BLU TEAM - DEFENSE CLASS

TEAM FORTRESS 2

THE DEMOMAN

GRENADE LAUNCHER
The Demoman does not require Line of Sight. If the Demoman has Line of Sight to his target, add 2 to his attack and 2 to his Range.

STICKY BOMB PLACEMENT
The Demoman starts the game with 3 Bomb markers. Instead of moving and attacking, you may place Bomb markers on any three unoccupied tiles within 5 clear sight spaces. Enemy figures may pass through spaces containing Sticky Bombs. When the Demoman is killed, remove all Sticky Bombs from the field.

STICKY BOMB DETONATION
After moving and instead of attacking, you may detonate all previously placed Sticky Bombs on the field. Roll 5 attack dice for all enemy figures adjacent to the Bomb markers. Affected figures roll defense dice separately. If the Demoman is adjacent to a Bomb at detonation, he must roll defense dice and then may move up to 4 spaces, no more than 20 levels high. After detonation, all Bomb Markers are returned to this card.

SCOTTISH
UNIQUE CLASS
DEFENSE
TRICKY
MEDIUM 5

6 LIFE

MOVE	6
RANGE	5
ATTACK	3
DEFENSE	5

TEAM FORTRESS 2

THE ENGINEER

SENTRY GUN
Instead of moving and attacking, the Engineer may build or repair any friendly, adjacent Sentry Gun. A Sentry Gun may only be built on an empty, adjacent space. When the Engineer repairs a Sentry Gun, remove up to 2 wounds markers from the Sentry Gun's Army Card. The Engineer may only build one Sentry Gun.

TELEPORTER
After moving and before attacking, the Engineer may build or repair a teleporter. A Teleporter may only be built on an empty, adjacent space. To repair an exisiting Teleporter, remove all wound markers from the Teleporter's destructible object card. The Engineer may only build one Teleport Entry and one Teleport Exit.

REMOTE DETONATION
Before moving, the Engineer may remotely destroy all previously built objects. The Engineer may not build any objects in the same turn that he uses his Remote Detonation.

AMERICAN
UNIQUE CLASS
DEFENSE
TRICKY
MEDIUM 5

5 LIFE

MOVE	6
RANGE	5
ATTACK	4
DEFENSE	4

TEAM FORTRESS 2

THE HEAVY

'SASHA' THE MINIGUN SPECIAL ATTACK
Range 6. Attack 4.
When the Heavy uses his Minigun Special Attack, he may attack 2 additional times. Add one attack dice to each subsequent attack. The Heavy may target the same or different figures with each attack.

RUSSIAN
UNIQUE CLASS
DEFENSE
WILD
MEDIUM 6

8 LIFE

MOVE	4
RANGE	5
ATTACK	4
DEFENSE	6

BLU TEAM - OFFENSE CLASS

TEAM FORTRESS 2

THE SOLDIER

AMERICAN
UNIQUE CLASS
OFFENSE
DISCIPLINED
MEDIUM 5

ROCKET LAUNCHER SPECIAL ATTACK
Range 7. Attack 6.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Rocket Launcher Special Attack. The Soldier only needs a clear sight shot at the chosen figure. Roll 6 attack dice once for all affected figures. Each figure rolls defense dice separately. If the Soldier is affected by his own Rocket Launcher Special Attack, he must roll defense dice and then may immediately move up to 3 spaces, no more than 20 levels high. The Soldier is not attacked when leaving an engagement in this manner.

ROCKET JUGGLE
If the Soldier deals two or more wounds to the primary target of his Rocket Launcher Special Attack, he may attack that figure with the Rocket Launcher Special Attack one additional time. Only that figure is affected by this second attack. After attacking you may move the Juggled enemy 3 spaces. The Juggled figure take no leaving engagement.

6 LIFE

MOVE	5
RANGE	5
ATTACK	4
DEFENSE	5

TEAM FORTRESS 2

THE SCOUT

AMERICAN
UNIQUE CLASS
OFFENSE
ARROGANT
MEDIUM 4

BATTER UP SPECIAL ATTACK
Range 1. Attack 4.
After attacking with the Batter Up Special Attack, the Scout may move up to 4 spaces.

SCATTERGUN SPECIAL ATTACK
Range 5. Attack Special.
Roll 6 attack dice against an adjacent target when using the Scattergun Special Attack. Subtract one attack dice for every additional space of distance between the target and the Scout, up to the maximum Range.

DOUBLE JUMP
Instead of a normal move, the Scout may Double Jump. Double Jump has a move of 4. When counting spaces for this move, ignore elevations. The Scout may jump figures without becoming engaged and cross over water without stopping. The Scout may not jump more than 8 levels up or down in a single jump.

DISENGAGE
The Scout is never attacked when leaving an engagement.

4 LIFE

MOVE	8
RANGE	5
ATTACK	3
DEFENSE	3

TEAM FORTRESS 2

THE PYRO

UNKNOWN
UNIQUE CLASS
OFFENSE
WILD
MEDIUM 5

FLAME THROWER
Range 2. Attack 2.
When using the Flame Thrower, the Pyro may attack all enemy figures within 2 clear sight spaces. The Pyro rolls dice separately against each figure. Roll 4 additional attack dice against adjacent enemies. The Flame Thrower cannot be used if the Pyro is standing in water.

MHRAMRAHMRAAH!
Enemy units that receive at least one wound from the Pyro's Flame Thrower take continuous fire damage. Place a fire token on affected unit cards. On their next turn, before moving or attacking, roll one attack die. On a skull, take one wound. If no skull is rolled, remove the Fire token. Fire tokens may also be removed by entering water or when being healed by a Medic. The Pyro is immune to continuous fire damage.

5 LIFE

MOVE	6
RANGE	5
ATTACK	4
DEFENSE	4

BLU TEAM - SUPPORT CLASS

TEAM FORTRESS 2

THE MEDIC

THE MEDIGUN
After moving and instead of attacking, remove up to 2 wound markers from any friendly, adjacent unit's army card, placing them on the Blu Team Icon below. If healing an uninjured figure, place 1 wound marker on the Team icon area. No more than 3 markers may be placed on the Blu Team Icon.

UBERCHARGE
If a friendly, adjacent unit receives wounds from any attack but is not destroyed, and the Blu Team Icon below has 3 wound markers, the Medic may immediately remove all wounds the friendly unit has taken. After healing the friendly unit, the 3 wound markers on the Blu Team Icon are removed. The Medic and the adjacent figure may not be attacked until after either of them has had their next turn.

PATIENT MOVEMENT BONDING
Before taking a turn with the Medic, you may choose an adjacent figure you control and move it normally. If you do, the Medic must end his turn adjacent to the chosen figure.

GERMAN
UNIQUE CLASS
SUPPORT
VALIANT
MEDIUM 6

5 LIFE

MOVE	7
RANGE	5
ATTACK	3
DEFENSE	4

TEAM FORTRESS 2

THE SNIPER

SCOPE SIGHTING
Range 10.
The Sniper begins the game with a Sight Marker on this card. Instead of attacking, the Sniper may place the Sight marker on any non-adjacent figure within range and clear line of sight. Scope Sighting is removed if the sighted figure finishes a turn out of range or line of sight.

HEADSHOT
Range 10.
Instead of moving and attacking, choose an enemy figure. If the target has a Sight Marker on its card, destroy it.
Otherwise, roll the 20-sided die.
- If you roll 1-4, nothing happens.
- If you roll 5-10, the chosen figure takes 1 wound.
- If you roll 11-16, the chosen figure takes 2 wounds.
- If you roll 17 or higher, destroy the chosen figure.

AUSTRALIAN
UNIQUE CLASS
SUPPORT
PRECISE
MEDIUM 5

5 LIFE

MOVE	6
RANGE	6
ATTACK	3
DEFENSE	3

TEAM FORTRESS 2

THE SPY

BACKSTAB SPECIAL ATTACK
Range 1 Attack 4.
If the Spy is disguised, each skull rolled counts as 2 additional hits.

DISGUISE 8
If no enemy has line of sight on the Spy at the start of a turn, he may place the Disguise marker on this card. When a Disguised Spy is targeted for attack, roll a 20-sided die. On a roll of 8 or higher, the attacker cannot target the Spy. The Disguise marker is removed if the Spy attacks or is wounded. A disguised Spy takes no leaving engagement attacks. The Spy may not hold Intelligence or capture a point while disguised.

CLOAK
Once a round a disguised Spy may move up to 9 spaces. This move may not take him adjacent to enemy figures. The Spy may not hold Intelligence, sap a building, capture a point or attack while cloaked. For this turn and until the beginning of his next turn, the Spy has no visible hit zones.

ELECTRO-SAPPER
While moving, the Spy may place his Electro-Sapper on any adjacent enemy building.

FRENCH
UNIQUE CLASS
SUPPORT
TRICKY
MEDIUM 5

5 LIFE

MOVE	6
RANGE	6
ATTACK	3
DEFENSE	3

TEAM FORTRESS 2

THE TELEPORT

ENGINEER CONSTRUCTION
The Teleport does not start the game on the battlefield. It must be built by an Engineer. The Engineer must build both an Entrance Teleport and an Exit Teleport before the Teleport is activated. No part of the Teleport is destroyed when the Engineer dies.

VIGILANT ENGINEER 2
Add 2 defense dice for each friendly Engineer adjacent to a Teleport.

TELEPORTATION
Any friendly figure that moves onto a charged Teleport Entrance may continue its move onto the Teleport Exit.

CHARGING TIME
Teleports may only be used once in each round.

TELEFRAG
Any enemy figure standing on the Teleport Exit when the teleports are used is instantly destroyed.

BLU

3 LIFE

DEFENSE 2

TEAM FORTRESS 2

THE SENTRY

ENGINEER CONSTRUCTION
The Sentry does not start the game on the battlefield. It must be built by an Engineer. The Sentry is not removed from the field if the Engineer dies.

UPGRADABLE
When placing a Sentry on the field, add 4 wound markers to this card. If there is 2 wound markers on this card, add 2 to Sentry's attack and range. If there are no wound markers on this card, add 3 to Sentry's attack and range.

VIGILANT ENGINEER 3
Add 3 defense dice for every friendly Engineer adjacent to the Sentry Gun.

AUTOTURRET
When you reveal an order marker, you must choose an enemy figure in range and make a normal attack. Thereafter, only that figure may be attacked until it moves out of range or is destroyed. The Sentry must have Line of Sight to attack.

TRACKING SYSTEM
Defending figures roll 2 fewer defense dice against the Sentry Gun.

OBJECT
CONSTRUCTION
DEFENSE
PRECISE
MEDIUM 5

6 LIFE

MOVE	0
RANGE	4
ATTACK	4
DEFENSE	2

TEAM FORTRESS 2

THE ELECTRO-SAPPER

OVERLOADED MEMORY
Any destructible object that has an Electro-Sapper placed upon it is disabled.

POWER SAPPING
After being placed on an enemy's destructible object, place 2 wounds on the destructible object everytime you reveal a order marker.

"SPY'S SAPPIN' MAH SENTRY!"
Electro-Sappers may only be destroyed by an adjacent Engineer.

MASS PRODUCED JUNK
After the Electro-Sapper destroys an object or is removed by an enemy Engineer, the Electro-Sapper is returned to the Spy.

BLU

RED

2 LIFE

DEFENSE 1

RED TEAM - OFFENSE CLASS

TEAM FORTRESS 2

THE SCOUT

BATTER UP SPECIAL ATTACK
Range 1. Attack 4.
After attacking with the Batter Up Special Attack, the Scout may move up to 4 spaces.

SCATTERGUN SPECIAL ATTACK
Range 5. Attack Special.
Roll 6 attack dice against an adjacent target when using the Scattergun Special Attack. Subtract one attack dice for every additional space of distance between the target and the Scout, up to the maximum Range.

DOUBLE JUMP
Instead of a normal move, the Scout may Double Jump. Double Jump has a move of 4. When counting spaces for this move, ignore elevations. The Scout may jump figures without becoming engaged and cross over water without stopping. The Scout may not jump more than 8 levels up or down in a single jump.

DISENGAGE
The Scout is never attacked when leaving an engagement.

AMERICAN
UNIQUE CLASS
OFFENSE
ARROGANT
MEDIUM 4

4 LIFE

MOVE	8
RANGE	5
ATTACK	3
DEFENSE	3

TEAM FORTRESS 2

THE SOLDIER

ROCKET LAUNCHER SPECIAL ATTACK
Range 7. Attack 6.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Rocket Launcher Special Attack. The Soldier only needs a clear sight shot at the chosen figure. Roll 6 attack dice once for all affected figures. Each figure rolls defense dice separately. If the Soldier is affected by his own Rocket Launcher Special Attack, he must roll defense dice and then may immediately move up to 3 spaces, no more than 20 levels high. The Soldier is not attacked when leaving an engagement in this manner.

ROCKET JUGGLE
If the Soldier deals two or more wounds to the primary target of his Rocket Launcher Special Attack, he may attack that figure with the Rocket Launcher Special Attack one additional time. Only that figure is affected by this second attack. After attacking you may move the Juggled enemy 3 spaces. The Juggled figure take no leaving engagement.

AMERICAN
UNIQUE CLASS
OFFENSE
DISCIPLINED
MEDIUM 5

6 LIFE

MOVE	5
RANGE	5
ATTACK	4
DEFENSE	5

TEAM FORTRESS 2

THE PYRO

FLAME THROWER
Range 2. Attack 2.
When using the Flame Thrower, the Pyro may attack all enemy figures within 2 clear sight spaces. The Pyro rolls dice separately against each figure. Roll 4 additional attack dice against adjacent enemies. The Flame Thrower cannot be used if the Pyro is standing in water.

MHRAMRAHMRAAH!
Enemy units that receive at least one wound from the Pyro's Flame Thrower take continuous fire damage. Place a fire token on affected unit cards. On their next turn, before moving or attacking, roll one attack die. On a skull, take one wound. If no skull is rolled, remove the Fire token. Fire tokens may also be removed by entering water or when being healed by a Medic. The Pyro is immune to continuous fire damage.

UNKNOWN
UNIQUE CLASS
OFFENSE
WILD
MEDIUM 5

5 LIFE

MOVE	6
RANGE	5
ATTACK	4
DEFENSE	4

RED TEAM - DEFENSE CLASS

TEAM FORTRESS 2

THE DEMOMAN

GRENADE LAUNCHER
The Demoman does not require Line of Sight. If the Demoman has Line of Sight to his target, add 2 to his attack and 2 to his Range.

STICKY BOMB PLACEMENT
The Demoman starts the game with 3 Bomb markers. Instead of moving and attacking, you may place Bomb markers on any three unoccupied tiles within 5 clear sight spaces. Enemy figures may pass through spaces containing Sticky Bombs. When the Demoman is killed, remove all Sticky Bombs from the field.

STICKY BOMB DETONATION
After moving and instead of attacking, you may detonate all previously placed Sticky Bombs on the field. Roll 5 attack dice for all enemy figures adjacent to the Bomb markers. Affected figures roll defense dice separately. If the Demoman is adjacent to a Bomb at detonation, he must roll defense dice and then may move up to 4 spaces, no more than 20 levels high. After detonation, all Bomb Markers are returned to this card.

SCOTTISH
UNIQUE CLASS
DEFENSE
TRICKY
MEDIUM 5

6 LIFE

MOVE	6
RANGE	5
ATTACK	3
DEFENSE	5

TEAM FORTRESS 2

THE ENGINEER

SENTRY GUN
Instead of moving and attacking, the Engineer may build or repair any friendly, adjacent Sentry Gun. A Sentry Gun may only be built on an empty, adjacent space. When the Engineer repairs an existing Sentry Gun, remove up to 2 wounds markers from the Sentry Gun's army card. The Engineer may only build one Sentry Gun.

TELEPORTER
After moving and before attacking, the Engineer may build or repair a teleporter. A Teleporter may only be built on an empty, adjacent space. To repair an exisiting Teleporter, remove all wound markers from the Teleporter's destructible object card. The Engineer may only build one Teleport Entry and one Teleport Exit.

REMOTE DETONATION
Before moving, the Engineer may remotely destroy any previously built object.

AMERICAN
UNIQUE CLASS
DEFENSE
TRICKY
MEDIUM 5

5 LIFE

MOVE	6
RANGE	5
ATTACK	4
DEFENSE	4

TEAM FORTRESS 2

THE HEAVY

'SASHA' THE MINIGUN SPECIAL ATTACK
Range 6. Attack 4.
When the Heavy uses his Minigun Special Attack, he may attack 2 additional times. Add 1 attack die to each subsequent attack. The Heavy may target the same or different figures with each attack.

RUSSIAN
UNIQUE CLASS
DEFENSE
WILD
MEDIUM 6

8 LIFE

MOVE	4
RANGE	5
ATTACK	4
DEFENSE	6

RED TEAM - SUPPORT CLASS

TEAM FORTRESS 2

THE MEDIC

THE MEDIGUN
After moving and instead of attacking, remove up to 2 wound markers from any friendly, adjacent unit's army card, placing them on the Red Team Icon below. If healing an uninjured figure, place 1 wound marker on the Team icon area. No more than 3 markers may be placed on the Red Team Icon.

UBERCHARGE
If a friendly, adjacent unit receives wounds from any attack but is not destroyed, and the Red Team Icon below has 3 wound markers, the Medic may immediately remove all wounds the friendly unit has taken. After healing the friendly unit, the 3 wound markers on the Red Team Icon are removed. The Medic and the adjacent figure may not be attacked until after either of them has had their next turn.

PATIENT MOVEMENT BONDING
Before taking a turn with the Medic, you may choose an adjacent figure you control and move it normally. If you do, the Medic must end his turn adjacent to the chosen figure.

GERMAN
UNIQUE CLASS
SUPPORT
VALIANT
MEDIUM 6

5 LIFE

MOVE	7
RANGE	5
ATTACK	3
DEFENSE	4

TEAM FORTRESS 2

THE SNIPER

SCOPE SIGHTING
Range 10.
The Sniper begins the game with a Sight Marker on this card. Instead of attacking, the Sniper may place the Sight marker on any non-adjacent figure within range and clear line of sight. Scope Sighting is removed if the sighted figure finishes a turn out of range or line of sight.

HEADSHOT
Range 10.
Instead of moving and attacking, choose an enemy figure. If the target has a Sight Marker on its card, destroy it.
Otherwise, roll the 20-sided die.
- If you roll 1-4, nothing happens.
- If you roll 5-10, the chosen figure takes 1 wound.
- If you roll 11-16, the chosen figure takes 2 wounds.
- If you roll 17 or higher, destroy the chosen figure.

AUSTRALIAN
UNIQUE CLASS
SUPPORT
PRECISE
MEDIUM 5

5 LIFE

MOVE	6
RANGE	6
ATTACK	3
DEFENSE	3

TEAM FORTRESS 2

THE SPY

BACKSTAB SPECIAL ATTACK
Range 1 Attack 4.
If the Spy is disguised, each skull rolled counts as 2 additional hits.

DISGUISE 8
If no enemy has line of sight on the Spy at the start of a turn, he may place the Disguise marker on this card. When a Disguised Spy is targeted for attack, roll a 20-sided die. On a roll of 8 or higher, the attacker cannot target the Spy. The Disguise marker is removed if the Spy attacks or is wounded. A disguised Spy takes no leaving engagement attacks. The Spy may not hold Intelligence or capture a point while disguised.

CLOAK
Once a round a disguised Spy may move up to 9 spaces. This move may not take him adjacent to enemy figures. The Spy may not hold Intelligence, sap a building, capture a point or attack while cloaked. For this turn and until the beginning of his next turn, the Spy has no visible hit zones.

ELECTRO-SAPPER
While moving, the Spy may place his Electro-Sapper on any adjacent enemy building.

FRENCH
UNIQUE CLASS
SUPPORT
TRICKY
MEDIUM 5

5 LIFE

MOVE	6
RANGE	6
ATTACK	3
DEFENSE	3

TEAM FORTRESS 2
THE
ELECTRO-SAPPER
OVERLOADED MEMORY
Any destructible object that has an Electro-Sapper placed upon it is disabled.
POWER SAPPING
After being placed on an enemy's destructible object, place 2 wounds on the destructible object everytime you reveal a order marker.
"SPY'S SAPPIN' MAH SENTRY!"
Electro-Sappers may only be destroyed by an adjacent Engineer.
MASS PRODUCED JUNK
After the Electro-Sapper destroys an object or is removed by an enemy Engineer, the Electro-Sapper is returned to the Spy.
BLU
RED
ELECTRO SAPPER
2 LIFE
DEFENSE 1

SUPPORT
OFFENSE
DEFENSE

TEAM FORTRESS 2

THE
TELEPORT

ENGINEER CONSTRUCTION
The Teleport does not start the game on the battlefield. It must be built by an Engineer. The Engineer must build both an Entrance Teleport and an Exit Teleport before the Teleport is activated. No part of the Teleport is destroyed when the Engineer dies.

VIGILANT ENGINEER 2
Add 2 defense dice for each friendly Engineer adjacent to a Teleport.

TELEPORTATION
Any friendly figure that moves onto a charged Teleport Entrance may continue its move onto the Teleport Exit.

CHARGING TIME
Teleports may only be used once in each round.

TELEFRAG
Any enemy figure standing on the Teleport Exit when the teleports are used is instantly destroyed.

3 LIFE

DEFENSE 2

TEAM FORTRESS 2

THE
SENTRY

ENGINEER CONSTRUCTION
The Sentry does not start the game on the battlefield. It must be built by an Engineer. The Sentry is not removed from the field if the Engineer dies.

UPGRADABLE
When placing a Sentry on the field, add 4 wound markers to this card. If there is 2 wound markers on this card, add 2 to Sentry's attack and range. If there are no wound markers on this card, add 3 to Sentry's attack and range.

VIGILANT ENGINEER 3
Add 3 defense dice for every friendly Engineer adjacent to the Sentry Gun.

AUTOTURRET
When you reveal an order marker, you must choose an enemy figure in range and make a normal attack. Thereafter, only that figure may be attacked until it moves out of range or is destroyed. The Sentry must have Line of Sight to attack.

TRACKING SYSTEM
Defending figures roll 2 fewer defense dice against the Sentry Gun.

OBJECT
CONSTRUCTION
DEFENSE
PRECISE
MEDIUM
5

6 LIFE

MOVE	0
RANGE	4
ATTACK	4
DEFENSE	2

ELECTRO-SAPPER
ELECTRO SAPPER

ELECTRO-SAPPER
ELECTRO SAPPER

TELEPORT ENTRY

TELEPORT ENTRY

TELEPORT EXIT

TELEPORT EXIT

+1 HEALTH

+1 HEALTH

BLU
BUILDERS LEAGUE UNITED

RED
RELIABLE EXCAVATION DEMOLITION

+3 HEALTH

+3 HEALTH

BLU
BUILDERS LEAGUE UNITED

RED
RELIABLE EXCAVATION DEMOLITION

FULL HEALTH

FULL HEALTH

BLU
BUILDERS LEAGUE UNITED

RED
RELIABLE EXCAVATION DEMOLITION