

Hex Battle

Rule Book

Darkthrone Studios

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Overview

Introduction

Hex Battle is a turn-based tactics game for either 2 or 3 players in which the goal is to use all the items and abilities the players acquire during the course of the game to stop the enemy forces from winning.

In the Box

- Rulebook
- Making of the game
- 7 map board pieces
- Player unit soldier pieces (4 of each colour, 3 colours)
- Player unit commando pieces (1 of each colour, 3 colours)
- Cards (xx abilities, xx weapons, xx powers)
- Player cards
- 4 Player stands
- Status and weapon markers

Before You Begin

Setting The Stage

Shuffle the map board pieces and put them face down in a pile. Decide who goes first. Perhaps by tossing a coin, or Rock-Paper-Scissors. The winner picks up the top map piece and places it in the centre of the playing area. Progressing clockwise, the next person picks up the next piece and places it adjacent to the centre piece with the edge lining up. When connecting two pieces, align the connecting sides with a "clockwise twist" which is necessary in order to ensure a proper fit. See **fig.1**. Continue placing map pieces until all 7 pieces are placed, one in the centre and 6 pieces around it. The player who chose a map piece last chooses the side to make their spawn point and the other players decide amongst themselves to chose their places. See **fig.1** for 2 player and 3 player spawn settings. Players may also decide their colours amongst themselves. Shuffle the cards and set up 2 piles facedown, one for the powers cards and one for abilities, weapons, and traps. The former is the power's pile and the latter is the deck.

fig.1

Play the Game!

First Turn

Line your unit pieces along the edge hexes of your spawn point with the commando in the middle. Draw 3 cards from the deck.

In Your Turn

In each turn other than your very first in the game, start by drawing a card from the deck. The cards in your hand may be weapon, ability, power, or trap cards. (See below for details about the cards) After using your cards you may start moving your units around the board. First see the number of steps you can move each unit, you may want to keep the attack range of the unit in mind before you move. After completing your move you may chose an enemy combatant within the attack range, 'kill' that unit, and remove that piece from the game board. If you remove an enemy combatant from the game all weapons and ability cards affiliated with that unit are discarded into the discard pile.

You may also set any traps (see **Traps**) by placing them face down in front of you where every other player can see them and you will be able to activate them during the other players' turns. You can also respawn any formally killed units by placing them in one of the tiles along your spawn border. At the end of your turn you must have a maximum of 3 cards in total in your hand. If you have more than 3 cards after using all the cards you can/want to play you will need to discard cards until you are left with 3 cards in your hand.

Treasure

There is one special tile on one of the map tiles which can be activated only once during a game. When a player's unit stands on that map tile the player may draw 2 cards from the deck aside from the 1 card drawn at the start of the turn. Keep in mind that a player may only have a maximum of 3 cards in their hand at the end of their turn.

Abilities

Lorem

Weapons

Lorem

Powers

Power cards let you manipulate the game board, set up new routes for more tactical approaches or close existing paths for strategically blocking your enemy's moves.

Traps

Lorem

Winning the Game

Lorem

The Cards

Weapons and Movesets

- **Commander Default**
 - Movement range 7, Attack range 3
- **Grunt Default**
 - Movement range 7, Attack range 2
- **Assault Rifle**
 - Normal: Movement range 5, Attack range 4
 - Special: Movement range 6, Attack range 6
- **LMG**
 - Normal: Movement range 4, Attack range 6
 - Special: Movement range 5, Attack range 8
- **Sniper Rifle**
 - Normal: Movement range 3, Attack range 10
 - Special: Movement range 4, Attack range 12
- **Knife**
 - Normal: Movement range 9, Attack range 1
 - Special: Movement range 9, Attack range 1

Abilities

- Artillery Strike: kill any one enemy combatant other than commander
- Hand Grenade: kill any and all combatants in range, 5 range, 2 aoe
- Smoke Grenade: prevent movement in range for next turn, 5 range, 2 aoe
- Stun Grenade: prevent attack in range for next turn, 5 range, 2 aoe
- Helmet: immune to one sniper shot
- Armour: immune to one kill
- Boat: walk on water 5 boxes

- Jetpack: jump 5 boxes any direction

Traps

- Counter Stun: any attack is nullified and combatant cant move next turn
- Flare: Artillery Strike is nullified
- “No fuel”: Jetpack is nullified
- Home run: all grenades are nullified

Powers

- Blockade: block 2 adjacent map boxes
- Demolish: remove 2 blockade boxes
- Bridge: make a straight bridge across any body of water
- Switch Map: switch any 2 map pieces
- “No Clip”: cant hit and cant get hit and can move through any terrain for 3 turns
- “TR8-TR”: any ability can be nullified