

# THANKS FOR PLAYING!

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**TEAM FORTRESS 2**  
THE PAYLOAD RACE BOARDGAME

# RULE BOOKLET

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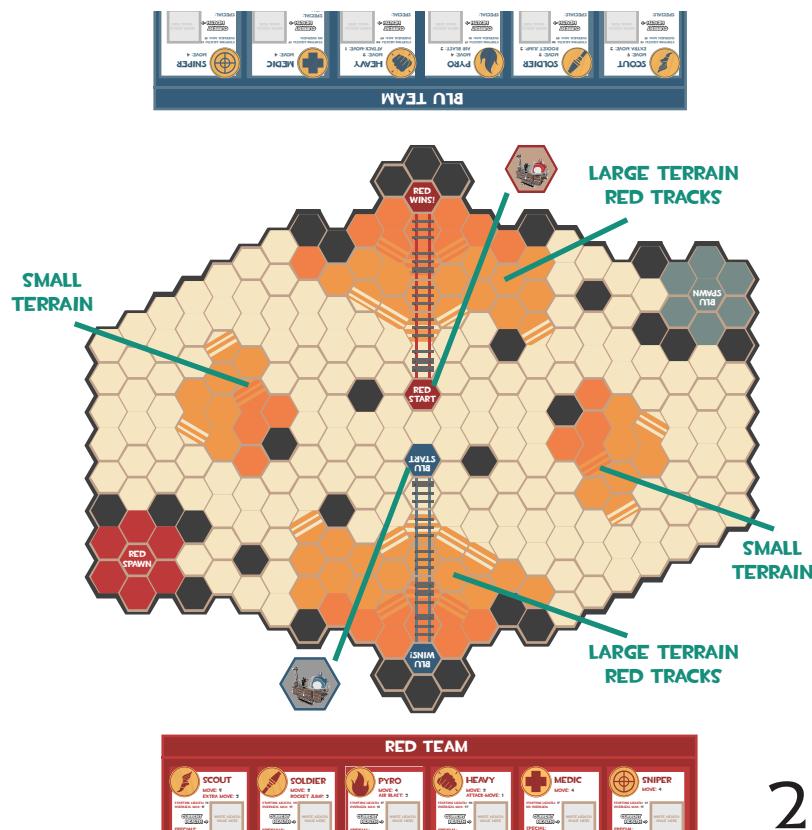
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# BOX CONTENTS

- 1 PAYLOAD MAP
- 2 LARGE TERRAIN (RED TRACKS/BLU TRACKS)
- 2 SMALL TERRAIN
- 2 AOE STENCILS (BLAST/FIRE)
- 1 DRY ERASER CLOTH
- 1 RED TEAM CLASS CARD
- 1 RED TEAM BAG
  - 6 RED CLASS TOKENS
  - 6 RED CLASS WEAPON CARDS
  - 1 RED BOMB CART TOKEN
  - 1 RED D8
  - 1 RED D4
  - 1 RED DRY ERASE PEN
- 1 BLU TEAM CLASS CARD
- 1 BLU TEAM BAG
  - 6 BLU CLASS TOKENS
  - 6 BLU CLASS WEAPON CARDS
  - 1 BLU BOMB CART TOKEN
  - 1 BLU D8
  - 1 BLU D4
  - 1 BLU DRY ERASE PEN

# MAP SETUP

SET UP THE MAP WITH THE **TERRAIN PIECES** PLACED ON TOP OF ALL THE SPOTS LOCATED ON THE **PAYOUT MAP**, THE **RED BOMB CART** ON **RED START**, THE **BLU BOMB CART** ON **BLU START**, AND WITH THE **RED TEAM CLASS CARD** AND **BLU TEAM CLASS CARD** ACROSS EACH OTHER (SEE THE DIAGRAM BELOW):



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# PLAYER SETUP

## WHO GOES FIRST?

PLAYERS EACH ROLL A D8: THE WINNER GOES FIRST, BUT THE LOSER GETS TO PICK WHICH COLOR TEAM THEY WOULD LIKE TO BE.

## INITIAL SETUP

EACH PLAYER STARTS WITH ALL THEIR **CLASS TOKENS** PLACED IN THEIR TEAM SPAWN AREA WITH A WEAPON CARD CHOICE FOR EACH CLASS. **CLASS TOKENS** CANNOT SHARE THE SAME SPACE.

## EXAMPLE:

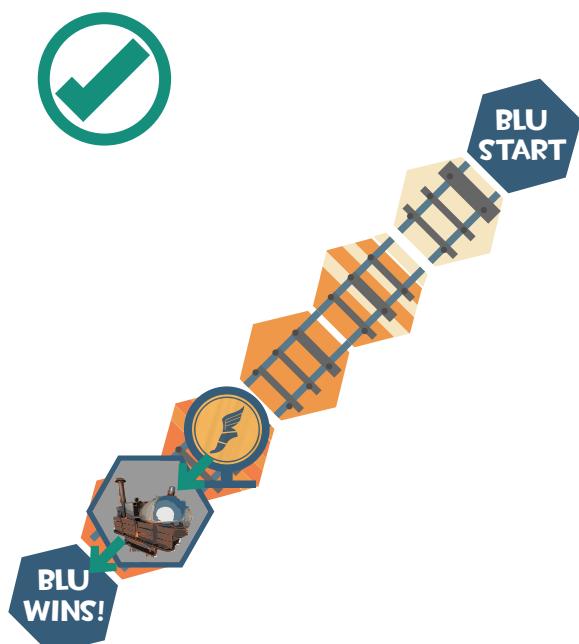


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## OBJECTIVE & VICTORY

THE OBJECTIVE AND VICTORY CONDITIONS OF THE GAME IS TO BE THE FIRST TEAM TO PUSH THEIR COLOR **BOMB CART** FROM THE START TO THE END OF THEIR BOMB CART TRACK BEFORE THEIR OPPONENT.

### EXAMPLE:



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## TAKING A TURN

### TURN ORDER

PLAYERS TAKE ALTERNATING TURNS WHICH CONSISTS OF **MOVING/ATTACKING/SPECIAL** WITH ALL THEIR AVAILABLE CLASS TOKENS BEFORE THEIR TURN IS OVER.

### MOVING/ATTACKING/SPECIAL

EACH CLASS TOKEN CAN PERFORM THEIR ACTIONS IN THE FOLLOWING ORDER:

- 1 - MOVE
- 2 - ATTACK (PUSH CART)
- 3 - USE SPECIAL ABILITY (PUSH CART)

MOVE AND ATTACK CAN BE SWITCHED UP IN ORDER, BUT SPECIAL ABILITIES MAY ONLY BE DONE LAST.

### DYING/RESPAWNING

WHEN A CLASS TOKEN HAS **0 HEALTH** THEY ARE PLACED BACK IN THEIR **TEAM SPAWN**. AT THIS POINT A DIFFERENT WEAPON CAN BE CHOSEN. THERE IS NO SPAWN DELAY AND THIS CLASS TOKEN CAN BE USED ON THIS PLAYER'S NEXT TURN.

### DEPLOYING KRITZ OR UBER

KRITZ IS DEPLOYED DURING A PLAYER'S TURN. UBER IS DEPLOYED UPON BEING ATTACKED BY THE ENEMY, BLOCKING THIS ATTACK AND OTHER ATTACKS ON **5**

# BOMB CART

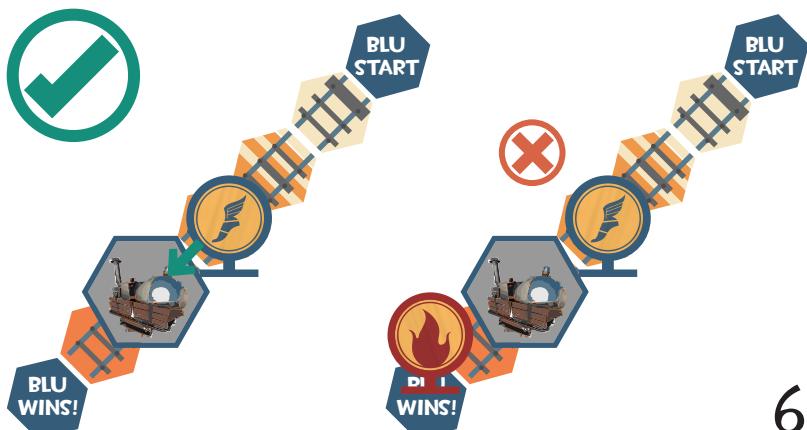
## PUSHING THE CART

A CLASS TOKEN ADJACENT TO THEIR TEAM'S BOMB CART CAN FORGO ATTACK/USING THEIR SPECIAL ABILITY THIS TURN TO MOVE THEIR TEAM'S BOMB CART 1 SPACE IF:

- 1 - YOU DID NOT ATTACK/SPECIAL THIS TURN
- 2 - YOU ARE ADJACENT TO YOUR BOMB CART
- 3 - NO ENEMIES ARE ADJACENT TO YOUR BOMB CART BEFORE BEING PUSHED

## 1 SPACE PER TURN

THE BOMB CART CAN ONLY BE PUSHED 1 SPACE PER TURN.



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# MOVING EXAMPLES

EACH CLASS MOVES ACCORDING TO THE FOLLOWING RULES:

**1 - YOU CAN MOVE UP TO SPACES INDICATED FOR EACH CLASSE ON THE TEAM CLASS CARD**

**2 - YOU CANNOT MOVE ONTO A SPACE OCCUPIED BY ANOTHER CLASS TOKEN**

**2 - YOU CANNOT MOVE ONTO INVALID TERRAIN**



DARK GRAY IS INVALID TERRAIN-CAN BE USED AS COVER TO BLOCK LINE OF SIGHT

**4 - YOU CANNOT MOVE UP ELEVATION WITHOUT PASSING THROUGH STAIRS FIRST\***

**\*(SCOUT AND SOLDIER CAN USE SPECIAL ABILITES TO NEGATE THIS)**



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# ATTACKING EXAMPLES

## LINE OF SIGHT

LINE OF SIGHT WEAPONS CAN HIT AS LONG AS:

- 1 - NOT OBSCURED BY INVALID TERRAIN
- 2 - WITHIN THAT WEAPON'S RANGE - COUNT

EACH HEX TILE FROM ATTACKER TO TARGET LIKE SO  
(ELEVATION DOES NOT BLOCK SHOTS):



## AOE BLAST AND FIRE

AOE BLAST CALCULATES THE RANGE LIKE LINE OF SIGHT, BUT DOES DAMAGE TO ALL TARGETS IN THE AREA. AFTER THE D8 ROCKET ACCURACY ROLL, AOE BLASTS DO THE INITIAL DISTANCE FROM THE ATTACKER AS DAMAGE TO ALL TARGETS IN THE AOEBLAST.

AOE FIRE IS PLACED ADJACENT TO THE PYRO AND DOES DAMAGE TO EACH TARGET BASED ON WHICH NUMBER IS OVER THEM IN THE AOE FIRE.

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## NOTES:

FEEL FREE TO WRITE ANYTHING HELPFUL HERE.

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