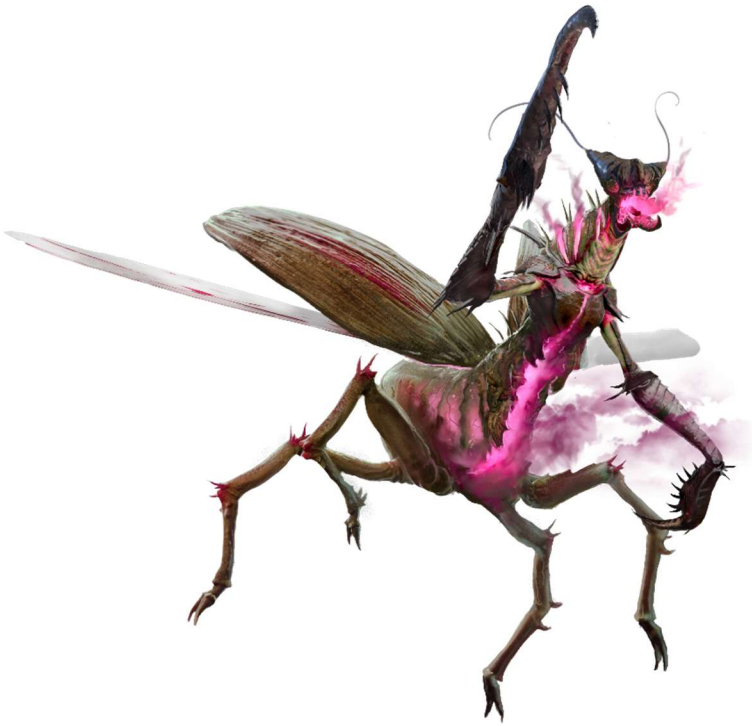


THE HEX



FACTION RULE – HEX HIERARCHY

Soldiers and Dregs units accompanying a Leader, Elder, or Alchemist gain +1 to the Power spec of all their weapons.

Additionally, all Soldiers and Dregs units gain the ability to perform the Move & Accompany normal Action.

Move & Accompany:

Acting Unit makes a Basic Move, then accompanies a friendly unaccompanied Leader, Elder, or Alchemist within 1” horizontally and 5” vertically, becoming treated as a single unit for the remainder of the battle. Does not trigger a Reaction.

After resolving this Action, the newly combined accompanying unit is no longer eligible to perform an Action in the Round. The unit is subject to all other applicable rules for accompanying units as per page 2 of the AoT Rulebook.



Hex Queen


Req.
115

Health	Speed	Defense	Resist
7	5	6	3+


Abilities: Hulking, Terror, Resilient 6+

Weapons:

Venom Spines (Burst, Ruinous)

Range	Attacks	Power	Damage
 12"	6	6	1

Gaping Maw (Burst)

Range	Attacks	Power	Damage
	4	6	1



Hex Dragon


Req.
110

Health	Speed	Defense	Resist
6	8	6	4+


Abilities: Hulking, Agile, Terror

Weapons:

Caustic Spit (Ruinous)

Range	Attacks	Power	Damage
 12"	3	7	2

Stinging Tail (Ruinous)

Range	Attacks	Power	Damage
	2	7	3



Hex Lord


Req.
100

Health	Speed	Defense	Resist
7	6	8	3+


Abilities: Hulking, Momentum, Terror

Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Dreadhorns (Ruinous)

Range	Attacks	Power	Damage
	5	7	2



Hex Roach


Req.
105

Health	Speed	Defense	Resist
6	6	7	4+


Abilities: Resilient 4+

Weapons:

Chittering Madness (Engulf)

Range	Attacks	Power	Damage
 8"	8	6	1

Hissing Mandibles

Range	Attacks	Power	Damage
	4	6	1



Hex Weaver


Req.
100

Health	Speed	Defense	Resist
6	7	6	4+


Abilities: Agile, Terror

Weapons:

Silken Nooses (Burst)

Range	Attacks	Power	Damage
 12"	4	6	1

Venom Impalers (Ruinous)

Range	Attacks	Power	Damage
	4	6	1



Hex Reaper


Req.
95

Health	Speed	Defense	Resist
6	7	6	4+


Abilities: Momentum, Terror

Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Reaping Raptorials (Powerful, Ruinous)

Range	Attacks	Power	Damage
	4	8	3



Bombardier


Req.
100

Health	Speed	Defense	Resist
5	6	7	4+


Abilities: Resilient 6+

Weapons:

Rad Slingers (Arcing, Explosive)

Range	Attacks	Power	Damage
 18"	2	8	2

Impalers

Range	Attacks	Power	Damage
	2	5	1



Araknist


Req.
100

Health	Speed	Defense	Resist
5	7	5	4+


Abilities: Agile, Terror

Weapons:

Chemical Spray (Engulf)

Range	Attacks	Power	Damage
 12"	3	6	1

Crushing Pincers

Range	Attacks	Power	Damage
	2	6	2



Radtid


Req.
95

Health	Speed	Defense	Resist
4	7	6	4+


Abilities: Stealth, Momentum, Irradiated

Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Razor Raptorials (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
	2	7	4



Opterist


Req.
85

Health	Speed	Defense	Resist
4	8	4	5+


Abilities: Stealth, Agile

Weapons:

Spinestrike (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
 24"	4	2+	1

Oversized Mandibles

Range	Attacks	Power	Damage
	2	4	1



Carrier Ghoul


Req.
95

Health	Speed	Defense	Resist
4	6	6	5+


Abilities: Stealth, Resilient 5+

Weapons:

Undermine (Powerful, Ruinous)

Range	Attacks	Power	Damage
 8"	1	2+	5

Chittering Maw (Precise)

Range	Attacks	Power	Damage
	4	5	1



Coleo Drones


Req.
65

Health	Speed	Defense	Resist
3	5	7	3+


Abilities: Hulking, Momentum

Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Dreadhorns (Ruinous)

Range	Attacks	Power	Damage
	2	7	2



Burster Drones

Req.
75

Health	Speed	Defense	Resist
3	6	6	4+

Abilities: Irradiated

Weapons:

Rad Slingers (Arcing, Explosive)

Range	Attacks	Power	Damage
18"	2	8	2

Oversized Mandibles

Range	Attacks	Power	Damage
2	2	4	1



Raptor Drones

Req.
65

Health	Speed	Defense	Resist
3	7	5	4+

Abilities: Stealth, Momentum

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Raptorials (Ruinous)

Range	Attacks	Power	Damage
4	4	6	2



Roach Drones

Req.
50

Health	Speed	Defense	Resist
2	6	5	5+

Abilities: Resilient 6+

Weapons:

Enzyme Excretor (Burst, Engulf)

Range	Attacks	Power	Damage
12"	3	5	1

Chittering Mandibles

Range	Attacks	Power	Damage
2	2	3	1



Hunter Drones

Req.
55

Health	Speed	Defense	Resist
2	8	4	5+

Abilities: Agile

Weapons:

Spine Throw (Ruinous)

Range	Attacks	Power	Damage
12"	1	6	2

Reaping Tail

Range	Attacks	Power	Damage
1	1	5	2



Arak Drones

Req.
50

Health	Speed	Defense	Resist
2	7	4	5+

Abilities: Agile, Momentum, Terror

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Venom Impalers (Ruinous)

Range	Attacks	Power	Damage
4	4	5	1



Carriers

Req.
45

Health	Speed	Defense	Resist
2	6	5	5+

Abilities: Resilient 6+





































Weapons:

Human Weaponry

Range	Attacks	Power	Damage
12"	2	4	1

Thrashing Limbs

Range	Attacks	Power	Damage
2	2	5	1

<div><div></div><div><div>Bursters</div><div>Req. 10</div></div></div> <table><tr><th>Health</th><th>Speed</th><th>Defense</th><th>Resist</th></tr><tr><td>1</td><td>6</td><td>3</td><td>6+</td></tr></table> <div>Abilities: <u>Vanguard</u>, <u>Irradiated</u></div> <div>Weapons:</div> <div>None</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>-</td><td>-</td><td>-</td></tr><tr><td>-</td><td></td><td></td><td></td></tr></table> <div>Rad Sacs (Volatile)</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>1</td><td>5</td><td>1</td></tr></table>	Health	Speed	Defense	Resist	1	6	3	6+	Range	Attacks	Power	Damage		-	-	-	-				Range	Attacks	Power	Damage		1	5	1	<div><div></div><div><div>Gnats</div><div>Req. 15</div></div></div> <table><tr><th>Health</th><th>Speed</th><th>Defense</th><th>Resist</th></tr><tr><td>1</td><td>6</td><td>3</td><td>6+</td></tr></table> <div>Abilities: <u>Agile</u></div> <div>Weapons:</div> <div>Droner</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>1</td><td>3</td><td>1</td></tr><tr><td>12"</td><td></td><td></td><td></td></tr></table> <div>Chitin Barb</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>1</td><td>3</td><td>1</td></tr></table>	Health	Speed	Defense	Resist	1	6	3	6+	Range	Attacks	Power	Damage		1	3	1	12"				Range	Attacks	Power	Damage		1	3	1	<div><div></div><div><div>Araknolith</div><div>Req. 180</div></div></div> <table><tr><th>Health</th><th>Speed</th><th>Defense</th><th>Resist</th></tr><tr><td>12</td><td>8</td><td>8</td><td>4+</td></tr></table> <div>Abilities: <u>Hulking</u>, <u>Momentum</u>, <u>Terror</u></div> <div>Weapons:</div> <div>Webspinner (Burst)</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>8</td><td>5</td><td>1</td></tr><tr><td>12"</td><td></td><td></td><td></td></tr></table> <div>Monstrous Impalers (Powerful, Ruinous)</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>2</td><td>9</td><td>4</td></tr></table>	Health	Speed	Defense	Resist	12	8	8	4+	Range	Attacks	Power	Damage		8	5	1	12"				Range	Attacks	Power	Damage		2	9	4	<div><div></div><div><div>Tremor</div><div>Req. 175</div></div></div> <table><tr><th>Health</th><th>Speed</th><th>Defense</th><th>Resist</th></tr><tr><td>12</td><td>6</td><td>8</td><td>3+</td></tr></table> <div>Abilities: <u>Vanguard</u>, <u>Hulking</u>, <u>Terror</u></div> <div>Weapons:</div> <div>Reactive Enzymes (Explosive)</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>6</td><td>6</td><td>1</td></tr><tr><td>10"</td><td></td><td></td><td></td></tr></table> <div>Burrowing Spines</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>10</td><td>8</td><td>1</td></tr></table>	Health	Speed	Defense	Resist	12	6	8	3+	Range	Attacks	Power	Damage		6	6	1	10"				Range	Attacks	Power	Damage		10	8	1	<div><div></div><div><div>Screamer</div><div>Req. 170</div></div></div> <table><tr><th>Health</th><th>Speed</th><th>Defense</th><th>Resist</th></tr><tr><td>11</td><td>9</td><td>7</td><td>4+</td></tr></table> <div>Abilities: <u>Hulking</u>, <u>Agile</u>, <u>Terror</u></div> <div>Weapons:</div> <div>Screamers (Engulf, Ruinous)</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>3</td><td>9</td><td>4</td></tr><tr><td>18"</td><td></td><td></td><td></td></tr></table> <div>Shredding Limbs</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>6</td><td>6</td><td>1</td></tr></table>	Health	Speed	Defense	Resist	11	9	7	4+	Range	Attacks	Power	Damage		3	9	4	18"				Range	Attacks	Power	Damage		6	6	1	<div><div></div><div><div>Megasomid</div><div>Req. 210</div></div></div> <table><tr><th>Health</th><th>Speed</th><th>Defense</th><th>Resist</th></tr><tr><td>15</td><td>6</td><td>9</td><td>3+</td></tr></table> <div>Abilities: <u>Hulking</u>, <u>Momentum</u>, <u>Resilient 6+</u></div> <div>Weapons:</div> <div>Beetle Swarm (Burst)</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>8</td><td>4</td><td>1</td></tr><tr><td>10"</td><td></td><td></td><td></td></tr></table> <div>Monstrous Dreadhorns (Powerful, Ruinous)</div> <table><tr><th>Range</th><th>Attacks</th><th>Power</th><th>Damage</th></tr><tr><td></td><td>2</td><td>10</td><td>3</td></tr></table>	Health	Speed	Defense	Resist	15	6	9	3+	Range	Attacks	Power	Damage		8	4	1	10"				Range	Attacks	Power	Damage		2	10	3
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Monarch

Req.
105

Health	Speed	Defense	Resist
5	7	5	4+

Abilities: Agile, Momentum


Spells & Weapons:

(4) Assault: Inflict D3+2 Severe Damage against enemy within 12".

(2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.

(1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Raptorials (Ruinous)

Range	Attacks	Power	Damage
	4	6	2



Cerebrid

Req.
100

Health	Speed	Defense	Resist
5	5	6	3+

Abilities: Resilient 6+


Spells & Weapons:

(4) Numb: Friendly within 12" gains Resilient 4+ ability until the end of the Round.

(2) Shroud: Friendly Leader, Elder, or Alchemist within 12" cannot be targeted by Precise weapons.

(1) Protect: Friendly within 12" gains +1 Defense until the end of the Round.

Sensory Overload (Burst)

Range	Attacks	Power	Damage
	4	5	1



Oculari

Req.
85

Health	Speed	Defense	Resist
4	8	4	3+


Abilities: Stealth, Agile

Spells & Weapons:

(2) Shroud: Friendly Leader, Elder, or Alchemist within 12" cannot be targeted by Precise weapons.

(1) Protect: Friendly within 12" gains +1 Defense until the end of the Round.

Oversized Mandibles

Range	Attacks	Power	Damage
	2	4	1



Carrier Jinx

Req.
80

Health	Speed	Defense	Resist
4	6	5	4+


Abilities: Stealth, Resilient 5+

Spells & Weapons:

(2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.

(1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Thrashing Limbs

Range	Attacks	Power	Damage
	4	5	1

Core Feats:

Crushing Charge (Action Phase - Charging Activation)

Damage is inflicted by the Successful Charger rule on roll results of 4+ (max 5 damage).

Evasive Maneuver (Action Phase - Evade Reaction)

A unit can move an additional 3" in an Evade Reaction and can choose to move towards any piece of terrain.

Suppressive Fire (Action Phase - Shooting Activation)

A targeted enemy unit cannot perform the Counter Charge Reaction in the remainder of the Action Phase.

Vigilance (Action Phase - targeted by Shooting Activation)

A unit gets +1 to the results of its Resist Rolls against attacks in a Shooting Activation.

Unique Faction Feats:

THE HEX

Virulent Swarm

Viral Overload: In the Battle Phase, select an enemy unit in Battle Range to get -1 to the results of their Resist Rolls against all attacks until the end of the Phase.

Mutant Swarm

Attunement: In the Control Phase, a selected Abomination unit can control an Archive and score VP on it in the current Round.

Neural Swarm

Neural Coordination: In the Action Phase, select a Soldiers unit that is no longer eligible to perform an Action this Round. That unit can perform another Action this Round.