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EsotericOrderGamers

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Game: **DOOM: THE BOARD GAME**
Publisher: **Fantasy Flight Games (2016)**

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

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SETUP

Assemble the map tiles and place all tokens on the map following the chosen mission in the *Operation Guide*.

Read aloud the mission's **objective card** and **threat card** and place them in the play area. Return remaining objective and threat cards to the box.

One player is the **invader** and all other players are **marines**. Each marine takes a **marine card**, the corresponding **figure**, and one set of 4 **action cards** with the UAC Marine icon.

Shuffle the **class cards** and deal 2 to each marine. Each marine chooses one to place faceup on the class card slot on his marine card. Return unchosen and remaining class cards to the box.

If playing with fewer than 4 marines, take **squad cards**:

3 Marines: Choose 1 marine to receive the *Taking Point* card.

2 Marines: Both marines take a *Combat Veteran* card.

1 Marine: The marine takes the *Solo Operative* card.

Each marine chooses 2 different starting weapons from among the **starting weapon tokens** (those without stripes). Place these near your class card and take one corresponding **weapon set** (3 action cards) for each of your weapon tokens. Shuffle those action cards with your UAC Marine action cards to form your 10 card **action deck**, placed facedown in your play area. A marine cannot have multiple copies of the same weapon.

The invader shuffles the **invasion cards** and draws 2, then secretly chooses one and places it facedown in his play area. He then takes each **demon card** that corresponds to a demon on the invasion card and places it facedown in his play area. Return unused invasion and demon cards facedown to the box.

The invader secretly chooses any 3 sets of **event cards** to create an 18 card event deck. Return all remaining event cards to the box.

Shuffle the **Glory Kill deck** and place it in the play area.

Separate all game tokens by type and place them in piles to create the **supply**. Place all dice, condition cards, and initiative cards near the supply.

The marines collectively choose the order in which they deploy their figures. Each marine chooses an active **teleporter** on the map and places his figure on or adjacent to that teleporter.

The mission ends immediately when either the invader or the marines accomplish their objective.

At the end of a mission, marines discard all Glory Kill cards and return any weapon sets they gained to the box. The invader or the marines win an operation by being the first to win 4 missions. If neither side wins 4 missions, the winner of the final mission is the winner of the operation.

Custom Operation: the invader chooses one of the 12 missions in the *Operation Guide* to be the first mission of the operation. After each mission, the loser of that mission chooses the next mission. The loser cannot choose a mission that has already been played in this custom operation.

Single Mission: Choose any mission and follow the normal setup rules. The winner of the mission wins the game. To randomly select a mission, shuffle the objective cards, draw one, and flip a coin. Play the mission that uses that objective card: on heads, from *Operation: Black Bishop*; on tails, from *Operation: Exodus*.

GAME ROUND

Each **round** consists of 2 **phases**; after both phases are completed, play proceeds to the next round.

STATUS PHASE

1. PREPARE INITIATIVE DECK

The invader adds or removes cards from the **initiative deck**, shuffles it, and places it facedown in the play area.

The initiative deck includes 1 marine initiative card for each marine in the game, and 1 invader initiative card for each demon type that has at least one figure on the map.

If playing with only one marine, the deck includes that marine's initiative card plus one other marine initiative card to act as that marine's second initiative card.

2. READY DEMONS

The invader readies each of his exhausted demon cards.

3. DRAW EVENT CARDS

The invader draws event cards until he has 6 in his hand.

4. GAIN ARGENT POWER

The invader may discard up to 3 event cards from his hand to gain a number of **Argent Power tokens** equal to the number of those discarded cards. Place these on the invader's invasion card or on a faceup demon card.

ACTIVATION PHASE

All players take turns activating their figures in an order determined by the initiative deck. Resolve the following 2 steps repeatedly until the initiative deck is depleted:

1. REVEAL INITIATIVE CARD

The top card of the initiative deck is revealed to all players. If there were none remaining, the Activation Phase ends.

2. ACTIVATE

Marine Activation

If a marine initiative card is revealed, the corresponding marine activates.

If you were **fragged** and not on the map, you respawn at the start of your activation on an active teleporter of your choice.

Ready your class card if it is exhausted.

Then, you may resolve up to **1 main action** (👉) and any **number of bonus actions** (👉) (in any order desired). Most actions are resolved by playing action cards; you must resolve the entire card before resolving any others. You can play bonus actions even if you do not resolve a main action.

Play the action card faceup and gain movement points (MPs) equal to the card's **speed value**. If the card has an **attack box**, you may perform that attack.

After you finish resolving actions, discard all your played action cards and draw new ones from your deck until you have a number in hand equal to your hand size (usually 3).

Reactions (⚡) are a type of action that allow a marine to interrupt the game and play cards outside of his activation.

Demon Activation

If an invader initiative card is revealed, the invader exhausts 1 demon card of his choice and activates *each* demon matching that card's type, one at a time. That demon type cannot be activated again until its demon card is readied.

An activated demon gains MPs equal to the **speed value** on its demon card. It may perform **1 attack and spend any number of MPs**.

MOVEMENT

A figure can **spend 1 MP to move to an adjacent space** (a space that shares a border or corner). A figure must spend 1 additional MP to move into a space of **difficult terrain**.

Movement points can be spent at any time during a figure's activation except during an attack, but any not spent by the end of the figure's activation are lost.

A figure cannot move across a border that is impassable terrain, blocking terrain, a wall, or a door.

A figure cannot move to a space sharing only a single corner unless one of the other spaces also sharing that corner is adjacent to both the figure's space and the diagonal space.

A figure can move into a space containing another figure, but must **spend an additional MP to move into a space occupied by an enemy figure**. However a small figure cannot end its movement in a space occupied by another figure.

If a marine moves into a space occupied by an enemy figure and that enemy figure is **staggered**, that marine performs a Glory Kill.

A figure can **spend 1 MP point to open an adjacent door**.

If a figure gains MPs, but that figure is not currently resolving its activation, it may immediately spend those points. Then, any points that it did not spend are lost.

Sprint: Marines may use the *Sprint* action on their marine card: during your activation, instead of playing a main action card, you may discard 1 card from your hand to gain 6 MPs.

ATTACK

1. DECLARE DEFENDER

The **attacker** declares which figure he is attacking (the **defender**). The defender must be an enemy figure within **range** and in **line of sight** (LoS) of the attacker.

Range is the number of spaces between the attacker and the defender, including the defender's space. The maximum range of an attack is shown in its attack box.

To determine if the defender is in **LoS**, the attacker chooses one corner of his figure's space and **draws a straight, imaginary line** to any corner of the defender's space. If the line crosses a wall, door, or blocking terrain, LoS is blocked and the attacker must declare a different target. Figures do not block LoS.

Determine if the defender has **cover** from the attack. The attacker draws an imaginary line from the *same* corner of his space he used to determine LoS to *each* corner of the defender's space (if the attacker's corner is shared by the defender, the defender cannot have cover). If any of the lines are drawn through a wall, difficult terrain, blocking terrain, or spaces containing a figure (other than the attacking and defending figures), the defender has cover. Large or stunned figures cannot have cover.

2. ROLL DICE

If the attacker is a marine, the number and color of dice he rolls is shown in the **attack box** on his action, class, or Glory Kill card. If the attacker is a demon, the number and color of dice he rolls is shown in the **attack box** on his demon card.

3. REVEAL DEFENSE

If the defender is a marine, he reveals a **defense card** from the top of his action deck. If the defender is a demon, he reveals a **defense card** from the top of his event deck.

If the defender has **cover**, after revealing a defense card, he may ignore and discard it and reveal another card (which he *must* use).

If you cannot reveal a defense card because your deck is depleted, shuffle your discard pile to form a new deck. Then reveal a defense card from that deck.

If your deck is depleted and there are no discarded cards, you cannot reveal a defense card.

4. APPLY 'WHILE DEFENDING' EFFECTS

The defender can modify the result of the attack by using abilities on cards that read *while defending*.

5. APPLY 'WHILE ATTACKING' EFFECTS

The attacker can modify the result of the attack by using abilities on cards that read *while attacking*.

6. ASSESS DAMAGE

Both players determine the results of the attack. Then the revealed card is discarded.

The number of **shield icons** (🛡️) on the revealed card is subtracted from the number of damage icons (💣) on the dice.

For each damage icon (💣) remaining, the defender suffers 1 damage.

If the defender revealed a **dodge icon** (🛡️), all damage is canceled.

The **special defense icon** (🛡️) triggers the special defense ability shown on the corresponding demon card, which provides the defending demon with a number of shield icons or a dodge icon.

A demon with **toughness** (a 🛡️ next to its health value) always adds 1 🛡️ to its defense, even if it did not reveal a defense card.

Track damage with **damage tokens**: for marines, on their marine card; and for demons, on the map next to the figure.

FRAGGED

If a figure suffers damage equal to or greater than its **health value**, that figure is immediately **fragged**.

A **fragged** demon is removed from the map. If all demons of the same type are **fragged**, the invader flips the corresponding demon card facedown and returns any Argent Power tokens on that card to the supply.

A **fragged** marine is removed from the map and placed on its marine card; discard all damage on the card. Shuffle both your hand of cards and your discard pile into your action deck and draw action cards until you reach your hand size.



The invader gains 1 **frag token** each time a marine is **fragged**.

A **fragged** marine respawns on the map at the beginning of his next activation. You can resolve your class card abilities even if you were **fragged** and have not yet respawned, and you do not lose any weapon sets from your action deck.

STUNNED



If a marine becomes **stunned**, he takes a *Stunned* card and places it by his marine card.

If a demon becomes **stunned**, place a **stunned token** next its figure.

A **stunned** figure cannot reveal a card to defend against an attack and cannot have cover.

Before rolling dice for an attack, a stunned figure must choose and remove 1 die.

A figure is no longer stunned after it performs an attack or after it is attacked. While a figure is stunned, it cannot become stunned again.

GLORY KILL

When a demon has suffered a number of damage equal to or greater than its **stagger value**, it becomes **staggered**.

If a marine moves into a space occupied by a staggered demon (remember to spend an additional MP for the move), that marine performs a **Glory Kill**. The demon is instantly fragged. Then, the marine draws 1 **Glory Kill card** and recovers 2 damage as noted on the card. The card is then placed facedown in the marine's play area until he decides to use it (he can have any number of them).


Card effects that reduce a demon's stagger value are cumulative, except for reductions to the printed stagger value, in which case only the greatest reduction to the printed stagger value is applied.

A marine may spend any unused MPs after performing a Glory Kill.

Glory Kill cards are not discarded when a marine is fragged.

Telefragging a demon that is staggered is treated as a Glory Kill.

ARGENT POWER

The invader may spend **Argent Power** to trigger abilities with the Argent Power icon . Argent Power tokens are placed on faceup demon cards and the invasion card (these can have any number of tokens on them). You cannot gain Argent Power tokens if there are none left in the supply.

To resolve a demon card ability with Argent Power icons, discard Argent Power tokens from that card equal to the number of the ability's Argent Power icons.

When the invader summons an invasion group with an Argent Power icon and a corresponding value, he gains that number of Argent Power tokens and must distribute them among his demon cards from that group.

After summoning an invasion group, the invader can move any number of Argent Power tokens stored on his invasion card to demon cards of that invasion group. Any Argent Power tokens that remain on the invasion card are discarded.

ITEMS

Each item represented by a token that occupies one space on the map. If a marine occupies the same space as an item, he may gain that item (no MPs are spent); but a marine cannot gain an item during an attack.



Health Pack: When a marine gains a health pack, he removes it from the map and immediately recovers 5 damage.



Weapons: When a marine gains a weapon, he moves the token to his play area, then takes the matching set of action cards, shuffles it, and places it facedown on the top of his action deck.

GRENADES

Each grenade is a single-card weapon set with a corresponding weapon token. When a marine adds a grenade weapon set to his action deck, he places that token faceup (icon with stripes) in his play area.

When a marine uses a grenade action card, he places the corresponding token facedown (illustration) on the map as directed by the card: this token is not considered a weapon token.

When a grenade token is reclaimed (following the card instructions), the marine returns the weapon token faceup to his play area.

A marine cannot have multiple copies of the same grenade.

TERRAIN, WALLS AND DOORS

A group of contiguous, adjacent spaces that are completely surrounded by either a colored border or a combination of colored borders and walls share a terrain type. The borders of each of those spaces are treated as that color.

Difficult Terrain (dotted blue line)

A figure must spend 1 additional MP to enter a space of difficult terrain. If a space of difficult terrain contains an enemy figure, spend 2 additional MPs to enter that space.

Difficult terrain does not block LoS but does provide cover.

Large figures ignore difficult terrain when moving.

Blocking terrain (solid red line)

Figures cannot move through blocking terrain.

Two spaces that share only a border of blocking terrain are not adjacent. Two diagonal spaces whose shared corner is blocking terrain are not adjacent unless one of the other spaces sharing that corner is adjacent to both diagonal spaces.

Blocking terrain blocks LoS and provides cover.

A figure displaced by a game effect cannot be moved through blocking terrain.

Large figures ignore blocking terrain when moving, and can both enter and end their movement in spaces outlined by a solid red line.

Impassable Terrain (dotted red line)

Figures cannot move through impassable terrain.

Two spaces that share only a border of impassable terrain are not adjacent. Two diagonal spaces whose shared corner is impassable terrain are not adjacent unless one of the other spaces sharing that corner is adjacent to both diagonal spaces.

Impassable terrain does not block LoS and does not provide cover.

A figure displaced by a game effect cannot be moved through impassable terrain.

Large figures ignore impassable terrain when moving, and can both enter and end their movement in spaces outlined by a dotted red line.

Walls (thick black line)

Figures cannot move through walls, and they block LoS. The edges of each map tile are walls.

Two spaces separated by a wall are not adjacent. Two diagonal spaces whose shared corner is the junction of two walls are not adjacent unless one of the other spaces sharing that corner is adjacent to both diagonal spaces.

Doors

If either a marine or demon is adjacent to a door, it can open that door by spending 1 MP. Remove the door the map: it cannot be closed again.

If a space's border is a door, a figure that occupies that space is adjacent to that door.

A closed door functions like a wall: it blocks LoS and figures cannot move through it.

Flying

Demons with the *Flying* ability:

- can move into spaces of difficult terrain or those occupied by enemy figures without spending additional MP.
- can move through and end their movement in impassable terrain, or spaces surrounded by blocking terrain.
- cannot move through walls or closed doors.
- ignore terrain when summoned.

If a demon with *Flying* occupies a space that is completely surrounded by blocking terrain (or is part of a group of spaces completely surrounded by blocking terrain), marines can draw LoS and measure range to that demon's space. The borders of the space(s) do not provide cover for that demon.

PORTALS & SUMMONING

To summon demons, the invader follows these steps. If you do not have enough figures of that demon type available, you cannot summon that demon.

1. CHOOSE A PORTAL

Choose a faceup portal token on the map. Each mission's threat card describes how facedown portals are flipped faceup.

2. CHOOSE INVASION GROUP

Choose one of the two invasion groups from your **invasion card** that corresponds to the portal you chose (blue, yellow, or red).

3. PLACE DEMONS

In descending order, for each demon type in the invasion group, place a number of demon figures equal to the number listed for that demon type.


Summon figures one at a time, flipping its corresponding demon card faceup if it was not faceup already.

If a figure cannot be placed either on or adjacent to a portal because all the spaces are occupied, you must place it in the nearest unoccupied space from the portal (count only spaces the figure could move to following normal movement rules).

If the figure is large, it must be placed as close to the portal as possible without displacing figures.

Large figures and demons with the *Flying* ability ignore terrain when summoned.

4. GAIN ARGENT POWER

You gain Argent Power equal to the number in front of the Argent Power icon  in the invasion group. You must place the Argent Power tokens on demon cards that correspond to the demons listed in the group.

5. DISCARD PORTAL TOKEN

After you place each figure in your chosen invasion group on the map, discard the portal token unless instructed otherwise.

After summoning an invasion group, you may move any number of Argent Power tokens from the invasion card to the corresponding demon cards. Then, any Argent Power tokens that remain on the invasion card are discarded.

TELEPORTERS

Some teleporters are inactive and must be activated before they can be used. When a marine enters a space occupied by an inactive teleporter, that teleporter immediately becomes active and is flipped to its active side.

Fragged marines can respawn on any active teleporter. For the purposes of marine movement, all spaces containing active teleporters are adjacent to each other.

TELEFRAGGING

If a demon occupies a space that contains an active teleporter, and a marine either respawns on that teleporter or moves to that teleporter from another active teleporter, that demon is immediately fragged (an additional MP to move into the space is not required).

Telefragging a demon that is staggered is a Glory Kill.

When a marine respawns on an active teleporter that is occupied by another marine, the respawning marine is placed on the nearest unoccupied space relative to the teleporter.

LARGE FIGURES

A small figure occupies one space on the map and a large figure occupies multiple spaces.

Large figures cannot move diagonally.

After a large figure moves, each portion of its base must occupy a space that is adjacent to the space it previously occupied. However, those that occupy either 2 or 6 spaces can rotate their bases 90° by spending 1 MP. The figure's base must occupy at least half of the spaces it occupied prior to rotating.

Large figures ignore the effects of terrain when moving and being summoned, and they do not have to spend any additional MPs when entering spaces occupied by small figures.

Large figures can end their movement in spaces containing blocking terrain, impassable terrain, and small figures; but not on a space occupied by another large figure.

When a large figure ends its movement in a space with one or more small figures, each small figure is placed in the nearest unoccupied space of its controller's choice (but not spaces they could not move to using normal movement rules). Demons are moved first, followed by marines.

When a large figure is either an attacker or defender, LoS can be determined using corners from any space that the figure occupies. Large figures cannot have cover.

If a space that a large figure occupies is completely surrounded by blocking terrain, figures can draw LoS and measure range to that space.

EXHAUSTED

An **exhausted** card is turned 90° to the horizontal. It cannot be exhausted again until it is **readied**.

If a class card is exhausted, any abilities on that card that do not require the player to exhaust the card can still be used.

OBJECTIVE TOKEN



Objective tokens are generic tokens used during some missions.

If a figure with an objective token is fragged, the token is placed in the figure's space. If it was a large figure, the marines place the token in any space that the figure occupied.

If an objective token would be placed in blocking or impassable terrain, the marines instead place it in the nearest legal space.

WEAPONS

A **weapon set** is a collection of action cards that represent a particular weapon.

The lower-right corner of each action card has a set identifier that contains a weapon icon and color (identifying the set), a card number (left of slash), and a set number. If cards share the same name and effect but have a different card number, multiple copies of the same card (by name) are in that set.

A marine's action deck cannot contain multiple copies of the same weapon set.

When a marine gains a weapon token during the game, he shuffles the cards from the corresponding weapon set and places them facedown on top of his action deck.

The corresponding weapon tokens in a marine's play area allow other players to see which weapons he has in his action deck.



STATUS PHASE

1. PREPARE INITIATIVE DECK

The invader adds or removes cards from the **initiative deck** and shuffles it, and places it facedown in the play area.

1 marine: add a second marine card.

2. READY DEMONS

The invader readies each of his exhausted demon cards.

3. DRAW EVENT CARDS

The invader draws event cards until he has 6 in his hand.

4. GAIN ARGENT POWER

The invader may discard up to 3 event cards from his hand to gain that number of **Argent Power tokens** to place on the invasion card or on a faceup demon card.

ACTIVATION PHASE

All players take turns activating their figures in an order determined by the initiative deck.

1. REVEAL INITIATIVE CARD

If there were none remaining, the Activation Phase ends.

2. ACTIVATE

Marine Activation

The corresponding marine activates. If you were fragged, respawn on an active teleporter of your choice.

Ready your class card if it is exhausted.

Resolve up to **1 main action** and any number of **bonus actions**.

Reactions allow a marine to interrupt the game and play cards outside of his activation.

You can play bonus actions even if you do not resolve a main action.

Play the action card faceup and gain MPs equal to the card's **speed value**. If the card has an **attack box**, you may perform that attack.

After finishing, discard all your played action cards and draw from your deck up to your hand size (usually 3).

Demon Activation

The invader exhausts 1 demon card and activates *each* demon matching that card's type, one at a time.

An activated demon gains MPs equal to the **speed value** on its demon card. It may perform **1 attack and spend any number of MPs**.

MOVEMENT & TERRAIN

Spend **1 MP** to move to an adjacent space.

Spend an additional MP to move into a space occupied by an **enemy figure**. A small figure cannot end its movement in a space occupied by another figure.

Spend **1 MP** point to open an adjacent door.

A marine that moves into a space occupied by a **staggered** enemy performs a Glory Kill.

Sprint: Marines may use the *Sprint* action on their marine card instead of playing a main action card: discard 1 card from your hand to gain 6 MPs.

Difficult Terrain (dotted blue line) Spend 1 additional MP to enter difficult terrain. Difficult terrain does not block LoS but does provide cover. Large figures ignore difficult terrain when moving.

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ATTACK

1. DECLARE DEFENDER

The **attacker** declares an enemy figure within **range** and in **line of sight** (LoS) to be the **defender**.

2. ROLL DICE

Roll the dice indicated in the attacker's **attack box**.

3. REVEAL DEFENSE

A defending marine reveals a **defense card** from the top of his action deck. A defending demon reveals a **defense card** from the top of his event deck.

If the defender has **cover**, after revealing a defense card, he may ignore and discard it and reveal another card.

4. APPLY 'WHILE DEFENDING' EFFECTS

5. APPLY 'WHILE ATTACKING' EFFECTS

6. ASSESS DAMAGE

The number of on the revealed card is subtracted from the number of on the dice. **For each remaining, the defender suffers 1 damage.**

cancels all damage.

triggers the demon card's special defense ability.

A demon with **toughness** always adds 1 to its defense, even if it did not reveal a defense card.



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