

TEAM FORTRESS 2

Goal:

The winning team of this Arena Match gets first dibs at a box of new hats! Eliminate all of the opposing team's units to win!

Components:

- 10 TF2 Units (5 RED and 5 BLU)
- 10 TF2 Unit Cards (5 RED and 5 BLU)
- 2 TF2 Team Rosters (1 RED and 1 BLU)
- 20 Dice (10 RED and 10 BLU)
- 8 Burning Tokens
- 10 Health Tokens (5 RED and 5 BLU)
- TF2 Arena Map

Setup:

Place the Map between both players. The player who owns the most Hats (digital or otherwise) goes first. The first player has their choice of being RED or BLU. Players take all Units and Unit Cards of their respective colors. Players also take a Team Roster and 10 Dice of their chosen color. Each Player places health tokens on their Team Roster at each unit's maximum health. Both players place each of their 5 Units inside their respective Spawn Areas in any configuration they want.

On Your Turn:

Each of your units can Move then Attack, or Attack then Move. Units may also skip their attack or movement (or both). See the "Movement" and "Attack" sections for more details. Once all of your Units have finished acting, your turn ends and your opponent starts their turn.

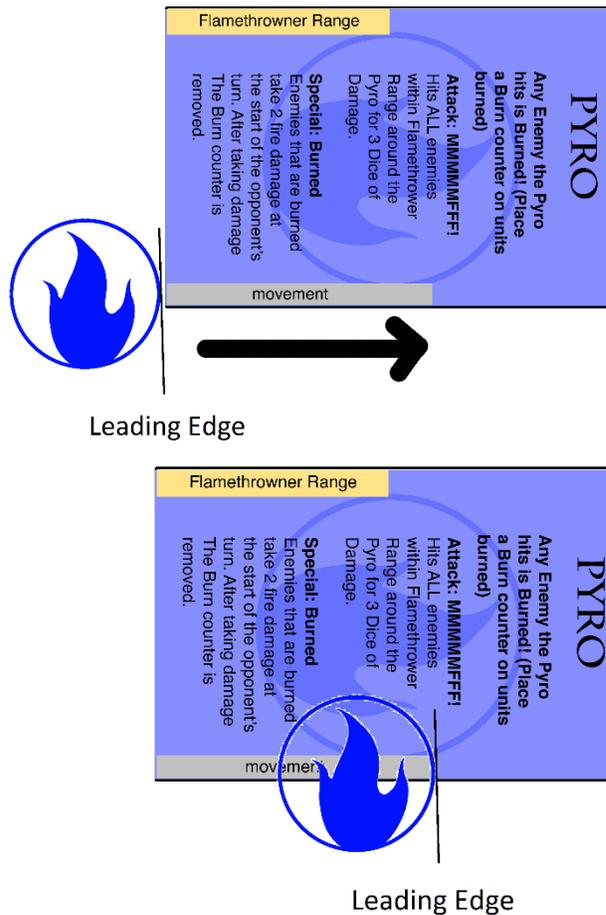
Copyright © Digipen (USA) Corp. and its owners. All rights reserved.

© 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, Valve Source and Counter-Strike: Condition Zero are trademarks and/or registered trademarks of Valve Corporation.

-Movement:

Units can move through their allies, but cannot move through Enemy Units (except the Scout. See “Meet the Scout” for more details). Units cannot occupy the same space as an ally or enemy.

Units move up to their Move Distance shown on their respective Unit Card. Movement is measured starting from the leading edge of the moving Unit’s base to that same leading edge at the end of movement:



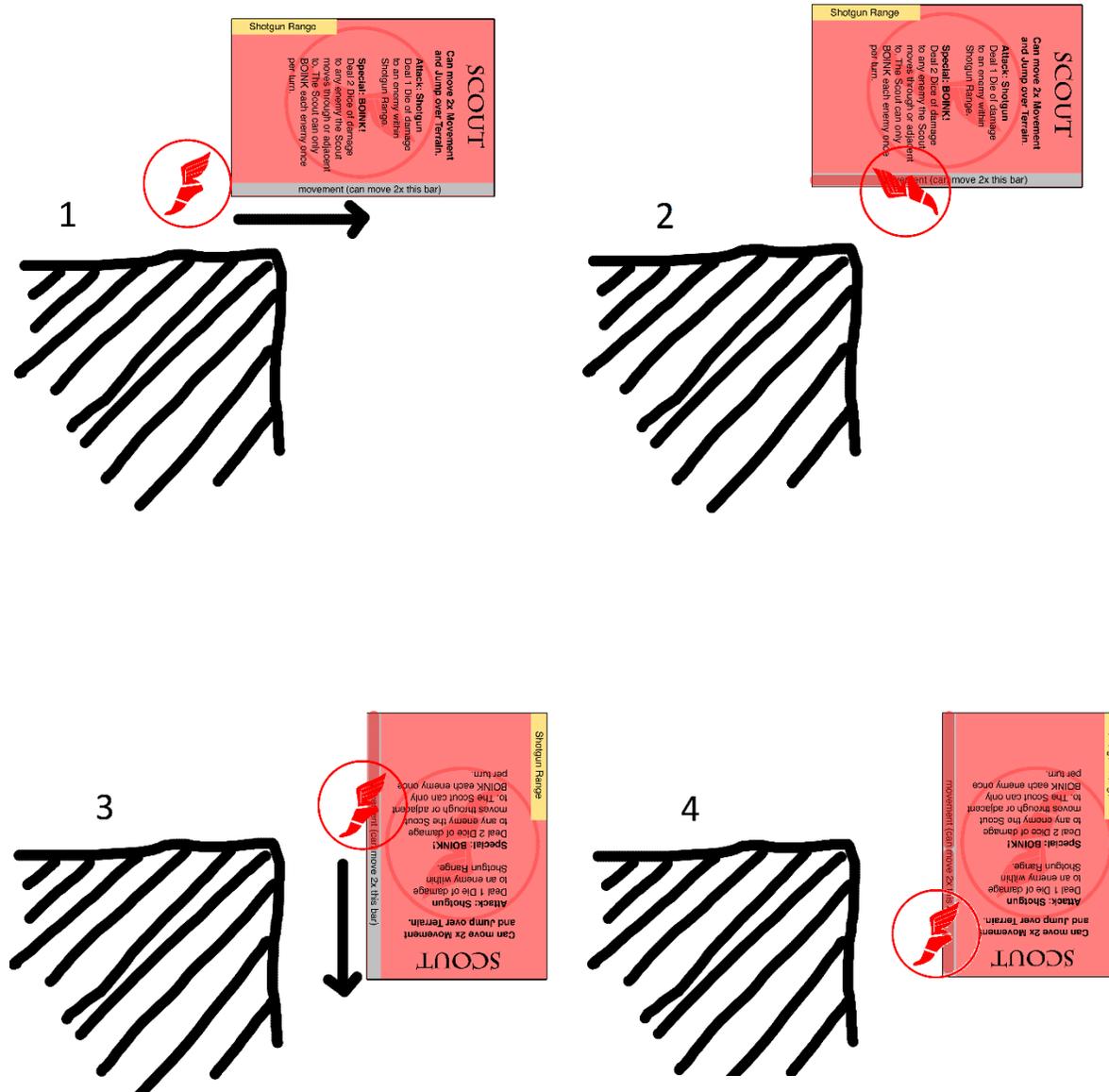
Units may choose to not move, or only move a partial amount of their Move Distance.

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

© 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, Valve Source and Counter-Strike: Condition Zero are trademarks and/or registered trademarks of Valve Corporation.

-Movement Continued:

To navigate corners or sharp turns on the map, Units move a partial amount of their Move Distance, and then rotate their Unit Card from where the unit stopped moving to measure the remaining distance. See the following 4 steps:



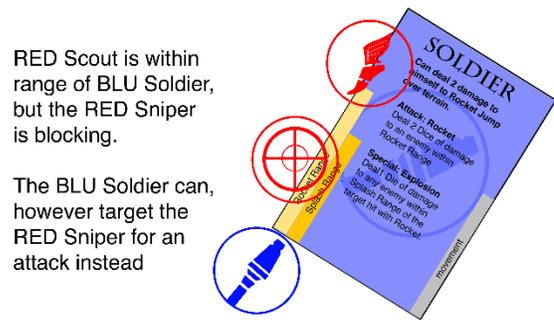
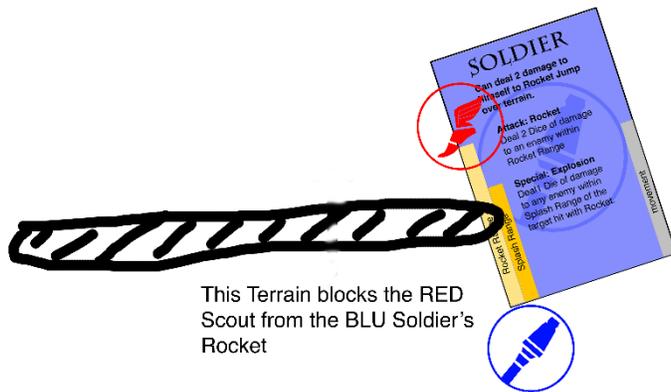
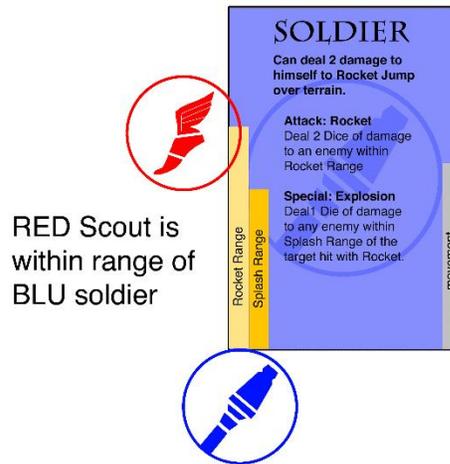
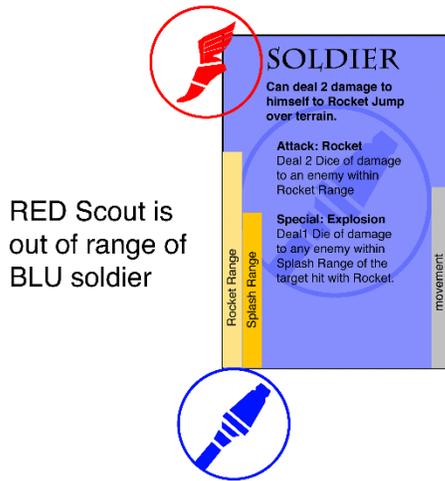
Note: this is especially useful to the Scout to weave through enemy lines (see the "Meet the Scout" section for details).

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

© 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, Valve Source and Counter-Strike: Condition Zero are trademarks and/or registered trademarks of Valve Corporation.

-Attack:

Each unit may attack an enemy (or enemies depending on the unit) within the Attack Range shown on their Unit Card. Attack Range is measured starting from the edge of the unit's base to the edge of the Targeted Enemy unit's base. Units cannot attack enemies if they are **blocked by terrain or other units** (note: The Pyro's attack can pass through units. See "Meet the Pyro" for more details).



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

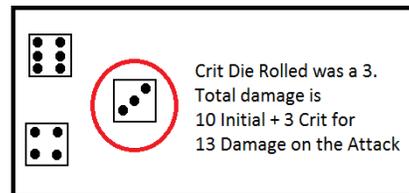
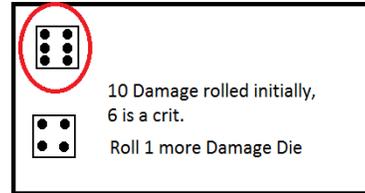
© Valve Corporation, all rights reserved. Valve, the Valve logo, Half-Life, the Half-Life logo, the Lambda logo, Steam, the Steam logo, Team Fortress, the Team Fortress logo, Opposing Force, Day of Defeat, the Day of Defeat logo, Counter-Strike, the Counter-Strike logo, Source, the Source logo, Valve Source and Counter-Strike: Condition Zero are trademarks and/or registered trademarks of Valve Corporation.

-Damage

Once a target unit is hit with an attack, the target's health is decremented by the damage sum rolled by the attacking unit. When a unit's health reaches zero, it is defeated and removed from the map.

Damage and Critical Hits on 6:

- To calculate damage, roll the number of dice listed on the attacking unit's card. Sum up the total, then for any dice that rolled 6, roll an additional Die and add it to the previous sum.



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

© 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, Valve Source and Counter-Strike: Condition Zero are trademarks and/or registered trademarks of Valve Corporation.

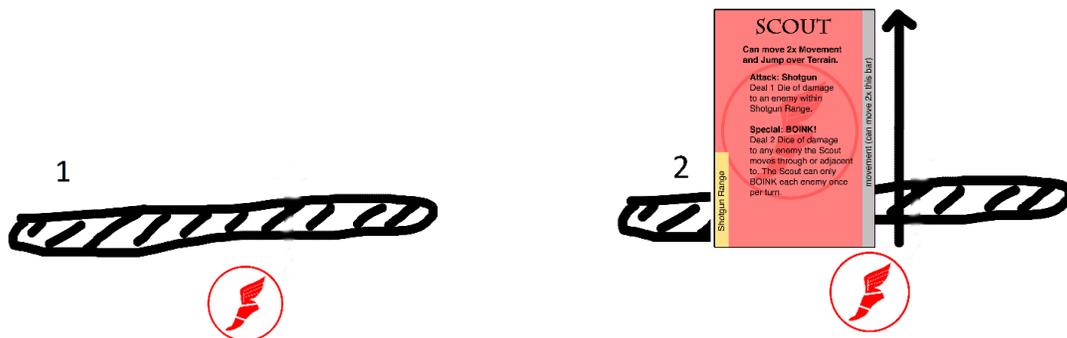
Meet The Team:

Both RED and BLU teams are composed of 5 units: Scout, Soldier, Pyro, Heavy, and Sniper. Below are details on how each unit plays. (Each Unit Card also contains this information).

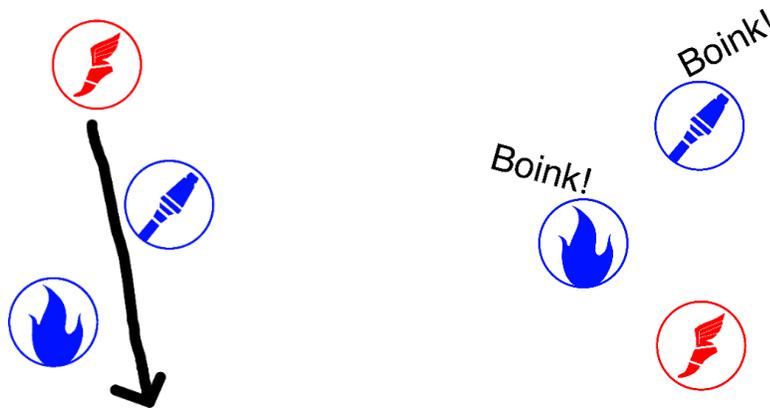
Meet the Scout: -----



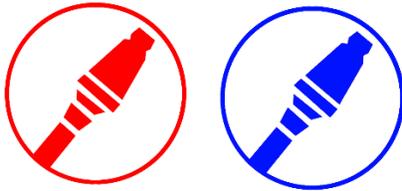
The Scout can move 2x his shown movement bar. He is also one of the only units that can jump over terrain. To jump over terrain, the Scout must have sufficient Movement remaining. The Scout cannot end his turn on top of terrain. He must either clear the terrain entirely or not at all.



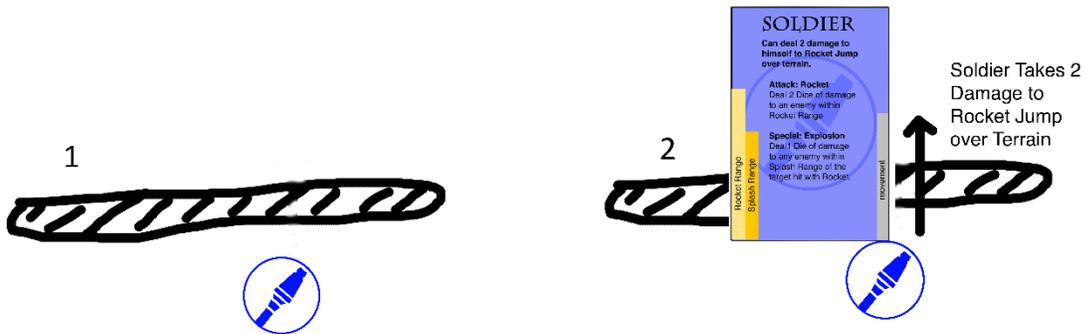
The scout can shoot an enemy within range with his shotgun. He also has a special ability called “BOINK!” which allows him to hit any enemy he moves through or adjacent to, to be hit with his Bat.



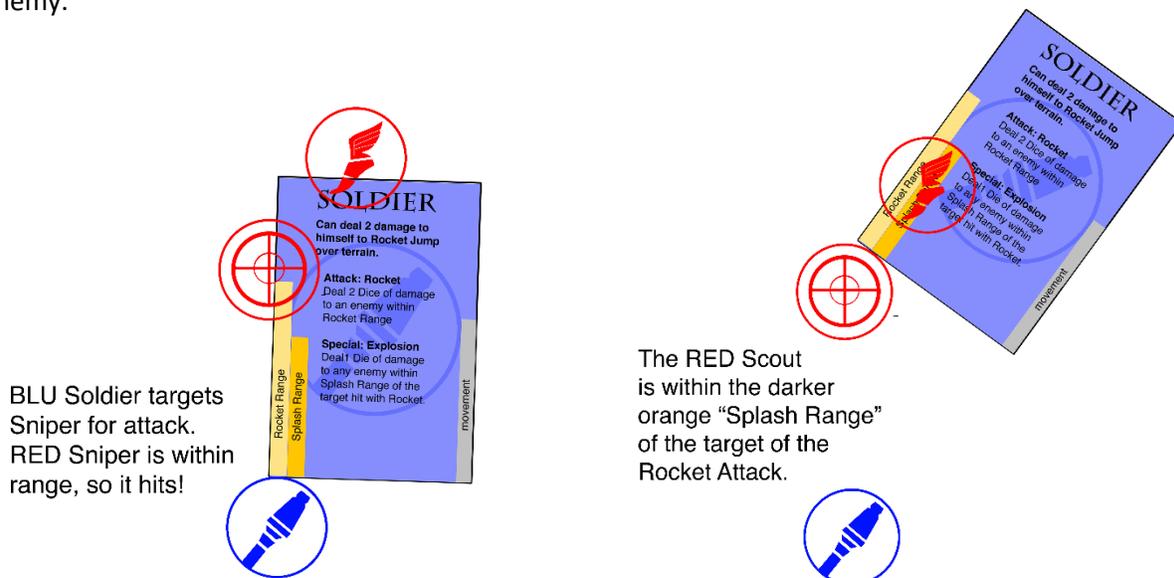
Meet the Soldier:-



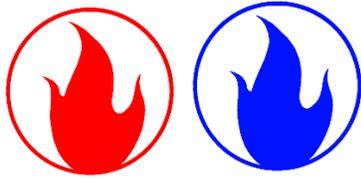
The Soldier can deal 2 damage to himself to perform a “Rocket Jump,” allowing him to leap over terrain as long as he has sufficient Movement remaining. The Soldier cannot end his turn on top of terrain. He must either clear the terrain entirely with a Rocket Jump or not at all.



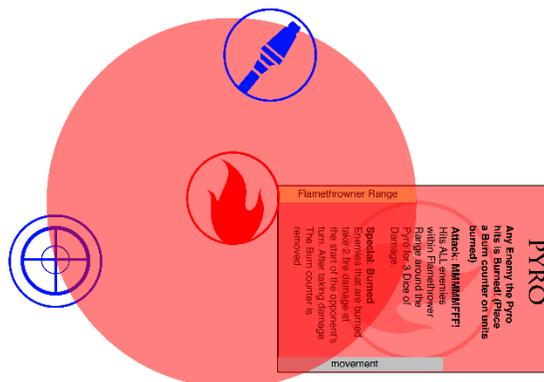
The soldier’s Rocket Attack also deals splash damage to any enemies within Splash Range of targeted enemy.



Meet the Pyro:-----



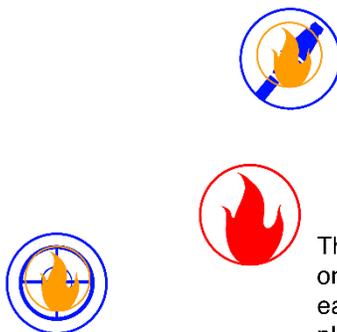
The Pyro can attack ANY enemies within his attack range. This means his attack range, while somewhat short, gives him a radial area of effect in which he can potentially target multiple enemies.



Both BLU Sniper and Soldier are within range of RED Pyro's Flamethrower

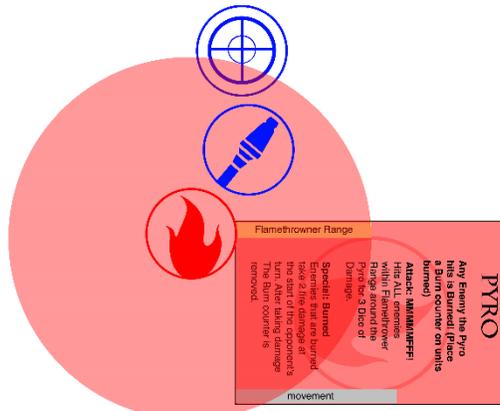
The Pyro sets things on fire. Any enemy unit (**except an enemy Pyro**) he hits has a Burning Token applied to them in addition to normal damage. Pyro's **cannot** damage or apply Burning Tokens to allies.

Burning Token Effect- At the start of a players turn, any of their units who has a burning token on them take 2 burn damage. The burning token(s) are then removed.



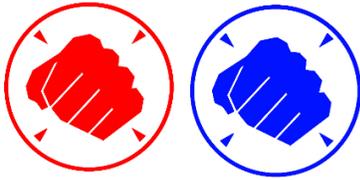
The BLU units are hit once each by the Pyro, each have a Burn counter placed on them.

Note: The Pyro's Flamethrower can go through multiple enemies, even if they are in a line. His Flamethrower can also hit enemies through allies (allies are not damaged by friendly fire).

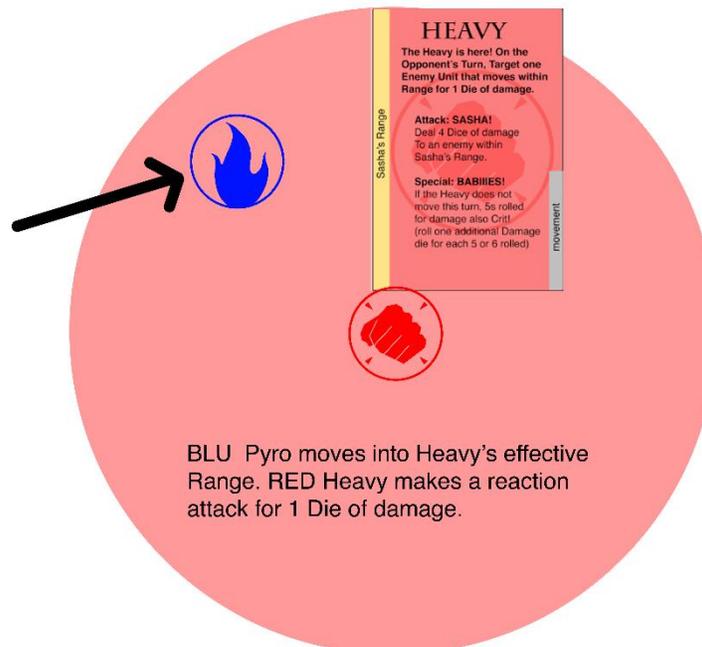


Even though the BLU Soldier is blocking the BLU Sniper, both are hit as the Flamethrower pierces through enemies.

Meet the Heavy:-----



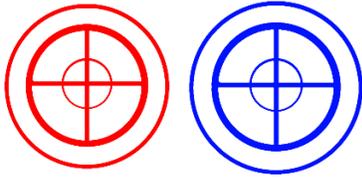
The Heavy has an intimidating presence on the battlefield. Once during the opponent's turn, the heavy can target one Enemy Unit that moves through his Attack Range and hit it for 1 Die of damage.



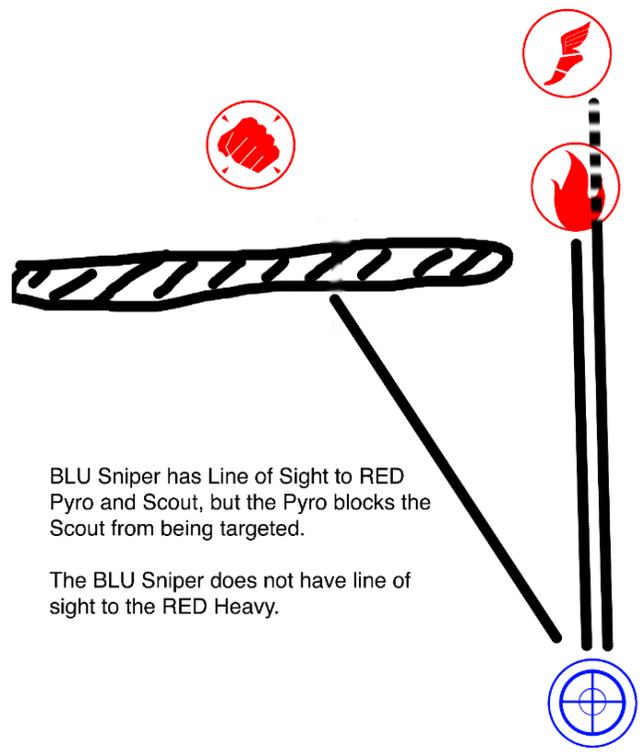
The Heavy can also fire a hail of bullets, resulting in a higher chance per bullet to Critical Hit.

If the Heavy chooses to not move, any 5 or 6 damage he rolls are critical hits. This means the Heavy rolls an additional damage die for each 5 or 6 rolled rather than just the normal 6s rolled.

Meet the Sniper:-----



Unlike other units, the Sniper can hit any enemy that he has Line of Sight to. The Sniper has Line of Sight if the player can draw a line from the edge of the Sniper to any edge of the target without any terrain or other units (including teammates) getting in the way.



BLU Sniper has Line of Sight to RED Pyro and Scout, but the Pyro blocks the Scout from being targeted.
The BLU Sniper does not have line of sight to the RED Heavy.

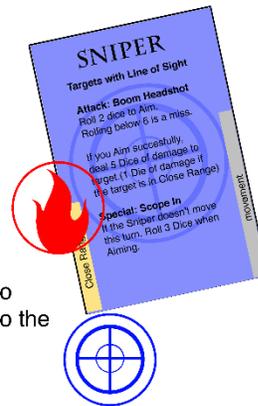
After targeting an enemy, the Sniper must make an “aiming roll” to see if he hits. The sniper rolls 2 Dice, and must roll a sum of 6 or greater to hit their target.

Copyright © Digipen (USA) Corp. and its owners. All rights reserved.
© 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, Valve Source and Counter-Strike: Condition Zero are trademarks and/or registered trademarks of Valve Corporation.

The Sniper can also choose to not move for his turn to “Scope In” allowing him to roll 3 Dice for his Aiming Roll.

Snipers, while great for long range coverage, are not the best at close range combat. If their target is within the Sniper’s “Close Range” distance, then the Sniper can only deal 1 Die of damage instead of the usual 5 Dice.

The RED Pyro is in Close Range of the BLU Sniper. The BLU Sniper can only do 1 Damage Die of damage to the Pyro



End Game:

The First player to eliminate all units on their opponent’s Team wins!

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

© 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, Valve Source and Counter-Strike: Condition Zero are trademarks and/or registered trademarks of Valve Corporation.