



The Board Game

Designer: Nicole Maiorano

Instructor: Bill Morrison

President: Claude Comair

© Valve Corporation, all rights reserved. Team Fortress, the Team Fortress logo are trademarks and/or registered trademarks of Valve Corporation.

All other content © 2011 DigiPen (USA) Corporation, all rights reserved

Contents

- 2 game boards
- 1 rule set
- 24 player pieces
 - 12 red
 - 12 blue
- 2 flag tokens
- 2 paper-clips
- 3 double-sided control point tokens
- 8 quick reference cards
 - 4 red
 - 4 blue

Set-Up

Decide which game type you wish to play. Unfold the game board marked with the desired game type and place it on a flat surface.

Players decide which team they will be (Red or Blue) by any means. Once each player has chosen a team, each may choose his/her units. Each player may have up to 6 units on the playing field during a game. If a player chooses to use less than 6 units at the beginning of the game, he/she cannot add more units later in the game. Players place their chosen units anywhere within the designated spawn areas (if there are multiple spawn areas per team, any area is valid), depicted below in figure 1. Blue places units in blue spawn areas, and Red places units in red spawn areas.

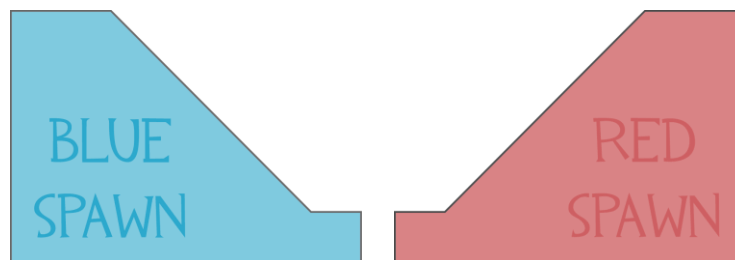


Figure 1
Team Spawn Areas

Each game mode may require additional set-up. See the rules for the respective game modes below.

Units

There are 4 different units in Team Fortress 2 – The Board Game. They are: Heavy, Medic, Soldier, and Scout. Each is represented by a unique icon as depicted in figure 2.

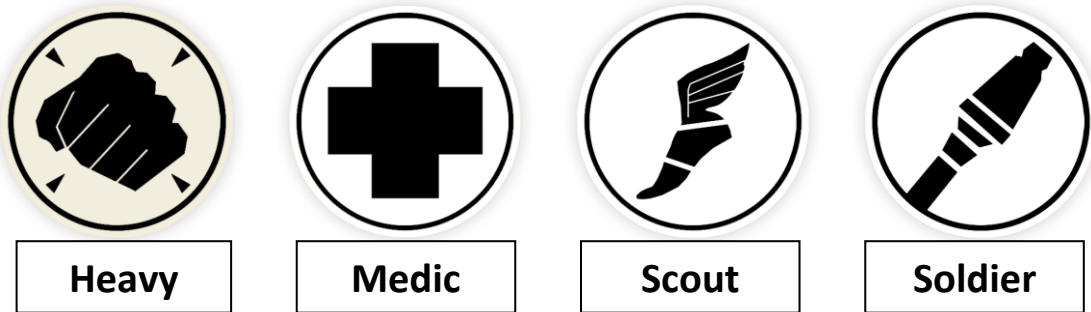






Figure 2
Unit Icons

The table below lists out each unit's statistics.

	 (Heavy)	 (Medic)	 (Scout)	 (Soldier)
Health	12	5	5	8
Attack	3	2 (Heal)	4	4
Range	6	3	4	3
Movement	3	5	7	4

Unit Traits

Each unit has unique traits that differentiate it from the other units.

Unit	Traits
Heavy	Is considered an obstacle (except when considering a rocket's explosion) -2 damage if target is 4 or more squares away
Medic	Heals units for the amount listed as damage up to 2 greater than unit's initial health Can only heal other units
Soldier	Can "rocket jump" over one obstacle per turn as part of its movement -2 damage in blast radius of rocket's explosion
Scout	Cannot be hit within 2 spaces (counting orthogonally) -3 damage if target is 2 or more squares away

Basic Play Rules

When it becomes time to play, there are several rules that apply to both game types.

Movement

Units are only able to move onto a square that is orthogonally adjacent to its current square. This means there can be no diagonal movements made by units. Units may move through other units of the same color, but may not share a space with any other unit at the end of its movement.

No unit can move through an obstacle (aside from the Soldier's "Rocket Jump" ability), and no unit is able to attack through an obstacle. Obstacles are shown in figure 3 below.

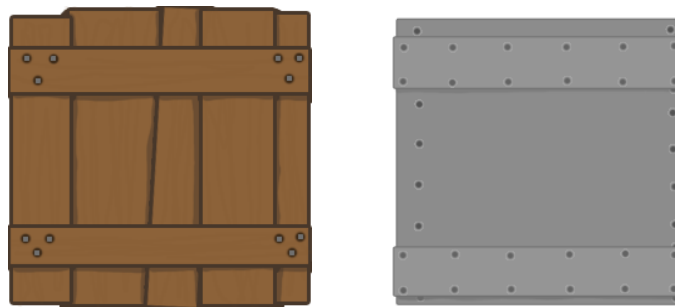


Figure 3

Obstacles

On each map, there are areas filled with solid black. These areas are non-traversable, even with the use of the Soldier's "Rocket Jump," and no unit is able to attack another through the black area.

Health

As each unit has a statistic that represents its health, it is highly recommended that each player keep a piece of scrap paper handy to keep track of the health level of his/her own units.

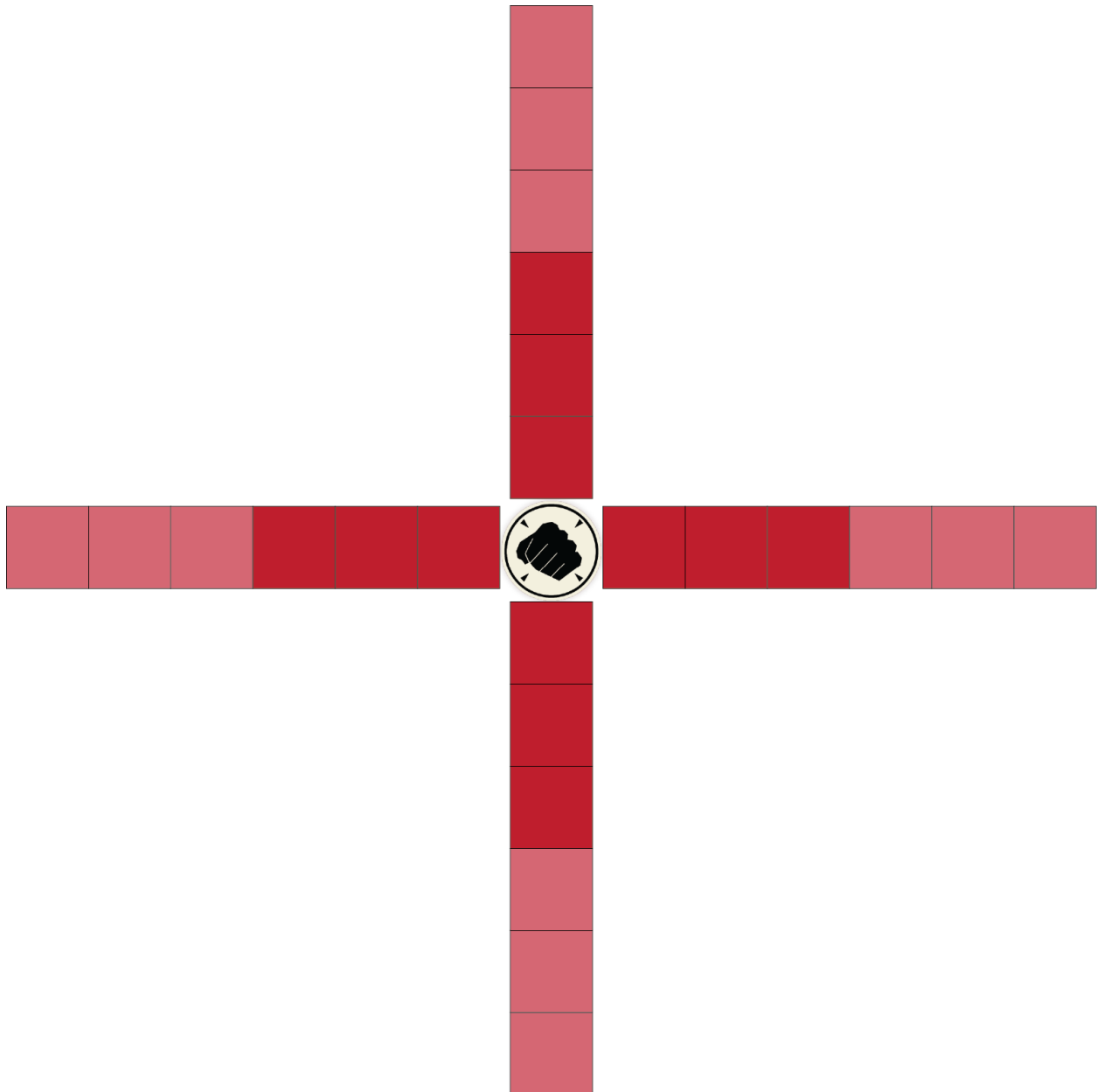
Turns

A turn is defined as a period of time during which a single player is moving his/her units or performing any other actions. For example, if the Red player has just finished moving all of his units, a turn has just finished. Once the Blue player has moved all of her units as well, two turns have passed, and so on.

Attack Diagrams

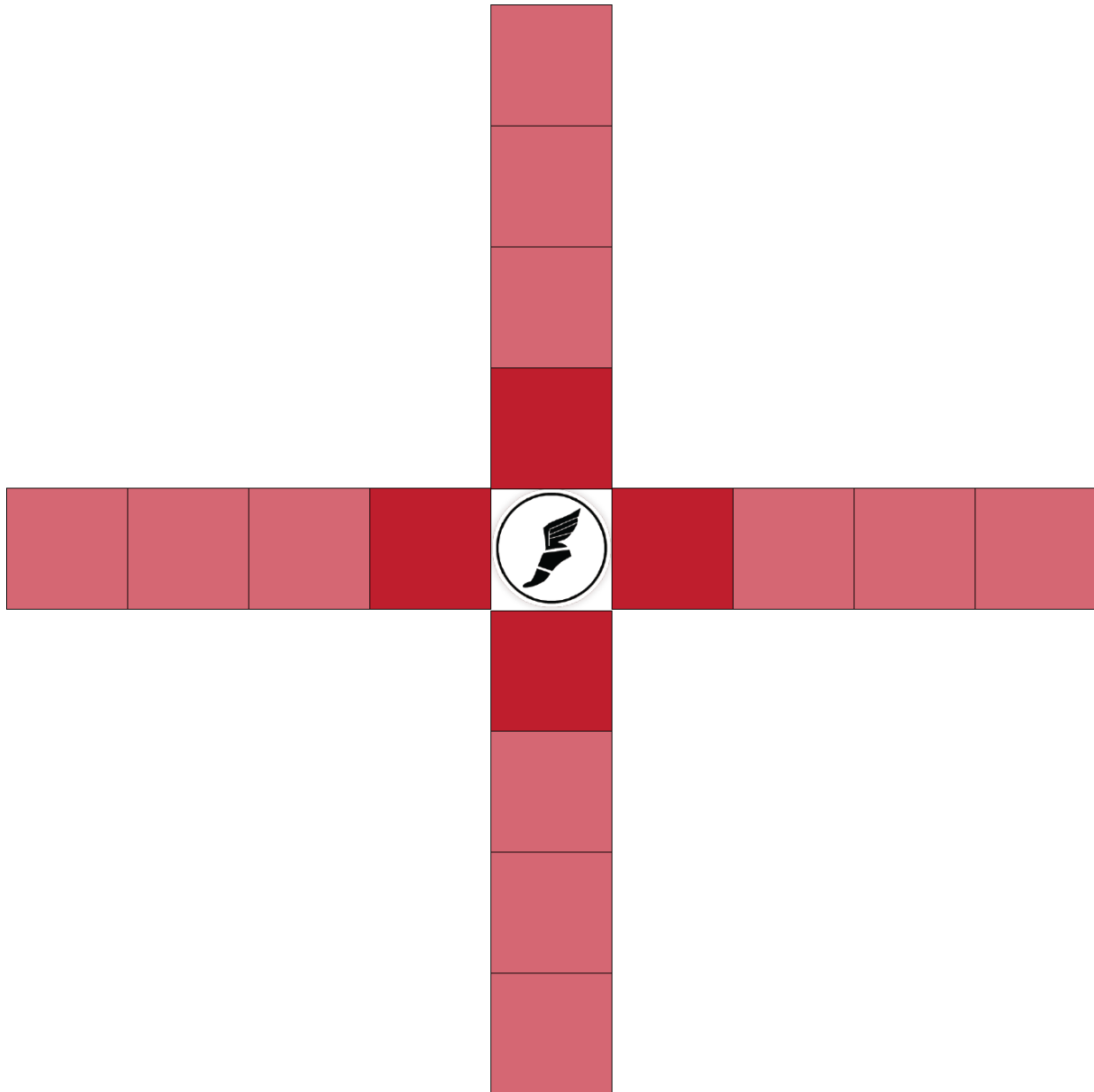
Each unit is depicted at the middle of each diagram with the number of spaces it can legally attack. Light red represents reduced damage (see traits table above) while dark red represents full damage.

Heavy



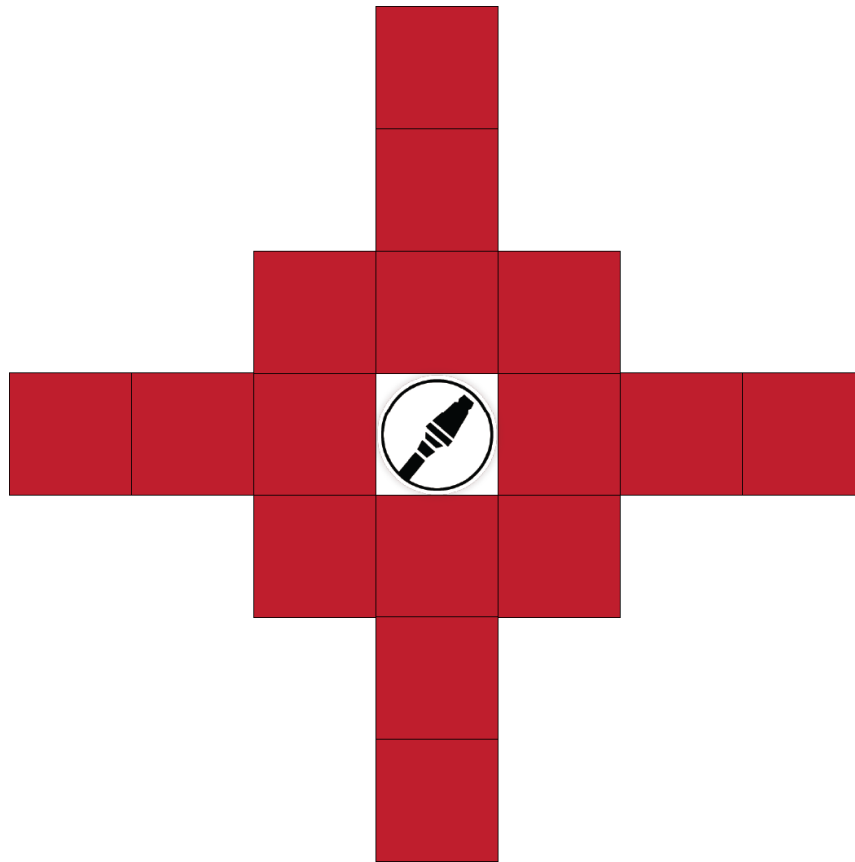
The Heavy has an attack range of 6 squares in any orthogonal direction.

Scout



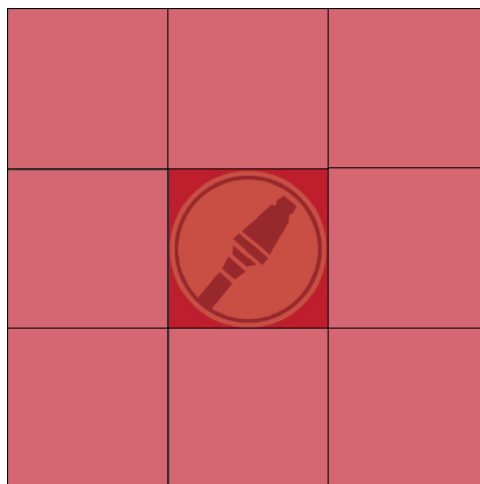
The Scout has an attack range of 4 squares in any orthogonal direction.

Soldier



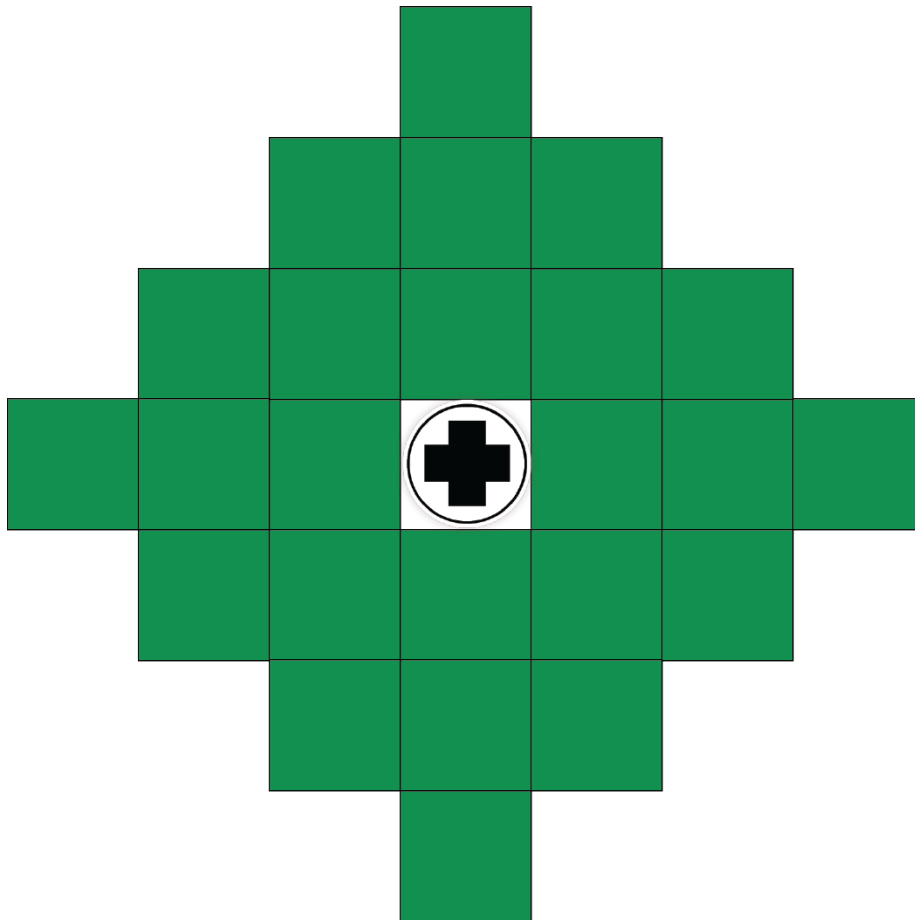
The Soldier is able to launch a rocket up to 3 squares away in any orthogonal direction or in any square directly around him. See the diagram of the rocket's explosion below.

Soldier's Explosion



The Soldier's rocket explodes in a square radius around where it was launched. If an obstacle is within the explosion, that damage is ignored.

Healing
Medic



The Medic can heal any unit within 3 squares (counting orthogonally) of itself.

Control Points

Objective

Players compete to capture all of the control points on the map.

Set-Up

Place the three control point tokens (see figure 4) along the edge of the game board, any side up.

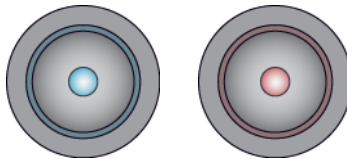


Figure 4

Double-sided Control Point Token

Play

Red will move first. Players may move any up to 4 units during his/her turn. If an enemy unit is within range at the end of a unit's movement, it may attack. If an enemy is within range of a unit in the middle of its movement, the moving unit may attack and resume movement.

Capturing a Point

All points on the map begin as Neutral points (see figure 5), owned by neither team. Once a team has had a unit standing on a Control Point for 3 consecutive turns (see above), that point has been captured for that unit's respective team and a Control Point token should be placed on the Control Point with the color of the team that captured the point face up.

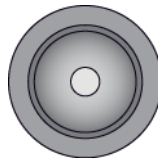


Figure 5

Neutral Control Point

Attacking

See *Attack Diagrams* above.

Dying

When a unit is killed, it is removed from the game board. The player must then wait two turns (not counting the turn during which the unit died) before he/she is able to respawn that unit. The unit may be respawned as any other available unit. There can be no more than 3 of any unit type per side on the playing field at any given time. Players may place a spawning unit in either one of his/her designated spawn areas.

Special Movement

On the map for this game type, there is a new type of terrain: stairs, depicted in figure 6 below. If a unit moves over a tile containing stairs, it must subtract one square from its movement. Soldiers are allowed to use their “Rocket Jumps” to jump over a single tile of stairs per turn instead of taking the movement penalty.



Figure 6

Stairs – stairs are shown by dividing full squares (each still counts as one movement)

Winning

A player has won once he/she succeeds in holding all three Control Points at the same time. If no one has done this by the end of the 25th turn (it is suggested to have one player keep track of what turn it is on scratch paper), then whoever is holding the most Control Points wins.

Capture the Flag

Objective

Players compete to capture the opposite team's flag (see figure 7) and return it to their own bases (spawn areas).



Figure 7
Team "Flags"

Set-Up

Place the team flags on their designated locations, shown on the map by a semi-transparent image of the flags and depicted in figure 8.



Figure 8
Designated Flag Locations

Play

Blue will move first. Players may move up to 4 units during his/her turn. If an enemy unit is within range at the end of a unit's movement, it may attack. If an enemy is within range of a unit in the middle of its movement, the moving unit may attack and resume movement.

Capturing a Flag

A flag is considered captured once a unit from the opposite team has landed on it. The flag must be landed on to be captured, not moved over. The flag cannot be picked up by a unit of the same color as it at any time. In order to show which unit has captured the flag, place one of the provided paper-clips around the neck of the pawn. Feel free to use your own paper-clips or method for remembering which unit has the flag at any given moment.

Once the flag has been captured, the unit carrying the flag cannot drop the flag unless killed. If a unit is killed while carrying the flag, it drops onto the space where that unit was.

Attacking

See *Attack Diagrams* above.

Dying

When a unit is killed, it is removed from the game board. The player must then wait one turn before he/she is able to respawn that unit. The unit may be respawned as any other available unit. There can be no more than 3 of any unit type per side on the playing field at any given time.

Winning

A player has won once he/she succeeds in bringing the opposite team's flag back to his/her spawn area. If desired, play may continue until one player has won two out of three matches.

Unit Statistics Quick Reference Guide

Heavy



Blue and Red Team Icons

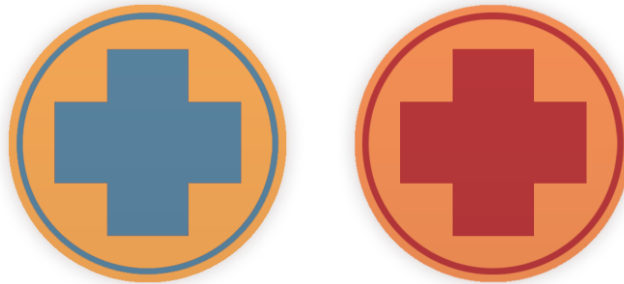
Health – 12

Movement – 3 squares

Attack – 3

Range – 6 squares in any orthogonal direction

Medic



Blue and Red Team Icons

Health – 5

Movement – 5 squares

Heal – 2

Range – 3 squares counting orthogonally

Scout



Blue and Red Team Icons

Health – 5

Movement – 7 squares

Attack – 4

Range – 4 squares in any orthogonal direction

Soldier



Blue and Red Team Icons

Health – 8

Movement – 4 squares

Attack – 4

Range – 3 squares in any orthogonal direction and 1 directly
around unit in any direction

This image shows a full page of white paper with horizontal black lines, resembling notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.