

DOOM™

THE BOARDGAME



INSTRUCTION
MANUAL

ALERT! ALERT! ALERT!

All UAC personnel be advised. There has been a code red security breach in the dimensional gateway research facility here at the Union Aerospace Corporation's Mars base. We are under invasion. I repeat, we are under invasion.

Our cameras have picked up a number of unusual entities roaming the corridors and rooms of the base. We have compiled the following information about the various types of invaders that we have observed so far.



Species Designation: Zombie

These invaders appear to be UAC personnel who have somehow been possessed. They are slow, extremely numerous, and seem to have gained an uncanny strength.



Species Designation: Imp

These humanoid invaders move faster than zombies and can attack from a distance by hurling fireballs, possibly through some sort of pyrokinesis.



Species Designation: Trite

These spider-like invaders are among the fastest entities we have observed. Beware, as they can move rapidly through the base's air ducts to surprise their victims.



Species Designation: Demon

These dog-like invaders are slower than trites, but possess powerful tearing jaws and sharp reflexes, allowing them to twist quickly and snap at anything that gets too close.



Species Designation: Mancubus

These bloated creatures are slow, but they have powerful guns fused to their arms, allowing them to fire a heavy barrage of bullets.



Species Designation: Hell Knight

These giant invaders are the strongest of the observed entities. They can knock entire squads aside with one sweep of their arms. Keep your distance at all costs!



Species Designation: Archvile

These humanoid invaders are similar toimps, but employ a much more powerful pyrokinetic ability that can summon huge gouts of flame at great distance. Close with them and engage!



Species Designation: Cyberdemon

We only got a few blurry images of this creature before it destroyed the cameras, so we have no intelligence on it. It appears extremely dangerous. Be careful!

ATTENTION! RED ALERT!

Attention all Marines! Attention all Marines! Report immediately to central command. If you are isolated from the main facility, seek out other marines, form squads, and engage the invaders with whatever means possible. The weapons at the Mars base are limited, but should be sufficient for neutralizing the invaders. Although you will have trained on most of them, please read this downloadable weapons summary.



Weapon Designation: Fist

The invaders are physically powerful. It is recommended that you only attempt unarmed combat with them if you have no other choice.



Weapon Designation: Pistol

All security personnel have been issued one standard sidearm. These pistols have short range and inflict only minor damage, but ammo for them should be plentiful.



Weapon Designation: Machine Gun

Certain personnel have been issued small-caliber machine guns. These weapons are capable of rapid fire and are quite accurate if fired in short bursts.



Weapon Designation: Chainsaw

These were accidentally shipped to the base, but they make excellent melee weapons and can run for several days without recharging.



Weapon Designation: Shotgun

A great weapon at close quarters, the shotgun inflicts grievous wounds and can injure several invaders with a single shot.



Weapon Designation: Grenade

Grenades are the only weapons that can eliminate threats around a corner. Be careful not to get caught in their blast radius.



Weapon Designation: Chain Gun

These heavy weapons fire a hail of bullets that can chew up smaller invaders in moments.



Weapon Designation: Rocket Launcher

Rocket launchers make effective long-range weapons, allowing you to kill invaders before they can reach you. As with grenades, you should avoid their blast radius.



Weapon Designation: Plasma Gun

These weapons are rare and energy cells for them are hard to find. If you are able to locate a plasma gun, however, you will find it an extremely versatile and effective weapon.



Weapon Designation: BFG

Do **not** allow the invaders to claim this weapon! When firing the BFG, use extreme caution. It fires a massive blast of energy, and packs a punch that should be able to take down even the largest invader.

Doom: The Board Game

DOOM: THE BOARD GAME is a game for 2 to 4 players, playable in 1 to 2 hours, based on the groundbreaking **DOOM** computer game by id Software.

Introduction

In **DOOM: THE BOARD GAME**, demonic invaders have broken through from another dimension into the Union Aerospace Corporation's Mars base. Marines have been deployed to the base to protect UAC personnel and destroy the invaders. Up to three players will take the roles of heavily armed and highly trained marines, while one player will control the legion of demonic invaders.

In the game, the marine players explore the claustrophobic rooms and corridors of the Mars base, attacking monsters, picking up new weapons and equipment, and working together to complete specific mission objectives.

In many scenarios, the invader player's goal is to frag (kill) the marines a certain number of times. Failing that, the invader player will seek to prevent the marines from completing their objectives. In addition to simply controlling the monsters on the board, the invader player can create nasty surprises by playing **event** and **spawn** cards against the desperate marines.

Scenarios

The heart of **DOOM: THE BOARD GAME** is the **scenario**. Before every game, a scenario must be chosen. Each individual scenario will tell you how to set up the game, explain any special rules, and describe the specific objectives you must achieve in order to win the game. You will find several ready-to-play scenarios in the **Scenario Guide** (the other book included with this game).

Feel free to invent your own scenarios with the components provided with your game. You may also visit www.fantasyflightgames.com for additional scenarios and exciting new options for your **DOOM** board game.

To get you started, these rules assume that you will be playing the **KNEE DEEP IN THE DEAD** scenario (the first scenario in the **Scenario Guide**).

WARNING: Do not read the **Scenario Guide** unless you are the invader player. Doing so may spoil some of the surprises that lie ahead of you.

Object of the game

In **KNEE DEEP IN THE DEAD**, the marine players struggle to escape a demon-infested section of the Mars base. To do so, they must find the red key token and fight their way to the red security door.

The invader player tries to score a total of 6 marine kills or "frags" before the marines can escape the board.

Components

- 1 Rule Book (this book)
- 1 Scenario Guide
- 4 Reference Sheets
- 66 Plastic Miniatures:
 - 3 Marine figures
 - 3 Cyberdemon figures
 - 6 Archvile figures
 - 6 Demon figures
 - 6 Hell Knight figures
 - 6 Mancubus figures
 - 12 Trite figures
 - 12 Imp figures
 - 12 Zombie figures
- 6 Custom Dice:
 - 1 Yellow die
 - 1 Red die
 - 2 Green dice
 - 2 Blue dice
- 84 Cards:
 - 66 Invader Cards
 - 18 Marine Cards
- 1 Compass Rose Token
- 3 Marine Equipment Bins
- 58 Map Pieces:
 - 12 Room Pieces
 - 14 Corridor Pieces
 - 5 Turn Pieces
 - 6 Intersection Pieces
 - 21 Dead End Pieces
- 14 Door Tokens
- 14 Plastic Door Stands
- 31 Prop Tokens:
 - 18 Obstacle Tokens
 - 3 Key Tokens
 - 6 Encounter Tokens
 - 6 Teleporter Tokens
- 30 Wound Tokens
- 15 Armor Tokens
- 10 Marine Order Tokens
- 113 Equipment Tokens:
 - 45 Ammo Tokens
 - 21 Weapon Tokens
 - 12 Health Tokens
 - 15 Other Equipment Tokens



The Plastic Figures



The Compass Rose Token



Blocking Obstacles



Damaging Obstacles



Encounters



Teleporters



Ducts

MARINES AND INVADERS

The plastic figures included with **DOOM: THE BOARD GAME** represent the marines and invaders of the Mars base. It is always important to know which exact space (or spaces) that a figure occupies on the board, as this affects many of the rules for combat and movement.

Note that most figures occupy a single space, but some larger figures occupy 2 or even 4 spaces (see Oversized Invaders, pg. 11).

The direction that a figure is facing has no effect in the game.

Important: After the marine players have chosen which color figure they will use in the game, return all unused marine figures and all the invader figures of those colors to the box. Any figures returned to the box may not be used in the game.

Example: Rob and Darrell are playing the marines. Rob chooses the red marine and Darrell chooses the blue marine. The green marine figure and all the green invader figures are returned to the box.

MAP PIECES (SEE DIAGRAM)

The map pieces are linked together in various ways to form the game board. Each square on the board is considered one **space**.

DOORS (SEE DIAGRAM)

DOOM: THE BOARD GAME comes with 11 normal doors and 3 security doors. Both marines and invaders may open and close normal doors, but only a marine can open or close a security door, and then only with the appropriate security key (see Doors, pg. 9).

COMPASS ROSE TOKEN

This token is used to indicate which direction is north. This is needed to determine the direction of a weapon's **scatter** (see later).

PROPS

There are four kinds of cardboard prop tokens included with **DOOM: THE BOARD GAME**. These are: **obstacles**, **encounters**, **teleporters**, and **ducts**.

Blocking obstacles prevent marines and invaders from moving or tracing line of sight through the squares they occupy.

Damaging obstacles deal damage to any marine or invader that moves into them.

Encounters often grant clues or equipment to the first marine that ends his move in a space they occupy. Each individual scenario details its specific encounters and their effects.

Teleporters enable rapid movement for the marines around the board. If a marine is in the same space as a teleporter token, he may, for one space of movement, move to another teleporter (of the matching color) anywhere on the board. Teleporters are explained in more detail on page 10.

Ducts behave like teleporters, but can only be used by certain invaders. Ducts are explained in more detail on page 10.

Preparing the Game for the first play

To prepare for your first game of **DOOM**, please follow these steps:

1

Carefully punch out the cardboard pieces included with the game, being sure not to tear or damage them. Set aside the 14 cardboard doors as you punch them out.



2

Insert the 14 cardboard doors into the plastic door stands included with the game. It is easiest to insert the doors at an angle into the side of the stands, as shown in the diagram below. Once assembled, you should not need to take the doors apart again.



3

Find the Cyberdemon pieces (there should be three pieces in each of the three colors). Assemble the pieces so the figure appears as shown. If a figure does not stay together, you may apply a small amount of epoxy glue. Once assembled, you should not need to take the Cyberdemons apart again.



REFERENCE SHEETS (SEE DIAGRAM)

Each player receives a reference sheet at the start of the game. Each reference sheet lists the abilities and strengths of the invaders and weapons in the game.



Marine
Equipment Bin

MARINE EQUIPMENT BINS

Each marine player receives an equipment bin (of his color) which is placed in front of the player. The equipment bin is used to track the marine's ammo, wounds, and armor.



Marine Cards

MARINE CARDS

At the start of the game, each marine player receives two or more of these cards. They grant a marine permanent special skills that will help him battle the invaders.

INVADER CARDS

The invader deck contains two types of invader cards: **spawn cards** and **event cards**.



Invader Cards

Spawn cards each feature a picture of one or more invaders. They are used by the invader player to "spawn" additional invader figures on the board (see also Step 2: Spawn, pg. 7).

Event cards represent special actions and events that the invader player may use against the marines (see also Playing Invader Event Cards, pg. 6).

Each invader card (spawn and event cards alike) also contains a **scatter diagram** that is used to determine how far some attacks deviate after missing their target. (see Scatter, pg. 11).



Equipment
Tokens

EQUIPMENT TOKENS

These tokens are placed on the board as directed by the specific scenario. They represent weapons, ammo, health, extra armor, and other items that can aid the marines in their battle against the invaders.



Ammo Tokens

AMMO TOKENS

Marine players use these tokens to keep track of their ammo supply. There are three types of ammo: shells/bullets, rockets/grenades, and energy cells, each used by different weapons.



Shells/Bullets
Ammo



Rockets/Grenades
Ammo



Energy Cell
Ammo



Armor Token

ARMOR TOKENS

Marine players will use these tokens to keep track of their armor rating. A marine's armor rating indicates how difficult it is for attacks to wound him.



Wound Token

WOUND TOKENS

Marine and invader players both use these tokens to keep track of injuries. When a marine takes his final wound, he is "fragged" (killed) and must **respawn** (see Frags & Kills, pg. 9). When an invader takes a number of wounds equal to its wound rating, it is killed and removed from the board.



Marine Order
Tokens

MARINE ORDER TOKENS

The marine players use these tokens to take special actions, such as guarding, aiming, or dodging.

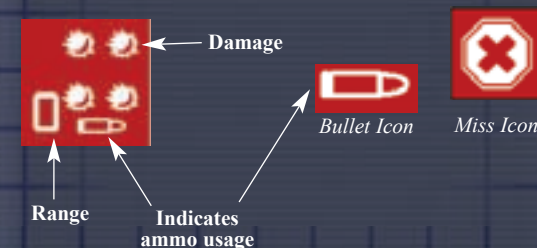


Doom Dice

DOOM DICE

Players use these dice to make attacks in **DOOM: THE BOARD GAME**. The number on each die face represents **range**, while the bullet holes represent **damage**. If one or more **bullet icons** are rolled during an attack, the attacking marine player must remove an ammo token (of the type used) from his equipment bin. Finally, the red and yellow dice both have a **miss** side: If a miss is rolled during an attack, the attack fails completely, regardless of the other dice rolled.

Doom Dice Explanation



Game Set up

Follow the steps below to prepare for the **KNEE DEEP IN THE DEAD** scenario. Other scenarios may have special setup rules of their own.

1. CHOOSE AN INVADER AND MARINES

Select one player to play the invaders. It is recommended that the most experienced player take the invaders, but you may choose at random if you prefer. The other players are the marines, and each of them should choose one of the three marine colors—red, green, or blue—to represent themselves.

2. CHOOSE A SCENARIO

The invader player looks through the **Scenario Guide** and selects a scenario to play. For the purposes of these rules, we assume that you'll be playing the **KNEE DEEP IN THE DEAD** scenario.

3. CREATE THE GAME BOARD

The invader player now creates the part of the game board that forms the **starting area** of the scenario (specially marked under each scenario).

Important: Place the compass rose token near the board pointing in the direction indicated in the **Scenario Guide**. The compass rose is used when applying the scatter diagrams found on the invader cards.

4. PUT STARTING PIECES ON THE BOARD

The rules for each scenario in the **Scenario Guide** explain how to set up the board at the beginning of a new game. Place the marine and invader figures in the starting area as shown, as well as any equipment tokens located here (see diagram below).

5. SETUP MARINE EQUIPMENT

Each marine player now receives the marine equipment bin in his color. Marine players also receive ammo tokens, wound tokens, and armor tokens based on the number of marine players (see below). Place these tokens on the equipment bin in the indicated areas.

Marines	Shells/Bullets	Wounds	Armor
1	4	10	2
2	3	9	2
3	2	8	2

Example: In a three player game, one player will take the role of the invaders, and the two other players will take the role of the marines. Since there are two marine players, each marine places 3 shells/bullets, 9 wounds, and 2 armor in his equipment bin.

6. Deal Out Starting Cards

Separate the marine cards and the invader cards, then shuffle each deck individually.

Each marine player draws the number of marine cards indicated below. Each player should place these cards face up in his play area.

Marines	Cards
1	3
2	3
3	2

The invader player then draws 5 invader cards (regardless of the number of marines). The invader player should look at his cards but not reveal them to the marine players.

7. FIRST MARINE PLAYER

The marine player sitting to the left of the invader player is the **first marine player**.

The Round Sequence

DOOM: THE BOARD GAME is played over a series of **rounds**. During each round, every player receives one turn, starting with the first marine player and continuing clockwise. After the invader player has taken his turn, the round is over and the next round begins with the first marine player taking his turn once again.

ONE ROUND CONSISTS OF:

Turn 1: First Marine Player's Turn

Turn 2: Second Marine Player's Turn

Turn 3: Third Marine Player's Turn

Turn 4: Invader Player's Turn

If playing with less than three marine players, simply skip the turn of the missing marines.

THE MARINE TURN

As the first event of his turn, a marine player must choose an **action** from the four listed below. **A marine is not allowed to do anything before he has declared which of the four actions he is executing.** After the marine has resolved his entire action, his turn is over and play passes to the player on his left.

The four possible actions are:

A. SPRINT

A marine that **sprints** may move up to 8 spaces during his turn, but **cannot attack** (see Movement, pg. 7).

B. UNLOAD

A marine that **unloads** may make up to 2 attacks during the turn, but **cannot move** (see Attacking, pg. 7). Each attack is completely resolved before the marine makes the next attack.

Important: A marine may use a different weapon each time he attacks, even when unloading.

C. ADVANCE

A marine that **advances** may move up to 4 spaces and may make 1 attack during the turn. An advancing marine may make his attack before, after, or at any point during his movement.

Example: An advancing marine could move 1 space around a corner, attack an invader, and then move 3 additional spaces in any direction (including back around the corner).

D. READY

A marine that **readies** can either move up to 4 spaces or make 1 attack during the turn. In addition, a marine that readies may place 1 marine order next to his marine on the board. The order may be placed at any time during his turn. These orders grant the marines special actions/abilities later in the round, often during the invader player's turn (see Marine Orders, pg. 9).

INVADER PLAYER'S TURN

After all marines have taken their turn, it is time for the invader player to act. The invader player's turn is divided into 3 steps. After the invader player has resolved all 3 steps, his turn is over and the round ends.

Step 1: Draw and Discard

Step 2: Spawn

Step 3: Activate Invaders

STEP 1: DRAW AND DISCARD

To begin the invader's turn, the invader player must **draw 1 card** from the top of the invader deck for each marine player. If this leaves the invader player with more than 8 cards in his hand, he **must** immediately select and discard enough cards so that his hand size is reduced to 8. When the invader player draws the last card in the invader deck, he **scores 1 frag point** (see Frags & Kills, pg. 9). He then creates a new invader deck by shuffling the discard pile into a new deck.

As described before, the cards in the invader deck are either **event** cards or **spawn** cards.

Playing Invader Event Cards

The invader player may play his event cards at any time as long as the conditions on the card have been met. After playing an event card, simply follow the printed instructions, resolve the effects, and discard the card in a discard pile.

Four Player Set up for Scenario I

The invader player receives:



Each marine player receives:



Put the compass rose near the board like this.

The first area of the scenario is set up like this to begin the game.



The deck of invader cards is placed near the invader player.

Invader Spawning Example



After spawning 3 zombies, the invader player finds he can only place 2 of them out of line of sight of the marine, so the third is wasted.

Example: After a marine player has picked up a shotgun equipment token, the invader player decides to play the "It's a Trap!" event card. This card allows him to immediately activate up to 2 invaders before the marine's turn can continue. After he has activated both invaders, the card is discarded and the marine player continues his turn.

STEP 2: SPAWN

After drawing his cards for the turn, the invader player may play 1 (and only 1) spawn card from his hand.

After playing a spawn card, the invader player takes the invaders shown on the card and places them on the board.

The following rules limit how the invader player may place spawned invaders on the board:

- The invader player must place any spawned invaders on spaces that have no **line of sight** to any marine figures on the board (see Step 2: Confirm Line of Sight, pg. 8). If the invader player cannot find a legal space on the board for one or more of the invaders, he **cannot** place those invaders. After any spawned invaders are placed on the board, the used spawn card is placed in the discard pile.

Exception: For purposes of spawning new invaders, other invader figures **do not block a marine's line of sight**.

Important: Many spawn cards are divided in half by a gray line. When playing such a card, the invader player must choose between the two different groups of invaders.



Example: This card may be played to spawn **either** one demon **or** both an imp and a zombie.

- The invader player cannot place more invaders on the board than there are available figures. For instance, if all six hell knight figures are already on the board, the invader player cannot spawn an additional hell knight.

If the invader players wishes to spawn a figure on the board, but he is already using all of his available figures, he may choose to remove an invader figure from the board, to make that figure available for immediate placement by a spawn card (or when a new area of the scenario is revealed).

Remember that all invader figures of the same color as an unused marine are placed in the box before the game starts. These figures are **not** available to the invader player. Thus, in a three-player game where only the red and the green marine figures are being used, the blue invader figures are not available to the invader player.

STEP 3: ACTIVATING INVADERS

After playing a spawn card (or not), the invader player may activate **each invader on the board once**. To activate an invader, the invader player simply declares which invader is being activated and consults his reference sheet. When an invader is activated, it may **move a number of spaces up to its movement score** and make **one attack**. Just like an advancing marine, an invader may take its attack before, after, or at any point during its movement (see later).

After the invader player has had the chance to activate every invader figure on the board, his turn is over. The round is then complete, and a new round begins with the first marine player.

Movement

Movement works much the same for both marines and invaders, with one key difference:

- A marine's movement is based on the action he has taken for the turn (for example, an advancing marine has a movement of 4).
- An invader figure's movement is based on its movement rate recorded on the reference sheet (for example, a trite has a movement rate of 5).

The controlling player moves his figure, one space at a time, across the board until he has either used all of the figure's allowed movement, or is satisfied with its position. The controlling player may choose not to use all of the figure's movement if he so chooses. Several examples of movement are shown in the diagram below.

The following rules apply to movement:

- Figures may move into any adjacent space (**including diagonal spaces**), but must remain completely on the board at all times during the move.

- Figures may pass through spaces occupied by friendly figures during movement, but must end their turn in an empty space.

- Figures can safely move next to and/or around enemy figures unless the enemy figure has the **watch** ability (see the last page of this rules booklet for a summary of special abilities, including watch).

- Figures cannot move into or through closed doors, blocking obstacles, or enemy figures during their movement.

- Attacks may be made at any point during movement. For example, a figure with a movement rate of 4 may move 2 spaces, attack, and then move another 2 spaces.

- Special movement rules apply to the oversized invader figures (i.e., the demon, mancubus, hell knight, and cyberdemon). See Oversized Invaders, pg. 11.

Attacking

Every attack (for marines and invaders both) follows these steps:

- Step 1: Declare Attack
- Step 2: Confirm Line of Sight
- Step 3: Count Range and Roll Attack
- Step 4: Determine Attack Success
- Step 5: Inflict Wounds

STEP 1: DECLARE ATTACK

The attacking player declares which **space** his figure is attacking. If the attacking figure is a marine, the player must also state which weapon the marine is using.

The following rules apply to attacks:

- Melee attacks can only be declared against **adjacent** spaces. Weapons and invaders that are marked with a bottom red bar on the reference sheets can **only** make melee attacks. See pg. 10 for further information on melee attacks.

Movement Examples



This marine is advancing, so he moves 4 spaces.



While you can't move through enemy figures, you can safely move around them...usually.



This marine moves around the corner, attacks the zombie, and then moves back around the corner.

Line of Sight

The demon (highlighted in green) is the only invader to which the marine can trace a line of sight.

- Marines are always considered to have access to the fist, pistol, and grenade weapons (although the pistol and grenade weapons still require ammo tokens for use). These weapons are outlined in green on the reference sheets. A marine cannot use any other weapon unless he has acquired the corresponding **weapon token**.

- If a marine does not have at least one ammo token of a specific kind, he may not declare an attack with any weapon using that ammo type (see Ammo, later on).

Note that the attacking player nominates a **space** to attack, and not necessarily another figure. This is important for weapons that have a **blast radius** (see later). When firing weapons that do not have a blast radius, the single figure occupying the nominated space is also considered the target of the attack.

STEP 2: CONFIRM LINE OF SIGHT

In order to attack a space, the attacker must have **line of sight** to it. In other words, the attacking figure must be able to trace an uninterrupted straight line from the center of its space to the center of the space it is targeting. If attacking with an oversized invader, you need only trace a line of sight from the center of one of the spaces it occupies to the center of the space it is targeting.

Line of sight is blocked by walls, closed doors, other figures, and blocking obstacles. Thus you cannot, for instance, shoot directly through one invader to hit another invader behind it.

Example: In the diagram above, the marine has a line of sight to the demon invader shaded in green, but not those shaded red. The obstacle is blocking the line of sight to the zombie, the corner is concealing the cyberdemon, and the demon itself is blocking the line of sight to the archvile behind it.

STEP 3: COUNT RANGE & ROLL ATTACK

Next, the attacking player counts the number of spaces from the space occupied by the attacking figure to the targeted space. This is the **range** of the attack.

Counting Range

The marine targets one of the two spaces that the demon occupies (highlighted in red). The range is 4 spaces.

Example: As illustrated in the diagram above, the marine finds that the shortest path he can trace to his target is 4 spaces. Thus the range for his attack is 4 spaces.

After determining the range of the attack, the attacking player rolls the dice corresponding to the attacking weapon or invader. The specific dice used are listed on the reference sheet.

Example 1: When attacking with the pistol, the marine player rolls one yellow and one green die.

Example 2: When the mancubus is attacking, it rolls one yellow, one blue, and one green die.

STEP 4: DETERMINE ATTACK SUCCESS

First, the attacking player checks to see if he rolled a **miss** result. If he did, the attack automatically fails. If no miss results are showing, the attacker adds up all the range number results on the rolled dice. The attack **hits** if the total range of the rolled dice is **equal to or greater** than the range needed for the attack.

If the total rolled range is **lower** than the required range needed to hit the target, the attack fails and no damage is done.

Example: Using the example on the above diagram, the marine decides to attack the demon with his pistol. The marine player consults his reference sheet, and finds that a pistol rolls 1 yellow and 1 green die. The player picks up the two dice, rolls them, and gets the illustrated result.



He now adds together the numbers on each die (range 2 on the yellow die and range 2 on the green die), for a total range of 4. Since no misses were rolled and the total range result was equal to or greater than the range needed (4), the attack hits!



Miss Result

STEP 5: INFLICT WOUNDS

If the attack hits, the attacking player counts the total number of damage (bullet holes) showing on the rolled dice. This is the **total damage** dealt to the figure in the target space. In order for this damage to have any effect, however, it must first penetrate the figure's **armor**.

A marine's **armor rating** is equal to the number of armor tokens on his equipment bin. An invader's armor rating can be found on the reference sheet. In order to inflict damage to a figure (invader or marine both), the total damage must be equal to or greater than its armor rating. Thus, if a figure has 2 armor, it will take 2 points of damage to give it 1 wound.

It is possible for a single attack to deal more than one wound to its target. An attack deals 1 wound for every increment of damage equal to the target's armor rating. For example, a figure with 2 armor would take 2 wounds if subjected to 4 damage from a single attack.

Note that any "leftover" damage is wasted. For example, 7 damage given to a figure with an armor rating of 2 would still only cause 3 wounds. This also applies in the case where a single damage point is dealt to a figure with an armor rating of 2+; the single damage point is wasted and the attack has no effect.

Example: The attacking marine now counts the total damage on the dice he rolled for the attack (2 on the yellow die and 1 on the green die) and announces that he has dealt 3 damage to the demon. The demon has 3 armor; so the attack penetrates the demon's armor and causes 1 wound. The invader player places one wound token next to the demon.

When a marine suffers a wound, he must remove one wound token from his equipment bin (simply move the token off the bin and place it nearby). When a marine removes the last wound token from his equipment bin, he has been **fragged** (see Frags & Kills, pg. 9).

Conversely, when an invader suffers a wound, the invader player places a wound token (from the pile near the board) next to the actual figure on the board. An invader figure is killed when the number of wound tokens it has received equals to or exceeds its **wound rating** (as indicated on the reference sheet). A killed invader figure is simply removed from the board and becomes available for spawning once more.

SPECIAL ABILITIES

Many weapons and creatures have special abilities when attacking (and some while moving). Be sure to familiarize yourself with these special abilities by studying the reference sheet. Each special ability is represented by an icon that is described in detail on the last page of this rules booklet.

Other Rules

Here are some other rules that you will use during a typical game.

AMMO (MARINES ONLY)

In order to attack with any given weapon, a marine player must have at least one ammo token of the corresponding type on his ammo bin. Invaders can ignore the ammo rules entirely, as their attacks are different in nature.

The ammo required by a particular weapon is illustrated on the reference sheets. Weapons that show an infinity symbol (∞) do not require, nor expend, ammo.

After a marine has rolled for an attack, he must always check for **ammo expenditure**. If one or more of his rolled dice show a **bullet icon**, the marine player must immediately discard 1 ammo token of the type used by the attacking weapon. Only 1 ammo token is discarded per attack, regardless of how many bullet icons are showing.



Bullet Icon

Important: When a marine is attacking with a weapon that has the *blow-through ability*, the attack cannot be “walked” to another space unless the marine has at least 1 remaining ammo token of the type required by the weapon.

DOORS

The UAC Mars base uses thick metal doors designed to block heavy weapons fire. Closed doors are represented by a door token placed between exactly four spaces (2 in front, 2 behind). When a door is opened, slide it off the board to one side. If the door is closed again (by either marines or invaders), simply slide the door back onto the board to its original closed position.



Closed doors block movement and all attacks (even those that don't require line of sight). It is possible for both marines and invaders to expend movement points to open or close doors, but only if their figure is located on one of the spaces adjacent to the door's closed position. It costs a figure **2 spaces of movement** to either open or close a door. Doors cannot be destroyed by attacks (although the invader player has a “Smash” card that can destroy doors), and they cannot be closed if the “door line” is blocked by an oversized invader.

SECURITY DOORS

Three of the doors in the game have the image of a **key token** illustrated on them. These doors begin play **locked**, and cannot be opened unless a marine first finds the corresponding **key token**. Once a key token has been picked up by a marine, it is placed next to the compass rose to indicate that security doors of this color are now **unlocked for all marines** for the duration of the game. Invaders can never open or close a security door (although the invader player can destroy a security door with the “Smash” card).

EQUIPMENT TOKENS

As the board is revealed, various types of equipment are placed on it as directed by each scenario. This equipment can be new weapons, armor, extra health, ammo, or other special items. The following rules apply to all equipment tokens:

- Equipment tokens may only be picked up by marines.
- During his turn, a marine may automatically pick up an equipment token in the space he is occupying (it does not cost him any movement points to do so).
- During his turn, a marine may give weapon or ammo tokens to adjacent marines **at the cost of 1 movement point per token given**.



Ammo Tokens



Armor Token



Health Token



Key Tokens



Weapon Tokens



Adrenaline Token



Berserk Token

AMMO TOKENS

These tokens represent ammunition for the marines' weapons. When a marine picks up an ammo token, he places it on the proper area of his equipment bin.

Armor Tokens

These tokens represent high tech armor that provides valuable protection for the marines. When a marine picks up an armor equipment token, he places it on his equipment bin in the armor area. The number of armor tokens on his equipment bin provides a marine's **armor rating**. Armor cannot be given to other marines, and any armor in excess of a marine's starting armor is discarded when a marine is fragged.

HEALTH TOKENS

These tokens represent painkillers and other medical supplies that the marines can use to treat their wounds. When a marine picks up a health token, he must immediately discard it from play and then return up to 3 wound markers previously removed from his equipment bin. If the marine is already at full health (i.e., no wound markers have been removed from his equipment bin), he cannot pick up health tokens.

KEY TOKENS

These tokens represent passcodes or key cards used to unlock secure doors in the base. When a marine picks up a key token, he immediately places it next to the compass rose. This indicates that all security doors of this color are now unlocked for all marines for the rest of the game.

WEAPON TOKENS

These tokens represent the weapons found in the Mars base that the marines can use against the invaders. When a marine picks up a weapon token, he simply places it on his reference sheet to show that he has the weapon. Remember that a marine can only fire a given weapon if he has at least one ammo token of the corresponding type.

ADRENALINE TOKENS

These tokens represent a drug that can boost a marine's speed. When a marine picks up an adrenaline token, he places it by his equipment. At the **start** of a later turn, the marine may discard the adrenaline token to add 4 spaces to his movement for the turn.

BERSERK TOKENS

These tokens represent a drug that drives a marine berserk. When a marine picks up a berserk token, he immediately places it by his equipment bin with the **unfaded side up**.

While a marine possesses a berserk token **he may only attack with his fists**, but **any hit will instantly kill any invader**, regardless of the invader's armor or wound rating.

The effects of the berserk token quickly fade. At the end of the marine's **next** turn, he turns the token over, revealing the half-faded side. Then, at the end of the **following** turn, he discards the berserk token. If the marine is fragged, he must immediately discard the berserk token.

EXPLORING

Whenever a marine has line of sight to an unrevealed portion of the board, it is **immediately** revealed by the invader player. The invader player sets up the new area of the board, places monsters, equipment, and other tokens. Once the new section of the board has been set up as directed by the scenario, the invader player reads aloud a bit of text from the **Scenario Guide** that describes the new area. Play then continues where it left off. For a more detailed description of this process, please see the cover of the **Scenario Guide**.

FRAGS & KILLS

When an invader receives a number of wounds equal to its wound rating, it is **killed**. Killed invaders are simply removed from the board along with their wound tokens. The invader figure is returned to the invader player's reserves, and the wound tokens are returned to the pile near the board. Killed invader figures may return to the board again as needed (when revealing a new area or when the invader player plays a spawn card).

When a marine removes the last wound token from his equipment bin, he is **fragged**. Remove the fragged marine figure from the board, remembering which space he last occupied.

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.

After reconciling his equipment bin, the fragged marine must wait until the start of his next turn to **respawn** on the board.

During his next turn, before announcing his action, the marine player places his figure back on the board by following these rules:

- The respawn space must be a **revealed empty space**.
- The respawn space must be **at least 8 spaces away** from the space where the marine was fragged.
- The respawn space must be **no more than 16 spaces away** from the space where the marine was fragged.

If all the above points cannot be met, the marine will respawn in the space that corresponds to the rules as closely as possible. If multiple such spaces exist, the marine player may choose which one he wants to respawn at.

After a marine has been fragged, the invader player takes a wound token from the pile near the board and keeps it as a “frag point.” In the **KNEE DEEP IN THE DEAD** scenario, as soon as the invader player accumulates 6 frag points, he immediately wins the game.

MARINE ORDERS

When a marine chooses to take a **ready** action at the beginning of his turn (see Marine Player's Turn, pg. 6), he may place one of the three orders (**aim**, **guard**, or **dodge**) next to his marine on the board. Note that the special **heal** order may also be placed, but only by a marine who drew the **Medic** marine card at the beginning of the game.

A marine **can only have one order at any one time**. A marine that has already been issued an order cannot receive another order until the first order is used or removed (see next page).

AIM

A marine that has placed an **aim** order may make an **aimed attack**.



Aim Order

Before this marine rolls dice for an attack, he **may** **discard the aim order** to declare that he is making an aimed attack. This allows him to re-roll any number of dice after rolling for the attack (including any dice showing the “miss” result). The marine must keep the second result.

Example: A marine declares that he is making an aimed attack, and discards his aim order. He then attacks an imp using his pistol. The player rolls 1 yellow and 1 green die. The yellow die rolls a miss, so he chooses to re-roll this result hoping for a better outcome. Whatever he rolls, the marine is stuck with the second result.

An aim order stays with a marine until discarded by one of the following events: 1) the marine takes 1 or more wounds, 2) the marine moves 1 or more spaces, or 3) the marine discards the order to make an aimed attack.

GUARD

A marine that has placed a **guard order** may make an **interrupt attack**.



Guard Order

At any point during the invader player’s turn, a marine **may discard his guard order** to immediately interrupt the invader player’s turn and make one attack (following all the normal rules for line of sight and attacking). The invader player’s turn is immediately halted (even if the invader player was about to attack with an invader figure), allowing the marine to resolve his interrupt attack. After the interrupt attack is completed and any casualties are removed, the invader player may continue his turn.

The invader player must allow for an interrupt attack at any time, and must reverse any movement/attack if it was made too fast for the marine player to have a chance to declare an interrupt attack. If a marine player declines to make an interrupt attack, however, he may not change his mind later.

A guard order stays with a marine until discarded by one of the following events: 1) the marine takes 1 or more wounds, 2) the beginning of the marine’s next turn, or 3) the marine discards the order to make an interrupt attack.

DODGE

A marine that has placed a **dodge** order, may, when attacked, force his attacker (usually the invader player) to re-roll any number of dice used in the attack. The marine player may only do this once for each attack, and must accept the second result.



Dodge Order

Example: A marine has placed a dodge order and is later attacked by a zombie. The invader player rolls 1 red die and 1 blue die. The marine can force the zombie to re-roll either one or both of the attack dice, but he can only do this once per attack.

A dodge order stays with a marine until the start of his next turn (which means that he can “dodge” multiple attacks).

Important: If an aimed attack is made against a dodging target, both abilities are ignored for that attack.

HEAL (SPECIAL ORDER)

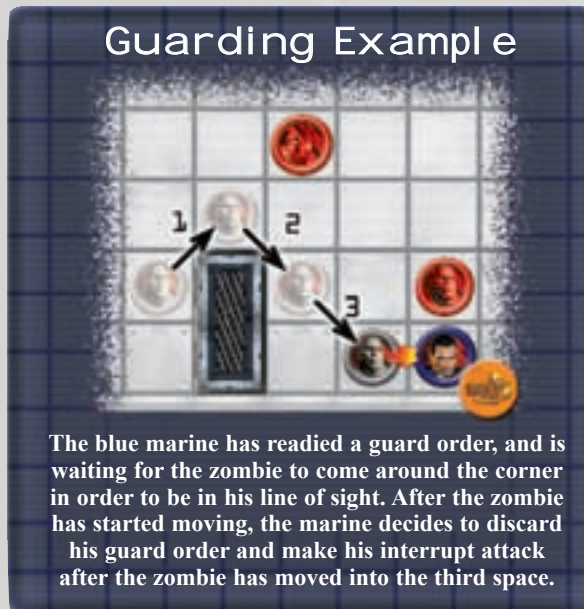
Only a marine with the **Medic** card can place a **heal** order.



Heal Order

A marine that has placed a heal order may discard this order from the board **at any time** to heal either himself or a marine in an adjacent space. The healed marine may return 1 wound token to his equipment bin (a marine at full health may not be healed). This ability may be used *before* an attack—but not after the attack dice have been rolled. Thus, any damage dealt by an attack must be resolved before a heal order can be used.

Guarding Example



The blue marine has readied a guard order, and is waiting for the zombie to come around the corner in order to be in his line of sight. After the zombie has started moving, the marine decides to discard his guard order and make his interrupt attack after the zombie has moved into the third space.

Example: A marine with the Medic card has readied a heal order during his last action. He is now standing next to another marine with only 3 wounds remaining. An invader is about to attack the weaker marine, but the medic decides not to use the heal order at this time. The invader makes a strong attack roll that deals 3 wounds to the marine, fragging him. It is now too late for the medic to heal the marine. The frag could have been prevented, of course, if the medic had decided to use the heal order before the attack.

A heal order stays with a marine until discarded by one of the following events: 1) the beginning of the marine’s next turn, or 2) the marine discards the order to heal himself or another marine.

Important: Only a marine with the medic card may ever place or use a heal order.

MELEE ATTACKS

Melee attacks represent close combat between figures in **DOOM: THE BOARD GAME**. Melee attacks are most often used by the invaders, but the marines may sometimes also have to resort to melee attacks. A weapon or invader with a **red bottom bar** on the reference sheet **may only** make melee attacks. A melee attack works just like a normal attack, with the following exceptions.

- A melee attack can only target an **adjacent** space.
- A melee attack only misses if a miss result is rolled. Range results are ignored during melee attacks.

MOVEMENT ACTIONS

Besides moving, figures can use some or all of their movement allowance to perform other tasks. The following table lists these tasks and the number of spaces required to execute them:

Spaces Used

Task

0	Pick up a token in your space♦*
1	Move from one teleporter to another *
1	Move from one duct to another **
1	Give 1 weapon or ammo token to adjacent marine*
2	Open or close normal door
2	Open or close security door***

♦ Can be performed even with no movement

* Marine players only

** Invader figures with the scuttle ability only

*** Marine only, and only when unlocked



Blocking Obstacles



Damaging Obstacle



Exploding Barrel



Teleporters



Duct

BLOCKING OBSTACLES

Blocking obstacles block line of sight as well as movement through the spaces they occupy. However, attacks that do not require line of sight (such as **seeking** attacks) may trace their range through blocking obstacles.

DAMAGING OBSTACLES

Damaging obstacles do not block line of sight or movement. Whenever a figure **enters** a space occupied by a damaging obstacle, that figure suffers 1 automatic wound, regardless of armor. If a marine is fragged in this manner, the frag gives the invader player one frag point (if applicable to the scenario).

A figure that remains on a damaging obstacle for its entire turn/activation automatically takes an additional wound at the end of its turn/activation.

Important: A figure that is moved into a damaging obstacle via the knockback ability (see the back of this rules booklet for more information on this special ability), must immediately take a wound, but will not take an additional wound (for being in the space) during its own turn/activation unless it decides to stay in the space.

EXPLODING BARRELS

These obstacles block line of sight and movement like blocking obstacles. If an exploding barrel suffers even 1 point of damage (either from a direct attack or the blast from an attack), the barrel immediately explodes. Remove the barrel from the board and deal 1 automatic wound to all figures adjacent to it. Both invaders and marines may target spaces that contain barrels.

TELEPORTERS

Teleporters allow instant movement from one part of the board to another. By using a single space of movement, a marine (but not an invader) may move from a space containing a teleporter to any space containing another teleporter of the same color.

A marine may move via teleporter even if the other end of the teleporter has not yet been revealed. In this case, the new area is immediately revealed by the invader player (see Exploring, pg. 9). If the new area is not yet connected to the rest of the map, simply keep the two parts of the map separate until an area is revealed that joins them (assuming one exists).

DUCTS

Ducts work like teleporters, with the following exceptions:

• Ducts can only be used by invaders, and then only by invaders with the **scuttle** ability.

• An invader can, with one space of movement, move from any duct to any other duct on the board.

• Invaders cannot move to ducts that are not revealed or that are blocked (stood upon) by a marine (i.e., ducts cannot reveal areas or be used to telefrag).

TELEFRAGS

When a teleporting marine materializes inside another creature, that creature explodes. In other words, if a marine teleports into a space containing all or a part of an invader figure, the invader is automatically killed. It is not possible for the invader player to block off teleporters by standing on them.

OVERSIZED INVADERS

Some invaders take up 2 or even 4 spaces. The following special rules are associated with oversized figures:

- Oversized figures occupy all of the spaces they fill. Line of sight can be traced to or from the center of any of those spaces.
- Oversized figures can only be targeted once by a single attack, even if a blast or sweep attack covers multiple spaces occupied by the figure. Likewise, oversized figures only take 1 wound from damaging obstacles per move, no matter how many spaces containing damaging obstacles they enter.
- Demons occupy 2 spaces. A demon must move in one of the following two ways 1) The demon moves one half of its body into a **non-diagonal adjacent space** while the other half of its body moves into the space that the first half just vacated, or 2) The demon moves to a **diagonally adjacent space** by moving both halves of its body in the same diagonal direction (also called “sidestepping”). Both types of movement are illustrated in the accompanying diagram.
- Other oversized figures (mancubus, hell knight, and cyberdemon) each occupy 4 spaces. When moving, these figures move like regular figures, and must always occupy four existing spaces, as shown in the diagram.

RE-ROLLS

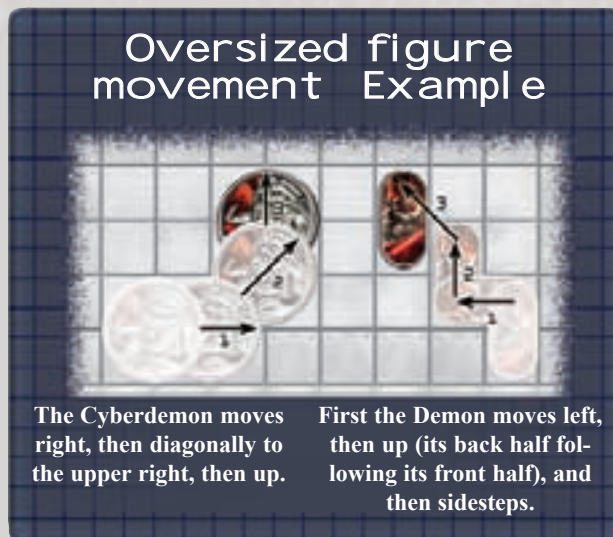
There are two main effects that cause dice re-rolls in **DOOM: THE BOARD GAME**. These are **dodges** and **aimed attacks**. All re-rolls work the same way. The player causing the re-roll chooses one or more of the dice involved in the attack, and then the attacker rolls those dice again, keeping the new result. **Under no circumstances may a single attack ever be re-rolled more than once.** If an attack is affected by both a **dodge** (whether via a marine order or the invader dodge card) and an **aimed attack** (again, regardless of how the attack came to be aimed), then the two effects cancel each other out and the attack is not re-rolled at all.

SCATTER

Some weapons have the **blast** ability (see the back cover of this rules booklet). These weapons will **scatter** if they miss (whether they missed because of insufficient range or by a **miss** result), meaning that they will deviate from their intended target space.



Oversized figure movement Example



If a **blast** attack misses, determine its new destination by drawing the top card of the invader deck and consulting the scatter diagram on the bottom of the card. Turn it so that the compass rose on the card is facing the same direction as the compass rose token on the board. Then find the space indicated by the number and direction shown from the original target space. If moving to this new space from the original target space does not pass through any walls, blocking obstacles, or through a closed door, the attack will hit this new space instead of its original target.

If the scatter movement causes the attack to move through a wall, blocking obstacle, or move through a closed door, the attack explodes harmlessly.

Some scatter diagrams show a “miss” icon. If such a card is drawn, there is no scatter movement and the attack explodes harmlessly and with no effect. See the diagram for a detailed example of scatter movement.

The drawn invader card is discarded after use. If this was the last card in the deck, the invader player scores an automatic frag point, and then reshuffles the discard pile into a new invader deck.

TIMING AND “START OF TURN”

Whenever there is a question of timing, such as to whether an event card can go off before a marine can take an action, etc., the event card always receives precedence as long as the invader player declares his intent to play the event card in a timely fashion. This is also true for the marine guard order.

Example: The “Dark Energies” card reads, “Play immediately before a marine attacks an invader. Remove 1 wound from an invader of your choice.” If a marine player doesn’t give the invader player the opportunity to play a card before he attacks and just starts rolling dice, the invader player can **quickly** interrupt and play his card before the attack is resolved.

Many invader event cards contain the phrase “Play at the start of your turn.” These cards must be played **after the invader player has discarded down to 8 cards for the turn, but before he has activated his first invader for the turn.**

Event cards that say “Play immediately before a marine takes his turn” can be played **until the marine player declares his action.** As always, the invader player should be given a reasonable chance to play his cards first.

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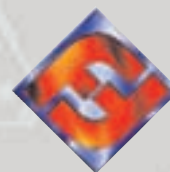
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For additional scenarios, or to post your own DOOM scenarios, visit:

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FANTASY FLIGHT GAMES



SPECIAL Abilities

ACCURACY

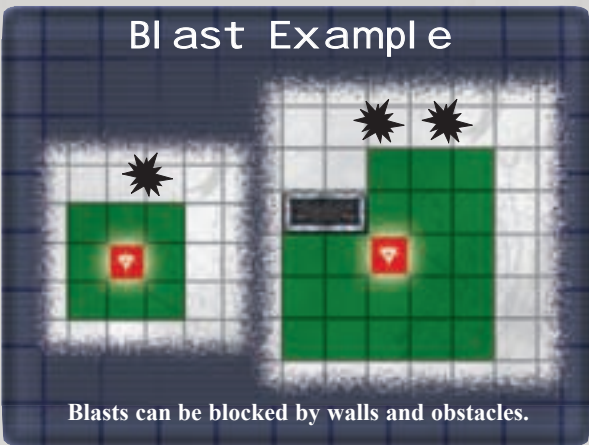
After attacking with the accuracy ability, add 1 to the range for each accuracy icon (e.g., a roll that shows a range of 3 would be increased to 5 if the invader/weapon has two accuracy icons).

AIMED

Attacks with the aimed ability are **aimed attacks** as per the aim marine order (see Marine Orders, pg. 9).

BLAST

Attacks with the blast ability affect an area within X spaces of the target space, where X is equal to the number of blast icons of the weapon. Blast areas cannot pass through walls, closed doors, or blocking obstacles. The blast attack deals its full damage to each figure affected by it. If a blast attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice (if any) are to be re-rolled). Finally, if a blast attack misses, it can **scatter** (see Scatter, pg. 11).



BLOW-THROUGH

Attacks with the blow-through ability can be "walked" into multiple spaces, one after the other. After the initial attack on the target space is made (regardless of whether it hits or not), the attacker may roll another attack against a space adjacent to the target space by removing either 1 green or 1 blue die from the attack. For example, if a blow-through attack rolls 1 yellow and 1 green die for the first attack, the attacker could immediately attack a space adjacent to the first targeted square, but the second attack would only roll 1 yellow die.

The attacker may continue "walking" his attack as long as he drops 1 green or blue die for each attack made. The attacker **cannot** make multiple blow-through attacks against the same target during one attack.

Blow-Through Example

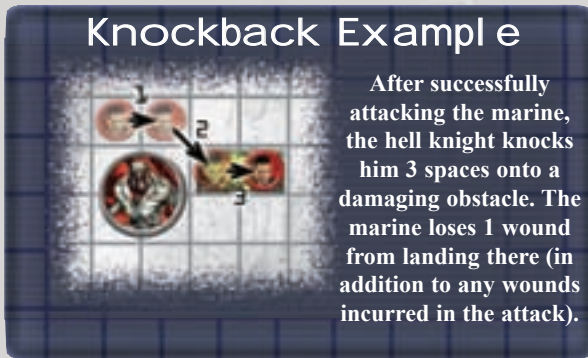


DEADLY

After rolling for an attack with the deadly ability, add +1 to the damage of the attack for each deadly icon (e.g., a damage roll of 3 would be increased to 5 for an attack with two deadly icons).

KNOCKBACK

After inflicting at least 1 damage to a figure with a knockback attack (and after applying any wounds), the attacker may immediately move each affected target figure up to 3 spaces away from its current location. The figures must be moved to empty spaces, although these spaces may contain damaging obstacles or other non-blocking tokens, such as equipment. This "knock back" movement is not blocked by any intervening figures or obstacles (though it cannot be moved through a closed door or wall).

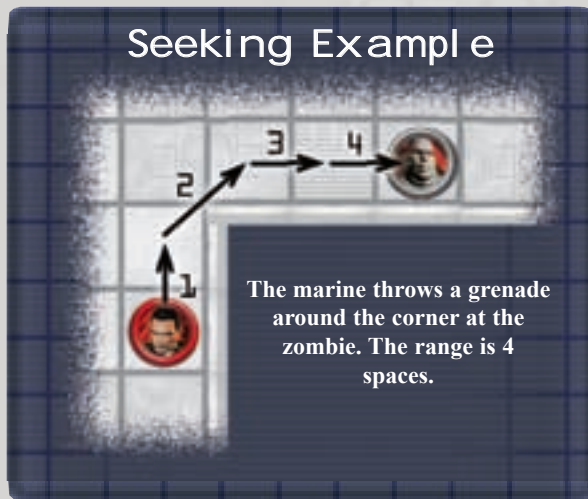


SCUTTLE

Invaders with the scuttle ability can move between ducts as if the ducts were adjacent to each other. Scuttling invaders cannot move to a duct space occupied by a marine figure, or one that is not yet revealed.

SEEKING

Seeking attacks do not need line of sight to the target square. They still cannot pass through a closed door (or wall), but they can pass through blocking obstacles. The maximum range of a seeking attack is 8 spaces.



SWEEP

Sweep attacks affect **all enemy figures adjacent to the attacker**. The sweep attack deals its full damage to each figure affected by it. If a sweep attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice (if any) are to be re-rolled).

WATCHFUL

Figures with the watchful ability may immediately take one free attack against any enemy figure that moves into an adjacent space. This attack takes place before the moving figure may take any other

action. There is no limit to the number of free attacks a watchful invader can make in this manner. If the same figure makes more than one move into spaces that are adjacent to the watchful creature, the creature may make one free attack for every such move.

Round Sequence

EACH ROUND CONSISTS OF:

- Turn 1: First Marine Player's Turn
- Turn 2: Second Marine Player's Turn
- Turn 3: Third Marine Player's Turn
- Turn 4: Invader Player's Turn

Marine Player's Turn

The marine player must first choose between one of the four actions below. A **marine player cannot do anything until he has first declared which of the four actions he will be taking**. After the marine has resolved his entire action, his turn is over and play passes to the left.

Action	Movement	Attacks	Special
Sprint	8	0	None
Unload	0	2	None
Advance	4	1	None
Ready	4	<i>or</i> 1	Place Order

Movement Action Costs

Spaces Used	Task
0	Pick up a token in your space♦♦
1	Move from one teleporter to another *
1	Move from one duct to another **
1	Give 1 weapon or ammo token to adjacent marine*
2	Open or close normal door
2	Open or close security door***

♦ Can be performed even with no movement
 * Marine players only
 ** Invader figures with the scuttle ability only
 *** Marine only, and only when unlocked

Marine Orders

AIM: A marine may discard his aim order to announce that one of his attacks is an **aimed attack**. After rolling for the attack, he may then re-roll some or all of the dice. He must keep the second result. This order is also discarded immediately if the marine moves, or if he receives a wound.

DODGE: When attacked, a marine who has placed the dodge order may force some or all of the attacking dice to be re-rolled. He must accept the second result. This order is discarded at the start of the marine's next turn.

GUARD: A marine may discard this placed order to make one **interrupt attack** at any time during the invader player's turn. This order is also discarded if the marine takes a wound, or at the start of his next turn.

HEAL (MEDIC ONLY): A medic may discard this order to **heal** 1 wound to himself or to a marine in an adjacent space. This order is also discarded at the start of the marine's next turn.