

# TEAM FORTRESS 2

## ATTACK & DEFEND

— A BOARD GAME ADAPTATION —

Designed By  
Stephan Haldaman



 **DigiPen**  
INSTITUTE OF TECHNOLOGY

**VALVE**



# TEAM FORTRESS<sup>®</sup> 2

## ATTACK & DEFEND

This board game adaptation of Team Fortress 2 puts two players controlling 6 Team Fortress 2 class units from Team RED and Team BLU against each other in a battle for Capture Points. Team RED defends while Team BLU attacks. Team BLU wins if they capture both capture points, but Team RED wins if the points are defended for long enough.

## WHAT'S IN THE BOX

- 12 class unit pieces & 12 class cards for the following classes:
  - 1 RED Scout
  - 1 RED Pyro
  - 1 RED Soldier
  - 1 RED Heavy
  - 1 RED Demoman
  - 1 RED Sniper
  - 1 BLU Scout
  - 1 BLU Pyro
  - 1 BLU Soldier
  - 1 BLU Heavy
  - 1 BLU Demoman
  - 1 BLU Sniper
- 2 Order Of Operation cards, 1 for each team.
- 6 Burn Tokens (black fire pieces)
- 2 Mark Tokens (white crosshair pieces)
- 2 Grenade Tokens (red/blue grenade pieces)
- 4 Base Tokens (2 red & 2 blue hexagons)
- 2 Dice (a red die and a blue die)
- A Turn Counter (a ten sided die)
- 16 Hit Markers (white pegs)
- A fold up Game Map

## SETTING UP THE GAME

Each Team is handed their respective colored cards, pieces and dice. Team RED gets the Turn Counter and the rest of the pieces are split between players.

The Map is placed between each player with their colored Bases on their side. Place 1 red Base Tokens in the center of each of the orange Capture Point areas.

After all the game pieces have been set up and distributed, follow the rules stated in THE FIRST TURN section below before starting the game.

# HOW TO PLAY



## GOALS

### TEAM RED

Team RED is the defending team. The goal of RED is to defend the points for the duration of the game. Once a point has gone uncaptured for 10, RED wins the game.

### TEAM BLU

Team BLU is the attacking team. The goal of BLU is to capture the points on the map before time runs out. If BLU captures both points, BLU wins.



## TURNS

When it's your turn, you can play any 3 units that are not dead up to one time per turn. You can't play the same unit twice during a turn.

### THE FIRST TURN

Before the game can be played, the first turn must be set up. First, Team BLU places all 6 of their unit pieces anywhere in their Base. Team RED sets up their units differently. Team RED can place all 6 of their units in any tile on the map that a unit can occupy except for the BLU Spawn Area.

Once the map is set up with each Teams units, Team BLU plays all of their units for their first turn and can attack with each of them as well. After BLU's first turn, teams alternate turns and can only play 3 units per turn.

Team RED does not increase the Turn Timer until after team BLU's first turn.

### PLAYING UNITS

You get 3 Plays during your turn. You can play any unit once during your turn. When playing a unit, you can both move and do their action at any time.

**For instance**, the Scout can move 7 spaces. If you move the Scout 4 times, you can take your action and attack a target in range, and then you can move up to 3 more times or less.

You can only move and use 1 action unless stated otherwise.

When a unit reaches 0 Hit Points, it dies and is removed from the board. Depending on which team you are on, you respawn the unit at the beginning or end of your turn (see Order of Operations below). Many of the following elements are based on the specific numbers on the Class Cards. See Class Cards below for more information.

- **Moving**

Each unit has a number of moves they can use each time they are played. By moving a unit to an adjacent space, 1 move is used. See spaces below for spaces that can and cannot be moved on.

- **Attacking**

When a unit is within range of an enemy unit (See the Class Card section below) AND they have line of sight with each other, the unit can attack. You can never attack a friendly unit in any way.

To attack, DECLARE the unit you wish to attack, and ROLL your die. If your die lands on a 1, the attack misses and you deal no damage. If your die lands on a 6, deal double damage to your target. If you attack multiple units in 1 play, you must declare and roll for each unit.

The Sniper & Demoman don't use die to attack, and the Scout changes the way die work. Read their cards for more information.

- **Line of Sight (LoS)**

Line of Sight is an invisible line drawn between two units on the map. Attacks can only be made when Line of Sight is connected between 2 units and the attack is within the range of spaces between the units. The only thing that obstructs LoS is a wall space. Below are examples of Line of Sight between units on the map.



- **Spaces**

The map of the game contains different types of spaces. Some can be moved on while others cannot.

**Floor Space**



Units can move through Floor Tiles as well as shoot over them. These are the standard Space of the map.

**Wall Space**



Wall spaces can't be moved over or on, and they block Line of Sight.

**Window Space**



These spaces can't be moved through or on, but Line of Sight can be drawn through them just like Floor spaces.

**Base Space**



These spaces (and all surrounding spaces of the same color) indicate a team's Home Base. Units respawn at ant space within the Bases and cannot be attacked or attack other units until they move off of their Base spaces. One teams units cannot enter the other team's Base spaces.

**Capture Point Space**



This space and the surrounding orange spaces (marked 1 and 2) are Capture Point Areas. They act similarly to Floor Spaces. Team BLU captures these points in order from 1 to 2. Once team BLU captures point 1, they can spawn units from there, but units at a capture point can always be attacked.

## ORDER OF OPERATIONS

During each teams turn, certain operations must be performed in the following order. Each team has a card with this order on them they can reference.

### Team RED

1. RED grenades on the map explode
2. Play your 3 units.
3. Respawn your dead units
4. Deal 1 damage to your burned units
5. Check if a Point has been captured
6. Increase Turn Counter

### Team BLU

1. Respawn your dead units
2. BLU grenades on the map explode
3. Play your 3 units
4. Deal 1 damage to your burned units



## CAPTURE POINTS & BASES

### CAPTURE POINTS

The goal for Team BLU is to capture both Capture Points. To do this, Team BLU must have a unit on the orange spaces of the Capture Point. Team RED can prevent Capture Points from being taken by putting their unit on the same Capture Point.

- **Capturing the Points**

Capture Points are only taken at the end of Team RED's turn, if there are any BLU units on the Capture Point AND Team RED doesn't have any units on the same Capture Point, Team BLU gets that Capture Point.

Team BLU can only capture the Capture Points in order from 1 to 2. Only once Capture Point 1 is captured by Team BLU, they can then take Capture Point 2.

Once a point is captured by Team BLU, replace the red Base Token with a blue one.

- **Contesting the Points**

Team RED can prevent a point by being captured by moving one of their units on top of a point occupied by a BLU unit. A point can't be captured until no RED units remain on the point spaces.

If a point is being contested, and the Turn Counter is at 10, the game doesn't end. Keep playing until the point is no longer contested.

## **BASES**

Inside bases, units can't attack or be attacked, but a unit, during their play, can move out of their base space and attack. Once a unit has left their base space, they cannot go back inside.

- **Respawning at Bases**

Once a unit dies, they can be placed back at a space in their Base. Their position can't be changed once they are placed, as they are considered respawned already.

- **Respawning at Capture Points**

Capture Points can be used as Bases by BLU when they are capped, however, BLU or RED units inside of the Capture points, regardless of who owns them, can be attacked at any time, unlike units inside of their own Base spaces.

Team RED can never use Capture Points as bases.

## ↘ CLASS CARDS

Both teams get one of each class card. This card is used to display the stats the unit has, such as HP, moves, how they attack, damage, attack range, and their special.



- **HP**  
Each class has HP that must be tracked as they are used in the game. Use the white Hit Markers to place on each class card to represent the damage done to each unit. The Hit Markers should be visible to both players.
- **Moves**  
Every class has a set number of spaces they may move per turn. The Pyro for instance can move to up to 5 adjacent spaces in a turn.
- **Targeting**  
Classes have different targeting that may let them attack multiple enemies at once, or a single enemy or space.
  - Single Space  
A unit with this targeting may select any space within their range to attack.

- **All Enemies In Range**  
This is exclusive to the Pyro. When the Pyro attacks, all enemies inside the Pyro's range (2 spaces from the Pyro) get attacked.
- **One Marked Enemy**  
This is exclusive to the Sniper. The sniper can attack any enemy that has been Marked previously if they are within Line Of Sight.
- **Single Space; 1 Area**  
This is exclusive to the Soldier. The Soldier can attack any space in range and LoS, but any unit within 1 space & LoS of the attacked space will also get attacked.
- **Damage**  
After a successful attack, the damage of the attacking unit is subtracted from the HP of the unit receiving the attack. If the attack die lands on a 6, the attack damage is doubled. If the attack die lands on a 1, no damage is dealt.
- **Range**  
Range is the number of spaces away from the unit that can be targeted. It works the same as movement but is only used for measuring attack distance.
- **Special**  
Every class has a special ability they can use. Some abilities are used instead of an attack (Sniper & Demoman). Other abilities are used after attacks that hit. These rules should be followed before the unit's play is over.



## VICTORY & DEFEAT

### TEAM RED

Team RED wins the game by defending the points long enough for the Turn Counter to reach 10.

### TEAM BLU

Team BLU wins the game by capturing both points before the Turn Counter ever reaches 10.

Switch teams and play again for a fair game if desired. The winner of a two game match is the player who captured more points, or who captured the points the fastest.

## Credits

Designed By

**Stephan Haldaman**

Instructor

**Jeremy Holcomb**

President

**Claude Comair**



Copyright © 2014 DigiPen (USA) Corp. and its owners. All rights reserved.



© 2014 Valve Corporation. All rights reserved. Valve, the Valve logo, Half-Life, the Half-Life logo, the Lambda logo, Steam, the Steam logo, Team Fortress, the Team Fortress logo, Opposing Force, Day of Defeat, the Day of Defeat logo, Counter-Strike, the Counter-Strike logo, Source, the Source logo, Counter-Strike: Condition Zero, Portal, the Portal logo, Dota, the Dota 2 logo, and Defense of the Ancients are trademarks and/or registered trademarks of Valve Corporation. All other trademarks are property of their respective owners.

