



Lords of the Abyss : 4
Human Empire: 5

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).



Elven Forests: 7
Human Empire: 11

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).



Dwarven Guardians : 1
Human Empire: 2

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).



Human Empire: 10
Dwarven Guardians : 16

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).



Dwarven Guardians: 4
Lords of the Abyss: 8

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).



Lords of the Abyss: 17
Elven Forests: 20

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).



Dwarven Guardians: 10
Elven Forests: 11

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).



Elven Forests: 10
Lords of the Abyss: 18

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).



Elven Forests: 7
Dwarven Guardians: 9

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Elven
Forests: 18
Human
Empire: 20

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Human
Empire: 9
Elven
Forests: 10

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Human
Empire: 2
Elven
Forests: 7

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Human
Empire: 12
Lords of the
Abyss: 15

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Dwarven
Guardians: 9
Lords of the
Abyss: 12

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Lords of the
Abyss: 1
Dwarven
Guardians: 1

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Elven
Forests: 2
Dwarven
Guardians: 8

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Human
Empire: 10
Dwarven
Guardians: 12

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Lords of the
Abyss: 11
Human
Empire: 14

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Lords of the Abyss: 1

Elven Forests: 1

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).

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Dwarven Guardians: 5

Lords of the Abyss: 15

Use 3 tiles out of 5 in order to win - after you make your choice, a Final Battle commences. The Neuroshima Hex Puzzle is considered solved if you are the winner after the Final Battle (your HQ has more HP than your opponents).