

Hexland Adventure: Game Rules Manual

Welcome to Hexland Adventure!

Prepare yourself for a thrilling journey through the hex-grid world of Hexland! As a brave adventurer, you'll explore the land, battle fearsome monsters, conquer mighty towers, and collect valuable treasures to achieve victory. Will you rise to become a legend, or will you succumb to the dangers that lurk around every corner?

Game Overview

Hexland Adventure is a 2-4 player tabletop game where players compete to be the first to reach 100 Victory Points (VP). Players earn VP by defeating monsters and capturing towers. But beware! Death lurks around every corner, and each demise brings you closer to the dreaded Death Penalty.

Gameplay

Players take turns in a clockwise direction. A player's turn consists of the following phases:

Draw Card Phase:



- The player draws one card from the draw pile.
- If the player already has 5 cards in their hand, they must choose one card to discard

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Movement Phase:



- The player rolls one d6 die.
- The result indicates the number of hexes the player can move their pawn.
- Movement must be to an adjacent hex.
- Players cannot move back to the hex they just left
- The Compass hex acts as start and healing space.

Action Phase:

The action depends on the hex the player's pawn occupies:

- Empty Hex: Nothing happens.



- Forest ,caves, tents: The player engages in combat with the monster present on that hex random lvl roll dice and pick the monster card . some hex is pre defined on monster lvl
- Towers, fortress : the player may attempt to capture it. If it's a City, the player may visit the Market.
- Compass Hex: The player heals (full health).

Combat:

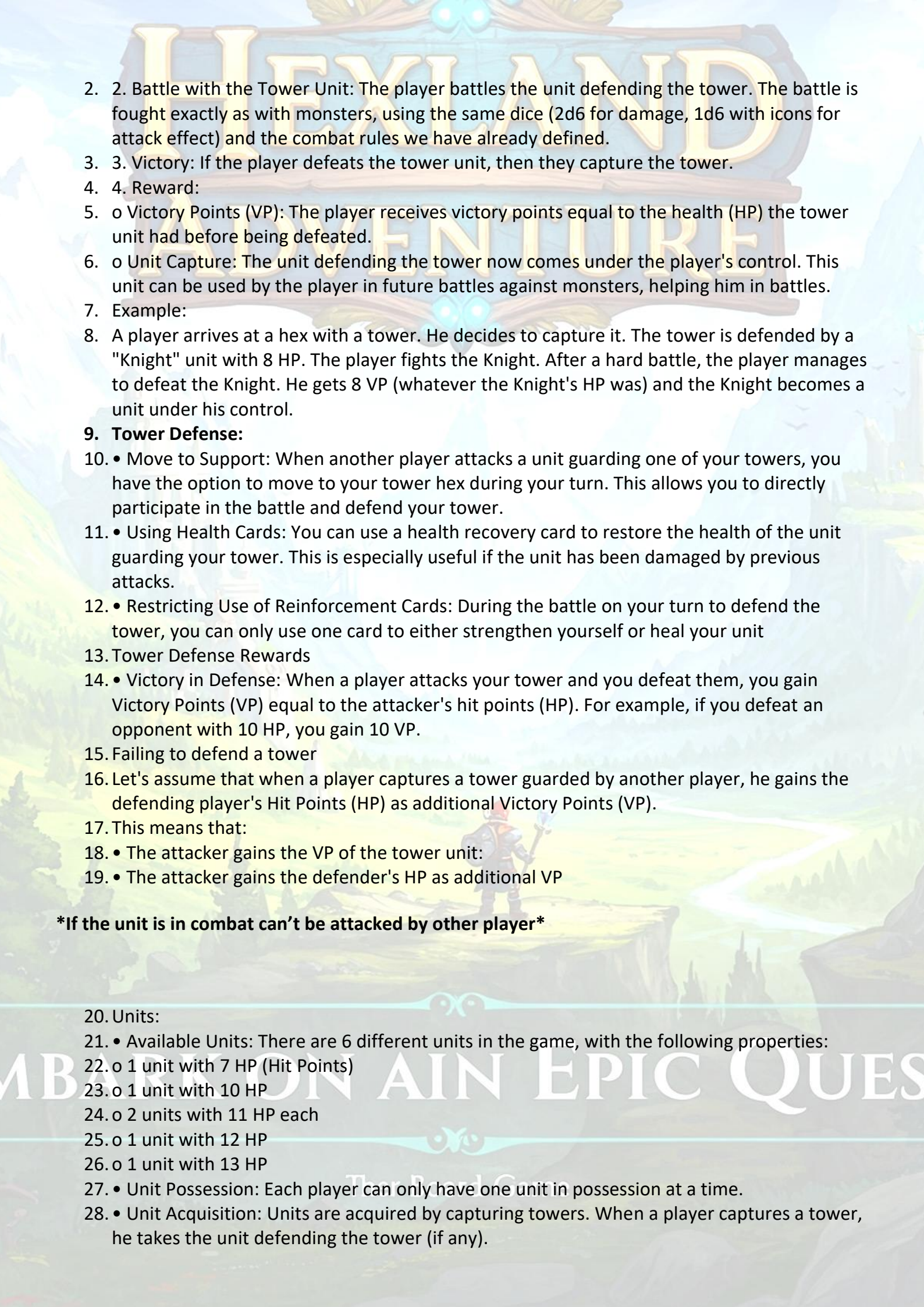
1. Initiation: Combat begins when a player moves onto a monster hex.
2. Sequence: Attacks alternate in the following order: Player -> Monster (to Player) -> Unit (if present) -> Monster (to Unit).
3. Attack Roll: The attacker rolls two d6 dice for damage and one d6 die with icons for the attack result.
4. Attack Result:
 - Sword Icon: Successful attack. Inflict damage equal to the sum of the two d6 dice.
 - Shield& Sword Icon: Partially successful attack. Inflict half damage (rounded down).
 - Shield Icon: Failed attack. No damage is inflicted.
5. Damage Application: Damage is subtracted from the target's HP.
6. Unit Assistance: If the player has a Unit, it participates in combat following the attack sequence. Units attack using the same dice as players but cannot use cards.
7. Monster Targeting: Monsters always target the player in their first attack of the round. In their second attack (against the Unit), they target the Unit.
8. Dragon Combat: Dragons deal 15 damage to all adjacent targets on a successful hit (rolled with the icon die).

If you have a +1 on attack and is success ex:you roll sword $4+2+1=7$ dmg if the monster has 10 hp left 3hp

Tower Capture:



1. Entering a Tower Hex: When a player moves into a hex containing a tower, they may attempt to capture it.

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- The background of the page is a stylized, colorful illustration of a fantasy landscape. At the top, the word 'HEXLAND' is written in large, golden, serif letters. Below it, the word 'ADVENTURE' is written in a similar style. The background features a winding path, a body of water, and various fantasy elements like a castle and a dragon. The overall tone is bright and adventurous.
2. Battle with the Tower Unit: The player battles the unit defending the tower. The battle is fought exactly as with monsters, using the same dice (2d6 for damage, 1d6 with icons for attack effect) and the combat rules we have already defined.
 3. Victory: If the player defeats the tower unit, then they capture the tower.
 4. Reward:
 5. o Victory Points (VP): The player receives victory points equal to the health (HP) the tower unit had before being defeated.
 6. o Unit Capture: The unit defending the tower now comes under the player's control. This unit can be used by the player in future battles against monsters, helping him in battles.
 7. Example:
 8. A player arrives at a hex with a tower. He decides to capture it. The tower is defended by a "Knight" unit with 8 HP. The player fights the Knight. After a hard battle, the player manages to defeat the Knight. He gets 8 VP (whatever the Knight's HP was) and the Knight becomes a unit under his control.

9. Tower Defense:

10. • Move to Support: When another player attacks a unit guarding one of your towers, you have the option to move to your tower hex during your turn. This allows you to directly participate in the battle and defend your tower.
11. • Using Health Cards: You can use a health recovery card to restore the health of the unit guarding your tower. This is especially useful if the unit has been damaged by previous attacks.
12. • Restricting Use of Reinforcement Cards: During the battle on your turn to defend the tower, you can only use one card to either strengthen yourself or heal your unit
13. Tower Defense Rewards
14. • Victory in Defense: When a player attacks your tower and you defeat them, you gain Victory Points (VP) equal to the attacker's hit points (HP). For example, if you defeat an opponent with 10 HP, you gain 10 VP.
15. Failing to defend a tower
16. Let's assume that when a player captures a tower guarded by another player, he gains the defending player's Hit Points (HP) as additional Victory Points (VP).
17. This means that:
18. • The attacker gains the VP of the tower unit:
19. • The attacker gains the defender's HP as additional VP

If the unit is in combat can't be attacked by other player

20. Units:

21. • Available Units: There are 6 different units in the game, with the following properties:
22. o 1 unit with 7 HP (Hit Points)
23. o 1 unit with 10 HP
24. o 2 units with 11 HP each
25. o 1 unit with 12 HP
26. o 1 unit with 13 HP
27. • Unit Possession: Each player can only have one unit in possession at a time.
28. • Unit Acquisition: Units are acquired by capturing towers. When a player captures a tower, he takes the unit defending the tower (if any).

- # HEXLAND ADVENTURE
29. • Unit Use: The unit in a player's possession helps him in battles against monsters.
 30. • Unit Loss: If the player loses the battle with a monster, he also loses the unit he had with him. The unit returns to the tower from which it came.
 31. Example:
 32. A player captures a tower defended by a unit with 11 HP. He takes this unit under his possession. Then, he encounters a monster. The unit helps him in the battle. If the player loses the battle, he also loses the unit.
 33. Units in Battles:
 34. 1. Attack Mode: Units attack just like the player, but without being able to use reinforcement cards. That is, they roll the same dice (2d6 for damage and 1 dice with icons for attack results) and follow the same combat rules.
 35. 2. Join the Battle: When a player engages in combat with a monster, the unit in their possession automatically joins the battle on the player's side.
 36. 3. Attack Order: The order of attacks is alternating:
 37. o The player attacks first.
 38. o Then the monster attacks.
 39. o Then the player's unit attacks.
 40. o If the battle is not over, the cycle repeats.
 41. 4. Damage: The damage caused by the player and his unit is added up and subtracted from the monster's life (HP). Correspondingly, the damage caused by the monster is subtracted from the player's and unit's life.
 42. 5. Target: The monster attacks the player and the unit. The player's unit always attacks the monster.
 43. 6. Example:
 44. A player with a unit of 11 HP battles a monster.
 45. • Round 1:
 46. o The player attacks the monster.
 47. o The monster attacks the player.
 48. o The player's unit attacks the monster.
 49. o The monster attacks the unit
 50. • Round 2 (if the battle continues):
 51. o The player attacks the monster.
 52. o The monster attacks the player.
 53. o The player's unit attacks the monster.
 54. o The monster attacks the unit if alive

Market:

Players can spend gold to purchase cards from the Market

Death and Death Penalty

- When a player's HP reaches 0, they are defeated.
- The player's pawn is moved to the Graveyard.
- The player's Death Penalty level increases by 1 and vp loss
- If a player is at Death Penalty level 4- 3 vp, they must discard a card from their hand.



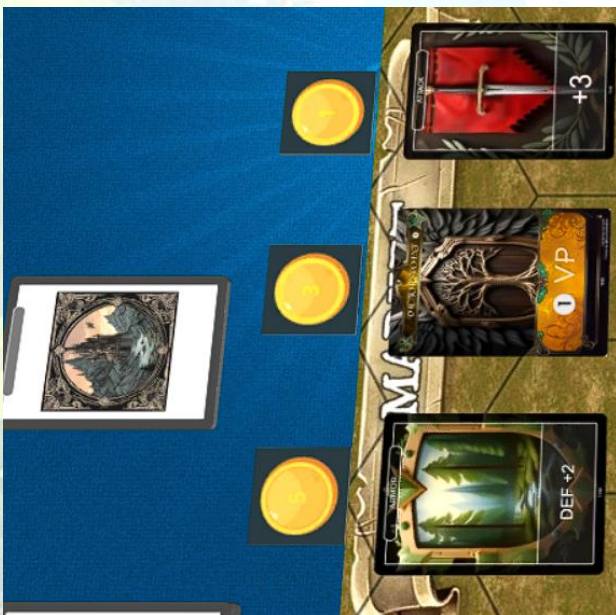
Winning the Game

The first player to reach 100 VP wins the game!

if it's a tie the player with less death penalty wins, if again it's a tie the player who has more gold wins

7. Market Rules

1. **Visiting the City:** When a player reaches a hexagon containing a city, they can buy cards from the market.
2. **Available Cards:** Three cards are available in the market. These cards are selected from the 10 cards initially drawn from the player deck (1 of each type, except curses and traps, and the "Draw a gold card").
3. **Prices:**
 - First card (left): 5 gold.
 - Second card: 3 gold.
 - Third card: 1 gold.
4. **Purchase:** The player can buy **one card** from the market, as long as they have enough gold.
5. **Refresh:**
 - After a purchase: The remaining cards move to the right. The empty space on the left is filled with a new random card from the remaining 7 cards initially drawn.
 - At the end of the turn: The market is refilled with cards from the 10 initially drawn, until there are 3 cards.



Loot and Trade:

1. **Loot:** When a player defeats a monster, they take an item (e.g. a weapon) as loot.

2. **Unused Weapons:** If the loot is a weapon that the player cannot use (due to character, class, etc.) restrictions, they have two options:

o **Sell to Another Player:** The player can offer the weapon to other players. The price of the weapon is determined by the weapon's level

HEXLAND

ADVENTURE

□ Level 1: 10 gold

□ Level 2: 15 gold

□ Level 3: 20 gold

o **Bidding:** If more than one player is interested in the weapon, a bidding process takes place. The player who offers the most gold gets the weapon.

o **Sell to the Bank:** If the player does not want to sell the weapon to another player, he can sell it to the "bank" for half of its value. The bank is a game mechanic and is not represented by a player. That is, for a level 2 weapon, he will get 7 gold ($15/2 = 7.5$, rounded down).

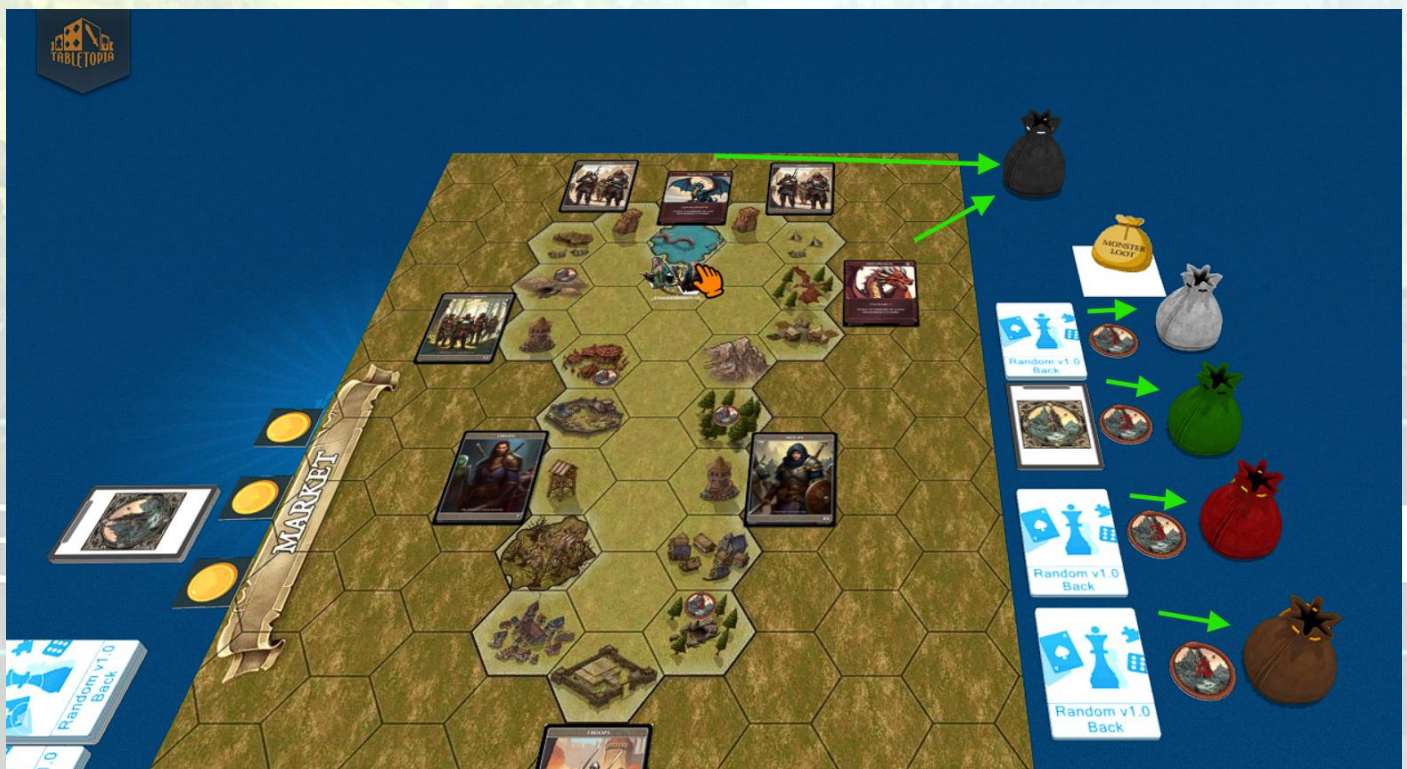
Example:

A player defeats a level 2 monster and gets a sword as loot that he cannot use. He decides to sell it to another player. Another player is interested and offers 15 gold. The first player accepts the offer and takes the money.

Another player finds a level 3 weapon. He does not need it and cannot find a buyer among the other players. He sells it to the bank for 10 gold ($20/2 = 10$)








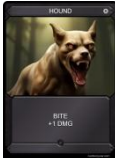


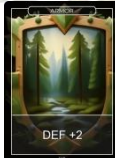
List of possible drops after you defeat a monster for 2-4 players

In online version you just take 1 from the bag


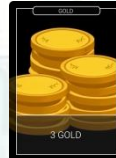

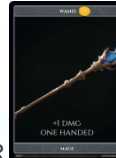

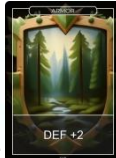


Loot roll 2 D6






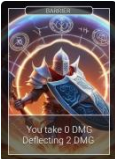
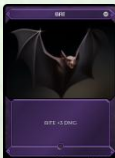





LVL1

	2-3: 	4-6: 	7-9: 	10-12: NOTHING 33.33%
	2-4: 	5-7: 	8-11: 	11-12: NOTHING 38.89%
	2-4: 	5-7: 	8-10: 	11-12: NOTHING 38.89%

LVL 2

	2-4: 	5-7: 	OR		8-10: 	11-12: 	33.33%
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LVL 3



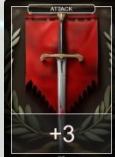
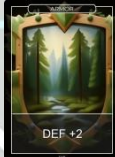
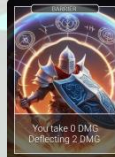
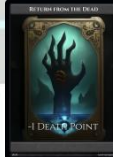
	3-5: 	6-8: 	OR		9-11: 	12: 	27.78%
	2-4: 	5-7: 	OR		8-10: 	11-12: 	33.33%

LVL 4

	2-4: 	5-7: 	8-9: 	10-12: 	33.33%
	2-4: 	5-7: 	8-9: 	10-12: 	33.33%

Επιτυχία ρίψης 2d6 Πιθανότητα (%) Λάφυρο

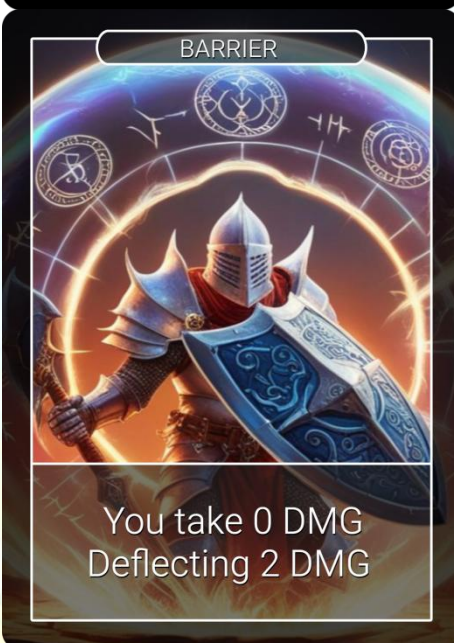
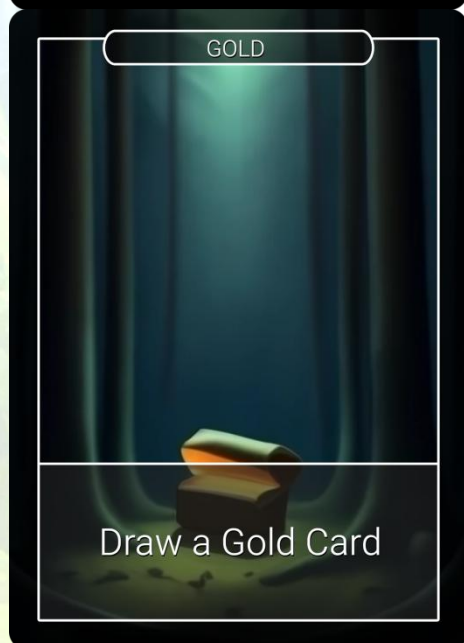
DRAGONS

	2-3: 	4-5: 	6-7: 	8-9: 	10-12: 
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10-12  GOLD

Ther Board Game

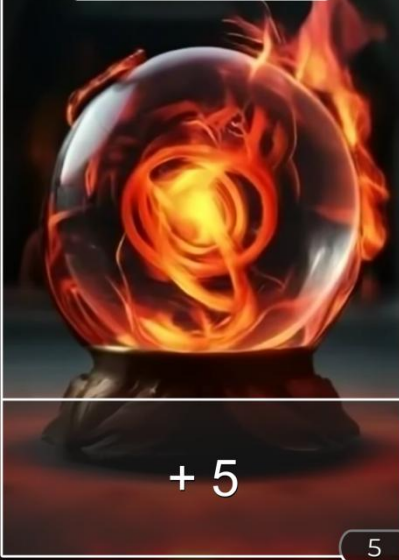
Players cards:



LVL UP HP :+5

Ex: from 10 goes 15 permanent

HEALTH



+ 5

5

THB

MAGIC DICE



+ 2 ROLL

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POTION



Health
Recovery

THB

RETURN FROM THE DEAD



-1 DEATH POINT

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VICTORY POINT

1



1 VP

THB


cardconjurer.com
Frame by @Enchantedink

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Monsters

RED DRAGON 19




Fire Breath 🔥

DOES 15 DAMAGE IN CONE
RECHARGE 2 TURNS

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BLUE DRAGON 18



Lightning Breath ⚡

DOES 15 DAMAGE IN LINE
RECHARGE 2 TURNS

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WEREWOLF 16



MULTIATTACK :
The werewolf makes two attacks:
one with its bite and one with its
claws 4+3 DMG

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ORC GRAND 15



ATTACK +3 DMG
AT 25% HP +2 DMG

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ORC 12



AT 50% HP ENRAGE +3 DMG

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BAT 12

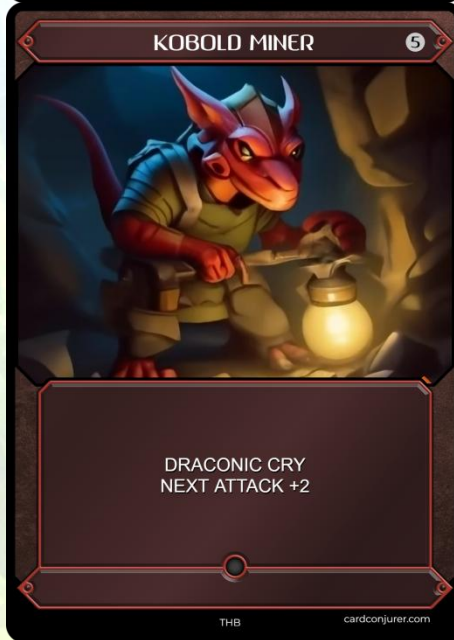
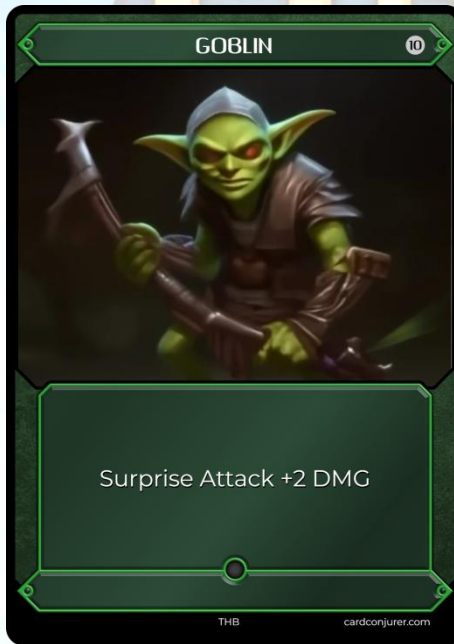


BITE +3 DMG

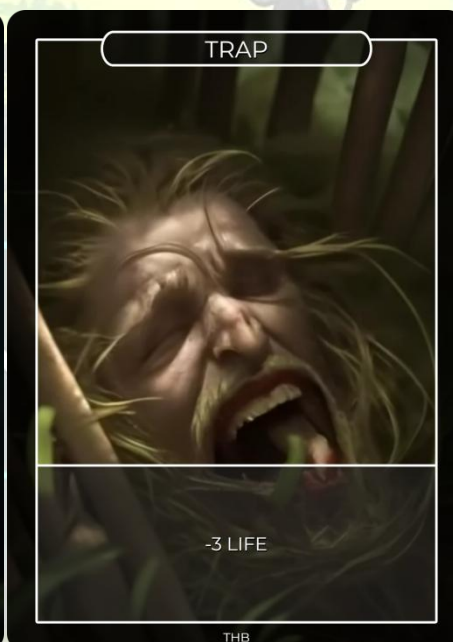
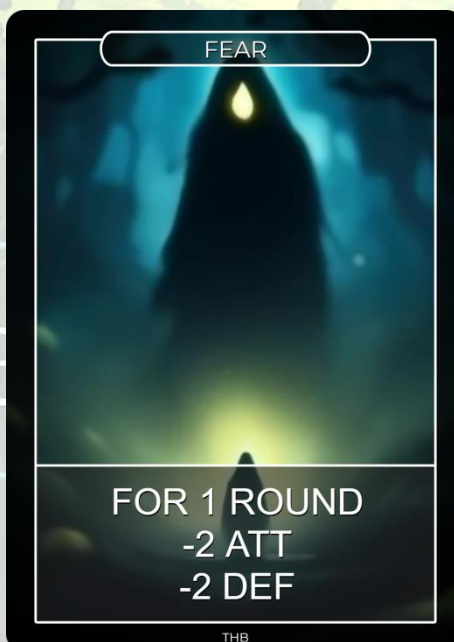
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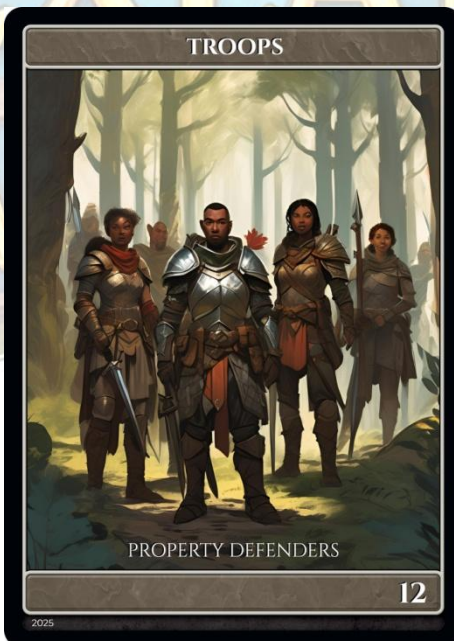
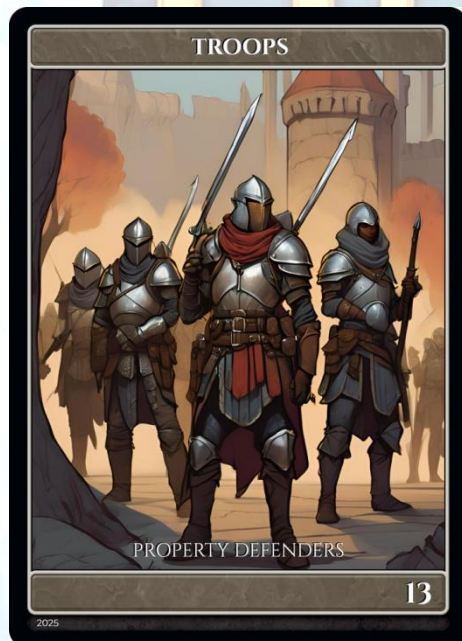
The Board Game



FEAR/TRAP CARDS



TOWER/ FORTRESS UNITS:

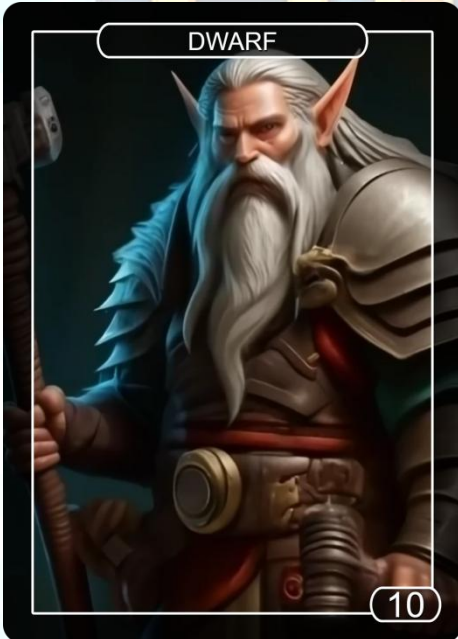


EMBARK ON AN EPIC QUEST

The Board Game

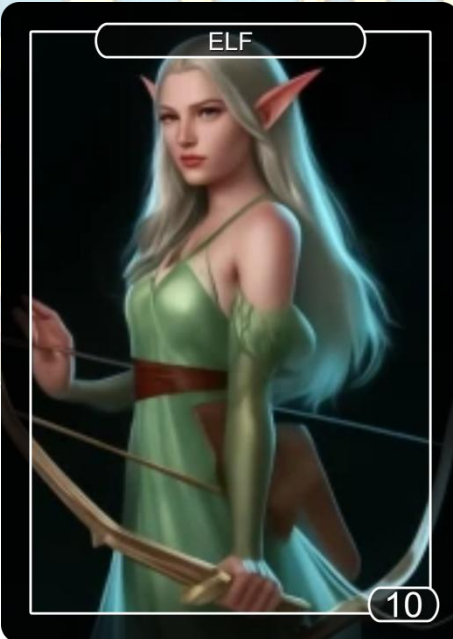
PLAYER'S CHARACTER

DWARF



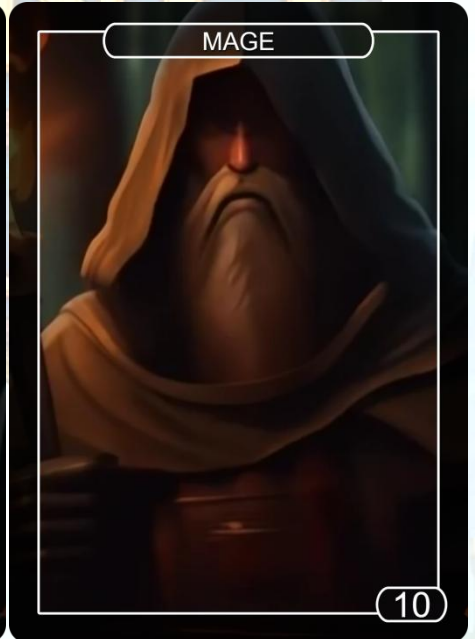
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ELF



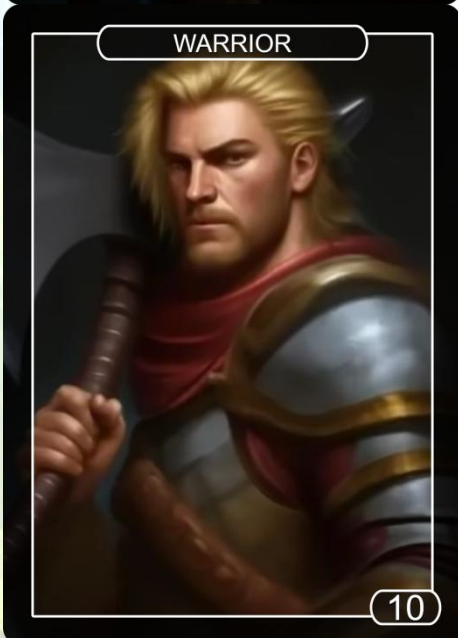
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MAGE



10

WARRIOR



10

EMBARK ON AN EPIC QUEST

The Board Game

WEAPONS

DAGGER



+1 DMG
ONE HANDED

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WAND



+1 DMG
ONE HANDED

2025

Card Conjurer

BOW



+2 DMG
TWO HANDED

2025

Card Conjurer

MAGE STAFF

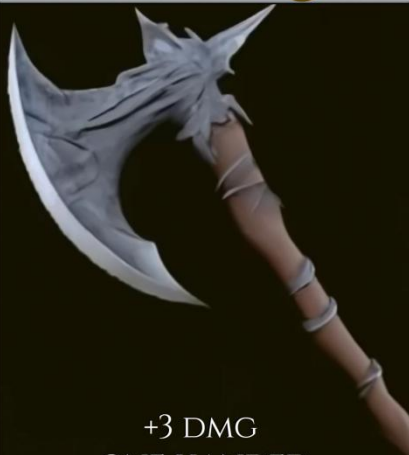


+2 DMG
TWO HANDED

2025

Card Conjurer

BATTLE AXE



+3 DMG
ONE HANDED

2025

Card Conjurer

DUAL SWORD



+2+1 DMG
TWO HANDED
HIT ROLL CHECK FOR EVERY HAND

2025

Card Conjurer

MAGE STAFF



+3 DMG
TWO HANDED

2025

Card Conjurer

SHIELD



+3 DEF
ONE HANDED

2025

Card Conjurer

EPIC QUEST