

Half Life ARENA



**ONE
PAGE
RULES**

Half Life : Arena v2.1

Introduction

Grimdark Future: Arena is a hex-combat game set in a war-torn sci-fi future, which is played using 28mm miniatures.

The game mechanics are designed to be easy to learn but hard to master, bringing engaging fantasy battles for new and experienced players alike.

This rulebook contains all of the rules you need to play the game, with plenty of diagrams and examples.

About OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on patreon.com/onepagerules.

Thank you for playing!

Disclaimer: I'm a huge Half Life fan so I thought I'd adapt the One Page Rules Arena GF profiles to the game universe, free of charge, without particular monetary intentions
I'm not a graphic designer, my job was simply to try to fit the profiles.
The ideal would be to have minis, but since they didn't exist, I left 2D models assembled to cut out.
Remember to buy the original video game and collaborate with One page Rules. Sorry for the language but my native language is Spanish, if at any time I can I will leave it translated into English, otherwise you are free to do so.
The cards and miniatures are ready to be printed in A3 size, with the possibility of using magic card protectors.

PS: we need Half Life 3!

Descargo de responsabilidad: soy un gran fan de Half Life así que pensé en adaptar los perfiles de One Page Rules Arena GF al universo del videojuego, gratuitamente, sin intenciones monetarias particulares

No soy diseñador gráfico, mi trabajo consistió simplemente en tratar de encajar los perfiles.

Lo ideal sería tener minis, pero al no existir, dejé armados modelos 2D para recortar.

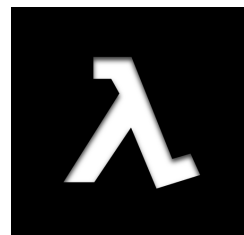
Recuerden comprar el videojuego original y colaborar con One page Rules. Perdón por el idioma pero mi lengua nativa es el castellano, si en algún momento puedo lo dejaré traducido al inglés, sino son libres de hacerlo.

Las cartas y miniaturas están preparadas para ser impresas en tamaño A3, con posibilidad de usar protectores de cartas magic

PD: ¡necesitamos Half Life 3!

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Game Design: Gaetano Ferrara

Illustrations: Brandon Gillam, Ethan Seward

General Principles

The Most Important Rule

When playing a complex game there are going to be occasions where a situation is not covered by the rules, or a rule does not seem quite right. When that is the case use common sense and personal preference to resolve the situation.

If you and your opponent cannot agree on how to solve a situation, use the following method in the interest of time.

Roll one die, on a result of 1-3 player A decides, and on a result of 4-6 player B decides. This decision then applies for the rest of the match, and once the game is over you can continue to discuss the finer details of the rules.

Scale Conventions

This game was written to be played with 28mm heroic-scale miniatures in mind, which are mounted on round bases.

These bases come in various sizes, and we recommend you always mount miniatures on the bases they come with.

Note that overall the base size that you use doesn't matter as long as you keep base sizes consistent across all models, and that they can reasonably fit within a single hex.

Dice

To play the game you are going to need some six-sided dice, which we will refer to as D6. Although the game can be played with a single die, we recommend having 2-3 dice around just to keep things moving fast.

Sometimes the rules will refer to different types of dice, for example D3, 2D6 and D6+1. There are many types of dice, but the notation remains the same, so just apply the following explanations to all type of weird dice you come across.

- **D3:** To use these dice simply roll a D6 and halve the result, rounding up.
- **2D6:** To use these dice simply roll two D6 and sum the results of both dice.
- **D6+1:** To use these dice simply roll a D6 and add 1 to the result.

Re-Rolls

Whenever a rule tells you to re-roll a dice result, simply pick up the number of dice you have to re-roll and roll them again. The result of the second roll is the final result, even if it's worse than the first. A die roll may only be re-rolled once, regardless of how many rules apply to it.

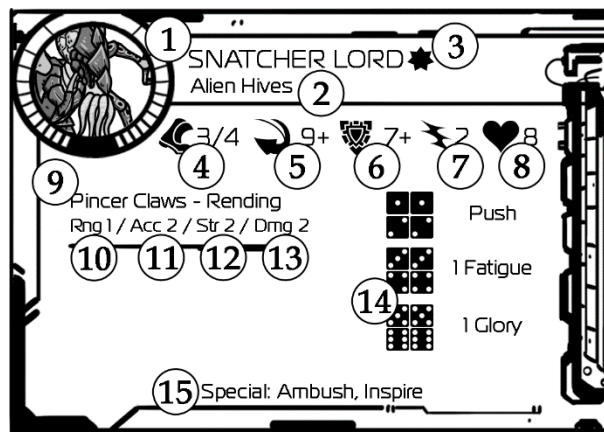
Roll-Offs

Whenever a rule tells you to roll-off, all players involved in the roll-off must roll one die, and then compare their results. The player with the highest result wins the roll-off, and in the event of a tie the players must re-roll until there is a winner.

Model Stats

Models come with a variety of statistics that define who they are and what they can do.

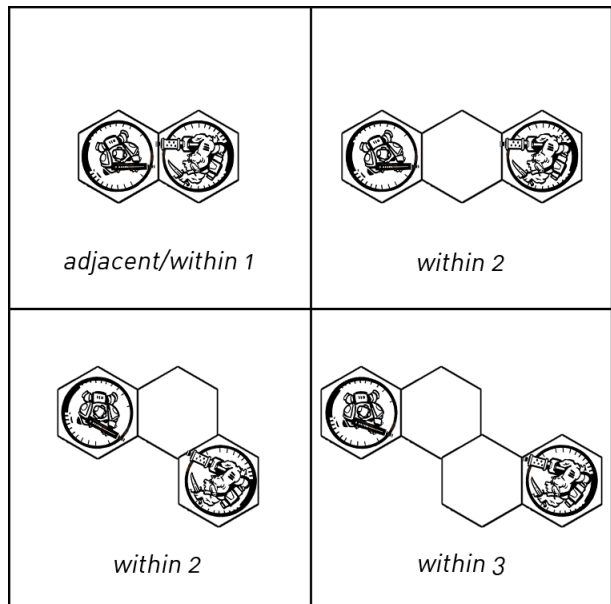
1. Name
2. Warband
3. Hero
4. Move/Rush Speed
5. Evasion
6. Toughness
7. Stamina
8. Health
9. Name - Special Rules
10. Range
11. Accuracy
12. Strength
13. Damage
14. Critical Effects
15. Special Rules



Measuring Distances

When measuring distances simply count each hex from the attacker to the target (does not need to be in a straight line), starting to count from an adjacent hex.

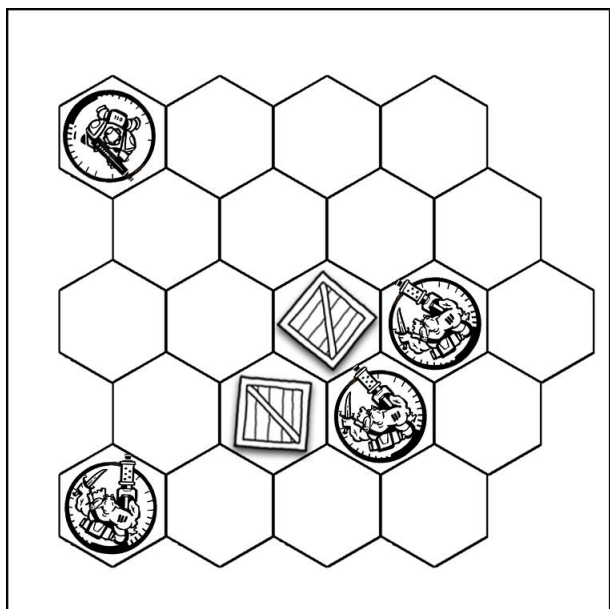
Note that adjacent hexes are technically within 1 hex of each other, but are usually referred to as adjacent for ease.



Measuring Movement

When making move actions model can move in any direction, moving from one adjacent hex to the other up to their speed.

Models can't move through occupied hexes (hexes that have other models in them) or through blocked hexes.



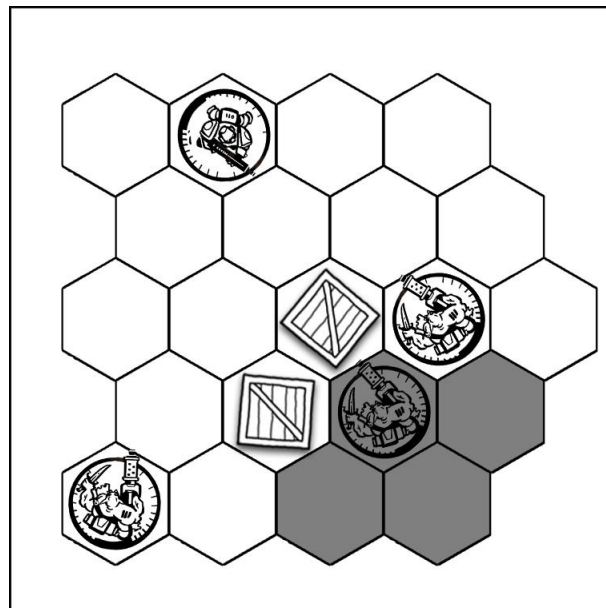
Example: The battle brother on the top left has a speed of 3, so it is able to move adjacent the orc at the bottom left, and the orc to the right, however it is unable to move adjacent the orc next to it, as its movement path is blocked by the crates.

Line of Sight

Unless stated otherwise, models can see in all directions, regardless of where the miniature is actually facing.

To determine if a model has line of sight to another model, simply draw a straight line from the center of the attacker's hex to the center of the target hex, and if the line doesn't pass through any blocked or occupied hexes (friendly or enemy), then it has line of sight.

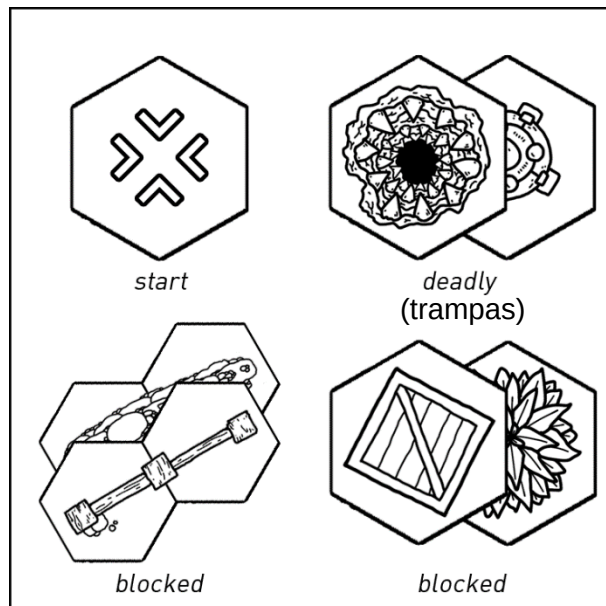
Note that if the line passes only through the border of a blocked or occupied hex, then it doesn't count as obstructed.



Example: The battle brother on the top is able to see the orc at the bottom left, and the orc to the right, however is unable to see any of the greyed out hexes (including the other orc).

Hex Types

Here are some examples of different hex types that you can find in the game with their respective symbols/terrain.



Preparation

Preparing the Warbands

Before the game begins the players must pick one warband with all its models, following the warband composition card that is provided with the warband.

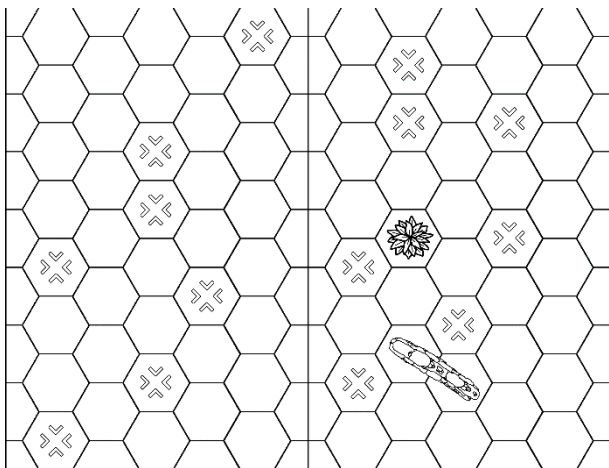
Initiative Player

Once the warbands are ready, players must roll-off, and the winner becomes the initiative player.

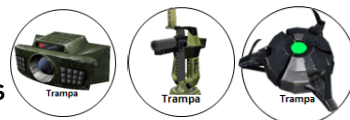
The initiative player will get to pick hex boards first, place traps first, place the first objective, deploy first and start first.

Preparing the Arena

The initiative player picks any hex board and places it on the table with either long edge toward himself, and the opponent then picks any hex board and places it with either long edge lined up corner to corner with it.



Placing Mines



Starting with the initiative player, the players then alternate in placing one deadly hex marker each.

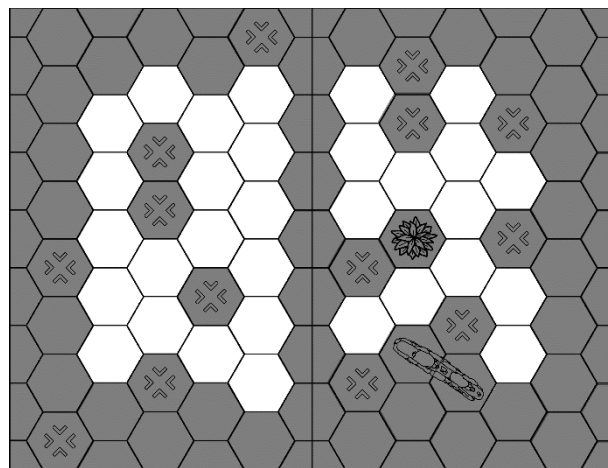
The markers must be placed on complete hexes that are not starting or blocked hexes.

Placing Objective Markers



Starting with the initiative player, the players then alternate in placing a total of three objective markers.

The markers must be placed on complete hexes that are not starting, blocked, deadly or edge hex, and may not be within two hexes of any other objective marker.



Example: Objectives can't be placed on greyed out hexes.

Priority Objectives

Each player rolls a D3 in order to determine one random objective to be the priority for their warband.

If during their next rest turn one of their models is standing on that objective, then it counts as being seized.

Deploying Warbands

Starting with the initiative player, the players alternate in placing one model each on a starting hex within their own hex board, until all models have been placed.

Starting Glory

Finally, each player gets 3 glory before the game begins.

Winning the Game

The game ends when either warband reaches a total of 6 VP scored during their rest turn, winning the game.

Playing the Game

Turns & Activations

The game is structured into alternating player turns and model activations. Here is the breakdown of what these mean:

- **Turns:** Each turn is made up of a single activation, unless it is a rest turn (see rest turn section).
- **Activations:** Each activation is made up of one or more model actions.

Game Structure

After both players have deployed their warbands the game starts with the initiative player taking their first turn and activation to kick off the game.

During his turn the player first removes one fatigue from a non-exhausted model, and then picks another friendly model with no fatigue on it and activates it.

That model then performs one or more actions, and once he is done, his turn ends and the opposing player's turn begins.

This continues until all models on either player's warband have fatigue tokens on them, at which point the player may choose to play a rest turn instead.

During their rest turn, the players remove fatigue, score victory points, and use warband strategies. If a warband reaches a total of 6 VP during their rest turn, then they win.



«El hombre adecuado en el sitio equivocado puede cambiar el rumbo del mundo»

Activations

Activating Models

First the player may remove one fatigue marker from one friendly model that is not exhausted.

Then they pick one other model that has no fatigue markers, and it may take as many actions as the player wants.

Here are all actions and what they allow a model to do:

- **Move:** The model may move in any direction by up to its move speed value. Models may only take move actions once per activation.
- **Rush:** The model takes one fatigue and may move in any direction by up to its rush speed value. Models may only take rush actions once per activation.
- **Attack:** The model takes one fatigue and may use one of its weapons to attack an enemy model. Models may take attack actions any number of times.
- **Power:** The model takes two fatigue in order to make an attack action boosted with extra dice. Models may take power actions any number of times.
- **Guard:** The model takes two fatigue in order to gain a defensive bonus. Models may only take guard actions once per activation.

Once a model has taken as much fatigue as its stamina value, then it is exhausted and may not be activated.

Note that you may never take an action that would cause a model to take fatigue beyond its stamina value.

Move / Rush Actions

Models that take a move / rush action may move by up to as many hexes as their move / rush speed value in any direction, but cannot move through blocked hexes or hexes occupied by other models, and they may not end their movement on the same hex that they started their move from.

If the model enters a deadly hex when moving or being pushed, then it immediately takes 2 damage.

Guard Actions

Models that take guard actions count as having +2 evasion, and they remain on guard until they take another action.



Attack Actions

Models that take attack actions may pick one of their weapons and attack an enemy model in range and line of sight, but only melee weapons may be used to attack adjacent models.

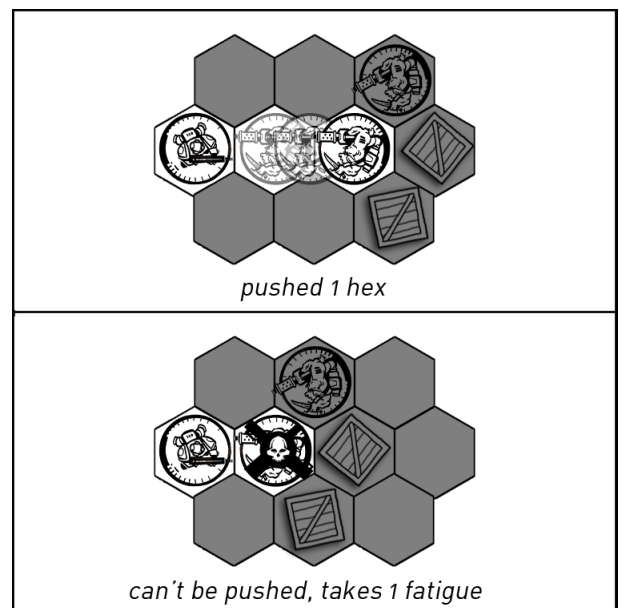
The attacker rolls 2D6, adds its accuracy value, and compares it to the target's evasion. If the result is equal or higher, then the target has been hit.

Then the attacker rolls 2D6, adds its strength value, and compares it to the target's toughness. If the result is equal or higher, then the target takes damage, and if it takes as much damage as its health value, then it is killed.

Models using power actions follow the same rules as attacks, but they add +1 die to their hit and damage rolls as a bonus.

When rolling to hit or damage, if the result had any doubles, then you may use one of the model's special effects that is equal or lower in value as the doubles result.

If the attacker uses a push special effect against an adjacent target, then the target may be pushed 1 hex directly away in a straight line, and if it's impossible, then the target stays in place and takes 1 fatigue. If the target was adjacent to the attacker, then the pushing model may immediately be placed on the target's original hex.



Example: The greyed out hexes are invalid push positions, so in the bottom example the orc takes 1 fatigue as it can't be pushed in any direction.

Rest Turns & Glory

Playing Rest Turns

If all of a warband's models have fatigue tokens on them, they may play a rest turn. Rest turns are divided in three phases, which must be taken in order:

1. Remove Fatigue
2. Score Victory Points
3. Use Strategies

Note that models may not be activated during a rest turn, unless the warband only has one model left.

Remove Fatigue

The player removes 1 fatigue from each model, even from models that are exhausted.

Score Victory Points

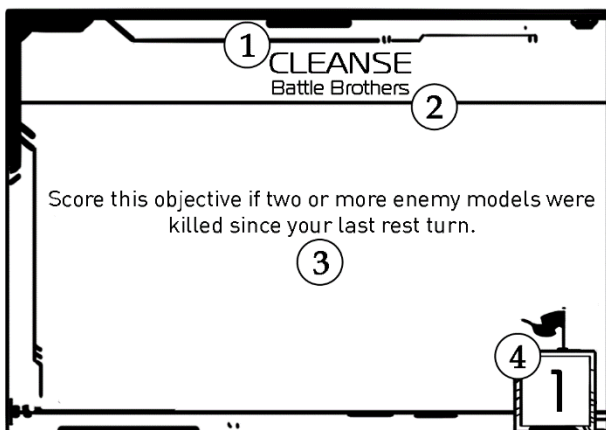
The player scores victory points from kills, priority objectives and from their warband objectives:

- **Scoring Kills:** The warband scores 1 VP if you killed one or more enemy models since your last rest turn, plus 1 VP if you killed the enemy hero.
- **Scoring Priority:** The warband scores 1 VP or may gain 2 glory if a friendly model seized their priority objective. Then roll a D3 to get a new objective, and re-roll if the same objective is rolled again.
- **Scoring Warband Objectives:** The warband scores VP following the rules on their warband sheet.

Warband Objectives

Here is an overview of all the elements on the objectives:

1. Name
2. Warband
3. Scoring Rules
4. Victory Points



Use Strategies

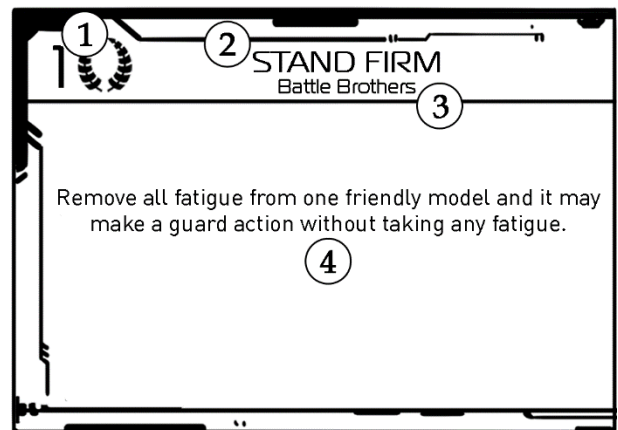
The player may spend glory points in order to use warband strategies, as well as any of the following strategies:

- **Regroup:** Spend 1 glory for one model to make a move action (only one use per model).
- **Recover:** Spend 1 glory to remove 1 fatigue from one of your models (unlimited uses per model).

Warband Strategies

Here is an overview of all the elements on the strategies:

1. Glory Cost
2. Name
3. Warband
4. Strategy Rules



Glory Points

The first time that a model takes damage which brings it down to half of its health value or lower, as well as once it's killed, its warband gains 1 glory.

Glory points may be spent to use warband strategies during a rest turn, or may be used to boost attacks during a normal turn, adding +1 die to their hit and/or damage roll for each glory point that they spent.



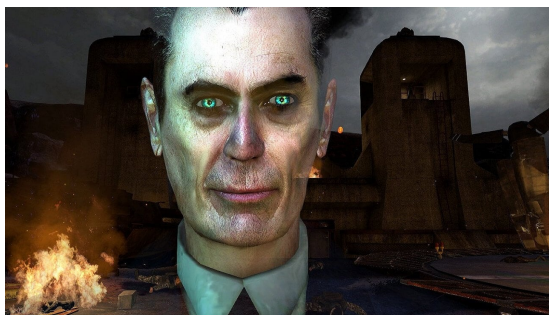
Special Rules

Rules Priority

Some models have one or more special rules that affect the way they behave and that sometimes go against the standard rules.

Whenever you come across one of these situations the special rule always takes precedence over the standard rules.

Unless specified otherwise multiple instances of the same special rule are not cumulative, however different special rules that have the same effect are cumulative.



Ambush

Models with this rule may be kept in reserve instead of deploying at the start of the game. As an action, they may take 1 fatigue to be placed on any starting hex that isn't occupied.

Blast

When attacking with this weapon, if the target is hit, then all adjacent models (friendly or enemy) take one hit.

Note that you must resolve each hit separately.

Bolster

As an action, models with this rule may spend 1 glory to remove 1 fatigue from all adjacent friendly models.

Burst

When attacking with this weapon, all adjacent models are targeted (friendly or enemy).

Note that you must resolve each attack separately.

Command

As an action, models with this rule may take 1 fatigue in order for another friendly model within 5 hexes to make one action, taking 1 fatigue less than they normally would for that action.

Ensnare

Enemy models adjacent to models with this rule must take 1 fatigue in order to move.

Fear

As an action, models with this rule may take 1 fatigue to push all adjacent enemies, but may not move in their place.

Fearless

Models with this rule can't be pushed.

Flying

Models with this rule may move through other models and obstacles (but may not end their move standing on them), and they don't take any damage when entering deadly hexes.

Furious

Once per activation, models with this rule may use one attack action with a range 1 weapon without taking fatigue, after moving to a target they were not adjacent to.

Heal

As an action, models with this special rule may spend 1 glory to remove 2 damage from one adjacent friendly model.

Impact

When models with this rule attack after moving to a target they were not adjacent to, they may push them before rolling to hit.

Inspire

As an action, models with this rule may spend 1 glory and all adjacent friendly models may move by 1 hex.



Special Rules

Knockback

When pushing enemy models with this weapon they may be moved 1 extra hex.

Poison

If the target is hit you may place a poison marker on it. Poisoned models must roll one die for each marker on them when activated. For each 1-3 they take 1 damage, and for each 4+ one of the markers is removed.

Regeneration

Remove 2 damage from models with this rule at the start of your rest turn.

Relentless

Once per activation, models using weapons with this rule may use one attack action without taking fatigue, as long as they don't move during this activation (before or after attacking).

Rending

When attacking with this weapon, if you roll doubles to hit, then the target takes 1 damage.

Revive

As an action, models with this rule may take 2 fatigue and spend 2 glory in order to place one friendly non-hero model that was killed previously on any unoccupied starting hex on the friendly hex board.

Scout

When models with this rule are deployed, they may be moved immediately by up to 2 hexes, but may not end their move on any starting hex.

Shift

Models with this rule may move by 1 hex in any direction after completing their attacks.

Strider

Models with this rule may freely move through other models and obstacles (but may not end their move standing on them).



Half Life Arena v2.1



Principios generales

La regla más importante: Cuando las reglas no sean claras usa el sentido común y preferencia personal. ¡Diviértete!

Preparación

Las bandas: Cada jugador toma una banda y elige los modelos siguiendo las reglas de composición de banda.

Iniciativa: Los jugadores deben tirar dados, y el ganador tiene la iniciativa.

La arena: El jugador inicial toma un tablero hexagonal y lo coloca sobre la mesa con algún borde alargado apuntando hacia él, y el oponente toma otro tablero hexagonal y lo coloca por algún borde alargado haciendo coincidir las esquinas entre sí.

Trampas: Empezando por el jugador con la iniciativa, los jugadores colocan un marcador de trampa cada uno, contando como hexágonos mortales, que solo pueden ser colocados en hexágonos completos que no sean hexágonos iniciales o bloqueados.

Objetivos (3): Empezando por el jugador con la iniciativa, los jugadores se alternan en la colocación de un marcador de objetivo cada uno, hasta que tres hayan sido colocados. Los marcadores solo se pueden colocar en hexágonos completos que no sean de inicio, bloqueados, mortales o hexágonos de borde, y no puede estar dentro de dos hexágonos de cualquier otro objetivo.

Prioridad: Cada jugador tira un D3, y si durante su siguiente turno de descanso uno de sus modelos permanece en ese número de objetivo, cuenta como si lo hubiera capturado.

Despliegue: Empezando por el jugador con la iniciativa, los jugadores se alternan en colocar un modelo cada uno en un hexágono de inicio dentro de su propio tablero.

Gloria: Cada banda empieza con 3 glorias.

Ganando el juego: El primer jugador en puntuar 6 PV durante su turno de descanso gana el juego.

Jugando el juego

El juego es jugado con dos jugadores alternándose en activar un modelo cada uno, o jugando un turno de descanso si todos sus modelos tienen fatiga.

Activaciones

Primero el jugador puede remover una fatiga de algún modelo no exhausto. Luego selecciona otro modelo que no tenga fatiga y puede tomar tantas acciones como el jugador quiera:

Acción	Notas
Mover	Gratis, un solo uso
Prisa	+1 fatiga, un solo uso
Atacar	+1 fatiga
Poderoso	+2 fatigas
Guardia	+2 fatigas, un solo uso

Note que nunca puede tomar una acción que cause que un modelo tenga más fatigas que su valor de estamina (stamina).

Exhaustación: Un modelo que tenga tantas fatigas como su valor de estamina, pasa a estar exhausto y no puede ser activado.

Acciones de Mover / Prisa

Los modelos pueden mover la cantidad de hexágonos hasta su valor de Movimiento / Prisa en cualquier dirección, pero no pueden mover a través de hexágonos bloqueados u ocupados por otros modelos, y no pueden terminar su movimiento en el hexágono del cual inició.

Hexágonos mortales: Los modelos toman 2 daños cuando entran en hexágonos mortales.

Acción de Ataque

Los modelos toman una de sus armas y atacan a un modelo enemigo en rango y línea de visión, pero solamente las armas cuerpo a cuerpo (rango 1) pueden ser usadas para atacar a modelos adyacentes.

Para Impactar: El atacante tira 2D6, agrega su valor de precisión (accuracy), y lo compara con la evasión del enemigo. Si el resultado es igual o superior, el enemigo es impactado.

Para Dañar: El atacante tira 2D6, agrega su valor de fuerza (strenght), y lo compara con la resistencia (toughness) del enemigo. Si el resultado es igual o superior, el enemigo toma daño, y si el daño es superior a su valor de salud, es asesinado.

Poderoso: Los modelos pueden usar acciones poderosas siguiendo las mismas reglas del ataque, pero agregan +1 al dado a sus tiradas para impactar y dañar.

Efectos críticos: Cuando se tira para impactar o dañar, si el resultado tiene algún doble, puedes usar uno de los efectos críticos del modelo que su valor sea igual o inferior al resultado doble.

Empujando: Enemigos adyacentes pueden ser empujados 1 hexágono en dirección lineal, y si esto es imposible, el enemigo permanece en el lugar y toma 1 fatiga. Si el enemigo estaba adyacente al atacante, el modelo que empuja puede ser colocado en el hexágono original del enemigo empujado.

Acción de Guardia

Los modelos que usan la acción de guardia cuentan con +2 de evasión, y permanecen en guardia hasta que toman otra acción.

Turnos de descanso

Si todos los modelos de una banda tienen marcadores de fatigas en ellos, puedes jugar un turno de descanso. Remueve 1 fatiga de cada modelo, luego puntúa puntos de victoria, y después puedes gastar puntos de gloria para usar estrategias de la banda. Los modelos no pueden ser activados durante el turno de descanso.

Último en pie: Si a una banda le queda solamente un modelo, el jugador puede activar inclusive durante su turno de descanso.

Muertes: Puntúa 1 PV si tu asesinaste uno o más modelos enemigos desde tu último turno de descanso, más +1 PV si asesinaste un héroe.

Prioridad: Puntúa 1 PV o gana 2 glorias si un modelo amigo capturó un marcador de objetivo. Luego tira un D3 para obtener un nuevo objetivo (vuelve a tirar si se obtuvo el mismo resultado).

Puntos de Gloria

La primera vez que un modelo obtiene daño y reduce a la mitad o menos su valor de salud, así como si es asesinado, su banda gana 1 gloria.

Turnos normales: Los jugadores pueden gastar puntos de gloria para potenciar sus ataques, agregando +1 al resultado de dados para sus tiradas de impactar o dañar por cada punto de gloria que hayan gastado.

Turnos de descanso: Los jugadores pueden gastar puntos de gloria para usar estrategias propias de su banda, y todos tienen acceso a las siguientes:

* **Reagruparse:** Gasta 1 punto de gloria para que un modelo haga una acción de movimiento (solo un uso por modelo).

* **Recuperarse:** Gasta 1 punto de gloria para remover 1 fatiga de un modelo.

Reglas Especiales

Emboscada (ambush): Este modelo puede permanecer en reserva en vez de desplegarse al principio del juego. Como una acción, este modelo puede obtener 1 fatiga y ser colocado en algún hexágono de inicio que no esté ocupado.

Explosión (blast): Si el enemigo es impactado, todos los modelos adyacentes (amigos o enemigos) tienen un impacto (resolver cada uno separadamente).

Refuerzo (bolster): Como una acción, este modelo puede gastar 1 punto de gloria para remover 1 fatiga de todos los modelos amigos adyacentes.

Ráfaga (burst): Hace objetivo a todos los modelos adyacentes (amigos o enemigos) cuando ataca (resolver cada uno separadamente).

Comandar (command): Como una acción, este modelo puede obtener 1 fatiga para que un modelo amigo dentro de 5 hexágonos realice una acción, obteniendo 1 fatiga menos de la que normalmente obtendría por esa acción.

Atrapar (ensnare): Un modelo enemigo adyacente obtiene 1 fatiga para poder mover.

Temor (fear): Como una acción, este modelo puede obtener 1 fatiga para empujar a todos los enemigos adyacentes, pero no puede moverse de su lugar.

Sin temor (fearless): Este modelo no puede ser empujado.

Volador (flying): Este modelo puede mover a través de otros modelos y obstáculos (pero no puede terminar su movimiento sobre ellos), y no tiene daños extras por entrar en hexágonos mortales.

Furioso (furious): Una vez por activación este modelo puede usar una acción de ataque con un arma de rango 1 sin obtener fatiga, después de moverse hacia un enemigo del cual no estaba adyacente.

Sanar (heal): Como una acción, este modelo puede gastar 1 gloria para remover 2 daños de un modelo amigo adyacente.

Impacto (impact): Después de moverse para atacar a un enemigo que no estaba adyacente a él, este modelo puede empujarlo después de tirar para impactar.

Inspirar (inspire): Como una acción, este modelo puede gastar 1 gloria y todos los modelos amigos adyacentes pueden moverse 1 hexágono.

Retroceso (knockback): Cuando empuja a un modelo enemigo puede ser movido 1 hexágono extra.

Veneno (poison): Si el enemigo es impactado puedes poner un marcador de veneno en él. Los modelos envenenados deben tirar un dado por cada contador en ellos cuando son activados. Por cada 1-3 obtiene 1 daño, y por cada 4+ uno de los marcadores es removido.

Regeneración (regeneration): Remueve 2 daños sobre este modelo al principio de tu turno de descanso.

Despiadado (relentless): Una vez por activación este modelo puede usar una acción de ataque con esta arma sin obtener fatiga, mientras no se mueva durante su activación (antes o después de atacar).

Perforar (rending): Si obtienes dobles para impactar, el enemigo obtiene 1 daño.

Revivir (revive): Como una acción, este modelo puede obtener 2 fatigas y gastar 2 glorias para colocar un modelo amigo no-héroe que fue asesinado en un hexágono de inicio sin ocupar en su tablero amigo.

Explorador (scout): Cuando despliega puede inmediatamente mover hasta 2 hexágonos, pero no puede terminar su movimiento en ningún hexágono de inicio.

Cambio (shift): Puede mover 1 hexágono en cualquier dirección después de atacar.

Zancada (strider): Puede mover a través de otros modelos y obstáculos (pero no puede terminar su movimiento sobre ellos).



Heridas.



Modificación de estadística.



Posición de Guardia.



Punto de Gloria.



Puntos de Victoria.



Fatiga.



Movimiento / Prisa.

Tabla de partida (tracker):

JUGADOR 1	JUGADOR 2
Puntos de Victoria	Puntos de Victoria
-6	-6
Puntos de Gloria	Puntos de Gloria
3	3
Prioridad	Prioridad
D3	D3

«El hombre adecuado en el sitio equivocado puede cambiar el rumbo del mundo»

