

FORTRESS ASSAULT RULEBOOK

I) OVERVIEW & BASICS

Welcome to Fortress Assault, a strategy map to guide some interesting team-based experiences around TF2. This rulebook is the official ruleset for the game. As with any game, different people may prefer different rulesets with unique twists. Modify with caution, things are balanced around a specific experience.

1) Your goal is to capture the enemy's headquarters. To do this you'll need to battle across the boardspace, fighting in each individual map as you go. You have many tools at your disposal to do so, including building attack & defend squads, upgrading those squads and completing research to further expand your capabilities.

a. Victory is declared when the HQ falls, this is the only way to win

2) HANDS: Hands are the cards that define your current abilities. These are mostly buildings (see SEC II)

3) Server Rule Details

a. Cheats will be enabled (SV_CHEATS 1)

b. Random Critical Hits Will be disabled (TF_WEAPON_CRITICALS 0)

c. Auto Team Balances Will Be Disabled (MP_FORCEAUTOTEAM 0)

d. Bots will not change class or team

I. TF_BOT_REEVALUATE_CLASS_IN_SPAWNROOM 0

II. TF_BOT_KEEP_CLASS_AFTER_DEATH 1

e. Except Where doing so would break bot behavior, the server will run matches off of tournament mode

I. MP_TOURNAMENT 1

II. MP_TOURNAMENT_READYMODE_MIN 1

III. MP_TOURNAMENT_READYMODE_COUNTDOWN 10

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II) TILES, BASES, & BUILDINGS

- 1) Tiles are the spaces on the game board. Each tile represents a TFZ map. Some maps have multiple game-modes. These maps must be upgraded to access their other counterparts. ARENA game-modes are usually neutral and cannot be captured. They can however have an attack squad posted on them in a defensive manner.
 - a. When upgraded, the map will change game-modes as detailed in the map notes and tile description.
 - b. Except for Zfort, Arena game-mode maps are neutral and cannot be captured.
 - c. Neutral tiles are always the "lowest" version of the map, as delineated in the map notes and tile description.
 - i. Neutral Tiles can be upgraded to a base as detailed in Sub-Section 2 of this Section, & Section V
 - d. If an enemy team wins a battle over the tile, ownership of the base is transferred to the victor.
 - e. If the player that owns the tile successfully defends the tile, then the attacking squad is destroyed, unless the attacking squad is saved by a Field Medic, as detailed in IV-5.
- 2) Bases: Bases are the tiles that are owned. Basic bases have a garrison of 6 mercenaries for a defensive squad. Bases can be upgraded to Fortresses which can support 1 building, and a defensive squad of 9 mercenaries. Bases exist whenever tile ownership is officially handed over to a team. Some tiles will require a build cost for these to exist. In all cases if you take over an enemy base, you have acquired the base.
 - a. Bases Will always have a stock defensive squad size of 6.
 - b. If a tile is neutral before ownership, the would-be owner must purchase the base
 - i. Construction of a Base can occur only when there is either a Squad or Engineer present on the tile.
 - ii. The player must pay the cost detailed in V-3-C-ii
- 3) Fortresses: Are upgraded from basic bases. They have a garrison of 9 mercenaries and have 1 Building Slot. If a Fortress is lost to an enemy team, it and the building are then destroyed.
 - a. Fortresses can only be built when:
 - i. There is an Engineer present
 - ii. The player pays the cost, as detailed in V-3-C-iii
 - b. Fortresses will have a stock defensive squad of 9
 - i. Unless the Team has a Barracks constructed, as detailed in Sub-Section 4 of this Section

- ii. Unless the team has a Field Unit present on the tile, in which case the Field Unit will participate in the battle, as detailed in IV-4-D
 - c. If an enemy team wins a battle over the tile, the FORTRESS is destroyed
 - i. The tile will still have a base on it
 - ii. That base will belong to the victor
 - iii. Any buildings present at the time of capture are destroyed
 - d. Fortresses will have 1 Building Slot
 - i. Building slots cannot be expanded or upgraded
 - ii. If the Building slot is destroyed, then the building is destroyed along with it
- 4) Buildings: Buildings are constructed on existing fortresses. Buildings perform specific tasks that are strategically important to players and should be defended as such.
 - a. Buildings can only be built when:
 - i. There is an Engineer present
 - ii. The player pays the cost, as detailed in SEC V
 - b. TYPES
 - i. Barracks: Add +3 to garrison size. This is the only way to get a defense squad to full size of 12. These buildings are also used to re-equip existing squads.
 - ii. Boot Camp: Used to recruit & equip new attack squads
 - iii. Research Lab: Used to unlock upgrades and new buildings. Once built, a player may engage in RESEARCH as detailed in SEC VI
 - iv. Headquarters: Special Building which functions as a barracks, as well as a spawn point for field units. Losing this building loses the game.
 - v. Quarry: Used to increase revenue amounts, as detailed in SEC V
 - vi. Field Hospital: Can revive fallen units identically to a Field Medic, provides a discount to Field Medics (50%), provided they spawn here, also acts as a teleport destination for the MEDI-VAC ability detailed in VI-5-P

III) BATTLES

- 1) Battles occur whenever two enemy squads occupy the same tile. Battles take place on the game-mode type of the current map. There are several battle types, as detailed in this Section.
- 2) BATTLE TYPES
 - a. NEUTRAL BATTLES: Occur when two opposing attack squads engage in battle over a non-owned, neutral tile. The battle will always be in ARENA mode, unless otherwise noted.
 - b. PRE-BATTLES: These Battles Occur when an Attack Squad Engages an enemy base that has an attack Squad Garrisoned Within. This will use the middle or lower tier version of the map, when available. For the enemy team to secure the tile, the enemy team must destroy the attack squad AND engage the defense squad (They can retreat after engaging the attack squad if they want) The PRE-BATTLE always uses the garrisoned attack squad.

- i. When available, the tier of map will be the one below the current tier, based on upgrade level (BASE, FORT, & BARRACKS)
 - ii. This battle only resolves the existence of 2 attack squads on the same space. It does not resolve tile ownership. In this respect it is no different from a NEUTRAL BATTLE
 - iii. After this battle, the Attacker may retreat if he or she wishes, forgoing the battle over the tile, but allowing the defender to maintain ownership
 - iv. Retreat from battle is possible, as detailed in Sub-Section 4 of this Section
- c. ATTACK BATTLES: These are more normal battles that happen when an attack squad assaults an owned tile.
 - i. These battles will always occur when an attack squad is over a tile owned by the enemy
 - ii. The opposition faced is determined by the upgrade status of the Tile, as detailed in II-2-a, II-3-b & II-4-b-i
 - iii. If fighting on a KOTH map, then the match will be a "Best 2 out of 3" match, with at least 2 rounds
 - iv. Retreat from battle is possible, as detailed in Sub-Section 4 of this Section
- d. Raids are a battle type unique to CTF maps, detailed in Sub-Section 3 of this section.
- 3) RAIDS: These are a special type of attack that can only occur over tiles which Have Lab Buildings. It provides a unique opportunity to steal Research from the enemy.
 - a. Requirements:
 - i. Raids can only occur over Tiles that can support Lab buildings, as detailed in the Board Map Notes
 - ii. The Tile must contain a Constructed Lab building owned by the enemy
 - b. Declaration: The raiders must declare their intentions.
 - i. Any battle over a site which has a building, must include a declaration by the attackers
 - ii. Declaring an "Attack" means a normal battle over the tile will ensue
 - iii. Declaring a "Raid" will apply the rules detailed in this Sub-Section to the battle
 - c. After Declaration, the Raiders must pay the associated Fees
 - i. The initial cost of the raid, this is unrecoverable
 - ii. The money "Put Down" to purchase time can be recovered if the Raiders succeed detailed in V-3-D
 - d. The stakes:
 - i. The "Raiders" are playing to capture "intel" or Research (up to 2, selected in a semi-random fashion detailed in Rule F of this Sub-Section)
 - ii. The defenders can play to steal the enemy's money, this is the amount detailed in Rule C of this Sub-Section, and V-3-D
 - e. The Match will be played on a Capture the Flag map, with the following game rules
 - i. Utilize the "ctf" version of the map

- ii. The capture limit will be 4
 - iii. The time limit of the match will be proportional to the amount paid, as laid out in V-3-D
 - iv. If time runs out, it will be considered a "Partial Victory"
 - v. If there is a Stalemate, it will be considered a "Partial Victory"
 - vi. If the attackers retreat, it will be considered a "Partial Victory"
 - vii. Sudden Death is not permitted under any circumstance
 - f. A "win" by the Raiders will result in:
 - i. The loser will shuffle their completed research, and will place it face down
 - ii. The Winner ("Raiders") will draw four cards from the deck
 - iii. Without turning them over, the Winner can pick one card to discard
 - iv. The remaining cards are turned over
 - v. The Winner can pick 2 of the 3 cards, this is the research they've stolen
 - vi. Stolen research is not lost by the losers
 - g. A "loss" by the Raiders will result in the enemy gaining the money put down by the raiders, detailed in V-3-D
 - h. A "partial win" by any team will result in Proportional gains.
 - i. The defenders can convert any captures on their part to $\frac{1}{4}$ of the money "put down" by the raiders
 - ii. The Raiders will follow the steps in Rule F, but can only select 1 card
- 4) Retreats: The rule of two will define retreats, which are available to attackers to try and protect their squad
- a. Only Attack Squads & Field Units can retreat.
 - b. There must be at least two minutes on the clock to declare a retreat.
 - i. If on KOTH, the two minutes must be on the enemy's timer
 - c. The squad in question must have at least two captures to declare a retreat.
 - i. If on KOTH, the attackers must have won at least 1 round
 - d. The Team to declare a retreat can only do so when the conditions defined in rule b & c are met.
 - e. To declare a retreat, the Team to retreat must announce so in accordance with the requirements listed in rule D.
 - f. The Host will use the command MP_FORCEWIN to end the round, as necessary.
 - g. If a Field Unit is retreating from a battle where it was defending, then that bot will simply be removed from the match, and it will continue as usual.
 - h. Field Units attached to Attack Squads can only retreat with the Squad.
 - i. NOTE: In a Pre-Battle, either side can retreat.

IV) UNITS, SQUADS & MOVEMENT

- i) UNITS & SQUADS are the things on the board that move around. Squads represent teams of Mercenaries that fight within TFZ, and FIELD UNITS are special units that can support a Squad, as well as performing important tasks on the board.
- 2) Unless otherwise noted, all UNITS move at one tile per turn
- 3) SQUADS: Squads are the bread and butter of Fortress Assault & do the actual fighting in Fortress Assault. All squads start out with a maximum of 6 mercenaries. They are divided into two types: Attack & Defense.
 - a. CLASS-LIMITS: Classes in all squads will be limited to SOLDIERS, PYROS, & DEMOMEN, except when a FIELD UNIT is attached as described in, or when RESEARCH is completed as detailed in SEC VI
 - b. ATTACK SQUADS: These squads are the only ones to move freely around the map, and thusly are the ones to attack enemy bases & fortresses.
 - i. These SQUADS can be recruited when the player pays the associated cost, as detailed in SEC V
 - ii. SQUADS can only begin on tiles which have a BOOT CAMP building on them, as detailed in II-4-b-vi
 - iii. SQUADS will have a specific number of each class, specified when they are HIRED. The classes available will be restricted as defined in rule A of this sub-section.
 - iv. SQUADS class arrangements can only be redone when they are on a tile with either a BARRACKS BUILDING, an HQ building, or a BOOT CAMP building, as detailed in II-4-b
 - v. Unless otherwise granted so by a Perk, PLAYERS may NOT complete a class switch that would exceed any of the class limits of the squad when it was hired
 - vi. Squads gain experience and level up, as detailed in SEC VI
 - vii. Except as detailed below, squads can only be composed of 6 members
 - viii. Squads can be upgraded when:
 - ix. Players have completed the required research, as described in SEC VI
 - x. Players pay the upgrade Cost
 - xi. The Squad is at either a BARRACKS, HQ, or BOOT CAMP BUILDING
 - c. DEFENSE SQUADS: These squads are the squads used to square up the defenses of your Bases & Fortresses. Squads can be reconfigured at any time during a players turn, or right before a battle where they must defend.
 - i. SQUADS will have a specific number of each class, based on the size of defense, as detailed in SEC II, Sub-Sections 2, 3, & 4. The classes available will be restricted as defined in rule A of this sub-section.
 - ii. PLAYERS may complete a class switch at any time for this squad.
 - iii. These squads cannot move around the board, and as such are not represented as a unit on it

- iv. These squads can level up, like Attack Squads, as detailed in Rule D of this sub-section
- d. To collect Experience for Defense Squads, Teams may specify defense "profiles," these profiles may level up and collect experience.
 - i. The experience will be obtained identically to that of attack squads, as detailed in SEC VI
 - ii. XP may not be transferred between profiles
 - iii. Losing with a Defense profile does not lose the profile, but that profile does lose experience (identical to the would-be gain of the unit)
 - iv. Re-arranging or reconfiguring a "profile" loses any experience towards the next level it has gained
 - v. Re-arranging or reconfiguring a "profile" does not affect it's level
 - vi. There is no cost, and no limit to the number of "profiles"
- 4) FIELD UNITS: Field units are used to accomplish specific tasks on the board. Field units move just like other units. Field units can complete their tasks at any time during their Team's turn.
 - a. Unless otherwise noted, Field Units are always recruited from the HQ
 - b. Field Units can only be recruited when players pay the hire cost, as detailed in section V
 - c. Field Units will participate in a battle that occurs on a tile they are on, temporarily attaching themselves to the DEFENSE SQUAD for the duration of the battle
 - d. Field Units can attach themselves to Squads
 - i. The field unit must be hired and on the same tile as the squad at the time of attachment
 - ii. The Field unit will share movement points with the squad, until 1 turn after being detached
 - iii. The Field Unit can be detached at any time during the Team's turn
 - iv. The Field Unit will participate in any battle that the squad they are attached to participates in.
 - v. Unless the Squad Size is 12, the Field Unit will have his own slot within the squad to occupy
 - e. FIELD ENGINEER: Can place and construct buildings, bases and Fortresses.
 - i. The Engineer can only Place a building, base, or fort, when the requirements have been met, as detailed in SEC II
 - ii. FIELD ENGINEER has a base class of ENGINEER
 - f. FIELD MEDIC: Can revive squads and other field units, as described in Sub-Section 5 of this Section.
 - i. The range will be 1 tile, unless noted otherwise by an ability
 - ii. Medics can make saving rolls on themselves when attached to a squad that dies, if so, the roll will be made as if it were by a different medic at a chosen tile within range

- iii. Having a Field Medic in play applies a 50% discount to research and construction of Field Hospitals
 - iv. The Field Medics shall have an Ubercharge ability to use on the board, as described in Rule G of this Sub-Section
 - v. Field Medics shall cost the amount detailed in SEC V, unless a Field Clinic is in Play
 - vi. If a Field Clinic is in play the cost of the Medic shall be 50% of that detailed in SEC V
 - g. Ubercharge: The Field Medic shall have an ubercharge to be used in conjunction with certain abilities and perks
 - i. 1 Ubercharge "Token" shall be worth 20% of an ubercharge
 - ii. Ubercharge can only be collected using abilities described in VI-5
 - iii. Some Abilities or perks may only use a portion of ubercharge
- 5) REVIVING UNITS: A Player's Attack Squad or Field Unit can be saved from destruction using a FIELD MEDIC, recruited as described in Sub-Section 4 of this Section.
- a. Requirements:
 - i. The player MUST have a Medic that is IN RANGE (as detailed in Sub-Section 4 of this SEC) of the attack squad in question
 - ii. The player must make a Successful Saving Throw
 - iii. The Saving throw must exceed the Difficulty Roll
 - iv. The medic must NOT be on a tile that would result in its death
 - b. The opposing player will make a CHALLENGE ROLL by rolling the dice:
 - i. The dice used will be D4s
 - ii. The base number of Dice will be 6
 - iii. The player will remove dice, based on the following:
 - iv. If on a CP map, 1 dice for every minute counted DOWN from 6:00, up to a maximum of 5
 - v. If on A/D or Payload, 1 dice for every control point the attackers captured, including other rounds, up to a max of 5
 - vi. If on KOTH, 2 dice for winning a round, and 1 dice for every 45 seconds the attackers held the CP
 - vii. If on ARENA, 3 dice for holding out until the CP unlocks
 - c. The player will make a SAVING THROW by rolling the dice:
 - i. The dice used will be D4s
 - ii. The base number of Dice will be 3
 - iii. The player will add 1 dice for any of the following:
 - iv. The level of the Field Medic
 - v. The medic is on a Tile that is a Base
 - vi. The medic is on a Tile that is a Fortress
 - vii. The medic is on a Tile that has a Barracks building

- viii. The Team will add 3 dice if the tile has a Field Clinic
- d. If successful, as denoted in Rule A, subrule iii, the squad will survive the battle, be moved to the same tile as the medic. Both will be unable to move for one turn
- e. If unsuccessful, the unit in question is lost, and the MEDIC gains 1 extra movement point
 - i. Unless the Medic was performing a save of oneself, in which case, the Medic is destroyed

V) SCRAP, REVENUE, & RESEARCH

- i) Money. You'll need it to fund the conquering spree you intend to go on. Money, or Scrap, is represented by the in-game dollar object. There are many ways to earn and spend money.
 - a. NOTE: For general ease of use, the scrap dollar actually represents 10 dollars. This is to make transactions easier.
 - b. Most of the information in this section is contained in a table in Appendix B
- 2) REVENUE: Scrap is collected in two ways: through your per turn income, and through winning battles.
 - a. Income per Turn is based on a handful of things, having a base amount from the HQ, followed by modifiers for owning tiles & Quarries
 - i. The base amount will be 150
 - ii. Tile ownership will grant 20 for each tile
 - iii. Quarry Ownership will grant 150 for each Quarry
 - b. Battle Income is earned at the conclusion of each Battle, and awarded to the victor
 - i. Arena Battles will yield 100 scrap
 - ii. KOTH Battles will yield 200 scrap
 - iii. Attack/Defend Battles will yield 300 scrap
 - iv. Control Point Battles will yield 500 scrap
 - v. Payload Battles will yield 600 scrap
- 3) COSTS & PURCHASES: You may spend your scrap however you deem fit, but spend wisely, any losses may hand an advantage over to your enemy.
 - a. SQUAD Purchases & Upgrades
 - i. Attack Squads Must be Hired at the correct location as described in IV-3-B
 - ii. Attack Squads Will Cost 500 scr
 - iii. Attack Squads upgrades of +3 capacity Will Cost 300 scr
 - iv. Defense Squad "Profiles" have no cost
 - b. FIELD UNIT Purchases
 - i. Field Units Must be hired at the correct location, as described in IV-4-A
 - ii. Field Engineers Will Cost 250 scr
 - iii. Field Medics Will Cost 350 scr
 - c. CONSTRUCTION of BASES & BUILDINGS
 - i. Construction of any Base, Fort, or Building must meet the requirements as described in Section II

- ii. Tile Purchases (BASES) Will Cost 250 scr
- iii. Fortress Upgrades Will Cost 250 scr
- iv. Lab Buildings Will Cost 250 scr
- v. Barracks buildings will cost 500 scr
- vi. Quarry buildings will cost 500 scr
- vii. Boot Camp buildings will cost 500 scr
- viii. FIELD HOSPITAL buildings will cost 600 scr, except as described in IV-4-F-iii

d. RAID Costs

- i. Any Raid investment must meet the requirements, as described in III-3
- ii. The Raid Fee will be 50 scr, and cannot be recovered by either team
- iii. The Raiders must put money "down" to increase the match timer, at a rate of 50 scr/minute
- iv. This money can be recovered in full or partially by either team, as described in III-3

4) RESEARCH is available once you construct a LAB Building, as described in II-4-b. Research is a critical task that is a practical necessity to destroy the enemies HQ. Of course, the enemy knows this, and will naturally be trying to research to do the same.

a. To begin research:

- i. Once a Lab has been built, pull the research board out of the Research Bag
- ii. Shuffle the Research Deck and place it face down near the board
- iii. Deal Three Cards, face up, from the research Deck onto the board
- iv. At the start of each turn hereafter, fill any empty slots on the board by dealing a card into the vacated spot

b. To complete a Research:

- i. Pay the Research Cost (denoted through a flask symbol) in scrap as described in rule F of this sub-section
- ii. Remove the Card from the Board, and place it in your hand or where you please
- iii. Remove any restriction cards and place any new unlocks into the play-space
- iv. Place a copy of the Card into a discard pile next to your draw pile, this is now your Completed Research Pile

c. Requirements:

- i. Card must be available on the Research Board
- ii. Player must pay the Research Cost, as described in rule D of this sub-section

d. RESEARCH COSTS are noted on each card in the Research Deck, as well as below:

- i. Unlock Scout will cost 350 scr
- ii. Unlock Heavy will cost 350 scr
- iii. Unlock Engineer will cost 450 scr
- iv. Unlock Medic will cost 550 scr
- v. Unlock Sniper will cost 350 scr
- vi. Unlock Spy will cost 450 scr

- vii. Unlock Squad Upgrade will cost 750 scr
- viii. Unlock Gravel Quarry will cost 750 scr
- ix. Unlock Field Hospital will cost 800 scr, except as noted in IV-4-F-iii

VI) LEVELS, EXPERIENCE, & PERKS

- 1) A unit's level determines its overall difficulty level, perks, and abilities. Units level up through experience, and earn experience through successful completion of tasks, such as construction, battles, and healing.
- 2) Experience Will be earned through successfully completing tasks on the board. Because the role of each unit varies, experience is earned through a couple of different means.
 - a. All units will gain experience through battles. Each battle will earn them 10 experience points.
 - b. Field Engineers will gain experience through Constructing Forts and buildings. Each Fort will be worth 5 experience points, and each building will be worth 10.
 - c. Field Medics will gain experience through a successful healing operation. Each successful squad save will yield 10 experience points.
- 3) Levels will be defined as follows
 - a. Level 1
 - i. Will be the starting level for all units
 - ii. Will not have any Perk or Ability Slots
 - iii. The bot difficulty will be set to 0
 - b. Level 2
 - i. Will be earned once the unit collects 20 experience points
 - ii. If the unit is a Squad, they will unlock 1 perk slot
 - iii. If the unit is a Squad, they will have access only to Level 2 perks
 - iv. If the unit is a Field Unit, they will unlock 1 ability slot
 - v. If the unit is a Field Unit, they will have access only to Level 2 Abilities
 - c. Level 3
 - i. Will be the maximum level
 - ii. Units will not earn experience after this level
 - iii. The bot difficulty will be set to 1
 - iv. All units will unlock 1 perk slot & 1 ability slot
 - v. If the unit is a Squad, it will have access to all Perks, provided they meet the requirements
 - vi. If the unit is a Field Unit, it will have access Abilities, as defined in Rule D of this Sub-Section
 - d. Random Acquisition: Upon reaching level 3, units will gain access to the skill that they did not have access to before (abilities for squads, and perks for Field Units)
 - i. The Random Access items will be in a shuffled deck

- ii. Upon unlocking the appropriate slot, as defined in Rule C of this Sub-Section they will
 - iii. Draw three from the associated deck
 - iv. Pick 1
 - e. Quantity Limits: All Perks & Abilities have a maximum number that can be in play at any given time
 - i. Level 2 Squad Perks will be limited to 4 per perk
 - ii. Level 3 Squad Perks will be limited to 2 per perk
 - iii. Level 3 Squad Abilities will be limited to 1 per perk
 - iv. Level 2 Field Unit Abilities will be limited to 2 per perk
 - v. Level 3 Field Unit Abilities & Perks will be limited to 1 per each
- 4) Perks: Attainable unlocks that are targeted at affecting in-game (as opposed to the board) gameplay. They will have great sway in affecting the outcome of a match
- a. Squads have a Perk Tree, and 2 tiers of Perks. The first Tier is unlocked at Level 2, and the second at Level 3.
 - b. Squads which are choosing a Tier 2 perk must meet the requirements for that perk as described in this Sub-Section.
 - c. Field Units have no tiered perks, and won't have access to perks until they reach Level 3.
 - d. Field Units will select their perks from a deck of Neutral Perks.
 - e. Custom Weaponry: Bots in this squad can now be equipped with Non-Stock Weapons.
 - i. This will be a Level 2 Perk
 - f. Cross-Training: Players of this squad may now switch class at will mid-round.
 - i. This is a Level 2 Perk
 - ii. This perk has no requirements
 - iii. The Target class must have been unlocked, as defined in V-4-G
 - iv. This perk will supersede subrule IV-3-B-v
 - g. Supply Buff: This Squad will gain a "boost" status effect of their choice as defined in i-iii below.
 - i. Buff Banner effect, granted for up to 1 minute
 - ii. Concherer effect, granted for up to 1 minute, will be used once per match
 - iii. Battalion's Backup effect, granted for up to 1 minute
 - iv. Unless otherwise noted, each effect can only be used twice each round
 - v. This is a Level 3 Perk
 - vi. The Squad must already have the "Custom Weaponry" perk, defined in Rule f of this sub-section
 - h. Sabotage: This Squad's Opposing team will gain a "de-buff" status effect of the Perk's Owner's choice, as defined in i-iii below.
 - i. Mad Milk Effect, Granted for up to 1 minute
 - ii. Jarate Effect, Granted for up to 45 seconds
 - iii. Marked for Death, Granted for up to 30 seconds, will be used once per round

- iv. Unless otherwise noted, each effect can only be used twice each round
- v. Only a player that is alive may activate the effect
- vi. This is a Level 3 perk
- vii. The Squad must already have the "Custom Weaponry" perk, defined in Rule f of this sub-section
- i. Duel of the Fates: Any battle that this squad participates in will be in Medieval Mode.
 - i. This is a Level 3 perk
 - ii. The Squad must already have the "Custom Weaponry" perk, defined in Rule f of this sub-section
 - iii. The method of imposing will be using the svar `[[TF_MEDIEVAL 1]]`
 - iv. Most Ranged weapons are disabled, most fighting will be through melee only
 - v. NOTE: Certain weapons, like bows, are still enabled, as defined by TF2s "Medieval Mode" rules
- j. Special Operations: Bots will switch to any class available to rebalance the team
 - i. This is a Level 3 perk
 - ii. The Squad must already have the "Cross-Training" perk, defined in Rule g of this sub-section
 - iii. This will only apply when either of the conditions defined in sub-rules iv or v are met
 - iv. The Player Team must have all classes unlocked
 - v. The classes unlocked are synchronous with the enemy teams unlocked classes
- k. Crush: or "Class Rush" this Squad can temporarily change all of its members to one specific class
 - i. This is *"Hey! Other team! We all got together and we got you a little somethin'. It's an ass-beatin'! We're gonna come over there and give it to you right now!"* Temporarily switch all squad members to one class.
 - ii. is a Level 3 perk
 - iii. The Squad must already have the "Cross-Training" perk, defined in Rule g of this sub-section
 - iv. The amount of time will be up to the player (max of entire round)
- l. Super Dispenser: A healing & resupply effect is applied to this squad
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Engineer upon reaching Level 3
 - iii. For multi-round battles, this can only be applied to 1 round
 - iv. This perk will be enabled through `[[ADDDCOOND 92]]`
- m. Grava-Controller: Get rid of that pesky gravity. Choose the gravity level of the server for the duration of the round.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Engineer upon reaching Level 3

- iii. The field Engineer in question must have the "Omni-Presence" ability described in rule J of sub-section 5 of this section
 - iv. This perk will be enabled through the svar `[[SV_GRAVITY]]`
- n. **Frontier Justices: Revenge Rampage!** Get revenge on enemies for destroying a building, this perk gives revenge crits for the entire team when retaking land where a building once stood.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Engineer upon reaching Level 3
 - iii. The engineer must have the Frontier Justice equipped
 - iv. Upon use, the entire team will gain 30 seconds of guaranteed crits
 - v. This perk can only be used twice per round
 - vi. This perk can only be used when fighting over a tile that had a building that was destroyed by the enemy while the engineer was alive
- o. **Ubered Buildings:** Increase the dependability of Engineer buildings, This perk increases the health pool of all buildings.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Engineer upon reaching Level 3
 - iii. This Field Engineer must have the "Area Denial" ability described in Rule I of Sub-Section 5 of this Section
 - iv. The amount of health change will be 150%
 - v. Use the svar `TF_BOT_ENGINEER_BUILDING_HEALTH_MULTIPLIER 1.5`
 - vi. Use the svar `ADDCOND 52`
- p. **Ninjaneer:** Forgot your team, forget the demoknight, it's time for the ninjaneer to shine. This perk makes the engineer much more viable in combat at the expense of his buildings.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Engineer upon reaching Level 3
 - iii. Building health will be nerfed to the amount of 75% using
 - iv. Use the svar `TF_BOT_ENGINEER_BUILDING_HEALTH_MULTIPLIER .75`
 - v. Player gains Resistance to damage and immunity from crits `ADDCOND 93`
 - vi. `TRAINING_CAN_BUILD_SENTRY 0`
- q. **Going Viral:** Release the disease on the enemy! This gives the field medic the "Plague" Status effect that infects enemies on touch.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Medic upon reaching Level 3
 - iii. The Field Medic must have the "Vita-Saw" ability
 - iv. Victims are infected only on touch
 - v. Uses the "Plague" effect from Mannpower
 - vi. `ADDCOND 110`
 - vii. The medic also gains two charges to use against the enemy per round
 - viii. On the enemy team: `ADDCOND 112`

- r. **Vampirism:** As redistributor of health, you deserve some of it for yourself. You gain health based on the damage you deal.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Medic upon reaching Level 3
 - iii. The Field Medic must have the "Blutsager" ability
 - iv. Uses the manpower "Vampire" powerup
 - v. ADDCOND 94
 - s. **Godlike(s):** Increases the Field Medics regen and applies a regen effect to allies in the vicinity.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Medic upon reaching Level 3
 - iii. ADDCOND 113
 - t. **Vaccinator:** Shield your team from the enemies' weapons. Apply one of the vaccinators passive resistance effects (chosen at the start of the match) to your team.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Medic upon reaching Level 3
 - iii. The field medic must have the vaccinator equipped
 - iv. The team that owns the Field Medic using this perk will announce the perk to be used prior to the start of the match
 - v. Bullet resistance = ADDCOND 61
 - vi. Blast resistance = ADDCOND 62
 - vii. Fire resistance = ADDCOND 63
 - u. **Kritzkreig:** It is time for Doctor assisted homicide! This perk allows two charges of 4 seconds crits for the entire team to be used at any time during the match*.
 - i. This is a non-leveled perk
 - ii. This perk is only available to the Field Medic upon reaching Level 3
 - iii. The field medic must have the Kritzkreig equipped
 - iv. *match meaning across any number of rounds
- 5) **Abilities:** Attainable unlocks that are targeted at affecting the board (as opposed to specific matches) gameplay. They will have great sway in affecting the strategic ability of squads and other units and can turn the tide when used correctly.
- a. **Fight to the Death:** Force any Match of your choice to be fought until the end, the enemy cannot retreat and a Stalemate will result in a sudden death match.
 - i. This is a non-leveled Ability
 - ii. This ability is only available to Squads upon reaching Level 3
 - iii. The team must declare their intention to use this ability before the match starts!
 - iv. Will be enabled through the svar MP_STALEMATE_ENABLE 1
 - b. **Ranged Sabotage:** Remove your enemies with extreme prejudice! Use a sniper within a squad to temporarily disable class from another team.

- i. This is a non-leveled Ability
 - ii. This ability is only available to Squads upon reaching Level 3
 - iii. To use this ability, this squad must have a Sniper present
 - iv. Upon using this skill, it cannot be used for 2 turns
 - v. The target for this skill must be 1 tile away
 - vi. The Team using this ability can select any class they wish to disable
 - vii. A "disabled" class means that it cannot be selected by the enemy team
 - viii. The team can select a "filler" class, which must be one of the starter classes, to fill in until the disabled class returns
 - ix. If the targeted class has multiple this will have no effect on player class selection
 - x. Field Units which are targeted in this manner can only be targeted if they are attached to the squad
 - xi. If a Field unit is targeted as described in sub-rule X, it will not die, it will only be disabled
- c. Cardio: Never skip Cardio day! Increase this squad's range by allowing it to move two tiles each turn instead of one.
 - i. This is a non-leveled Ability
 - ii. This ability is only available to Squads upon reaching Level 3
 - iii. To use this ability, the Squad must have a Scout present
 - iv. This ability cannot be used to bypass enemy territory
- d. Strategic Retreat: Gotta GTFO? Use Strategic Retreat! When a retreat is ordered, get one more tile of movement out of the retreat.
 - i. This ability is only available to Squads upon reaching Level 3
 - ii. This ability can only be used if:
 - iii. There was an official Stalemate
 - iv. The users used a Retreat in the preceding battle
- e. Raiders: This squad is now specially trained for Conducting Raids, and can do so at half the cost.
 - i. This ability is only available to Squads upon reaching Level 3
 - ii. This ability only applies to Raids
 - iii. The amount of savings will only apply to Minutes purchased.
 - iv. The savings do not affect the potential enemy gains
- f. Eureka Effect: Teleport out of danger, and get around the map better.
 - i. This ability is only available to Field Engineers upon reaching Level 2
 - ii. For all Battles the Field Engineer participates in, he will equip the Eureka Effect
 - iii. The engineer can, at any time during his turn, teleport back to either the HQ or the Boot Camp location
- g. Rescue Ranger: Ranged Repair! Save your teams buildings from extreme range.
 - i. This ability is only available to Field Engineers upon reaching Level 2

- ii. For all Battles this Field Engineer participates in, he will equip the Rescue Ranger
 - iii. The engineer can, at the cost of 250 scrap, teleport a building from 1 tile away to the tile he's standing on
 - iv. The destination tile must have a building slot available
 - v. The destination tile must meet the requirements for the building being teleported, as described in Sec II
- h. Wrangler: Delay the enemy, wait for your team!
 - i. This ability is only available to Field Engineers upon reaching Level 2
 - ii. For all Battles this Field Engineer participates in, he will equip the Wrangler
 - iii. The use of the wrangler ability will delay an enemy attack on the current tile by 1 turn
 - iv. During that delay, the attack squad being delayed, will not regain any movement points, and cannot back out of the attack
 - v. The attack shall still take place, but it will instead take place 1 turn later
- i. Insta-Retreat: Get out of those sticky situations! Teleport away from the attacking squad to safety.
 - i. This ability is only available to Field Engineers upon reaching Level 3
 - ii. The Field Engineer must have the "Eureka Effect" Ability
 - iii. The Field Engineer can now use his teleport ability even when it's not his turn
- j. Omni-Presence: Fortify your efficiency, be anywhere at once. Use this ability to expand the available teleport destinations.
 - i. This ability is only available to Field Engineers upon reaching Level 3
 - ii. The Field Engineer must have the "Eureka Effect" Ability
 - iii. The Field Engineer can now teleport to any Fort on the map
- k. Sigafoo Save: Retrieve your buildings from the clutches of the enemy! Teleport a friendly building from the enemy just before they attack.
 - i. This ability is only available to Field Engineers upon reaching Level 3
 - ii. The Field Engineer must have the "Rescue Ranger" Ability
 - iii. The team can teleport a building using Rule G of this sub-section without the "current turn" restriction
 - iv. This ability cannot be used to avert the destruction of a building *after* a battle
- l. Aerial Deployment: Build a building from afar! The engineer can now build a structure from a tile away.
 - i. This ability is only available to Field Engineers upon reaching Level 3
 - ii. The Field Engineer must have the "Rescue Ranger" Ability
 - iii. The team can construct a building using the rules for "teleporting" buildings defined in rule G of this sub-section
 - iv. The team must pay the ordinary cost of the building as defined in Sec V

- v. The destination tile must meet the requirements as noted in rule G of this sub-section
- m. Area Denial: Extend the reach of your Wrangler! Protect an extra tile with your Wrangler ability.
 - i. This ability is only available to Field Engineers upon reaching Level 3
 - ii. The Field Engineer must have the "Wrangler" Ability
 - iii. The Field Engineer may use the "Wrangler" ability 1 tile away in any direction
 - iv. With the exception of the extra tile range noted above, the same restrictions to this ability apply as described in Rule H of this sub-section
- n. Overdose: Run away Faster! Gain a movement buff whenever there is an enemy within 2 tiles of this Field Medic.
 - i. This ability is only available to Field Medics upon reaching Level 2
 - ii. The Field medic must equip the Overdose for all Battles
 - iii. The conditions for this ability will be met whenever an enemy attack squad can reach the enemy medic's position by 2 turns or less
 - iv. As long as the above conditions are met, the Field Medic will gain 1 extra movement point
- o. Quick-Fix: Increase your godlike powers of resurrection! This ability provides a boost to the Field Medic when attempting a saving throw on a squad.
 - i. This ability is only available to Field Medics upon reaching Level 2
 - ii. The Field medic must equip the Quick-Fix for all Battles
 - iii. The Field medic may add 1 dice to his dice roll when conducting the roll described in IV-5-C
 - iv. Each Successful Saving throw will earn 1 Ubercharge Token
- p. Medi-Vac: Save your allies and pull them out of harms way. This allows the medic to perform a saving throw while attached to a squad and teleport them back to any Field Clinic Building.
 - i. This ability is only available to Field Medics upon reaching Level 3
 - ii. The Field must have the "Overdose" ability
 - iii. The Field Medic must be attached to a squad to use this Ability
 - iv. The Field Medic must have a Field Clinic to teleport to
 - v. When the conditions described in sub-rule ii & iii are met, the medic may perform the saving roll described in IV-5-C
 - vi. The "Boost" dice shall come from the tile that the squad launched the attack from
- q. Ubersaw: Keep those organs safe! Each successful battle the medic participates in earns an Ubercharge token.
 - i. This ability is only available to Field Medics upon reaching Level 3
 - ii. The Field medic must have the "Overdose" ability
 - iii. The Field medic must always equip the Ubersaw

- iv. Each successful battle the medic participates in will earn 1 ubercharge token
- r. Blutsauger: Steal your enemies uber! Roll some RNG to try and hit your enemy.
 - i. This ability is only available to Field Medics upon reaching Level 3
 - ii. The Field medic must have the "Overdose" ability
 - iii. The medic must have the Blutsauger equipped in all battles
 - iv. Sub-rule iii will supersede Rule N, sub-rule ii
 - v. Player will roll a D6, only once per turn
 - vi. If the number is 4 or 6, it is a hit
 - vii. On hit: gain 20% uber, the enemy loses that amount of uber
- s. Mega-Heal: Use your Ubercharge to boost your odds at reviving squads! Significantly boosts a medic's ability to revive at the cost of Ubercharge.
 - i. This ability is only available to Field Medics upon reaching Level 3
 - ii. The Field medic must have the "Quick-Fix" ability
 - iii. The medic must have at least 50% ubercharge or 2 tokens available to use this ability
 - iv. Upon use, 2 tokens or 40% of the Field Medics ubercharge will be used
 - v. Upon use, the medic can add 3 dice to his next roll for a saving throw
- t. Crossbow: Extend your range! Save a friendly team from an extra tile away.
 - i. This ability is only available to Field Medics upon reaching Level 3
 - ii. The Field medic must have the "Quick-Fix" ability
 - iii. When conducting a Revive, this Field Medic can do so from 2 tiles away instead of 1

APPENDIX A: RULEBOOK ORGANIZATION

This rulebook is organized as follows

I) SECTION

- i) Sub-Section
 - a. Rule
 - i. Sub-Rule

APPENDIX B: LIST OF CHANGES

Date	Description/List of Changes	Version
3/18/2021	Creation of this Document	2.0
3/26/2021	Amended VI-5-B to include the following subrules <ul style="list-style-type: none"> i. Field Units which are targeted in this manner can only be targeted if they are attached to the squad 	2.0

	<p>ii. If a Field unit is targeted as described in sub-rule X, it will not die, it will only be disabled</p> <p>Added Rules D & E in Sub-Section 3 of Section VI (pertaining to limits on the maximum number of perks & abilities)</p>	
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APPENDIX C: TABULATED PRICES

Name	Description	Type	Research	Cost
Attack Squad	This squad is used to assault enemy fortifications	Squad		\$ 500.00
Upgrade Squad (+3)	Buy this upgrade to increase your attack squad size	Squad		\$ 250.00
New Base (Defend)	Build this on neutral defenses to claim the tile for yourself and create a defense squad of 6 to protect it.	Build		\$ 250.00
Upgrade to Fortress	Use this upgrade to add +3 to the local defense squad and unlock 1 building slot on a tile.	Upgrade		\$ 250.00
Hire Field Engineer	Use these agents perform tasks tied to the board such as constructing and upgrading bases	Unit		\$ 250.00
Hire Field Medic	Use this agent to resurrect fallen squads, or attach him to a squad to keep them alive.	Unit		\$ 350.00
Unlock Scout	Research this to Unlock the Scout for your class roster (DEF & OFF)	Unlock	\$ 350.00	
Unlock Heavy	Research this to Unlock the Heavy Weapons Guy for your class roster (DEF & OFF)	Unlock	\$ 350.00	
Unlock Engineer	Research this to Unlock the Engineer for your class Roster (DEF & OFF)	Unlock	\$ 450.00	
Unlock Medic	Research this to Unlock the Medic for your class Roster (DEF & OFF)	Unlock	\$ 550.00	
Unlock Sniper	Research this to Unlock the Sniper for your class Roster (DEF & OFF)	Unlock	\$ 350.00	
Unlock Spy	Research this to Unlock the Spy for your class Roster (DEF & OFF)	Unlock	\$ 450.00	
Unlock Squad Upgrade	Research this to unlock the ability to upgrade Attack Squads one more time	Unlock	\$ 750.00	\$ 250.00

Unlock Squad Upgrade	Research this to unlock the ability to upgrade Attack Squads	Unlock	\$ 750.00	\$ 250.00
Barracks	Allows adjusting of Attack & Squad Composition at any time. Reinforces Local Defenses by Adding +3 Mercs to the Defense Team.	Building		\$ 500.00
Boot Camp	Allows New Attack Squads to be Hired.	Building		\$ 500.00
HQ	Headquarters. Lose this building and you lose the game. Can hire field engineers, and provides +6 Mercs to defense squad.	Building		
Gravel Quarry	A pit to mine and sell hyper-valuable gravel	Building	\$ 750.00	\$ 500.00
Research Lab	Allows New Class & Building Types to be Unlocked	Building		\$ 250.00
Field Hospital	Allows Saving throw on Fallen Squads, in conjunction with field medic	Building	\$ 750.00	\$ 400.00
Arena Victory	Achieved when victory is obtained on the specified map	Event		\$ (100)
KOTH Victory	Achieved when victory is obtained on the specified map			\$ (200)
Attack/Defend Victory	Achieved when victory is obtained on the specified map			\$ (300)
Control Point Victory	Achieved when victory is obtained on the specified map			\$ (500)
Payload Victory	Achieved when victory is obtained on the specified map			\$ (600)