

Battle Arena

0.5

Battle Arena

is a print and play wargame with a good amount of ressourcemanagement, in which the players pit their forces against each other in order to complete their tactical goals, such as capturing a flag or planting a bomb.

To play this game, the players need:

- An arena (such as „Slaughter Valley“ - the arena that comes with the game). On the website inkwellideas.com you can find the „Hexographer“ - the tool, the map „Slaughter Valley“ has been created with. Feel free to create your own maps with this tool.
http://inkwellideas.com/roleplaying_tools/hexographer/
- 36 dice from a unique color per player. Chessex (<http://www.chessex.com/>) e.g. offers beautiful dice coming in little boxes of 36 for a decent price. To not mix up units during gameplay it is important that every player has got dice of a different colour!

Setup

The players place the arena in front of them and choose on which site they want their fortress to be.

Each player places six of his dice in front of him. This is going to be his ressourcepool. Whenever a player is building a unit, he subtracts the costs from any of these resourcedice. A resourcedie may not be lowered below 1! If a die shows the 1-pip, no more costs may be payed with it! So even though the initial ressourcepool shows six times a 6, there are no more than 30 ressourcepoints available.

The resources do not regenerate during gameplay. The only way to reclaim resources is by removing a unit from the map and thus adding its cost to the pool. A unit must not be removed with no reason, however – either it has to be eliminated or some other rules dictate that it is removed.

One die is placed on the Powerplant, showing the remaining damage it can take. Every attack on a Powerplant results in an automatic hit doing 1 point of damage. If the Powerplant gets destroyed, the Powerplant as well as the Fortress and the Teleporter are not available for the player for one whole turn. After this turn, the Powerplant rebuilds itself with its full damage capacity (i.e. The 6-face up) thus making Fortress and Teleporter available again. For every turn the Powerplant is not under attack, it regenerates one point of damage.

One die is used to resolve combat. Keep it separate from the other dice.

The other 28 dice initially are set aside, since they are going to become units as well as damage markers: Whenever a unit gets hit in combat, place a damage die under the unit die, showing the number of hits the unit has taken. If the face of the damage die equals the face of the unit die, remove that unit along with its damage marker and reclaim the resources immediately.

The game modi

One modus is „capture the flag“

In „capture the flag“ a.k.a CTF, the players need to rush a unit into an opponent's fortress, pick up the flag and get back into the own fortress with that flag. So much for the theory. Every opposing unit is of course going to take a beating at the flag carrier as hard as possible.

Each player places a flag token (see section „Tokens“) in his Fortress. As soon as an opposing unit enters the Fortress, it may carry the flag around. To represent this, always move the token with the carrying unit. Whenever a carrying unit is removed from the map, the token remains in the hex where the unit dropped it. As soon as another opposing unit enters the hex with the flag, it picks the flag up and keeps on carrying it around. As soon as a friendly unit moves into a hex with your flag, the flag immediately disappears from there and reappears in your Fortress.

A player scores a point, whenever he carries an opposing flag into his Fortress AND has got his own flag in his Fortress.

Before start, the players agree with each other on the number of captures they have to achieve in order to win the match.

The other modus is the „bombing run“

For a „bombing run“ throw in another sixsided die in a color not used by any one of the players. This die represents the bomb and is initially placed with the 6-face up on the bombing place.

Whenever a bomb is picked up by a unit, the face of the bomb-die is decreased by one.

For every consecutive turn the unit is still carrying the bomb, the die's face is decreased by 1. The unit now has to drop the bomb at the Fortress of an opposing player. To do so, it just has to move into the hex with an opposing Fortress. The bomb is dropped automatically at this hex. For each turn the bomb stays at a Fortress, its face is decreased by one.

As soon as the bomb-die gets decreased from the one-face, the bomb explodes, eliminating every unit in its hex as well as in every surrounding hex.

The only way to prevent the bomb from exploding is by dropping it somewhere. However you must not drop it for no reason. The only way to drop a bomb is, to get the bomb carrier killed.

If the bomb explodes in a fortress, the according player gets an elimination point.

As soon as the bomb explodes, a new one spawns at the bombing place.

Before start, the players agree with each other on the number of elimination points they have to achieve in order to lose the match.

The turn sequence

Each turn, a player performs the following steps in this order:

1. Build a unit
2. Move all units
3. Engage in combat
4. Overwatch
5. Pass on

1. Build a unit

To build a unit a player first deducts the costs of the unit from his resourcepool. A unit's costs are equal to its level, so a level 1 unit costs 1 resourcepoint, a level 2 unit costs 2 and so on. If there are not enough resources left, he cannot build the unit. If he has got enough resources, he may place the unit on the Teleporter. The Teleporter has got exactly one exit: The side facing the Fortress. A unit may exit the Teleporter only to this very side. From the next hex on however it may move however the player wishes. A Teleporter must not be entered, but may be moved across as long as a unit does not end its turn on the Teleporter.

2. Move all units

In the second step the player moves all of his units. The movement of a unit is equal to 7 minus level, so a level 5 unit e.g. has got 2 points of movement. Some terrain types restrict the movement capabilities of units. See the table below for details.

Even though all other units engage in combat AFTER the movement step, the level 1 units make their kamikaze attack as part of the movement step.

3. Engage in Combat

If a player decides to not move any unit anymore, he may have them engage in combat. Each unit has got a range of three hexes. Within this range it may attack one hostile unit that is within line of sight (no obstacles on a straight line between the unit and its target). The formula to calculate the number a unit has to roll in order to hit another unit is easy: Level 1 and level 6 units always receive an automatic hit when attacked. For the other units imagine a rock-paper-scissor system with a fourth factor in it. The order is like this: level 2 > level 3 > level 4 > level 5 > level 2 > level 3 ... and so on ...

So for each unit there are – apart from level 1 and level 6 units – four different opponents:

- One level above (a.k.a. the prey)
- One level below (a.k.a. the hunter)
- Equal level (a.k.a. the known)
- Two levels above (a.k.a. the unknown)

A unit has got a fifty-fifty chance to hit an unknown unit, so on a die roll of 4+ (read: 4 or more) e.g. a level 3 unit hits a level 5 unit. Versus a known unit, it gets a bonus of 1, so the level 3 unit hits another level 3 unit on a 3+. The level above is considered easy prey, so a unit gets another bonus of 1. The aforementioned level 3 unit thus hits a level 4 unit on a 2+. The unit a level below however is considered the hunter – the hunter knows how to defend versus an attack of his prey, so the die roll is even worse than versus an unknown unit: A unit gets a malus of 1, i.e. it hits the hunter on a 5+. (See „Units“ below for details.)

4. Overwatch

After a unit got engaged in combat, it goes on overwatch. To represent this, place an according token next to it (see section „Tokens“). While on overwatch, the unit attacks the first hostile unit that enters its attack range as well as for every hex in its attack range this very hostile unit moves through. Neither level 1 nor level 6 units may go on overwatch.

5. Pass on

The active player passes the turn clockwise onwards onto the next player.

Units

As you may have noticed, the units don't have any special names attached to them. This is intention, since this way it is up to the players to decide what kind of scenario they want to play: Do they build spaceships battling each between the stars? Do they build fantasy warmachines wreaking havoc in a valley? Do they build armed airplanes waging war amidst the clouds?

The kind of units doesn't matter at all. Even the special abilities, they are given here, don't. If you feel creative, go ahead and design your own set of abilities you would like to see on units (and be sure: in future updates of the ruleset, different official abilities will be released.)

Now let's move on to looking into the details of the units:

Level 1

The level 1 unit is a kamikaze unit. While it gets automatically destroyed by every other unit attacking it, it automatically deals 1 point of damage to any unit it uses its special ability for.

Special ability: Jump

For every two points of movement sacrificed, the level 1 unit may jump over 1 border from one hex to another, ignoring any kind of obstacle in the way. If the unit jumps into another unit this way, the level 1 unit gets destroyed and the other unit gets 1 point of damage.

Note: This is the only way for a level 1 unit to deal damage.

To hit table					
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
n/a	n/a	n/a	n/a	n/a	n/a

Level 2

Level 2 units are very accurate ranged combat specialists. With 2 points of damage they can take, they are still fragile, however they tend to miss their target less often than other units.

Special ability: Enhanced vision

Whenever a level 2 unit fails an attack roll, the player may reroll the die for that attack once. Due to their enhanced vision, the level 2 units are the only ones that may attack a level 3 unit that is flying through the air.

To hit table					
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Auto*	3	2	4	5	Auto*

Level 3

Here comes the airforce. The 3 points of damage they can take makes those units semi durable. Most of the time they survive however by simply evading other units. A level 3 unit starts and ends its turn on the ground. When moving however, it may choose to use its special ability.

Special ability: fly

While moving, a level 3 unit ignores any kind of obstacle along its path as well as any rules for movement restrictions that may apply otherwise.

To hit table					
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Auto*	5	3	2	4	Auto*

Level 4

With 4 points of damage they can take, the level 4 units are fair durable. Being average combatants, they can sacrifice offensive power in favour of mobility.

Special ability: Teleport

After having moved, a level 4 unit may decide to not attack a hostile unit and go on overwatch afterwards. Instead it may teleport up to three hexes into any direction, ignoring any kind of obstacles along the way. If a level 4 unit carries anything when teleporting, it drops the carried item on the ground of the hex from where it teleported away.

To hit table					
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Auto*	4	5	3	2	Auto*

Level 5

Those heavy hitters can receive 5 points of damage before going down. To make things worse, they are surrounded by an energy storm damaging each nearby unit.

Special ability: Energy storm

The unit is surrounded by a storm of pure energy. Every unit, no matter whether hostile or friendly, that manages to get into one of the hexes surrounding the level 5 unit automatically receives 1 point of damage for every turn it is standing in that hex.

With their power over energy, level 5 units may attack twice a turn and even different units while they are not on overwatch.

To hit table					
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Auto*	4	5	3	2	Auto*

Level 6

Respire! The support units have arrived! With 6 points of damage they can take, the level 6 units are the most durable units – albeit the slowest ones as well. What they lack in combat capacities, they make up with their special ability.

Special ability: Healing aura

Every unit standing in a hex surrounding the level 6 unit is healed for 1 point per turn.

A level 6 unit never goes on overwatch



To hit table					
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
n/a	n/a	n/a	n/a	n/a	n/a

*Auto: A player doesn't have to roll a die to see whether the unit has hit – the attacking unit hits automatically.





The landscape of Battle Arena

Even though there are over thirty visually different kinds of terrain the units move through, many of them serve similar purposes and only look different to spice the maps up with a bit more flavour.





Let's begin with the basic lands, that bring no advantage or disadvantage.

	
Farmland	Grassland



The light tree formations reduce speed by 1. A unit must not enter if it only has one movement left. You must not shoot into or through a hex with trees unless the unit stands right next to it. You may however shoot from a hex with trees into the open.

			
Light forest	Light evergreen	Deadlands	Cactus

The heavy tree formations reduce speed by 2. A unit must not enter if it only has two movement left. You must not shoot into or through a hex with trees unless the unit stands right next to it. You may however shoot from a hex with trees into the open. You get a -1 on your die roll whenever you attempt to shoot a unit standing in or behind one of the following hexes.





			
Heavy forest	Heavy evergreen	Heavy cactus	Jungle

The hills are slowing your units down a lot. You have to finish the movement of a unit immediately as soon as it enters a hex with hills. A unit standing on a hill gets the range of its weapons raised by one hex in each direction.


	
Hills	Desert dunes*

*see additional rules for desert below

Sometimes, hills come with vegetation as well. For the following hexes the rules for light tree formations as well as hills apply at the same time.

			
Forest hills	Evergreen hills	Jungle hills	Deadland hills

The mountains slow your units down as well. Whenever a unit moves into a hex with a mountain, its movement is finished immediately. A unit standing on a mountain gets the range of its weapons raised by two hexes in each direction. You get a -1 on your die roll whenever you attempt to shoot a unit standing in or behind one of the following hexes.


Mountain

Sometimes, mountains come with vegetation as well. For the following hexes the rules for light tree formations as well as mountains apply at the same time.

		
Forest mountain	Evergreen mountain	Deadland mountain





Every once in a while lava erupts from a mountain, turning it into a volcano. For a volcano apply the rules of a mountain and add: For every turn a unit begins or finishes in a hex with a volcano, it is dealt 1 point of damage.


Volcano



Whenever there is more than one mountain in a hex, the terrain becomes impassable for the units.

Those hexes are used e.g. to create borders for maps or other impassable areas.


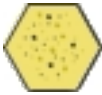


Whenever a unit finishes its move in one of these hexes for whatever reason (teleport, ...), the unit is considered to be too far away from the battle and thus gets lost. Remove it from the map and reclaim the resources immediately.

			
Mountains	Forest mountains	Evergreen mountains	Deadland mountains

Swamps. Everyone hates them. While in the marshes and swamps the movement of a unit is halved (round up), each unit finishing its movement in a deep swamp hex immediately drowns and is removed from the map. Reclaim the resources immediately.

	
Marsh	Deep swamp

The desert is a rough terrain. While it does not constrain movement, a unit gets one point of damage for each desert hex it passes. The badlands are even worse, causing a unit to receive two points of damage for each hex passed.

			
Sandy desert	Rocky desert	Desert dunes*	Badlands

*see rules for hills above




A player's homebase consists of three buildings:

The Fortress, where the flag is located or the bomb has to be transported to. The Fortress can not be damaged.

The Teleporter, where your units emerge. The Teleporter does only have one exit: The side that faces the Fortress. Units must exit the Teleporter towards the next hex that lies one hex closer to the Fortress the turn they are built. No unit may enter a hex with a teleporter in it. The Teleporter can not be damaged.

































































































The Powerplant. The Powerplant can take up to 6 points of damage at the beginning of the battle. Place a die on top of it with the 6 facing up. Every shot at a Powerplant is an automatic hit doing 1 point of damage. If the final point of damage has been dealt, the Powerplant explodes, eliminating every unit within 3 hexes. Remove the affected units from the map and reclaim resources immediately. The Powerplant as well as any other building of the player is not available for that player's next turn. At the beginning of the player's second next turn, the Powerplant rebuilds itself and can take 6 points of damage again. The Fortress and the Teleporter are available again as well.

If a Powerplant does not get shot at for one complete round, it regenerates one point of damage.

		
Fortress	Powerplant	Teleport

Tokens

(need to be cut out)

Flags for the CTF modus	     																																																																																										
Overwatch Tokens	<table><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>	