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Game:	<b>DOOM OF THE ELDAR</b>
Pub:	<b>Games Workshop (1993)</b>

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**v1**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

# DOOM OF THE ELDAR

## Setup

**Eldar player** places the following counters:

**Reinforcements** (green counters) > Warp Gate  
**Yriel and followers** (blue counters) > put aside  
All **spacecraft** > space  
All **ground forces, Wraithguard, Avatar** > Craftworld  
**Farseer** > space or Craftworld

Place one **Fortified Area** counter in each Craftworld area and the **Assault Marker** on 0 on the Wave Assault Track.

**Tyranid player** puts aside the 12-12 and 12-24 **Protoid** counters and puts the rest in the game box with the **Hive Swarm** side up.

## Sequence of Play

- 1 TYRANID REINFORCEMENT** Tyranid player rolls 2d6 for number of reinforcements. If a double the Assault may end.
- 2 TYRANID MOVEMENT** Move Tyranid counters including reinforcements.
- 3 TYRANID COMBAT** Combats caused by the Tyranid moves are resolved.
- 4 ELDAR SPECIAL ACTIONS** One special action can be made for each intact Craftworld area. Convert *Eldar Guardian* counters if desired. If the *Shrine of Asuryan* has been destroyed *Yriel & Raiders* arrive.
- 5 ELDAR MOVEMENT** Move face-up Eldar counters.
- 6 ELDAR COMBAT** Combats caused by the Eldar moves are resolved.

## Tyranid Reinforcement

Reinforcements are taken at random from the box.

Roll d6 to find the area of space to place *each* counter **Hive Swarm** side face-up.

The Eldar player keeps track of reinforcements on the **Wave Assault Track**. If the Tyranid player rolls a double and the number is listed to the left of the current row, the Assault ends.

If the **Assault ends** the Tyranid player does not take those reinforcements or any more on subsequent turns and the Assault marker is flipped over.

Otherwise the Assault ends automatically at box 89.

## Movement

Move any or all counters one at a time:

<b>Eldar Specials</b>	any number of areas per turn
<b>Tyranid Hive Mind</b>	any number of areas per turn
<b>Eldar Spacecraft</b>	3 areas per turn
<b>All other counters</b>	1 area per turn

If a counter enters an area occupied by an enemy counter it must end its move and fight. A counter *starting* its move in an enemy-occupied area *is* allowed to move out of the area.

Eldar spacecraft may not move onto the Craftworld and ground forces may not move into space. The **Farseer** may move into any area.

**Tyranid Hive Swarms** may move into any area but are flipped when they enter the Craftworld and can then not move into space. Only the **Spore Mine** and the **Hive Mind** counters can be revealed in space. Once flipped after entering the Craftworld counters cannot be flipped back.

## Combat

### Deep space combat

- Add Eldar combat values and cross-reference with a d6 for the number of Tyranid counters destroyed.
- Add surviving Tyranid combat values and cross-reference with a d6 for the number of Eldar counters destroyed.
- Eldar has the option to retreat all counters one area and end combat. No retreating to a Craftworld area or an area containing Tyranid counters.
- Begin another round if there is no retreat.

### Craftworld combat

**Only one round of combat per area.**

- Total attacker's Attack values and defender's Defence values and covert to a ratio.
- Attacker's rolls d6 and cross-references with ratio for Combat Result.

### Destroyed units

Where there is a choice, the player whose counters are eliminated chooses which. In space, Tyranid casualties are removed from the top of the stack down.

Eliminated Tyranid counters are returned to the reinforcements pool. Eldar casualties are placed in the **Destroyed Counters** boxes on the Wave Assault Track.

### Re-rolls

**Farseer** and **Hive Mind** counters entitle the player to a *re-roll* if they are involved in battle. The second result must be accepted. If both players are involved the re-rolls cancel each other out.

In **Deep Space Combat** a re-roll can be forced on a player's and/or an opponent's dice roll in each and every round of combat.

### Fortified and Wrecked Areas

While intact, **Fortifications double the defence value** of all Eldar counters in the area.

Fortifications can only be eliminated if on their own in an area with a Tyranid counter (apart from the **Hive Mind**) at the end of the Combat Phase. Flip it permanently to the **Devastated** side.

## Eldar Special Actions

In the Special Actions phase the Eldar player may take one **Special Action** (see diagram below) with each *non-devastated* area on the Craftworld.

### Converting Guardians to Spacecraft

**Guardian Warriors** and **Eldar Spacecraft** may be converted to each other in the Special Actions phase.

**Guardian to Spacecraft:** remove the Guardian and place it in the Destroyed Ground Forces box, then take a spacecraft from the Destroyed Space Craft box and place it in an *adjacent* Deep Space area.

**Spacecraft to Guardian:** remove the Spacecraft and place it in the Destroyed Space Craft box, then take a spacecraft from the Destroyed Ground Forces box and place it in an *adjacent* Craftworld area.

### Yriel's Raiders

If the **Shrine of Asuryan** area is devastated Yriel and his three Raider ships may be placed in a random Deep Space area next Special Actions phase.

Raider spacecraft may be converted to Raider Ground Forces using the rules above.

## Victory Conditions

The game ends and the player with the highest number of **Victory Points** is the winner when:

- the Assault is over and there are no more Tyranid counters on the map
- at the end of any turn when every Craftworld area has been devastated

### Eldar Victory Points

Shown on the right of the row that has the **Assault Over** counter.

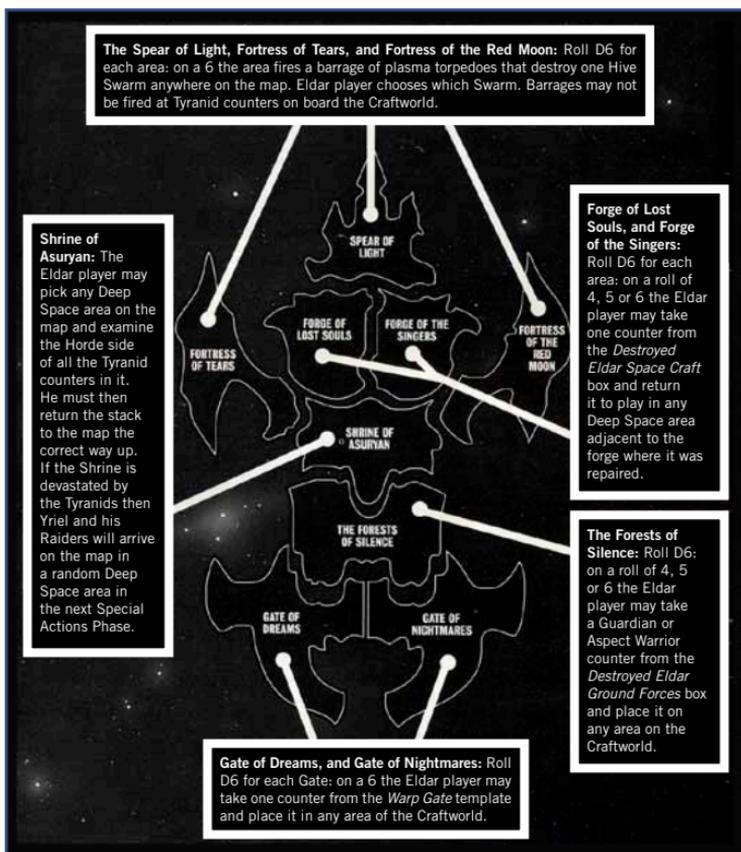
### Tyranid Victory Points

- 1 VP for each area devastated
- 1 VP if the Wraithguard were destroyed
- 1 VP if the Avatar was destroyed

## Stacking

The *stacking limit* is 3 counters—from each player—in the Craftworld and any number in space and applies only at the *end* of the Movement Phase.

*Not counted for stacking:* Avatar, Wraithguard, Farseer, Hive Mind, Fortified/Devastated Area counters.



# DOOM OF THE ELDAR

## CRAFTWORLD COMBAT RESULTS TABLE

d6	Combat Ratio (Attacker:Defender)				
	1:3	1:2	1:1	2:1	3:1
1	AA	AA	AA	AD	BC
2	AA	AD	AD	BC	BC
3	AD	AD	BC	BC	DD
4	AD	BC	BC	DD	DD
5	BC	DD	DD	DD	DA
6	BC	DD	DA	DA	DA

- AE** **Attacker Eliminated** All attacking counters are destroyed.
- AS** **Attacker Defeated** One attacking counter is destroyed.
- BC** **Bloody Conflict** Both sides lose one counter.
- DR** **Defender Defeated** One defending counter is destroyed.
- DE** **Defender Eliminated** All defending counters are destroyed.

## DEEP SPACE COMBAT RESULTS TABLE

d6	Attacker's Combat Value								
	0-4	5-9	10-14	15-19	20-29	30-39	40-49	50-59	60+
1						1	1	1	2
2					1	1	1	2	2
3				1	1	1	2	2	2
4			1	1	1	2	2	2	3
5		1	1	1	2	2	2	3	3
6	1	1	1	2	2	2	3	3	3

## SPECIAL UNITS

### Hive Mind

- reveal when placed on the map.
- can move any number of areas per turn, does not count for stacking.
- can never be eliminated.
- dice reroll to any stack it is with.

### Flesh-Stealer

- when revealed, immediately *eats* one Guardian or Aspect Warrior counter in the same area—place eaten counter under it.
- any Guardian counters destroyed are also eaten.
- Combat Value equal to total of counters it has eaten, otherwise 0-0.
- treated as one counter for stacking.

### Spore Mine

- can also be revealed in space before any combat and attack spacecraft.
- immediately attacks one enemy (apart from Yriel, the Avatar or the Farseer); it is eliminated on a 2d6 roll greater than its defense value.
- no opponent re-rolls or doubling of defense values.
- discard Spore Mine after attack.

### Protoid

- a 6-6 counter when first revealed; at the start of the next Tyranid Reinforcement phase replace with a 12-12, then a 24-24 next turn, then back to a 6-6.

All of these counters can move any number of areas per turn and do not count for stacking:

### Avatar

- is *only* eliminated if alone at the end of a Combat Phase with one or more Tyranid counters (except the Hive Mind).
- any **Aspect Warriors** or **Exarchs** stacked with the Avatar have their attack and defense values doubled.
- 1 Victory Point for the Tyranid player if the Avatar counter is destroyed.

### Farseer

- is *only* eliminated if alone at the end of a Combat Phase with one or more Tyranid counters (except the Hive Mind).
- any **Eldar** stacked with the Farseer receive a dice re-roll.

### Yriel

- is *only* eliminated if alone at the end of a Combat Phase with one or more Tyranid counters (except the Hive Mind).
- any **Raiders** stacked with Yriel have their attack and defense values doubled.

### Wraithguard

- ignores Tyranid counters when moving.
- 1 Victory Point for the Tyranid player if the Wraithguard counter is destroyed.