



Central City Shopping Centre
 2089 -10153 King George HWY
 Surrey, British Columbia
 V3T 2W1

DOOM – QUICK NOTES

OBJECT: 2 TO 4 PLAYERS

One player controls the legion of demonic invaders while the other players play the role of heavily armed marines to protect UAC personnel and to destroy the invaders.

SET-UP:

- Choose a player to be the invader.
- Other players are the marines – each player takes a Marine Pawn, Reference Sheet, and 1 Equipment Bin.
 - Colour that was not chosen, those marines & monsters are returned to the box and not used.
- The Invader chooses which scenario and creates the game board that forms the Starting Area (only).
 - Place the compass rose (token) according to the scenario.
 - Place the Marines and Invader figures, and equipment token in the starting area as shown

MARINE EQUIPMENT

Number of Marines	Shell/Bullet	Wounds	Armor	Cards (Face-up)
1	4	10	2	3
2	3	9	2	3
3	2	8	2	2

- Invaders start with:
 - 5 cards, hidden from other players.
 - Reference Sheet and Plastic Invader figures.

MOVEMENT

- May move diagonal (counts as 1 space).
- Can't move through Enemy figures.
- May choose not to use all of the figure movement.
- May pass thru friendly figures.
- Must end on an empty space.
- May move around or next to enemy (unless the enemy figure has Watchful).
- Cannot move into or through closed door, blocking obstacles.

Movement Points	Task
0	Pick up a token in your square
1	Move from one teleporter to another.
1	Move from one duct to another.
1	Give 1 weapon or ammo token to adjacent Marine.
2	Open or Close doors.



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EXPLORING

- Whenever a Marine has a line of sight to an unrevealed portion, it is **immediately** revealed by the Invader.
 - Invader places monster, equipment, doors, teleporters (colour matters), etc on the board.
 - When placing monsters – place only if the colour of the player is present.
 - White – that Invader in any colour.
 - Limited to the number of Invaders in hand.
 - May remove Invaders on the board and place in new area.
 - Immediately read out about new area.
 - Text in the box.
 - Play then continues where it left off.

A ROUND (TURN):

1. First Marine's Turn
2. Second Marine's Turn
3. Third Marine's Turn
4. Invader's Turn

Marine's Turn (Do **ONE** of the following):

1. SPRINT

- a. May move up to 8 spaces – but cannot attack

2. ADVANCE

- a. May move up to 4 spaces and may make 1 attack
 - i. Can attack at any point during movement and continue moving afterwards.

3. UNLOAD

- a. May make 2 attacks but cannot move.
- b. May use different weapon for each attack.

4. READY

- a. EITHER: (1) Move 4 spaces and may place 1 Marine Order, **OR**
 (2) May make 1 attack and may place 1 Marine Order.
- b. An order may be place at anytime during turn.
 - i. Grant Special ability/action later in the round.

MARINE ORDERS

- A Marine can only have one order at any one time. Cannot be issued a second order until first is used.
- Once used, discard order.
 1. **AIM**
 - Discard “AIM ORDER” when attacking
 - Allow to re-roll any number of dice after rolling for the attack.
 - ✧ Must keep second result.



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- Automatically discarded when:
 - ✧ The Marine takes 1 or more wounds.
 - ✧ The Marine moves 1 or more space, **OR**
 - ✧ The Marine discard the order to make an Aimed Attack.

2. GUARD

- Make an interrupt attack.
- At any point during the Invaders turn, may make an attack.
- After the attack is done, then Invader continue his turn.
- Automatically discarded when:
 - ✧ The Marine takes 1 or more wounds.
 - ✧ The beginning of the Marine's next turn, **OR**
 - ✧ The Marine discard the order to make an interrupt attack.

3. DODGE

- When attack, may force his attacker to re-roll any number of dice.
 - ✧ Must accept the second result.
- Can dodge multiple attacks.
- Is discarded the start of his next turn.
- If an aimed attack is made against a dodging target, both abilities are ignored.

4. HEAL

- Only a Marine with Medic Card can place a heal order.
- May heal at any time, either himself or an adjacent marine.
 - ✧ 1 Wound Marker
 - ✧ May not be used after attack dice was rolled and the damage had not been counted.

Invader's Turn:

1. DRAW AND DISCARD

- a. Must draw 1 card for each Marine Player.
 - i. Hand Limit of 8 - Must discard back up to 8 immediately.
- b. When the last card is drawn, Invader score 1 Frag Point then reshuffle discard pile.
- c. Cards can be played at any time (as long as the card allows it).

2. SPAWN

- a. May play 1 Spawn Card.
 - i. Place Invader on the board as shown on the card.
 - ii. Spawn cannot be placed in the line of sight of any Marine.
 1. An uninterrupted straight line from the centre of the Marine space to the centre of the target space.
 2. Blocked by walls, close doors, and blocking obstacles (but not other figures).
 - iii. If card is divided in half, then either monster, not both.
 - iv. Cannot place more invaders than there are available figures.
 1. May choose to remove an invader on the board to spawn immediately.

3. ACTIVATE INVADERS

- a. May activate each Invader on the board **ONCE**.



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- i. May move up to its movement score and make one attack.
 1. May attack at any point during movement and move afterwards.

SPECIAL ABILITY

- Accuracy** – Add 1 to the roll to the range for each Accuracy Icon.
- Aimed** – Same as Aimed Attack in Marine Order.
- Blast** – Affects within X spaces where X is equal to the number of Blast Icons of the weapon.
Cannot pass through walls, closed doors, clocking obstacles.
Full damage to each figure.
If miss – Scatter.
- Blow-Through** – After the initial attack on the target space is made (hit or not), may roll another attack against a space adjacent to the target space by removing a green die or blue die for every space.
- Deadly** – Add 1 to the damage of the attack for each Deadly Icon
- Knock back** – After inflicting at least 1 damage point, the attacker may move each affected target figure up to 3 spaces away from its current location.
Must move to an empty space but may contain damaging obstacles or equipments.
- Scuttle** – Invaders can move between Ducts.
- Seeking** – Do not need a line of sight.
But cannot pass through a closed door (or wall), or obstacles.
Maximum range is 8 spaces.
- Sweep** – Sweep attack affects all enemy figures adjacent to the attacker.
Deals full damage to each figure affected by it.
If a sweep attack is dodge by one player, **only one re-roll** is made.
- Watchful** – May immediately take one free attack against any enemy figure that moves into an adjacent space.
There is no limit to the number of free attacks.
If a figure moves into more than one space adjacent to the creature, then one free attack per space.

ATTACKING

1. DECLARE ATTACK

- a. Which space (important to weapons that has a blast radius) and which Weapon (if Marine).
- b. Melee attack – adjacent square only
 - i. Red bottom bar on the reference sheet.
 - ii. Range result are ignored during melee attack.
- c. Marines always considered to have access to fist, pistol, and grenade
 - i. Pistol and Grenade still requires ammo.

2. CONFIRM LINE OF SIGHT



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- a. An uninterrupted straight line from the centre of its space to the centre of the attacking space.
- b. Blocked by walls, close door, other figures, and blocking obstacles.

3. COUNT RANGE AND ROLL ATTACK

- a. Count space between attacker and target - Shortest path
- b. Roll appropriate dice – depending which weapon if Marine or Creature.
 - i. Marine – if a Bullet Icon is rolled discard 1 bullet ammo token of that type, regardless how many Bullet Icons are rolled.

4. DETERMINE ATTACK SUCCESS

- a. If a Miss is rolled then the attack is automatically failed
 - i. Check for Blast Weapons (**Scatter**).
- b. Otherwise – add the number on the dice (range).
 - i. If total is **EQUAL TO** or **GREATER THAN** the range needed then **SUCCESS**.
 - ii. If total is **LESS** than range needed then **MISS** and no damage.
 1. Check for Blast Weapons (**Scatter**).

5. INFLECT WOUND

- a. If hit, add total number of Bullets on Dice = Total Damage.
- b. If Total Damage is **equal to or greater than** the Armor Rating then
 - i. 1 point of damage for every increment of damage equal to armor rating.
 - ii. # of Wounds = **Total Hits** Divided by **Total Armor, Round Down**.
 1. I.E. if the armor rating is three, then it takes 6 Total of Damage to do 2 points of damage.
 2. If Marine – remove wound token.
 - a. If last token then FRAGGED.
 3. If Invader – place a wound token next to the actual Invader on the board.
 - a. An invader is killed when the wound token is equal to or greater than the wound rating.

SCATTER

- Some weapons have blast ability.
 - If miss, then it scatter.
 - Determine new destination by drawing the top card of the invader deck.
 - If it shows a Miss Icon then no scatter movement and explodes harmlessly.
 - Find the number of space and direction (look at compass rose).
 - Explodes in this new space.
 - If hit wall, blocking obstacle, or move through a closed door, the attack explodes harmlessly.

FRAGS AND KILLS

- Killed invaders may be used later in the game.
- If Marine is fragged
 - Remove figure from board but remember which space it was in.
 - Start back to original wound and armor token.
 - Discard Berserk Token.



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- Other equipment (weapon, etc) and his marine cards is not affected.
- Must wait to the start of the next turn to re-spawn on the board.
 - Must be on an empty space.
 - At least 8 spaces away from the space fragged.
 - No more than 16 spaces away from the space fragged.
 - If conditions cannot be met, then as close to the condition as possible.
- The Invader receives a Frag Point.

DOOR

- It cost 2 movement space point to either open or close a door.
- Door cannot be destroyed (unless smash card).
- Cannot close door if “door line” is blocked by an oversized Invader.

SECURITY DOOR

- Can only be opened by Marine with the CORRECT colour key.
- Once a key token is picked up, place it by the compass rose.
 - It is now unlocked for all marines.
- Invaders may not open or close a Security Door.

EQUIPMENT TOKEN

- As the board is revealed, place token as directed by each scenario.
 - Can only be picked up by Marines – doesn't cost movement point.
 - May give Weapon and Ammo token to an adjacent Marine.
 - Cost 1 Movement point per token item.
 - Armor may not be given.

HEALTH TOKEN

- When picked up by Marine, immediately return 3 wound markers, up to full Health (start of game).

ADDRENALINE TOKEN

- At the start of a later turn, may discard to add 4 spaces to his movement turn.

BERSERK TOKEN

- When picked up, place in equipment bin with the un-faded side up.
 - May only attack with fist.
 - Instantly kill any invader regardless of armor or wound rating.
 - At the **END** of the Marines **NEXT** turn, turn token over(half faded side).
 - At the end of the following turn, discard token.

DAMAGING OBSTACLES

- Whenever a figure enters a Damaging Obstacles suffers 1 wound point.
 - If end turn in the Damaging Obstacles, suffer another point.



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EXPLODING BARRELS

- Block line of sight.
- If it suffers a point of damage, then it explodes (remove from play) and any piece one square away suffer 1 point of damage.

TELEPORTERS

- Allow a Marine to go from one area to the other teleporter (of the same colour).
- Cost 1 movement point.
- In the case of a new area, the Invader immediately reveal the area and play resume.
- TELEFRAG – when a Marine teleports into a space containing another creature, then the creature is killed.

DUCTS

- Invaders may spend a movement point to move from one duct to another.
- It must have the Scuttle Ability.
- Invader may not move to a duct that is blocked or not revealed.

OVERSIZED INVADERS

- Occupy all the space they fill.
- Line of sight – any of the squares.
- Can only be targeted once by an attack – i.e. blast or sweep attack – 1 point of damage.
- Movement – one square at a time.