

Half-Life

Unforeseen Consequences





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Introduction

Run. Think. Shoot. Live. You are Gordon Freeman, 27-year old scientist at the Black Mesa research facility. A failed experiment has just caused a Resonance Cascade to tear through the facility, opening a portal to the alien border world of Xen. Creatures have invaded the facility, and the military has arrived, deadest on erasing the existence of the facility, along with you in it.

Can you survive the disaster and escape the influences of the mysterious G-Man? It's all up to you

Components for Play

To play the game, you will need:

- 6-sided die
- Calculator
- (Optional) Blank Notepad
- Game Cards (Printable)



Situation Cards

Situation cards are drawn at the beginning of your turn. They will determine the scenario you will be facing for the duration of your turn.



Loot Cards

Draw these cards after you have cleared a situation. These are random loot drops you can get as a reward for clearing a room, ranging from new weapons, healing, or assistance.



G-Cards

6 of these are drawn at the beginning of each game, but throughout a game, it is more than likely you will gain more. These add modifiers to the game and change the way it is played, making it a dynamic experience, that changes every time you play the game.



Equipment Cards

Your tools of destruction. You collect these as the game goes on, and they are your weapons that you will be using to fight the numerous enemies you will encounter.

Setup

Take the equipment deck and take the Crowbar card from it. Keep this card closest to you.

Shuffle all other decks and place them face down, ideally in a circular style around you.

Draw 6 G-Cards and place them all face down just below the G-Card deck.

On your calculator, input the number 100. This is your HP for the rest of the game.

If you have one, setup your blank notepad next to you for use.

You are now ready to begin the game.

Rules

1. Start the game by drawing a Situation card. You must follow the scenario laid out on the card.
2. If you encounter Combat, go to the next page to read the "Combat" tutorial.
3. Once you have dealt with the situation, discard the Situation card.
4. Collect a Loot card for clearing the situation.
5. To end your turn, choose any of the G-cards you have face down, and flip one face up. The card will activate a permanent modifier that affects the rest of the game/next turn. These cannot be negated.
6. Repeat this cycle until all 6 G-Cards are face up.
7. If you collect an Armory card, Medkit card, or Security/Scientist card, return it back to the loot deck once you have used it, and shuffle that deck.

When you flip over the final G-Card, you must survive the next and final situation to win the game. If you die at that point, you still lose even if all the cards are flipped up.

Combat

After encountering combat, you will now enter a turn-based phase of gameplay.

The dice is required for this portion of the game.

1. Read your scenario. The types of enemies, how many there are, and how much damage they do, are all described on the card.
2. Choose your currently equipped item. You can only change items before combat starts. Your equipment card details combat stats.
3. Each equipment card has different stats and details for how it works in combat scenarios.
4. Some equipment cards have "Charges". These abilities can be used at any time during combat, and they count as a turn. They will deal instant damage regardless of dice rolls and consume a charge. When the charge rolls out, the ability is unusable, and if your card relies exclusively on charges, you must discard it and return it to the pile.
5. Enemy health is imagined as quarters. Imagine them as four quarters of a health bar. If you roll a $\frac{1}{2}$ damage, then the enemy loses half health, putting them at $\frac{2}{4}$. If you roll another $\frac{1}{4}$ damage, then it lowers them to $\frac{1}{4}$. Etc.
6. Each dice roll counts as a "turn" in combat. Enemies that survive each turn deal damage to you.
7. You can use a notepad to easily keep track of enemy's health.



Like this example, simply draw 4 lines on the notepad to represent enemy health bars. Draw as many as you need for however many enemies are in the room.

When you roll the dice and deal your damage to the enemy, cross out however many bars of damage you did. For example, if you rolled $\frac{1}{2}$ damage:



Once you are prepared for combat, read on for the following guide:

1. Initiate combat by rolling the dice. Deal the damage you read on your equipment card. If the enemy survives, then subtract the amount required from your HP.
2. Repeat this step until all enemies in a scenario are dead.

Gameplay Example

This is an example of gameplay using certain cards to introduce you to how a standard turn moves.

1. You draw a situation card. According to the card, you will be fighting two head crabs.
2. It is now time to move into combat phase. This is assuming you have already read the combat tutorial.
3. We will be assuming you have the Crowbar card equipped. Start by rolling the dice.
4. You roll a 4. This means you deal $\frac{1}{4}$ damage to one enemy. Since both enemies have survived, we will be taking 2HP damage from our HP.
5. Keep rolling until both monsters are dead.
6. Discard the scenario card.
7. Draw a Loot card. Your Loot card is an Armory card. This means you will shuffle the equipment deck and draw a random card. Add that to your equipment collection stack.
8. Finish your turn by revealing one of the face down G-Card.

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Everything you need to know about the world of Half-Life before diving into Unforeseen Consequences.



Headcrab

A basic enemy. They come from the alien world of Xen, attempt to copulate with your face, turning you into a zombie. Highly recommended that you avoid this enemy.

Zombie

What happens when a headcrab finds you? Zombies. These enemies move slowly but pack a punch.



Vortigaunts

A peaceful alien race from the world of Xen. They have been enslaved by the Nihilanth and been made hostile.

H.E.C.U. Soldier

Government soldiers that have been dispatched to destroy the Black Mesa Research facility after the accident has occurred. They're here to kill you and erase all trace of Black Mesa's existence.





BLACK MESA

RESEARCH FACILITY

Black Mesa Research Facility

The Black Mesa Research Facility is in the New Mexico desert. The facility is funded and managed by the United States government.

Gordon Freeman

Gordon Freeman is a 27-year-old physicist MIT graduate. After a failed experiment at Black Mesa, Gordon Freeman must fight an alien race.



Black Mesa Security

Weak, but determined. Black Mesa Security are dedicated to their job, and despite the incident and the military trying to kill them, will do what they can to help you. They can provide some invaluable assistance to you.

Scientists

Generally terrified. These are your co-workers. They are weaker and more prone to quick deaths but may hold some valuable assistance tools that can help you on your quest.

