HEXANDER

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SETUP

Hexander is an abstract board wargame for two players. You will need:

- **A 72-hex board arranged in a flat-top orientation**. The board has 11 columns arranged in a **7-6-7-6-7-6-7-6-7-6-7** pattern, giving it a long horizontal shape. A free generator app for board sizes **A0** to **A5** is available at **www.hexander.com**.
- **Miniatures** (28-32 mm or 15-20 mm scale) for the units on boards of size **A0** and **A1**.
- **(Alternatively) D6 dice** each representing a unit, for use on boards of size **A2** to **A5**.
- **Seven terrain pieces** to place as movement obstacles. Each must fit in a single hex.

Initially, each player deploys **seven** of their units: one on each of the six odd columns (1, 3, 5, 7, 9, 11) and one on the central column (6) of the first row of their board edge, as shown on the inner back cover diagram. The units are all identical per side and begin the battle with **six** health:

- **On an A0 board**, each unit is represented by a group of miniatures in the same hex. These miniatures act as health tokens whose sum is the total health of the unit. 50mm/cavalry based miniatures count as **four** health each while 25-32mm based miniatures count as **one** health.

- **On an A1 board**, units are represented in 15-20 mm scale like Risk. 15-20mm bases count as **one** while 30mm/cavalry bases count as **four**.

- **On board sizes of A2 to A5** each unit is represented by a single **D6** die and players **must** rotate the die to show the unit's current health value.

On A0/A1 boards, a unit may contain **no more than 3 miniatures at one time**. Players **must** remove and/or add miniatures to the unit as its health changes. All valid unit combinations are on the inner back cover.

All the miniatures which make up a unit must be repositioned together as a single group when that unit performs a **move** (or **traverse**) action.

All units belonging to a player are considered **friendly** to each other. All units that belong to the opposing player are considered **enemy** units.

BATTLE

The winner of a roll-off (or coin flip) chooses which player has **initiative**.

Starting with the player who **does not have initiative**, the players alternate placing one terrain piece at a time until **seven** total pieces have been placed. (The player without **initiative** will place **four** of the pieces)

Each of these terrain pieces **must** be placed on an unoccupied hex of the board and **can not be placed adjacent** to any existing terrain pieces.

The first terrain piece placed by a player is their distinct bastion. It **must** be placed within the first three rows of that player's own board edge. A bastion is **friendly** terrain for the units of its owning player. It never counts as a **friendly** or **enemy** unit for resolving **attacks** or **retreating**.

The player with **initiative** begins by activating any one of their units still on the board (the same unit may be activated on consecutive turns), then the other player activates any one of theirs, and they keep alternating like this until one player **wins** or the battle ends in a **draw**.

Each time a unit activates, it may perform one **move** and one **attack**, one of the two, or neither. If it performs both, the **move** must come first.

When the battle begins, each player receives a victory die set to one. After the first **attack** of the battle (**First blood**) has taken place, when it's your turn to activate a unit, before doing so, **check for Siege**. Count each player's disengaged units, i.e. **not in contact** with opposing units, which are adjacent to your opponent's bastion. Raise your **victory die** by one if you have more of those at their bastion than your opponent.

Victory. You **win** the instant an increase would take your **victory die** past six. If both **victory dice** simultaneously exceed six due to the **stall die** (see **Attack**), the player with the higher combined remaining unit health **wins**. If unit health is tied then the player whose bastion is further from their own board edge **wins**. If that is also tied, it is a **draw**.

MOVING

The **move** action repositions the unit which performs it on the board.

A unit is considered to be **in contact** with another unit if they are both positioned in adjacent hexes of the board in any of the six directions.

If a unit is **in contact** with at least one **enemy** unit when it begins repositioning, it is **retreating** and after repositioning it **must not be in contact** with an **enemy** unit. If no such hex is available it **cannot move**.

Units can reposition along any of the six directions but only onto unoccupied hexes that are fully inside the 72-hex board area. Each hex may contain either one unit or one terrain piece, never more than one.

Taking a step means to reposition on an adjacent hex. The number of steps a unit can take using the **move** action depends on the following:

- If a unit is **not retreating** and **either has four or more health** or **is its side's last surviving unit**, it may take one or two steps. The second step may be in a different direction from the first. If the first step brings the unit **in contact** with an **enemy** unit, it **may not** take the second step.

- If a unit is **retreating,** or if it **has three or less health** while it **still has other surviving friendly units on the board**, it may take only one step.

Traverse. A unit that activates adjacent to its **friendly** bastion and is **not in contact** with any **enemy** units, can **alternatively** perform the **move** action to reposition on any unoccupied hex adjacent to that bastion, ignoring intervening units, and can end up **in contact** with an **enemy** unit.

Recuperate. If you have fewer surviving units than your opponent, an activated unit at **one or two health** can forgo its movement to regain one health. The unit must be **out of contact** with **enemy** units when it begins its activation and can not reposition or **traverse** in the same activation **nor exceed a maximum of three health** by using this action.

ATTACK

A unit can perform an **attack** against an **enemy** unit if it is **in contact** with it. The attacking and defending units are **opponents** to each other and these are the only units that get their health reduced by that **attack**.

When the **attack** is resolved, each unit reduces its **opponent's** health by one plus one for each other **friendly** unit **in contact** with the **opponent**. The other units that assist the **opponents** are unaffected by the attack.

It doesn't matter who initiated the **attack** for this base health reduction. Each **opponent's** reduction is calculated **separately** and both are then applied **simultaneously**. If either unit reaches **zero or less** health, it is **destroyed** and removed from the board. Mutual destruction is possible.

First Blood. The first **attack** of the battle reduces the health of the unit targeted by the active player's **attack** by an additional one. This applies only once per battle, regardless of which player makes that first **attack**.

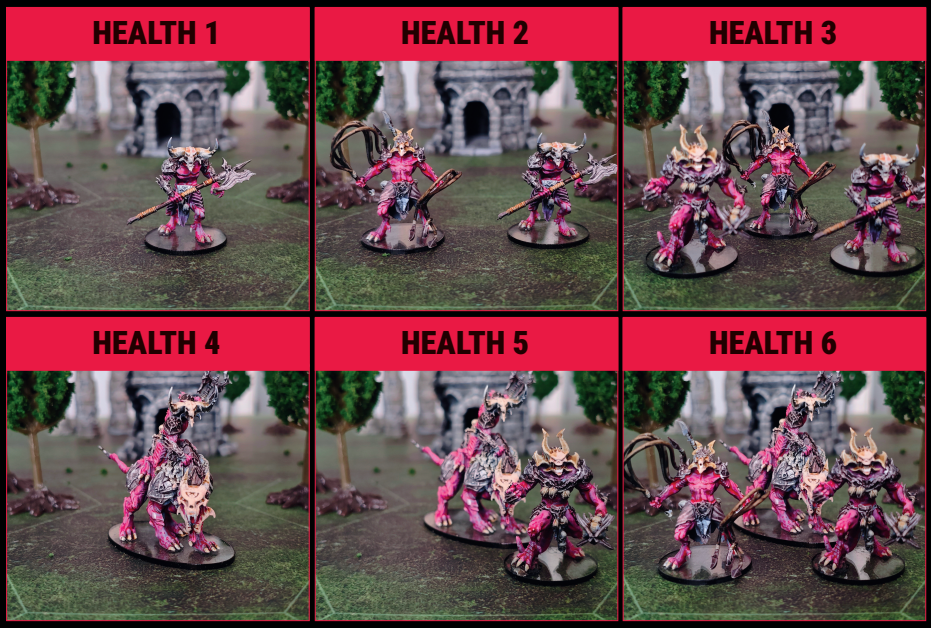
Last Stand. **If a unit is the last surviving unit of its side** and is either attacking or defending an attack, it reduces its **opponent's** health by two.

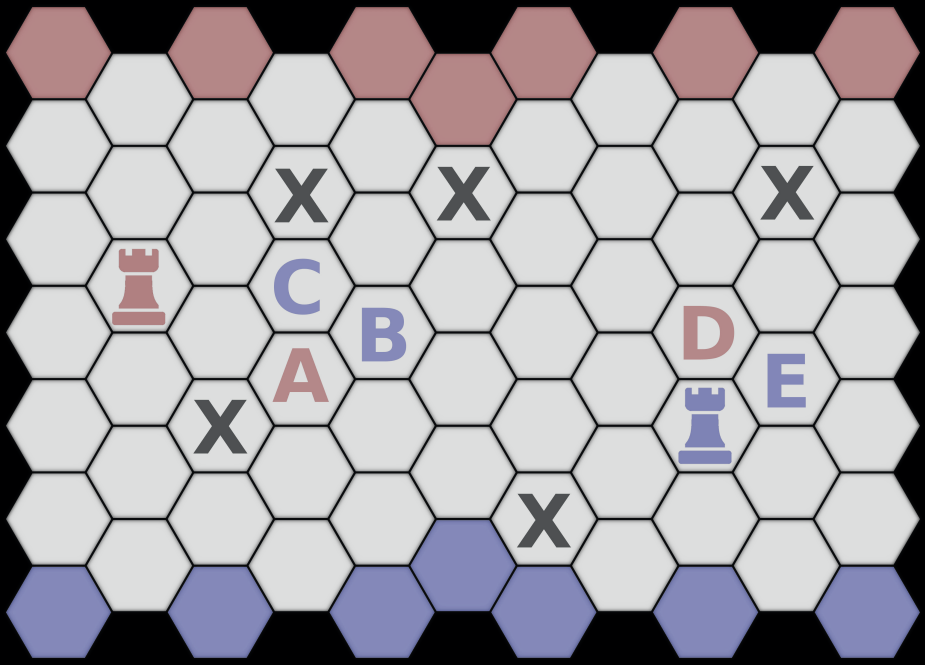
Anti-Stall. At the beginning of the battle, a shared **stall die** is initially set at one. When either player finishes an activation, this die is raised by one. If a raise would carry it past six, reset the die back to one and raise the lower **victory die** by one — or both **victory dice**, if they are tied.

Charging. A player performing an **attack** can decrement their **victory die** by one, once per **attack** and only if their **victory die** is at **two or higher**, to reduce the defending unit's health by an additional one. The attacking unit **must** have already repositioned in the same activation.

Victory. A player **wins** instantly if they destroy all their **enemy** units first. If both sides are **mutually destroyed** by an **attack**, the player with the higher **victory die** **wins**. If their dice are tied, the player whose bastion is further from their own board edge **wins**. If that is also tied, it is a **draw**.

Valid miniature combinations for every health value. Example models by ONE PAGE RULES





Deployment hexes of each player are tinted red and blue. Rooks are bastions. X is generic terrain. If C attacks or defends against A, it reduces A's health by two (one base + one for friendly unit B), same goes for B. A doesn't get a bonus. D can't siege the blue bastion because it is in contact with E. Bastions are equally deep so mutual destruction with tied victory dice is a draw.

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