES COMPENDIUM

This is the compendium of expanded and detailed rules for the game's systems.

As golden rules:

- 1. The most specific rule takes priority over the more general rule.*
- 2. If two rules contradict each other, the one that is more beneficial to the player taking the action takes precedence.*

THE BASICS

Components

To play you will need:

- **Hero miniatures.**
- **Six-sided dice (D6):** several for each player.
- **Wound tokens** and other status tokens.
- **HEX Counter** for each player (a D20 or any counter works).
- **Activation markers:** a small token or counter to mark each unit you activate.
- **A compact game map.**

The Team

Each player controls a **team of heroes**. Team size can vary by scenario or game mode. In a standard Skirmish match the usual setup is **3 vs 3** or **4 vs 4**.

Unit Profile

Each unit has a profile described on its [Class](#):

Field	Description
Movement	Movement profile (see Movement).
Attack (1–3)	Number of D6 rolled when making physical attacks.
Defense (1–3)	Number of D6 rolled when defending against physical attacks.

Field	Description
Special Attack (1–3)	Number of D6 rolled when making special attacks.
Special Defense (1–3)	Number of D6 rolled when defending against special attacks.
Vitality	How many Wounds the unit can absorb. It is defeated when its Wounds exceed this value.
Actions	The unit's own actions, with costs paid in Action Points (AP).

SEQUENCE OF PLAY

The Turn of a Unit

Heroes of Hex uses a **Continuous Activation System**: there are no traditional rounds. Players **alternate activations, one unit at a time**, each picking from their not-yet-activated units, so neither side gains a structural advantage from acting first or from an unbalanced unit count.

1. The player with the initiative chooses one of their units and takes its **Turn**.
2. The initiative passes to the opponent, who does the same.
3. Players keep alternating until the game ends.

Activating a unit is **optional**. On your Turn you may choose to pass the initiative back to your opponent without activating any of your units.

Every Turn follows four steps:

Step 1: Fate Roll

Roll **1D6**. The result is the number of **Action Points (AP)** available to the unit being activated this Turn.

NEGATE FATE

After the Fate Roll, but before spending any AP, you may pay **3 HEX** to reroll it. The new result is final (see [HEX System](#)).

Step 2: Choose the Unit

The active player chooses one of their units to activate. Given the AP rolled, ask yourself: how can I make the most of this situation?

You may only choose a unit that has **not been activated yet** in the current cycle. To track this, place an **Activation marker** next to a unit when its Turn ends (Step 4).

- On your Turn you choose any of your units that **does not** have an Activation marker.
- When **all of your units** have an Activation marker, **remove all of them**. Your units are ready again, and on your following Turns you may activate any of them, starting a new cycle.
- A defeated unit is removed along with its marker, shrinking the pool of units you must cycle through.

This keeps a player from leaning on a single hero: you must give each of your units a Turn before any of them can act again.

A SINGLE UNIT

If you have **only one unit** left, it is your only choice every Turn, so its marker is cleared as soon as it is placed and you may activate it on every one of your Turns.

Step 3: Spend the AP

The chosen unit spends its AP on movement and actions, according to the costs on its profile.

- **Unused AP are lost** at the end of the Turn.
- **Once per Turn:** unless an action has the Multi-Use keyword, each action can only be used once per Turn.

Step 4: End and Pass the Initiative

At the end of the Turn, place an **Activation marker** next to the unit you activated and **gain 1 HEX**. The initiative then passes to the opponent.

HEX System

HEX represents arcane energy accumulated during the battle. It is the game's main strategic resource.

Gaining HEX

At the end of each Turn, the player who took it gains **1 HEX**. There is no default cap on stored HEX.

Negate Fate (3 HEX)

After the Fate Roll, but **before spending any AP**, the player may pay **3 HEX** to reroll the die. The new result is final.

HEX Actions

Some Class Actions are paid in HEX instead of AP. These actions cannot be used twice in the same Turn (unless they have the Multi-Use keyword). The unit must be in play to use them.

Victory Conditions

Elimination (default mode)

The player who **eliminates all enemy units** wins.

Scenarios

Some scenarios use alternative objectives:

- Capturing points
- Controlling areas
- Escort
- Survival
- Recovering artifacts

TURN ACTIONS

Movement

Each unit has a **Movement profile** written as:

Cost / Distance / Max

- **Cost:** how many AP each Movement action consumes.
- **Distance:** how many spaces the unit travels per Movement action.
- **Max:** how many Movement actions the unit can perform per Turn.

EXAMPLE

A profile of **1 AP / 3 / 2** means each Movement costs 1 AP, moves 3 spaces, and can be used up to 2 times in the Turn, for up to **6 spaces at 2 AP**.

Terrain, abilities and special effects can change the distance traveled, the cost, or the number of movements.

Combat System

Declaration

The attacker chooses an offensive action. The action defines:

- Attack type (**Physical** or **Special**)
- Damage type (Light, Normal, Heavy)
- Range
- Cost

The defender uses the **matching defense** for the attack type (Defense against an Attack; Special Defense against a Special Attack).

Opposed Roll

- The **attacker** rolls a number of D6 equal to their offensive attribute.
- The **defender** rolls a number of D6 equal to their matching defensive attribute.

EXAMPLE

The attacker has Attack 3 and rolls **3D6**. The defender has Defense 1 and rolls **1D6**.

Result of the Clash

Each side considers **only their highest result**.

COMBAT RESULT

Combat Result = Attacker's highest result – Defender's highest result

EXAMPLE

- Attacker rolls: 2, 4, **5**
- Defender rolls: **3**
- Combat Result: $5 - 3 = 2$

If the Combat Result is **0 or less**, the attack fails and deals no damage.

Damage Resolution

If the attacker wins (Combat Result greater than 0), the outcome depends on the attack type and the Combat Result:

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

Area Attacks

Normally an action targets a single unit; when it can affect multiple units, this is stated explicitly in its description. Some actions hit several targets at once (for example, "all adjacent enemies" or "Area" attacks). In those cases:

1. The attacker makes **one single attack roll** using their offensive attribute.
2. **Each defender** rolls their own defense separately.
3. The **Combat Result** is calculated individually for each defender.
4. Damage is resolved **independently** for each target, per the Damage Resolution table.

Wounds and Death

When a unit suffers a **Wound**, it receives a **Wound token**.

When its Wounds **exceed its Vitality**, the unit is **defeated and removed from the game**. Most units have a Vitality between 1 and 2.

INSTANT DEATH

When an attack produces a **Death** result on the Damage Resolution table:

- The unit is removed **immediately** from the game.
- The number of Wounds it already had is **ignored**.

REFERENCE

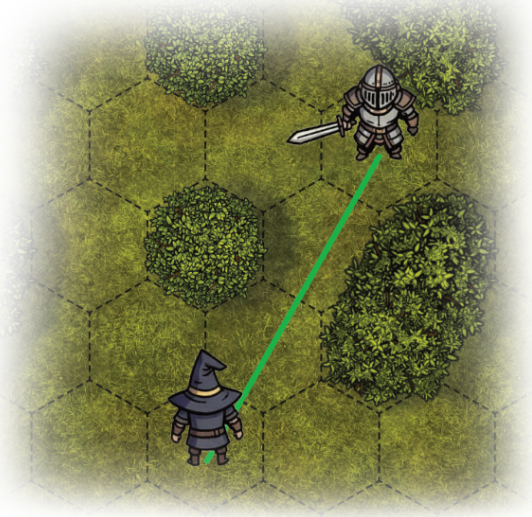
Keywords

Range (Keyword)

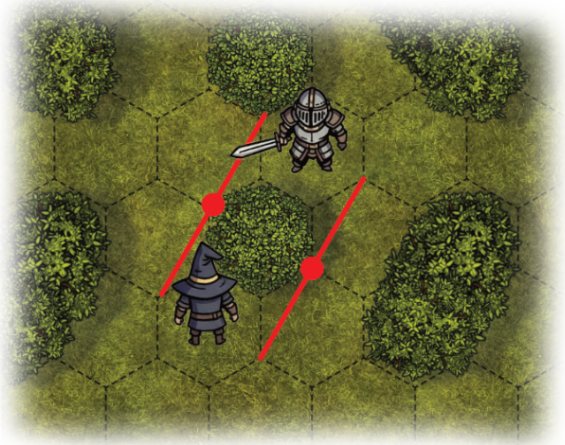
Range N means an action can affect a target up to **N spaces away and** within the user's **Line of Sight (LoS)** — *both* conditions must be met. When an action does not state a Range, it is **1**, also called **Melee**: it affects a unit in an **adjacent** space (two spaces are adjacent when they share a side).

Line of Sight: if there is a free path between the user's space and the target's space, the two are in each other's LoS. If that path touches a blocked edge, the LoS is blocked. Allied units do **not** block Line of Sight; enemy units **do**.

Some actions instead measure distance with wording like "**within X spaces**". That checks **distance only** and does **not** require Line of Sight.



Range 3 - In LoS



Range 2 - Out of LoS

Multi-Use (Keyword)

The action may be used **more than once in the same Turn**, paying its AP cost each time.

Reaction (Keyword)

An action with this keyword can be activated **outside the unit's Turn**. When the opponent **declares** an action, you may announce the Reaction before it resolves. The Reaction is then executed first, and only after it fully resolves does the opponent's action proceed. When multiple Reactions are declared, they are executed from the latest to the oldest.

If the Reaction changes the battlefield in a way that makes the opponent's declared action no longer valid — for example, moving the intended target out of range — that action is **cancelled** with no effect. Any costs already paid for it are still spent.

Knockback (Keyword)

Knockback N pushes the target unit **N spaces in a straight line in the direction chosen by the attacker**, directly away from the source of the effect.

- The movement does **not** use the unit's Movement attribute and does not cost it any AP.
- If the path is blocked (impassable terrain, the edge of the map, or another unit), the unit stops on the **last free space**.

Focus (Keyword)

Focus is a Status Effect, tracked with a token. It marks that a unit is in a **Focus** state; its specific rules **vary based on the Class** that grants or relies on it.

Engage (Keyword)

Engage X means the unit moves up to **X spaces** toward the **nearest hero** by the shortest path, stopping as soon as it reaches **melee** (an adjacent space).

Prey (Keyword)


Prey X means the unit moves up to **X spaces** toward the **Weakest hero** — the hero with the **most Wounds** (closest to defeat). Break ties by nearest, then by the Dark Rule.




Distance (Keyword)

Distance X (a–b) means the unit moves up to **X spaces** to keep its distance from the **nearest hero** between **a** and **b** spaces: it moves closer if it is too far, and moves away if it is too close. Used by ranged enemies to kite.

Tokens

Tokens are applied to and removed from units to track Wounds and status effects. The current ruleset uses a small set of tokens:

Icon	Token	Type	Description
	Wound	Counter	Tracks the damage a unit has taken. When the number of Wound tokens exceeds the unit's Vitality, the unit is defeated.

Icon	Token	Type	Description
	Activation	Marker	Marks a unit that has already been activated this cycle. When all of a player's units are marked, all their Activation markers are removed. See <u>Activation</u> .
	Focus	Status Effect	Marks a unit in a Focus state. Its specific rules vary based on the Class. See the <u>Focus</u> keyword.
	Poison	Counter	If a unit ever accumulates 3 Poison tokens , it is immediately defeated , regardless of its Wounds. Whenever an effect heals the unit, it removes that same number of Poison tokens as well.

DEV LOG

This is a Live Document where we will post all the updates and changes made to the game. Check back often to stay up-to-date with the latest developments!

Change Log

Version 0.5: A Fresh New Start

The biggest update in Heroes of Hex is here! After months back at the drawing board, the entire core game has been rebuilt from the ground up, and we couldn't be more excited to put it in your hands.

Heroes of Hex is now **faster, deadlier, and more accessible** than ever. Rebuilt around modern skirmish design principles, it features a unique **Continuous Activation System** (no traditional rounds — players alternate activations, one unit at a time), a **streamlined resource system**, and a cleaner gameplay flow that keeps players engaged from start to finish. The old layers of bookkeeping have been replaced by a dynamic **opposed-roll combat system** where attacker and defender clash head-to-head, making every battle a tense contest of skill and risk. Tactical decisions matter a lot, but the spicy uncertainty of the dice ensures that every fight remains **dramatic and fun**.

Getting to the table is easier than ever! The new **Team Builder** replaces the old Character Creation, so you assemble your heroes by simply picking their Classes, with no character sheets or skill-shopping to slow you down.

It now also targets **28 mm miniatures (1 inch base)**, widening the battlefield while keeping the same small footprint, it's now ready for the D&D miniatures you already use at your RPG table.

WORK IN PROGRESS

Version 0.5 is still in active development. We're sharing it early so you can play it, push it to its limits, and help shape where it goes next. Grab your dice, jump in, and tell us what you think!

Here's everything that changed:

Core Rules: Complete Redesign

- **New Continuous Activation System.** Players no longer take one big turn each, and there are no traditional rounds. Instead they **alternate activations, one unit at a time**, each picking from their not-yet-activated units, so neither side gains a structural advantage from acting first or from an unbalanced unit count. Initiative is decided by a single 1D6 roll and passes back and forth.
- **Fate Roll replaces Resource Gathering.** At the start of each unit's Turn you roll **1D6** (the Fate Roll); the result is the **Action Points (AP)** that unit may spend. The old 5-dice, three-reroll Yahtzee-style **Resource Gathering** and the **Power / Technique / Will** attribute system have been removed.
- **New opposed-roll combat.** Attacks are resolved as an opposed roll: the attacker rolls D6 equal to their **Attack** attribute, the defender rolls D6 equal to their matching **Defense**; each keeps their highest die, and the **Combat Result** (attacker – defender) decides the outcome.
- **New unit profile.** Units now use **Attack / Special Attack** and **Defense / Special Defense** (1–3 dice each), a **Vitality** value, and a **Cost / Distance / Max Movement** profile. The old single **HP** value is replaced by **Wounds** and **Vitality**.
- **Light / Normal / Heavy damage.** Damage type and Combat Result determine whether an attack deals a **Wound** or an instant **Death**. **HP, Lethal Damage** and the old fixed-damage model are gone.
- **HEX reworked.** You gain **1 HEX at the end of every Turn you take**, with **no cap**. HEX pays to **reroll the Fate Roll (3 HEX)** and to activate certain Class Actions. **Fate Burst** has been removed.
- **New Activation rule:** when you activate a unit, place an **Activation marker** next to it. You can only activate units without a marker; once all your units are marked, remove every marker and the cycle restarts. A player with a single unit can activate it every Turn.
- **Reactions** are Actions with the **Reaction** keyword, paid in HEX.
- **Tokens greatly simplified.** Most status tokens (Bleeding, Burned, Marked, Shielded, Weakened, Asset) have been **removed for now**. The current ruleset uses **Wound, Focus** and **Poison**.

Content and Components:

- **Class roster trimmed to 10:** Knight, Assassin, Mage, Barbarian, Gunslinger, Ranger, Cleric, Samurai, Paladin and Trickster. All other archetypes (Druid, Demon, Vampire, Occultist, Dark Warrior, Bestial, Mystic Warrior, Duelist, Sorcerer, Martialist, etc.) have been **retired for now**.
- **Character Creation is gone. Say hello to the Team Builder.** Building a team is now as simple as picking your **Classes**: each one ships with a fixed profile of **three Actions**. The old flow of choosing an archetype and hand-picking 3 skills per hero has been retired in favor of this faster, pick-up-and-play approach.
- The official miniature base size is back to **1 inch (28 mm)**. Maps and components are sized for 28 mm miniatures.

Resources:

- **Downloadable PDF Rulebook.** A complete, print-ready PDF of the rulebook is now available on the Resources page.
- **New Battle Map:** a fresh **Base Skirmish Team Match (A4)** PDF sized for 28 mm miniatures, replacing the old BoardEmpty/BoardFilled/BattleMaps files.
- **New Paper Tokens:** printable **16 mm paper tokens** PDF (Wound, Focus, Poison) replacing the old Tokens_A4 sheet.
- **Party Sheets removed.** The old archetype-based party sheets (Vanguard, Adepts, DungeonDivers, Hellish) have been retired alongside the archetypes they tracked.
- **3D print STL files removed.** The Counter and Dice_Attributes STL files have been removed; they belonged to the old resource and attribute-dice system.

Website:

- All Archetype pages were replaced by a **single Classes page** listing the 10 current Classes.
- Rewrote the [Quick Rules](#), [Getting Started](#) and [Compendium](#) around the new dice-combat system.
- Updated the [Home](#) page pitch and navigation.
- Reworked the Resources page to match the new components.

Version 0.3

Core Rule:

- Resource system got a complete overhaul. Replaced the 6 elemental resource system with a **new 3 attributes based system** based on **Power, Technique and Will**
- Generic "Energy" is now called "**HEX**" as the official name of the "Player's resource. It was this before, but now it's formalized.
- **Resource Dice** are not kept between turns anymore. All unused **Resource Dice** are **converted to HEX** at the **end of your turn**. (1 Resource Die = 1 HEX)
- **Reaction Skills** have their costs changed to be paid with **HEX** instead of Resource Dice.
- Reworked and Balanced most of the Archetypes to fit the new Resource System
- Reworked all Tokens to fit the new Resource System
- New Solo and Cooperative Game Mode added. You can find the rules in the [Solo & Coop](#) page and some sample Scenarios in the [Solo & Coop](#) Page.

Content and Components:

- New Archetypes: Dark Warrior, Demon, Bestial, Gunslinger
- The maximum official supported miniature base size is now **32mm** instead of **1 inch**.
- Maps are now 32mm base compatible.
- Multiple [Battle Maps](#) available in 32mm base size.
- New Printable Tokens for the Resources Page
- New Fillable [Party Sheet](#)

Website:

- New Theme
- New Images in the Resources Page for better visualization of the materials
- Improved "How to Play" section in the [Index](#) Page
- Improved Compendium with Token Images and more content
- Improved Quick Rules with Images and better layout
- Added internal links in multiple pages and terms for better navigation

Version 0.2

- Added 6 archetypes: Trickster, Occultist, Paladin, Vampire, Gunslinger, and Mystic Warrior.
- Improved compendium and many pages in general

Version 0.1

The First Version of the Game Rules is out!

After months of development, testing, and refining, we are excited to share the initial version of Heroes of Hex with you. This version includes the core mechanics, basic rules, and a selection of archetypes to get you started on your adventure. We encourage you to explore the game, provide feedback, and join us in shaping the future of Heroes of Hex.