

TEAM FORTRESS 2

THE BOARDGAME



EDITION

**“THEY’RE GOING TO HAVE TO BURY
WHAT’S LEFT OF YOU IN A SOUP CAN!”**

- AN AUTHORITY ON THE MATTER

ALEXANDRA LUCAS

GAT211-B

11/13/13

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HEY!



Oh sorry, did I startle you?

Good.

You're about to play Team Fortress 2: King of the Hill Edition, so you're gonna wanna get used to that.

Never played a boardgame where you manage three teammates at once before?

Just follow the rules, attack when you can, and get ready to die.

A lot.

Oh yeah. And I'm the Scout. I run. Running is my thing.

WHAT EVEN IS THIS?!



Glad you asked.

Team Fortress 2: King of the Hill Edition is a 2-person boardgame in which two teams - the RED team and the BLU team - compete to capture a control point at the board's center. The first team that maintains control for a total of eight turns wins.

Why we need the control point isn't important.

All you need to know is that we need it.

For science.

So win.

WHAT'S INSIDE

Things. For playing.



- 1 game board
- 1 rulebook (you're looking at him)
- 5 RED team character reference sheets
- 5 BLU team character reference sheets
- 3 RED team health tokens
- 3 BLU team health tokens
- 1 BLU team finger laser
- 1 RED team finger laser
- 8 RED team thumbs-up winning tokens
- 8 BLU team thumbs-up winning tokens
- 5 RED team character tokens
- 5 BLU team character tokens
- BLU team's set of clear dice: 1 four-sided and 1 eight-sided
- RED team's set of pink dice: 1 four-sided and 1 eight-sided

Basically each team has its own set of the same cool stuff (catch that bit about lasers? It's just tucked in there, like it's no big deal).

LET'S SET THIS THING UP

Choose a team. I'm pretty partial to RED, but from what I hear, BLU ain't bad, either. The board is laid out in the same way for each team, but roll an eight-sided die for it if you two can't decide peacefully.

Place the board between yourselves. Make sure each of you has your team's corresponding equipment, (I told you about it literally a page ago). Also make sure that you're sitting on the side of the board with your team's spawn point right in front of you.

Roll one of those eight-sided die to see who goes first. The highest roll goes first. Keep rolling if you tie.

You may have noticed that you have five character cards and five character tokens in front of you. Yeah...you only get to play three. So choose three and set the other two characters' equipment and tokens aside.

Finally, place a health token on each of your character's highest health circles. You're tracking their health now. Ignore the circle with a +1 in it for now.

Example: the Scout's highest health circle is 4, so go ahead and place my health token there now (obviously you chose to play me; with me on your team, you're gonna win).

HOW TO PLAY

Ok, for serious, this is super easy.

You want to hold the control point in the middle of the board map for a total of eight turns. The first person to do this wins.

Players alternate turns as the game progresses, and during your turn, here's what you can do, in any order:

- Move each character up to their maximum speed
- Attack any of your opponent's characters with either your melee or your primary weapon

You can move or attack with all, some, or none of your characters during each turn.

MOVEMENT

Every character can only move orthogonally (that's uppy-downny, lefty-righty) on the basic grid-based board map. No character can share a space with another character, even if you're on the same team. Friendly characters can move through each other's spaces, but not those of their opponents. You cannot attack partway through your movement. Instead you must truncate your movement and attack or wait to attack on your next turn.

Only snipers and scouts can stand on top of raised areas, marked in green on the board map. The other classes cannot

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occupy those spaces. Snipers can shoot two spaces further while on these roofs, but they move slowly and are susceptible to attacks from the scouts.

The black squares on the map are walls. Players cannot pass through them or shoot through them.

ATTACK

Each character has a primary weapon and a melee weapon. You can check out my sweet gear in a few pages, but the basic explanation is that each melee weapon deals damage whenever a character is directly orthogonally adjacent to an opponent's character, while each primary weapon has different effects and accuracy ratings. All of the information about each character's weapons is listed on each character's reference card.

HEALTH & RESPAWNING

As you might have noticed, the characters in Team Fortress 2: King of the Hill Edition don't have much health. Sorry about that. The good news is that we return to the game at those spawning points I mentioned at the start of the next turn every time. Spawning is unlimited.

To decrease the respawning rate, recruit the Medic. I repeat: recruit the Medic! The Medic can heal you (see below), sometimes to the point that healing no longer has any effect.

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A character's health increases based on the amount of healing that that character receives from their Medic (if in play). A character's health is also completely restored whenever that character respawns. Whenever a character's health increases, move that character's health token up to its new health circle. A character with three health that is healed by the Medic receives another health and moves their health token up to the health circle marked four. Each player has a different maximum health circle, and each player can be healed up to 1 circle above their maximum, at which point the character's health token moves to the +1 circle.

A character's health decreases whenever that character takes damage from another character. The amount of damage that a character deals is outlined on that character's reference card. Whenever a character's health decreases, move the health token to correspond to the character's new health rating. A character with three health that takes one damage from another character must move their health token from 3 to 2 due to that damage.

CONTROL POINT

The control point is considered controlled whenever a player places a character on the control point's center square. If that character survives for one round, that player turns on their particular laser and adds one thumbs-up token to their designated portion of the board.

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The player in control earns one thumbs-up token for every turn that concludes with that player being in control of the control point. These thumbs-up tokens stack and are not removed if a player loses control before earning eight thumbs-up tokens. In other words, the thumbs-up tokens do not have to be earned in a row, just in total.

MEET THE TEAM SCOUT



Who did you expect?

Token in the game: Baseball bat and baseball cap



Movement: 5 spaces per turn -or- 3 spaces when moving to or off of a raised green space

Attack:

- Primary: Scattergun
 - To determine accuracy: roll 1 eight-sided die

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- 1 or 8 = 100%; 3-6 = 50%; 2 or 7 = 0%
- 100% damage = 2 damage
- Hits one square only
- 2 space range
- 1 turn cooldown
- Melee: Bat
 - Accuracy = 100%
 - 3 damage
 - Opponent must be directly adjacent, orthogonally
 - No cooldown

Health: 4 points

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PYRO



One very, very scary dude.

Token in the game: Rainbow hedgehog surrounded by FIRE



Movement: 3 spaces per turn

Attack:

- Primary: Flame Thrower
 - Affects 8 squares directly surrounding hit square

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- Anyone hit in this area permanently loses 1 health until they respawn and loses 1 additional health per turn that they stay in that hit area (lasts for 3 turns)
- 3 space range
- Melee: Fire Axe
 - 100% accurate
 - 1 damage if directly adjacent, orthogonally

Health: 5 points

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MEDIC



He's a medical professional.

I told you - we're doing this for science.

Token in the game: RED or BLU cross



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Movement: 2 spaces per turn -or- the movement speed of the character that the Medic is healing

Attack:

- Primary: Medi Gun (heal only)
 - 100% accurate
 - +1 health to self and target when heal a team member
 - No cooldown
 - 2 space range
- Melee: Bonesaw
 - 100% accurate
 - 2 damage if directly adjacent
 - 1 turn cooldown

Health: 6 points

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SOLDIER



No nonsense. No mercy.
Token in game: Toy soldier



Movement: 3 spaces per turn

Attack:

- Primary: Rocket Launcher
 - Accuracy: roll 1 four-sided die
 - 1 = 1/3; 2-3 = 2/3; 4 = 100%
 - 100% = 3 damage per square

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- Hits four squares around center square (orthogonally)
- 3 space range
- 1 turn cooldown
- Melee: Shovel
 - 100% accurate, directly adjacent
 - 2 damage

Health: 5 points

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SNIPER



G'day.

Token in game: Kangaroo carrying a sniper rifle



Movement: 3 spaces per turn (1 space if moving to or from the raised green area)

Attack:

- Primary: Sniper Rifle

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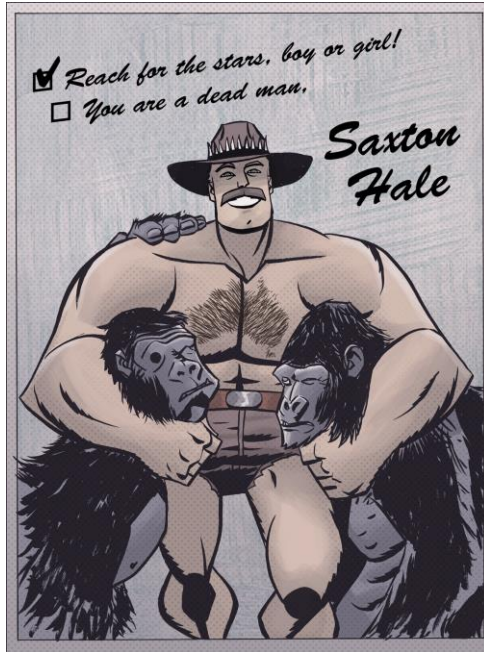
- 4 spaces orthogonally; increases to 6 spaces if on roof
- Accuracy - roll one four-sided die
 - 1-2 = 0%; 3 = 50%; 4 = 100%
 - 100% damage = 6 damage
- Melee: Kukri
 - 100% accuracy, must be directly adjacent

Health: 4 points

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