DOOM

+THE BOARDGAME

RULES BOOKLET

All UAC personnel be advised. A new outbreak of invaders has been detected. These new invaders display powerful abilities, and personnel should be extremely cautious of them.

We have compiled the following information about the new types of invaders.

Species Designation: Zombie Commando

These invaders are UAC security personnel who have been possessed. They are as slow as ordinary zombies, and they are slightly easier to kill. Beware, however, as they are able to fire the weapons in their possession.

Species Designation: Revenant

These skeletal invaders can attack from around corners with their shoulder-mounted missile launchers. Fortunately, their rockets are not very fast and marines can often avoid them.

Species Designation: Cherub

These small flying invaders are extremely difficult to hit. They move very quickly and marines should aim carefully when attacking them.

Species Designation: Maggot

Although they are easier to kill than demons, marines should avoid letting these invaders get within melee range. Their two heads can attack independently of each other, and each can inflict severe injury. Like demons, maggots are capable of pre-emptively attacking enemies who get too close.

Species Designation: Cacodemon

These creatures levitate slowly from place to place, spitting large fireballs that explode in a wide radius. Cacodemons are extremely difficult to kill, and marines should use caution when confronting them.

Species Designation: Vagary

Although we surmise that this creature is less powerful than the cyberdemon, its abilities are largely a mystery to us. It seems to have telekinetic abilities, however, so be careful!

IMPORTANT ADDENDUM!

All UAC personnel be advised. Our scientists have discovered evidence of a powerful alien device that was used to defeat the invaders thousands of years ago. If you discover the whereabouts of this device, you should capture it by any means necessary!

Weapon Designation: Soul Cube

This alien weapon appears to be powered by life energy. Once it is charged up, it can lash out, killing any invader in a single attack and siphoning off the target's energy to heal its wielder. Obtain the soul cube at any cost. This device could be the break we've been looking for in the struggle against the invaders.

DOOM EXPANSION SET

Thank you for purchasing this expansion to **DOOM: THE BOARD GAME**. This expansion adds a wide range of exciting game options to **DOOM: THE BOARD GAME**, including new components, new rules, and two entirely new ways to play the game—deathmatch and capture the flag!

USING THIS BOOK

This guide contains new rules for use in **DOOM: THE BOARD GAME**. These include changes to or clarifications of the original **DOOM: THE BOARD GAME** rules, entirely new rules for the expansion, rules for playing the game in deathmatch and capture the flag modes, and a set of optional rules known as **mods**. In addition, there is a new campaign of five scenarios included at the end of these rules, located after the new maps for deathmatch and capture the flag play.

COMPONENTS

1 Rule and Scenario Book (this book)
4 Reference Addendum Sheets
36 Plastic Miniatures:
    3 Chainsaw Marine figures
    3 Vagary figures
    3 Cacodemon figures
    6 Revenant figures
    6 Cherub figures
    3 Maggot figures
    12 Zombie Commando figures
84 Cards:
    66 Invader Cards
    10 Marine Cards
    5 Difficulty Cards
    3 Replacement *Dud* Cards
3 Marine Equipment Bins
17 Map Pieces:
    5 Airless Corridor Pieces
    1 Airless Turn Pieces
    2 Airless Intersection Pieces
    2 Airless Dead End Pieces
    1 Room Piece
    1 Intersection Piece
    1 Turn Piece
    4 Obstacle Pieces
4 Airlock Markers
4 Plastic Airlock Stands
8 Prop Markers:
    2 Flag Base Markers
    4 Flame Jet Markers
    2 Teleporter Markers
8 Wound Tokens
6 Armor Tokens
9 Marine Order Tokens
10 Sentry Bot Markers
34 Frag Tokens
6 Respawn Point Tokens
6 Player Turn Tokens
33 Equipment Tokens:
    8 Weapon Tokens
    5 Soul Tokens
    8 Oxygen Cylinder Tokens
    4 Invisibility Tokens
    4 Megasphere Tokens
    4 Berserk Tokens

NEW MARINES AND EQUIPMENT BINS

The three new marine figures and equipment bins are included for use in deathmatch and capture the flag play. The new equipment bins are marked with a chainsaw to show that they correspond to the marine figures that are holding chainsaws. **This does not mean that the new marines begin play with a chainsaw in their possession.**

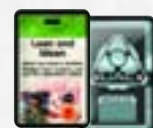The new marine figures may also be used in normal play as long as each marine player controls a marine of a different color. Scenario play is still restricted to only three marine players at a time, but larger groups can play deathmatch or capture the flag, both of which allow up to six players.

NEW INVADERS

These new figures represent the new invaders that the invader player can spawn. Each new invader except for Vagary the spider queen is **equivalent** to an existing invader. Before the start of the game, the invader player will choose how many, if any, of the new invaders to use and will swap out old invader figures for the new ones. See **Equivalent Invaders**, on page 4.

NEW MAP PIECES

In addition to a few extra map pieces used in the scenarios in this guide, this expansion includes several pieces of **airless terrain**. Airless terrain pieces represent areas that are exposed to the deadly Martian atmosphere and require oxygen cylinders to pass through safely.

AIRLOCKS

This expansion includes four airlocks. Airlocks are assembled and used like normal doors, with two key differences. First, airlocks automatically close at the end of any turn in which they were opened. Second, airlocks can never be destroyed, not even by a *Smash* card.

NEW PROPS

In addition to an extra set of teleporters, this expansion includes two **flag bases** for use in capture the flag play, and several **flame jets** for use in any mode of play. Flag bases mark the starting positions of the flags in capture the flag. Flame jets represent intermittent bursts of flame. They are safe when their "off" side is showing, but they damage anyone who moves through them when their "on" side is showing.

Flag Base   Flame Jet

REFERENCE SHEET ADDENDA

At the start of the game, each player receives a reference sheet addendum that lists the abilities and strengths of the new invaders and weapons introduced in this expansion.

NEW MARINE CARDS

The marine cards included with this expansion should be shuffled in with the existing marine cards before the game begins to form a single marine deck.

NEW INVADER CARDS
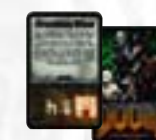
A second invader deck is included with this expansion. The new invader deck has the same distribution of spawn cards as the original, but contains many exciting new event cards. The invader player may choose to use **either** the original deck **or** this new deck before each game, but he cannot change his mind once he has selected one of them. The two decks are **not** intended to be mixed together and have different card backs to prevent this.

REPLACEMENT *DUD* CARDS

These cards are intended to replace the *Dud* cards in the original invader deck, which have been revised to improve game balance. Throw the old cards away or simply set them aside, and shuffle these new cards into the old invader deck in their place.

DIFFICULTY CARDS

These cards are used with the **Difficulty Setting** mod (see pg. 8). They alter the difficulty of the game so that it is either easier or harder for the marines to win. This allows players to customize the game according to their own preferences and skill levels.

PLAYER TURN TOKENS

These tokens are used with the **Organized Marines** mod (see pg. 8) or in capture the flag play. They are used to track whether or not each marine has had his turn yet this round. Marines who have not yet had a turn should have the green side of their token showing, while those who have already had a turn should have the red side showing.

NEW WEAPON TOKENS

Extra weapon tokens are included for use in deathmatch and capture the flag play. These tokens, together with the tokens from **DOOM: THE BOARD GAME**, form four complete sets of weapon tokens.

In addition, a powerful new weapon—the **soul cube**—is included as well. The soul cube is never used in deathmatch or capture the flag play. It requires the marine to kill five invaders using other weapons before it can be fired, and five soul tokens are included to track this.

⊕xygen Cylinder T⊕kens

These tokens represent bottled oxygen that marines can use to pass through airless terrain safely. They are only used in scenarios with airless terrain.

⊕ther New Equipment T⊕kens

Berserk

The new berserk tokens are intended to replace those in **DOOM: THE BOARD GAME**, which were not faded on one side due to an error.

Invisibility

In addition, two new kinds of equipment are introduced: **invisibility** and **megasphere** powerups. Invisibility makes a marine temporarily immune to attack, while the megasphere is an incredibly powerful healing powerup. These new equipment tokens are only used in deathmatch and capture the flag play.

Megasphere

Extra Arm⊕r, W⊕und, and ⊕rder T⊕kens

These tokens are included to ensure that there are enough armor, wound, and order tokens for up to six players in deathmatch or capture the flag play.

Sentry B⊕t Markers

In the new scenarios in this guide, the marines gain a powerful new ally—the sentry bots. These small robots are mounted with powerful guns and programmed to defend the marines once activated.

Frag T⊕kens

Players use these tokens to keep score during deathmatch and capture the flag play. The frag tokens marked with a "3" are worth three normal frag tokens and are included to ensure that there are enough tokens to go around.

Respawn P⊕int T⊕kens

These tokens are used in deathmatch play to indicate legal respawn points for the marines. The numbers on the respawn points are used to randomize where the marines appear.

CHANGES +⊕ AND CLARIFICA+I⊕NS ⊕F +HE ⊕RIGINAL RULES

Please note the following changes and clarifications.

Invader Card Draw Change

The invader player should now always draw two cards each turn, no matter how many marine players are playing.

Attacking in ⊕ccupied Spaces

Figures can no longer attack when occupying the same space as another figure (such as when a marine with the *Recon* card walks through enemy figures). This prevents several confusing situations from occurring.

Campaign Arm⊕r Change

Marines may only increase their base armor once per campaign when "leveling up."

Replacement *Dud* Cards

The new *Dud* cards included with this expansion replace the old *Dud* cards that came with **DOOM: THE BOARD GAME**. Simply throw out the old *Dud* cards and shuffle the new *Dud* cards into the deck. The new *Dud* cards are less powerful, always allowing the marines to get at least one use out of any weapon they find.

Marine Card Clarificati⊕n

Marines retain their marine cards for the entire duration of the game and may use them as often as the cards allow. Marine cards are never discarded when used.

Exiting the B⊕ard Clarificati⊕n

When a scenario states that the marines must "exit through the red security door" to win, it means that all of the marines must move off of the board, passing through the red security door, in order to win. Once a marine has left the board, he is out of the game and cannot return to help his comrades still on the board.

Bl⊕w-Thr⊕ugh Clarificati⊕ns

When walking a blow-through attack through an empty space, no attack roll needs to be made, so no ammo can be used. However, it is possible that more than one ammo token can be expended with a single blow-through attack (one ammo expended per attack roll is possible).

Additionally, line of sight for blow-through attacks is checked at the moment the attack roll is made. Thus, it is possible to kill an invader, then walk the attack to a space previously blocked by the dead invader.

Finally, note that a **large invader can be targeted multiple times with a blow-through attack**. The attack simply cannot target the same *space* more than once.

NEW RULES

This section contains rules for the new game elements included with this expansion.

Revised Setup

In order to make use of the new game components, please note the following changes to the game setup:

Choosing an invader deck: The invader player must now choose whether to use the new invader deck included with this expansion or the old invader deck that came with **DOOM: THE BOARD GAME**. The new invader deck contains the same distribution of invader cards, but many exciting new event cards. The unused invader deck is returned to the box before the game begins.

New marine cards: Before your first game using this expansion, remember to shuffle the new marine cards in with the marine cards from **DOOM: THE BOARD GAME** to form a single deck.

Choosing invaders: Although there are more invaders available for the invader player to choose from now, the limit on how many invaders can be in play at once remains largely the same. To simplify keeping track of this, the invader player must choose which mix of invaders he will use for the game. To do this, he performs the following steps:

1. He begins with all of the figures from **DOOM: THE BOARD GAME**. He then adds the three Vagary figures from this expansion to the mix.

2. Next, he removes all figures that aren't being used due to having fewer than three marines. (For example, if only the red and green marines are playing, remove all blue figures.) He returns any removed figures to the box.

3. Lastly, he swaps out any number of figures from **DOOM: THE BOARD GAME** for an **equal number** of **equivalent figures of the same color** from this expansion, as limited by the figures available. Any figures not used are returned to the box. For a full list of equivalent invaders, see below, under **Equivalent Invaders**.

Example: The invader player could choose to replace two of his red zombies with two red zombie commandos, one imp of each color with revenants, and two mancubi of each color with cacodemons.

Equivalent Invaders

The new invaders included with this expansion are designed to integrate seamlessly into the original game without adding new spawn cards or altering existing scenarios. Each of these new invaders (except Vagary) is said to be **equivalent** to an existing invader. At the start of the game, the invader player may swap out some of his old invader figures for these new invaders (see **Revised Setup**, above).

The full list of equivalent invaders is as follows:

- **Zombie commandos** are equivalent to **zombies**.
- **Cherubs** are equivalent to **trites**.
- **Revenants** are equivalent to **imps**.
- **Maggots** are equivalent to **demons**.
- **Cacodemons** are equivalent to **mancubi**.

During the game, these new invaders may be spawned or placed on a map any time their equivalent could.

Example 1: A red demon appears on a scenario map. Maggots are equivalent to demons, so the invader player chooses to place a red maggot instead of the demon.

Example 2: The invader player plays a spawn card showing an imp and a zombie. He decides that he wants to place the zombie, but he chooses to place a revenant instead of the imp.

When playing a campaign, zombie commandos, cherubs, and revenants are worth one kill point, maggots and cacodemons are worth two kill points, and Vagary is worth four kill points.

AIRLESS TERRAIN

This expansion introduces **airless terrain**, portions of the board that are exposed to the deadly Martian atmosphere. Marines require **oxygen cylinder tokens** to move through airless terrain without suffering wounds. Invaders are unaffected by airless terrain. **Each time a marine ends his turn on an airless terrain space, he must either discard one oxygen cylinder token from his equipment bin or suffer two wounds, regardless of armor.**

AIRLOCKS

Airlocks are automated doors that separate airless portions of the board from the rest of the map, preventing atmosphere loss. Airlocks are identical to normal doors except for the following rules.

1. Open airlocks automatically close at the end of any turn in which they were opened (to prevent breathable atmosphere from escaping). A marine with the *Tech Op* card cannot prevent this, and any large invader blocking an airlock from closing is automatically killed and removed from the board as the airlock closes (the invader is crushed and killed by the heavy doors).

2. Airlocks cannot be destroyed. Not even the invader's *Smash* card can remove an airlock from the board.

THE SOUL CUBE

The soul cube is a unique and powerful alien weapon that the marines may find while playing through the scenarios in this guide. It has a number of special rules associated with it:

1. While a marine is carrying the soul cube, he gains one soul token for each invader figure that he kills using a weapon other than the soul cube. A marine cannot possess more than five soul tokens at once, and any accumulated soul tokens are discarded if the soul cube is given to another marine or dropped.

Soul Token

2. A marine carrying the soul cube may only attack with it by discarding five soul tokens that he has accumulated.

3. The soul cube has the **soul drain** ability. This allows the soul cube to target any space that the marine has line of sight to up to eight spaces away. The marine then rolls the red die. On anything but a miss result, any enemy figure in the targeted space is **automatically killed, regardless of armor or wounds**. Each time the soul cube makes an attack and kills at least one enemy figure, the marine wielding it is healed of three wounds.
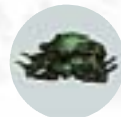
SENTRY BOTS

Sentry bots are small robots with powerful machine guns mounted on them. They are programmed to protect any UAC personnel who activates them. Their abilities are listed on the reference sheet addendum.

Unactivated

Activation: Initially, sentry bots appear on the map in their **unactivated** state. In this state, they do nothing and **cannot take damage**. An unactivated sentry bot is considered to be an enemy figure for purposes of moving or attacking through the space. A marine can **activate** an unactivated sentry bot by moving adjacent to it and spending two movement points.

Activated Red

Once a sentry bot is activated by a marine, replace it with an activated sentry bot marker of the activating marine's color. That marine is now in control of the sentry bot and will control its movement and attacks. Activated sentry bots are treated as normal figures that are friendly to the marines. A marine may only have two activated sentry bots under his control at once. Once activated, a sentry bot remains on the board until destroyed.

Moving and attacking: Activated sentry bots take their turn each round immediately after the marine that is controlling them ends his turn. If a marine is controlling two sentry bots, he chooses the order in which they act. A sentry bot **moves up to four spaces** and **may attack once** during its turn, like an advancing marine.

Sentry bots block line of sight and are otherwise treated as marine figures, except that **invaders are not prevented from spawning within sentry bots' line of sight**. Sentry bots can, however, benefit from the *Officer*'s bonus to range and damage.

Wounding sentry bots: When a sentry bot suffers a wound, place a wound token next to it, as though it were an invader figure. When a sentry bot has been dealt wounds equal to its wound rating, it is destroyed and removed from the game. **Sentry bots cannot be healed by any means unless a scenario expressly specifies otherwise.**

Movement restrictions: Sentry bots may not perform any special movement actions **except** moving through teleporters. Thus, they cannot pick up equipment, activate other sentry bots, open or close doors, etc. In addition, sentry bots can never have marine orders placed on them.

FLAME JETS

On

Off

Flame jet markers are damaging obstacles . . . sometimes. A flame jet marker has two sides—an "on" side and an "off" side. During game setup, place the flame jet exactly as it is shown on the scenario map (either on or off). At the end of every round, flip all flame jet markers to their other side. Thus, all flame jets that are on turn off and vice versa. A figure suffers one wound (regardless of armor) when:

1. Entering a space with an "on" flame jet
2. Leaving a space with an "on" flame jet
3. Ending its turn in a space with an "on" flame jet
4. Being in a space with an "off" flame jet when it turns "on"

Example 1: A marine moves into and out of a space with an "on" flame jet in a single turn. He suffers one wound for entering the space with the flame jet and one more wound for leaving it.

Example 2: A marine ends his movement on an "off" flame jet. At the end of the round, the flame jet turns on, and the marine suffers one wound. When it is the marine's turn, he moves off the flame jet, suffering one additional wound.

New Equipment

This expansion introduces the following new types of equipment tokens.

Oxygen Cylinders

Oxygen cylinders are used to pass through airless terrain without taking damage. Each time a marine ends his turn in an airless terrain space, he must either discard an oxygen cylinder token or suffer two wounds, regardless of armor. Oxygen cylinder tokens may be handed to other marines just like weapon tokens.

Invisibility

These tokens represent a device that renders the marine temporarily invisible. When a marine picks up an invisibility token, he immediately places it by his equipment bin with the unfaded side up.

While a marine possesses an invisibility token **he may not be targeted or affected by any attack (including blast attacks)**, although damaging terrain, airless terrain, and other non-attack-based damage will still injure him.

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

Megasphere

This token represents a powerful healing device that temporarily boosts a marine's resistance to damage. When picked up, the marine's **maximum wounds are increased by two** and he is **fully healed**. Thus, a marine with a maximum of eight wounds would have ten wounds after picking up a megasphere. Place the megasphere token next to the marine's equipment bin as a reminder of the extra wound capacity. The next time the marine is fragged, discard the megasphere and reduce the marine's maximum wounds back to normal.

DEATHMATCH RULES

Deathmatch mode is a special mode of play that does not require an invader player. Instead, the marines attack each other, scoring "frag points" for each kill. The winner is the first marine to reach a pre-arranged score, or the marine with the most frag points when the timer runs out. A deathmatch game can accommodate up to six marine players. Follow the steps below to set up a deathmatch game:

1. Choose a Deathmatch Scenario and Set the Frag Limit

The players choose one of the three deathmatch maps (see pg. 9–11) to play on. They then agree on a number of frags to play to. For reference, three frags is a short game, five is a medium game, and seven is a long game, although other frag limits may be chosen as desired.

2. Create the Board and Item Pool

First, the players form the item pool. Look at the map to see which items are available on the map. If there are two to four players playing, take three of each equipment token found on the map and place them in a pile near the map. If there are five or six players, use four of each equipment token instead. This pile of tokens is the item pool.

Exception: Health tokens are not included in the item pool, since they are not picked up. Simply place the health tokens as indicated on the map.

Next, the players create the game board as shown on one of the maps on pg. 9–11. Unlike a normal scenario, the entire map with all of its equipment tokens is revealed from the start. Equipment tokens that are placed on the board come from the item pool, so if there are six players and two chainsaws on the board, there should be two chainsaws left in the item pool after setting up the board.

3. Set Up Marine Equipment

Each marine player receives an equipment bin and the respective marine figure (remember that the equipment bins with chainsaws on them correspond to the marine figures holding chainsaws). Each marine player also receives five wound tokens and two armor tokens, which are placed on his equipment bin. The invader figures are not used in deathmatch play and are returned to the box.

Exception: In a two- or three-player game, each player controls two marines.

4. Deal Out Starting Marine Cards

Remove the following cards from the marine deck: *Careful*, *Danger Sense*, *Efficient Killer*, *Lithe*, *Prepared*, *Recon*, *Scout*, and *Tech Op*. Next, shuffle the deck and deal two cards to each marine. The marine player then looks at his cards, picks one of them, and discards the other. After each marine has chosen a card, all of the players reveal their marine cards simultaneously.

5. Place Marines and Prepare Timer

Choose one player at random to place his marine first.

He places his marine figure on any respawn point token of his choice. Then the player to his **right** places his marine figure on any **unoccupied** respawn point. This continues to the right until all players have placed their marine figures on the board.

Next, take either of the two invader decks (it doesn't matter which), and place it facedown near the map. It will serve as the timer for the game (and is still used to resolve scattering attacks).

Play now begins, starting with the **last player to place his marine** and continuing to his **left** (that is, the first player to place his marine is the last to get a turn).

Round Sequence

The round sequence is the same as in the normal game, except that there is no invader player and there can be up to six marine players who each receive a turn before the round ends.

Exception: In a two- or three-player game, play will go around the table twice each round, with each marine player taking one of his marines' turns (his choice, but a marine may only have one turn per round total) on each pass. The player turn tokens can be used to track which marines have gone, if you like.

At the end of **each round**, discard **two cards** from the top of the invader deck serving as the timer. If the last card is discarded from the deck, the game immediately ends (see **Ending the Game**, below).

Marine Turns

Each marine's turn is the same as normal. A marine may **sprint**, **unload**, **ready**, or **advance**.

Movement and Attacking

Movement and attacking work much the same as normal, except of course that **the other marines are now enemy figures**. In addition, ammo is not used in deathmatch play. Instead, if a bullet icon is rolled, discard the **weapon token** used to make the attack (see **Equipment**, below), unless it has infinite ammo.

Marine Orders

Aim, **dodge**, and **heal** orders remain the same. **Guard** orders may now be used during other marines' turns. A guard order may always interrupt what a marine is doing, just as in the normal game. In the event that two guard orders go off at once, the older guard order takes effect first.

Equipment

When picking up equipment tokens, marines do not remove the tokens from the board. Instead, they look at the item pool and take a token of the appropriate type from the pool **if one is available**. *No marine may have more than one of a given equipment token at any time.*

Exception: As mentioned in Step 2 of the deathmatch setup instructions, there are no health tokens in the item pool. Instead, the health tokens on the board simply

restore a marine to full health when their space is entered.

Ammo tokens are not used in deathmatch play. Instead, when ammo is expended, the weapon token being used is discarded **unless it has infinite ammo**, such as the chainsaw.

FRAGS

When a marine is fragged, either because of an attack or because of a telefrag, the player who did the fragging receives one frag token. If this brings him to the frag limit, the game immediately ends and he is declared the winner.

If a player is controlling more than one marine, he receives the frag tokens from all of their frags. As a result, you may wish to set frag limits higher when players are controlling multiple marines.

If a player takes an action that results in fragging his own marine (such as blowing himself up with a blast attack or moving through damaging terrain) he loses one frag token. If this takes him below zero frags, he should make a note of this.

A fragged marine is removed from the board and reverts to his starting setup, losing all picked up weapons, armor, and other equipment. If fragged during his turn, the marine's turn immediately ends.

RESPAWNING

At the start of his next turn, a fragged marine respawns. First, he makes sure that he has reset his equipment to its starting setup. Next, he rolls a green die and looks at the rolled range. He may place his marine on any **empty** respawn point showing the same number as the rolled range. If all respawn points matching the rolled range are occupied by marines, then he is forced to telefrag a marine on any one of them. Unlike a normal telefrag, the marine does not receive a frag point for this "forced" telefrag.

After placing his marine figure back on the board on one of the indicated respawn points, the marine player takes his turn as usual.

VAULTS AND SECURITY KEYS

Certain areas on each deathmatch map, called **vaults**, are sealed off with security doors. These security doors cannot be opened. Instead, a marine carrying the proper security key simply passes through the door as if it wasn't there. However, once used, the security key returns to its original resting place at the end of the marine's turn. If the marine is still inside the vault at this time, he is immediately fragged and loses one frag point. This prevents the marines from hiding inside vaults.

If a marine is fragged while carrying a security key, the key immediately returns to its original resting place.

ENDING THE GAME

A deathmatch ends either when a marine reaches the frag limit or when the last card is discarded from the invader deck. If the invader deck runs out, the player with the most frags at the time wins (with ties resulting in a shared victory).
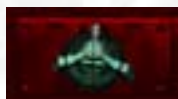
Red Base

Blue Base

CAP+URE +HE FLAG

Capture the flag is a team variant of deathmatch play in which two teams of marines try to steal the other team's flag and bring it back to their flag base. It plays like deathmatch except for the following differences:

1. Special capture the flag maps are used (see pg. 12–13). Each map shows two headquarters (shaded in blue or red), each containing a flag base. Each team's flag token begins on its flag base. Flag bases and flag tokens do not block movement or line of sight.

2. Six marines are always used, regardless of how many players are playing. The three marine figures with shotguns are on one team, and the three marine figures with chainsaws are on the other team. The players should decide among themselves who will control which marines, although no player should control marines on both teams. At the start of the game, one team is chosen randomly to go first. They must then place one of their marines on the board in any empty space within their headquarters. The teams then alternate placing marines until all six marines are placed.

3. Play begins with the team that placed the first marine on the board. They nominate one marine to take the first turn. After that marine goes, the other team nominates a marine to take a turn, and so on until all six marines have had a turn. Use the player turn tokens to track who has and hasn't had a turn yet (red indicates the marine has taken a turn, green means the marine has yet to go).

4. Frags are not tracked. Instead, any team that has both flags at their flag base at the same time immediately scores one point (see **Carrying the Flag,** below) and collects one frag token to signify this. The first team to reach the agreed-upon point total wins. Alternatively, the team in the lead when the timer runs out wins. If the score is tied when the timer runs out, play continues, and the next team to score wins.

5. When fragged, marines lose their next turn (and are removed from the board and reset their equipment to their starting setup as in deathmatch

Blue Flag

Red Flag

mode). When they respawn, marines may respawn in any empty space inside their own headquarters (the blue or red shaded area on the map). Other than the missed turn, there is no additional penalty for fragging yourself or a teammate.

CARRYING THE FLAG

A marine in either space of an enemy team's flag base may pick up the enemy team's flag token as if it were an equipment token. The marine should then try to carry the flag back to his own team's flag base. **If both flags are ever at a team's flag base, that team scores a point and both flags immediately return to their team's flag base.** A marine carrying a flag token cannot give it to another marine.

If a marine is fragged while carrying a flag token, it drops in the space where he was fragged. If a fallen flag token is picked up by a member of an enemy team, that marine may continue trying to carry it back to his flag base. If a flag is picked up by a member of its own team, however, it is immediately returned to its own flag base.

MODS

Mods are optional rules that players can agree to use before beginning the game. Each mod may have one or more labels next to its name. These indicate the following:

◆ - Suitable for standard scenario play

☠ - Suitable for deathmatch play

⚑ - Suitable for capture the flag play

✌ - One of the designer's favorite mods

SUGGESTED SCENARIO MODS

These mods can greatly add to the fun of **DOOM: THE BOARD GAME**, and come highly recommended by the designer.

DIFFICULTY SETTINGS (◆, ✌)

Some players may find that the standard **DOOM** rules are too challenging for either the marines or the invader player. This mod allows players to modify the game's difficulty as desired.

After **Step 2 of Game Setup,** select one of the five difficulty cards and place it faceup next to the playing area. The rules on the card take effect for the entire duration of the game.

If players want to make the game easier for the marines, they should choose "I'm Too Young To Die" or "Hey, Not Too Rough." If players want to make the game harder for the marines, they should choose "Ultra-Violence" or "Nightmare."

ORGANIZED MARINES (◆, ✌)

Instead of taking their turns in the same order each round, the marines may choose their order of play. At the start of the game, each marine player receives a player turn token and places it next to his equipment bin, green

side up. When it is time for a marine to take a turn, the marine players choose one marine who has a green player turn token showing. That player takes his turn and then flips his token to its red side. Once all marine players have taken a turn and their player turn tokens are flipped to the red side, the invader player takes his turn. Then, all marine players flip their tokens back to the green side and a new round begins.

STANDARDIZED TRAINING (◆, ✌)

Regardless of how many marine players are actually playing, equip the marines as though there were two marine players. This means that each marine receives three marine cards, three shells/bullets ammo, nine wounds, and two armor.

WELL-TRAINED (◆, ✌)

Marines are dealt one extra marine card at the start of the game, but must then discard one of their marine cards before the game begins.

FULLY LOADED (◆, ✌)

When placing weapon tokens on the map, place one ammo token of the type used by the weapon in the same space. Weapons with infinite ammo are placed without an ammo token. Use this mod in scenarios that are too lean on ammo.

SUPER SHOTGUN (◆, ☠, ⚑, ✌)

All shotguns receive the knockback ability instead of the blow-through ability.

UNENDING PISTOLS (◆, ☠, ⚑, ✌)

Pistols have infinite ammo instead of using shells/bullets ammo.

MULTI-PLAYER MODS

These mods are specially geared towards deathmatch and/or capture the flag play.

TEXAS HOLD'EM (☠, ⚑, ✌)

Marines receive no marine cards at the start of the game. Instead, one marine card is dealt face up in the middle of the table and all marines gain the ability on that card. For example, if the *Special Ops* card is showing, then all marines gain the *Special Ops* ability.

THREE CARD MONTY (⚑, ✌)

Marines receive no marine cards at the start of the game. Instead, set one imp figure of each color next to the playing area, and deal one marine card face up next to each imp. Each marine gains the ability on the card next to the imp of his color. So, if the *Special Ops* card is next to the red imp, then the two red marines gain the *Special Ops* ability.

FAST TIMER (☠, ⚑)

The timer deck runs out more quickly than in a standard deathmatch or capture the flag game. Discard three cards from the invader deck at the end of each round. When the last card is discarded, the game immediately ends.

SLOW TIMER (☠, ⚑)

The timer deck runs out more slowly than in a standard deathmatch or capture the flag game. Discard one card from the invader deck at the end of each round. When the last card is discarded, the game immediately ends.

NO TIMER (☠, ⚑)

The timer deck never runs out in this version of deathmatch or capture the flag play. Do not discard any cards from the invader deck at the end of each round. If the last card is discarded from the deck to resolve scatter, shuffle the discard pile to make a new deck.

OTHER MODS

These mods might be a little too crazy for some players, but there are those who swear by them.

CHAINSAW WARRIOR (◆, ☠, ⚑, ✌)

All marines begin play with a chainsaw. The chainsaws can never break in campaign play. In addition, if playing deathmatch or capture the flag, these chainsaws are never lost due to ammo usage.

HAIL TO THE KING, BABY! (◆, ☠, ⚑, ✌)

All marines begin play with both a chainsaw and a shotgun. These weapons can never break in campaign play. In addition, if playing deathmatch or capture the flag, these weapons are never lost due to ammo usage. If using this mod, it is highly recommended that the players use the **Super Shotgun** mod (see above) as well for maximum carnage.

SPECIAL FORCES TRAINING (◆, ☠, ⚑)

Instead of being dealt their marine cards at random, the marines may go through the marine deck and choose their marine cards. Starting with the first player and continuing to the right, each marine player selects one marine card from the deck. This continues until all marine players have the proper number of marine cards.
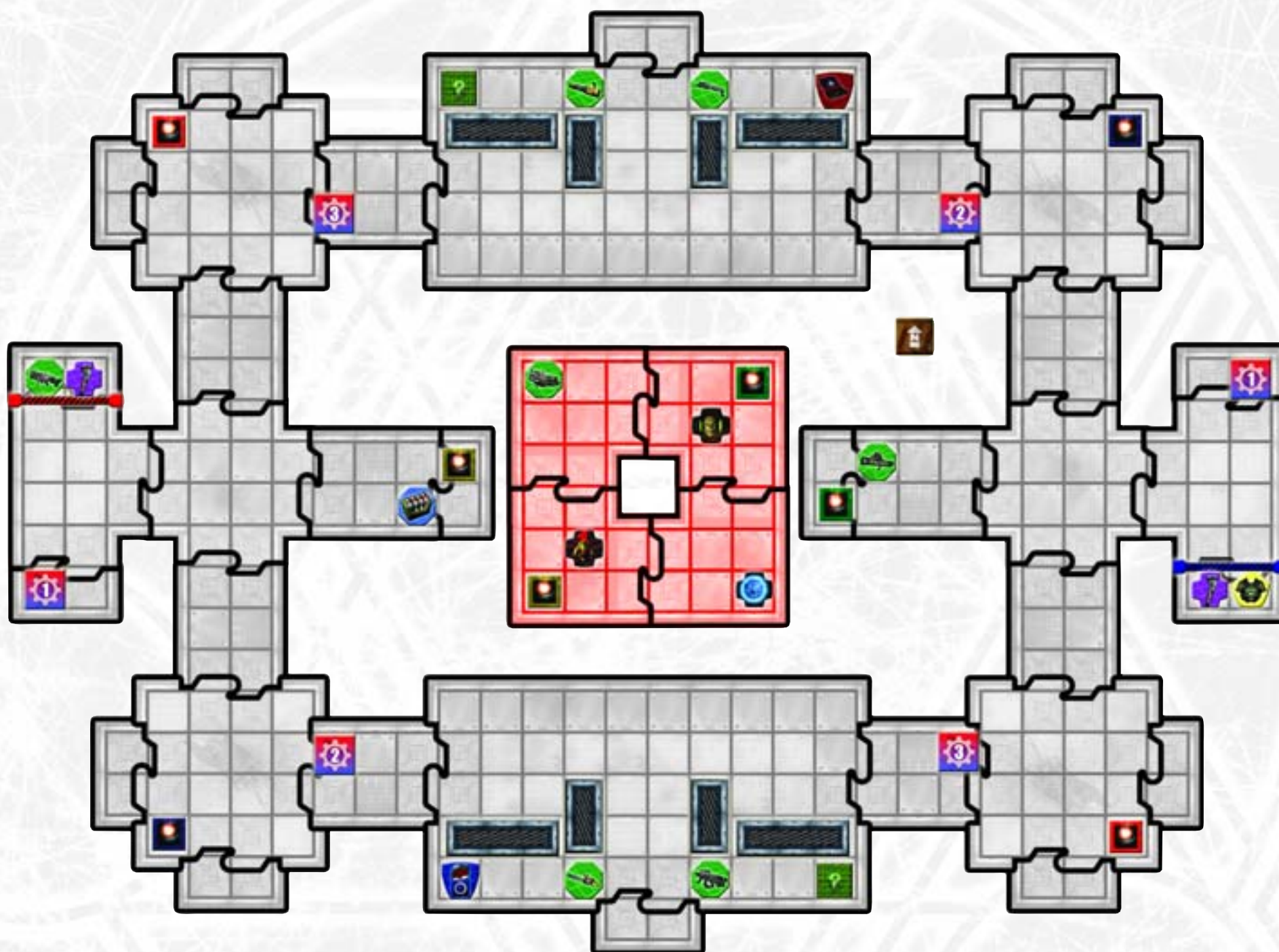
TASK FORCE TRAINING (◆, ☠, ⚑)

The marines may trade marine cards with each other before the game begins. Any marine may make any trade with any other marine as long as all marines have the proper number of marine cards in the end.
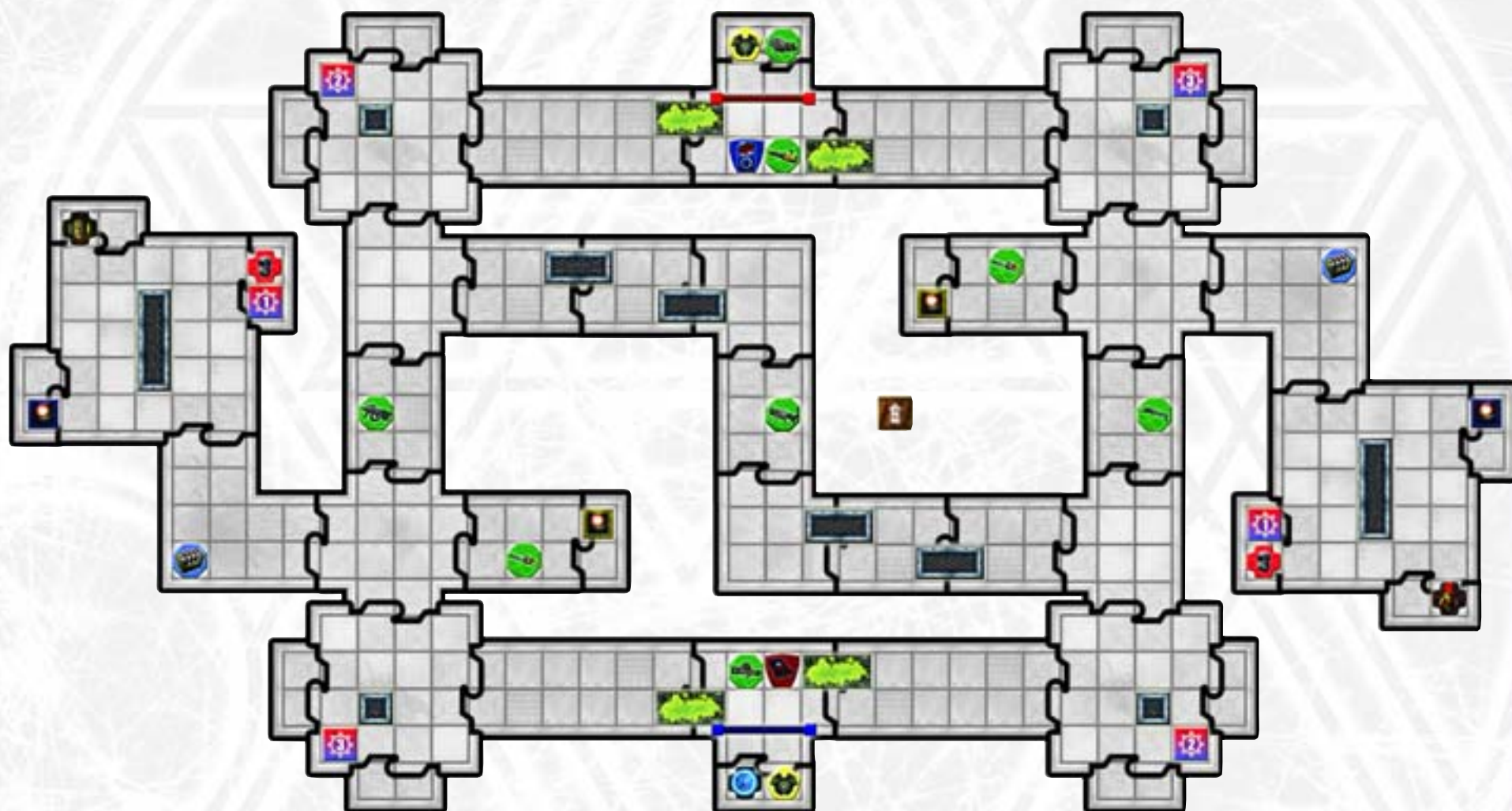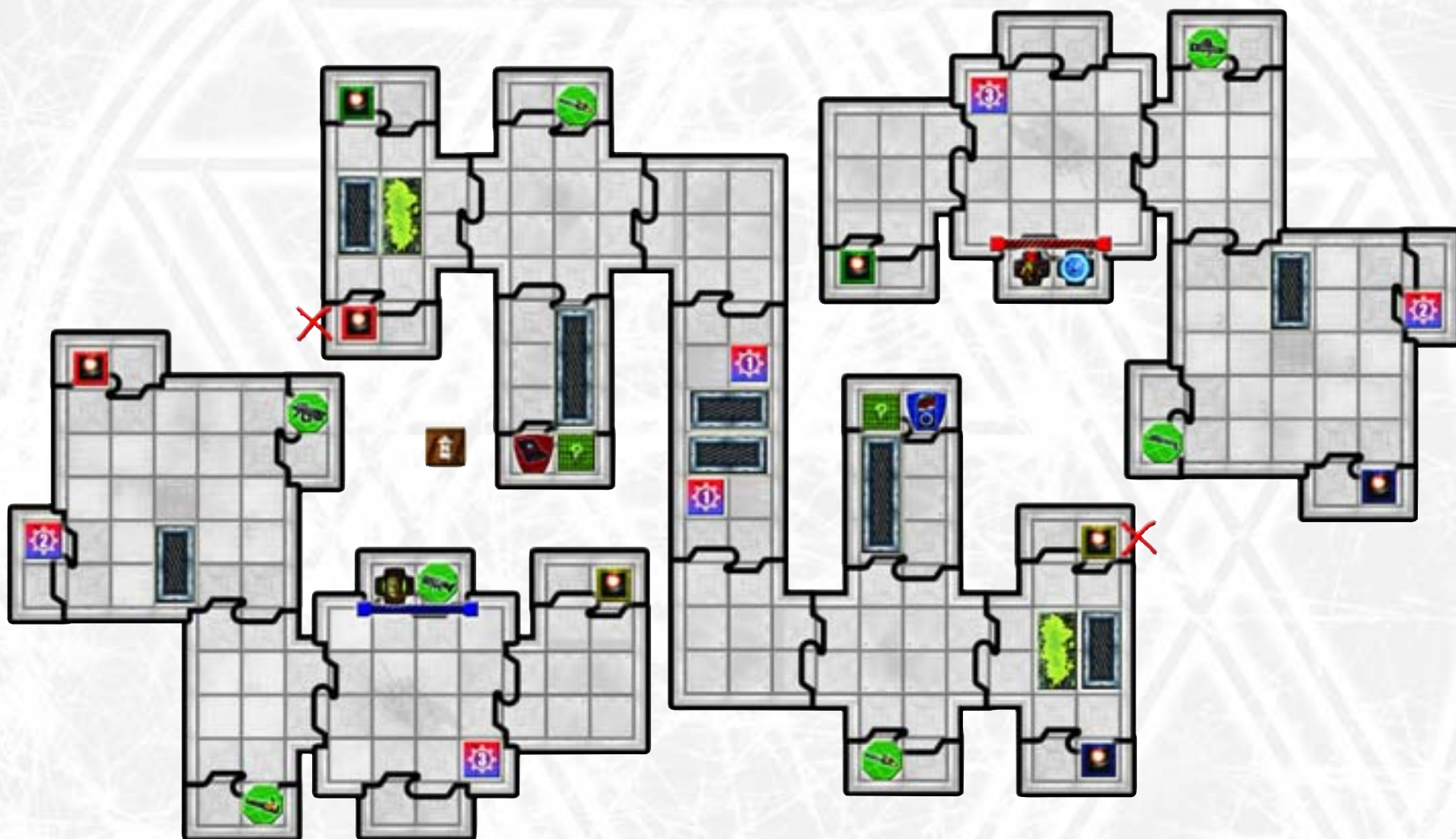
DEATHMATCH 2: REACTOR CORE

When a marine enters a space containing an encounter, the reactor shield is opened and all marines in the red-shaded area in the center of the map are immediately fragged. The marine that activated the encounter receives credit for the frags.
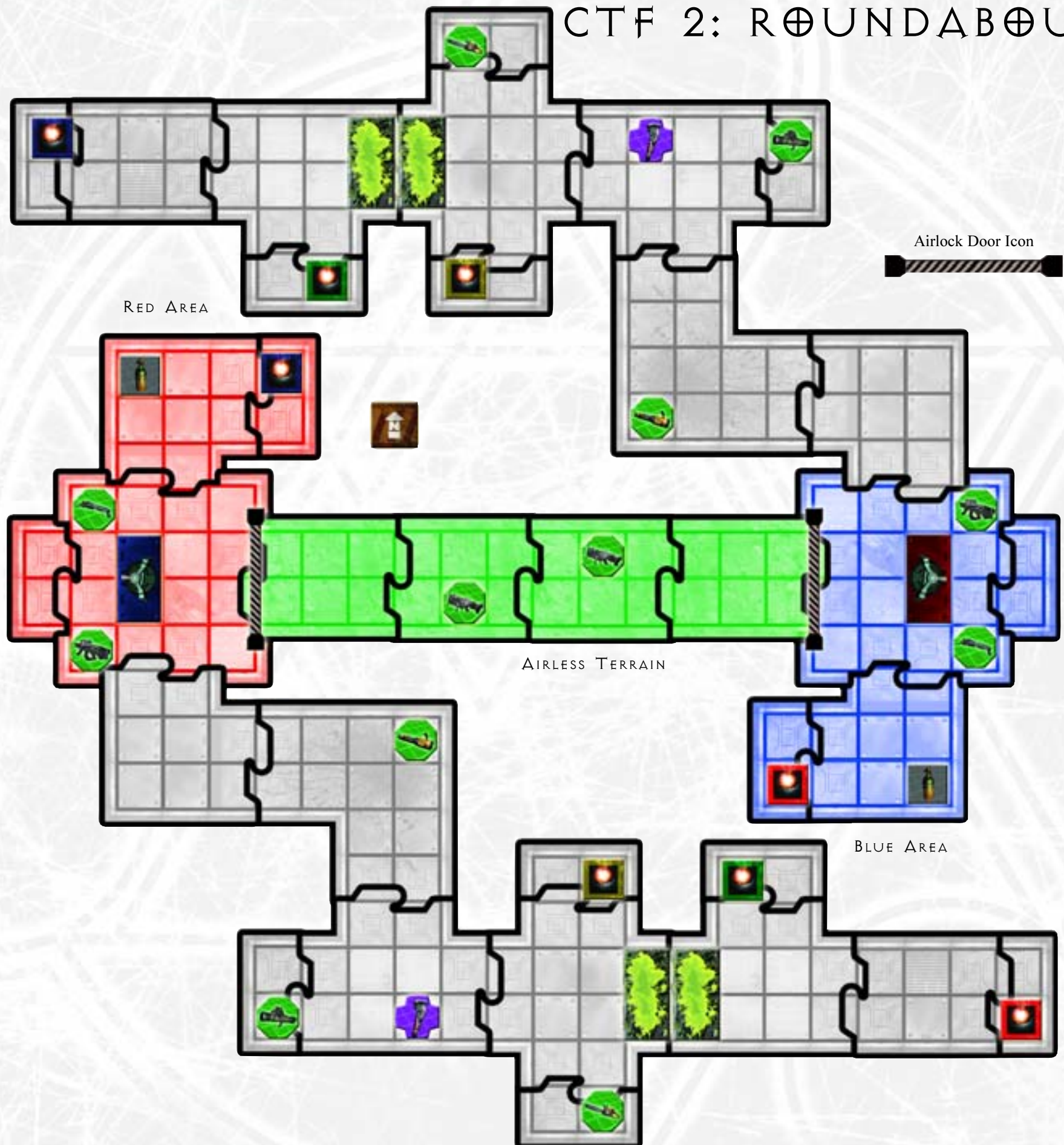
DEATHMATCH 3: MINDBENDER

When a marine enters a space containing an encounter, the two teleporter markers marked with a red X swap positions.
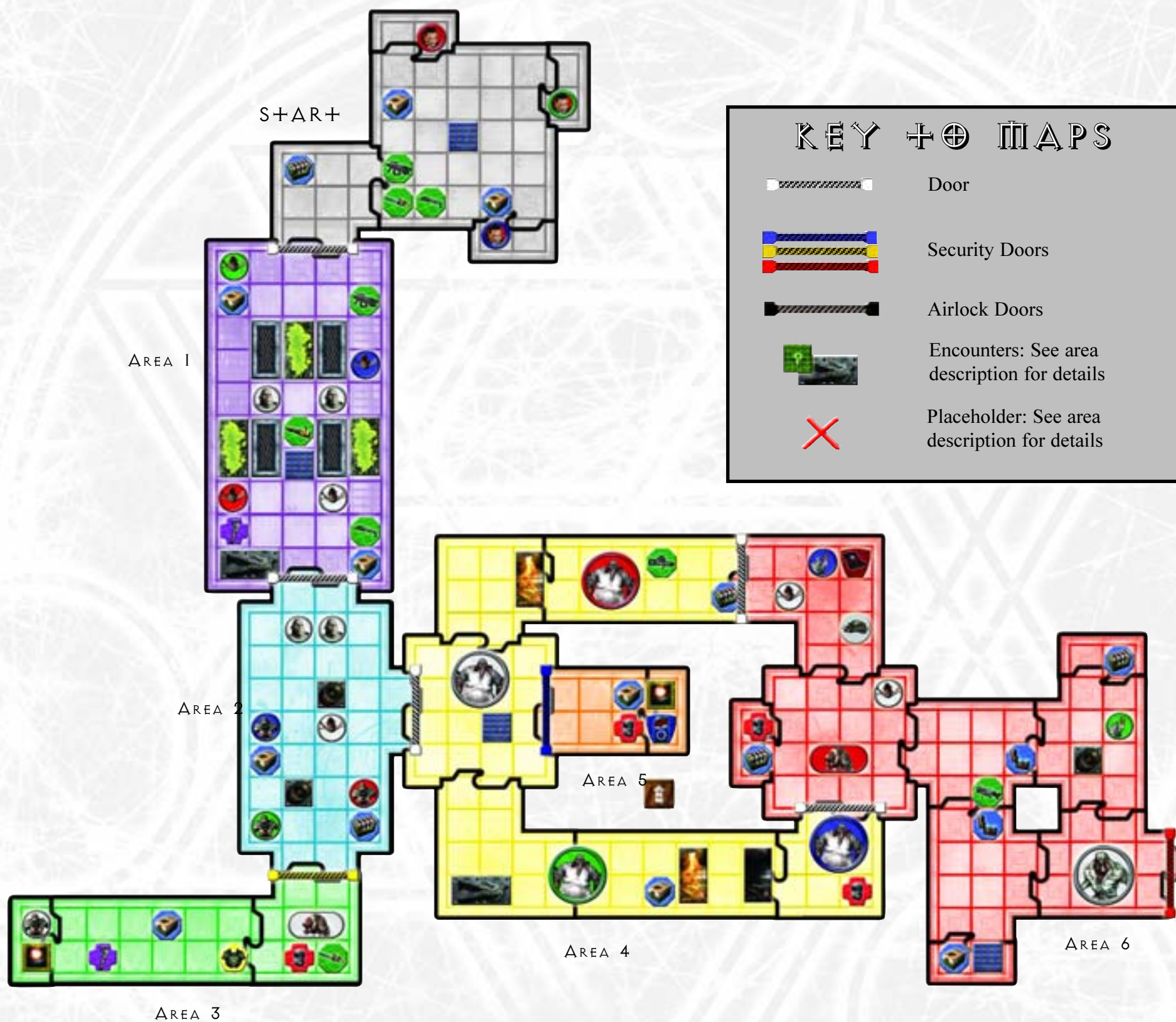
CTF I: GREEN PLAZA
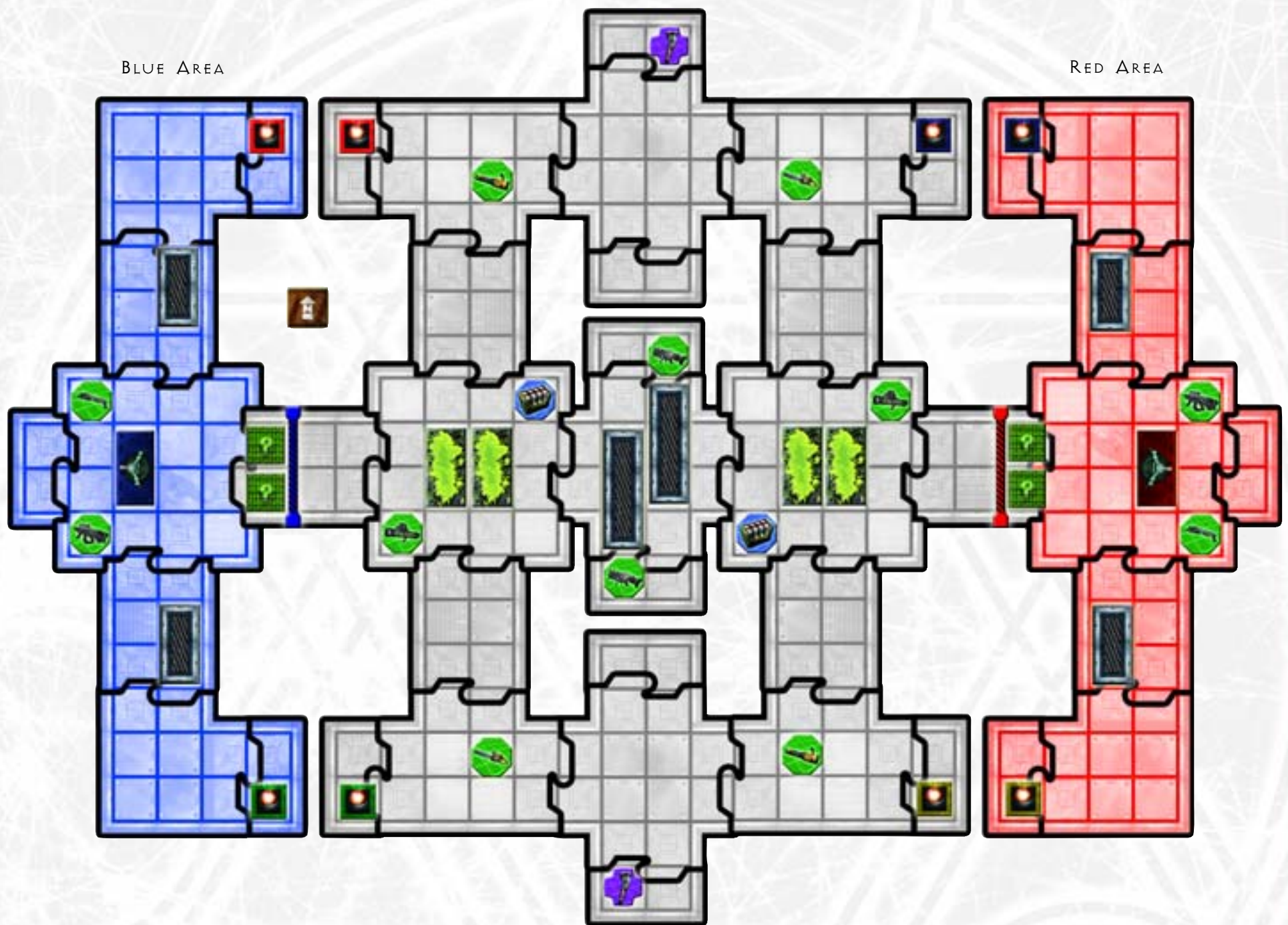
When a marine enters a space containing an encounter, the door next to that encounter opens. The door remains open while a marine is standing on one of its encounters, but closes at the end of any turn in which no marine is standing on one of its encounters.

CTF 2: ROUNDABOUT

Airlock Door Icon

Red Area

Blue Area

Airless Terrain

VI: A SNOWBALL'S CHANCE

START

AREA 1

AREA 2

AREA 3

AREA 4

AREA 5

AREA 6

KEY TO MAPS

Door

Security Doors

Airlock Doors

Encounters: See area description for details

Placeholder: See area description for details

WARNING!

Marine players are not cleared for this information! Reading these scenarios may spoil some surprises for you if you play a marine. You have been warned!

SCENARIO VI: A SNOWBALL'S CHANCE

This scenario continues the campaign from **DOOM: THE BOARD GAME** and is the simplest scenario in this guide. To get started, make sure you've thoroughly read the new rules. After that, you're ready to begin.

MISSION BRIEFING

Slowly, you begin to wake up. Bits of memory start to filter back into your mind. You remember the attack on the Mars base, trying to reach the shuttle bay, and then . . . what?

The shuttles had been destroyed. There was no way off of Mars, and a gaping portal into Hell lay before you. Grabbing your weapons, you stepped through the portal, hoping to bring the fight to the demons.

So then, this must be Hell.

Frankly, you thought it'd be hotter . . . and look less like the Mars base.

Maybe if you explore you can figure out what's going on.

If you're lucky, you might even find a way out.

SCENARIO GOALS

Mars base and the invaders' home realm seem to have become intermingled somehow, bleeding together nightmarishly. You will need to escape this area through the red security door. You must accomplish this before I score six frags. In addition, each time I draw the last card from my deck, I get one free frag against you.

You are currently in an area that seems half metal and half pulsating flesh. Some weapons have been dropped nearby.

AREA DESCRIPTIONS

These descriptions should be read as the appropriate areas are revealed by the marines.

AREA 1

This room pulsates with thick red veins along the walls, while noxious fluids spill onto the floor in hissing puddles. In the far corner of the room, you see a dead marine missing most of his skin.

IF A MARINE ENDS HIS MOVE IN THE SAME SPACE AS THE ENCOUNTER:

You search the corpse to see what you can find.

Roll one green die and check the range you've rolled, then perform the corresponding action listed below.

RANGE 1 – THE YELLOW KEY

You find a key card on the body while searching it.

Give the marine the yellow key token.

RANGE 2 – AMMO

You find a clip of bullets in one of the corpse's pockets.

Give the marine one shells/bullets ammo token.

RANGE 3 – GRENADES

You find some grenades attached to the corpse's vest.

Give the marine one grenades/rockets ammo token.

AREA 2

The strange mixture of metal and organic material continues here. Some sort of large organ, possibly a heart, pumps black fluid through the veins in the wall.

AREA 3

This area seems less organic than the others. A teleporter hums at the far end of the hallway, leading who knows where. Several invaders look up and begin to move towards you as you open the door.

AREA 4

There is a loud rhythmic thrumming here, like the beating of an enormous heart. The rhythm is punctuated by bright bursts of light as jets of fire shoot out of the wall. Nervously you begin to wonder if you aren't inside the body of some enormous demon.

AREA 5

This small corridor is mostly empty, save for a few useful items, including a security key.


AREA 6

Some degree of normalcy seems to be returning in this area. The walls are mostly metal once more, and the room lacks the feeling of being alive that some of the earlier corridors had. Nearby, next to a key card, you can see an unactivated sentry bot that appears to be in working condition. If you can reach it, you might just gain a powerful escort out of this place.

IF THE MARINES ESCAPE THIS AREA SUCCESSFULLY:

As you step through the door into another area, the floor seems to ripple beneath your feet, plunging you down through the ground into some sort of enormous spiderweb. Malevolent laughter booms in your ears, followed by a scratchy voice that says, "It's not going to be that easy, human."

VII: TANGLED WEBS

Area 2

Area 4

Area 3

Area 1

START

Area 5

Area 6

Area 7
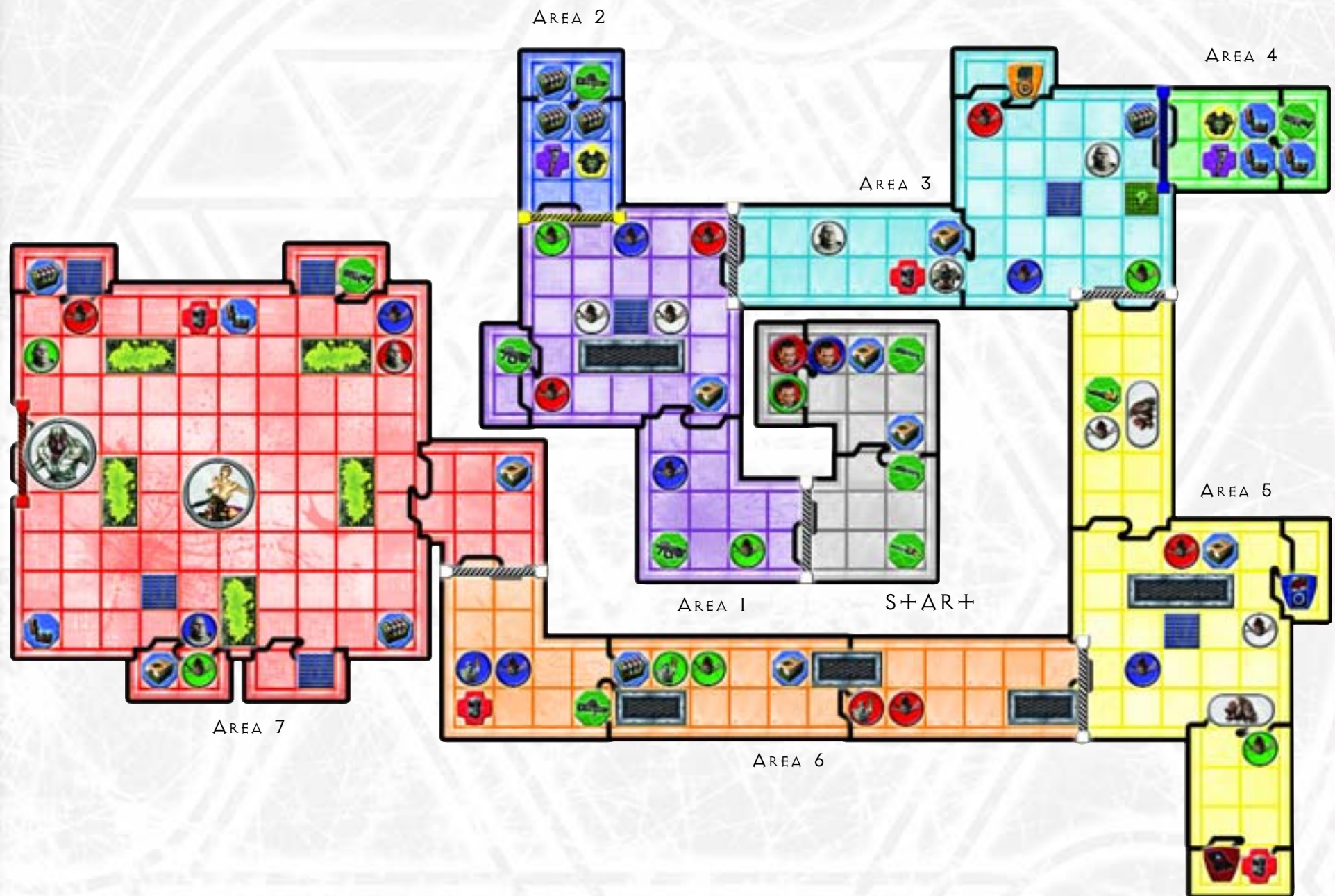
SCENARIO VII: TANGLED WEBS

This scenario makes extensive use of trites and is the first use of Vagary the spider queen. The marines will need to stay very aware of the ducts on this map if they want to survive.

After your last mission, you found yourself stuck in some kind of enormous spiderweb. Struggling, you've managed to cut yourself free, landing in a corridor choked with white webbing. Small, scuttling shadows seem to hover at the edge of your sight, disappearing when you turn to look at them more directly.

SCENARIO GOALS

You must make your way through this area. You will need to exit through the red security door before I score six frags. In addition, each time I draw the last card from my deck, I get one free frag against you.

Embedded in the webbing nearby are several weapons that may still be in working condition.

THE WEB

Vagary has a nearly endless supply of trites in this area. Each turn that the invader player doesn't play a spawn card, he may spawn one trite of any color being used. Note that this must be an actual trite; the invader cannot spawn a cherub instead.

AREA DESCRIPTIONS

These descriptions should be read as the appropriate areas are revealed by the marines.

AREA 1

The walls here are white with webbing, and human shapes seem to writhe inside them. A mass of small, black, scuttling creatures suddenly begins skittering towards you across the floor.

AREA 2

Within this small storage locker, you find a rocket launcher, some armor, and several cases of rockets. Perhaps with this you'll be able to keep those spider creatures at bay.

AREA 3

Strands of silk settle gently from the ceiling in a constant light rain. The source of the strands is unknown, but you find that they tend to cling to you if you stop moving. A squat shape is encased in webbing on the far side of the room.

IF A MARINE ENTERS A SPACE ADJACENT TO THE ENCOUNTER:

You peer carefully at the webbed shape to see what it is.

Roll one green die and check the range you've rolled, then perform the corresponding action listed below.

RANGE 1 - SENTRY BOT

Peering closely, you can just make out the faint shape of an unactivated sentry bot within the webs.

Replace the encounter with an unactivated sentry bot marker.

RANGE 2 - CORPSE

Tearing apart some of the webbing for a closer look, you are startled when a human corpse comes tumbling out. After you calm your nerves, you search the corpse, but find nothing.

RANGE 3 - TRITE

Tearing apart some of the webbing for a closer look, you are startled when a shrieking, spiderlike form launches itself at your face.

Replace the encounter with a trite figure (pulling one from somewhere else on the board, if necessary) and immediately activate the trite.

AREA 4

This small storage area contains some armor, a plasma gun, and some energy cells for the gun to use.

AREA 5

The webbing thins some here, and you can see signs that several large creatures have moved through this area repeatedly. For a moment, you hope that they've left the area, but a low growl dashes that thought almost before it even begins.

AREA 6

This long, narrow corridor is choked with debris in several places, including several enormous bundles of webbing. With a start, you realize that each bundle is filled with human bones—the aftermath of some gruesome and inhuman feast.

AREA 7

Smoking pools of green fluid have collected at the lowest points of this rocky area, while thick spiderwebs cover the higher ground in a sticky coating. Your feet keep sticking to the webs here, making the going slower than usual. As you pull your feet free, the webs make a soft rustling sound, and a horrible spider creature drops down from the ceiling in the middle of the room.

Any marine that begins his turn in this area receives two fewer movement points, as though the *Shaky Footing* card had been played.
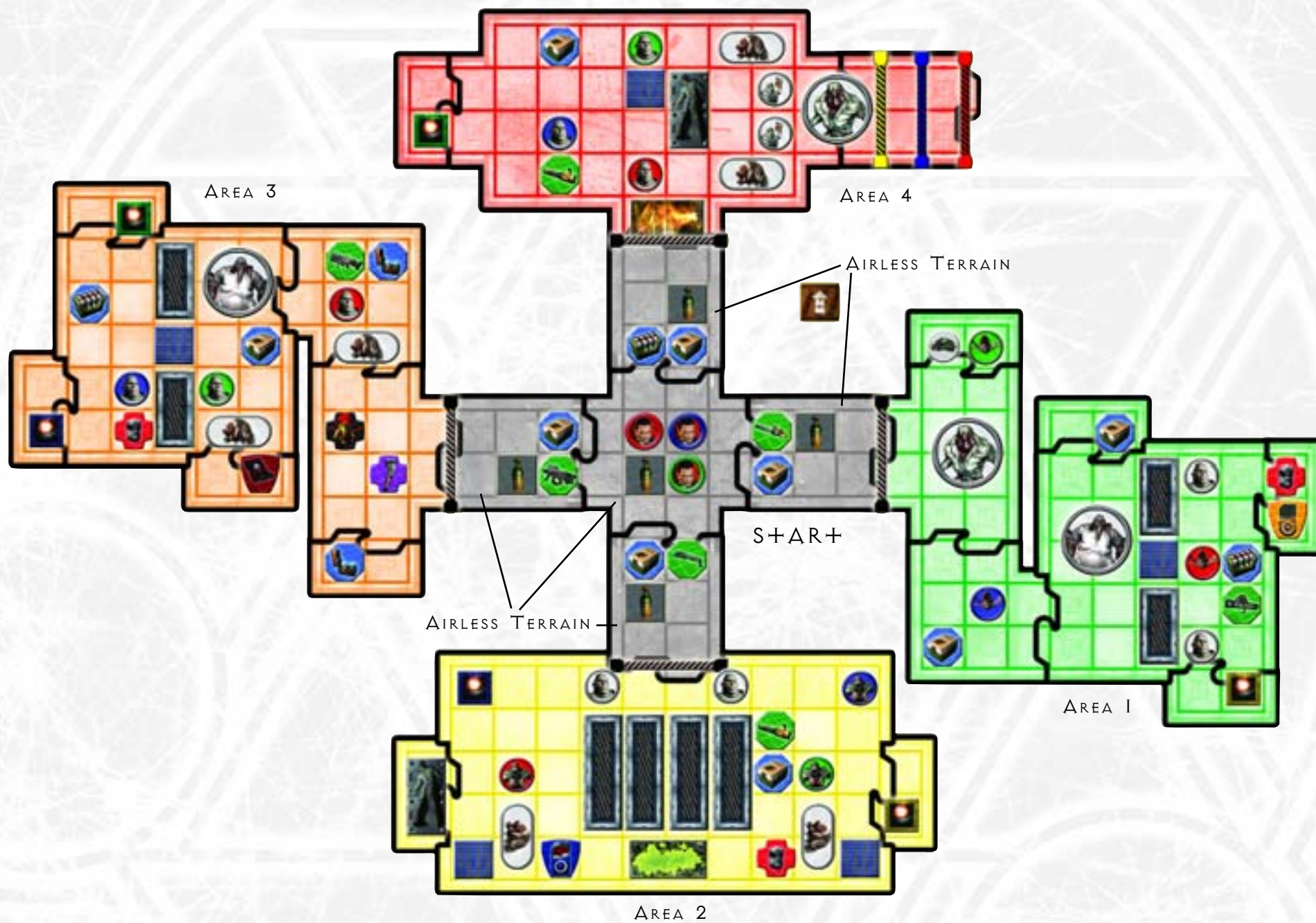
IF THE MARINES ESCAPE THIS SECTOR SUCCESSFULLY:

Wiping the cobwebs from your face, you stumble through the exit, only to find yourself in pitch blackness. The air grows chill and thin, and after a few moments you find yourself gasping for air.

Your vision swimming, you seem to see a shining metal cube hanging in the air before you. A chorus of dozens of voices reverberates through your mind, crying out in unison, "Save us!"

Then the vision of the cube fades away, and you are left with an awful burning in your chest as you realize that you can't breathe . . .

VIII: BREATHLESS

Area 3

Area 4

Airless Terrain

Airless Terrain

START

Area 1

Airless Terrain

Area 2

SCENARIO VIII:
BREATHLESS

This scenario makes use of airless terrain to create a challenging map in a very small space. Since the airless area in the center of the map is difficult to keep clear, the marines will always have to worry about spawns.

MISSION BRIEFING

After escaping from an enormous spiderweb, you find yourself somewhere cold, dark, and airless. As your lungs start to burn, your eyes adjust to the light and you're able to make out several UAC airlocks jutting out of nearby stone walls. Perhaps you'll find a way out of this place . . . if you don't suffocate first.

SCENARIO GOALS

You'll need to find three different security keys before you can escape this area, which you must do before I score six frags, or else I win. Each time I draw the last card from my deck, I get one free frag against you.

Your first priority, of course, is to find some air. If you don't, your mission could be over before it even begins.

AREA DESCRIPTIONS

These descriptions should be read as the appropriate areas are revealed by the marines.

AREA 1

This dimly lit room is filled with large, swaying forms that reek of hatred and blood. You can also hear the distant hum of a teleporter. Again, you take reassurance from the lessening influence of the invaders' realm on these areas. If things continue this way, you'll soon be back in the human realm, and if you are truly fortunate, you might even find a way to get home. A quiet beep draws your attention to an unactivated sentry bot nearby.

AREA 2

In the center of this room, a giant mass of metal has smashed down through the ceiling like the fist of God, crushing whatever stood in its way. From deep within it, you can just make out some faint whimpering noises, like those of a person in pain. Since you have no way of moving that enormous mass of metal, however, you do your best to ignore the sounds. Invaders begin to close in around you, while in one of the corners, you see a bleeding human body.

IF A MARINE ENDS HIS TURN ON THE SAME SPACE AS THE ENCOUNTER:

You gently examine the bleeding man, trying to see if he still has a chance or not . . .

Roll one green die and check the range you've rolled, then perform the corresponding action listed below.

RANGE 1 - MOSTLY DEAD

The man is fading fast, but he presses a crucifix into your hand and whispers "Good luck" before he dies.

Give the marine player a frag token. He may discard the token after any die roll is made by any player to force the entire die roll to be re-rolled.

RANGE 2 - CORPSE

Unfortunately, he's already dead. He doesn't seem to be carrying anything of value, either.

RANGE 3 - SORT OF DEAD

Suddenly, he lurches up at you, his teeth reaching for your throat. With a cry of horror, you try to pull away.

Replace the encounter with a zombie figure (pulling one from somewhere else on the board, if necessary) and immediately activate the zombie.

AREA 3

Medical supplies and chemicals lie scattered across the floor of what was apparently once a medlab. The stench of decay and death now hangs heavy in the air here, and soft shuffling noises indicate that you are not alone.

AREA 4

Gouts of flame erupt from nearby burst pipes, spilling out into the room with irregular blasts of heat and light. In the center of the room, a weakly struggling man is being torn at by several creatures, while the east wall contains a security door that requires three key cards to open. What it could be protecting that's so important, you don't have a clue. However, judging from your surroundings, you've somehow found your way back to the Mars base proper, and slipped out of the dark realm you found yourself in earlier.

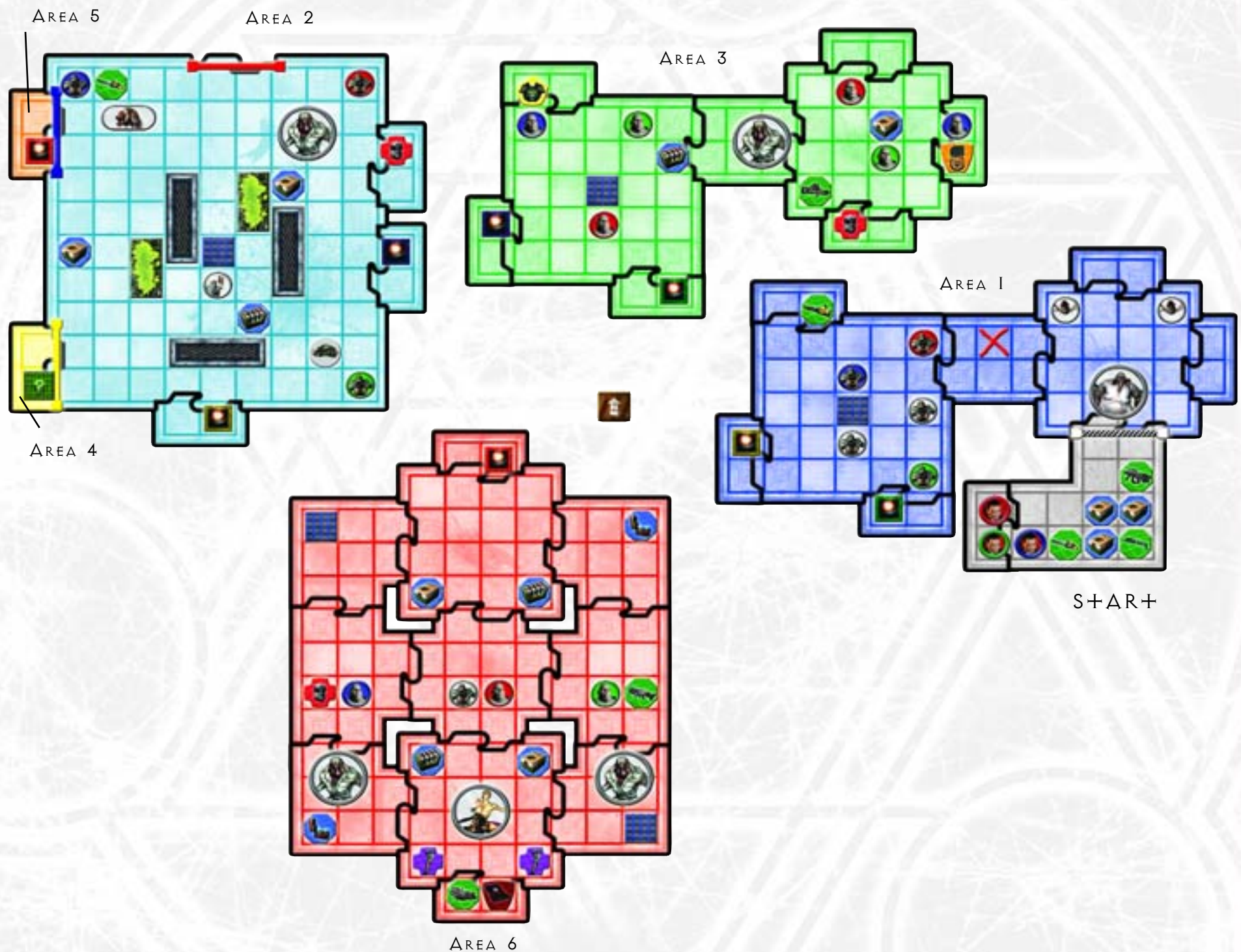**IF A MARINE MOVES INTO A SPACE ADJACENT TO THE ENCOUNTER:**

The man appears to be struggling with some kind of device. Seeing you nearby, he waves you off, feebly. "Get back, it's going to blow!"

At the end of the round, the explosive detonates, killing the man and inflicting one wound to every figure within two spaces of him, regardless of armor.

IF THE MARINES ESCAPE THIS SECTOR SUCCESSFULLY:

As you pass through the triple-locked security door, your eyes widen at what you see on the other side. Ancient stone ruins stand in vast caverns beneath the surface of Mars, clearly not the work of mankind. Some of the structures here remind you of the cube you glimpsed earlier in a vision. Perhaps somewhere in these ruins lies the answer to your problems.

Area 5

Area 2

Area 3

Area 4

Area 1

START

Area 6

SCENARIO IX:

THROUGH THE MIRROR DARKLY

This scenario has the marines moving through a smaller map, in which they return to a central hub several times. They will face determined opposition and must keep the hub clear or else they will become bogged down by in invaders.

MISSION BRIEFING

You find yourself in the ruins of an ancient civilization buried deep below the surface of Mars. You'd heard rumors that UAC had discovered something big, but you had no idea . . .

More importantly at the moment, you think that there's a connection between this place and the vision of a metallic cube you had earlier. Somehow, the cube seems to call to you, promising a way to defeat the invaders once and for all, if only you can find it.

SCENARIO GOALS

You can sense that the cube is near, but the invaders seem to get more agitated the closer you get to it. You need to find the red security key and exit this sector through the red security door. If I frag you six times before you can exit the sector, I win. Each time I draw the last card from my deck, I get one free frag against you.

AREA DESCRIPTIONS

These descriptions should be read as the appropriate areas are revealed by the marines.

AREA 1

Ancient carvings are engraved into the brown stone walls here. Most of them are eroded past the point of legibility, but one of them seems to depict a creature opening a hole, or perhaps . . . a gate?

Now that you think of it, UAC perfected the teleporter technology quite suddenly, almost as if they were reproducing it rather than discovering a new technology.

AREA 2

This grand hall is dominated by four large stone tablets. Depicted on these tablets is a story that explains what happened to the race that once lived here. Apparently, they discovered the teleporter technology eons ago, but using it drew the invaders' attention to them. They fought a losing war until, desperately, they sealed their souls into a weapon that could permanently close the gates they had opened. The weapon was the small, metallic cube that you recognize from your vision.

The large doors at the north end of the hall seem to hum with power. You are convinced that the cube is somewhere behind them.

DEMONIC ATTENTION

The invaders have been carefully watching this area for any sign of activity. At the start of each of your turns, if there are any marines in this area, you may spawn an imp, zombie, or trite (or an equivalent figure) into this area in addition to playing a spawn card.

AREA 3

This stone room contains abandoned digging gear and other equipment that would be used on an archaeological study. In an alcove to the east you can make out a security key, but it is quickly obscured as several invaders move towards you.

AREA 4

A strange pattern of grooves and lights lines the walls and floor of this tiny alcove.

IF A MARINE ENDS HIS MOVE IN THE SAME SPACE AS THE ENCOUNTER:

You trace the grooves of the wall with your finger, and suddenly the wall lights up. Off in the distance, you can hear stone grinding against stone as something opens.

Place the blue key token on the map in the space marked with the red X in area 1.

AREA 5

This alcove contains only a humming teleporter labeled "Restricted Access."

AREA 6

This hall is littered with remnants of the long-forgotten Martian race. Pottery, sculpture, and wall frescos all adorn the area. However, you only have eyes for the security key that lies at the south end of the room, protected by another of the hideous spider creatures you fought before.

IF THE MARINES ESCAPE THIS SECTOR SUCCESSFULLY:

Finally, you pass through the red security door to the area beyond. Immediately, you are assaulted by a voice that speaks in your mind, saying, "Save us!" Shaking your head to clear it, you dispel the vision of the cube that has risen up before you once again. Somehow you know that you are extremely close.

START

Area 1

Airless
Terrain

Area 2

Area 3

Area 4

Area 5
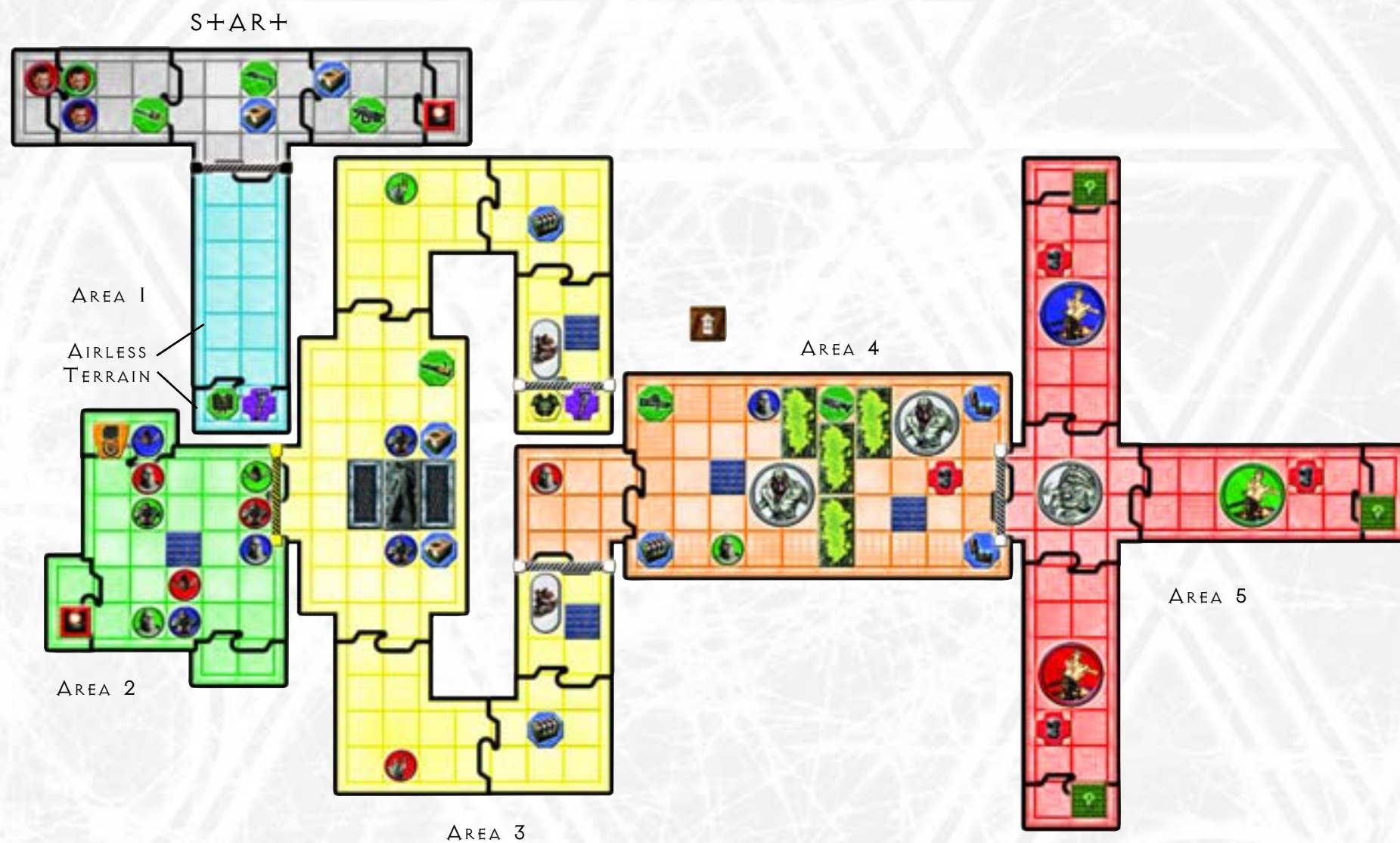
SCENARIO X: CLOSING THE BOOK

This scenario concludes the campaign begun in **DOOM: THE BOARD GAME** and continued through the four earlier scenarios in this book. Players may not wish to play it until they've been through the other scenarios. Otherwise, they may not understand several important story elements that carry over from previous scenarios.

MISSION BRIEFING

Once again you feel that you've crossed into the invaders' realm. However, you know the cube is close. Its cries for help are practically echoing in your ears. Somehow, you feel certain that you can bring this invasion to an end if only you can get your hands on the cube. Of course, what you're supposed to do with the cube once you have it remains a mystery to you. One step at a time.

SCENARIO GOALS

Your goal in this scenario is to close the gates to Hell once and for all. If I score six frags before you can accomplish that, I win. Whenever I draw the last card from my deck, I get one free frag against you.

At the moment, you find yourself in a stone and steel corridor that runs past an airlock marked "Containment."

AREA DESCRIPTIONS

These descriptions should be read as the appropriate areas are revealed by the marines.

Area 1

At the south end of the hallway lies the cube created by the alien race to defeat the invaders. You've come so far that it's hard to believe that your goal is sitting in front of you at last.

IF A MARINE PICKS UP THE SOUL CUBE TOKEN:

A chorus of voices speaks as you touch the cube, "Feed us."

Area 2

This dank room is crowded with invaders that seem to have been waiting for you to arrive. In a silent rush, they move to prevent you from going any farther.

Area 3

A battered and dying marine lies between some rubble, weakly fending off several invaders that seek to feed off of him.

IF A MARINE ENDS HIS MOVE ON THE ENCOUNTER AND ONE OF THE MARINES HAS THE SOUL CUBE:

The marine appears to reach the end of his rope as he sees you. Crying out, "Don't let them win!" he collapses. However, as he does so, a glowing light leaves his body and is drawn into the cube. Once again the cube speaks to you with its chorus of voices: "Use us." Somehow, the cube has been charged and is ready for use.

Give the player with the soul cube 5 soul tokens.

Area 4

This tiny closet contains some armor and an adrenaline injection.

Area 5

This battered room is half-flooded with poisonous-looking liquids and noxious fumes. However, you can see a plasma gun laying amidst the liquid, and several large invaders are here as well.

Area 6

This intersection of corridors glows with a sickly green hue, and down each hallway lies an open portal leading out of Hell. Somehow, you've got to use the cube to close these portals before the invaders overwhelm you.

IF THE MARINE WITH THE SOUL CUBE ENDS HIS MOVE ON AN ENCOUNTER:

With a flash, the cube sends a surge of energy into the open portal, sealing it up.

Remove the encounter from the board. Using the soul cube to close the portals does not use up soul tokens, and the soul cube does **not** need to be fully charged with 5 soul tokens in order to seal the portals in this scenario. However, it does still need to be fully charged in order to use the **soul drain** ability described on page 5.

IF ALL ENCOUNTERS IN THIS AREA ARE REMOVED:

The invaders all around you shriek and gibber as the soul cube pours its energies into the final open gate. There is a feeling of disorientation for a moment, then the portal collapses in on itself with a roar, eventually fading away to a single glimmer of light. Finally, even that last bit of light fades, leaving you in total darkness.

You've done it. You've sealed the gates. Unfortunately, by doing so, you've sealed your only way home and stranded yourself in Hell. It seems as though there's nothing left to do but grab a weapon and go down taking as many demons with you as possible.

But even as the invaders close in on you, there is a flare of energy from within the soul cube. It envelops you in a warm glow, and you can feel yourself being drawn elsewhere, to a place where the souls of a dead race dance on pillars of light. As this shining vista opens before you, a chorus of voices speaks in your mind.

"Welcome."

THE END

NEW SPECIAL ABILITIES

AGILE
Figures with the agile ability always **dodge** any attack targeting them as though they had a permanent **dodge order** placed on them.

DOUBLE ATTACK
Figures with the double attack ability may attack twice when activated. They still move as normal.

FLYING
Figures with the flying ability may move through enemy figures and blocking obstacles without effect, although they must end their movement in an empty space. In addition, flying figures can move through damaging obstacles without suffering wounds, even if they end their movement on the damaging obstacle.

SOUL DRAIN
Attacks with the soul drain ability can target any space within line of sight up to eight spaces away. Unless a miss is rolled, any enemy figure in the targeted space is immediately killed, regardless of wounds or armor. Finally, if the attack kills at least one enemy figure, the attacker is healed of three wounds.

TELEKINESIS
Attacks with the telekinesis ability target every space within line of sight containing an enemy figure. A single attack roll is made and applied to all targeted spaces. If a miss result is rolled, the entire attack misses. Otherwise, all targeted spaces up to the rolled range away are successfully attacked, and any enemy figures in those spaces suffer the rolled damage.

TELEKINESIS EXAMPLE

The invader player attacks with Vagary and rolls a range of 3. The attack hits the green marine, who is in line of sight and within range, but misses the red marine, who is out of range. The blue marine is never in any danger, since he is out of line of sight.

CREDITS

Game Design: Kevin Wilson
Rules: Kevin Wilson & Greg Benage
Editing: Greg Benage, James Torr
Graphics by: Scott Nicely, id Software
Production: Darrell Hardy
Executive Developer: Greg Benage
Publisher: Christian T. Petersen
Lead Playtester: Tony Doepner
Playtesters: The FFG Staff, Mike Zebrowski

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EQUIVALENT INVADERS

Zombie Commando

is equivalent to:

The invader player may spawn no more than 4 of these figures per marine.

Zombie

Cherub

is equivalent to:

The invader player may spawn no more than 4 of these figures per marine.

Trite

Revenant

is equivalent to:

The invader player may spawn no more than 4 of these figures per marine.

Imp

Maggot

is equivalent to:

The invader player may spawn no more than 2 of these figures per marine.

Demon

Cacodemon

is equivalent to:

The invader player may spawn no more than 2 of these figures per marine.

Mancubus