

Neuroshima Hex 3.0

Faction Reference



Note: Print as “Actual Size” under print options so that the front and back line up properly.

NEUROSHIMA HEX!

A game resource by Pub Meeple
Home of the Board Game Ranking Engine
www.pubmeeple.com



BASE GAME

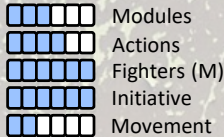
EXPANSIONS

BORGO

Cyborgs - Initiative



Offensively Quick

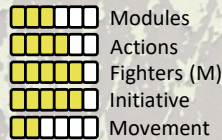


HEGEMONY

Humans - Melee



Versatile & Impeding

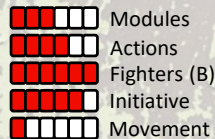


MOLOCH

Machines - Ranged



High Toughness

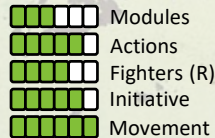


THE OUTPOST

Humans - Attack



Offensively Mobile

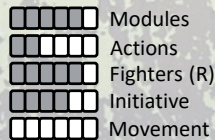


DOOMSDAY MACHINE

Machines - Rotate



Defensive Redirection

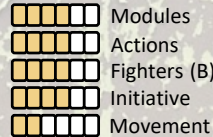


MISSISSIPPI

Mutants - Push



Poisonous & Resistant

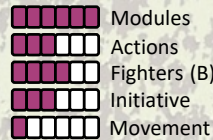


STEEL POLICE

Humans - Net



Strong & Impeding

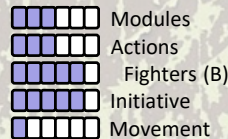


NEW YORK

Humans - Toughness



Unit Diversity & Spies

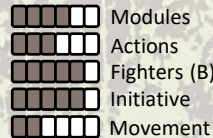


URANOPOLIS

Miners - Power



Strong & Defensive

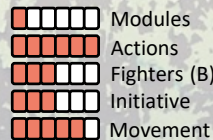


DANCER

Creations - 10 HP



3 Very Strong Units

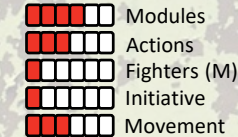


MEPHISTO

Alien Bug - Rotation



Strengthens Over Time

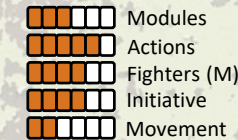


DEATH BREATH

Zombies - Revival



Blood Thirsty & Impeding

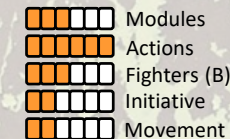


VEGAS

Humans - Takeover



Weak But Controlling

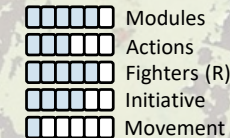


SMART

Machines - Move



Versatile & Mobile

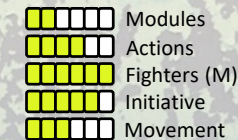


IRON GANG

Bikers - Chains



Offensive & Ranged Defense

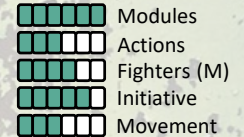


SHARRASH

Rats - Castling



Weak But Impeding

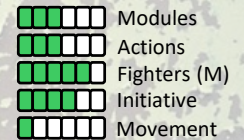


NEOJUNGLE

Plants - Motherload



Powerful Once Connected



SAND RUNNERS

Humans - Double-Sided



Defensively Impeding



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