

TEAM  FORTRESS 2

PAYLOAD!!

**OPERATIONS
MANUAL**

Overview

Payload is a game for two players, in which players take turns attempting to push a bomb (the “**Payload**”) toward the opponent’s base. Games last a finite number of turns, with one team pushing the bomb - while the opposing team attempts to halt their progress. Each player takes control of five distinct characters: The **Heavy, Medic, Soldier, Scout, and Pyro** and must effectively utilize their skills to emerge victorious.

Contents

- 1x Tile Map
- 1x Bomb Token
- 1x Turn Counter Token
- 2x Endurance Tokens
- 8x Overheal Tokens
- 5x Red Tokens (Heavy, Medic, Soldier, Scout, Pyro)
- 5x Blue Tokens (Heavy, Medic, Soldier, Scout, Pyro)
- 4x 6-Sided Dice

Setup

Players roll a **6-sided Die**, with the **highest roller** taking control of the **Red Team** and **Payload**. The **losing player** takes control of the **Blue Team**. In the event of a tie, continue to roll-off until the tie is broken. The five character tokens are placed in their appropriately-colored **Base**, indicated by the **Red** and **Blue** signs on the board. The **Payload** is placed at the starting point in front of the **Red Team Base**, this is indicated by a **Red Circle** on the board. Finally, place the **Turn Counter Token** on “**10**” under the **Turn Counter** on the side of the board.

Taking Turns

The first turn in any given game is always taken by the **Red Team**. **Turns** are defined as one complete **Movement Action** and one **Combat Action** for all characters on a team. Once all characters have performed a **Movement Action** and **Combat Action**, a player's turn ends and the opposing player's turn begins. Players can choose to pass on both/either moving or combat actions in order to complete their turn early.

Match Progression

The **Turn Counter** starts at **10**, at the conclusion of each round of turns, the **Turn Counter Token** is moved up the board by **1** tile. Additionally, as the round ends, the **Red Team** may move the **Payload** forward based on the characters currently adjacent to it (*See: Payload Movement*), either orthogonally or diagonally. Furthermore, any characters who were killed during the previous round will reappear at their **Base**. Players who have died and respawned will begin with full **Health**. (*See: Damage & Death*)

Movement

Players can move their characters **orthogonally** up to, but no greater than the **Movement Speed** defined for the character on the **Reference Page**. Players can also move **diagonally**, with diagonal movements consuming two points of available movement speed. Players can only move on tiles which are not colored **Brown**, these are considered **Obstacles** or **Cover** for traversal and line-of-sight purposes. Once a character has performed its movement action, it cannot move again until the following turn. *Movement Example: The Scout can move up to 12 tiles during his turn, or 6 diagonally. He must move around a barrier, moving 6 tiles orthogonally and 3 tiles diagonally.*

Payload Movement

At the end of a round, the **Payload** moves forward along the **Track** (Dashed Red Line). If at least one character is adjacent to it, either orthogonally or diagonally, it will move ahead by **3 Tiles**. If more than one character is adjacent, add **1 Tile** per additional character. If a **Scout** is adjacent to the **Payload**, add an additional **2 Tiles** to the final movement amount. Any characters that are adjacent to the **Payload** when it moves are moved with it, as if they are attached. Finally, If there are no characters adjacent to the **Payload** at the end of a round, move it back by **5 Tiles** or to the previous **Checkpoint**, whichever is smaller.

Combat

Characters may engage in **Combat** once per turn. Characters may only attack opponents within their current **Attack Range**. Attacks cannot be made through **Brown** tiles, they are barriers. **Orthogonal** tiles are counted as **1**, while **Diagonal** tiles are counted as **2**. When combat is engaged, the **Attacker** rolls a six-sided die versus the **Defender's** 6-sided die, unless otherwise specified. If the **Attacker** rolls a tie or higher, the attack is successful and damage is applied. However, if the **Defender** wins, he dodges the attack and combat ends without **Damage** being applied. (*See: Damage & Death*)

Damage & Death

Upon taking **Damage**, if a character's **Health** is "**In-the-Green**", the player must flip over the **Character Token**, which is now considered to be, "**In-the-Red.**" If a character's **Health** is already "**In-the-Red**" before taking damage, their **Health** is reduced to **Zero** and they are **Dead**. A **Dead** character is returned to **Base** and cannot take any actions this turn, but "**respawns**" at the beginning of the next round. **Health** does not regenerate between rounds and characters must be healed by a **Medic** to regain health. If a character has an **Overheal Token** present, simply remove that instead. If the character is a **Heavy**, remove his **Endurance Token** if one is currently present.

Healing & Overhealing

When a **Medic's Medigun** is in range of **friendly** characters, he may choose to use *up to two* **Combat Actions** to **Heal** or **Overheal** those characters during his turn. Each time he performs one of these actions, it consumes one of his available **Combat Actions**. If a character is currently "**In-the-Red**", they are restored to "**Green**". If a character is already "**In-the-Green**", they receive an **Overhealing Token**. **Overhealing** persists until the character takes damage. The Medic cannot heal himself with his **Medigun**, but his **Special Ability** provides regeneration.

Tokens

There are five types of tokens, their proper use is described as follows:

Turn Counter: This Token is used to keep track of the remaining number of turns until the end of the game, standard use for this token is upward movement along the Turn Tracker towards “1” at the conclusion of each round of turns.

Bomb Token: This Token starts at the Red Circle and moves along the track (**Dashed Red Line**) at the end of each round of turns.

Character Tokens: These are tokens with distinct symbols designating the character type and Health status. Character Tokens have two Health indicators, Red and Green, one on each side.

Overheal Tokens: Overheal Tokens can be placed on top of a Character Token when they receive healing while in their Green state. These Overheal Tokens travel with the character and are removed if they take combat damage.

Endurance Tokens: This token is unique to the Heavy and is present on the Heavy at the beginning of the game and each subsequent respawn. If the Heavy is damaged, this token is removed. When receiving healing, the Heavy must already have an Endurance Token present before an Overheal can be stacked on top. Otherwise, the Endurance Token is merely returned to the Heavy. This is his “Full Health” state. When the Green state is showing, the Heavy can be dropped to Red and killed like any other character.

Victory

There are two **Checkpoints** for the **Payload**, indicated by a **White Circle** on the path. When the first **Checkpoint** is reached, **3 Turns** are added to the **Turn Clock**. Move the **Turn Counter Token** down **3 Tiles** or to **10**, whichever is smaller. When the **Turn Clock** would move past **1**, or the **Payload** arrives at the second **Checkpoint**, the game ends. The **Winner** is determined either as, **A: *The team who prevented the Payload from reaching the second Checkpoint before the Turn Clock expired.*** or **B: *The team who successfully got the Payload to the second Checkpoint.*** The game can be concluded here and a **Winner** declared. If desired, however, the winning team may earn one point, with players switching roles at the end of the match. The overall winner of the game is the player who wins two out of three matches.

Credits

Team Fortress 2: Payload

President: Claude Comair

Instructor: Scott Dodson

Designer: Chris Morris (GAT211B, 11/10/12)

Cover Illustration: Carol Choto

Special Thanks:

Bernard Hwang

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