

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:

- Assemble the Map:** Assemble the map using the map tiles, doors, figures, and tokens as shown in the setup diagram below.
- Assign Roles:** Choose one player to be the invader—preferably the most experienced player. All other players become UAC Marines.
- 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.
- 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.
- 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.

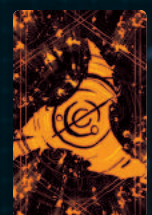
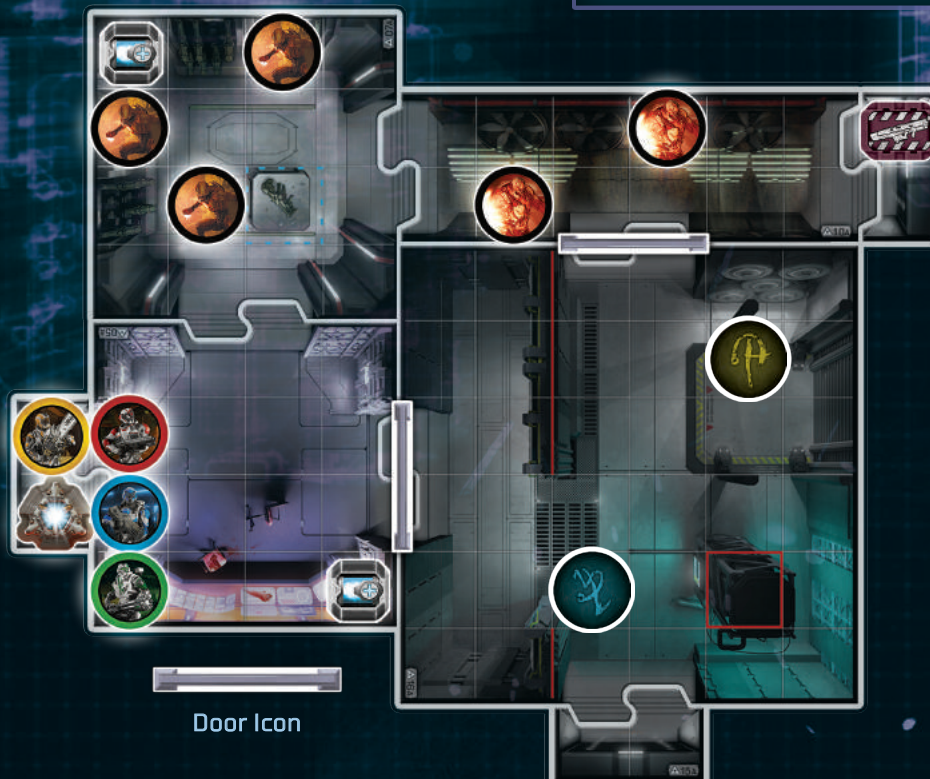


UAC Marine Card 1/4



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.



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

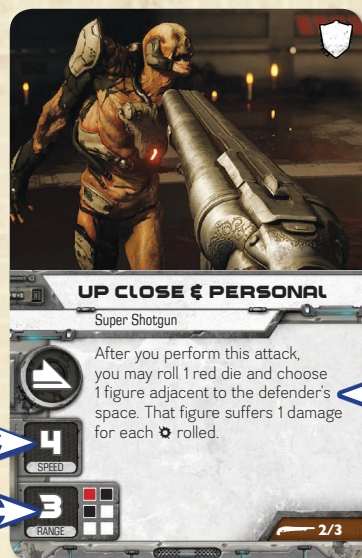
A marine plays and resolves action cards one at a time. After resolving an action card, the marine can play another action card or end his activation. At the end of a marine's activation, he discards all of his played action cards and draws new action cards from his action deck until he has three cards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



Speed Value

Attack Box

Abilities

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 a 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

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 (🌀).

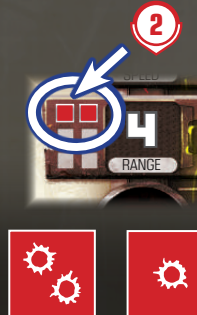
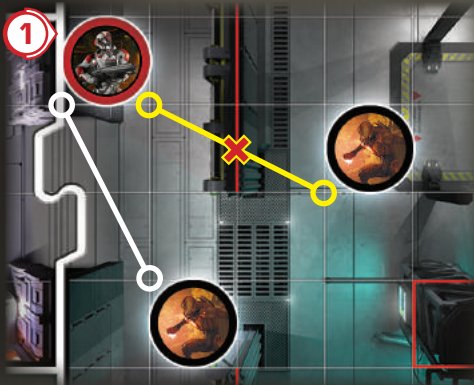


Special Defense Ability

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."

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.



Damage Token

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.

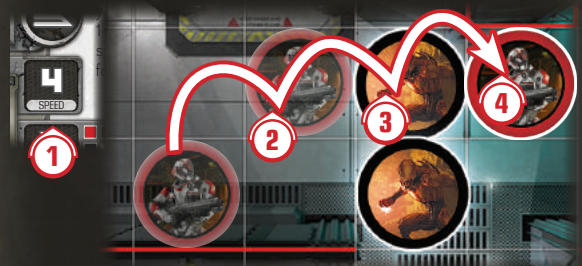
Terrain elements printed on the map can restrict movement. Terrain is explained later.

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.

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.

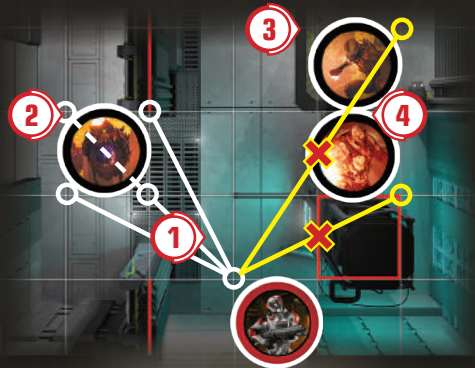
COVER

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

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



Inactive
Teleporter

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.

