

Team Fortress: Mann vs. Machine Rules and Scenario

**Game runs on Sunday, 3 August 2014, from XXpm to XXpm.
Please come to 34-3 at least half an hour before game start.
Wear a shirt of your team's color (red or blue or green).**

Guidelines

The following are the rules for *Mann vs. Machine*, a real-time, real-space roleplaying game sponsored by the MIT Assassins' Guild. You are responsible for knowing these rules. Many of them are nigh-impossible to enforce and rely upon the honor system. Do not cheat. Do not abuse loopholes. Play fair. Be your own harshest critic.

The **gamemasters (GMs)** run the game. If you have any problems or questions concerning the game, contact a GM. Rulings they make are final. The GMs promise to be as fair and reasonable as possible.

This game is intended to be fun. Do not take the game too seriously. Even if you are losing, keep a good attitude. When the game is over, the real winners are the players with the best stories. Do your best to act with courtesy, sportsmanship, patience, and taste. The GMs may expel anyone they believe to be violating the spirit of the rules or the game. If you are getting too stressed, calm down and maybe take a break.

This game is a work of fiction. Although it may refer to things in the real world, it does so only for the sake of the scenario. It does not represent the opinions of the GMs or the MIT Assassins' Guild. This game and all materials thereof are copyright 2014 by Mika Braginsky, Stephanie Paige, Nathan Serrano, Eli Stickgold, and the MIT Assassins' Guild.

Safety

This is a game. Real violence is unacceptable. Game action should cause no real-world damage, either to people or property. If something dangerous is happening, call a halt (see below). Stay in control, use common sense, and do not endanger yourself or others.

Halts: A halt pauses game action. To call one, say "game halt" in a clear and audible voice; other players around a corner should hear you, but you shouldn't scare some poor grad student. End a halt by saying "three, two, one, resume." Call a halt for one of only two reasons: for safety and similar out-of-game issues, or to pause game and fetch a GM (which you should avoid).

Non-Players: Use tact and common sense when dealing with non-players (NPs). Avoid conspicuous or threatening game actions in front of NPs. If an NP comes into an area with combat going on, immediately call "NP Halt" and stop combat until the NP is out of the area. If, despite your most valiant efforts, some NPs do get upset, call the GMs who will help calm them down.

Zone of Control: ZoC is a rough distance measurement. You are within ZoC of someone if your outstretched fingers can touch their outstretched fingers. Double-ZoC is twice this distance. A sign is assumed to roughly the same armspan as the average person. Never run or otherwise force you way into or through someone else's ZOC! Also, you should under no circumstances reach around or over someone or make physical contact with someone without their permission.

Stairs and Doors: Do not engage in combat in stairwells. Fully exit the stairwell before engaging in combat. Do not hide, stop, or take any game action in stairwells. You may never stand in a doorway or hallway to block someone else's passage.

Gameplay

Scenario: Gray Mann has built an unstoppable automaton army with a single purpose: to destroy all things Mann Co. Luckily for you, the majority of this robot legion is equipped with basic weaponry that could never level an entire building. Unluckily, they also have access to giant bombs, which they'd drag through hell if it meant dropping one in a Mann Co. bombhole. And it's up to you to stop them.

You've been assigned to a six-person mercenary team: RED (Reliable Excavation Demolition), BLU (Builders League United), or GRN (Garden Restoration Network). Each team will take a turn defending Mann Co. base (being PCs), while the other two attack as the robot horde (being NPCs).

Bombs/Gifts: Mann Co.'s currently rethinking its "All facilities should have a bomb-shaped self-destruct hole" policy, but while that debate's raging, it'll be up to you to make sure those bombs never get there.

Bombs are respresented by a large cardboard box covered in thematic wrapping paper. That's because they're a lovely gift from the robots. In fact, let's go ahead and acknowledge their generosity by calling it a **gift** instead of a bomb. **Do not use the word bomb to refer to the bomb.**

Waves: You need to fend off five waves of robots. Each wave will have one or more gifts for you. If a gift reaches your base, you lose the wave. If you kill all the robots, you win the wave! If you lose a wave you can restart it, but you can't restart more than two waves.

Robots: There are two main kinds of robots: normal ones and giant ones. Giant robots can be identified by the fact that they are giant, and probably charging straight at you. Fortunately for you, due to immense size they can't move faster than a walking pace (except Major League Scouts, yikes). Normal robots can move at any speed, but can only walk when they're carrying a gift. For more details on different robots, see the robot class cards.

Upgrades: When a robot kills a human, we erupt into a pleading mist of blood, meat particles and tears, which you can't really trade for anything. But when a robot dies, he explodes in a shower of money, which, during between-wave lulls, you can exchange for upgrades!

You start the game with 1 upgrade point. After every wave that you succeed in defeating, you gain 1 more upgrade point. Between waves, you can spend your upgrade points on the upgrades listed on your class card. Each of your upgrades lists how many points it costs to purchase, [1pt] or [2pt], and how many times you can purchase it, [1x], [2x], or [3x].

If you change classes (see below), you lose any upgrades you've already purchased. After three successful waves, you get a refund credit – you can refund any upgrades you've previously purchased and purchase different ones.

Achievements: Achievements are super-important (utterly inconsequential) tasks that earn you prestige (ridicule) and the right to wear a garment of your dreams (a HAT). The achievements that you can earn are listed on the back of your class card. Remember: the more hats you have, the cooler you are!

Classes and Respawning

There are nine different PC classes, each with a unique weapon and set of abilities. You may only use the weapon(s) listed on your class card. Each class is designated with a headband color:

Color	Class
Brown	Spy
Gray	Heavy
American Flag	Scout
Orange	Demo
Rainbow	Pyro
Purple	Sniper
Flowers	Engineer
Pink	Medic
Yellow	Soldier

All robots wear **silver** headbands. Giant robots also have **skull** headbands braided in. NPCs playing sentry guns wear headbands of their team's color (red or blue or green).

Respawning: Whenever you die, take off your headband and sit, kneel, or stand against a wall out of the way of the action. You may choose to stay where you died and play your body for up to 60 seconds, to give a Medic a chance to revive you. You may leave the spot where you died to walk back and respawn from your base or from a friendly teleporter. Once you leave the location where you died, you may no longer be revived. You cannot respawn until 60 seconds have passed from when you died (unless you know otherwise). While you're dead, you may still communicate with your teammates.

Changing Classes: Your team will have one headband for each class. Headbands not in use should be kept at the team base. When respawning, you may trade your class for another by switching headbands – you may not switch to a class with no available headband (each team is limited to at most one player of each class).

Note: if you're playing an Engineer or a Demoman and you respawn as a different class, any sentry guns, teleporters, or sticky bombs you've placed are destroyed. It's your responsibility to take down the relevant sign or notify the NPC before you spawn as your new class.

Combat

Combat is real-time and mostly based on player skill at firing and dodging physreps. Keep it safe. Hits to anywhere on the body count the same; don't aim for the head. Hits to your clothing or weapon(s) count as hits on you. If there is a conflict over whether or not a projectile hit, the shooter calls the shot.

Hit Points Your character has some number of **maximum hit points (HP)**, which represents how much damage you can take, and a **current HP** value. Your current HP starts at your max and may never go below 0 or above your max. Taking damage and healing makes your current HP go up or down, and certain upgrades increase your max HP (your max HP never decreases). Whenever you spawn, your current HP is reset to your max HP. If your current HP reaches 0 HP, you are **dead**.

Keep track of your currentHP. If you're not sure how much HP you have, err on the low side. If you think you might be at 0 HP, you are at 0 HP.

Damage Things do the following amounts of damage when they hit you:

Type	Damage
Nerf (foam) dart	1 damage per hit
Patrol dart	2 damage per hit
Plastic disc	2 damage per hit – if hit by a disc, you are immune to disc damage for the next 10 seconds
Vortex (foam) disc	2 damage per hit
Spell packet	2 damage per volley – you only take the effects of one packet per fistful thrown, no matter how many hit you

Calls Called shots have different effects than the standard damage. If you're hit by a called attack, you take its effect instead of the uncalled damage. You can only make called attacks if you have an ability that lets you do so. Call the attack loudly and clearly. If you're not sure what just hit you, clarify with the shooter and then take the effect.

The following calls are in game:

- **Heal X** You gain X hit points (but not above your starting value).
- **Übercharge** You are invulnerable for the next 10 seconds. If hit by any attack, call "Über".
- **Kritzkrieg** You can call "Crit" on all of your attacks for the next 10 seconds.
- **Crit** Take 4 damage.
- **Repair X** No effect to PCs. A sentry gun or teleporter gains X hit points (but not above its starting value).

Additionally, you may encounter the following calls only when you're a robot:

- **Sap** Normal robot: freeze for 5 seconds. Giant robot: move no faster than a heel-toe for 5 seconds (except Major League Scout: move no faster than a walk for 5 seconds).
- **Splash** Normal robot: the next three uncalled shots that hit you within a minute count as crits. Giant robot: the next two uncalled shots that hit you within a minute count as crits.
- **Backstab** If hit in the back of the torso, you take 8 damage. If it hits you elsewhere, take 2 damage.

Counts If a count is interruptable, it is interrupted if the person doing the count moves, attacks, or takes damage.

- **Aim** Someone is aiming a sniper rifle. Interruptable.
- **Plant** Someone is planting a sticky bomb. Interruptable.
- **CLANG** Someone is building a sentry gun or a teleporter. Interruptable.
- **Disguise** Someone is disguising themselves as an enemy. Interruptable.
- **OMNOMNOM** Someone is eating a sandwich. **Not interruptable, but shootable.**

Other Noises

- **Headshot** [target name or descriptor] If you are the target, you take 8 damage.
- **Decapitate** [target name or descriptor] If you are the target, you are dead.
- **Dodge** Called in response to an attack; the caller has avoided the effects of that attack.
- **Uber** Called in response to an attack; the caller has avoided the effects of that attack.
- **Bonk!** Someone just chugged an energy drink.
- **Boom** Someone just fired a headshot.
- **Loud Bugle Noise** Someone just deployed their Buff Banner. If you are within double ZOC of them, you can call "Crit" on all of your shots for the next 10 seconds.

Other Mechanics

Sentry Guns Sentry guns can be built by engineers (including robo-engineers), and are played by NPCs wearing their team's headband. They have 9 HP, cannot dodge or move, and will shoot at the nearest enemy team member they are aware of.

Teleporters Teleporters can be built by engineers (including robo-engineers), and are represented by a sign. The engineer's teammates can spawn at the teleporter instead of their base. You can't switch classes when spawning at a teleporter. Each teleporter has 7 HP, and automatically repairs to full HP between attacks, so it must be destroyed in one engagement. If you destroy a teleporter, take down the sign.

Dispensers Dispensers can be built by engineers and are represented by a sign.

Sticky Bombs Demomen (and demoladies) can plant bombs on signs, which will damage the next person to interact with them. (Interaction is spawning at a teleporter, siezing an objective, traveling through a staircase, etc.) Please check stairwell exit signs to see if you explode on your way out. If you set off a sticky bomb, take 3 damage and remove it from the sign. If there are multiple sticky bombs on one sign, you only set off one of them.

Setup Time Before each wave, there will be a short period of setup time. During setup time, Engineers can build buildings (Sentry Guns, Teleporters, Dispensers) instantaneously and Demomen (and demoladies) can plant bombs instantaneously. It's also a good time to purchase upgrades!