HEXFALL

RULEBOOK



VER.1.2



Let steel lie steady in their hands,
let courage bind the broken lands.
Through smoke and ash, through waning light,
the champions walk the edge of night.
And when the tattered banners fall,
the final hex shall judge them all.

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GAME OVERVIEW

Hexfall is a tactical, turn-based skirmish fought across a hex battlefield. Victory comes from positioning, timing your attacks, controlling key lanes, and making the most of every draw from the bag.

No two turns unfold the same way. Strong players adapt to imperfect hands, pressure exposed flanks, and create advantages through movement, facing, and initiative control.

A typical game lasts around 10-15 rounds and takes roughly 30-60 minutes to play.

VICTORY AND DRAWS

- Win by eliminating all enemy Champions. If the battle ends without full elimination, the winner is the player who dealt the most total damage to enemy Champions.

- The game is a draw if both final Champions fall during the same Initiative step or effect.

- The game is also a draw if both players are down to a single surviving Champion with no Warriors left on the battlefield.

FACTION IDENTITY

Every faction and sub-faction fights with its own fixed set of tokens, built around a distinct battlefield style and tactical identity.

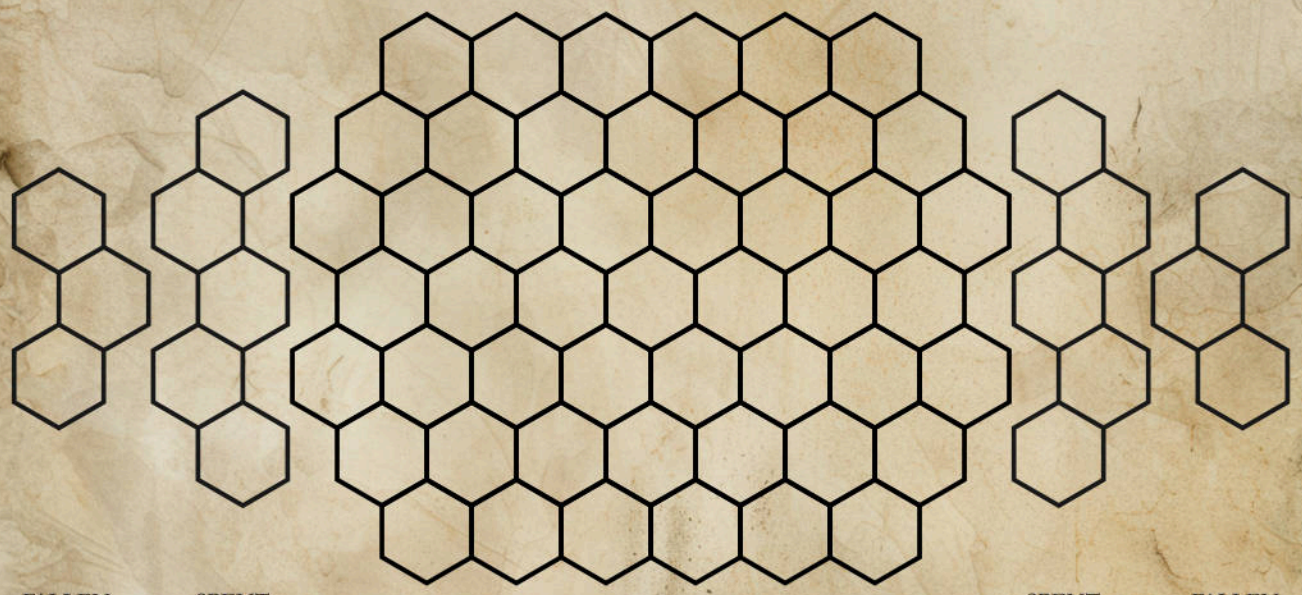
Some warbands lean on armor and pressure. Others rely on speed, ranged control, or coordinated strikes from several directions. Learning how your own force fights - and how to disrupt the enemy plan is part of mastering Hexfall.



COMPONENTS AND LAYOUT

CORE GAME ZONES

LARGE BAG	Contains all unused hex tokens.
BATTLEFIELD	The board area where tokens are currently in play.
DISCARD PILE	Contains discarded, destroyed, spent, or removednon-Fight tokens.
SPENT FIGHT TOKEN	A separate 5-hex long zone next to the battlefield used for players to discarded Fight tokens.
FALLEN CHAMPIONS	A separate 3-hex long zone next to the battlefield used for players to discarded fallen Champion tokens.



COMPONENTS

- 2x large bags containing 45 hex tokens each.
- 2x small bags containing 20 activation tokens and 23 damage markers. 3x d6 dices for Champions and 20 blank dices for the rest of the Warband.
- 4x Hex-based terrain pieces.
- 1x Hex game mat
- 1x Rulebook
- 1x Multiplayer map connector



ACTIVATION TOKENS



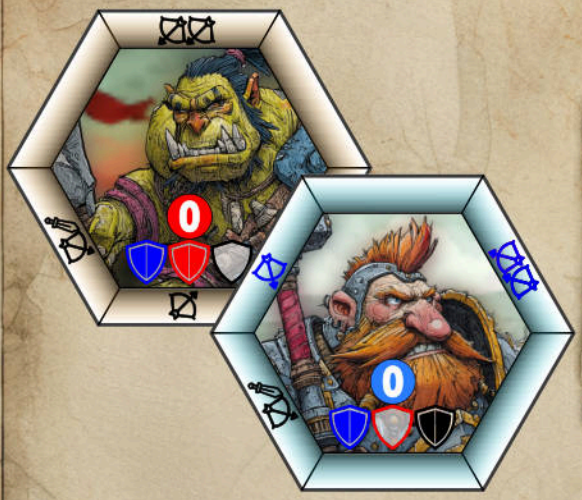
DAMAGE MARKERS



HEX-BASED TERRAIN

Most discarded tokens do not return once they leave play. Fight tokens are the exception: when both players have all 5 Fight tokens in their Fight piles, each player shuffles those tokens back into the large bag.

SETUP



CHAMPIONS

Champions are Warrior tokens with Initiative 0.

There are 3 Champions for each army.
No more, no less.

0 - Initiative symbol on the token



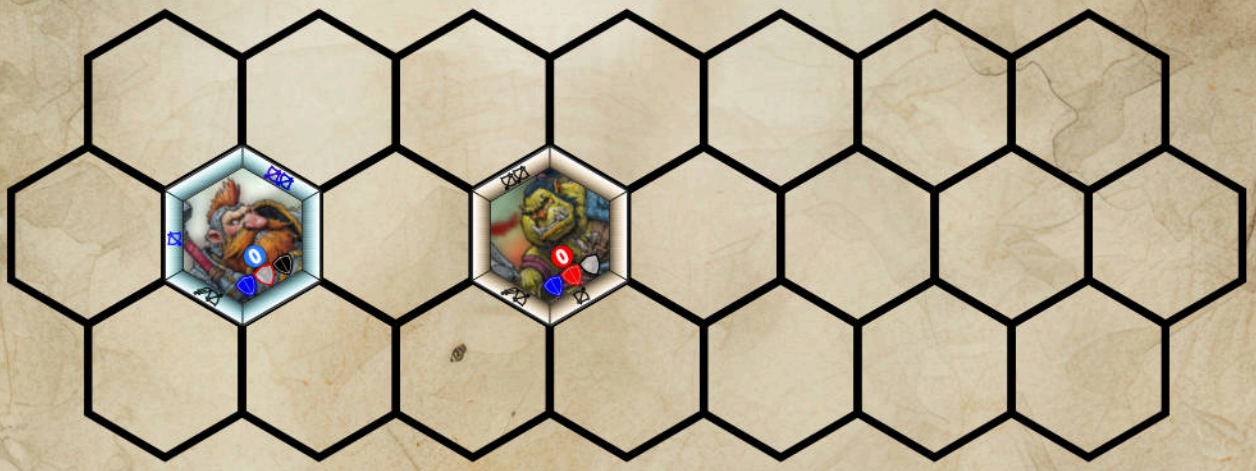
SETUP SEQUENCE

1. Place the battlefield board.
2. Place any agreed terrain pieces.
3. Choose a setup starting player using any agreed method.
4. Each player selects 1 of their 3 Champion tokens as their starting Warrior.
5. Place the chosen Champions onto the battlefield.
6. Put all remaining tokens, including the other 2 Champions, into the large bag.
7. Shuffle each player's bag thoroughly.
8. Player who placed Champion first, draw first tokens.

STARTING RESTRICTIONS

Starting Champions cannot:

begin within 2 hexes of the enemy Champion.
These restrictions create breathing room for the opening turns and prevent immediate first-turn collisions.



CHAMPION PLACED TOO CLOSE TO ENEMY CHAMPION



CHAMPION PLACED CORRECTLY NEAR ENEMY CHAMPION

TURN STRUCTURE

TURN SUMMARY

Free Move	:	choose 1 friendly Warrior. It may move up to 1 hex, rotate to any facing, or do both.
Draw	:	draw 3 tokens from your large bag.
Discard	:	discard at least 1 non-Champion token if possible. If none of the drawn tokens are Champions, you may discard 1, 2, or all 3 of them.
Play Tokens	:	play every drawn token that was not discarded. Drawn tokens cannot be saved for later turns.
Fight Recycle	:	if both players have all 5 Fight tokens in their Fight piles, each player returns those Fight tokens to the large bag and shuffles.
Pass Turn	:	the opposing player begins their turn.

DRAW RULES

Hexfall does not use a reserve or persistent hand. Every token drawn during a turn must either be discarded or played during that same turn.
Warrior tokens remain on the battlefield until destroyed or removed by a game effect.

- Champion tokens cannot be discarded.
- If a drawn token is a Champion, it must be played that turn.

CHAMPION DRAW RULE

ACTION TOKENS	Move, Push, Pull, Fight, and Bomb resolve immediately, then go to the discard pile or Fight pile as appropriate.
PERSISTENT TOKENS	Banners, Walls, Smoke, Explosive Traps, and Nets stay on the battlefield until their own rules remove them.

PLACEMENT

WARRIOR PLACEMENT

When a Warrior enters play, place it on any legal hex and choose its facing.

Warriors may be placed adjacent to friendly Warriors, adjacent to enemy Warriors, adjacent to enemy Champions, on Smoke, or on an Explosive Trap, provided the destination hex is otherwise legal.

Warriors do not need a deployment zone, a nearby Champion, a nearby Banner, or contact with the board edge. Reinforcements can enter from anywhere on the battlefield if the hex is legal.



LEGAL PLACEMENT

- Empty hexes.
- Hexes containing Smoke.
- Hexes containing Explosive Traps.

ILLEGAL PLACEMENT

- Off the battlefield.
- On another Warrior.
- On a Net, Banner, or Wall.
- On blocking terrain.

LAYERS

TOP LAYER

Warriors, Nets, Banners, and Walls occupy the top layer. Top-layer pieces cannot share the same hex.

GROUND LAYER

Smoke and Explosive Traps occupy the ground layer. They are placed on empty hexes, but Warriors may later move onto or be placed onto them if allowed.



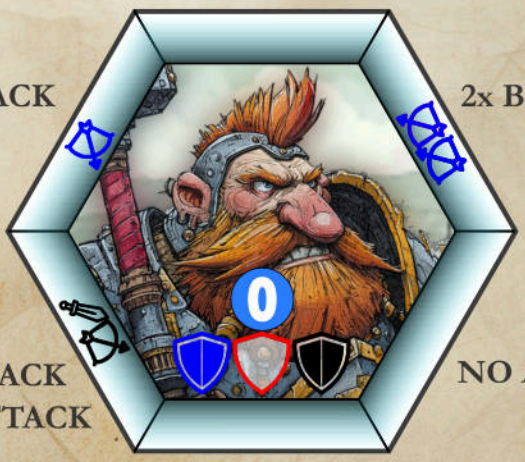
WARRIOR ANATOMY

INITIATIVE

- Initiative values range from 6 down to 0.
- Champions have Initiative 0.
- Banners, walls and nets do not use Initiative and are active all the time.

1x BLUE RANGED ATTACK

2x BLUE RANGED ATTACKS



1x BLACK MELEE ATTACK
1x BLACK RANGED ATTACK

NO ATTACKS

INITIATIVE OF 0 - CHAMPION WITH 6HP
BLUE AND BLACK ARMOR PRESENT
NO RED ARMOR

FACING AND ATTACKS

Each Warrior attacks from specific sides of its hex.

Facing determines where it can strike, fire, threaten lanes, or protect allies.

Melee attacks strike the adjacent hex connected to that side.
Ranged attacks fire outward in a straight line from that side.

Once placed, a Warrior keeps its position and facing until another rule moves or rotates it.

MELEE ATTACKS

Melee attacks strike the adjacent hex connected to the attacking side of the Warrior.

- If that hex contains an enemy Warrior, an enemy Champion, or an attackable object, the attack hits that target.
- If the target hex contains a friendly Warrior, the attack is ignored.
- If the hex is empty, or contains only Smoke or an Explosive Trap, the attack has no effect unless another rule says otherwise.
- If one side contains two melee attacks, resolve them as two separate hits.

RANGED ATTACKS

Ranged attacks fire outward in a straight line from the attacking side.
The firing direction is fixed by the Warrior's facing.

- A ranged attack continues until it hits the first valid enemy target, a Wall, a Banner, a Net, blocking terrain, or the edge of the battlefield.
- Ranged attacks may pass over 1 friendly Warrior without harming it.
- Two or more friendly Warriors block the shot completely.
- If no valid target is reached before the board edge, the attack has no effect.



DAMAGE AND ARMOR

CORE STATS

- Base attack damage is 2.
- Warriors have 2 HP.
- Champions have 6 HP.
- Nets have 2 HP.
- Walls have 2 HP.

DAMAGE REDUCTION



Black Armor reduces **Black** damage by 1.
Blue Armor reduces **Blue** damage by 1.
Red Armor reduces **Red** damage by 1.



Non-matching armor or lack of it provides no protection. Blue Armor does not reduce Red damage, and Red Armor does not reduce Black damage.



No armor icon

ARMOR

- Armor protects whole token, not side.
- Armor values do not stack.
- Armor does not degrade or weaken.
- Armor is never consumed.
- Armor is not tied to the side being attacked.
- A model either has that armor type or it does not.

FIGHT AND INITIATIVE

FIGHT PARTICIPANTS

Combat begins only when a Fight token is played.

Once combat starts, every eligible Warrior on the battlefield takes part in that Fight.

Objects without Initiative values, such as Walls, do not attack during combat, but they may still be damaged or destroyed if attacks strike them.

Warriors attacking during the same Initiative step strike at the same time. Even if a Warrior is destroyed during that step, it still completes its attack before removal.

FIGHT SEQUENCE

1. A player plays a Fight token to begin combat.
2. Place Activation tokens on all participating Warriors.
3. Resolve combat from the highest Initiative value down to Initiative.
4. At each Initiative step, all Warriors with that Initiative attack simultaneously.
5. Discard Activation tokens as you go.
6. Trace every printed melee and ranged attack that has a legal target.
7. Assign damage for that Initiative step.
8. Apply all damage.
9. Destroyed Warriors and objects remain on the battlefield until the step fully resolves.
10. After the step, remove destroyed pieces.
11. Double-check no Warrior with an Activation token of that Initiative has left.
12. Continue to the next lower Initiative value.
13. After Initiative 0 finishes, resolve any remaining Explosive Traps waiting to detonate.
14. Check victory and draw conditions.

FIGHT EXAMPLE

• The I5 Orc and the I5 Dwarf attack during the same Initiative step.
• The I5 Dwarf attacks the I5 Orc, while the I5 Orc attacks both the I5 Dwarf and the I2 Dwarf.
• The I5 Dwarf is destroyed. The I5 Orc survives with 1 HP remaining after its Armor reduces the Dwarf's incoming damage.
• The I2 Dwarf is also destroyed. Its Red Armor does not reduce the Black attacks from the I5 Orc.
• At the end of the Initiative step, both Dwarves are removed from the battlefield.



INITIATIVE POWER

Higher Initiative Warriors act first, often removing threats before they can answer. Lower Initiative pieces often trade speed for durability, positioning power, or heavier attacks.

LINE OF SIGHT AND TARGETING

TARGETING SUMMARY

VALID TARGETS

Enemy Warriors, enemy Champions, Walls, Banners, and Nets.

INVALID TARGETS

Friendly Warriors, Smoke, Explosive Traps, and permanent terrain unless a scenario rule says otherwise.

SMOKE

Smoke blocks line of sight through its hex. A Warrior standing inside Smoke ignores that Smoke and may attack or be attacked normally.



FIGHT EXAMPLE

* The I5 Orc can fire at the I5 Dwarf even though an allied I3 Orc stands between them. Ranged attacks may pass over 1 friendly Warrior without being blocked.

* The I2 Dwarf cannot fire at the I3 Orc because Smoke blocks line of sight between them.

* The I3 Orc may still attack the adjacent I5 Dwarf normally. Because the target is in an adjacent hex, both melee attacks on that side resolve as normal.

UTILITY TOKENS

ACTION TOKENS

MOVE

Move and/or rotate 1 friendly Warrior. If the Warrior is affected by a Net, it may still rotate but cannot change hex.

FIGHT

Starts combat across the battlefield. Combat does not happen automatically each turn.

PUSH

Push 1 valid friendly or enemy Warrior up to 1 hex directly away from the acting Warrior. The target may also rotate.

PULL

Pull 1 valid friendly or enemy Warrior up to 1 hex directly closer to the acting Warrior. The target may also rotate.

BOMB

Choose any empty hex or Warrior hex anywhere on the battlefield. The chosen hex and all adjacent hexes suffer 1 damage that ignores armor.



MOVE, PUSH AND PULL

MOVE

A standard Move affects only friendly Warriors. Enemy Warriors can only be repositioned through Push or Pull effects.

A Move allows a Warrior to move up to 1 hex, rotate to any facing, or do both. A Warrior may also stay in its current hex and only rotate.

A Move cannot end on another Warrior, a Net, a Banner, a Wall, blocking terrain, or off the battlefield. A Move may end on Smoke or an Explosive Trap.

If multiple effects allow it, the same Warrior may be moved more than once during the same turn.



MOVES EXAMPLE

* The I5 Orc moved down without rotation to get better angle at I5 Dwarf
* The I5 Dwarf pushed and rotated I3 Orc to get out of his melee range.
* The I2 Dwarf rotated in place to aimhis Ranged attacks at I3 Orc.

BOARD TOKENS

NET

Place on an empty hex. A Net has 2 HP and affects all 6 adjacent hexes. Warriors in those hexes cannot move, but may still rotate.

BANNER

Place on an empty hex. Banners are neutral objects that affect adjacent Warriors from either player. Each Banner lists its own modifier, for example setting **all** Warrior's Initiavies to either 1 or 5 around banner.

SMOKE

Place on an empty hex. Smoke blocks line of sight through its hex. A Warrior standing inside Smoke ignores that Smoke and may attack or be attacked normally.





BOARD TOKENS

EXPLOSIVE TRAPS

Place an Explosive Trap on an empty hex. It cannot be attacked, damaged, or targeted by attacks. Ranged attacks fly over it, melee attack ignores it.

If a Warrior is placed onto, moved onto, Pushed onto, or Pulled onto an Explosive Trap, the trap detonates immediately.

If a trap remains on the battlefield during combat, it resolves after all Initiative 0 Warriors have completed their attacks.

When an Explosive Trap detonates, its own hex and all adjacent hexes suffer Red Melee hit. After resolving, remove the trap to the discard pile.

WALL

Place on an empty hex. Walls block line of sight, have 2 HP, may be attacked and destroyed, and cannot move unless an effect says otherwise.









EXPLOSIVE EXAMPLE

- The I5 Orc and the I5 Dwarf attack during the same Initiative step.
- The Dwarf's attack is reduced by matching Armor and deals 1 damage.
- The Orc's attacks deal their full 2 damage and destroy the Dwarf.
- The I2 Dwarf then fires at the I5 Orc across the Explosive Trap.
- The Orc's Black Armor reduces the damage by 1, but the Orc is still destroyed.
- During the Initiative 0 step, the Explosive Trap detonates.
- The I2 Dwarf reduces Trap's Red damage by 1 with matching Armor and survives with 1 HP remaining.



BOMB EXAMPLE

- The I5 Orc uses a Bomb token and throws it onto the hex directly over I2 Dwarf.
- The target hex and all adjacent hexes each take 1 damage. Bomb damage is not reduced by Armor.
- After resolving the damage, the Bomb token is discarded.
- Both Dwarf are left on the table with 1 HP.

MULTIPLAYER

The Hexfall connector lets you join two battlefield mats along their long edges, creating one larger playing area for bigger battles and multiplayer games.

Place the two mats side by side, leaving a gap of approximately 5 mm between them. Then position the connector across the gap so that it forms a bridge between both battlefields. Once aligned, the two mats can be used as one continuous map.



KEEPING ARMIES SEPARATE

Multiplayer games require additional army sets. To avoid mixing tokens and markers, each army should use a different colour code.

Current faction sets are available in the following colours:
Dwarfs: blue and navy
Orcs: brown and red

When buying a second copy of the game, look for a set with different army colours. Alternatively, you can add a separate army box when new factions become available.

Additional army boxes are currently in development and more factions will follow.When buying a second copy of the game, look for a set with different army colours.

Alternatively, you can add a separate army box when new factions become available.

QUICK REFERENCE

CORE STATS

- Warrior HP: 2
- Champion HP: 6
- Net HP: 2
- Wall HP: 2
- Base attack damage: 2
- All Champions have Initiative 0

TURN ORDER

1. Free Move
2. Draw 3 tokens
3. Discard at least 1 non-Champion token if possible
4. Play all remaining drawn tokens
5. Check Fight token recycle
6. Pass the turn

PLACEMENT, LAYERS, AND TARGETING

TOP LAYER	Warriors, Nets, Banners, and Walls. Top-layer pieces cannot share a hex.
GROUND LAYER	Smoke and Explosive Traps. Warriors may stand on them if otherwise allowed.
VALID TARGETS	Enemy Warriors, enemy Champions, Walls, Banners, and Nets.
INVALID TARGETS	Friendly Warriors, Smoke, Explosive Traps, and permanent terrain unless a scenario says otherwise.
MIXED ATTACK SIDES	If a side has both melee and ranged attacks, resolve both if they each have legal targets.

DAMAGE AND ARMOR

- Black Armor reduces Black damage by 1
- Blue Armor reduces Blue damage by 1
- Red Armor reduces Red damage by 1
- Armor is binary and never stacks or degrades
- Untyped damage has no matching armor unless an effect says otherwise
- Multi-hit attacks resolve one hit at a time

> Fight is global. When a Fight token is played, every eligible Warrior on the battlefield resolves its attacks by Initiative.

GLOSSARY

CORE TERMS

ADJACENT	Two hexes sharing a full side. Corner contact does not count.
BATTLEFIELD	The board area where the current battle is taking place.
CHAMPION	A commander token with 6 HP and Initiative 0 unless modified.
DRAWN TOKENS	The 3 tokens taken from the large bag during the Draw step.
EXPLOSIVE TRAP	A persistent hazard that detonates when entered or at the end of combat timing if still waiting on the battlefield.
FIGHT PILE	The separate pile for played to discarded Fight tokens.
MATCHING ARMOR	Armor that shares the same color as the damage being dealt reduces that damage by 1.

RULES LANGUAGE

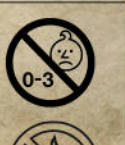
GROUND LAYER	The layer used by Smoke and Explosive Traps.
INITIATIVE STEP	The part of combat where all Warriors with the same Initiative attack simultaneously.
TOP LAYER	The layer used by Warriors, Nets, Banners, and Walls.
VALID TARGET	A Warrior, Champion, Wall Net or Banner.
WARBAND	A player's full faction force, led by 3 Champions.
WARRIOR	A battlefield unit token including Champion, usually entering from the large bag during play.

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Product:
Hexfall - Dwarves & Orc
Materials: PVC, PLA, PETG
Packaging: Cardboard
Ver. 2026 Rev. 08

Safety Information:

- For tabletop gaming use only.
- Not a toy. Recommended for ages 14+.
- Keep away from heat sources, open flames.
- Do not ingest and handle with care, sharp corners.
- Use on a stable, flat surface.
- Store in a cool, dry place away from direct sunlight.
- Printed with UV-cured inks. Safe for tabletop use.





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