



DOOM: THE BOARD GAME FAQ AND ERRATA

This document contains Frequently Asked Questions and Errata for **DOOM: THE BOARD GAME**.

Special thanks to Spendrik, for the compiled Mini-FAQ he posted on the FFG messageboards.

ERRATA

TYPOS

A couple of typos slipped through the editing process and have caused some confusion for players. These are corrected below:

RULEBOOK, PAGE 9:

“When a marine is fragged, the marine player returns his starting wound and armor tokens to his equipment bin. If a fragged marine has managed to pick up additional armor tokens, he must now discard back down to the armor tokens he started the game with. Any berserk token on a fragged marine is also discarded. A marine’s other equipment tokens (weapons, armor, etc.) and his marine cards are not affected by being fragged.”

“Armor” should read “ammo” in this instance. A fragged marine does not lose weapons or ammo, but his armor returns to its starting value.

RULEBOOK, PAGE 6:

The rulebook contradicts itself in regards to starting wound tokens in a 4-player game. The chart at the top of the center column says that in a 4-player game, each marine starts with 8 wound tokens. But the diagram in the center of that page says that each player starts with 10.

The chart is correct. Marines start with 8 wound tokens in a 4-player game.

DUD CARDS

The *Dud* cards in the invader player’s deck are being changed to read:

“Play after a marine makes an attack roll but does not roll an ammo use symbol. The marine must expend ammo as though he had rolled an ammo use symbol.”

Replacement *Dud* cards will be included with the **DOOM: THE BOARD GAME EXPANSION**, for those who desire new ones.

INVADER CARD DRAW

The invader player should always draw 2 cards a turn no matter how many marine players are playing. This helps to level out the play experience for different numbers of marine players.

ATTACKING IN OCCUPIED SPACES

Figures can no longer attack when occupying the same space as another figure. This prevents several confusing situations from occurring.

FREQUENTLY ASKED QUESTIONS

MARINE CARDS

Q: Do I discard my marine card to use it?

A: No. Your marine cards last all game long and give you special abilities that remain until the end of the game.

INVADER CARDS

Q: When can “Start of Turn” event cards be played by the Invader player?

A: After discarding down to your hand size in step 1, but before activating any invaders in step 3. Step 2 is spawn monsters, so “Start of Turn” event cards can be played before or after that step.

If you are confused on timing issues, please see “Timing and ‘Start of Turn’” on pg. 11 in the rulebook, then look at the Invader Player’s Turn section on pg. 6. This should clarify how and when event cards can be played.

RESPAWNING

Q: Can a marine respawn in a space containing equipment tokens?

A: Yes. Only other figures and blocking terrain prevent a marine from respawning in a space.

Q: When a marine respawns, does he get ammo tokens back?

A: No.

VICTORY CONDITIONS

Q: When a scenario says that the marines must exit through the red security door, what exactly does that mean?

A: It means that the marines win when the last of the marine figures moves through the red door and off the board. All marines must leave the board before they can win.

Q: If a marine exits out the red door, can he return later if things don't go as planned?

A: No. Once a marine leaves the board, he's out of the game.

SPECIAL ABILITIES

Q: Do marines take damage if they are in the blast area of a grenade or rocket round fired by another marine?

A: Yes. Blast attacks target all figures in the affected spaces, whether friend or foe.

Q: The Recon marine card allows the marine to move through blocking terrain. What if the terrain he is moving through is in spaces adjacent to a Watchful figure?

A: The Watchful ability does not activate, as line of sight to the adjacent spaces is blocked.

Q: What if the Recon marine is in the same space as the Watchful figure?

A: The Watchful figure does not get a free attack, because Watchful only applies to adjacent spaces.

OPENING DOORS

Q: Can figures open/close doors diagonally?

A: Yes. Remember that adjacency in **DOOM** includes both orthogonal and diagonal spaces. Doors can be opened or closed from any adjacent space. The door in the example in the rulebook only has 2 spaces on each side of it, hence the text there. However, if a door has diagonal spaces next to it, then it can be opened/closed from those spaces.

REVEALING NEW AREAS

Q: When a marine enters a new area, are the entire contents of the area revealed, including those behind obstacles, or just those in line of sight?

A: Everything in the new area is revealed at the same time unless otherwise indicated by the scenario's instructions.

SPAWNING INVADERS

Q: Do marines block each other's line of sight for the purpose of spawning (there are situations where this is important)?

A: Yes, in the rare instance this can happen.

BERSERK

Q: How long does the berserk drug last? Is it "the turn you pick it up and the following turn" or "the turn you pick it up and two more turns"?

A: The turn you pick it up and two more turns. I should also note that, due to a printing error, the berserk tokens aren't

faded on one side. I recommend either marking them yourself, or just taking two and discarding one instead of flipping it over. There are no scenarios in the booklet where you'll be using too many berserks at once for this.

AMMO USAGE AND MISSES

Q: Although not stated in the rulebook, if a marine "misses" (either due to a miss icon or to short range) AND an "ammo" icon is revealed, does he lose one ammo token anyway?

A: Yes. The check for ammo use is not tied to hitting or missing with a weapon.

GUARD ORDERS AND MULTIPLE TARGETS

Q: Assume the invader player is moving a figure and moves it into a space occupied by another invader figure, intending to pass through (since the moving figure can't end its movement in an already occupied space). At that moment, the marine player uses a Guard order to attack that space. Does the attack affect both figures?

A: In **DOOM**, you're actually attacking a space, and affecting all figures in that space. If the invader player is foolish enough to present you with overlapped figures like that while you've got a marine on guard, you can attack all of the overlapped figures at once.

INVADERS BLOCKING EQUIPMENT AND ENCOUNTERS

Q: Can invaders stand on encounters and ammo tokens, blocking marines from picking them up?

A: Yes. Nothing prevents an invader from occupying such spaces. Unless the marine has the ability to move through invader figures, he will be unable to get to the equipment unless he removes the invader somehow.

OVERSIZED INVADERS

Q: Is it correct that blocking obstacles prevent a 4-square invader (e.g., hell knight, mancubus, or cyberdemon) from moving past it? For example, unless the invader uses *Smash* cards to destroy the blocking obstacles, a mancubus cannot cross through area 2 of the first scenario.

A: Correct. Don't spawn a mancubus in a trapped position unless you've got a *Smash* card or no real need to move it.

EXPANDED RULES

Some of the trickier parts of the rules are described in more detail below.

BLOW-THROUGH

The following is an expanded explanation of how a Blow-through attack works.

1. The attacker targets a space and makes an attack like normal. Regardless of whether or not he hits (assuming he has ammo left for his blow-through weapon, if a marine), he may:
2. "Walk" his attack to an adjacent space by dropping 1 blue or green die out of the attack's die pool. This means that the shotgun can only be walked one space, while the chaingun can be walked up to 2 spaces. One of two things will happen each time you walk the attack:

A) If the space walked into is empty, nothing happens. No new attack is made.

or

B) If the space walked into has a figure in it (either friend or foe), the player makes a new attack against that figure, taking into account any dice that were dropped to walk the attack. This new attack works exactly like any other attack. You need line of sight, sufficient ammo, and you roll the dice. Since this is a new attack, you can lose additional ammo, miss, etc. This also means that unlike sweep and blast, a blow-through weapon can target an oversized invader multiple times with the same "attack action." In other words, you can attack a mancubus and then "walk" the attack to another space the mancubus occupies, effectively attacking it twice. This simulates strafing the weapon across the invader, or catching the invader in the wide blast of a shotgun. (Yes, this does seem to conflict with a sentence in the rulebook, but that was due to poor wording.)

A final word on blow-through and line of sight. Line of sight is determined at the instant you roll the dice for an attack, so if an imp is blocking your line of sight to a zombie, you can hit them both with a blow-through attack as long as the imp dies from the initial attack. In other words, you target the blocking imp, shoot and kill it, then you have a line of sight to the zombie in back, so now you can walk your attack back to it and shoot it as well. If the imp doesn't die from the initial attack, then you don't have line of sight to the zombie's space, and you can't walk your attack to it.

RANGE 0 ROLLS AND MELEE WEAPONS

When you roll 0 range on an attack, the attack misses unless you are attacking with a melee weapon (see pg. 10 of the Rulebook). Melee weapons ignore rolled range when attacking. That is the benefit they get for only being able to attack adjacent spaces. So, while the chainsaw can hit an adjacent target with a ranged roll of 0, since it's a melee weapon, the shotgun would miss with the same roll, since it's not a melee weapon.

SEEKING

A seeking attack is performed exactly like every other ranged attack except that:

A) You don't need line of sight to the target square.

and

B) The target square cannot be further than 8 squares away from your marine.

You still roll the dice, and still count range, but if you roll a miss or don't roll enough range, the attack scatters to a new target square, as shown by the card you flip. The dice you rolled for the attack are then used to deal damage, ignoring any miss results, since missing just scattered the attack.

WATCHFUL VS. KNOCKBACK

When a figure is moved past a figure with Watchful by means of Knockback, the Watchful figure only gets a "free" attack for the final space that the Knockbacked figure ends up in. The figure doesn't actually pass through the first 2 spaces when hit with Knockback.

LINE OF SIGHT

The following diagram is a more detailed example of line of sight on Doom. As you can see below, a figure can trace line of sight across the tip of a corner.

