Team Fortress 2
Taking Turns
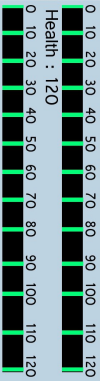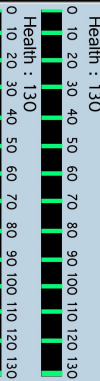
<u>Game Contains:</u>
42 Standable Units
20 Unit stands
2 sets of 8 reference cards
6 Dice
2 Game Boards
1 Rules Booklet
Players: 2
Ages: E

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UNIT GRAPH

Row 1

Left card

Movement : Up to 3

Minigun : 5d6 accuracy, 20 damage per hit.
Range : Up to 4 Melee Damage : 20

Health : 200

Special : Run & Gun.

Right card

Movement : Up to 4

Flamethrower : 50 damage.
Range : Attack Pattern. Melee Damage : 20

Health : 120

Special : Run & Gun. Burning. Friendly Fire.

Attack Pattern :

Row 2

Left card

Movement : Up to 4

Shotgun : 3d6 accuracy, 20 damage per hit.
Range : Up to 4 Melee Damage : 20

Health : 100

Special : May build one of each: turret, teleporter entrance and teleporter exit.

Right card

Movement : Up to 3

Rocket Launcher : 1d6 accuracy, 70 damage.
Range : 6 (orthogonal attack only)
Melee Damage : 20

Health : 130

Special : Area of Affect. Friendly Fire. Ground Attack.

Row 3

Left card

Movement : Up to 5

Shotgun : 3d6 accuracy, 20 damage per hit.
Range : Up to 4 Melee Damage : 10

Health : 80

Special : Counts as two units when capturing a control point.

Right card

Movement : Up to 4

Sniper Rifle : 1d6 accuracy.
Damage : Aimed Shot -> Roll 1d10
Results: 1-3 : 20; 4-8 : 40; 9-10 : 120
Range : Up to 7 Melee Damage : 20

Health : 80

Special : Aimed Shot.

Row 4

Left card

Turret : 4d6 accuracy, 10 damage per hit.
Range : Up to 3

Health : 60

Special : Attacks Closest Enemy.

Teleporter : Health : 50

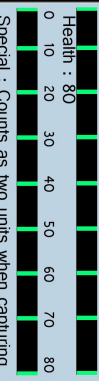Special : When a friendly unit steps on the entrance, they are moved immediately to the exit. May only be used once a turn. If one section of the building is destroyed, so is the other section. Buildings are destroyed when the creating engineer dies.

Right card

Movement : Up to 4

Medi-Gun : Heal a unit for 20 health a turn.
40 health a round.
Range : Up to 4   Melee Damage : 20
UberCharge Range : Up to 6

Health : 100

Special : Healer. UberCharge.

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Units
There are 7 different units that a player may choose from. Each of these units have Health, Movement, Primary Weapons (PW), Melee Attacks (M) and Special Abilities (SA).

Health:
Health is how much damage a unit may take before being removed from the board and having to respawn.

Movement:
Movement is how many spaces a unit may move. All movement is handled in orthogonal movements. Units may walk through friendly units but not enemy units. Units may not end their movement on the same space as any other unit. Turning to face a certain direction does not cost any movement.
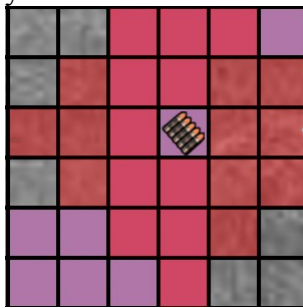
This unit may move up to 3 spaces. Indicated in red (not all usable spaces are shown)

Moving between different heights:
There are different height levels on the map. To go to an upper level a unit needs to walk up the stair tiles to the tiles on the upper level.
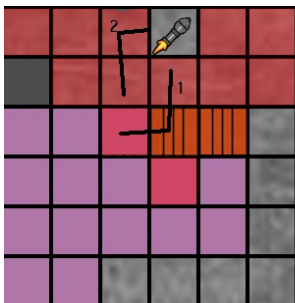
How a unit moves up an elevation. Path 1 can take a unit to the next floor, path 2 cannot. Movement is in red.

WEAPONS:
Units spawn into battle with two weapons: a primary and a melee.

Primary Weapon:
The non-melee weapon that characters carry.

Melee Weapon:
Melee weapons are weapons that can only attack units adjacent to the attacking unit. These require the unit to be close but automatically hit.

Special Abilities:
Special Abilities are abilities that units may use when they are taking action. Some of these actions will require the player to announce them while some happen implicitly. These special abilities include: Run & Gun, Aimed Shot, Healing, Ubercharge, Burning and Building.

Run & Gun:
Run & Gun allows a unit to fire while moving. This makes the unit move one space less than usual but allows that unit to get multiple attacks in one turn. When a unit enters Run & Gun they may only fire in a single direction, attack for the duration of their turn and do not have to move any farther if they do not want (they may simply attack for the rest of their movement points).

Run and Gun damage, on left heavy can move two spaces (1 less move due to run and gun) but is able to attack both scouts. On right heavy stands still but uses his two movement as attacks against the opposing heavy. Green is line of sight, and yellow is an attackable enemy.
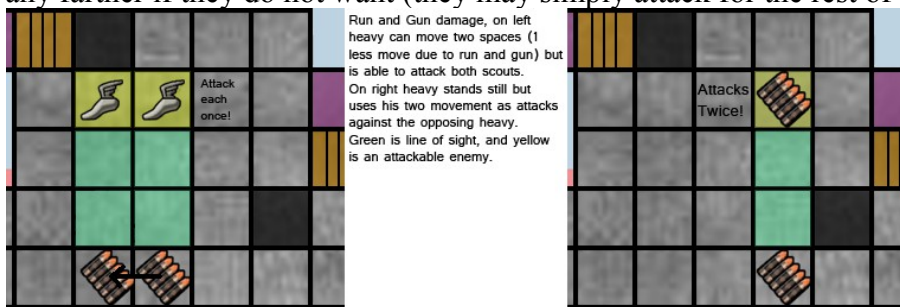
Aimed Shot:
Aimed shots happen naturally with certain weapons. When units attack with these weapons, if they hit their target, the player rolls a ten sided die (d10) and the result modifies the damage that the unit does.

Healing:
Healing is an ability that some weapons do when used on a friendly unit. When a unit is being healed they regain X life at the beginning of each round up to their maximum health. When one unit is healing another, these units move at the same time (they still move at different rates) and the unit being healed is continually being healed as long as they are still in the range of the healing unit.

Ubercharge:
A unit gains ubercharge through healing other units. For each X health they heal other units for they gain X on their ubercharge meter, up to the meter maximum. Medic Health meter doubles as ubercharge meter, and a token may be used to track not just health but also ubercharge amount. Increases in ubercharge do not cause increases in Medic health. If the meter is at maximum the unit may ubercharge another unit in range. The units move in tandem, as with healing, but both units are now ubercharged and receive an extra two spaces for movement and take half damage. This effect persists for three rounds or until the units move out of the ubercharge range.
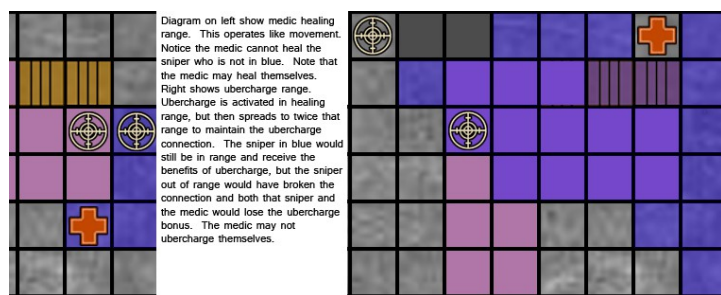

Diagram on left show medic healing range. This operates like movement. Notice the medic cannot heal the sniper who is not in blue. Note that the medic may heal themselves. Right shows ubercharge range. Ubercharge is activated in healing range, but then spreads to twice that range to maintain the ubercharge connection. The sniper in blue would still be in range and receive the benefits of ubercharge, but the sniper out of range would have broken the connection and both that sniper and the medic would lose the ubercharge bonus. The medic may not ubercharge themselves.

Burning:
When a unit is hit by a weapon with burning they are affected by a damage over time(DoT) effect. Each round (for 3 rounds) a burning unit takes X damage. This is applied at the beginning of each round for all burning units. If a burning unit is burned again, then their burning counter just goes back up to 3 rounds and the countdown starts again. They do not take additional

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burning damage for being burned another time (a unit burned twice does not take 2X damage, they still just take X).

Building:
Engineer units have the special ability to build two different types of structures. One is a turret and the other is a teleporter (both covered under special units below). Once an Engineer starts to build they cannot defend themselves and will be automatically hit by any attack within regular range. The Engineer must spend two rounds building. This means once the round counter has moved twice, the Engineer is free to move and may move the same turn he finishes building. An engineer may only build one of each of these structures. When one is destroyed the Engineer may build another one. If the engineer loses all health his buildings stay up, but if he respawns as a unit other than an engineer then his buildings are immediately removed from the board.

Special Units
Special units in the game include Turrets, Teleporters and Flags.

Turret:
A turret is a stationary unit that is created by the engineer (created in an adjacent spot on the same level). The turret attacks according to line of sight (covered in combat) and attacks whatever enemy is closest to the turret (in case of a tie the controlling player chooses).

Teleporter:
Teleporters consists of two parts an entrance and an exit. When a unit enters the teleporter entrance they are immediately moved to the teleporter exit location and may continue their turn as normal. Only one unit may go through a teleporter each round.

Flag:
The flag is a special unit that may be picked up by other units. Units may carry the flag but while doing so are not able to attack other units. The unit carrying the flag moves at a rate of one square less than usual and are easier to hit (+1 modifier to anyone attacking this unit). If the flag is dropped (the person carrying it is killed) and is not picked back up by the next round, then the flag resets to its starting position.

Game Modes
Two different game modes are featured in Team Fortress 2 : Taking Turns, **Capture the Flag (CTF)** and **Control Points (CP)**. Each game mode has a few things in common which are listed below and then mode specific rules which are listed in their own sections.

Starting the Game:
Players choose which side they want to play as, red or green. Red player starts their turns first and Green player goes second.

Team Size:
Each team has a maximum size of 6 units.

Turn Progression:
Play continues in turn order. The turn starts, Red moves, Green moves and then the turn ends. Turns are tracked by the "Turn Meter" on the board.

Maximum Number of Types on a Team: A player may have a maximum of two units of the same type on their team. This means Red may have two Pyros, and Green may have 2 Pyros, during the same game at the same time. However, Red or Green may never have 3 Pyros. This extends to all unit types.

Player Spawning Areas: Are area's where a player may place their units on the board. Units may be placed anywhere in this area, as long as the placement is legal.

Respawning: After a unit loses all of its health it is removed from the board and waits to be respawned. A unit is respawned after a certain number of rounds (based on the Respawn Timer). When a unit is respawned it is placed in it's players Spawn Area and may move the turn it comes into play. A unit does not have to respawn as the same unit type that it was before. For example, if a scout loses all his health and is going to respawn he does not have to respawn as a scout. He could respawn as any other unit, as long as this does not break the maximum number of types that may be on a team.

Special Components There are special tiles that are on the board and that go along with the game. These components include: "Respawn Timer", " Round Tracker", "Capture Meter" and "Reference Cards".

Respawn Timer: When a unit dies it will respawn, as long as there is a legal place for it, at it's players spawn point after a certain number of rounds. If there is not room for it to respawn, it will respawn at the beginning of the first Round that it would be legal to place. The number of rounds it takes for a unit to respawn is tracked by the respawn timer that is marked on the board. This starts at one and increases by one whenever the Round Tracker is reset. A unit may move and take actions the turn it is respawned. When the Respawn Timer is at it's maximum value it is no longer incremented.

Round Tracker: The Round Tracker keeps track of how many rounds of play have passed. A turn consists of each player taking there moves. So, Red does their turn then Green does their turn and that is considered one round. The round tracker begins at one and is moved up by one at the beginning of each new round. When the round tracker is at its highest number instead of being moved up by one it is instead reset to one.

Capture Meter: This tracks how long it takes before a player captures a control point. The meter starts at the lowest value and once the meter reaches the highest value the player captures that point.

Round Counter
① ② ③ ④ ⑤ ⑥ ⑦
Respawn Timer
① ② ③ ④ ⑤
Capture Time
① ② ③ ④

Reference Cards:
This is found in the game box and is not part of the game board. There are two sets of reference cards, one for each player. These cards may be used to remember what units you control, how much health they have, if they have any effects on them and whatever else the player chooses to do to use these cards as a reminder of in game statistics.


Combat
Combat is resolved during each turn. Units may attack before, after or during their movement. Units may only attack once (unless they are using Run & Gun) each turn. Units also attack with different "Attack Patterns" depending on what weapon they are using.

To Hit:
To hit someone that unit must be in range (according to the Attack Pattern) and the attacker must roll base of a 4,5 or 6 on a six sided die (adjusting for any modifiers).

Attack Patterns
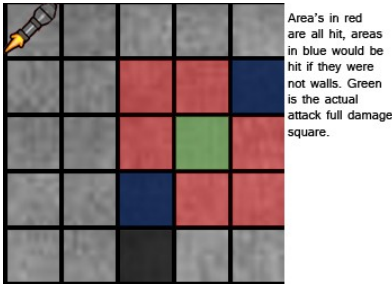Attack Patterns include Line of Sight, Area of Effect (AoE) and Flamethrower.

Line of Sight:
This works in a similar way to movement. A unit has a range and if an orthogonal connection can be made, and there are no walls between the target and the unit, then the attacker has line of sight and may attack the other unit.

Scout one may not shoot scout two, though scout two may shoot scout three.
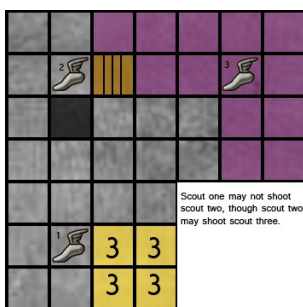
Area of Effect:
This has three effects. The first is that this weapon may be aimed at the ground and automatically hit that spot. This weapon deals (AoE) damage (equal to half of the damage it normally would deal). Units are also displaced by being hit by this weapon or its AoE. Units are moved in the direction away from where the blast happened. So if a unit is behind the explosion, they will be pushed back one space. If they are on the left they are pushed to the left one. If they are behind

and to the left, they are pushed back one and to the left one.

Area's in red are all hit, areas in blue would be hit if they were not walls. Green is the actual attack full damage square.
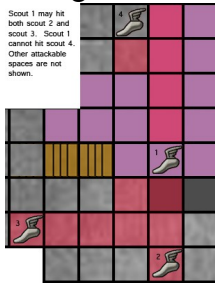
Flamethrower: The flamethrower pattern attacks directly in front of the attacking unit and all spots orthogonal to that tile (besides the one the attacking unit is standing on). The tile directly in front of the attacking unit receives full damage and the tiles adjacent receive AoE damage equal to half of the normal attack damage.

Combat Between Levels
Units on the Upper level may attack units on a Lower level and vice verse. Units may also attack from the stairs.

Stairs: When on the stairs a unit may attack either height level as though they were normally on that level.

Upper Level: A unit on the upper level may move to the edge of the upper level and fire at a unit on the lower level that is up to 1.5x their normal range. So a Scout with a range of 4 may attack a unit on the lower level up to 6 spaces away. These attacks may ignore walls that are within two spaces of the attacking unit.

Scout 1 may hit both scout 2 and scout 3. Scout 1 cannot hit scout 4. Other attackable spaces are not shown.

Lower Level: If a unit is on the lower level they may attack a unit on the upper level only if the unit on the upper level is at the edge of the upper level and is in range.

Scout 1 may attack Scout 2 but not Scout 3.
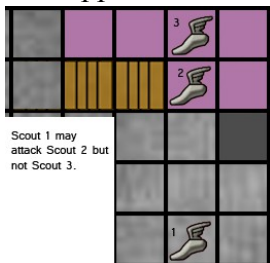
Friendly Fire: If a weapon can cause friendly fire, that means that it may hit and damage a unit on the same team as the attacker.

How To Play - Capture The Flag

Objective: The objective of Capture the Flag is to retrieve the flag of your color from the map and return it to the flag holder in your base. The first team to do so wins the game.

How To Play – Control Point

Objective: The objective of Control Point is for player one to capture all of the control points (in ascending numerical order) from player two within a certain amount of time.

Set Up: Each player begins setting up like normal, choosing their units and placing them in their spawn points. However, player two gets to take two complete turns of movement before player one gets the chance to move. After these two 'free turns' play continues as normal.

Capturing Control Points: To capture a control point player one must have a unit standing uncontested (no enemy unit on the control point) on the control point for four turns. However, for each additional friendly unit on the control point the amount of turns to capture is reduced by one. So, if there are two units (uncontested) on the control
point, it only takes 3 turns to capture that control point. Player two **may not** recapture control points.

Contesting: If each player has a unit on a control point, then that point is considered contested. When a control point becomes contested it's capture meter resets. A player must capture that point as if they had just not been trying to capture it previously.

Winning: Each player has a different way to win Control Points, these are both based on the respawn timer. If the respawn timer reaches 5 and player one has not captured all of the control points, then player two wins. If player one captures all of the control points before the respawn timer reaches 5, then player one wins.

Credits
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