# DOOM®



## LEARN TO PLAY

## READ THIS FIRST!

This book contains a tutorial mission that helps players learn the basic rules of *DOOM: The Board Game*. During the tutorial, players will practice the game's basic mechanics—playing cards and moving and attacking with figures.

Before playing the tutorial, one or more players should read pages 5–11 of this book. Those pages contain all the rules necessary for players to complete the tutorial found on page 4. After completing the tutorial, players should read the "Advanced Rules" section on pages 12–15. That section includes the rest of the game's rules that players will need to play their first complete game.

If players have rules questions during the tutorial, they should consult the Rules Reference. The Rules Reference contains a glossary of all game terms and many clarifications pertaining to them, and it should be considered the definitive rules document.

## INTRODUCTION

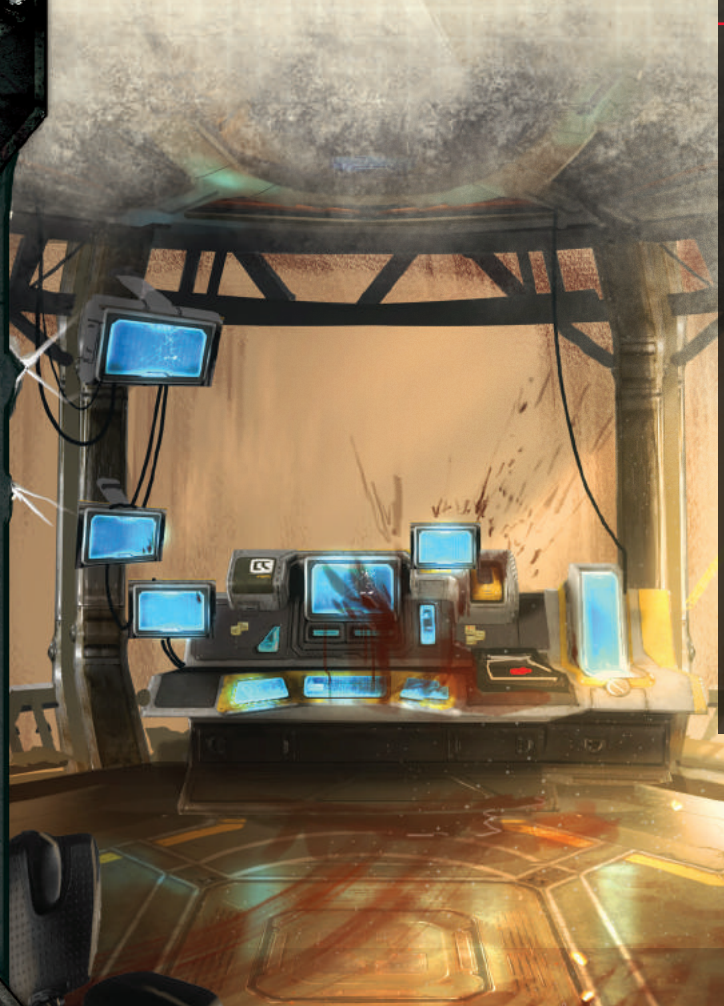
*Please be advised, a containment breach has been detected at the Union Aerospace Corporation Martian Facility A113. Recommend all staff evacuate at the earliest convenience. This is a Priority 6 alert. Any personnel remaining on the premises will void their UAC term-life insurance policy. Emergency containment teams are inbound to secure the facility and ensure compliance.*

## GAME OVERVIEW

*DOOM: The Board Game* is a tactical game during which one to four players control a squad of heavily armed, elite UAC Marines tasked with accomplishing missions against a ravenous horde of demons controlled by a single invader player.

## CYBERDEMON FIGURE ASSEMBLY



# COMPONENT LIST




1 Rules Reference




1 Operation Guide



37 Plastic Figures
(4 Marines, 33 Demons)



6 Dice
(4 Red, 2 Black)



8 Demon Cards




36 Event Cards




73 Action Cards




12 Invasion Cards




3 Threat Cards




10 Initiative Cards
(4 Marine, 6 Invader)




4 Marine Cards




6 Objective Cards




24 Class Cards




12 Glory Kill Cards




4 Squad Cards




4 Stun Cards



7 Stun Tokens



55 Damage Tokens
(35 "1" Damage, 20 "3" Damage)



9 Health
Pack Tokens



6 Teleporter
Tokens



6 Objective
Tokens



18 Portal Tokens
(Double-Sided)



21 Frag
Tokens



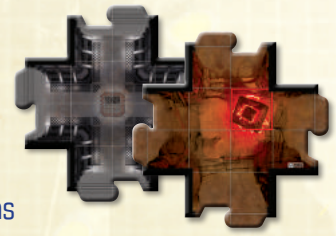
18 Argent
Power Tokens



23 Weapon Tokens
(6 Grenades)



16 Progress/Threat Tokens
(Double-Sided)



24 Map Tiles
(Double-Sided)



8 Door Tokens with
8 Plastic Stands

# TUTORIAL

**This tutorial is a quick experience that teaches the game's basic mechanics, which are described on pages 5–11. To set up the tutorial, follow these steps:**

1. **Assemble the Map:** Assemble the map using the map tiles, doors, figures, and tokens as shown in the setup diagram below.
2. **Assign Roles**: Choose one player to be the invader—preferably the most experienced player. All other players become UAC Marines.
3. **Prepare Marines:** Each marine player chooses one of the following four marines, taking the corresponding marine card and figure: **Alpha**, **Bravo**, **Charlie**, or **Delta**. Each marine takes the weapon tokens and action cards indicated in the sidebar to the right. Then, he places his marine figure on the corresponding space on the map, shuffles his action deck, and draws three cards. If playing with fewer than four marine players, return unused marines to the game box.
4. **Prepare Invader**: The invader takes the 18 event cards with the following names on the bottom of the card: "Power Overwhelming," "Seek and Destroy," and "Blood Rush." He shuffles them to form the event deck and places it in his play area along with the invasion card "First Strike" faceup. Then, he places the following demon cards in his play area: "Imp" (faceup), "Possessed Soldier" (faceup), "Cacodemon" (facedown), and "Pinky" (facedown). He places Possessed Soldier and Imp figures on the corresponding spaces on the map.
5. **Create Supply**: Place the dice, damage, and stun tokens within easy reach of all players.

## BUILDING THE ACTION DECKS

Each marine takes his two starting weapon tokens as shown below, which indicate the action cards he will be using during the tutorial:

Alpha



Bravo



Charlie



Delta



Then, each marine constructs his 10-card action deck. Each deck contains the UAC Marine set (indicated by the ▲ icon) and the two weapon sets whose icons and colors match the icons and colors on his weapon tokens.

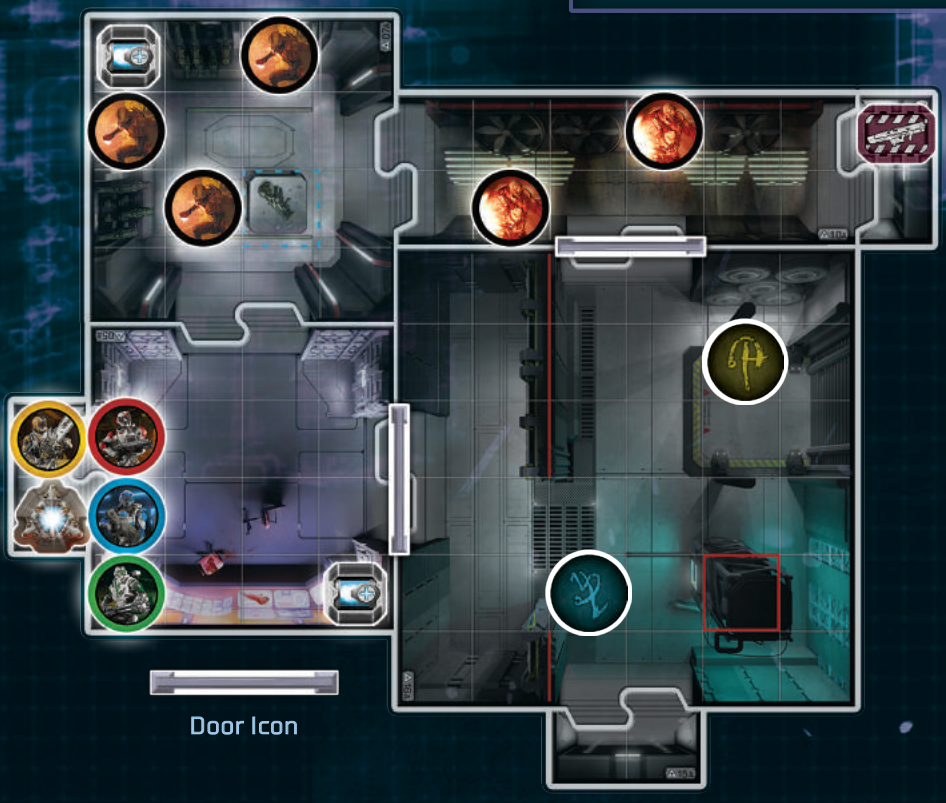



*UAC Marine Card 1/4*




*Combat Shotgun Card 1/3*

To gather a full set, the player takes one copy of each numbered card in the set (e.g., "1/3," "2/3," and "3/3"). After he gathers all three sets, he places the deck facedown in his play area.



Door Icon






**MAP TILES: 05A, 07A, 10A, 15A, 15A, 15A, 16A**

# PLAYING THE GAME

*DOOM: The Board Game* is played over a number of game rounds. Each round consists of two phases: a **Status Phase** followed by an **Activation Phase**. After both phases are completed, play proceeds to the next round. Players continue playing new rounds until the mission ends (see "Ending the Mission" on page 11).

## STATUS PHASE

The Status Phase is when the invader prepares the components for the round before the real action begins. During this phase, the invader constructs the initiative deck. The initiative deck must contain the corresponding initiative card for each marine playing the game plus a number of invader initiative cards equal to the number of demon types currently on the map (e.g., two invader initiative cards at the start of the tutorial). During each Status Phase, the invader may need to add or remove invader initiative cards from the deck depending on how many demon types are currently on the map.




3 Marine Initiative Cards for 3 Marines




2 Invader Initiative Cards for 2 Demon Types

After constructing and shuffling the initiative deck, the invader readies his exhausted demon cards (this is explained later) and draws event cards from his event deck until he has a hand of six event cards.

## ACTIVATION PHASE

The Activation Phase is when the action happens in *DOOM: The Board Game*. At the start of the Activation Phase, the invader reveals the top card of the initiative deck. If the revealed card is a marine initiative card, the corresponding marine **ACTIVATES**, which allows him to perform **ACTIONS** (explained on the next page).




If the revealed card is an invader initiative card, the invader must choose a demon type and then activate each demon figure of that type (explained on the next page).




After the marine activation or demon activations, the invader discards the revealed initiative card and reveals the next initiative card from the top of the deck. Activations continue in this manner until there are no cards remaining in the initiative deck. Then, the round ends and the next round begins with a new Status Phase.

## MARINE ACTIVATION

When a marine's initiative card is revealed, he activates and can move and attack by playing action cards from his hand. During his activation, a marine can play one **MAIN ACTION** card and any number of **BONUS ACTION** cards. Main actions and bonus actions are identified by the following icons:



Main Action



Bonus Action

A marine plays and resolves action cards one at a time. After resolving an action card, the marine can play another action card or end his activation. At the end of a marine's activation, he discards all of his played action cards and draws new action cards from his action deck until he has three cards in his hand.

### *RESOLVING ACTION CARDS*

When a marine plays an action card, he places it faceup in his play area and resolves the following steps:

1. **Gain Movement Points:** The marine gains movement points equal to the card's speed value. A marine can move by spending movement points he has gained **at any time** during his activation, **except during an attack** (see "Movement" on page 8).
2. **Attack:** If the card has an attack box, the marine can perform that attack (see "Attacking" on page 7).

Some action cards have unique abilities that marines can use for various effects, such as additional attacks or rerolling dice. To resolve these abilities, a marine follows the instructions on the card.

## DEMON ACTIVATION

When an invader initiative card is revealed, it is the invader's turn to activate demons. To do so, he chooses one of his **READIED** demon cards and **EXHAUSTS** it by rotating it 90 degrees.




Readied Demon Card




Exhausted Demon Card

Then, he activates each demon figure on the map that corresponds to the card he chose. The activations are performed one at at time.

When a demon figure activates, it follows these steps:

1. **Gain Movement Points:** The demon gains movement points equal to the speed value on the corresponding demon card. A demon can spend movement points it has gained **at any time** during its activation, **except during an attack** (see "Movement" on page 8).
2. **Attack:** The demon can perform the attack presented on its demon card.

Each demon has special abilities presented on its demon card. To resolve these abilities, the invader follows the instructions on the card. For the purposes of this tutorial, the invader ignores any abilities that have an Argent Power icon (⮝).




Speed Value

Attack Box

Abilities




Speed Value

Attack Box

## ATTACKING

Attacking is the primary way that marines and demons can damage each other. The marine or demon that is performing an attack is the **ATTACKER**. When performing an attack, the attacker declares which figure he is attacking; that figure is the **DEFENDER**.

To perform an attack, the defender must be both within **RANGE** of the attacker and in the attacker's **LINE OF SIGHT**. Range is the number of spaces between the attacker and the defender (including the space the defender occupies). The maximum range of an attack is shown in the attack box on an action card. If the defender is not within range of the attacker, the attacker must declare a different defender.




Marine Attack Box




Demon Attack Box

Line of sight is used to determine what the attacker's figure can see. To determine if the defender is in the attacker's line of sight, the attacker chooses one corner of his figure's space. Then, he draws a straight, imaginary line to any corner of the defender's space. If the line crosses a **wall** (thick black line), or **blocking terrain** (red line), line of sight is **BLOCKED** and the attacker must declare a different target. Otherwise, the attacker has line of sight to the defender.

After declaring a defender, the attacker rolls the number and color of dice indicated in the attack box on the action or demon card. Each die face contains up to three damage icons (), which indicate how much damage the defender suffers (damage is explained later).

After the attacker rolls dice, the defender reveals **one** card for his defense. If the defender is a marine, he reveals the top card of his action deck; if the defender is a demon, he reveals the top card of his event deck.

The upper-right corner of the revealed card may contain defense icons—either shield icons () or a dodge icon (). Each shield icon () cancels one damage and the dodge icon () cancels all damage.



Shield Defense Icons

Event cards may contain the special defense icon (). This icon triggers the special defense ability shown on the corresponding demon card. When triggered, it provides the defending demon with a number of shield icons () or a dodge icon ().

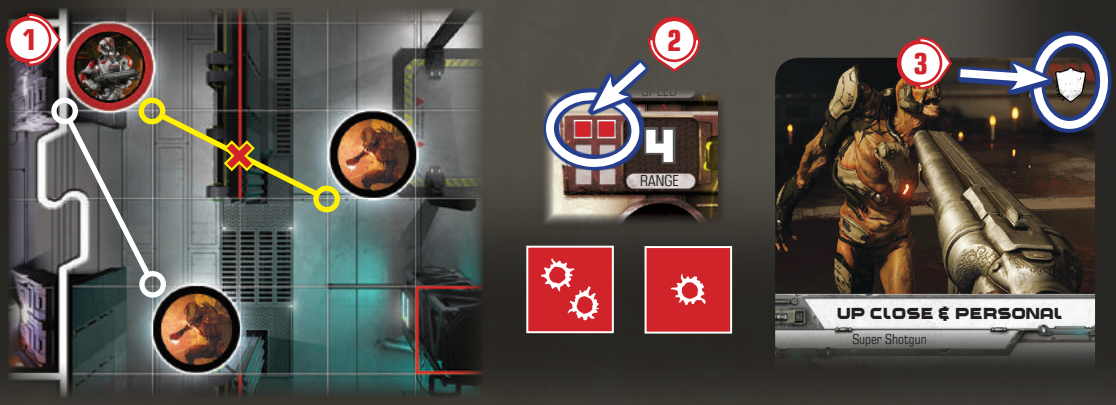



Special Defense Ability

After revealing a defense card, the defender suffers one damage for each damage icon () that was not canceled (see "Suffering Damage" on page 8). Then, he discards the revealed card.

## EXAMPLE OF AN ATTACK

1. One Imp has line of sight to Alpha. The invader can draw an uninterrupted, imaginary line from one corner of that Imp's space to one corner of Alpha's space. Alpha is three spaces away, so he is within range.
2. The invader performs an attack with that Imp. He rolls the dice indicated for his figure's attack, and then the marine reveals the top card of his action deck.
3. The defender takes the number of  rolled and subtracts the number of  on the revealed card. The total result is two. Alpha suffers two damage, placing two damage tokens on his marine card.



## SUFFERING DAMAGE

Damage is tracked using damage tokens. Each damage token has a value of either "1" or "3."




Damage Token

Each time a marine suffers damage, he places the appropriate number of damage tokens on his marine card. For demons, the damage tokens are placed on the map next to that figure.

Marines may recover damage. When this happens, that marine removes the appropriate number of damage tokens from his marine card and returns them to the supply.

### FRAGGED

When a marine or demon has an amount of damage equal to or greater than its health value, it is **FRAGGED** and the figure is immediately removed from the map.




Marine Health




Demon Health

After a demon is fragged, if there are no more figures of that type on the map, the invader flips the corresponding demon card facedown.

When a marine is fragged, the invader gains one frag token. The marine's figure is immediately removed from the map and all damage tokens on his marine card are discarded. Then, the marine shuffles his hand and discard pile into his action deck and draws three new action cards.



Frag Token

At the start of a fragged marine's next activation, he **RESPAWNS** by placing his figure on a space that has an active teleporter.



Active Teleporter

## MOVEMENT

Movement is key to success in any combat situation, whether proceeding to an objective or closing the distance to an opponent.

Demons and marines can spend movement points to move around the map. A figure can move into an adjacent space by spending one movement point. Two spaces are adjacent if they share either a border or a corner. As such, a marine can move both orthogonally and diagonally.



Movement Directions

A marine or demon may spend movement points at any time during its activation—both before and after performing attacks or using abilities—and not all of them must be spent at the same time. Any movement points not used during an activation are lost.

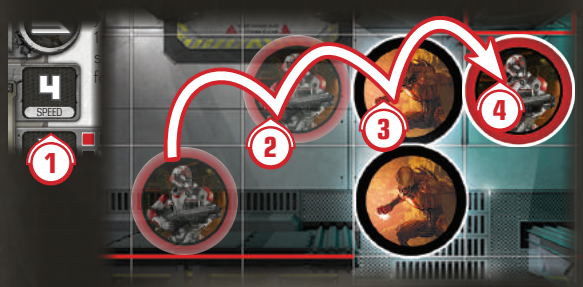
Terrain elements printed on the map can restrict movement. Terrain is explained later.

### MOVING THROUGH FIGURES

A figure can enter a space containing another figure, but it cannot end its movement on that space. A figure must spend one additional movement point to enter a space containing an **ENEMY FIGURE**, but that figure can enter a space containing a **FRIENDLY FIGURE** with no additional cost.

Marines are friendly to each other, but are enemy figures for demons. Demons are friendly to each other, but are enemy figures to marines.

### MOVEMENT EXAMPLE




1. Alpha plays an action card, gaining four movement points.
2. He spends one point moving diagonally.
3. He spends two more points to move into a space occupied by a demon.
4. He cannot end his movement in a demon's space, so he must use his final point to move again.

# ADDITIONAL CORE RULES

This section describes additional core rules that players need to understand to complete the tutorial.

## STUN

Stun is a condition that temporarily weakens a figure's offensive and defensive capabilities. If a marine becomes stunned, he takes a stun card and places it next to his marine card. If a demon becomes stunned, a stun token is placed next to that demon's figure.



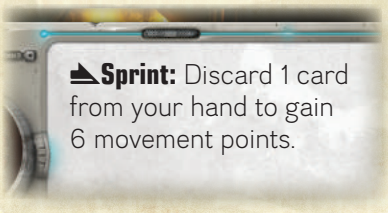
Stun Token

When attacking, a stunned figure must remove one die before rolling the dice for an attack. When defending, a stunned figure cannot reveal a card to defend against an attack. A figure is no longer stunned after it is attacked or after it performs an attack.

A figure cannot be affected by multiple instances of stun. If a figure that is already stunned would become stunned again for any reason, nothing happens.

## SPRINT ACTION

When a marine needs to get from one point to another as quickly as possible, he can use the "Sprint" action printed on his marine card. During a marine's activation, instead of playing a main action card, he may discard one card from his hand to gain six movement points.




## REACTION

Some action cards, such as "Armor," have the reaction icon (). Unlike main actions or bonus actions, a marine can play these cards during another player's activation.



Reaction

Reaction cards are distinguished by the reaction icon ().

Each reaction card describes when it can be played and how it is resolved. To play a reaction card, the marine takes the card from his hand and places it faceup in his play area. After the marine resolves the card, he places it in his discard pile.

## DEMON EVENT CARDS

The demons bring with them the mysterious power of Argent Energy, which can manifest in surprising ways. The invader draws event cards during the Status Phase, and he can play those cards for various effects. Each event card describes when it can be played. Most cards have direct effects such as reducing damage or adding dice to attacks. After the effect is resolved, the event card is discarded. Multiple copies of the same event card cannot be played at the same time.

## ITEMS

Items are tokens on the map that represent equipment that a marine can use. A marine may gain an item that is in his space during his activation. There are two types of items that a marine can gain, as follows:



**Health Pack**: When a marine gains a health pack, he immediately discards the health pack token and recovers five damage.



**Weapon:** When a marine gains a weapon, he places the token in his play area and takes the weapon set whose icon and color correspond to that token.

For example, the tutorial map includes the rocket launcher weapon token. When a marine gains the rocket launcher token, he takes the following set of action cards from the supply, shuffles them, and places them facedown on top of his action deck:






Weapon Token

Weapon Set Icons and Color

## TERRAIN AND WALLS

Some lines on the map are colored or thickened to indicate that they have effects that modify movement and line of sight, as follows:

**Walls**: These are indicated by a thick black line that most often appears on the edge of map tiles. Two spaces separated by a wall are not adjacent. Figures cannot move through walls. Additionally, walls block line of sight.



Wall

**Impassable**: This terrain is indicated by a dotted red line between spaces. Figures cannot move through dotted red lines. Impassable terrain does not block line of sight.



Impassable

**Blocking:** This terrain is indicated by a solid red line between spaces. Figures cannot move through a solid red line. Additionally, blocking terrain blocks line of sight.



Blocking

**Difficult:** This terrain is indicated by a dotted blue border surrounding one or more spaces. A figure must spend one additional movement point to enter a space of difficult terrain. Difficult terrain does not block line of sight.



Difficult

## DOORS

Doors are upright tokens found between some spaces on the map. Doors block line of sight, and two spaces separated by a door are not adjacent.

A figure that is adjacent to a door may open it by spending one movement point. When a door is opened, it is removed from the map. Doors cannot be closed.



Doors

**Important:** During the tutorial, if there are any portals on the map, a demon cannot open the door. The first time a marine opens a door, the invader immediately summons demons from the two portals on the map.

## PORTALS

Portals are how demons arrive on the battlefield. Demons are always placed on the map so they are on or adjacent to portal tokens. There are three tiers of portal tokens, each distinguished by its glyph and its color.



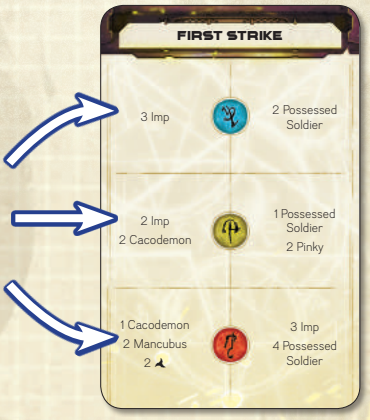
Blue Portal  Yellow Portal  Red Portal

During each game, the invader has an invasion card that contains a list of six **INVASION GROUPS**. Each invasion group indicates the number and type of demons the invader can **SUMMON** from a specific portal token.

Faceup Portals



Invasion Groups




For the tutorial, the invader has the "First Strike" invasion card. When he summons demons from a blue portal, he can choose to summon either of the invasion groups that correspond to the blue portal.

The mission description always specifies when the invader summons demons. For the tutorial, the invader summons demons from both the blue and yellow portals immediately the first time a marine opens a door.

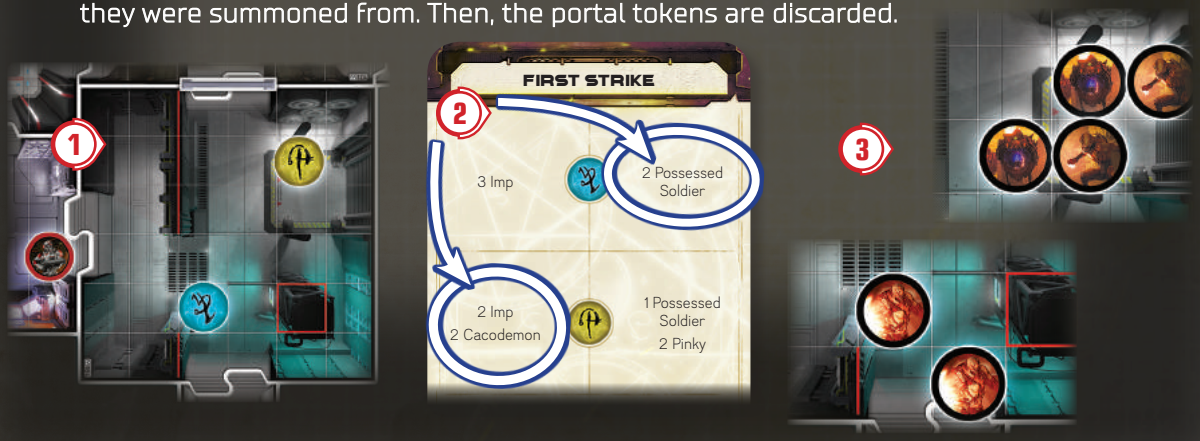
The invader summons demons from each portal one at a time. To summon a demon, the invader chooses a portal on the map and flips it faceup. Then, he chooses an invasion group from his invasion card that corresponds to the portal's color. He places the number and type of demons listed from his chosen group on the map so they are all on or adjacent to the portal.

When a demon is summoned, the invader flips that demon's corresponding demon card faceup.

Each portal can only summon one invasion group. After an invasion group is summoned, remove that portal from the map.

## SUMMONING EXAMPLE

1. When Alpha opens the door, the invader flips the blue and yellow portal tokens faceup.
2. For each faceup portal token, the invader summons an invasion group from his invasion card. He chooses to summon two Possessed Soldiers for the blue portal and two Imps and two Cacodemons for the yellow portal.
3. The invader places those demon figures on or adjacent to the portal token they were summoned from. Then, the portal tokens are discarded.




## ENDING THE MISSION

The mission ends immediately when either the invader or the marines accomplish their objective. For the tutorial, the mission's objectives are as follows:

**Marines:** The marines must open at least one door to cause the invader to summon demons. Then, they must frag all demons on the map.

**Invader:** The invader must gain a number of frag tokens. The invader gains a frag token each time a marine is fragged. The number of frag tokens he needs is determined by the number of marines, as follows:

- **One to Two Marines:** Four frag tokens
- **Three Marines:** Three frag tokens
- **Four Marines:** Two frag tokens

## STOP!

The players now know everything needed to play the tutorial mission. After playing, read the following "Advanced Rules" section. Then, the players can begin their first operation.

# ADVANCED RULES

This section includes advanced rules that players need to understand to play an operation. Players do not need these rules for the tutorial.

## ABILITIES

Abilities allow marines and demons to resolve effects beyond the standard rules of the game. For example, an ability may allow a marine to resolve an additional main action.

Each ability describes when it can be used. Some abilities have a cost, as follows:

- **Exhaust:** Some class cards have abilities that requires a marine to exhaust that card. If the card is already exhausted, the ability on that card cannot be used. Exhausted class cards are readied at the beginning of a marine's activation. Class cards are explained below.
- **Argent Power (⅄):** Some demon cards have abilities that correspond to an Argent Power icon (⅄). To use such an ability, the invader must first spend an Argent Power token from that card. Argent Power is explained later.
- **:** This ability can be used as a main action.
- **:** This ability can be used as a bonus action.

Certain abilities provide movement points. If a figure ever gains movement points outside of its activation, they must be spent immediately. Any movement points not spent are lost.

## CLASS CARDS

Class cards represent a marine's special training and provide him with unique skills. During setup, each marine is assigned a class card that he places on the class slot on his marine card. The ability on a marine's class card is available for the duration of the game, and he can use that ability by following the instructions on the card.

Some abilities exhaust class cards; to exhaust a card, the player rotates it 90 degrees clockwise. A marine readies his exhausted class card at the beginning of his activation by rotating it back to vertical orientation.




Exhausted Class Card




Readied Class Card

## ARGENT POWER

Argent Power (⅄) is a currency that the invader spends to use certain special abilities on his demon cards. Argent Power is represented by the ⅄ icon and Argent Power tokens.



Argent Power Token

During the Status Phase, the invader can gain Argent Power by discarding up to three event cards from his hand. For each event card he discards, he gains one Argent Power. When the invader gains Argent Power, he takes an Argent Power token from the supply and places it on any of his faceup demon cards or on his invasion card.




Argent Power is placed on demon cards.

To spend Argent Power, the invader discards an Argent Power token from a demon card. Then, he resolves an ability on that demon card that has an Argent Power icon (⅄).

Many invasion groups have an Argent Power icon with a corresponding value. When the invader summons one of these invasion groups, he gains Argent Power tokens equal to that value and must distribute them among his demon cards from that group.

When the invader summons this group, he gains two Argent Power.




When an invasion group is summoned, the invader may move any number of Argent Power tokens he has stored on his invasion card to the demon cards of that invasion group. After summoning is completed, any Argent Power tokens that remain on the invasion card are immediately discarded.

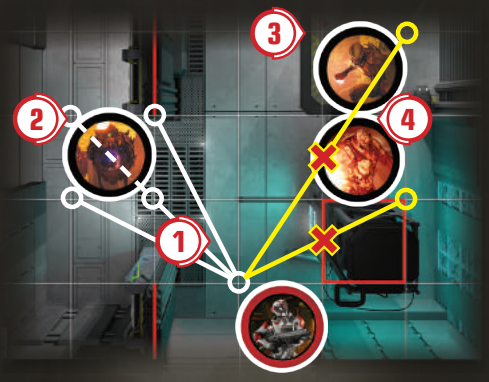
## COVER

During an attack, a figure can hide behind walls, doors, terrain, and other figures to have a defensive advantage called **COVER**.

After determining line of sight, the attacker must determine if the defender has cover from the attack. To determine cover, the attacker draws an imaginary line from the corner of his space that he used to determine line of sight to each corner of the defender's space. If **any** of these lines are drawn through a **wall** (thick black line), **difficult terrain** (dotted blue line), **blocking terrain** (solid red line), or **spaces containing a figure** (other than the defender's space), the defender has cover.

During an attack, when a defender that has cover reveals a card for his defense (see "Attacking" on page 7), he may choose to reveal an additional card. If he does, the first card is ignored and discarded.

## COVER EXAMPLE




1. Alpha has line of sight to all three demons.
2. The Cacodemon does not have cover because Alpha can draw an uninterrupted line to every corner of its space.
3. The Imp has cover because a line is drawn through the Possessed Soldier.
4. The Possessed Soldier has cover because a line is drawn through blocking terrain.

## GLORY KILL

A marine is capable of swiftly executing a wounded demon in close-quarters combat. Each demon card has a numerical value below its health, this is that demon type's **STAGGER VALUE.**




If a demon has an amount of damage equal to or greater than its stagger value, that demon is **STAGGERED**.

When a marine moves into a space containing a staggered demon, that demon is immediately fragged. When a demon is fragged in this manner, it is called a **GLORY KILL**. When a marine performs a Glory Kill, he immediately draws one Glory Kill card from the top of the Glory Kill deck. Each Glory Kill card allows the marine who drew it to immediately recover two damage. Additionally, each Glory Kill card has an ability that the marine can perform by following the instructions on the card.

## TELEPORTERS



Inactive Teleporter

Teleporters are used by the UAC to quickly transport their operatives great distances. Teleporters are placed on the map during setup.
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. Additionally, for the purposes of marine movement, all spaces containing active teleporters are adjacent to each other.

### TELEFRAGGING

Teleporters can be hazardous to demons. 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. A marine does not have to spend an additional movement point to enter a demon's space if that demon would be fragged in this manner.

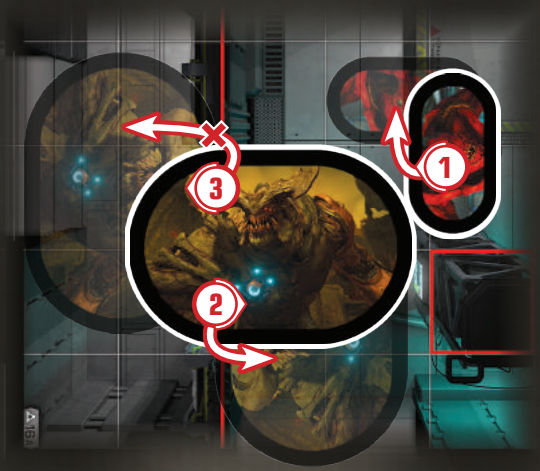
## LARGE FIGURES

There are two types of figures: **SMALL FIGURES** and **LARGE FIGURES**. A small figure occupies one space on the map and a large figure occupies multiple spaces on the map. Large figures have unique rules for movement and line of sight.

### LARGE FIGURES AND MOVEMENT

Large figures cannot move diagonally. However, large figures that occupy either two or six spaces can rotate their bases 90 degrees by spending one movement point. When rotating, the figure's base must occupy at least half of the spaces it occupied prior to rotating.

### LARGE FIGURE ROTATION




Figures that occupy two spaces (1) and figures that occupy six spaces (2) can rotate their bases 90 degrees for one movement point. A figure cannot rotate to a position where it would occupy fewer than half of the spaces it occupied before the rotation (3).

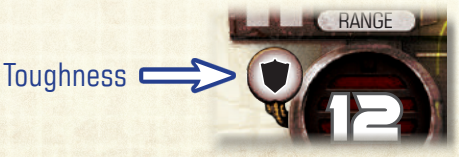
Large figures ignore impassable terrain and blocking terrain while moving, and they do not have to spend any additional movement points when entering spaces of difficult terrain or spaces occupied by small figures. A large figure can end its movement in spaces containing blocking terrain, impassable terrain, and small figures. 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—figures cannot be placed in spaces that they could not move to using normal movement rules, such as a space of impassable terrain.

### LARGE FIGURES AND ATTACKS

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

## TOUGHNESS

Certain types of demon are inherently difficult to kill. Each of these demon types has **TOUGHNESS**, which is identified by a shield icon (⛊) next to its health value on its demon card. While defending, a demon with toughness always adds one ⛊ to its defense.




## PLAYING WITH FEWER THAN FOUR MARINES

When playing with fewer than four marines, the marine players receive squad cards during setup. These cards help balance the game by increasing the heroes' effectiveness in various ways.

During setup, the marines receive squad cards according to the number of marines playing, as follows:

- **Three-Marine Game:** One marine receives the "Taking Point" squad card.
- **Two-Marine Game:** Each marine receives the "Combat Veteran" squad card.
- **One-Marine Game:** That marine gains the "Solo Operative" squad card. An extra marine initiative card is added to the initiative deck; thus, the marine activates twice per round.

## CUSTOM EVENT AND ACTION DECKS

During setup, the invader and marines construct their own event and action decks.

To construct the custom event deck, the invader chooses three sets of event cards and shuffles them together to form the 18-card deck. Each set of event cards is identified by the set name displayed at the bottom of the card. There are six cards in each set.




"Seek and Destroy" Event Set Name

To construct a custom action deck, each marine chooses two diffferent starting weapon tokens (weapon tokens that do not have white stripes). Each token corresponds to a weapon set of the same type.

The marine gathers one copy of each numbered card from those sets and combines them with the four-card UAC Marine set to form his 10-card action deck.

The lower-right corner of each action card has a weapon set identifier that contains a weapon icon, a card number, and a set number.




Weapon Token and Weapon Set for Heavy Assault Rifle

The weapon icon identifies the set. The card number is unique to each card in a set. The set number indicates how many cards are in that set.

## MISSIONS

*DOOM: The Board Game* includes an Operation Guide that contains two operations, each consisting of six missions. The Operation Guide includes setup instructions and a diagram for each mission.

### OBJECTIVE CARD

Each mission has an objective card which describes the victory conditions for both the marines and the invader. Additionally, the objective card provides players with mission-specific rules that affect how the players progress through the mission and accomplish their objective.

### THREAT CARD

Each mission has a threat card which determines how the invader uses the portals to summon demons. There are three different threat cards, as follows:

- **Infestation:** Demons are revealed and summoned as the marines explore the map.
- **Horde:** A continuous swarm of demons emerges from portals of increasing deadliness.
- **Assault:** The invader receives a steady supply of threat tokens that he can use to summon demons at the start of each Status Phase.

### ENDING A MISSION

When one of the objectives described on the objective card is completed, the mission ends immediately.

### HIDDEN INFORMATION

The Operation Guide is open information to all players. However, the invader's chosen invasion card remains facedown throughout the mission so that the marines do not know which demons can be summoned. The marines cannot look at facedown demon cards.

## WHAT NOW?

Now that players know all the rules needed to play ***DOOM: The Board Game***, it is recommended that they begin an operation. The first operation begins on page 4 of the Operation Guide. To set up each mission, players can reference the "Mission Setup" section found on page 2 of the Operation Guide.

If additional questions arise while playing, players should consult the Rules Reference glossary, which lists detailed rules and concepts alphabetically by topic.

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PROTECTIVE CARD SLEEVES

# QUICK REFERENCE

This page contains an easy-to-reference overview of many of the game's common concepts.

## ROUND OVERVIEW

Each game round consists of the following two phases:

1. **Status Phase:** Resolve the following steps:
   a. Prepare Initiative Deck
   b. Ready Demons
   c. Draw Event Cards
   d. Gain Argent Power
2. **Activation Phase:** Resolve the following steps until the initiative deck is empty:
   a. Draw Initiative Card
   b. Activate (Marine or any Demon Type)

## MARINE ACTIVATION

The marine readies his class card if exhausted. Then, he may resolve up to one main action and any number of bonus actions. Action cards with the reaction icon describe when they can be played.


Main Action


Bonus Action


Reaction

After resolving actions, he draws action cards up to his hand size (standard hand size is three).

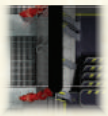
## DEMON ACTIVATION

The invader exhausts a demon card and activates each demon matching that card's type, one at a time. During a demon's activation, it gains movement points equal to its speed value and may perform one attack.

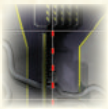
## TERRAIN AND WALLS

Terrain and walls affect movement, block line of sight, and provide cover as follows:

**Walls:** These are indicated by a thick black line, typically on the border of a map tile. Walls block line of sight, provide cover, and cannot moved through.


Wall

**Impassable:** This terrain is indicated by a dotted red line between spaces. Impassable terrain does not block line of sight, does not provide cover, and cannot be moved through.


Impassable

**Blocking:** This terrain is indicated by a solid red line between spaces. Blocking terrain blocks line of sight, provides cover, and cannot be moved through.


Blocking

**Difficult:** This terrain is indicated by a dotted blue border surrounding a space. Difficult terrain does not block line of sight, provides cover, and costs an additional movement point to enter.


Difficult

## ATTACK OVERVIEW

Figures perform attacks following these steps:

1. **Declare Defender:** The defender must be within range and line of sight of the attacker.
2. **Roll Dice:** The attacker rolls dice indicated in his attack box.
3. **Reveal Defense:** The defender reveals 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:** The defender subtracts the number of shield icons from the number of gear icons and suffers damage equal to the result.

## WEAPON TOKENS


Combat Shotgun


Super Shotgun


Heavy Assault Rifle


Plasma Rifle


Burst Rifle


Static Rifle


Rocket Launcher


Chaingun


Chainsaw


Gauss Cannon


BFG 9000


Frag Grenade


Siphon Grenade


Decoy Grenade