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GAT 211A—Fall 2014

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Lab Report 9

Team Fortress 2   
Highlander Playtest #2

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Team Fortress 2 Highlander (version 02)

Written Rules

Components

* 12 class tokens (6 Blu and 6 Red)
* 1 D4 die
* 1 map
* 2 class stat/rule sheets

Players

2 players

Objective

The objective of the game is to eliminate all nine classes of your opponent.

Setup

Players roll a die to determine who will go first in the game. The highest die roll lets this player go first, while the losing player gets to choose which color team they’d like to be. Players ~~choose any 3 of their~~ **place all 6 of their** **class tokens** in their color spawn room without revealing the class side of their class tokens to their opponent. The player who won the die roll moves first.

Rules

Players can move and take one action with each of their class tokens per turn. An action can be either moving or shooting. Each class follows their own stat/rule sheet to determine moving, health, and shooting. **Do not reveal which the class side of your token unless there is clear line of sight between your token and an enemy token.** Movement is orthogonal on the grid and firing at an enemy is based upon line of sight of an enemy (from the center of your grid square, to the center of the target grid square). **Classes do not respawn after dying.**

Class Stats/Rules

Class: Scout  
Health: 12  
Move: **5**  
Weapon Range: 1 – 5 Line of Sight  
Weapon Effectiveness:  
Range: 1 2 3 4 5  
Damage: **12 10 8 6 4**Special: Fast/**Evasion**  
If the Scout did not shoot last turn he can move 2 additional spaces (**7 total**). **The scout always evades on a roll of 4 at close range (sub 5 spaces) and 3/4 at long range (beyond 5 spaces). The scout can ignore elevation entirely.**

Class: Soldier  
Health: 20  
Move: 3  
Weapon Range: 1 – 8 Line of Sight/AOE Blast/Accuracy Roll  
Weapon Effectiveness:  
Range: 1 2 3 4 5 6 7 8  
Damage: **17 15 13 11 9 7 5 3**  
Special: Rocket Jump/**Rocket Variance**  
Shoot at feet and move 4 additional spaces at the cost of 5 health (ignores elevation). **Rockets have a d6 roll to determine rocket variance at distances beyond 5 spaces.**

Class: Pyro  
Health: 17  
Move: 4  
Weapon Range: 1 – 5  
Weapon Effectiveness: Line of Sight/AOE Flame  
Range: 1 2 3 4 5  
Damage: **15 14 13 12 11**  
Special: Sustained Fire  
Enemies that do not move completely out of AOE Flame continue to take full damage. Flames ignore cover.

Class: Heavy  
Health: 30  
Move: 2\*  
Weapon Range: 1 – 8  
Weapon Effectiveness: Line of Sight/AOE Cone  
Range: 1 2 3 4 5 6 7 8  
Damage: **15 13 11 9 7 5 3 1**  
Special: Slow Mover/**Sustained Fire**  
If moving and shooting in one turn then move is reduced to 1. **If the heavy does not move he can hit 2 targets in line of sight or the same target twice.**

Class: Medic  
Health: 17  
Move: 4  
Heal Range: 1 – 5  
Weapon Effectiveness: Melee Only  
Range: 1  
Damage: 12dmg  
Special: Heal/**Overheal**  
The Medic can heal 25% of in-range target’s health per turn **(round up to a whole number)**. Overheal also 25% with no degradation **(round up to a whole number)**.

Class: Sniper  
Health: 12  
Move: 4  
Weapon Range: 1 – 10  
Weapon Effectiveness: Line of Sight/AOE Cone  
Range: 1 2 3 4 5 6 7 8 9 10  
Damage: **2 4 6 8 10 10 10 10 10 10**   
Special: Headshot  
Roll a D4 with every shot if you roll a 4 then the damage is doubled

Victory

The player who has managed to eliminate their opponent’s 6 classes wins!

Intentions

The previous playtest for my game went really well for the most part so I felt comfortable in adding some additional complexity to my characters in the form of tweaking the way their special abilities work. I figured that if I really hone in on what makes each class unique through their special abilities then I will have a lot of success in capturing the real feel of a *Team Fortress 2*-like board game.

In addition to updating the special abilities of most of the classes, I also adjusted the damage values of most weapons in the game. For the most part I’ve made each class more dangerous the closer they get with their weapon. My intention in this is to give the players incentive to get close to each other instead of treating each class as a sniper-like class. The damage fall-off with increased range is now pretty steep on some classes, like the Heavy and the Soldier. This keeps them from being as effective as the Sniper, despite the range of their weapons allowing classes like the scout and pyro who are inherently short range classes, to not get destroyed right away. In this playtest I’ll be looking for if the classes feel even more unique than last time and hopefully not too difficult to understand with these additional rules. I will also be looking to see if the damage done in the game feels right for each class, or if they still need to be tweaked some more.

In addition to the class specific changes I’ve also added elevation to my map and I have changed the way the game starts out. Instead of playing with 3 classes and spawning in classes that have not been played yet when a class dies, I have both teams starting out with the six classes offered in the game with no respawning in a team death match scenario. Turns will be taking with a player moving and performing actions on all their pieces before their turn is over. It is my hope elevation will add a new layer to this game, favoring the soldier and scout. I am also interested in seeing if starting with all six classes changes the way in which players use their classes. For example, the medic should be considered valuable and not just charge straight into a fight if he cannot be respawned again. Lastly, I am still doubtful of how turns will work in the game, so I’ll be looking for if this all at once turn order works better than the previous playtest’s one-by-one approach.

Playtesters

Classmates from the GAT211 participated as first-time players for the version of my Team Fortress 2 board game that I brought to lab.

**Name: Email:**

* Jason Guelbert j.guelbert@digipen.edu
* Berne Capone [charlesberne.capone@digipen.edu](mailto:charlesberne.capone@digipen.edu)

Playtesting

During the lab I was lucky enough to once again have Jason Guelbert and Berne Capone playtest my game. After setting up the map and briefly scanning the rules the game started with Berne opting to play as Blu and Jason playing as Red. Right away there was an oversight in my game as to what kind of die should be used to determine who goes first. This was a silly mistake, but Berne picked up on it so I should correct this in the next version of the game. Berne won the d4 roll for who goes first and the game officially began.

The first couple of turns did not have a lot of action in them as far as shooting at the enemy goes, but it was interesting to see that Berne and Jason had different ideas for moving their teams. Berne choose to use the first couple of turns grouping up his classes, standing still, and taking advantage of the overheal provided with the medic healing ability. He overhealed 4 of his classes before finally breaking this formation. Jason took to casting a wide net with his classes, only overhealing 2 of his classes that were in range and mostly keeping his Medic close to the Heavy.

As soon as Berne’s sniper got in range he proceeded in a sniper war with Jason’s Sniper. None of them managed to roll headshots and this felt kind of lame. In a future version of the game I’m considering adjusting the headshot roll to give a better chance at more damage instead of the all-or-nothing approach that it is now. This change should make the sniper headshot roll more fun and less of a disappointment. Berne managed to kill the Red sniper on the second shot, but Jason quickly used the Scout’s speed to close the gap with the Sniper and shoot it down.

The game continued with much mindless violence: Blu Scout killing the Red Scout, the Red Pyro flaming the Blu Soldier and Pyro, and it all came down to an epic showdown between Red Heavy and Medic and most of the Blu team. The Red Medic kept the Red Heavy alive long enough for him to destroy 2 other Blu classes, but he could not last forever and was wiped out by the Blu Soldier at a medium range. Overall the game felt like it was working alright, and the fight was pretty fair until the end. Jason was even taunting Berne at several points in the game, a good sign that the players were engaged in the game and not distracted with things that broke the gameplay. Berne won the game with his Soldier and Heavy left after about 10 turns.

Overall Jason felt the game worked well, but the map could use some tweaks. He thinks the game needs more of an objective other than kill the other team, and I’m obliged to agree. At this point the classes mostly feel good, with the exception of the Scout. The little bit of evade he has is not effective, so I’ll be increasing this and maybe giving him another option, like a second smaller move in addition to his move and attack. Berne was happy with the game but mentioned that the medic’s overheal might be too strong. Both Berne and Jason felt the Medic was the most important class, which is an okay feeling to have, but both agreed the Scout was lame. This could be fixed with the above change, or even an objective, like capturing a point on the map.

Other Student Games

I got to play as the Red team on Jason Guelbert’s game against Berne as the Blu team. The game went pretty well, but I feel like the Scout in this game is incredibly broken in that it feels pretty useless. In particular the Scout is out-ranged by every class, including the Pyro, and is paper thin. The Heavy is very powerful, in contrast to the Scout, and can even move as fast as the Scout if the Scout fires in a turn. The game went pretty well, it is very similar to what I have going on in my game, so I think that with a few tweaks to his classes it will work out well.