



Team Fortress 2 – The Miniatures Game  
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## Contents

June 1968

Builders League United (BLU) and Reliable Excavation & Demolition (RED) each hire 9 mercenaries in an unending battle over Zepheniah Mann's league of dustbowls and gravel pits

## Team Size

Players agree on a Team Size (usually between 5 > 8). No more than 2 of each class maybe taken.

## Activation

3 actions per activation; Move, Use EventAction Card or Attack (choose weapon).

## Statistics

	Health	Movement
<a href="#">Scout</a>	12	8"
<a href="#">Soldier</a>	20	5"
<a href="#">Pyro</a>	17	7"
<a href="#">Demoman</a>		17 6"
<a href="#">Heavy</a>	30	4"
<a href="#">Engineer</a>	12	6"
<a href="#">Medic</a>	15	7"
<a href="#">Sniper</a>	12	6"
<a href="#">Spy</a>	12	6"

## Turns

Start of every turn each player draws 1 card from the Event Deck.

Each player activates one miniature, and utilises its Actions before the opponent activates one of their miniatures,

## Event Deck

Event Deck Contains:

- 6x Small Health Pack (25% health boost)
- 4x Medium Health Pack (50% health boost)
- 2x Large Health Pack (100% health boost)
- 3x 1 (-1 or +1 Damage)
- 2x 2 (-2 or +2 Damage)
- 1x 3 (-3 or +3 Damage)
- 4x Critical Damage
- 1x Saw Blade
- 1x Train Track

Train Track: before turn one, place the card on the table. Any model on this line at the end of the turn is removed from play immediately

Saw Blade: before turn one, place the card on the table. Any miniature contacting this card is removed from play immediately

#### Movement

Movement



#### Shooting

Shooting; Measure distance from shooter to target and compare to the weapons' damage rating.

The player controlling the shooter may play any Event card from his hand; the target may play an Event card in response.

Mark the damage on the relevant Character Card.



## Basic Weapons

Weapon	Kill Icon	Ammo		Damage			Critical
		Loaded	Carried	6"	12"	24"	
Stock <a href="#">Shotgun</a>		6	32	9	3	1	18
Stock <a href="#">Pistol</a>		12	36	3	2	1	4
<b>Melee</b>		Damage:		6	Critical Damage:		19


**Blasts:** anyone \*touched\* by the template is affected with -2Dam each 1" away from centre

**Flame template:** anyone \*touched\* by the template is affected with -2Dam each 1" away from firer. People taking damage are set on Fire and suffer -2HP per action they take until healed or 4 actions are spent.


## Scout

Weapon	Kill Icon	Ammo		Damage			Critical
		Loaded	Carried	6"	12"	24"	
Stock <a href="#">Scattergun</a>		6	32	10	4	1	18
Stock <a href="#">Bat</a>		0.5 seconds		4		10	



## Soldier

Weapon	Kill Icon	Ammo		Damage			Critical
		Loaded	Carried	6"	12"	24"	
<a href="#">Rocket Launcher</a> 3" Blast		4	20	11	11	11	27

## Pyro


Weapon	Kill Icon	Ammo			Damage	
		Loaded	Carried	6"	Effects	Critical
<a href="#">Flamethrower</a> Flame template		200	N/A	8	-2Hp/ action	16

## Demoman

Weapon	Kill Icon	Ammo				Damage	
		Loaded	Carried	6"	12"	24"	Critical
<a href="#">Grenade Launcher</a> 1" Blast		4	16	13	13	13	30
<a href="#">Stickybomb Launcher</a> 2" Blast		8	24	15	15	15	35

Sticky Bombs require 1 action to fire; place a marker at target location and 1 action to detonate; resolve the hit

## Heavy

Weapon	Kill Icon	Ammo			Damage		
		Loaded	Carried	6"	12"	24"	Critical
<a href="#">Minigun</a> 2 actions to fire		200	N/A	25	15	3	30

**Engineer Builds:** (2 actions to place each item. 1 action to destroy each) Engineer requires 2 actions per upgrade, 50% heal per action

**Sentry:** every enemy action within LoS & 8" will take damage from the Sentry

Level 1: 15HP, 8Dam

Level 2: 18HP, 16Dam

Level 3: 21HP, 16Dam 2" blast

**Dispenser:** Friendly models will heal for every action they spend adjacent to a Dispenser



**Level 1: 15HP, +4HP**  
**Level 2: 18HP, +8HP**  
**Level 3: 21HP, +16HP**


**Teleporter: an entrance / exit is placed. Friendly models in b2b may spend an action to move from the entrance to the exit.**

**Level 1: 15HP, maybe used once per 2 turns.**

**Level 2: 18HP, maybe used once per turn.**



**Level 3: 21HP, maybe used twice per turn.**

## Medic

Weapon	Kill Icon	Ammo		Damage			Critical
		Loaded	Carried	6"	12"	24"	
Stock <a href="#">Syringe</a> <a href="#">Gun</a>		40	150	2	1	1	3
<a href="#">Medi Gun</a>		N/A	N/A	+7 Health	+5 Health	+2 Health	2 Turn Invulnerable

## Sniper

### Primary



Weapon	Kill Icon	Ammo		Damage			Critical
		Loaded	Carried	6"	12"	24"	
Stock <a href="#">Sniper Rifle</a>		25	N/A	4	10	15	45
Stock <a href="#">Submachine Gun</a>		25	75	2	1	1	4

## Spy

**Disguise: 2 Actions to assume a Disguise. Enemy fighters require 1 additional action to target the Spy and Sentries will not target this figure.**

**Sapper: 1 Action to place. May only be used in melee range of an Engineer Building and stop the target from performing its' function and reduce the targets health by 15HP per activation from the owning Engineer.**

**Any Engineer can remove a sapper by spending an action in contact with the target building.**

Weapon	Kill Icon	Ammo		Damage			Critical
		Loaded	Carried	6"	12"	24"	
Stock <a href="#">Revolver</a>		6	24	6	4	2	12
Stock <a href="#">Knife</a>		0.8 seconds		4			30