

# 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 Rulebook.

## FACTION ARCHIVE INTERACTION – HEXOTAXIS

All Hex units gain +2” to their Speed spec when making any move directly towards the nearest Archive. Any Hex units on an Archive subtract 2” from their Speed spec or Charge Vigor when moving or charging off the Archive.



### Hex Queen

Req.  
115

Health	Speed	Defense	Resist
7	5	6	3+

Abilities: Hulking, Terror, Resilient 6+

#### Weapons:

Venom Spines (Ruinous)

Range	Attacks	Power	Damage
12"	6	6	1

Gaping Maw (Burst)

Range	Attacks	Power	Damage
12"	4	6	1



### Hex Dragon

Req.  
110

Health	Speed	Defense	Resist
6	8	6	4+

Abilities: Agile, Skirmish, Terror

#### Weapons:

Caustic Spit (Ruinous)

Range	Attacks	Power	Damage
12"	3	7	2

Stinging Tail (Ruinous)

Range	Attacks	Power	Damage
12"	1	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
12"	4	7	2



### Hex Whisperer

Req.  
100

Health	Speed	Defense	Resist
6	6	7	4+

Abilities: Resilient 5+

#### Weapons:

Chattering Madness (Engulf)

Range	Attacks	Power	Damage
8"	6	6	1

Hissing Mandibles

Range	Attacks	Power	Damage
8"	4	6	1



### Hex Weaver

Req.  
115

Health	Speed	Defense	Resist
6	7	6	3+

Abilities: Agile, Momentum, Terror

#### Weapons:

Silkspinner (Burst)

Range	Attacks	Power	Damage
12"	4	6	1

Venom Impalers (Ruinous)

Range	Attacks	Power	Damage
12"	2	6	3



### Hex Reaper

Req.  
100

Health	Speed	Defense	Resist
6	7	6	4+

Abilities: Stealth, Momentum, Terror

#### Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Reaping Raptorials (Powerful, Ruinous)

Range	Attacks	Power	Damage
12"	4	8	2



### Bombardier

Req.  
100

Health	Speed	Defense	Resist
5	6	7	4+

Abilities: Irradiated

#### Weapons:

Rad Slingers (Arcing, Explosive)

Range	Attacks	Power	Damage
18"	2	8	2

Oversized Mandibles

Range	Attacks	Power	Damage
1	2	4	1



### Araknist

Req.  
105

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 (Ruinous)

Range	Attacks	Power	Damage
2	2	6	2



### Rattid

Req.  
95

Health	Speed	Defense	Resist
4	7	5	4+

Abilities: Stealth, Momentum, Irradiated

#### Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Razor Raptorials (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
2	4	7	2



### Opterid

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
1	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
10"	1	2+	5

Chittering Maw (Precise)

Range	Attacks	Power	Damage
1	2	5	1



### Coleo Drones

Req.  
70

Health	Speed	Defense	Resist
3	5	8	3+

Abilities: Hulking, Momentum

#### Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Dreadhorns (Ruinous)

Range	Attacks	Power	Damage
2	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	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
	3	6	2



### Miasma Drones


Req.  
70

Health	Speed	Defense	Resist
3	6	7	4+


Abilities: Resilient 6+

#### Weapons:

Liquefiers (Burst, Engulf)

Range	Attacks	Power	Damage
 12"	4	6	1

Noxious Gases

Range	Attacks	Power	Damage
	2	5	1



### Rech Drones


Req.  
45

Health	Speed	Defense	Resist
2	6	6	5+


Abilities: Resilient 6+

#### Weapons:

Enzyme Excretor (Engulf)

Range	Attacks	Power	Damage
 12"	2	5	1

Oversized Mandibles

Range	Attacks	Power	Damage
	2	4	1



### Feeder Drones


Req.  
50

Health	Speed	Defense	Resist
2	5	5	5+


Abilities: Regenerate

#### Weapons:

Digestive Spray

Range	Attacks	Power	Damage
 10"	1	5	1

Voracious Maw (Burst)

Range	Attacks	Power	Damage
	3	5	1



### Hunter Drones


Req.  
55

Health	Speed	Defense	Resist
2	8	4	5+


Abilities: Agile, Skirmish

#### Weapons:

Spine Throw

Range	Attacks	Power	Damage
 12"	1	6	2

Scythe Tail

Range	Attacks	Power	Damage
	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 Fangs (Ruinous)

Range	Attacks	Power	Damage
	2	5	2



### Carriers

Req.  
45

Health	Speed	Defense	Resist
2	6	5	5+

Abilities: Resilient 6+

#### Weapons:

Human Weaponry (Burst)

Range	Attacks	Power	Damage
	2	5	1
12"	-	-	-

Thrashing Limbs

Range	Attacks	Power	Damage
	2	4	1



### Bursters

Req.  
10

Health	Speed	Defense	Resist
1	6	3	6+

Abilities: Vanguard, Irradiated

#### Weapons:

None

Range	Attacks	Power	Damage
	-	-	-
-	-	-	-

Rad Sacs (Volatile)

Range	Attacks	Power	Damage
	1	5	1



### Gnats

Req.  
15

Health	Speed	Defense	Resist
1	6	3	6+

Abilities: Agile

#### Weapons:

Droner

Range	Attacks	Power	Damage
	1	3	1
12"	-	-	-

Chitin Barb

Range	Attacks	Power	Damage
	1	3	1



### Araklings

Req.  
15

Health	Speed	Defense	Resist
1	5	4	6+

Abilities: Stealth, Terror

#### Weapons:

None

Range	Attacks	Power	Damage
	-	-	-
-	-	-	-

Fang Bite

Range	Attacks	Power	Damage
	1	4	1



### Araknolith

Req.  
180

Health	Speed	Defense	Resist
12	7	8	4+

Abilities: Hulking, Momentum, Terror

#### Weapons:

Webspinner (Burst)

Range	Attacks	Power	Damage
	7	6	1
12"	-	-	-

Monstrous Impalers (Powerful, Ruinous)

Range	Attacks	Power	Damage
	2	9	4



### Tremor


Req.  
175

Health	Speed	Defense	Resist
12	6	8	3+


Abilities: Vanguard, Hulking, Terror

#### Weapons:

Reactive Enzymes (Explosive)

Range	Attacks	Power	Damage
 10"	6	6	1

Burrowing Spines

Range	Attacks	Power	Damage
	10	8	1



### Screamer


Req.  
170

Health	Speed	Defense	Resist
12	9	7	4+


Abilities: Hulking, Agile, Terror

#### Weapons:

Screamers (Engulf, Ruinous)

Range	Attacks	Power	Damage
 18"	3	9	3

Shredding Limbs

Range	Attacks	Power	Damage
	6	6	1



### Megasomid


Req.  
190

Health	Speed	Defense	Resist
15	6	9	3+


Abilities: Hulking, Momentum

#### Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Monstrous Dreadhorns (Powerful, Ruinous)

Range	Attacks	Power	Damage
	3	10	3



### Monarch

Req.  
110

Health	Speed	Defense	Resist
5	7	5	3+

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.

Raptorial (Ruinous)

Range	Attacks	Power	Damage
	2	6	2



### Cerebrid

Req.  
105

Health	Speed	Defense	Resist
5	6	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



### 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.

Chattering Maw (Precise)

Range	Attacks	Power	Damage
	2	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:**

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#### **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 not in Battle Range and is no longer eligible to perform an Action this Round. That unit performs a Basic Move.