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Game: **DOOM: THE BOARDGAME**
Pub: **Fantasy Flight Games (2004)**

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For best results, print on card, laminate and trim to size.



Setup

- 1. Choose Roles** One player is the **invader** and the others are **marines**. The invader only has the figures of the colour(s) of the marine figures to use in the game.
- 2. Invader Setup** The invader player (IP) chooses a scenario, chooses an invader deck, sets up the starting area, and receives 5 invader cards (not revealed to the marine player). Swap allowed figures for *equivalent* figures as desired.
- 3. Marine Setup** Each marine player (MP) receives an equipment bin plus tokens and cards (revealed face up) as follows:

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

Order of Play

Turn 1: First Marine Player's Turn

Choose an action
Resolve action

Turn 2: Second Marine Player's Turn

Turn 3: Third Marine Player's Turn

Turn 4: Invader Player's Turn

Draw and discard
Spawn
Activate invaders

Marine Turn

Choose one action from the following four:

1. Sprint

Move: up to 8 spaces.
Attack: cannot attack.

2. Unload

Move: cannot move.
Attack: up to 2 attacks during the turn.

3. Advance

Move: up to 4 spaces.
Attack: may make 1 attack during the turn.

4. Ready

M/A: move up to 4 spaces *OR* 1 attack.
Order: **may place 1 marine order.**

Invader Turn

Draw and Discard

The IP **must draw 2 cards from the invader deck**. If the IP has more than 8 cards he must immediately discard cards to bring the total to 8.

When the last card in the deck is drawn the IP scores **1 Frag point** and shuffles the discard pile as a new deck.

Event cards can be played at any time as long as the conditions on the card are met.

Spawn

The IP may play **1 Spawn card**, taking the invaders shown on the card and placing them on the board. Invaders cannot be placed in the line of sight of any marine—other invader figures do not block line of sight. Otherwise a figure cannot be placed.

The IP cannot place more invaders than the figures available, though a figure may be removed from the board to make it available.

Activate Invaders

Each invader on the board may be activated once; moving a number of spaces up to its movement score and attacking at any time during the move.

Movement

Figures *may* move diagonally; pass through friendly figures as long as they end their turn in an empty space; move around enemy figures (unless that figure has the **watchful** ability); and may make attacks at any point during movement. Facing has no effect.

Figures *may not* move into or through closed doors, blocking obstacles, or enemy figures at any time.

Attacking

Figures cannot attack when occupying the same square.

Every attack follows these steps:

1. Declare Attack

Declare which *space* is being attacked, and, if a marine, the weapon used.

Melee attacks can only be made from an adjacent square; invaders marked with a red bar may only make melee attacks. **Marines always have the fist, pistol and grenade attacks**, marked in green.

2. Confirm Line of Sight

Figures must be able to trace an *uninterrupted* straight line between the centres of the spaces.

3. Count Range & Roll Attack

If a ranged attack, determine *range* by counting the number of spaces to the targeted space.

Roll the dice corresponding to the invader's attack or the marine's weapon.

4. Determine Attack Success

Any *miss* result results in a failed attack (*this is the only way a melee attack can miss*). The attack *hits* if the total range numbers shown on the dice are equal to or greater than the range.

5. Inflict Wounds

The total number of **bullet holes** is the total damage. This must be equal to or greater than the target's armor rating.

Every increment of damage equal to the target's armor rating equals one wound. Marines remove a wound token and invaders place a wound token next to the figure.

Re-rolls

A single attack can never be re-rolled more than once. The affects of a opposing *dodge* and an *aimed attack* cancel each other out.

Scatter

Weapons with the *blast* ability will **scatter** if they miss (either by insufficient range or a *miss* result).

Draw the top card of the invader deck, turn it so the compass rose direction is matching that on the board, then find the space indicated by the number and direction shown from the original target space. The attack will hit this new space if moving to it does not pass through any walls, blocking obstacles, or closed doors. If it does, or the card shows a *miss* icon, it will explode harmlessly.

Ammo (Marines only)

To attack with a given weapon a marine must have at least one corresponding **ammo token** on his ammo bin. Those with an **infinity symbol** do not require ammo.

If one or more attack dice show a **bullet icon**, 1 ammo token of the appropriate type must be discarded.

Equipment Tokens (Marines only)

Equipment tokens can only be picked up by marines, and are automatically picked up by a marine in the same space.

During his turn, a marine may give *weapon* or *ammo* tokens to adjacent marines at a cost of 1 movement point per token.

Ammo, Armor Place the token on the marine's equipment bin.

Health Discard the token and return up to 3 wound markers previously discarded.

Keys Place the token by the compass rose; any security doors of that colour are now unlocked.

Weapons Place the token on the marine's reference sheet to indicate he can use the weapon.

Adrenaline At the *start* of a subsequent turn the token may be discarded to add 4 spaces of movement for that turn.

Berserk Place the token by the marine's equipment bin with the unfaded side up; the marine *may only attack with his fists, but any attack instantly kills any invader*. At the end of the marine's next turn, flip the token; at the end of the following turn, discard the token.

Doors

Doors block movement and all attacks. It costs a figure located on one of the adjacent squares to a door **2 spaces of movement** to open or close it. A door cannot be closed if an oversized invader blocks it.

Security Doors

Security doors begin play locked; once a key of the appropriate colour has been found all security doors of this colour are unlocked for marines. Invaders can never open or close a security door.

Airlocks

Airlocks automatically close at the end of any turn they were opened (this cannot be prevented by a marine with the *Tech Op* card; and any large invader blocking the door is killed). Airlocks cannot be destroyed by a *Smash* card.

Sentry Bots

Sentry bots appear on the map in an *unactivated* state, can do nothing and cannot take damage. Treat as an enemy figure for purposes of moving or attacking through the space.

A marine can *activate* a bot by moving adjacent to it and expending 2 movement points. The marine is now in control of the bot (and can control a maximum of 2 at once). The bot takes a turn immediately after the controlling marine's turn and may move up to 4 spaces and attack once.

Bots can benefit from the *Officer* bonus to range and damage. They may not perform any special movement (including opening/closing doors) except moving through teleporters. They cannot have orders placed on them, and cannot normally be healed.

Invaders are not prevented from spawning within a bot's LOS.

Other Terrain, Obstacles and Objects

Airless Terrain

Each time a marine ends his turn on an airless terrain space, he must discard an oxygen cylinder token or suffer 2 wounds (regardless of armor).

Board Exits

Once a marine has moved off the board he may not return.

Damaging Obstacles

Do not block line of sight or movement, but a figure entering a damaging obstacle space suffers 1 wound regardless of armor. A marine *fragged* in this manner still gives a frag point to the IP.

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

Ducts

Ducts work just like teleporters but can only be used by invaders with the *scuttle* ability. Invaders cannot move to ducts that are not revealed or are being stood upon by a marine.

Exploding Barrels

Exploding barrels block line of sight and movement. They explode if they suffer 1 point of damage, dealing 1 automatic wound to all figures adjacent.

Flame Jets

At the end of every round, flip all flame jet markers to their other side. A figure suffers 1 wound (regardless of armor) when *entering, leaving or ending its turn* in a space with a 'on' flame jet, or *being in the space* when it turns 'on'.

Teleporters

With 1 space of movement a *marine or sentry bot only* may move from one teleporter to another of the same colour (even if the other end has yet to be revealed).

A marine teleporting into a space occupied by an invader automatically kills it.

Oversized Invaders

Oversized figures can only be targeted once by a single attack, even if they occupy multiple spaces.

Demons

Demons occupy 2 spaces, and either move one half into a non-diagonal adjacent space while the other half moves into the space just vacated, or move both halves into a diagonally adjacent space by moving both halves in the same diagonal direction.

Exploring

Whenever a marine has line of sight to an unrevealed portion of the board it is immediately set up by the IP and any required text from the Scenario read aloud.

Frag and Kills

Killed invaders are removed from the board and returned to the IP's reserves.

Killed (**fragged**) marines are removed from the board. The marine returns to his *starting* wound and armor tokens, discarding any extras (including *berserk* tokens) picked up during the game.

At the start of his next turn the marine is **respawned** back on the board on a revealed empty space at least 8 but no more than 16 spaces away from where the marine was fragged. If no space meets these conditions, meet them as closely as possible.

After a marine has been fragged the IP takes a frag token and keeps it as a **frag point**.

Accumulated frag points may win the game, depending on the scenario.

Timing and 'Start of Turn'

Event cards to be played at the start of the IP turn are played after draw and discard, but before invader activation.

Those to be played immediately before a marine takes his turn can be played until the MP declares his action.

DOOM

INVADER



ZOMBIE

»»»
3 2 2



ZOMBIE COMMANDO

»»»
3 3 1



TRITE

»»»
5 1 1



CHERUB

»»»
6 2 1



IMP

»»»
4 2 1



REVENANT

»»»
4 2 2



DEMON

»»»
4 3 2



MAGGOT

»»»
5 2 2



MANCUBUS

»»»
2 3 3



CACODEMON

»»»
3 2 4



ARCHVILE

»»»
4 3 2



HELLKNIGHT

»»»
3 4 3



CYBERDEMON

»»»
4 5 4



VAGARY

»»»
5 2 3



SPECIAL ABILITIES

ACCURACY

After attacking, add **+1 to the range** for each Accuracy icon.

AGILE

Always dodge any attack directed against them, forcing the re-roll of some or all of the dice. Second result must be accepted.

AIMED

After rolling for the attack, **may re-roll** some or all of the dice. Second result must be accepted.

BLAST

Attacks **affect an area** within x number of spaces of the target space (x is the number of Blast icons). Blast areas cannot pass through walls, closed doors, or blocking obstacles. The attack deals full damage to each creature in the area. If the attack is *dodged* by more than one figure only one re-roll may be made (first dodging player to the attacker's left). If a blast attack misses, it can **scatter**.

BLOW-THROUGH

Attacks can be **walked into multiple spaces**, one after the other. After the initial attack (regardless of success), attacker may roll another against an adjacent space by removing either 1 green or 1 blue die from the attack. The attack may continue to further adjacent spaces as long as a die is dropped each time. No attack roll needs to be made for empty spaces.

DEADLY

After rolling for the attack, add **+1 to the damage** for each icon.

DOUBLE ATTACK

Figure may **attack twice**.

FLYING

May move through enemies and blocking obstacles, but must end move in an empty space. May move through or end their move on damaging obstacles without effect.

KNOCKBACK

After inflicting at least 1 damage after applying wounds, the attacker may immediately **move each affected target figure up to 3 empty spaces**. The spaces may contain damaging obstacles or other non-blocking tokens. The movement is not blocked by intervening figures or obstacles, but it cannot be moved through a closed door or wall.

SCUTTLE

Can **move between ducts** as though they were adjacent (for 1 space of movement), though not to a duct occupied by a marine figure or one not yet revealed.

SEEKING

Attacks **do not need line of sight** to the target square. Max range is 8 spaces. These attacks still cannot pass through a closed door or wall, but can pass through blocking obstacles.

SOUL DRAIN

Targets any space with LOS up to 8 spaces away. **Target is immediately killed** unless a miss is rolled. If the attack kills at least one figure, the attacker is healed of 3 wounds.

SWEEP

Deals full damage to all enemy figures adjacent to the attacker. If the attack is dodged by more than one figure only one re-roll may be made (the first dodging player to the attacker's left).

TELEKINESIS

Attacks, with a single roll, every space containing an enemy in LOS. If miss is rolled, all attacks fail, otherwise all targets up to rolled range are hit.

WATCHFUL

May immediately make **one free attack** against any enemy figure that moves into an adjacent square. The attack takes place before the moving figure may make any other action. No limit to these free attacks, and several attacks may be made if the same figure moves into more than one adjacent space.

DOOM

MARINES

Marine Turn (choose one action)

1. Sprint

Move: up to 8 spaces.

Attack: cannot attack.

2. Unload

Move: cannot move.

Attack: up to 2 attacks during the turn.

3. Advance

Move: up to 4 spaces.

Attack: may make 1 attack during the turn.

3. Ready

M/A: move up to 4 spaces *OR* 1 attack.

Order: may place 1 marine order.

Marine Orders (only one order at a time)



AIM

After rolling for the attack, the marine may **re-roll** some or all of the dice. The second result must be accepted.

Discarded immediately if used, the marine moves or if the marine takes a wound.



DODGE

When attacked, may **dodge**, forcing the re-roll of some or all of the dice. The second result must be accepted.

Discarded at the start of the marine's next turn.



GUARD

Make one **interrupt attack** at any time during the IP's turn.

Discarded immediately if used, at the start of the marine's next turn or if the marine takes a wound.



HEAL (Medic only)

Heals 1 wound to Medic or an adjacent marine.

Discarded immediately if used or at the start of the marine's next turn.



FIST



GRENADE



SOUL CUBE



PISTOL



CHAIN GUN



MACHINE GUN



ROCKET LAUNCHER



CHAINSAW



PLASMA GUN



SHOTGUN



BFG



SENTRY BOT



4 3 4



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Airless Terrain

Marine ending his turn on an airless terrain space must discard an oxygen cylinder token or suffer 2 wounds (regardless of armor).

Damaging Obstacles

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