

TEAM FORTRESS 2[®]

THE BOARD GAME

*"The most fun you can have online, now on your living room table!"
(and, of course, offline...)*

PLAYERS : 2

COMPONENTS :

- 10 Blu team's stands (one of each character class + sentry)
- 10 Red team's stands (one of each character class + sentry)
- 6 Sticky Bomb tokens (3 of each color)
- 2 Different maps (Capture the Flag and Control Points)
- 2 Intel tokens (one of each color)
- 2 Control Point Spinners
- 18 Character reference cards (two for each class)
- 2 Character Special Action Reference Sheet
- 30 Respawn/ Uber counters
- 4 Six-sided dice (two of each color)
- 2 Ten-sided dice (one of each color)
- 1 Rules sheet

YOUR MISSION : Defeat the opposing team in a deadly match!

CHOOSE A MODE :

Before starting the game both players must agree on a game mode. The goals and map change accordingly to the mode chosen. The modes are: **Capture the Flag** or **Control Points**; once a mode is chosen, pick the map correspondent to it and proceed to set up.

CAPTURE THE FLAG :

During the Set Up, if the chosen mode is Capture the Flag, each player must place his/her Intel token on the designated spot on the map. To win at this mode, a player must use one of its characters to capture the opposing team's Intel (which can be accomplished by occupying the space the Intel is located) and bring it to the Intel Spawn Point of that character's team.

If a character dies while holding a flag, the Intel token is placed upon the space the character died and 2 Respawn tokens are placed on it. At the end of each rotation remove a Respawn token from the Intel, when the last one is removed, place the Intel back in its Intel Spawn Point.

CONTROL POINTS :

To win at this mode, a team must capture all control points on the map. In order to control a point, a player must have one or more characters standing on it at the end of a rotation. If that happens, the control point spinner ticks once in the direction of that team for each character standing on it (a Scout counts as 2 units when capturing a point). Once the spinner has reached the number 3 on a team's direction, it is considered captured by that team.

A team may only capture a point it is the next point in that team's capturing progression. Red team has to capture, in sequence, points numbered from 3 to 1 while Blu team captures from 1 to 3. The Red team, for instance, may not attempt to capture control point number 1 if it only controls number 3. In order to capture number 1 the Red team would have to capture control point number 2 first.

SETUP :

The game begins with players randomly deciding who goes first and picking different teams. Then, each player, in turns starting with whoever goes first, places one of his/her characters on one of the spawn spaces of his/her team's color. After both players have placed 5 characters, the game begins.

PROGRESSION :

The game is divided into rotations that are constituted by 5 turns taken, in succession, by each player. During a player's turn, that player may use one of his/her units that hasn't been used during this rotation.

STEP ONE - PERFORMANCE ROLL

At the beginning of your turn, you may choose a unit to use during it. Then, make a Performance Roll (2 d 6), this will determine what actions you can take with the chosen character for this turn. (For further information check the character reference cards)

STEP TWO - MOVEMENT

You may move your character up to a number of spaces equal to its SPEED stat. You may also perform movement after or between attacks and special actions.

STEP THREE - ATTACK

You can perform up to one attack or special action with your active character during your turn. To perform an attack, choose one of the attacks your character can perform according to its Character Sheet and the Performance Roll. In order for an attack to be valid, make sure that the target is within range (orthogonally) and that there are no obstructions in between both units.

Once an attack is performed, the attacking player must perform a Success Roll (1 d 10). The result must be equal to or lower than the POWER of the attack used minus the DEFENSE stat of the target. If the roll is successful, the

attack hits and the target is considered dead, otherwise the attack misses and nothing happens.

STEP FOUR - END OF TURN

Once you are done taking all desired actions, the turn is over and your opponent gets to take his/her turn repeating all the steps again.

RESPAWNING :

When one of your character dies, remove it from the board and place 3 Respawn timer tokens on its character card. At the end of a rotation, once you have moved every character on the board, remove a Respawn timer token from all character cards. When you remove the last token from a character card, you may place that character or a different character class on a empty space on your Respawn Area.

CREDITS:

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