

Team Fortress 2: King of the Board

King of the Hill

It's RED vs BLU as usual. Your objective is to secure the target area by manning it with a unit. If the other team has a unit in the area as well then it is contested. When you alone control the target area for long enough victory will be secured.

Components

- 1 Game Board
- 2 Blueprints (1 RED, 1 BLU)
- 2 Active Unit Markers (1 RED, 1 BLU: Chips)
- 18 Unit Tiles(9 RED, 9 BLU)
- 18 Units (9 RED, 9 BLU : Scout, Pyro, Soldier, Demoman, Heavy, Engineer, Medic, Sniper, Sentry Gun)
- 4d6 Dice (2 RED, 2 BLU)
- 2 Demoman Grenade Markers (1 RED, 1 BLU: Cubes)
- 10 Health Markers / Sniper Scope Markers (Clear Tokens)
- 6 UberCharge Markers (Green Tokens)
- 12 Burn Markers (Red Tokens)
- 20 Capture Points (Gold Tokens)

Setup

- One player is RED the other is BLU; Red goes first
- Take all the components out of your respective bags
- Each player chooses 3 units to place in the respective RED or BLU bases
- Put the unit tiles for the units placed on the board on your blueprint
- Place the health markers on the unit tiles' highest health value
- Place the active unit markers over the first unit tile on the blueprint

Map

Each team's respective spawn bases are the hexes in which players can spawn their units.

Map Key		
	BLU Team Spawn Base	Units from the opposing team may not enter this space, nor do any of their attacks succeed in hitting a unit in its own base.
	RED Team Spawn Base	
	First Aid Kit	First Aid Kit - Heals a unit restoring him to full health.
	Low Obstacle	Low Obstacle - A low terrain which can be shot over but cannot be moved over by most units. Standing on it is treated as standing on a terrain height of 1.
	Wall	
	Terrain Height 1	Wall - Impassable terrain, you must move around it.
	Terrain Height 2	
	Control Point	
	Terrain Height 0	

Terrain Height 1 - Medium height. Can be accessed from terrain height 0.

Terrain Height 2 - High height. Can only be accessed if moving from terrain height 1 or use of a special such as Double Jump or Rocket Jump.

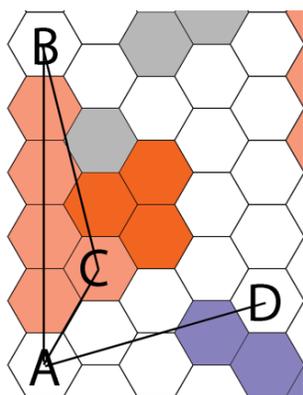
Control Point - This is where you capture points. Go here! Has a **terrain height of 2**.

Terrain Height 0 - This is the base height for the map.

Movement

Each unit has a set amount of distance he can move in a single turn. Units can move into any adjacent hex of the same, a single terrain height greater or a lower height. As an example, units can move up a single terrain height at a time, such as from height 0 to height 1, or terrain height 1 to terrain height 2, and freely move down from height 2 to height 0. A unit cannot move after attacking. Units can pass through one another during movement but only 1 unit can occupy a hex at the end of a turn.

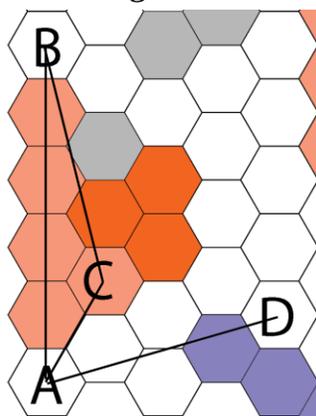
Distance and Line of Sight



Distance is calculated by finding the fewest number of hexes from the departing hex to the destination hex. The easiest way to do this is to picture a line and follow it in as few hexes as possible. For example, the distance from point A to B is 5, A to C is 2, A to D is 4, and C to B is 4.

A target can be shot if there is no interruption of sight from center of hex (attacker) to center of hex (target). Units can shoot other units that are on a higher or lower terrain level, however, if both the attacking unit and the target unit are on the same terrain height and a higher terrain value interrupts their line of sight they cannot shoot one another. Low obstacles do not break line of sight. For example, A and B cannot shoot each other since their sight is blocked by terrain, A and C can shoot each other since A can look up and C can look down, A and D can shoot each other since small obstacles don't block sight, and C and B can't shoot each other as terrain and a wall is blocking line of sight.

Attacking



To attack, an enemy must be in the attacking unit's range. The attacker does an accuracy roll of 2d6 and must match the distance in order to successfully attack. As an example, if a unit is a distance of 4 away the attacking unit must roll at least a 4 to hit. If the attacker rolls a pair, then he lands a critical hit dealing an additional **+20** damage.

When attacking a target on a higher terrain height the attacking unit's 2d6 roll must be greater than the distance between the two units by +1 for each terrain height difference. For example, unit C is on a terrain height of 1, unit A is on a terrain height of 0. If A attacks C he'll need to roll at least a 3 (distance - 2,

terrain modifier - 1) to hit C. There is not penalty for shooting down from a higher terrain, so unit C would only need to roll a 2 to hit unit A.

Area-of-Effect attacks only affect the hexes at the same height as the origin of the attack. For the Soldier and Demoman it's the center of their damage diagrams where the explosion stemmed. For the Pyro the origin of the attack is himself as he has the flamethrower.

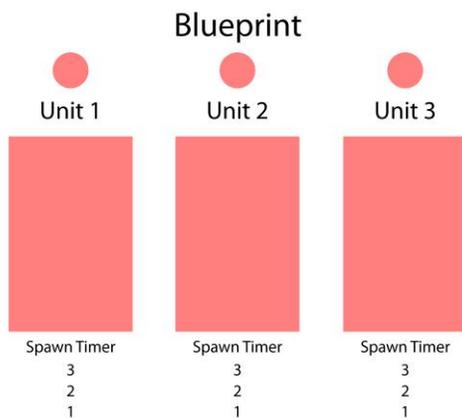
If a unit's health drops to 0 (or less) it dies. Remove it from the board and start its spawn timer.

Spawning

When a unit dies it can be replaced with any available unit after three turns. Upon death, flip the unit tile over in its spot on the blueprint and move its health marker to 3 on the spawn timer below it. At the end of each turn, move the health marker down one space. When the health marker reaches zero any unit not already on the board can be spawned anywhere in one of your team's bases with full health.

Turns

Each turn a player gets to command a unit. A unit may not be commanded again until the rest of the units on that team have been commanded. In a single turn a unit can take two actions so long as they're not the same: move, attack, and special. A unit may not move after attacking. Some unit's specials, such as the Scout's, are passive and cannot be done as an action. Turns go back and forth between players.



In order to keep track of respawning and tell which of your units' turns it is the blueprint is used. The dot above each unit is where you place the active unit marker to keep track of which units' turn it is. The box is for the unit tile, and the spawn timer is described above. The active unit marker should always start left, move right and wrap back around.

Capturing Points

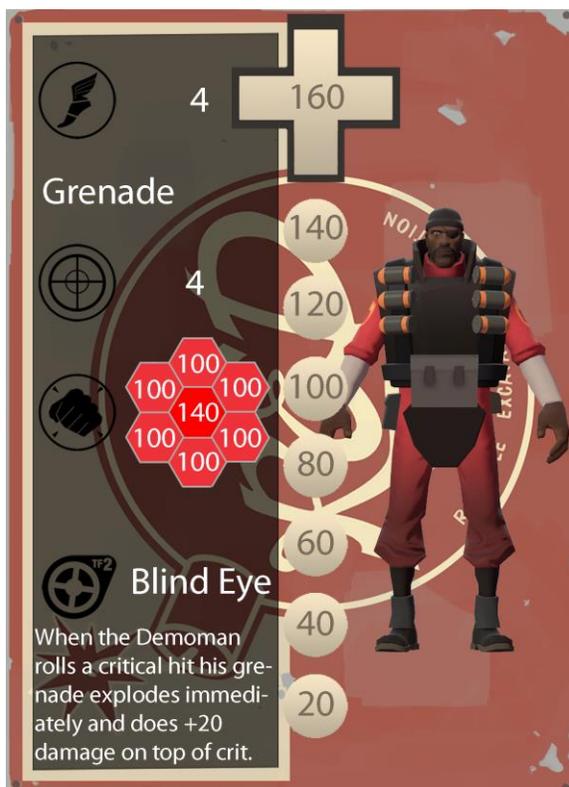
Each turn you have at least one unit in the control point, without an enemy unit in it as well you capture a point at the end of that turn. However, if both teams are in the control point simultaneously then it is contested and no points are awarded to either team. Both players need to check to see if they're capturing a point at the end of a turn as you can capture points whether or not it's your turn. Only one point can be captured per turn. The Sentry Gun **cannot** capture points the first person to get 10 points wins.

Turn Checklist

Here is the list of things to do each turn and in order:

1. Move the active unit marker to the next available unit on the blueprint
2. Sentry Gun attack if an enemy is still targeted, or in range
3. Perform two unique actions with the unit: move, attack, special
4. Take any damage from the Pyro's burn
5. Move the respawn timer for any unit that's unavailable
6. Capture a point if the control point is occupied but not contested (RED or BLU)
7. End turn

Unit Tiles



Speed - The distance a unit can move in a single turn.



Range - The maximum distance at which this unit can attack from.



Damage - The amount of damage the unit's attack deals to an enemy.



Special - A special action or trait that only this unit has. Some are passive meaning they can't be used as an action for a turn, these ones are listed as so in bold.



Health - This represents a unit's health. Place a health marker on the appropriate number to keep track of a unit's current health.

Units



Scout - "Eat my dust!"

The scout is a close range unit. He can move up to 6 hexes a turn, has a range of 4, deals damage proportional to his range to the target, and can jump over obstacles.

When adjacent to a target, the scout deals 140 damage, however when not right next to a target, each hex between the scout and his target reduces the scout's damage by 40. Therefore if a scout is a distance of 3 from a target (2 hexes between the scout and his target), he will deal 60 damage. **The Scout is not limited to shooting hexagonally.**

The scout's special is double jump, it allows him to jump onto and over low obstacles, and to maintain his terrain height when he moves. This special is **passive**.



Soldier - "This is not a camping trip, Sheila; this is war and **I love it!**"

The Soldier is an any range unit. He can move up to 3 hexes a turn, has a range of 10, deals area-of-effect damage, and can rocket jump to great distances and up terrain.

The target of the Soldier's attack receives 100 damage, each unit in a hex adjacent to that receives 60 damage, and units adjacent once more receive 20 damage. Rockets **will** deal damage to friendly units!

The Soldier's special is rocket jump, it allows him to jump up to 8 hexes away and can move up to or over any terrain height, however he loses 40 health for rocket jumping.



Pyro - *""Mmmmmmmrrrrrrppppghhh!""*

The pyro is a close range unit. He can move up to 4 hexes a turn, has a range of 3, deals area-of-effect damage, and applies damage over time effects to his targets.

The Pyro's flamethrower shoots out in an area-of-effect cone. Any enemies caught in the flame receive 100 damage. The Pyro himself is the origin of the damage. The Pyro does not need to do an accuracy roll.

The Pyro's special is burn. Whenever the Pyro hits a target with his flamethrower they are lit on fire and begin to burn. Place **two** burn markers on the burning target. At the end of a unit's turn, if he is on fire, he receives 20 damage and removes a single burn marker. A unit cannot hold more than 2 burn markers. This special is **passive**.



Demoman - *""Kablooie!""*

The Demoman is a mid range unit. He can move up to 4 hexes a turn, has a range of 4, deals area-of-effect damage on delay, and deals massive damage on crits.

The Demoman's grenades take a full turn to activate. When he attacks, you place his grenade marker on the target hex. The grenade does not explode until the Demoman's next turn, after all other unit's have had a turn. If he fires a grenade into an unoccupied spot then he does not need to do an accuracy roll. Grenades **will** deal damage to friendly units.

The Demoman's special is Blind Eye. When he rolls a critical hit his grenade immediately explodes and deals an additional +20 damage on top of the critical hit. This special is **passive**.



Heavy - *"I am amused by entire eety-beety-teeny team!"*

The Heavy is an any range unit. He can move up to 3 hexes a turn, has a range of 10, deals 20 damage 5 times, and he had Sandwich for lunch.

When the Heavy attacks he doesn't just attack once, but 5 times. This means he must perform 5 accuracy rolls for each of his attacks which deals 20 damage.

The Heavy's special is Sandwich, he ate it for lunch and it gave him plenty of extra health to chew on. This special is **passive**.

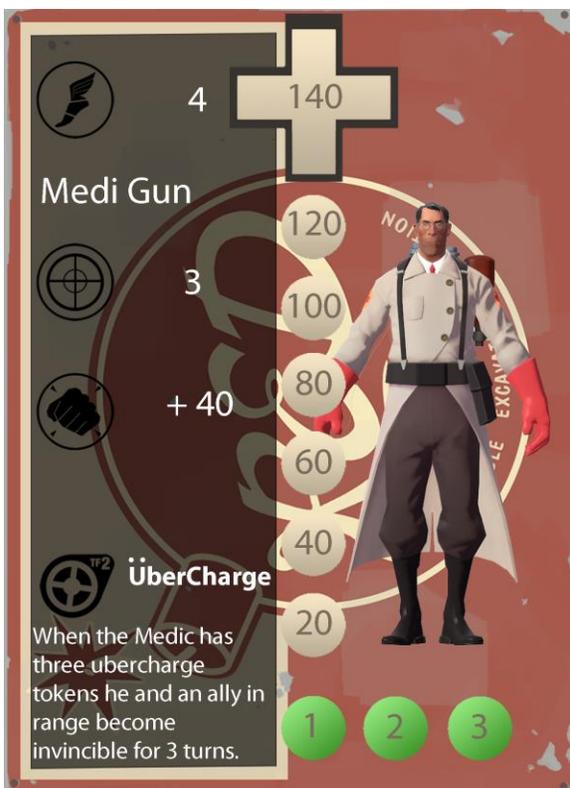


Engineer - *"Ain't that a cute little gun?"*

The Engineer is a mid range unit. He can move up to 4 hexes a turn, has a range of 5, deals 40 damage, and can build a Sentry Gun.

The Engineer's pistol isn't anything special, it has a range of 5 and deals 40 damage.

The Engineer's special is Sentry Gun. He builds a Sentry Gun (turret) for your team. The turret is placed in adjacent hex of his choice. An engineer can only have one Sentry Gun which he built on the map at any given time. A new turret can't be built until the old one is destroyed. The Engineer may spend an action to pick up his own Sentry Gun, taking it with him when he moves. If an Engineer dies, his turret becomes inactive. If a different class respawns then the turret is destroyed.



Medic - *"Ve did it, Kamerad!"*

The Medic is a close range support unit. He can move up to 4 hexes a turn, has a range of 3, heals 40 health, and can UberCharge friendly units. The Medic can't heal himself.

The Medi Gun heals human allies (not the Sentry) for 40 health. Each time the Medic heals a unit his UberCharge increases by +1, up to 3. Each turn the medic does not heal a target he loses an UberCharge. Healing nullifies the Pyro's burn.

The Medic's special is *UberCharge*. When he has at least 3 UberCharge he, can UberCharge making both him and an ally in range invincible for 3 of the units' turns each, starting on activation. Use 3 UberCharge slots to count turns of invincibility, afterwards remove them.

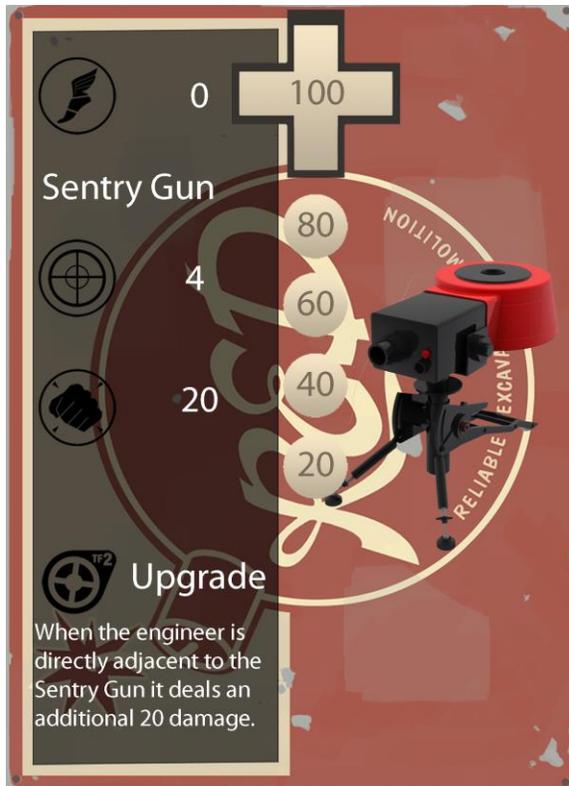


Sniper - *"Thanks fer standin' still, wanker!"*

The Sniper is a long range unit. He can move up to 4 hexes a turn, has a range of 12, deals 100 damage, and deals more damage the longer he's scoped.

The Sniper can see farther than anyone else at 12 hexes; he deals a base of 100 damage.

The Sniper's special is *Scope*. He takes aim and increases his damage by +20, his accuracy roll by +1, and increasing his minimum range by +1. While the Sniper hasn't moved, Scope stacks, allowing him to deal up to 200 damage in a single shot. For example, after having scoped twice, damage will be 140, +2 to accuracy roll, and minimum range will be 3. The Sniper cannot Scope immediately after moving.



Sentry Gun - " 01000111 01001111
00100000 01000100 01001001
01000101!"

The Sentry Gun is an immobile unit with a range of 4, deals 20 damage, and can be *Upgraded* by the Engineer's presence.

Unlike other units, the Sentry Gun is not controlled by the player (mostly). At the beginning of every unit on the Sentry's team's turn, the Sentry Gun will attempt to attack the nearest enemy in range. The Sentry will attack the same target until it dies or gets out of range. When choosing whom to attack for the first time, if multiple enemies are equidistant and in range, the player who owns the sentry may choose who to attack.

The Sentry Gun's special is Upgrade. If the engineer is adjacent, the Sentry Gun deals 20 more damage. This special is **passive**.