

MEET THY DOOM

The Homebrew Doom Board Game

Version 7.2

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Get some friends together, turn down the lights, put on some classic Doom tunes (or awesome PS1 Doom ambience) and get ready for a voyage through Hell in The Classic DOOM boardgame.

This is a horror adventure game for 2 to 5 players. Up to four players become Doomers, representing the hapless human race in a battle against the forces of Hell. One player is the Mastermind, controlling the demon legions and unravelling the story -- and the gameboard -- as the Doomers come closer and closer to victory...or unspeakable doom.

Doomers explore a modular gameboard with different elevation levels as they search for the exit, becoming stronger and more capable as they kill Monsters, complete Bonus Objectives, and increase in Rank. But the Mastermind has the final say, adjusting the adventure on the fly if it gets too easy for them.

The Doomers survive each mission by reaching the exit, which may be a door, teleporter, or something else entirely. The Mastermind's objective is always the same: death to all humans (and tell a great story, too).

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MATERIALS

To play *Meet Thy Doom* you will need the print-and-play components pdf; six-sided dice of two colors, preferably 4 to 6 of each; colored plastic/wooden markers (4 green, 4 blue, 20+ red); pencils and erasers; and Exacto-cut pieces of thick cardboard/foamcore for platforms.

The different colored dice will make it easier to manage dice rolls. The Mastermind uses one of each color to decide the Monsters' movement and actions each turn. Doomers and Monsters can use different color dice to easily distinguish their saves (you can even roll both parties' saves at the same time this way).

CONTENTS

Setup	p4
Turn Order	p4
The Doomers	p6
Ranks and Promotions	p6
Doomer Stats	p6
Rolling Saves	p7
Doomer Actions	p7
Pickups	p9
Blast Weapons	p10
Pain States	p10
Armor	p11
Tactics	p11
Encounters	p12
Bonus Objectives	p12
The Doomer Dossier	p12
Death	p13
The Monsters	p14
The Mission Map	p16
Sectors	p16
Revealing the Map	p16
Platforms	p16
Doors	p17
Large vs Small Furniture	p17
Special Effects	p18
Doomer Classes	p20

SETUP

General

Place the dice, colored markers (red, blue, green), Reference decks (Monsters, Pickups), Tactics deck, and Bonus Objectives deck within easy reach of all players. The Tactics and Bonus Objectives decks should also be shuffled before any cards are drawn.

The Sector tiles, Monster pawns, furniture pawns, and Doors should be within easy reach of the Mastermind.

Doomers

Each Doomer gets 1 Doomer Dossier, a pencil, and an eraser. He chooses a class, fills in his starting data (name, stats, equipment, ammo), draws his Starting Tactics, and places a red marker on his first Pain State. He begins with the Fist, Pistol, and Shotgun in his arsenal. Finally he chooses one of the four Doomer pawns to represent him on the board (green, gray, red, or brown) and places it at the spawn point.

If they are playing with Bonus Objectives, each Doomer draws one card from that deck as well.

The Mastermind

The game master should have studied the day's mission in order to run the game as smoothly as possible, and should have it and the rulebook in front of him. Construct the mission map while the Doomers prepare (or the first Sector if you plan to reveal the map as you go). Any objects or Monsters that are visible to the Doomers from the spawn point are revealed immediately.

During each mission, the Mastermind is free to adjust the mission difficulty on the fly, adding traps and tougher monsters if the Doomers prove too powerful, or omitting certain nasty encounters if they suffer a bad luck streak. He should be sure not to abuse this power, however, and always keep things fair.

- Turn Order -

Each round, player turn order is determined by the Initiative Tiles, which represent how quickly each player is able to act during a game round. The Mastermind shuffles the Initiative Tiles (numbered 1 through 5) and hands one to

each player. Everyone turns their tile face-up at once, then turn order proceeds numerically with Player 1 going first.

After the conclusion of Player 5's turn, re-shuffle the tiles and repeat the process.

If the Mastermind is unable to take a turn -- say he goes first, but no Monsters are on the board -- he can hold his turn until Monsters do appear. He can then "cut in line" between Doomer turns, or wait to go last (in case *more* Monsters show up). The Doomers can do the same, but they share a single "hold turn" action as a group.

Player 5 (Doomer) finally finishes off the last Monster on the map, and a new round begins. After the Initiative Tile draw, the Mastermind is Player 2 for the new round. Even after Player 1 completes his turn, the Mastermind has no new monsters to command on the map. Unable to do anything, the Mastermind holds his turn.

Suddenly Player 3 triggers a booby trap, and half a dozen Demons appear: he badly fails his save against Shaken and his turn ends. The Mastermind acts, taking his turn before Player 4 takes his, and commanding the Demons to tear Player 3 to shreds.

THE DOOMERS

The Doomers are the heroes of the adventure: they stand alone against impossible odds, aided only by a limited supply of ammo and a handful of skills.

- Ranks and Promotions -

Doomers always start at 0 Promotions; the Rank they start at depends how tough the Mastermind wants the mission to be, but 2 is a good default. A Doomer's Rank determines how many Tactics he begins each mission with, and how many dice they get in defense.

To increase in Rank, the Doomer collects Promotions by performing feats:

- Killing Monsters (Gain Promotions equal to Monster Pain States)
- Passing Disarm or Use saves (Promotions equal to challenge level)
- Finding Secrets (2 Promotions per secret)
- Completing missions and Bonus Objectives (varies)

Every 15 Promotions increases the Doomer's Rank by 1, and allows them to draw a new Tactic. Excess Promotions are negated.

- Doomer Stats -

Each doomer has five stats representing swiftness, brains, and even the ability not to soil their pants in the face of cosmic horror.

Speed represents the character's quickness in general, and how many spaces he moves during a Move action.

Moxie represents a character's mettle. High Moxie means your character is less likely to freak out when digging through human remains or facing a Cyberdemon.

Scan represents the character's eye for detail when scanning for items, traps, and secrets.

Dexterity represents how well the character uses objects and disarms traps.

Shoot represents how well the character handles ranged weapons, especially heavy weapons like the rocket launcher.

Each time a Doomer completes a full episode of missions, the Mastermind may allow him to increase a stat of his choice by 1. A Doomer may cap one stat at

5 (Legendary); after that, the rest of his stats cap at 4 (Expert).

- Rolling Saves -

In any given situation, your Doomer may have to roll for one or more stats to survive an encounter (or to find some sweet gear). The Doomer rolls dice equal to the stat being used: **he scores a Hit (success) for each die that rolls a 5 or 6**, while anything that rolls less is a Miss (failure).

Depending on the stat roll, you may have to get multiple Hits to pass the encounter: for example, Moxie (2) means two Hits are required to pass a Moxie save.

In her haste, Pvt. Adams crosses a tripwire and triggers an ambush trap: a hidden door opens and four Demons pour into the corridor behind her, cutting her off from the rest of her team -- she is "Shaken" and must pass a Moxie save or risk panicking and losing her remaining actions, leaving her at the Demons' mercy. She has 3 Moxie, so she rolls 3 dice.

The results are 1, 3, and 5. The third die counts as a Hit, which is enough to pass: she keeps her cool and continues her turn.

- Doomer Actions -

Each turn the Doomer gets 4 actions. He/she can spend each of those actions doing any of the following:

MOVE. The Doomer moves up to his/her Speed stat in board spaces. Doomers can move in the four cardinal directions, and the four diagonal directions. Doomers can't move through, nor diagonally between, any combination of obstructions (Monsters, walls, furniture), but they can freely move "through" other Doomers.

Doomers can perform a free Shoot action at the end of each Move action.

SHOOT. The Doomer fires his/her equipped gun at a target, rolling the number of dice the weapon provides: **if he rolls any 6's**, he scores a Hit and reduces the target's pain states by 1. He gets a "**sustained fire**" bonus if he continues attacking without moving or changing targets: this allows him to Hit on a 5 or 6.

He can shoot any target he can "see" as long as it is at least 1 space away: if

he can't draw an unbroken line from the center of the Doomer's space to the center of the target's space, he can't hit it. All firearms expend the shooter's ammo reserves at a fixed rate: "1 shot per action" means 1 ammo unit is expended per Shoot action (see the weapon cards in the Pickups Deck for details). Firearms cannot be used on adjacent targets.

A firearm cannot be used if it is not equipped first. Doomers should mark which weapon they have equipped on their Doomer Dossier.

Spending Ammo. When you acquire a new weapon, you start with a full cache of ammo for that weapon: tick off an ammo box with each shot. If you trade the weapon with another Doomer, whoever has less of that ammo type determines how many shots are left.

BRAWL. The Doomer engages an adjacent enemy in close combat. "Adjacent" covers all eight surrounding spaces.

Both he and the target roll for Brawl: whoever has the higher number wins the brawl, dealing 1 wound to the loser. On a tie, no one is hurt. Doomers roll 1 Brawl die by default; if they get to roll more than 1, they choose whichever result is highest.

As with firearms, the Doomer cannot attack with a close-combat weapon if it is not equipped first.

SCAN. The Doomer does a scan of the Sector for **non-obvious** traits and objects.

To Scan a sector, he first declares whether he is Scanning for traps, loot, or secrets, and rolls a Scan save: the save's results determine what the Doomer was able to observe about the Sector. With a bad roll, he may only notice obvious things (a red lock on a door, a Key sitting on a pedestal), while overlooking subtler details (the tripwire in front of the door, the Secret Door behind the pedestal).

A Doomer may scan a sector for each category (traps, loot, and secrets) as often as they like. Failing to find anything with a Loot Scan forces the Doomer to take an **Encounter card**. These cards are returned to the box once resolved, unless otherwise stated.

Ex1: Having slain the last demon infesting the Sector, Pvt. Ellison scans the area for important items, rolling for his meager Scan. He gets only a single Hit:

based on the mission's "Scan chart" for that Sector, he only notices the Shotgun propped against the far wall. In his eagerness to gain a new weapon (and his inability to roll 2 or more Hits for the Scan), he fails to notice the Medikit on top of the bookshelf.

Ex2: Pvt. Adams scans the Sector for Secret Doors, certain that she's missed something. Unbeknownst to her, she needs 1 Hit to find the Secret Door to a side-room full of ammo, and 2 or more Hits to find a hidden locker with a Soul Sphere. She manages to roll a whopping 3 Hits and finds both secrets in one scan.

USE. The Doomer interacts with a device, like a switch or computer console. The Doomer makes a Dex save to Use anything, and the Use challenge level is listed in parentheses after the save name (unless it is 0). For example, "Use (2)" means at least two Hits are required to Use the object. Most easily operable things such as doors and switches are challenge 0 and don't require a roll.

DISARM. The Doomer uses a Dex save to disarm a deadly device on an adjacent space, usually a trap. If he succeeds, the trap is disabled and can no longer be activated. However, if he fails, the trap instantly triggers! Disarm challenge levels are the same as those for Use saves: "Disarm (3)" means at least three Hits are required to disable the trap without triggering it.

EQUIP. The Doomer equips or unequips a weapon/armor in his inventory. Weapons and armor cannot be used if they are not equipped, but they can be freely equipped once they are picked up.

Any actions not listed here (trading equipment, picking up items, etc) are free to perform, at the Mastermind's discretion.

Once the Doomer has used the last of his actions, his turn ends.

- Pickups -

Doomers can collect a variety of useful items called "pickups" during their adventures through Hell. Whenever pickups are found with a "loot" Scan, the Doomer can freely take the items as long as he/she has inventory space. When collecting pickups, the Doomer may freely toss any unwanted items to any

colleague he can "see," and may automatically equip a new weapon he's just picked up.

Mission Items are special loot pickups that pertain to the current mission: a PDA with important information, or a keycard that unlocks a door. These items are marked on the map by the Mastermind, and can only be retrieved by a Doomer who occupies the same space. The same can also apply to special loot, such as a BFG on a hard-to-reach ledge.

If the Doomer claims a weapon, he also gets a handful of ammo units for that weapon: he rolls 2 dice and gains the median number in ammo units (a roll of 2 and 4 results in 3 ammo units; two 3s equals 3 ammo units).

- Heavy Weapons -

"Heavy" weapons refer to the BFG and Rocket Launcher. They work differently than normal firearms: the user's Shooting save determines whether the projectile hits its mark. This is because if the shooter misses his target with a "blast" weapon, the projectile can still detonate and cause damage elsewhere: a missed Rocket can explode against the far wall behind the target and injure another monster, and a poorly-aimed BFG blast can fly into the next Sector and wipe out the shooter's team!

Consult the card for each to understand how they are used.

- Wounds and Pain States -

Whether you're a pansy-ass Scientist or a legendarily tough Space Marine, a bullet to the head is still a bullet to the head. Pain States represent the Doomer's resistance to injury. Use a red marker to keep track of your Doomer's current health status: healthy Doomers begin with 6 Pain States (put the marker on the least bloody face at the top of your Doomer Dossier).

Whenever the Doomer takes damage from an attack, he rolls dice equal to his rank: every 5 or 6 reduces a Hit to a mere grazing wound that deals no damage. If the Doomer failed to block all Hits, he receives a wound and reduces his Pain States by 1.

If he takes damage while on his last Pain State, and his Armor can't protect him, that Doomer is demon chow: in other words, he's out of the mission.

Doomers deal "wounds" to tough monsters when they win combat rolls, placing a wound marker next to the injured monster. When a monster has wounds

equal to or greater than its pain states, the monster dies.

- Armor -

Fortunately the Doomer can wear two types of protective Armor, to act as a damage buffer. When a Doomer dons a suit of Armor, he places a blue or green marker (depending on armor class) on his first Pain State. Now when he takes damage from an enemy, the Armor is reduced instead. When the Armor reaches the last pain state, its marker is removed -- the armor has been shredded.

Security Armor (Green) is a lightweight security vest, only useful against minor damage. It drops 2 pain states for every wound it prevents.

Combat Armor (Blue) is a more durable military grade flak jacket. It drops 1 pain state for every wound it prevents.

Both Armor types provide an additional benefit: a second Pain State marker. Use the higher marker when calculating your defend dice.

The Doomer can only wear one Armor at a time. If he can't (or won't) wear the Armor he finds, he can carry it in a Pickup slot instead.

Cpt. Berenger is ambushed by an Imp from behind, taking its fireball square in the back. Berenger fails to defend against the attack and will take a wound.

Fortunately he's wearing new Security Armor, which is marked at 6 Pain States. Being the weaker Armor type, the Security Armor is reduced from 6 to 4. It can take two more hits before it is useless.

- Tactics -

Doomers begin every mission with Tactics cards, regardless of class (though some classes get more than others). They do not count as pickups and cannot be traded.

Tactics have three very important uses:

- The Doomer can use the Tactic's effects as described, if the situation allows it. This could be a free attack, or extra ammo, or a chance to flee to safety when a trap is sprung. Once used, unless otherwise stated, it is then discarded.

- The Doomer can discard any Tactic to re-roll all Misses on any roll, like a bad shot or a botched trap disarm.

- OR he can discard any Tactic to take an extra action.

Using a Tactic does not count as an action: the Doomer may use any or all of his Tactics in one turn if able. However, **Tactics that can be used "anytime" must be used *before* a monster rolls its attack dice.**

Doomers begin each mission with no less than their Rank's Starting Tactics: if a Doomer has 2 Tactics left over from the last mission, and his Starting Tactics is 3, he draws one more Tactic before the new mission begins.

- Encounters -

An Encounter card is drawn when a Doomer fails to find anything during a Loot Scan. This way there is always the chance that he or she will find something...whether they want to or not. Unless otherwise stated on the card, once an Encounter is resolved, it is returned to the box.

- Bonus Objectives -

If the Mastermind allows it, each Doomer can start the mission with a Bonus Objective as well, which may award Promotions, Tactics, or other loot when completed.

Doomers may trade Bonus Objectives before the mission begins, but not during the mission. If circumstances make completion of the Bonus Objective impossible, it is discarded without reward.

- The Doomer Dossier -

Name. Your character's name goes here. Try to think of a memorable one for your tombstone.

Class. Write your character's class here, as a reminder of his/her special abilities.

Tactics. Keep track of your Class's Tactics-per-mission here in case there aren't enough cards to go around.

Promotions. Check a number for each Promotion you earn during a mission. When you reach 15, gain a Rank.

Rank. Circle your current Rank as a reminder of how many Tactics you get per save, and how many dice in defense.

Stats. Abbreviations for your stats. Write the stat values here so you know how many dice you get for each.

Pain States. The six handsome mugs on the left side of the Dossier. Your

health and armor markers go here. They'll probably go up and down a lot (usually down).

Pickup Slots. Use these to write down which pickups you're carrying. 1 pickup per slot. Black slots indicate what you're carrying; red slots indicate the contents of your Backpack (if you have one).

Ammo Slots. Tick off a box each time you fire a shot. There's also a little room for new ammo types off to the side. Black digits indicate what you're carrying; red digits indicate the contents of your Backpack (if you have one).

Keys. Check which color-coded Keys are in your possession. Keys don't occupy Pickup Slots.

Backpack. Check this if you grabbed a Backpack at some point. The Backpack doesn't occupy a Pickup Slot.

- Death -

Inevitably your Doomer will die in some horrific fashion. When this happens, his Promotions are reduced to 0, his Rank is reduced by 1, and his pawn is placed on its side: his comrades must loot his corpse if they want to carry any of his gear to the next mission. If they fail to do so, his entire inventory is lost.

Death doesn't have to be the end, though, if the Mastermind doesn't want it to be: during a multi-mission episode, if a single Doomer reaches the exit and escapes the map, all previously slain Doomers return from the dead to partake in the next mission. They start with a pistol, -1 Rank from when they died (to starting Rank), and whatever other goodies the Mastermind is willing to give them.

If a Doomer loses his last Pain State and carries a health pickup (such as a Medikit), he can make a Moxie save to use the item and save his life, so long as he rolls at least 2 Hits. Remember that he heals himself from 0 Pain States, not from his last Pain State.

THE MONSTERS

Not only does the Mastermind have the Doomers' fates in the palm of his hand, he also has an unlimited supply of demonic creatures at his disposal.

- Monster Stats -

Hell's finest have stats just like Doomers do.

Shoot is how many dice the monster rolls for a ranged attack. A 6 is a Hit.

Brawl is how many dice the monster rolls for a Brawl contest, choosing the highest result. Most monsters are rather nasty in close quarters, so avoid fist-fights if you can.

Speed represents how many spaces he moves during a Move action.

Wits represents how sharp the monster's mental faculties are. Equivalent to the Doomer's Scan stat, it scores Wits Hits with a 5 or 6.

Moxie represents the monster's mettle, should you find a way to actually test said mettle. It scores Moxie Hits with a 5 or 6.

The Monster Pain State (PS) determines how many wounds it can take before dying (use red markers to keep track of each demon's wounds). When its wounds equal its Pain States, the Monster is dead.

- Monster Actions -

Before commanding his minions, the Mastermind rolls 1 Movement die and 1 Action die together, to determine the demons' actions for that turn. If the Action die is higher, all demons get 1 move and 2 actions. If the Movement die is higher, they get 2 moves and 1 action. If the dice are tied, the Mastermind decides.

Monster movement rules are identical to Doomer movement rules. Monsters must end their current movement if they decide to perform an action.

ATTACK. The Monster shoots or brawls one target. As with Doomer firearms, they cannot use their ranged attacks on adjacent targets, but they can get the "sustained fire" bonus for consecutive ranged attacks.

If a Doomer attempts an active Scan, Use, or Disarm in a Monster-infested Sector, the Monster closest to him may take a free attack against him. If more than one Monster share equal distance, they each get a free attack.

USE. The Monster can open or close Doors, provided the Monster and Doors

have been revealed. This can alert any monsters in the sector beyond that are in the Doomers' line of sight.

- Special Traits -

Most Hellspawn have special traits that set them apart from their brethren and make the Doomers' lives all the more miserable. Refer to the Monster Reference Cards to see which Monsters have which traits.

Loot: When killed, this Monster rewards its killer with the designated pickup.

Invisible: Invisible Monsters may remain hidden until their first turn; or until a Doomer touches it, shoots it, or spots it with any scan of 2+ Hits. A hidden invisible Monster spends 1 action to reveal itself, forcing any Doomers in its line of sight to save against Shaken. If a hidden invisible Monster is directly between a shooter and his target, it is hit instead of the target. Doomers who attack an invisible Monster in "darkness" need another additional Hit to wound them.

Lunge: If the Monster is within 1 movement of its target, and its target is within line of sight, it can spend any action to roll 1 die and make a ranged attack (Lunge 2 means it rolls 2 dice, hits on a 6) to lunge forward like a projectile, dealing a Brawl attack if it hits; if it fails the Brawl, it receives no wounds. If the Lunge misses, it stops another full movement past the target. This allows the Monster to reach its target even if it has no movement left.

Flying: This Monster can climb to any elevation level, and is not blocked by furniture or Doomers. It can brawl any adjacent target, no matter the elevation difference. However, it cannot fly over characters that are standing in a doorway: there's not enough room for it to fit. There is no elevation bonus when attacking this monster.

Horror: Moxie saves performed while this Monster is in line-of-sight require an additional Hit to pass.

Beast: This Monster can spend an action to devour a smaller monster, healing 1 wound. Cannot eat Lost Souls.

Heavy: This Monster cannot be "pushed" under any circumstance.

- Reinforcements -

If the Mastermind cannot do anything on his turn, he can forfeit his turn instead of holding, and roll for reinforcements: he rolls a die for each Doomer, and

for every 6 rolled he deploys an Imp or Demon at the Doomers' entry point.

THE MISSION MAP

The massive cache of sector tiles you've been provided with is for building the mission map. Though each sector may have a distinct style, it can represent anything you want: green marble can be grass, brown cobblestone can be damp earth, skulls can be the Cyberdemon's bowling ball collection. It all depends on the mission.

- Revealing the Map -

Mastermind can reveal the map one of two ways:

- The Doomers begin the mission with the floorplan of the area: all sectors are laid out in the beginning.

- Sectors are only revealed as they enter Doomers' line of sight.

Each map is revealed gradually as the Doomers explore it. Monsters, furniture, and hidden areas outside of the Doomer's line of sight are not revealed at the start of the map. If the Doomer can draw an unbroken line from the center of his space to any space on another sector, that sector and everything on it is revealed, unless a door is in the way: the door must be opened to reveal what lies beyond.

Any obvious items, such as required keys or weapons, are marked on the map the moment they come into the Doomer's line of sight. Doomers do not need to Scan to find such items.

Doomers cannot see or move through walls. An empty space between sectors is considered a wall.

- Platforms -

A Platform is any elevated sector placed on top of another, larger sector. In most cases it is considered a wall as far as line of sight goes, except for anything standing on top of it. Doomers and Monsters gain +1 die when they attack or defend against an enemy on a lower plane. How a platform is climbed is up to the Mastermind, as well as whether it is low enough to see/shoot through.

Platforms do not count as sectors, and cannot be scanned. However, they *can* be placed underneath a sector to create an elevated sector that behaves as both a platform *and* a sector.

- Doors -

Doors behave like walls when closed, and are slid aside (or removed entirely) when opened. A Door blocks the entire parallel row of spaces it occupies, no matter how wide.

A typical Door can be opened or closed by an adjacent character with a passive Use, and remains open until the end of the Mastermind's turn: if the Doomers are one or more Sectors away, the Mastermind may close the door if he wishes.

But Doors may have a variety of special conditions. The Door might lock in the open position, preventing the Doomers from seeking cover. It might refuse to open without a colored Key. It might only open remotely via Switch, and may only stay open for one round before closing again. It might be a portcullis that allows projectiles to pass through it. And in a Sector with no power, it may refuse to open at all.

- Large vs Small Furniture -

Each Sector may be populated by one or more objects that count as "furniture," such as a floor lamp, a marble pedestal, a computer console, or a hanging corpse. Furniture comes in large and small varieties. Generally, if it takes up a full two or more spaces horizontally or vertically, it is large, and therefore cannot be "seen" through. However, logic shouldn't be ignored in favor of technicality: a torch is skinny enough to "see" through no matter how tall it is.

Shooting a target through "small" furniture is done at -1 die due to cover. All Misses hit the furniture instead. Fine if it's a lamp post, disastrous if it's a barrel...

SPECIAL EFFECTS

Each mission can contain any number of special effects: since the Mastermind is free to design his own missions, the possibilities are endless. Below is a list of the game's built-in special effects and how they work.

Shaken

The Doomers are moving quietly down a corridor when suddenly a wall panel drops, spilling a horde of Monsters right into their laps: all Doomers in the trap's Sector must make a Moxie save, or they are "Shaken."

Anytime the Doomer encounters something terrifying for the first time -- such as a new monster or a mutilated corpse -- he must pass a Moxie save or he is Shaken. The Doomer reduces his remaining actions by X each time he becomes Shaken, where X equals the Moxie save difficulty (Moxie (2) = lose 2 actions). The effect stacks and carries over to his next turn.

Darkness

Just as the Doomer snatches the coveted Yellow Key from its pedestal, the lights in the Sector go out. The entire Sector is in "darkness."

When you make a roll in Darkness (shooting a demon, making a Moxie save, etc), you need an additional Hit to succeed. Doomers have a hard time keeping their cool when they can't see what's ambushing them, and it's hard to hit a target that hides in shadows. Logical exceptions can be made, however: a fiery Lost Soul is easy to spot in darkness, and a Rocket doesn't need to see its targets to deal splash damage.

And naturally Monsters aren't affected by darkness -- they can see just fine.

Damaging Floors

While crossing a bridge over a river of toxic nukage, the bridge suddenly teeters and collapses, dropping the Doomer into the acidic sludge below. He's got to move fast before the sludge eats through his armor!

Whether it's acidic goo, boiling lava, electrically charged water, or an irradiated zone, any sector with a harmful environmental effect is a "damaging floor." The lethality of the hazard may vary depending on the substance. The Doomer may suffer 1 Hit of damage for ending his movement in an irradiated room, or every step he takes across a river of lava. Whatever the case, it's best to allow the

Doomers a defend roll for each Hit -- unavoidable damage is no fun.

Pushing

The Doomer braces himself as the Baron of Hell's fireball nails him squarely in the chest, a mighty blow that "pushes" him back.

Monsters and Doomers can push any character 1 space if they survive an attack. If there's nowhere for the victim to be pushed to -- say they're backed up against a wall -- the push does not occur. Pushing takes effect *after* damage calculation, not before. This effect can be problematic when fighting in close combat, or tragic when fighting on a platform over boiling lava or a herd of Demons.

Barrels

These barrels contain volatile toxins that can be detonated with a well-placed bullet, or if pushed off a ledge. They have 1 Pain State and explode just like a Rocket from a Rocket Launcher, dealing 1 wound to all adjacent pieces.

Killing monsters with a barrel explosion is worth an additional 5 promotions.

Random Number Generator

All players can use Fudge Dice (or similar dice) to make each die roll more intense: 2 sides have a "+," two sides a "-," and two are blank. Adding these dice to the mix, 3 Hits can suddenly become 2, changing a battle strategy for the worse; or 4, giving a stroke of much-needed good fortune at the very last second. Alternatively a single Fudge die could be used to increase/decrease the result of all dice by 1.

DOOMER CLASSES

Doomers can play as any class they can think of, if the Mastermind approves. Listed below are the five default classes.

SPACE MARINE

The security force of human space colonies, often military rejects serving out their tours where their superiors don't have to look at them. They get to re-roll 1 attack every turn, and draw 1 extra Bonus Objective at the start of each Mission, choosing one and discarding the rest.

Speed: 3 Moxie: 3 Scan: 3 Dex: 3 Shoot: 3

TECHIE

These guys slave away in the underbelly of UAC facilities and space stations, making sure everything works properly. Once per turn they can re-roll all Misses on a Use, Scan, or Disarm.

Speed: 3 Moxie: 2 Scan: 4 Dex: 4 Shoot: 2

SCIENTIST

These are usually the people who get the human race into trouble, especially where Hell's hordes are concerned. As veterans of the weird, they can re-roll all Misses once per Moxie save.

Speed: 2 Moxie: 4 Scan: 4 Dex: 3 Shoot: 2

MEDIC

Like the space marine, these space docs are probably one shuttle flight ahead of a malpractice suit. Still, you'd rather have them patching you up in an emergency than a crazy scientist: the Medic can make a Dex save to heal an adjacent character for +1 pain state per Hit. He can heal up to 8 Hits' worth of damage per mission.

Speed: 4 Moxie: 3 Scan: 3 Dex: 3 Shoot: 2

PREACHER

Devoting his life to God in the hope of cleansing his tainted soul, he can attack with his sheer Moxie, forcing the target to roll its Moxie against his: if it fails, it cannot be commanded on the Mastermind's next turn.

Speed: 2 Moxie: 4 Scan: 2 Dex: 2 Shoot: 3

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