



## **Components for *Meet Thy Doom***

**The Homebrew Doom Board Game  
By Mike MacDee (at yahoo dot com)  
version 7.2**

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NAME: .....

CLASS: .....

Promotion: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

RANK: 1 2 3 4 5 Tactics:

Spd: Mxi: Scn: Dex: Sht: .....

- PICKUPS - - OTHER -

- AMMO -



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CLASS: .....

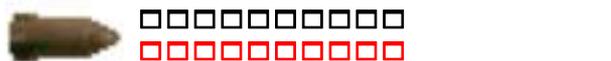
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Five empty rectangular boxes stacked vertically. The bottom two boxes are outlined in red.

- AMMO -

Four rows of ammunition icons and status bars:

- Row 1: Grenade icon, 20 white squares, 20 red squares
- Row 2: Shotgun shell icon, 20 white squares, 20 red squares
- Row 3: Rifle bullet icon, 10 white squares, 10 red squares
- Row 4: Rocket icon, 10 white squares, 10 red squares



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Monster Reference  
Cards;  
Initiative Tiles



**PS:1**

**FORMER HUMAN**  
Shoot: *1*  
Brawl: *1* Speed: *2*  
Wits: *3* Moxie: *2*  
Loot (*2 Bullets*)



**PS:1**

**FORMER SGT.**  
Shoot: *3 (Shotgun)*  
Brawl: *1* Speed: *3*  
Wits: *3* Moxie: *2*  
Loot (*Shotgun*)



**PS:1**

**IMP**  
Shoot: *2*  
Brawl: *2* Speed: *3*  
Wits: *2* Moxie: *1*



**PS:2**

**DEMON**  
Shoot: --  
Brawl: *3* Speed: *4*  
Wits: *1* Moxie: *3*



**PS:2**

**SPECTER**  
Shoot: --  
Brawl: *3* Speed: *4*  
Wits: *1* Moxie: *3*  
*Invisible*



**PS:3**

**CACODEMON**  
Shoot: *3*  
Brawl: *3* Speed: *3*  
Wits: *2* Moxie: *3*  
*Flying, Horror, Beast*



**PS:1**

**LOST SOUL**  
Shoot: --  
Brawl: *1* Speed: *4*  
Wits: *1* Moxie: *6*  
*Flying; Lunge (4)*



**PS:4**

**BARON OF HELL**  
Shoot: *3*  
Brawl: *3* Speed: *3*  
Wits: *4* Moxie: *5*  
*Horror, Beast, Heavy*



**PS:6**

**CYBERDEMON**  
Shoot: (*Rocket L.*)  
Brawl: *5* Speed: *4*  
Wits: *2* Moxie: *6*  
*Horror, Beast, Heavy*

**MEDIKIT**

Bandages, gauze, splints, sutures, surgical tools, and painkillers.

Heal 4 pain states. One use only.

**SOUL SPHERE**

An alien artifact that protects against wounds.

Heal all pain states and gain Blue Armor. One use only.

**BACKPACK**

A military backpack full of ammo!

Roll a die for each ammo type and gain that much of each. You can now use the red boxes for storing extra items/ammo.

**STIMPAK**

Painkillers and healing stimulants for patching up minor wounds.

Roll a die: odds heal 1 pain state, evens heal 2. One use only.

**BLUR SPHERE**

An alien artifact that hides the user.

Monsters roll 1 fewer dice to attack you (to minimum 1) until the end of your next turn. Doomers treat you as if you are in “darkness”.

**HAZARD SUIT**

This bodysuit protects the wearer against environmental hazards.

When equipped, the Hazard Suit negates all damage sustained from damaging floors.

**SECURITY ARMOR**

Light armor that protects mostly against small arms fire.

Place a green marker on your highest pain state. Consult the rulebook for Armor damage rules. It can always be Swapped, but its damage level remains.

**GOD SPHERE**

An alien artifact that instills the user with godlike power!

Discard at the start of your turn: you are impervious to harm until the start of next turn, though you can still be pushed.

**BERSERK PACK**

Steroidal injections that instill the user with superhuman strength.

Increase your Brawl dice results by 2. Discard to heal all pain states.

**COMBAT ARMOR**

Heavy flak armor used by US soldiers in combat zones.

Place a blue marker on your highest pain state. Consult the rulebook for Armor damage rules. It can always be Swapped, but its damage level remains.

**AUTOMAP**

The current mission’s map schematics!

Once per round you or another Doomer can add 2 dice to a sector scan of any type.

**LIGHT-AMP GOGGLES**

Night vision goggles that negate “darkness” effects for as long as they are worn.

You are not blinded by darkness.

<p><b>FIST</b> <i>All Doomers have this weapon for their base Brawl attack.</i></p> <p><b>Dice: 1</b> <i>Roll off against enemy Brawl and get the higher number to win. Loser reduces 1 pain state.</i></p>	<p><b>ROCKET LAUNCHER</b> <i>Fire at targeted space and roll a die, then subtract the result from your Shoot skill. If greater than 0, Mastermind has the rocket land that many spaces away in any direction. Blast deals 1 wound to all adjacent Doomers/monsters.</i></p> <p><b>Ammo: 1 Rocket / action</b></p>	<p><b>BRASS KNUCKLES</b> <i>Enhances your Fists with heavy-hitting power.</i></p> <p><b>Dice: +1 to Fist attack</b></p>
<p><b>PISTOL</b> <i>All new Doomers spawn with a Pistol.</i></p> <p><b>Dice: 1</b> <b>Ammo: N/A</b></p>	<p><b>PLASMA GUN</b> <i>Fires a beam of plasma that keeps going 'til it hits a wall, roasting all in its path. Roll once for damage to all targets.</i></p> <p><b>Dice: 3</b> <b>Ammo: 1 Cell / attack</b></p>	<p><b>SERVICE RIFLE</b> <i>A well-rounded and reliable semi-auto rifle with bayonet attachment. Always hit on 5 or 6</i></p> <p><b>Dice: 2 Shoot, 1 Brawl</b> <b>Ammo: 1 Bullet / shot</b></p>
<p><b>SHOTGUN</b> <i>You can hit 1 additional target with the same attack -1 Hit, if both targets are within 2 spaces of each other.</i></p> <p><b>Dice: 3</b> <b>Ammo: 1 Shell / action</b></p>	<p><b>BFG 9000</b> <i>Fire at targeted space and roll a die, then subtract the result from your Shoot skill. If greater than 0, Mastermind has the plasma ball land that many spaces away in any direction. Blast deals 1 wound to all Doomers/monsters in line of sight.</i></p> <p><b>Ammo: 4 Cells / action</b></p>	<p><b>UNMAKER</b> <i>Hideous demon tech weapon that does more damage to pure demons.</i></p> <p><b>Dice: Equal to target pain state</b> <i>If you win, increase your Pain States by 1. If you lose, decrease by 1.</i></p>
<p><b>CHAINGUN</b> <i>You can hit 1 additional target with the same attack -1 Hit, if both targets are within 2 spaces of each other.</i></p> <p><b>Dice: 3</b> <b>Ammo: 1 Bullet / wound inflicted</b></p>	<p><b>CHAINSAW</b> <i>If it's a tie, you win by default.</i></p> <p><b>Dice: 2</b> <i>Roll off against enemy Brawl and choose higher number: whoever rolls higher wins.</i></p>	<p><b>SUPER SHOTGUN</b> <i>You can hit 1 additional target with the same attack -1 Hit, if both targets are within 2 spaces of each other.</i></p> <p><b>Dice: 6</b> <b>Firing Rate: 1 shot / turn</b> <b>Ammo: 2 Shell / action</b></p>

**INFIGHTING**

Play this when a monster's ranged attack misses you. It hits a monster in the same sector instead (your choice) and deals damage as normal. If the monster survives, it passes a Wits save (2) or both monsters spend their remaining turns fighting to the death.

**LAST-DITCH DODGE**

Play this instead of rolling defense when an enemy attack successfully hits you. Both you and the enemy make a Speed save: if you score more Hits, the attack misses. Otherwise take your damage and like it.

**BARRELS O' FUN**

Dumbass demons should watch where they're stepping.

Play this anytime to place a new barrel (or move an existing barrel) to a space of your choice.

**SHOTGUN OVERRUN**

Play this when you are "Shaken" and have a Shotgun equipped. Immediately shoot a target of your choice.

or

Play this while you have a Shotgun equipped to shoot an adjacent target at point blank: re-roll all misses once.

**SCREAMING THROES OF PANIC**

Play this when you fail a "Shaken" check. Immediately take two Move actions (hopefully fleeing the scene).

**THINK ON YOUR FEET**

When you trigger a trap, make a Speed save and move 1 space for each Hit until you reach safety (or fall just short of it). You must still save against "Shaken."

or

Make a Speed save to keep from being pushed, canceling 1 push with each Hit.

**SPECIAL DELIVERY**

Play this when a door closes between you and an enemy. Take a free shot at that enemy just before the door closes.

or

Play this anytime to shoot an adjacent target at point blank: re-roll all misses once.

**FAST RELOAD**

Play this at the end of your turn, after you've used a firearm at least once. Regain all ammo you spent on this turn.

or

Play this anytime to gain 1 extra Shoot action.

**QUICK EXCHANGE**

Play this anytime for a free Equip action.

or

Play this anytime to swap places with an adjacent Doomer.  
*Do not discard when used in either manner. You can use it again next round.*

**MIGHTY BOOT**

Play this anytime during your turn to move 1 space and kick an adjacent target, pushing it up to 2 spaces away.

or

Play this when an adjacent enemy tries to attack your colleague. You push it 1 space with a kick, causing it to miss.

**DIVERSION**

You create a diversion that distracts the demonic horde: trade Initiative Tiles with the Mastermind at the start of the round.

or

Keep this card and spend an action to make a monster roll Moxie: if it fails, it does nothing this round.

**MISDIRECTION**

Play this before a monster takes its turn. The monster makes a Wits save: if it fails, your plan succeeds, and you choose where it moves and attacks.

or

Play this when an enemy attacks you. The attack automatically misses.



### AMMO

**A marine must have died here, judging by the mess. Some of his belongings are scattered about.**

**You find 4 units of an ammo type of your choice.**

### STIMPACK

**The severed hand of a medic lies in the corner, clutching a Stimpack. Make a Moxie save; if you pass, take the Stimpack and remove this card from the deck. Otherwise return it to the deck.**

### SHOTGUN

**You find a disemboweled security guard still clutching his weapon in his cold, dead hands. Make a Moxie save; if you pass, take the Shotgun and remove this card from the deck. Otherwise return it to the deck.**

### HIDDEN CACHE

**You stumble upon a hidden cache of supplies, but it seems to be boobytrapped. Disarm (2) to take a Stimpack and a Backpack.**

### PANIC

**Roll for Moxie (2+) as a sudden sense of panic overwhelms you. If you pass, gain 5 promotions; otherwise skip your next turn.**

**Return this card to the deck.**

### HORROR

**The corpse suddenly opens its eyes and begins screaming endlessly. It shouldn't be alive in its mangled state. Make a Moxie save against Shaken (2). Return this card to the deck.**

### WANDERING MONSTER

**Mastermind rolls a die and drops a monster in your sector. It immediately attacks. Return this card to the deck.**

**1-3: Former Sgt**

**4-5: Imp**

**6: Spectre**

### MEDIKIT

**Make a Use save (3) to get the supply locker open. If you pass, help yourself to the Medikit inside!**

### NOTHING

**There is nothing here but dust and hopelessness...**

**Return this card to the deck.**

### RESCUE

**A gang of Imps and Demons equal to your rank is attacking a survivor. If you choose to help out, Mastermind places the monsters on the map nearby. Kill them to the last man, then roll a die:**

**1-2: The civilian gives you a stimpack in thanks.**

**3-4: The injured marine won't last much longer.**

**He gives you a Combat Rifle.**

**5-6: The scientist offers you valuable insight before skittering away. Gain 2 Tactics.**

### JOURNAL

**This digital journal contains a disturbing account of local demonic activity. Make a Moxie save against Shaken (2), then draw Tactics equal to your Rank and keep 1. Return this card to the deck.**

### WANDERING MONSTER

**Mastermind rolls a die and drops a monster in your sector. It immediately attacks. Return this card to the deck.**

**1-3: Former Sgt**

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**SAMPLE RETRIEVAL**

*“We’re still trying to understand the nature of the demonic threat. The egg-heads want tissue samples, STAT.”*

Damage 2 different Monster species with a Brawl (not possessed humans).

**BOUNTY:** 5 Promotions, 2 Tactics

**THE LOST CACHE**

*“Control is pretty sure they’ve located an ammo cache near the Exit Door. Advise prompt looting when you get there.”*

Mastermind adds a secret sector to the map before the mission starts. Find it before the mission ends.

**BOUNTY:** Super Shotgun

**UNHOLY INTERFERENCE**

*“Our scans show a powerful demon in that area that’s been hijacking our satellite communications. Find it and frag it.”*

Deal the most damage to the most powerful demon on the map. You get the Bounty when it dies (if you succeeded).

**BOUNTY:** Soul Sphere

**MY NEW PET**

*“The eggheads need more data on demonic possession. Capture a specimen alive and secure it at the exit.”*

Brawl a possessed human to drug it (you get 1 syringe): you now command it like another Doomer. Get it to the exit alive.

**BOUNTY:** 5 Promotions, 2 Tactics

**HIDDEN HOSPITAL**

*“If you can hear this, there’s a small medical bay near the Exit that got locked down during the crisis. You may wanna loot it, if you aren’t already dead.”*

Mastermind tags a non-hidden sector: the bodies of the slain clerics are there. Scan the sector for Loot -- what you find is what you get.

**BOUNTY:** Scan (1) = Stimpak; (2) = Medikit; (3+) = Soul Sphere.

**PROVING GROUNDS**

*“We’re going live with the top brass in one minute. They don’t think you have the situation under control up there. Let’s see you prove ‘em wrong.”*

Frag 10 or more demons before the mission ends.

**BOUNTY:** 3 Tactics

**SPARE KEY**

*“We’re sending our techies through that area after you finish cleaning up. Leave your keys by the door before you go.”*

Collect all keys and drop them at your entry point before the mission ends.

**BOUNTY:** 5 Promotions, 2 Tactics

**LOCKDOWN**

*“Our scientists need to retrieve some data on-site. Lock down these doors before you leave, to block demonic reinforcements.”*

Close and seal all doors to your entry sector before the mission ends. Use (2) to seal each door.

**BOUNTY:** 5 Promotions, 2 Tactics

**DATA BACKUP**

*“The eggheads want all the data files you can recover, if the tech hasn’t been converted to hellish décor already...”*

Use (2) at each computer console you find. You get only 1 attempt at each before it turns into a slab of hell-marble.

**BOUNTY:** 5 Promotions per pass

**EMERGENCY LOCKER**

*“I just found a log stating there’s a suit of armor stashed somewhere in that area, but the scans are unclear. You better find it.”*

Find 1 secret area on the map: you gain the bounty automatically.

**BOUNTY:** Combat Armor

**CAPTAIN’S LOG**

*“The security captain of that area kept a log of the demonic invasion before he died. Find it at all costs!”*

Mastermind adds the log to a Loot cache on the map. When you find the cache, you find the log as well.

**BOUNTY:** 5 Promotions, 1 Tactic

**PERIMETER SCAN**

*“The top brass wants to know exactly what happened down there. Secure it for our research team.”*

Kill all demons on the map.

**BOUNTY:** 5 Promotions, 3 Tactics



BONUS  
OBJECTIVES



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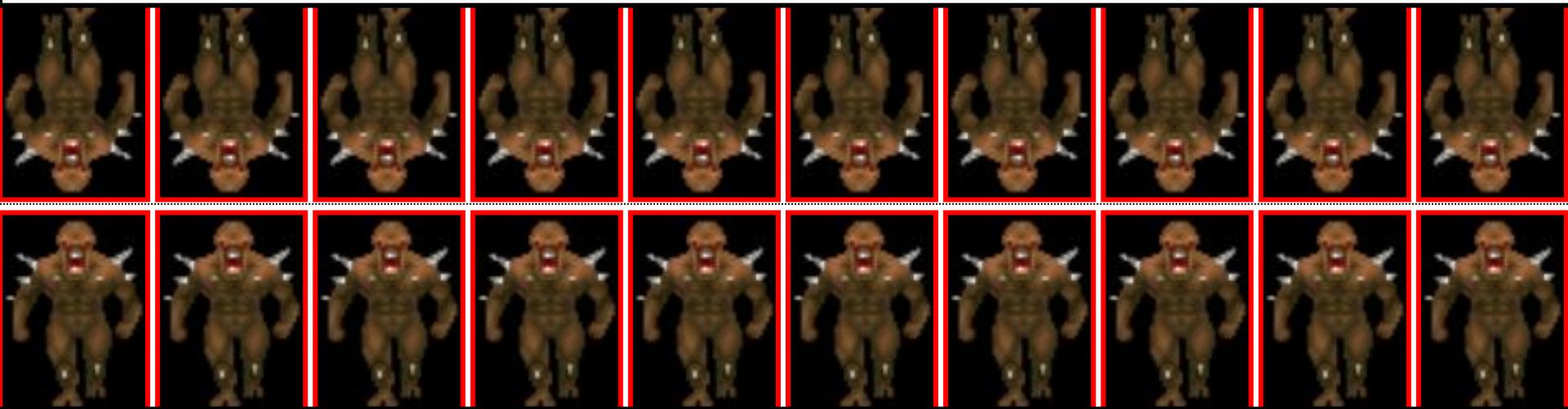
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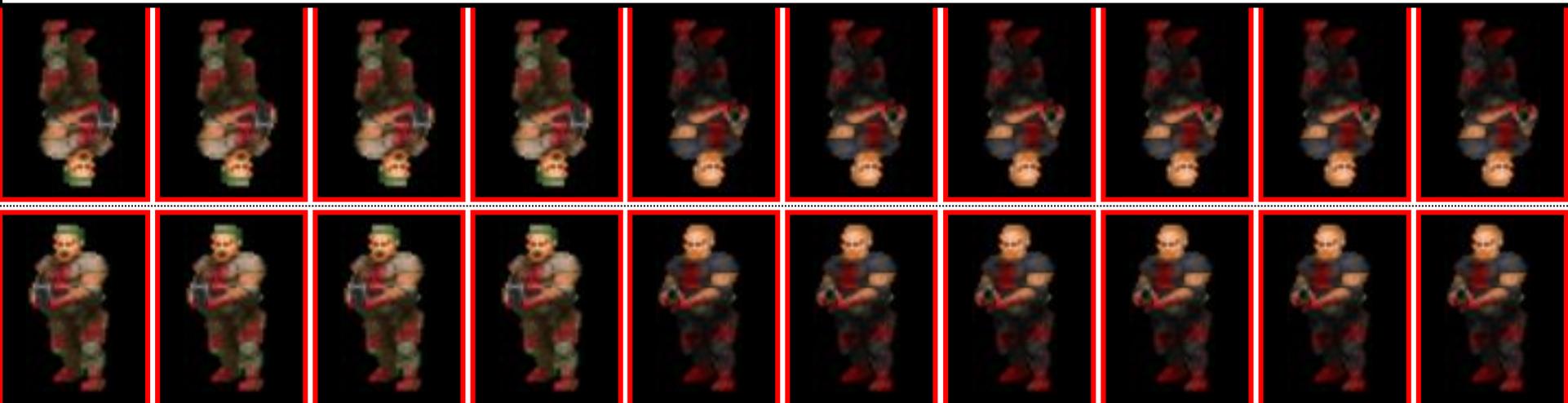
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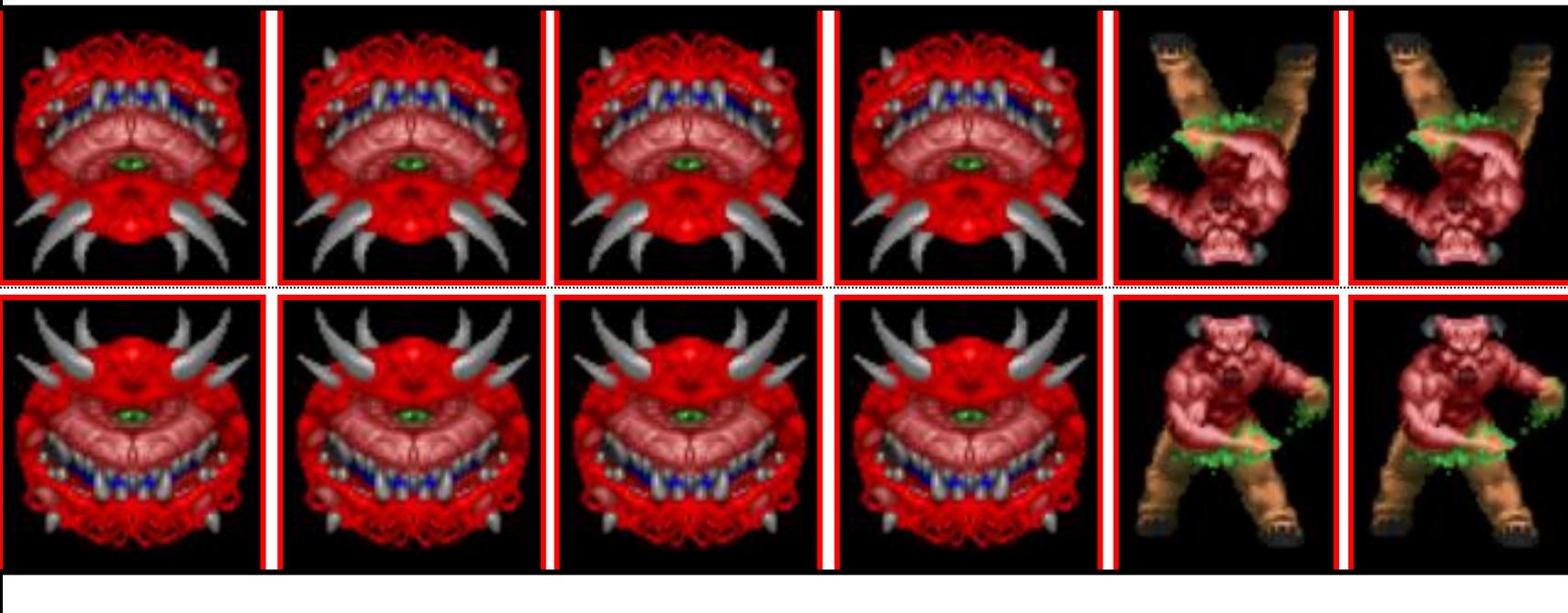


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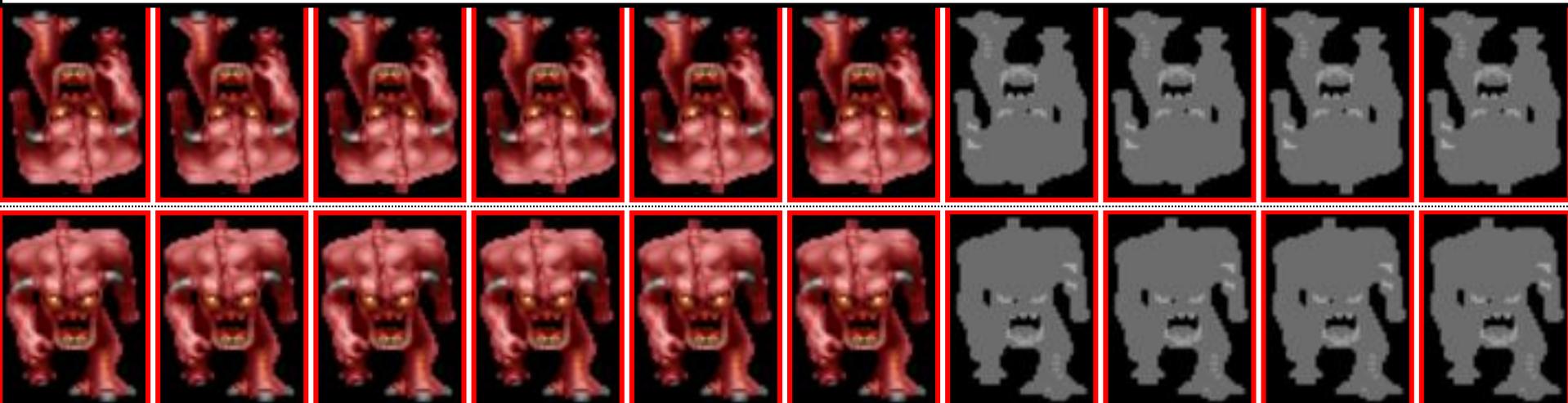


Imps & Former Humans  
Fold along dotted line, then fold white part  
outward and glue/tape two halves together  
OR insert white part into board game pawn base  
of your choice.

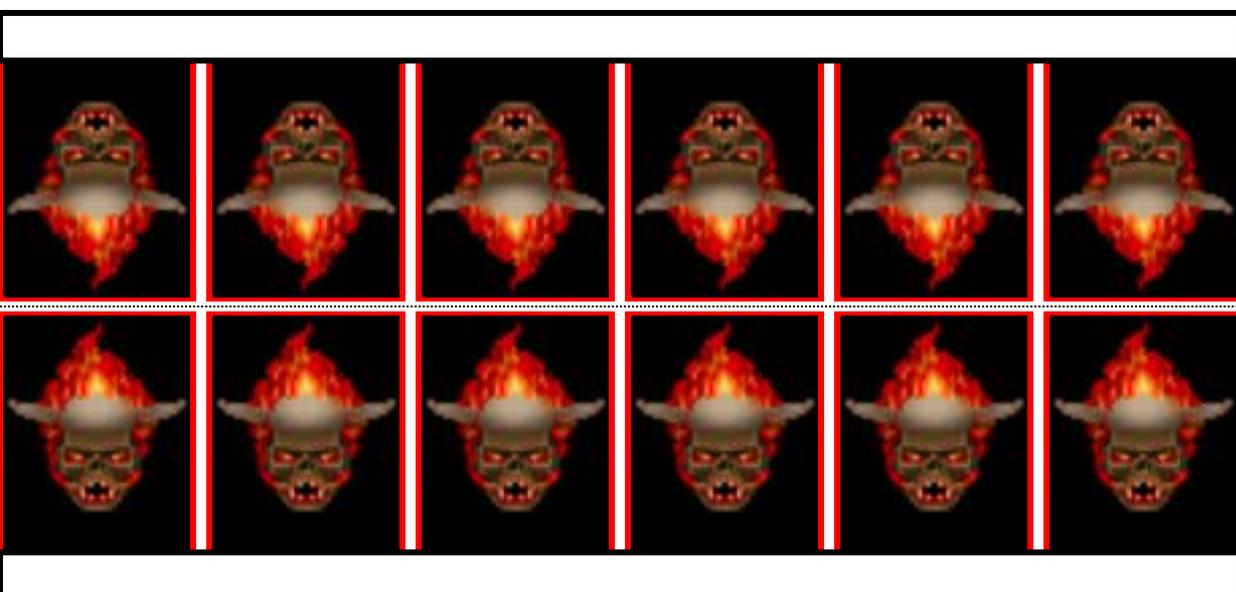
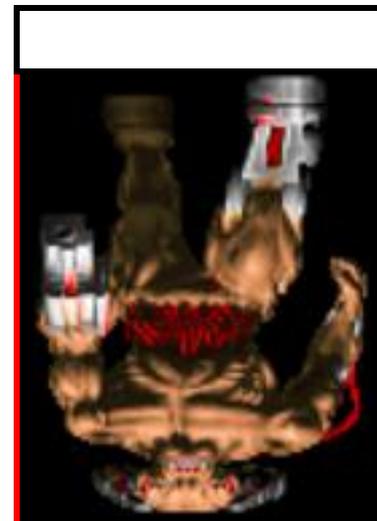
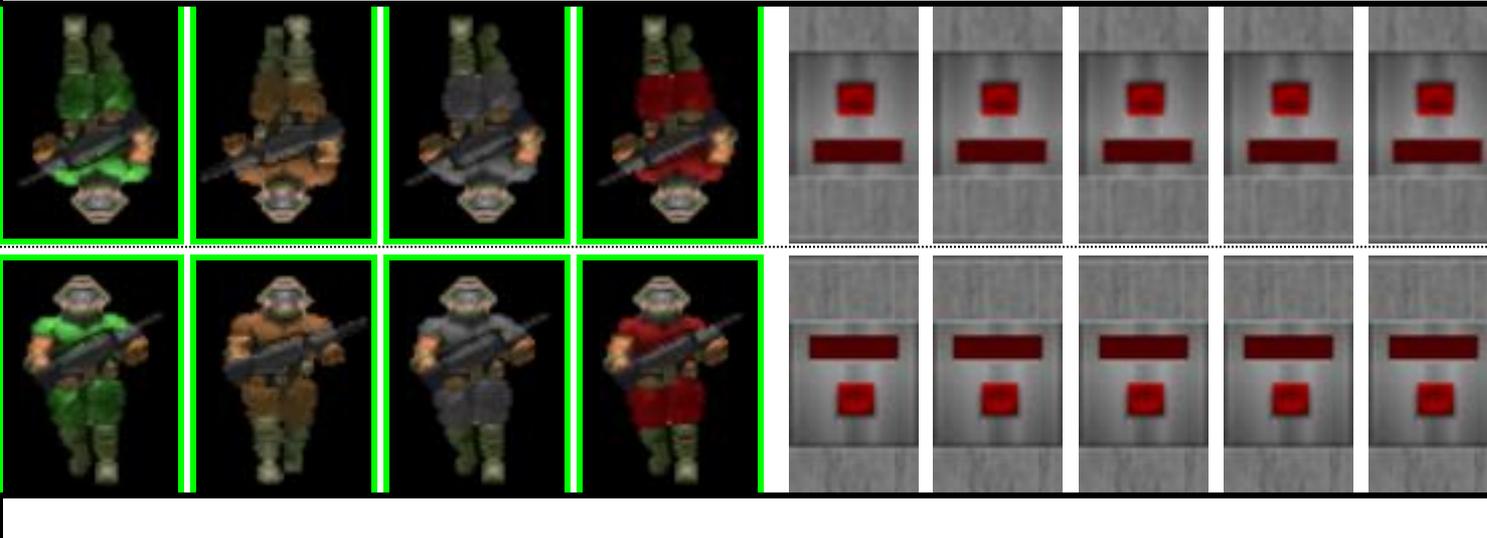




Demons, Specters, Cacodemons, & Barons



Doomers, Lost Souls,  
Cyberdemon, Switches





**BIG DOOR**

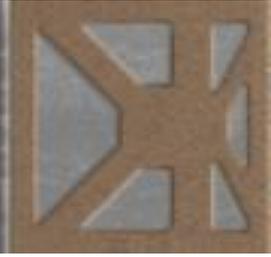
**DOOR**



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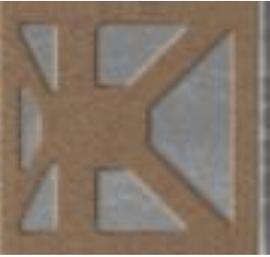
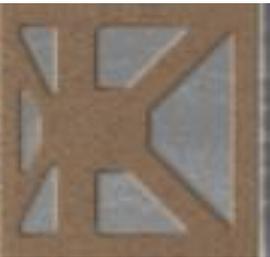
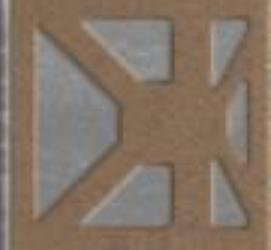
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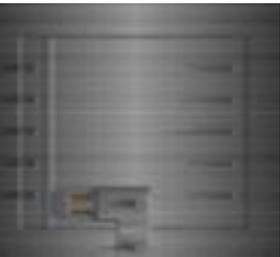
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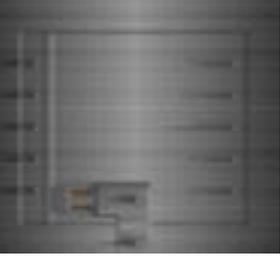
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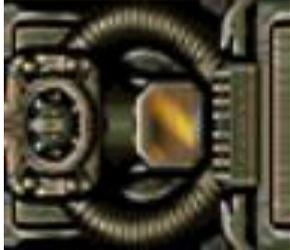
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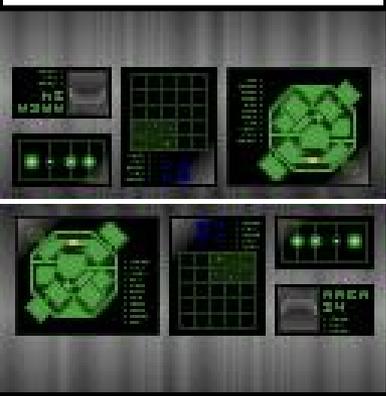
**DOOR**



**EXIT DOOR**



CONSOLE

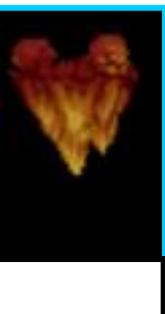
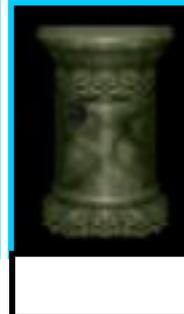
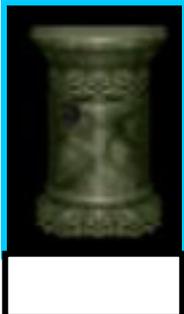
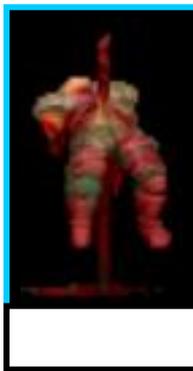
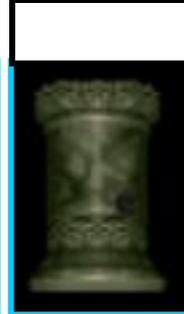
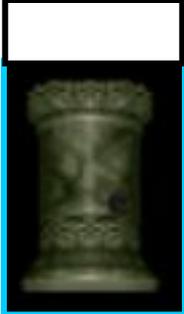
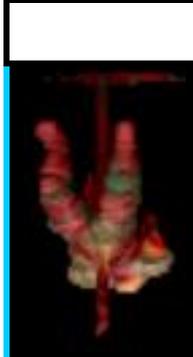


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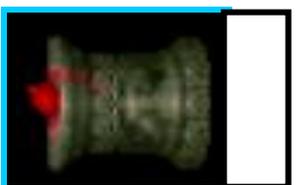
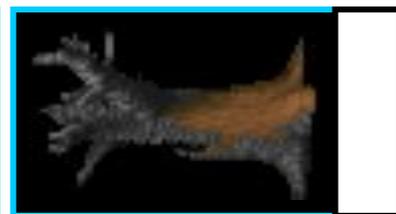
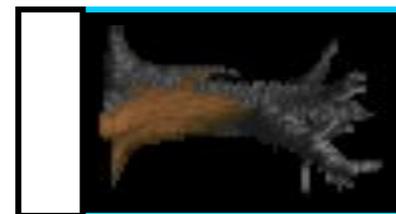
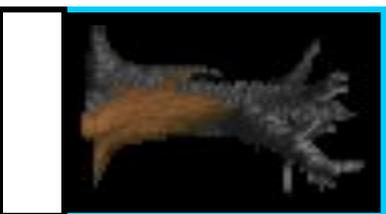
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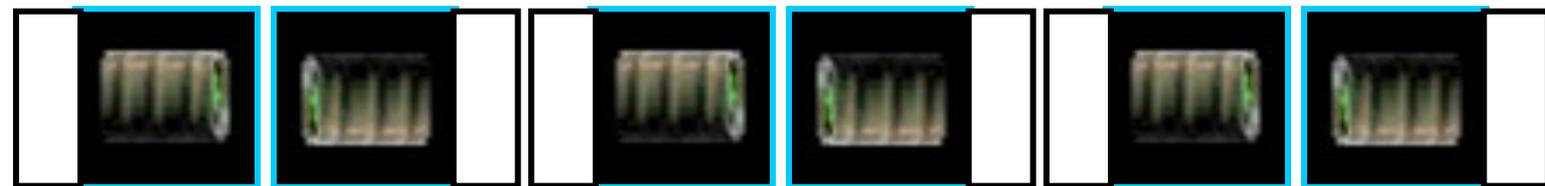
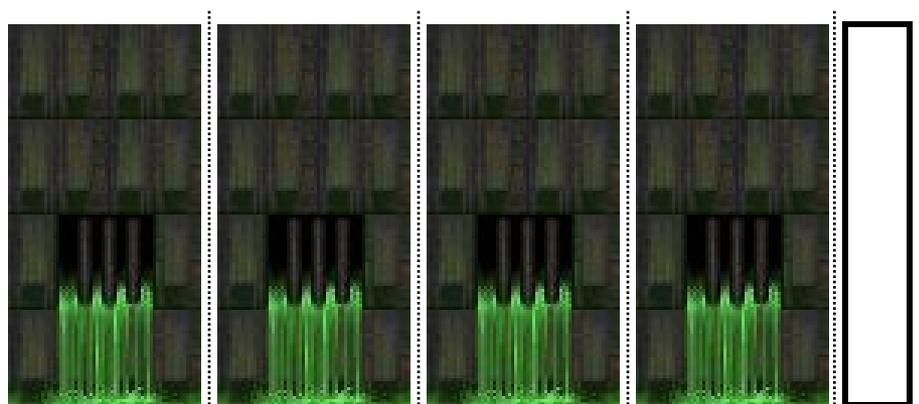
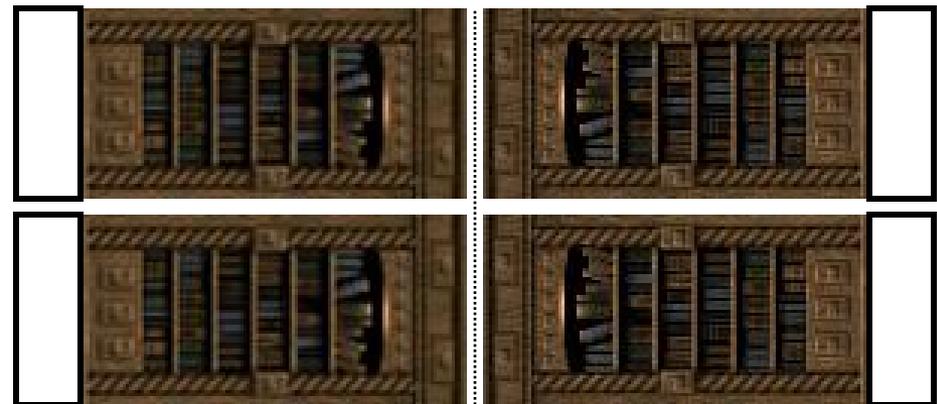


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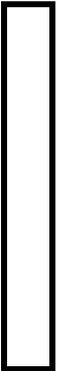
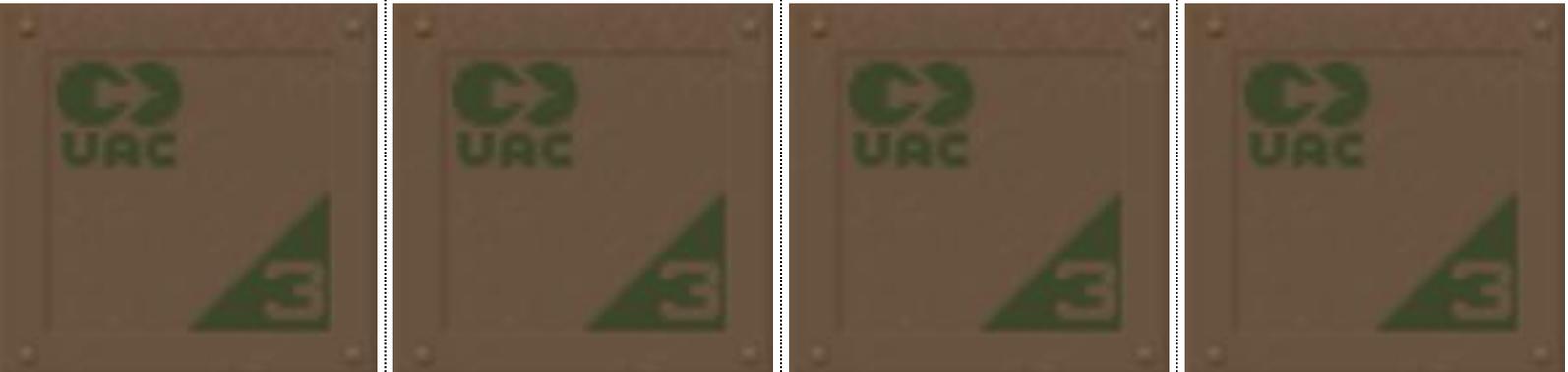
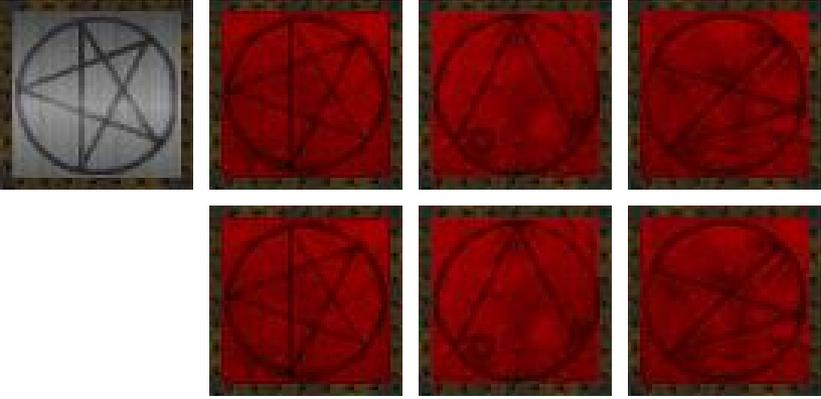
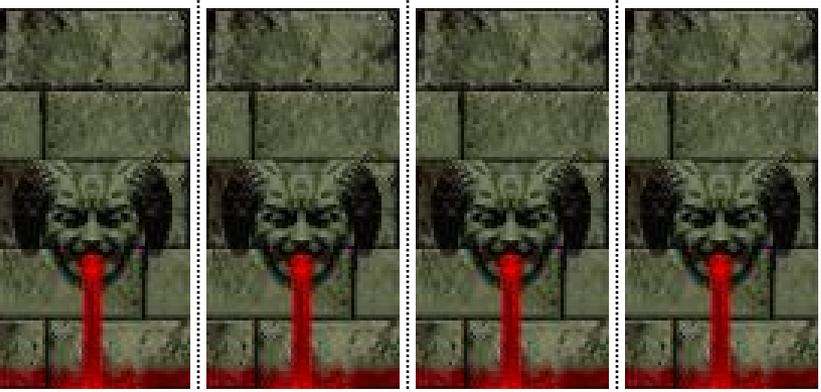


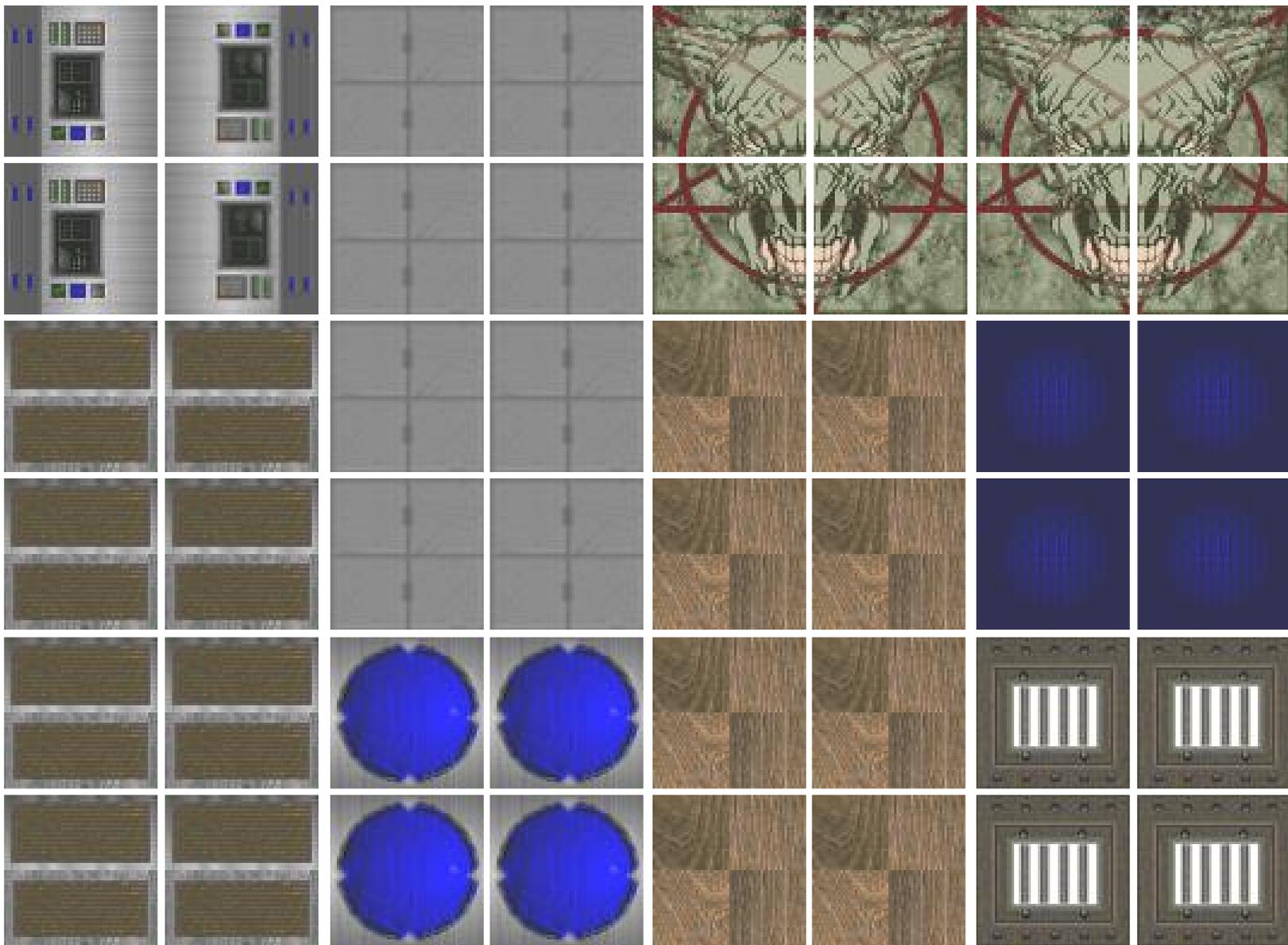
Small Furniture



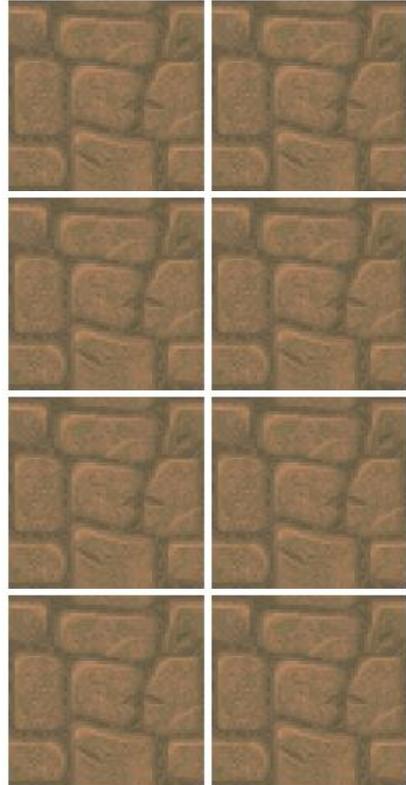
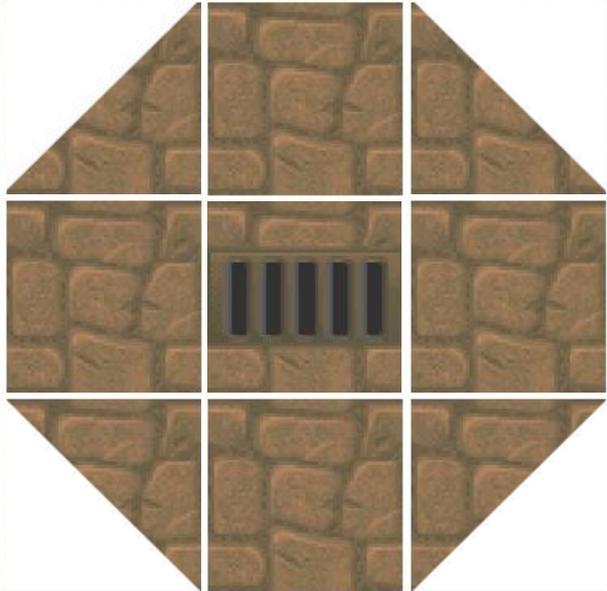
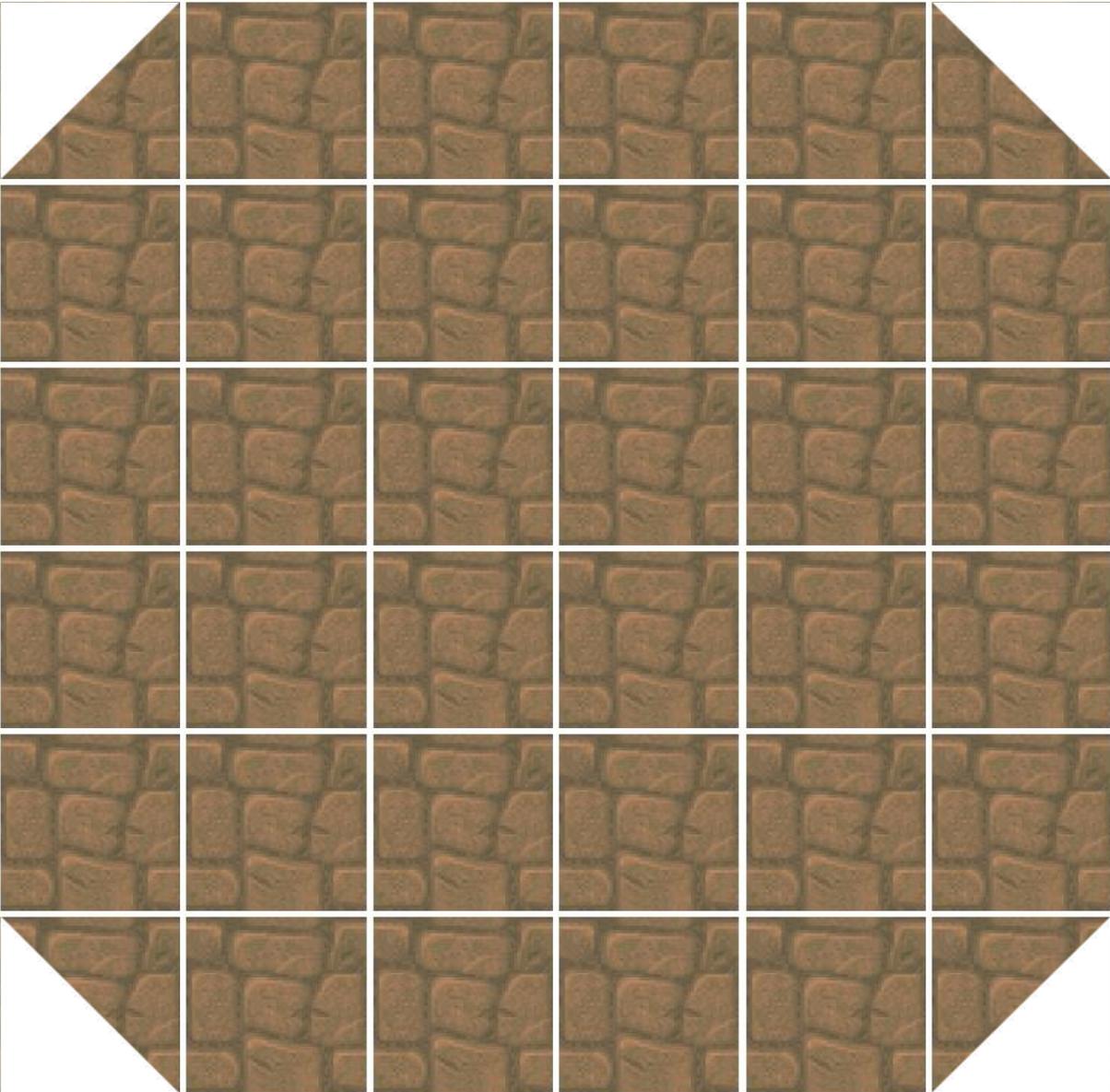


Large  
Furniture &  
Teleporters

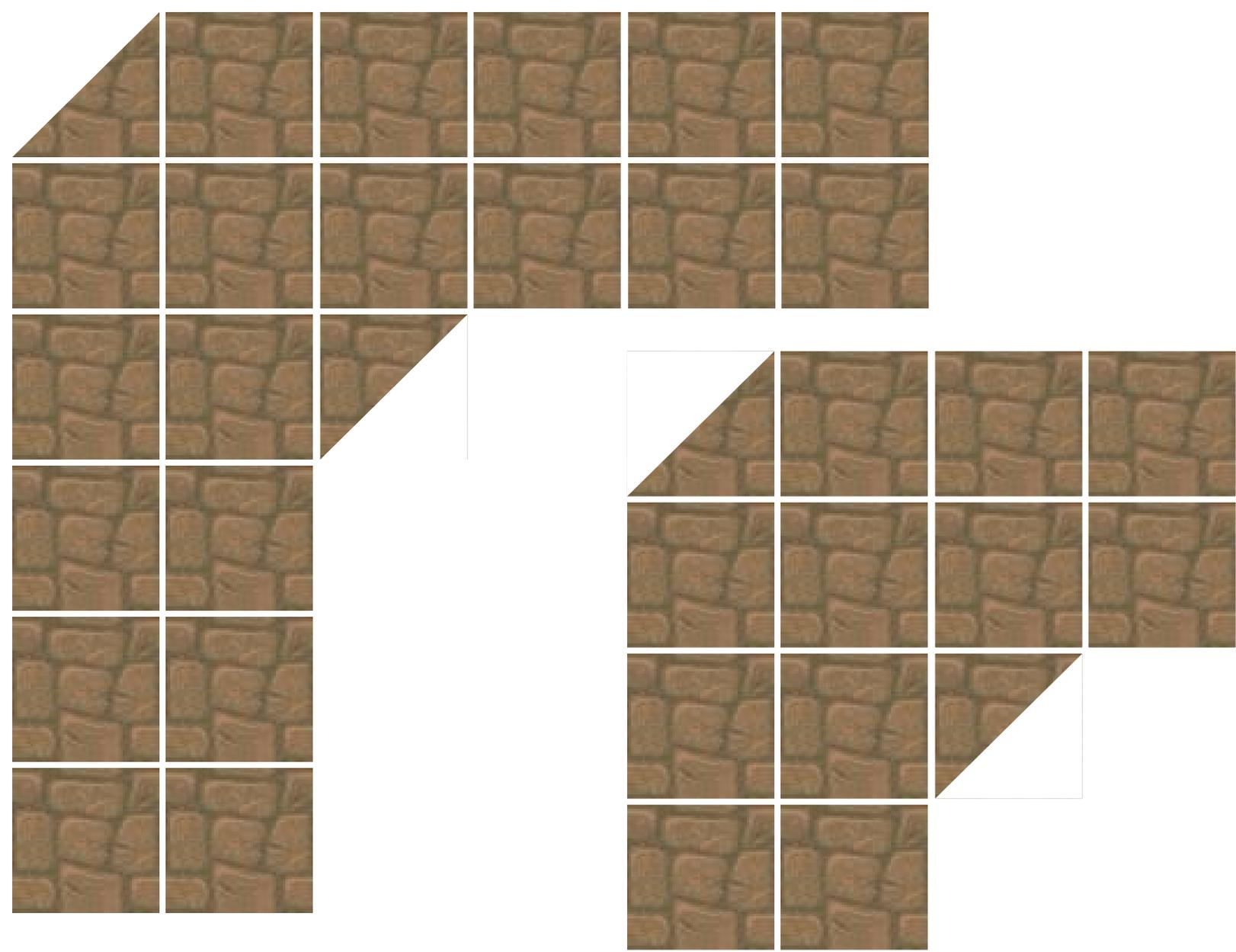




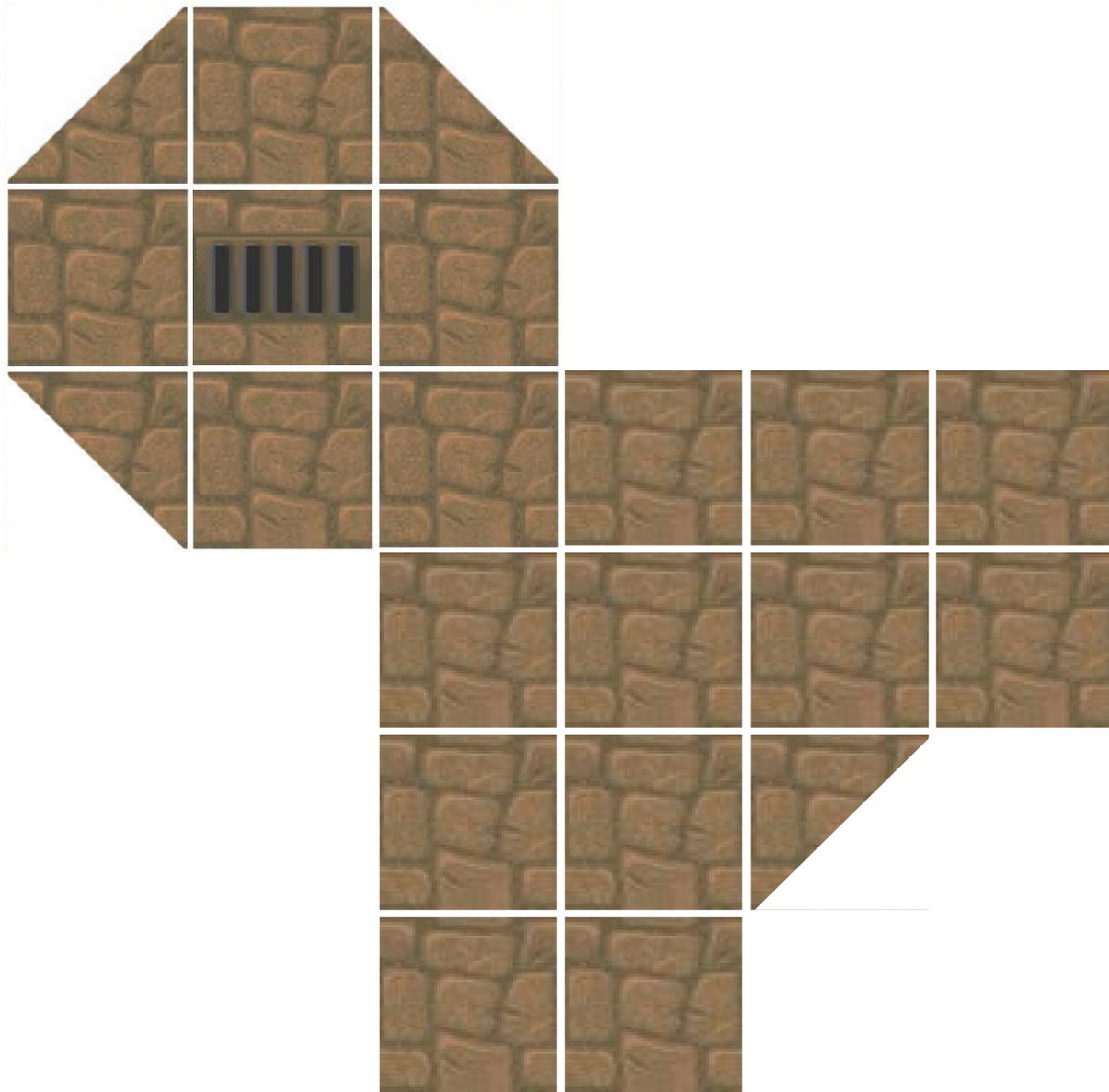
Platforms

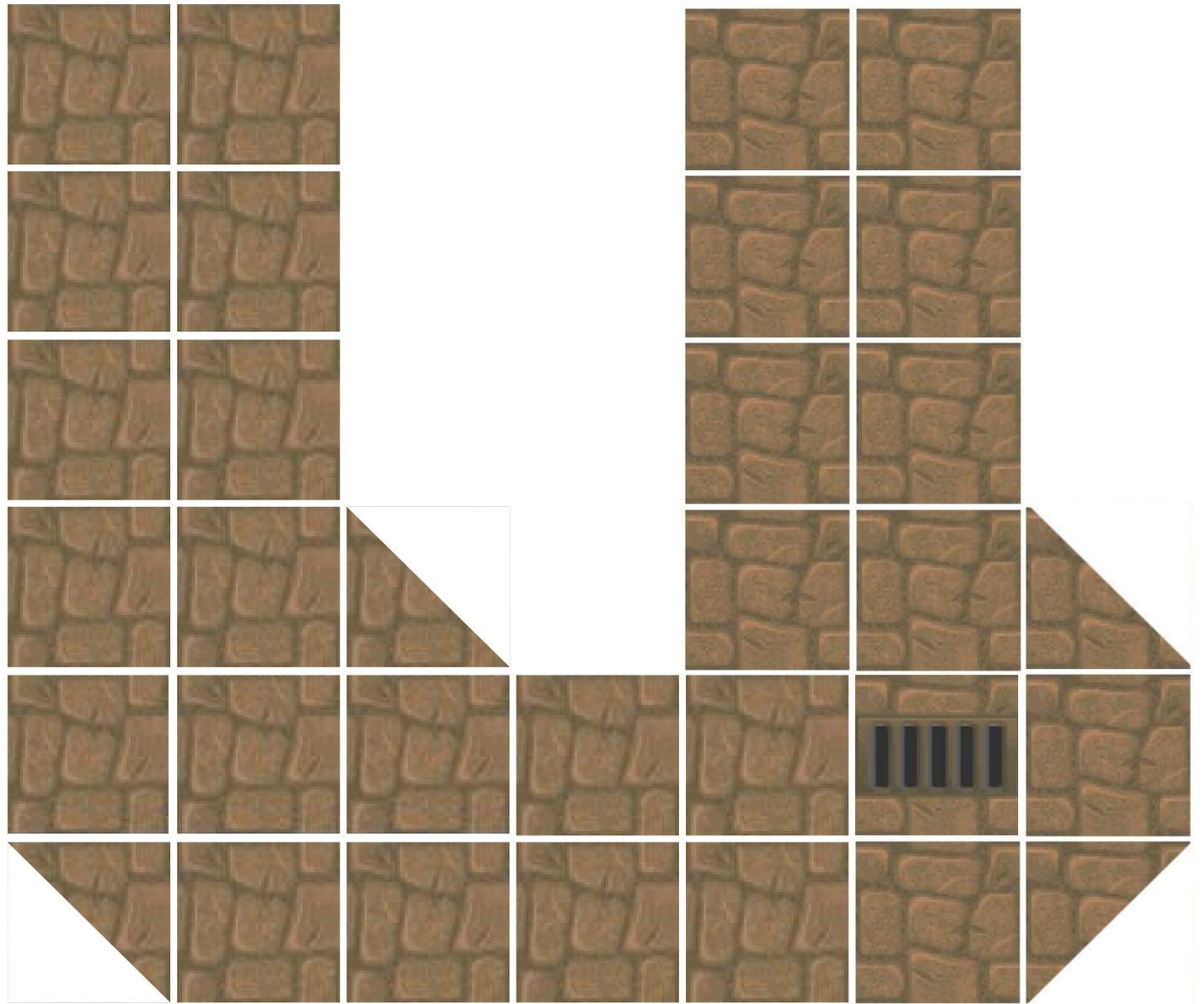


Cobblestone  
Sectors

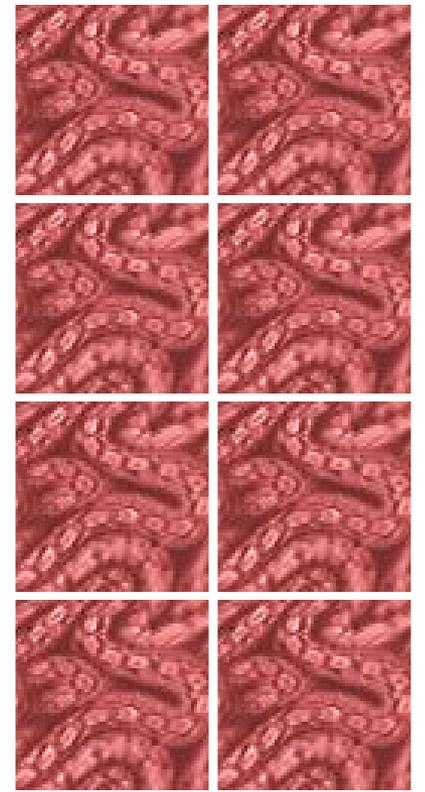
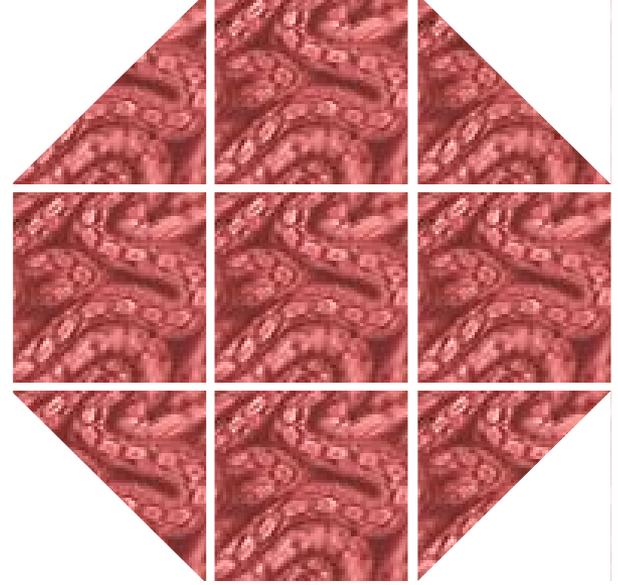
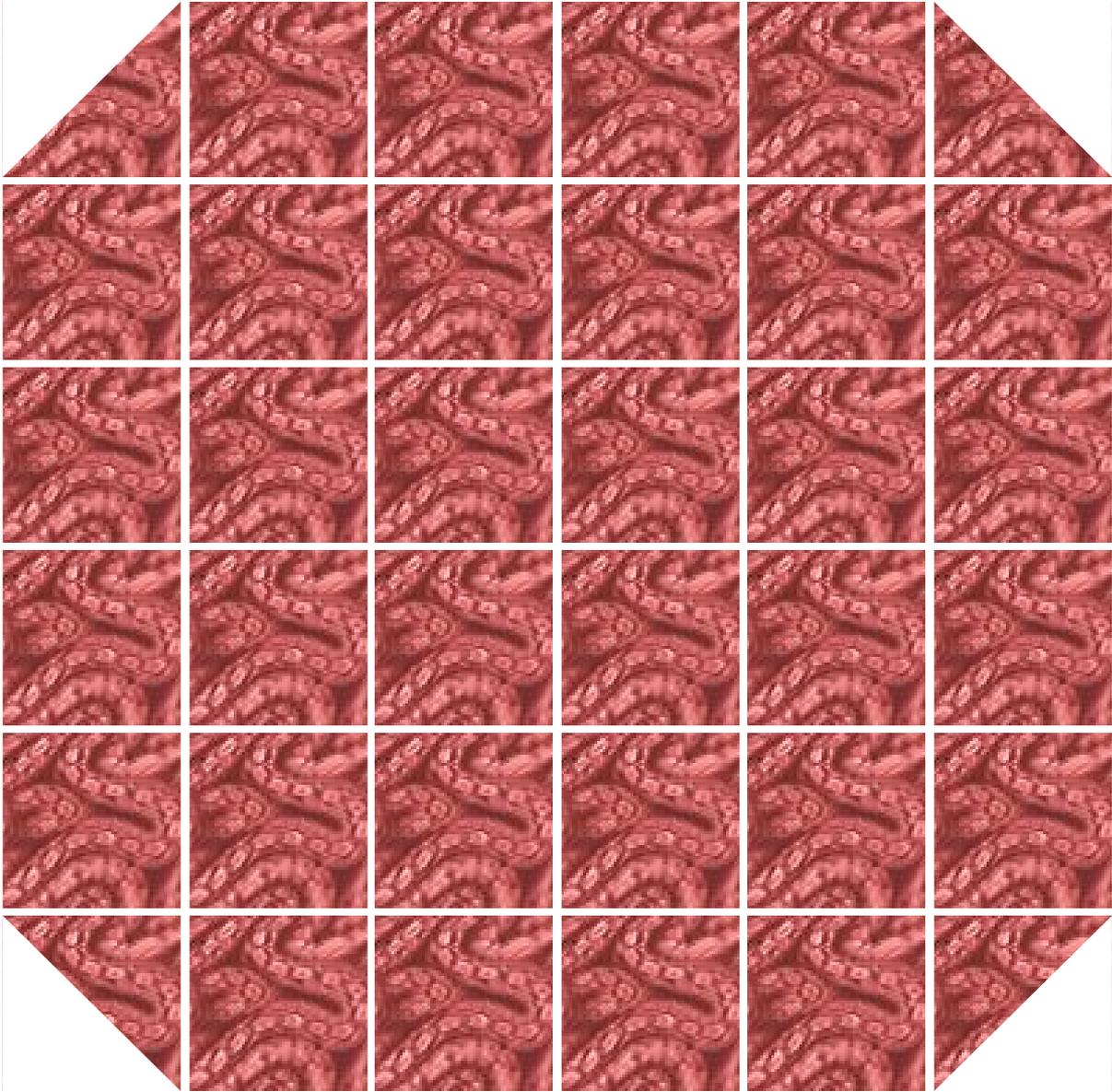


Cobblestone  
Sectors

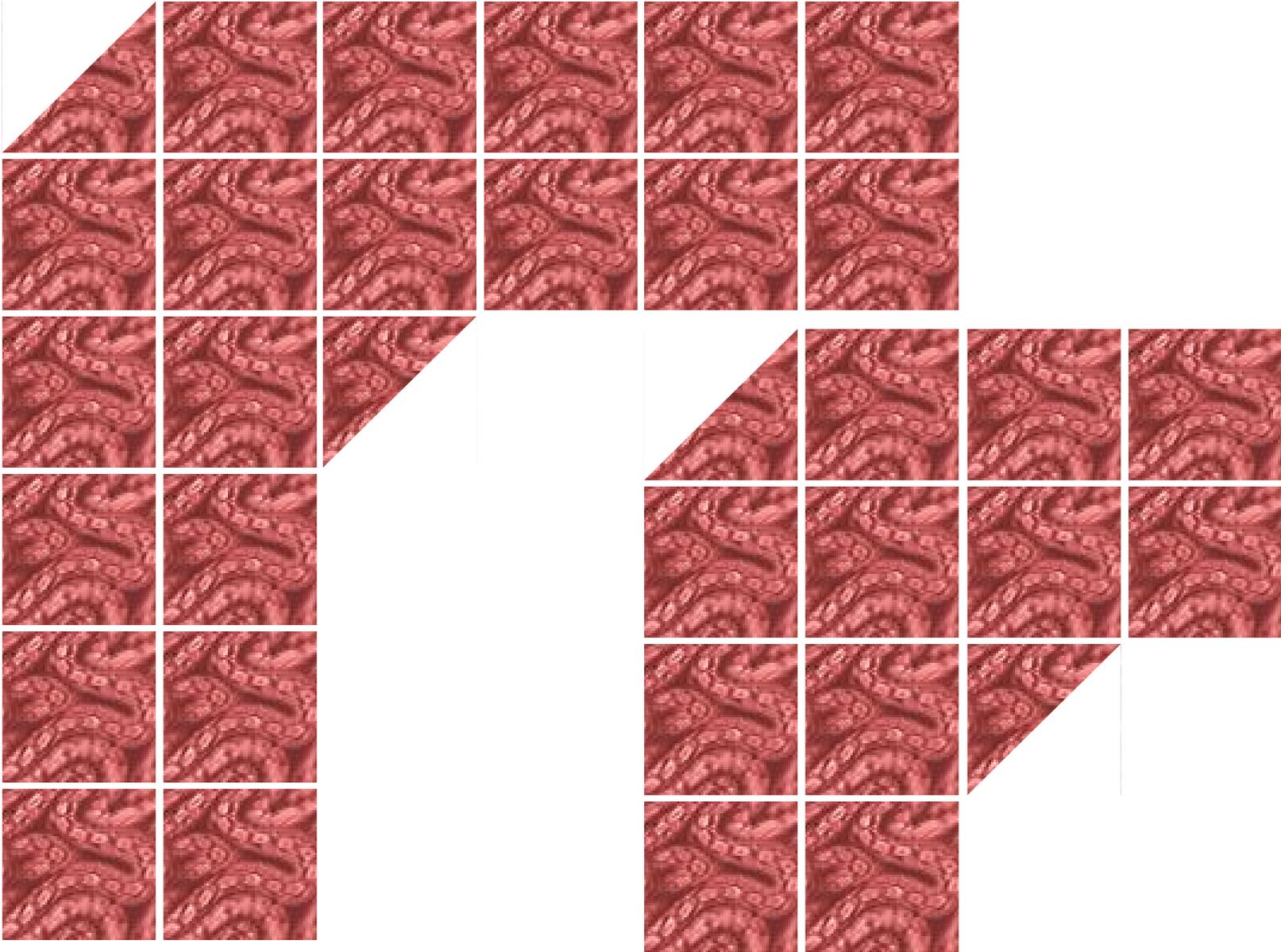




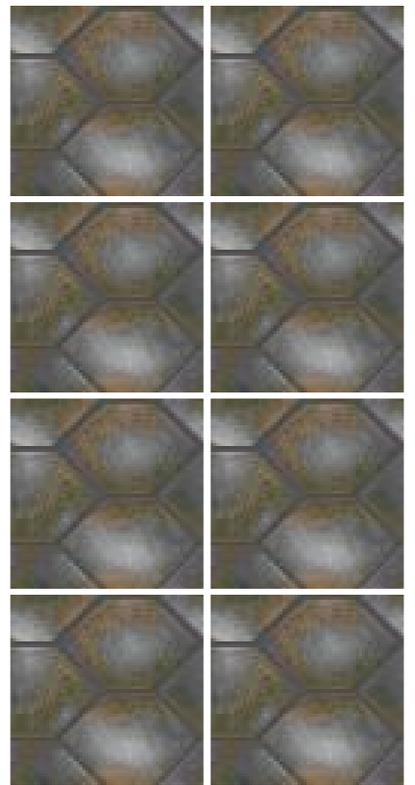
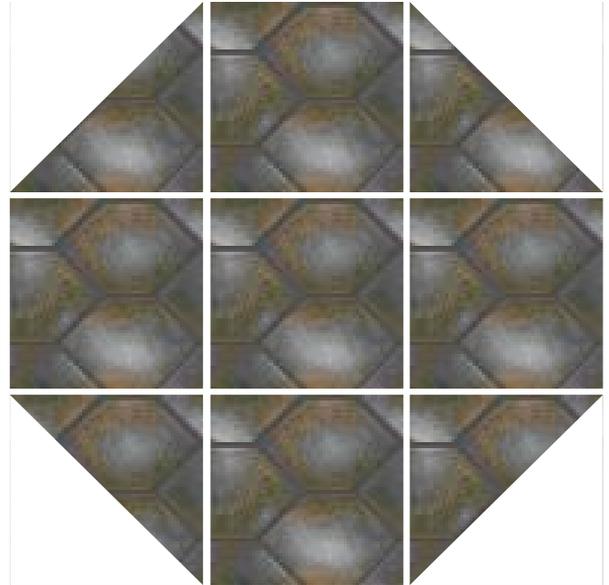
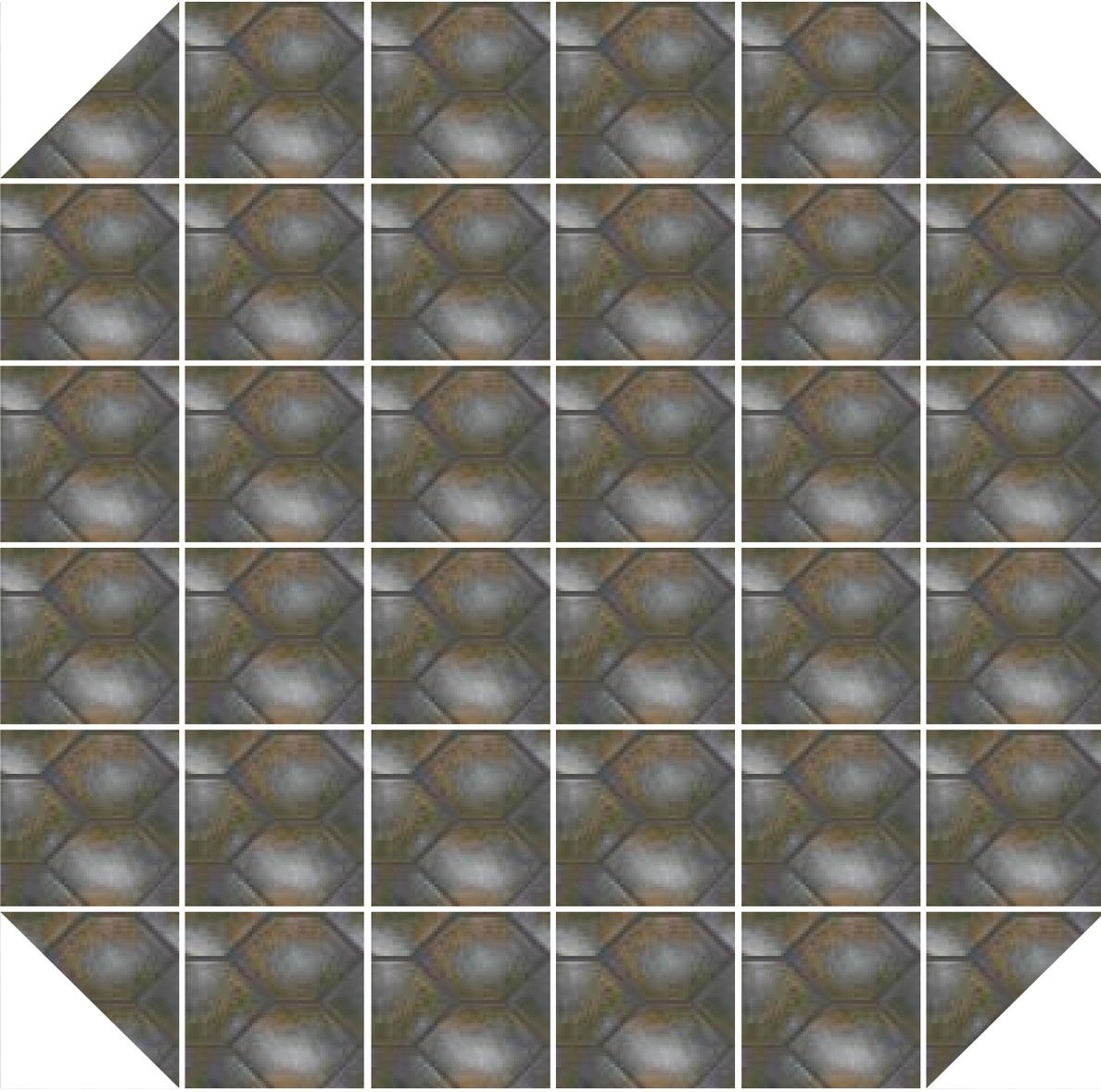
Cobblestone  
Sector2



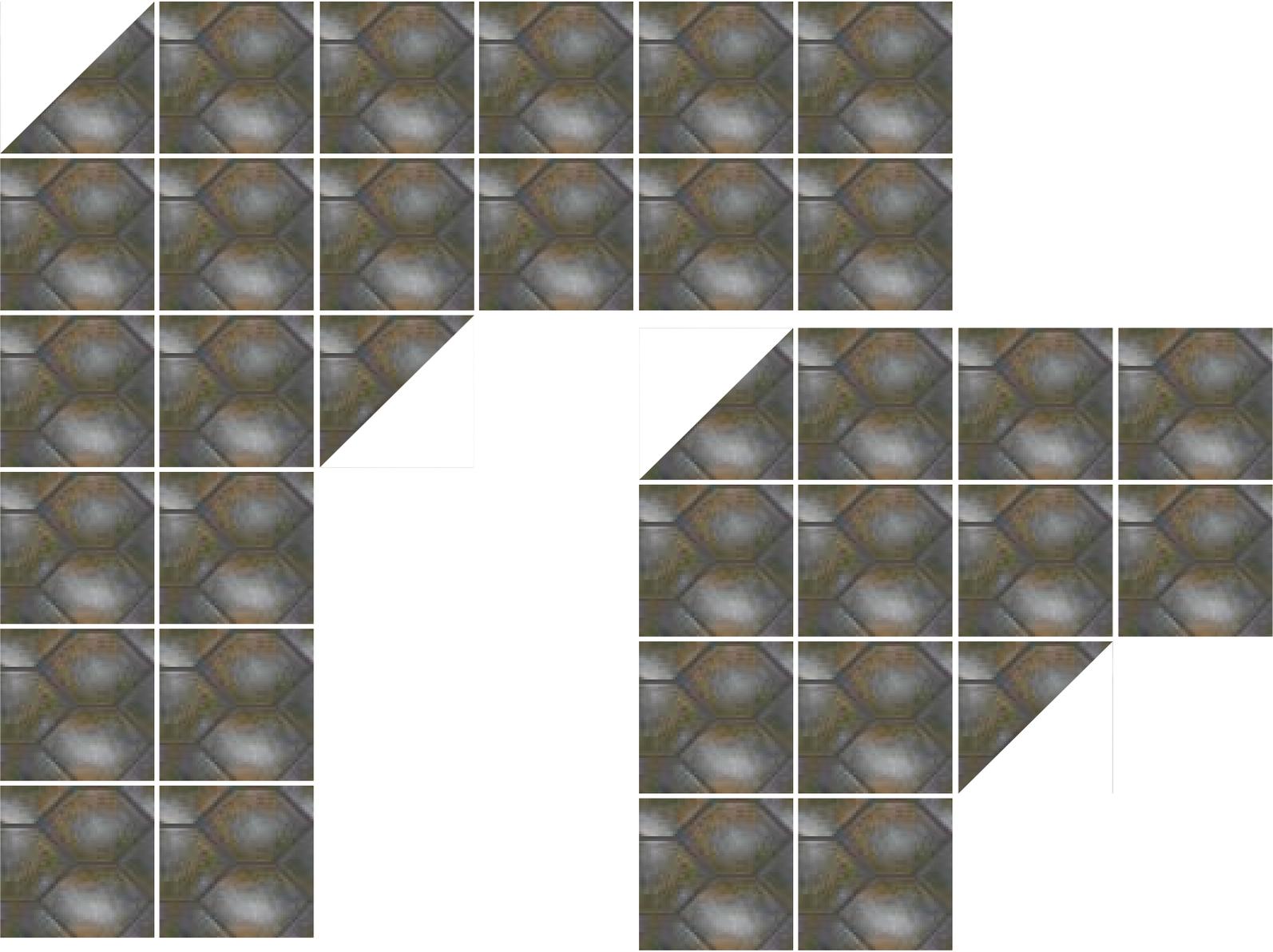
Flesh Sectors



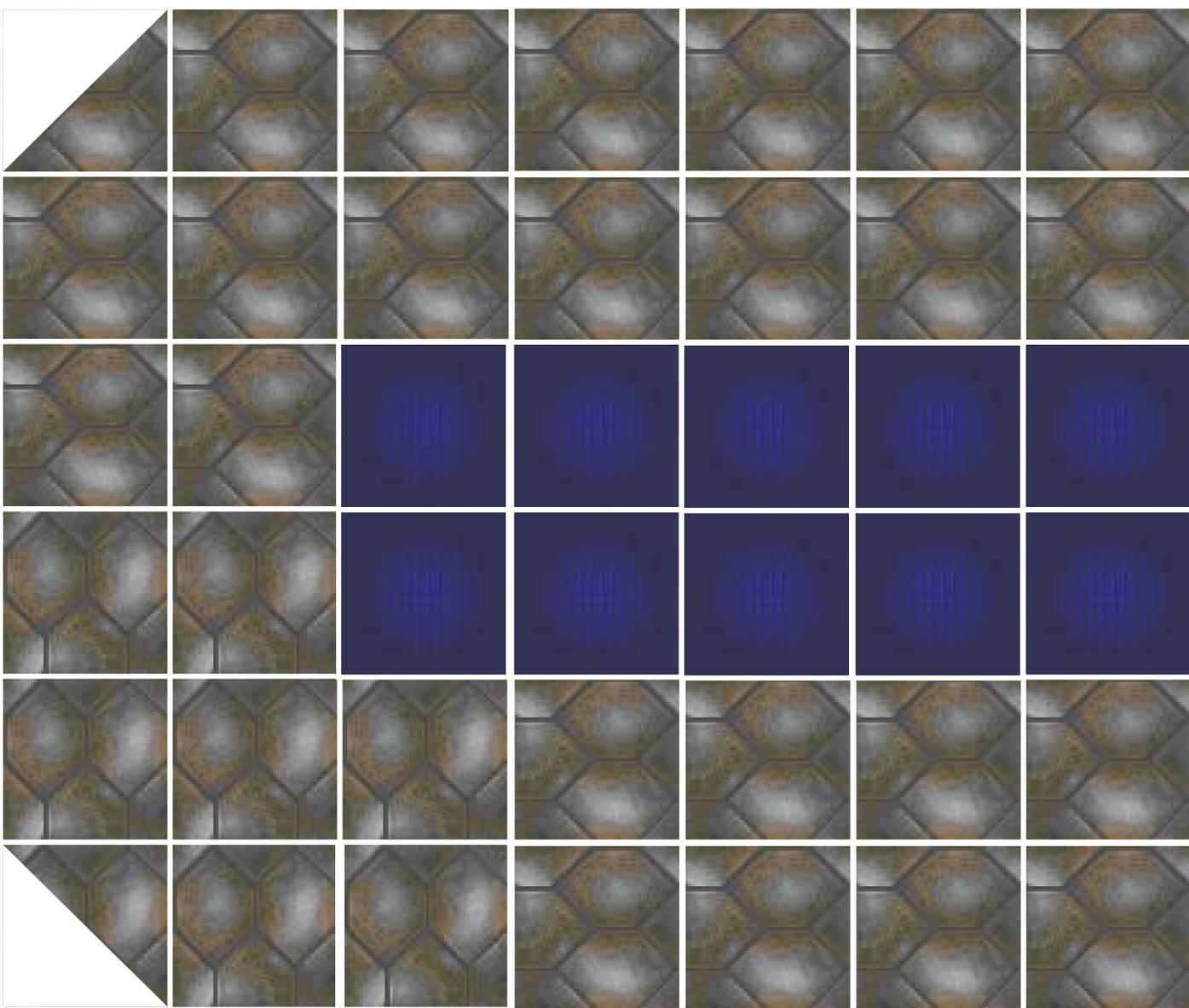
Flesh Sectors



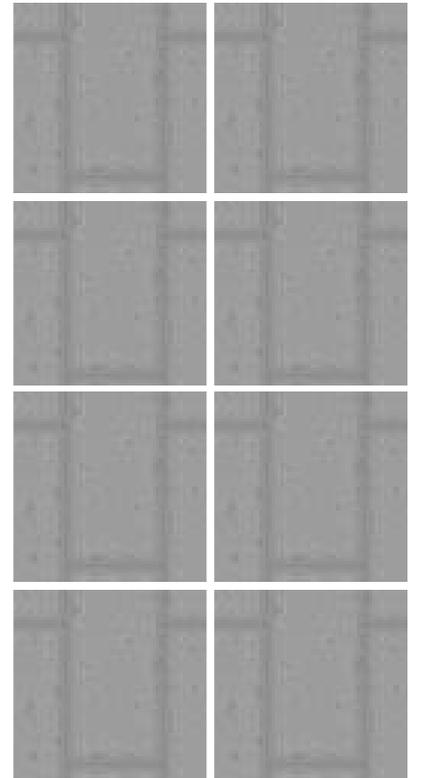
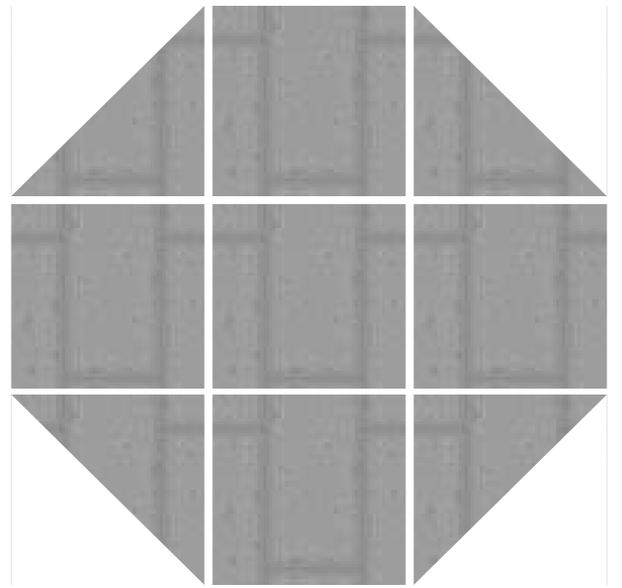
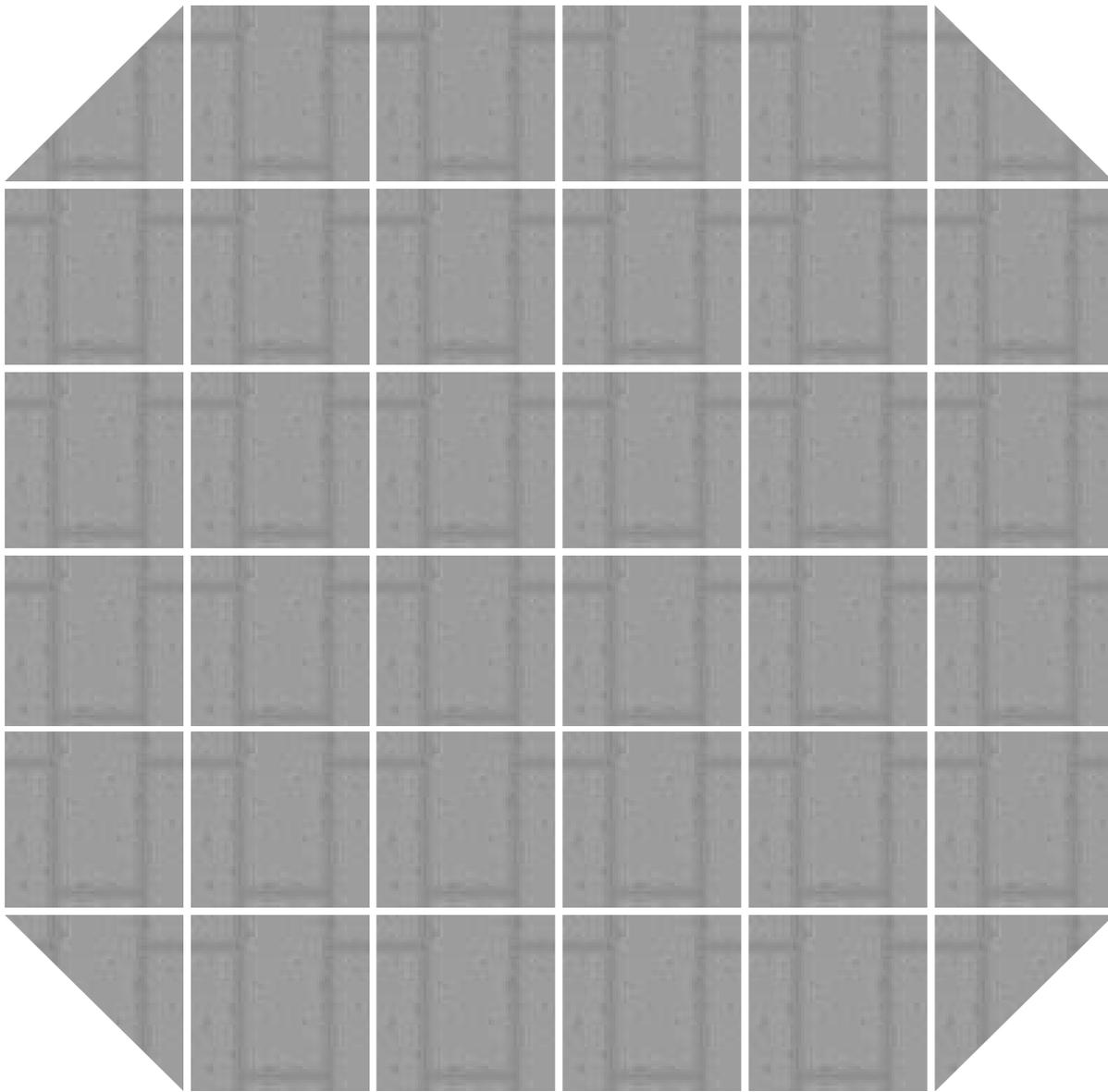
Metal Sectors



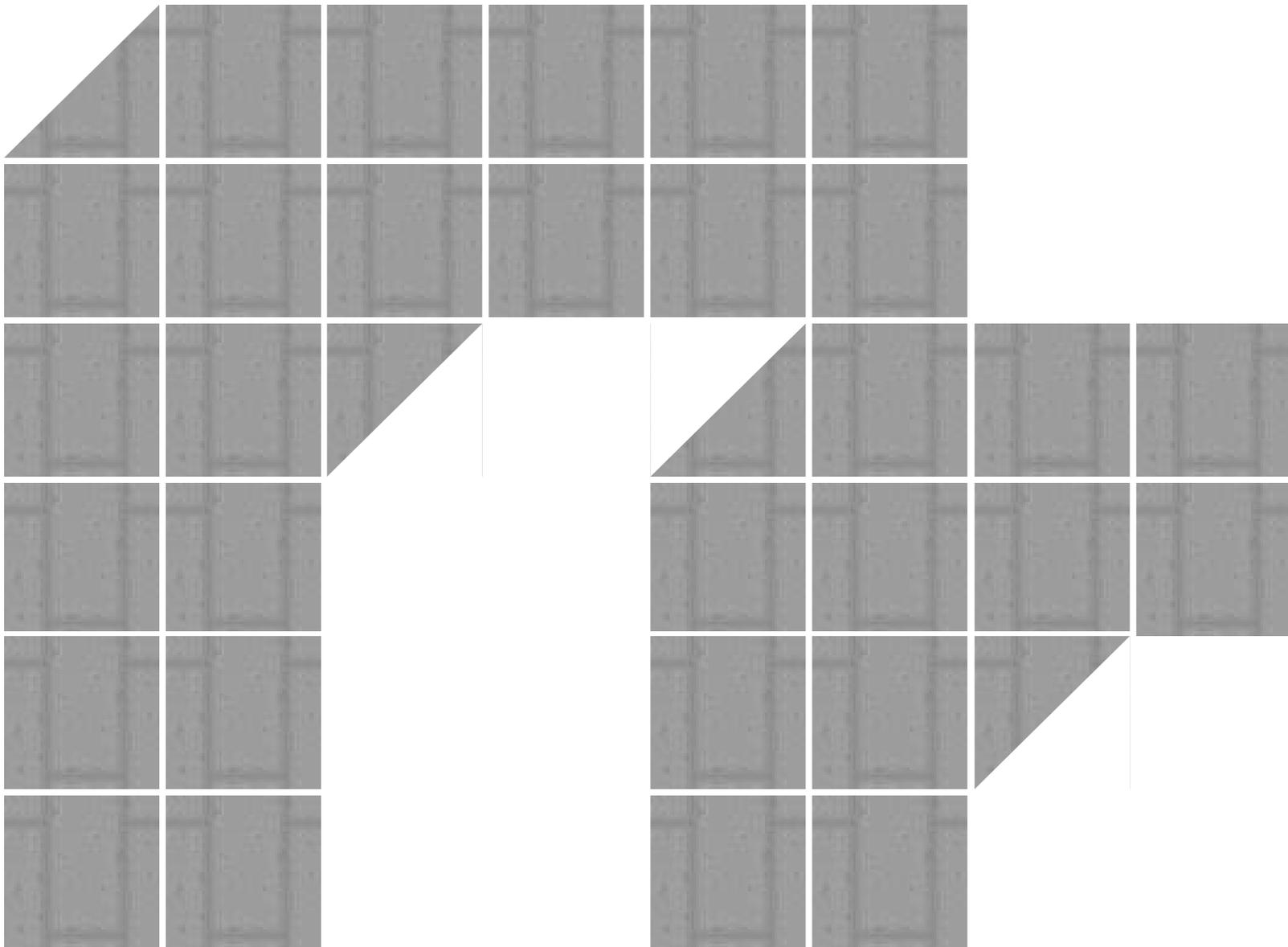
Metal  
Sectors



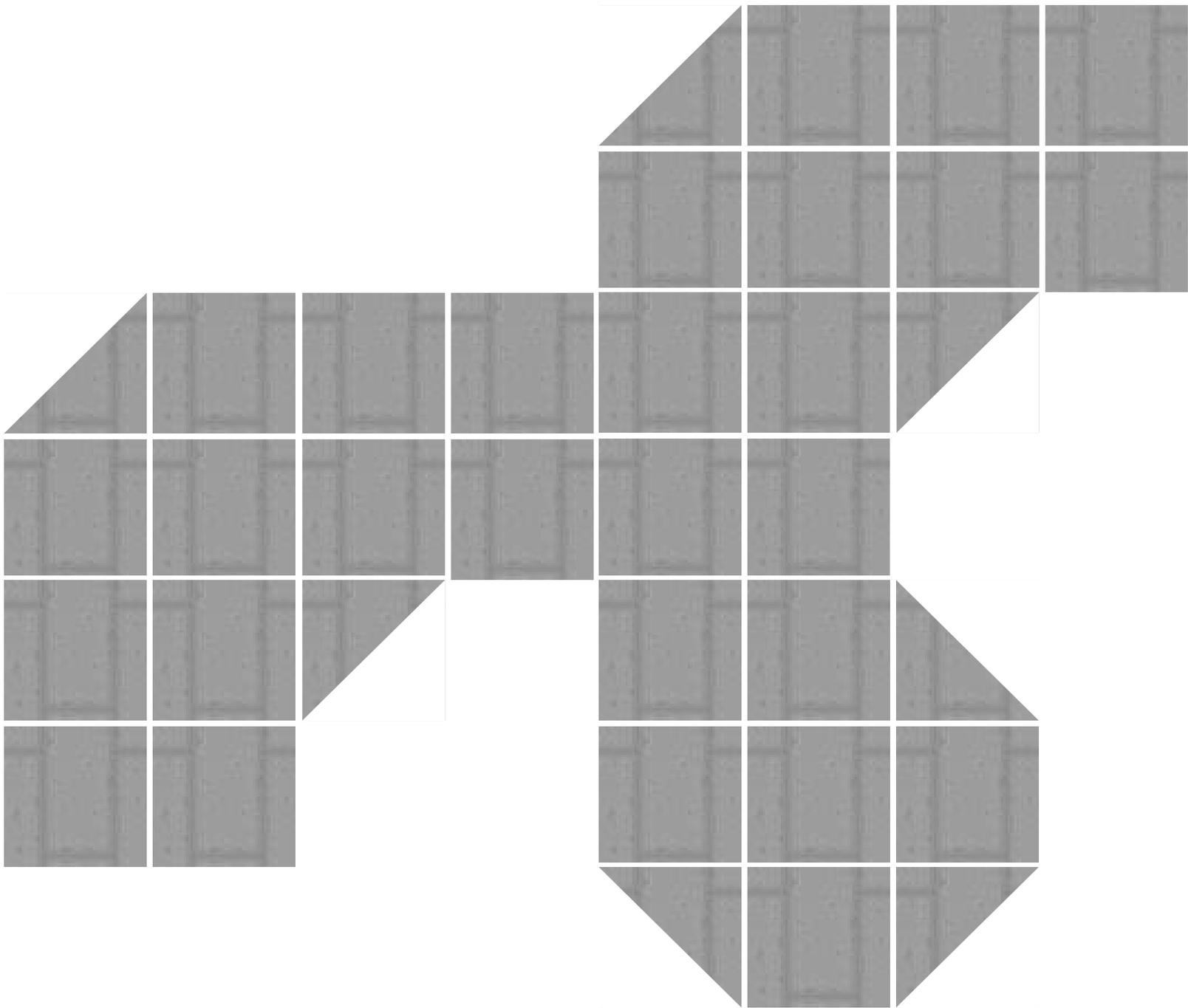
Metal  
Sector 2



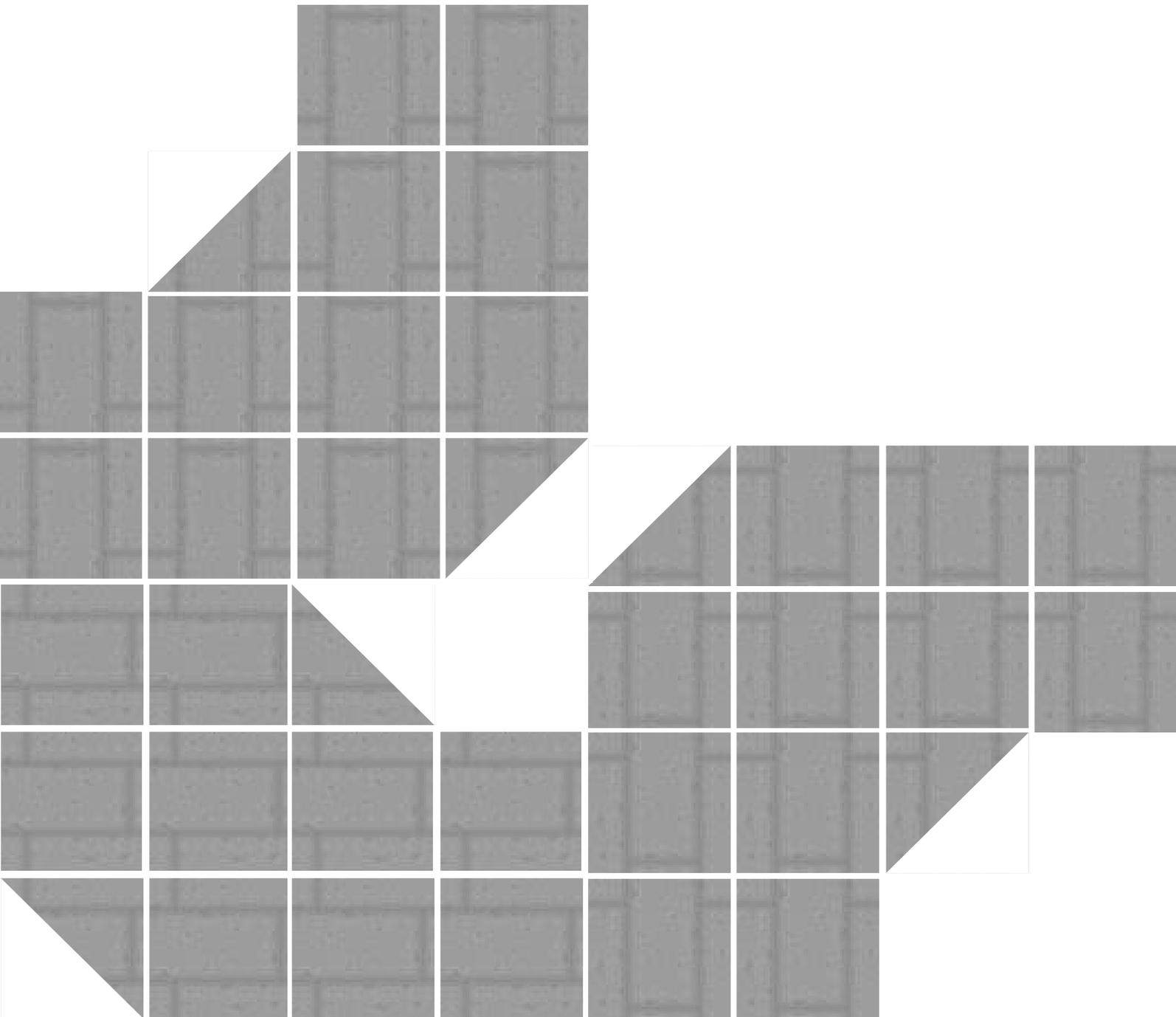
**Brick  
Sectors**



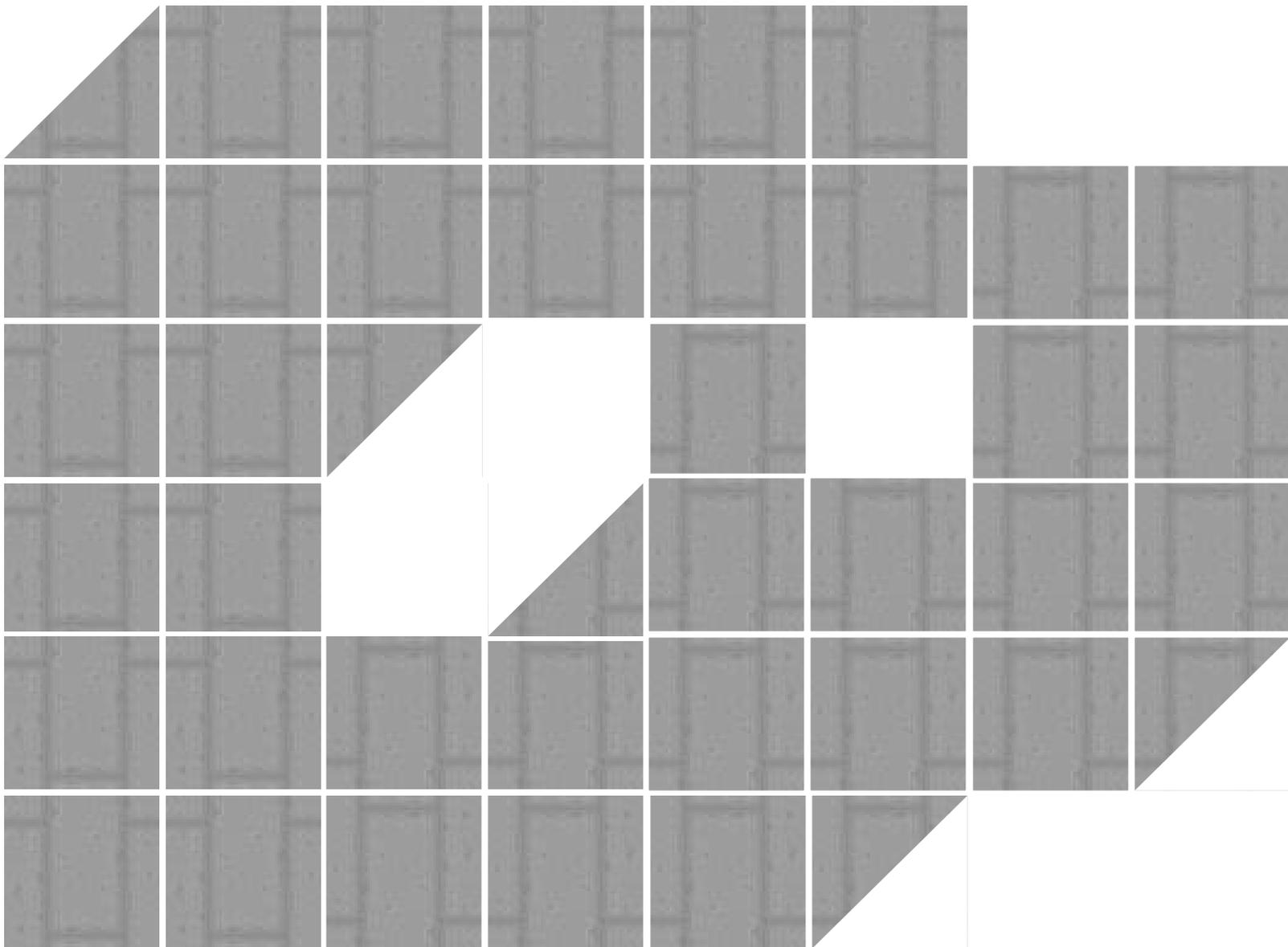
**Brick  
Sectors**



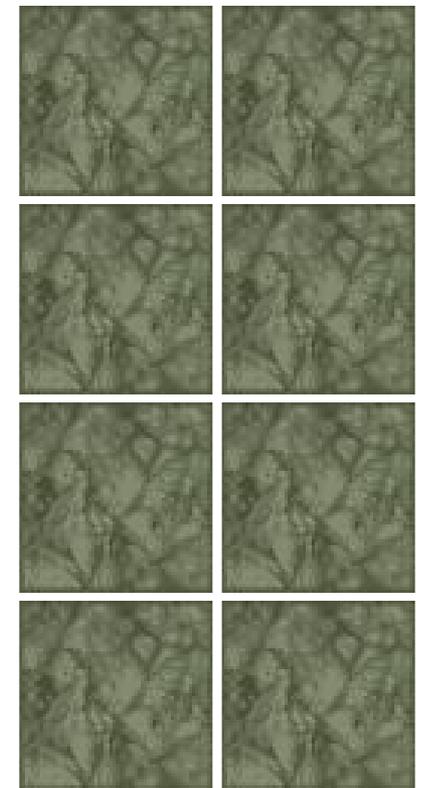
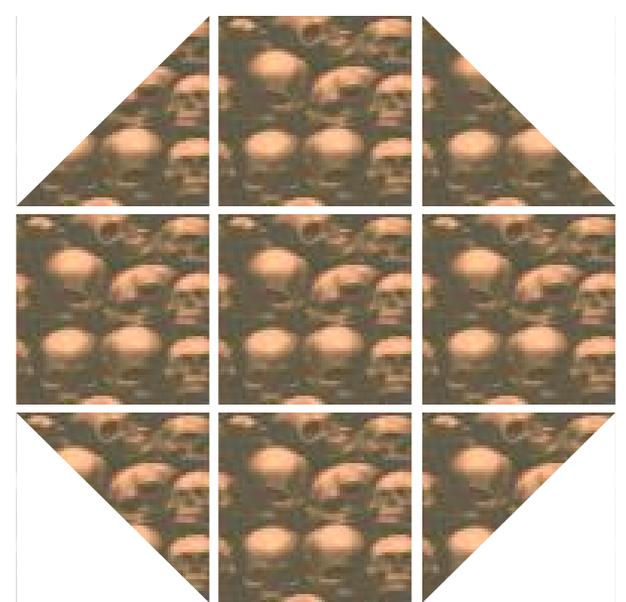
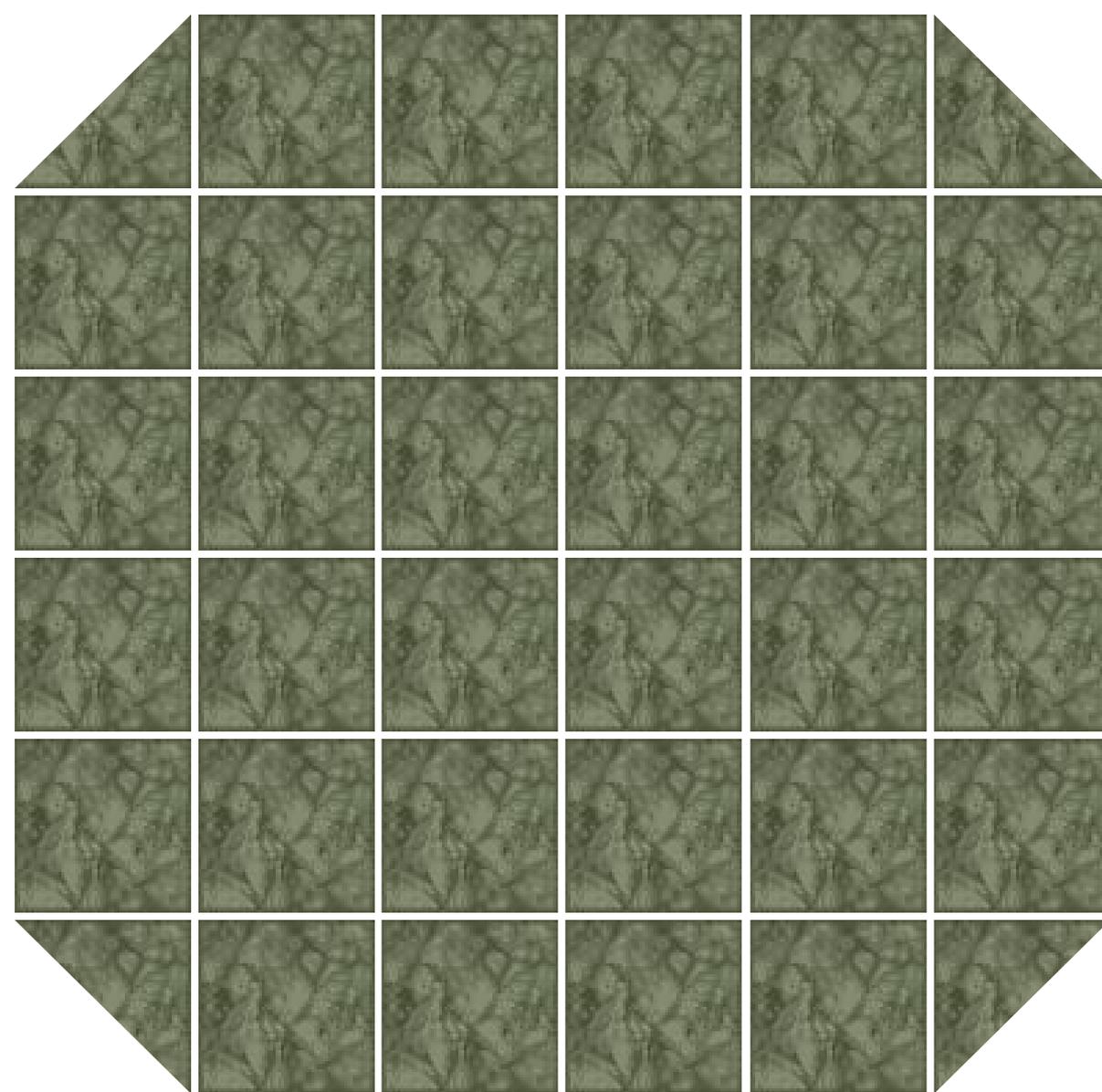
**Brick  
Sector 1**



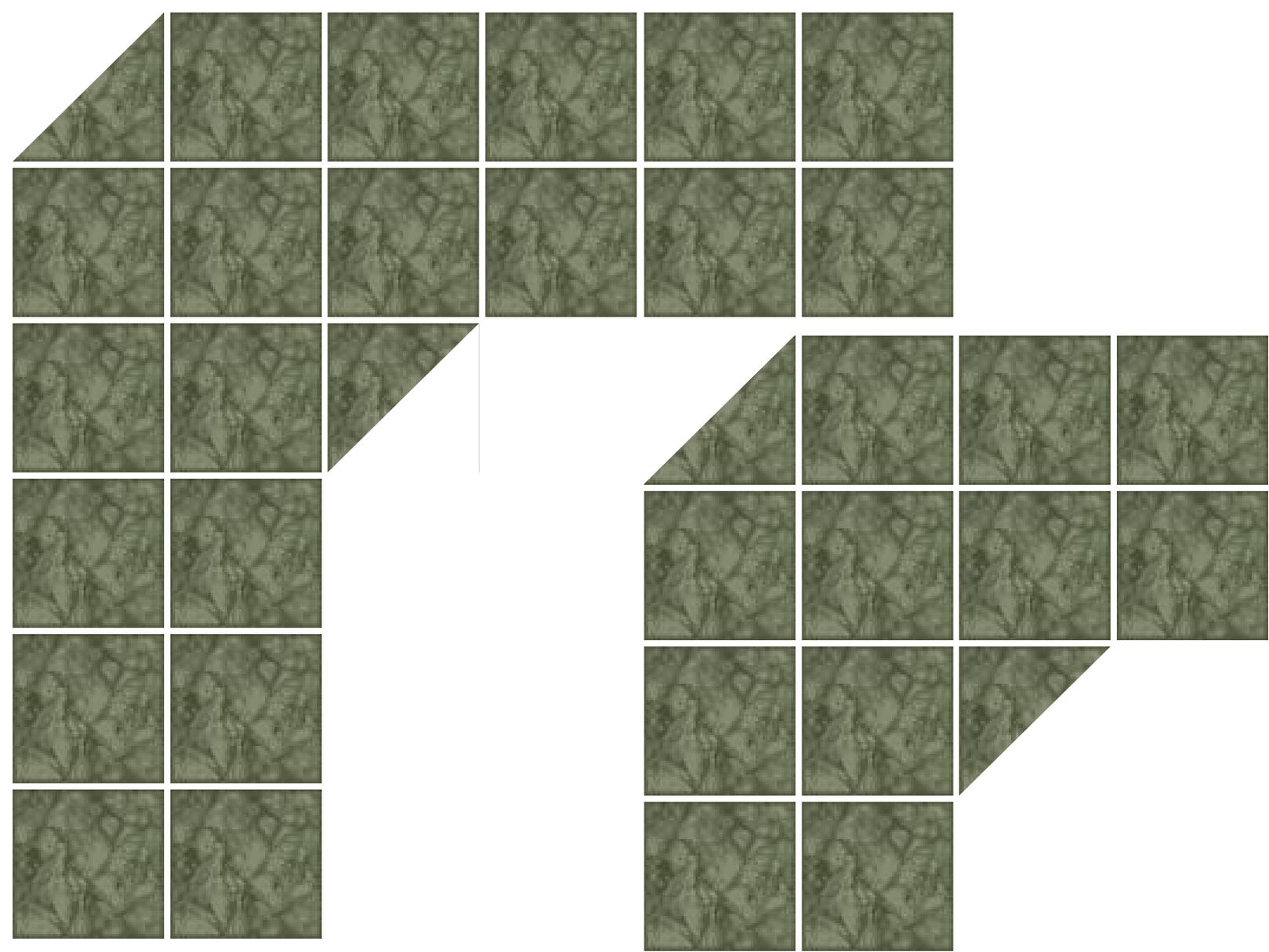
Brick  
Sector 2



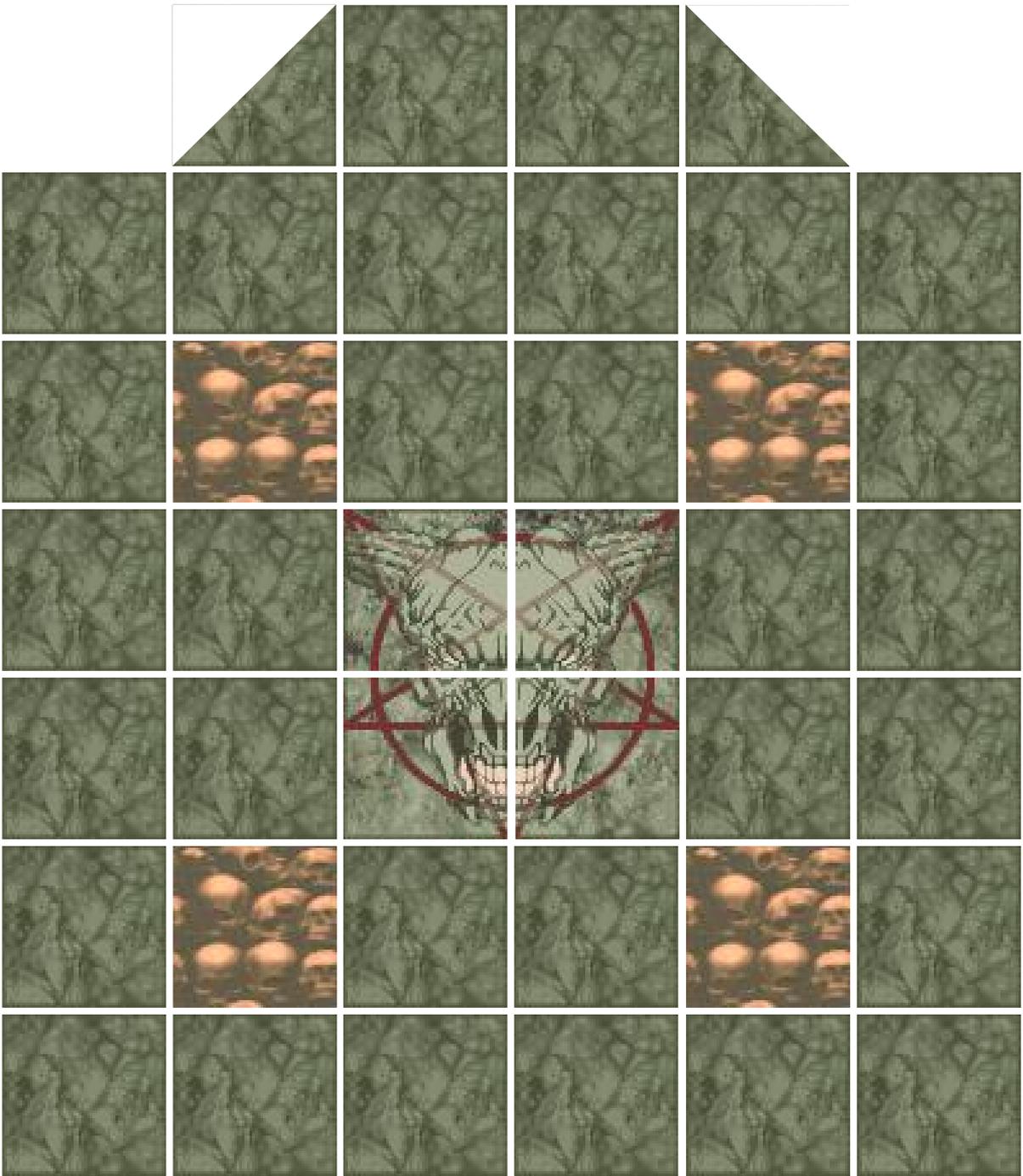
Brick  
Sector 3



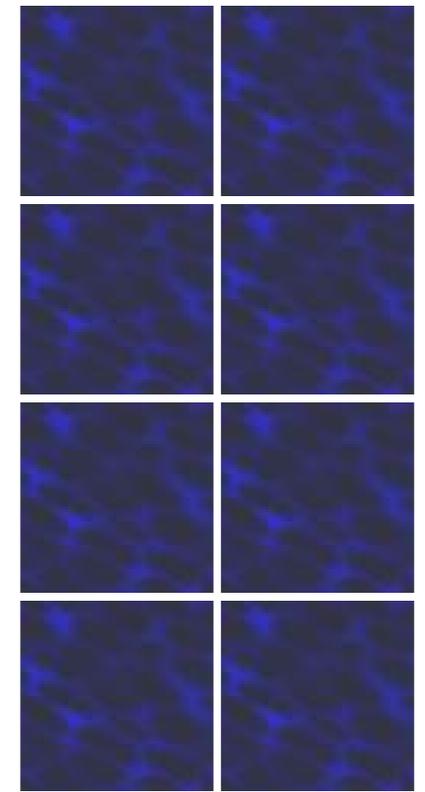
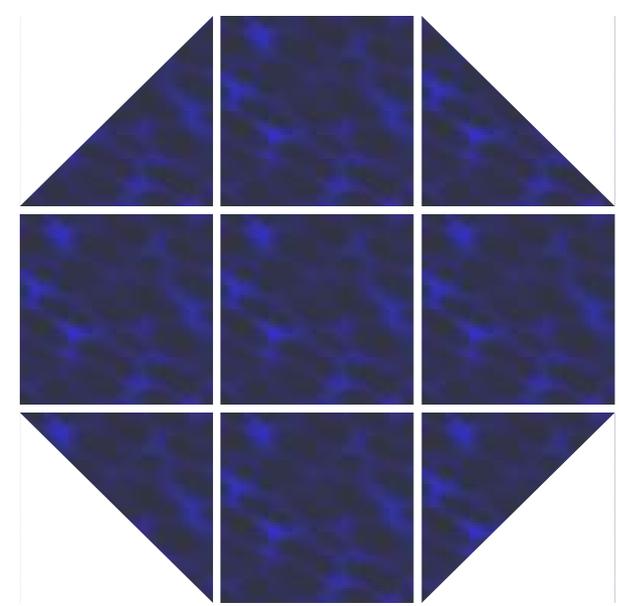
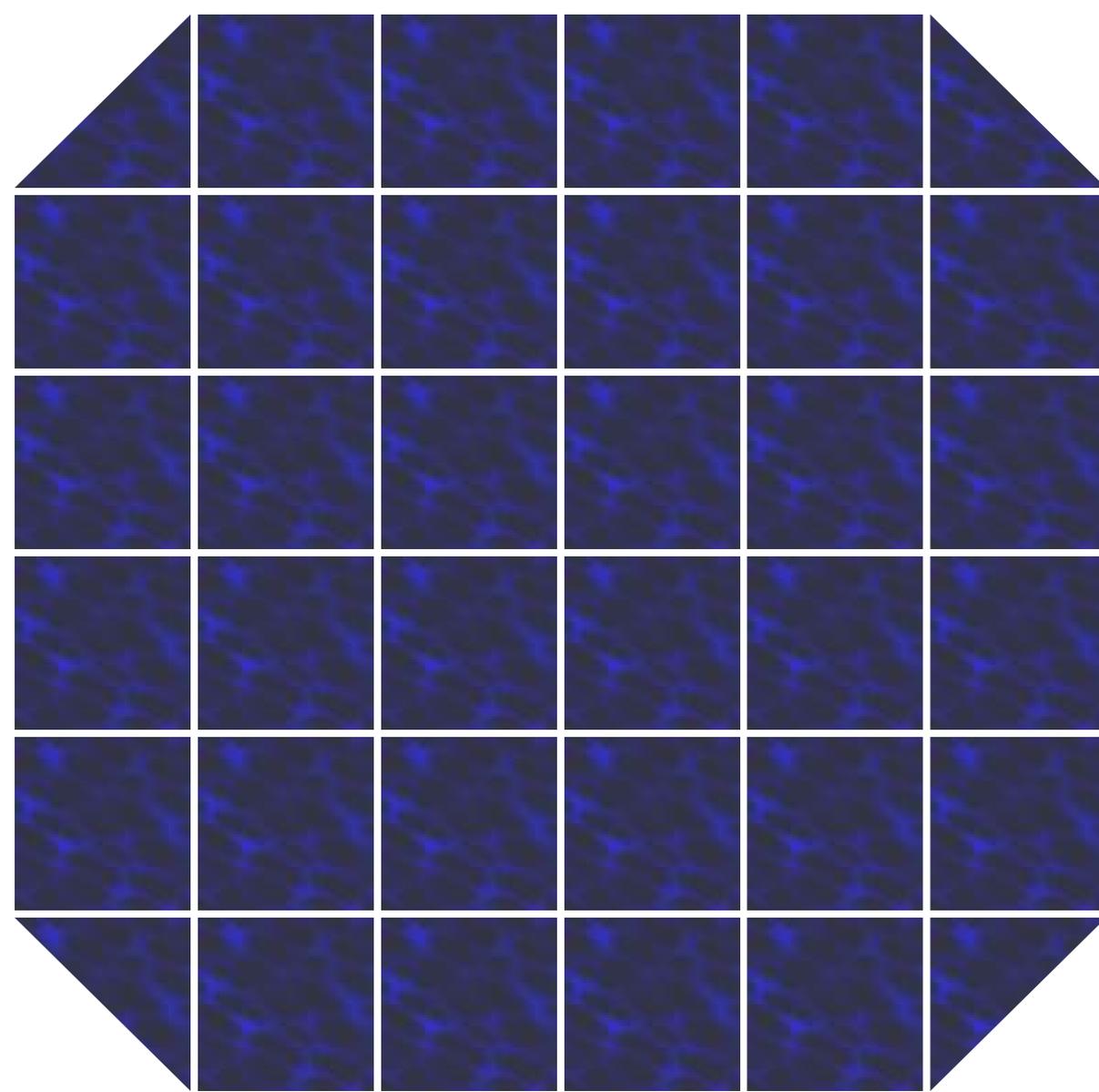
Marble/Grass  
Sectors



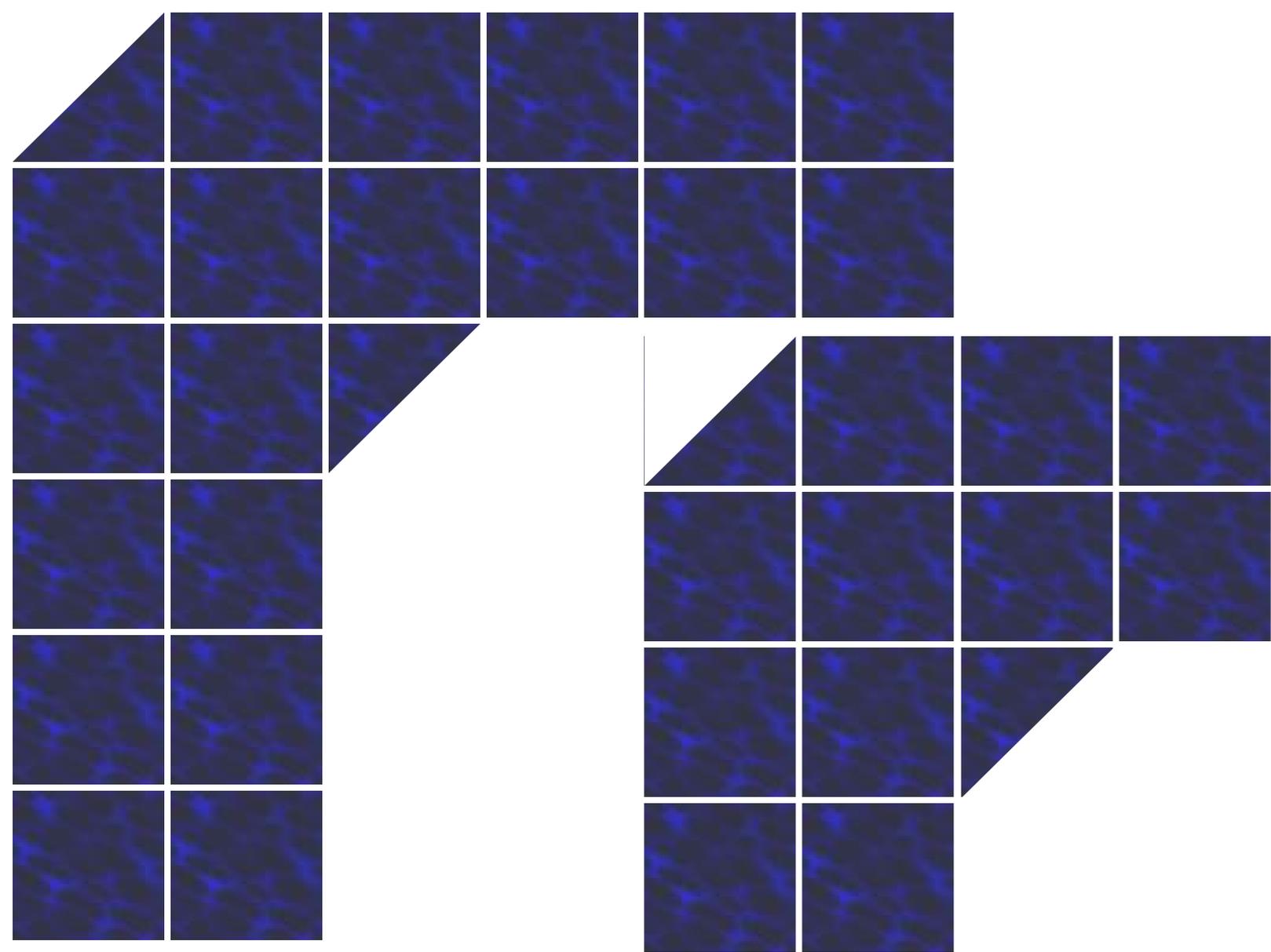
Marble/Grass  
Sectors



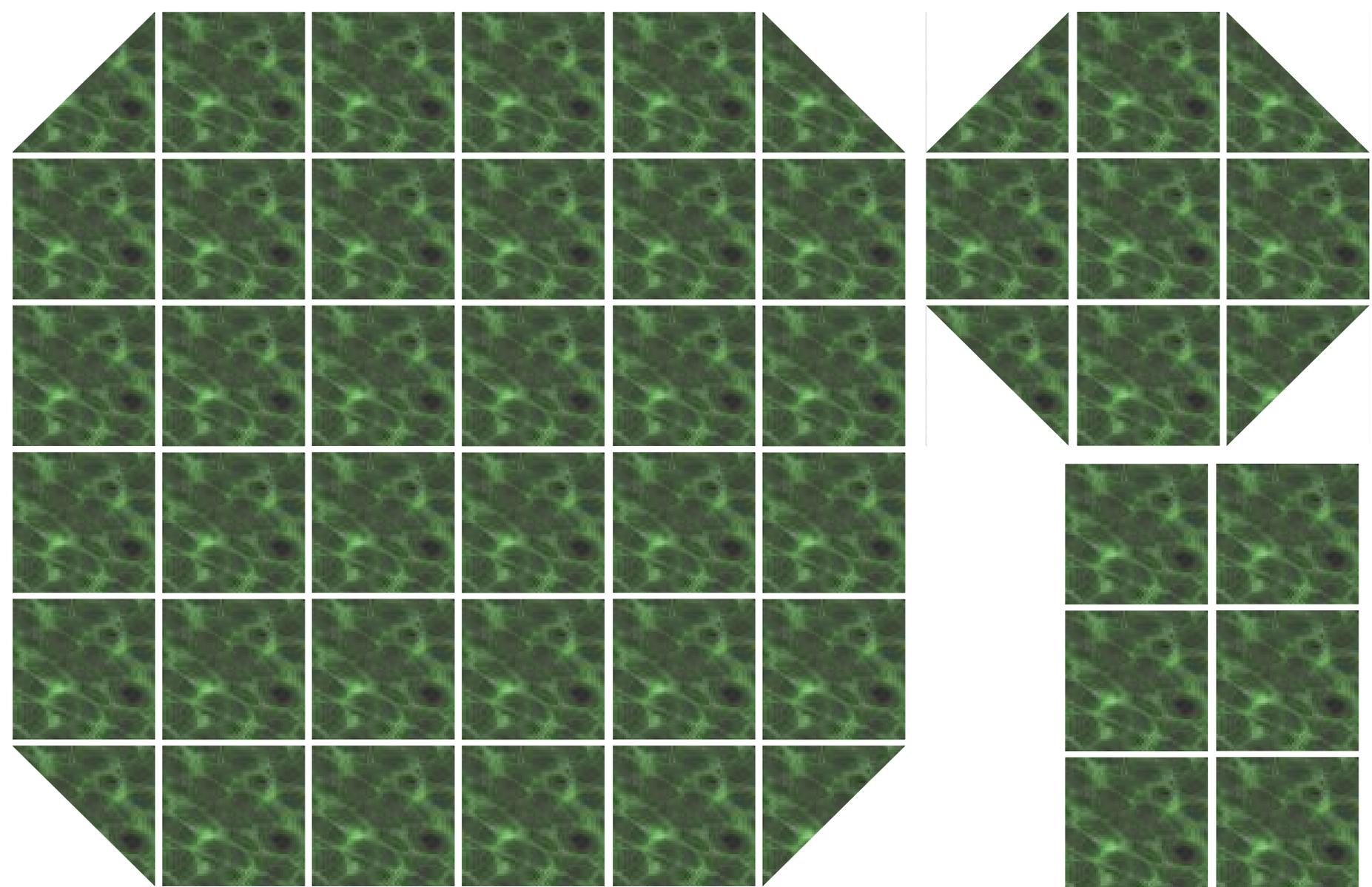
Marble  
Sector 1



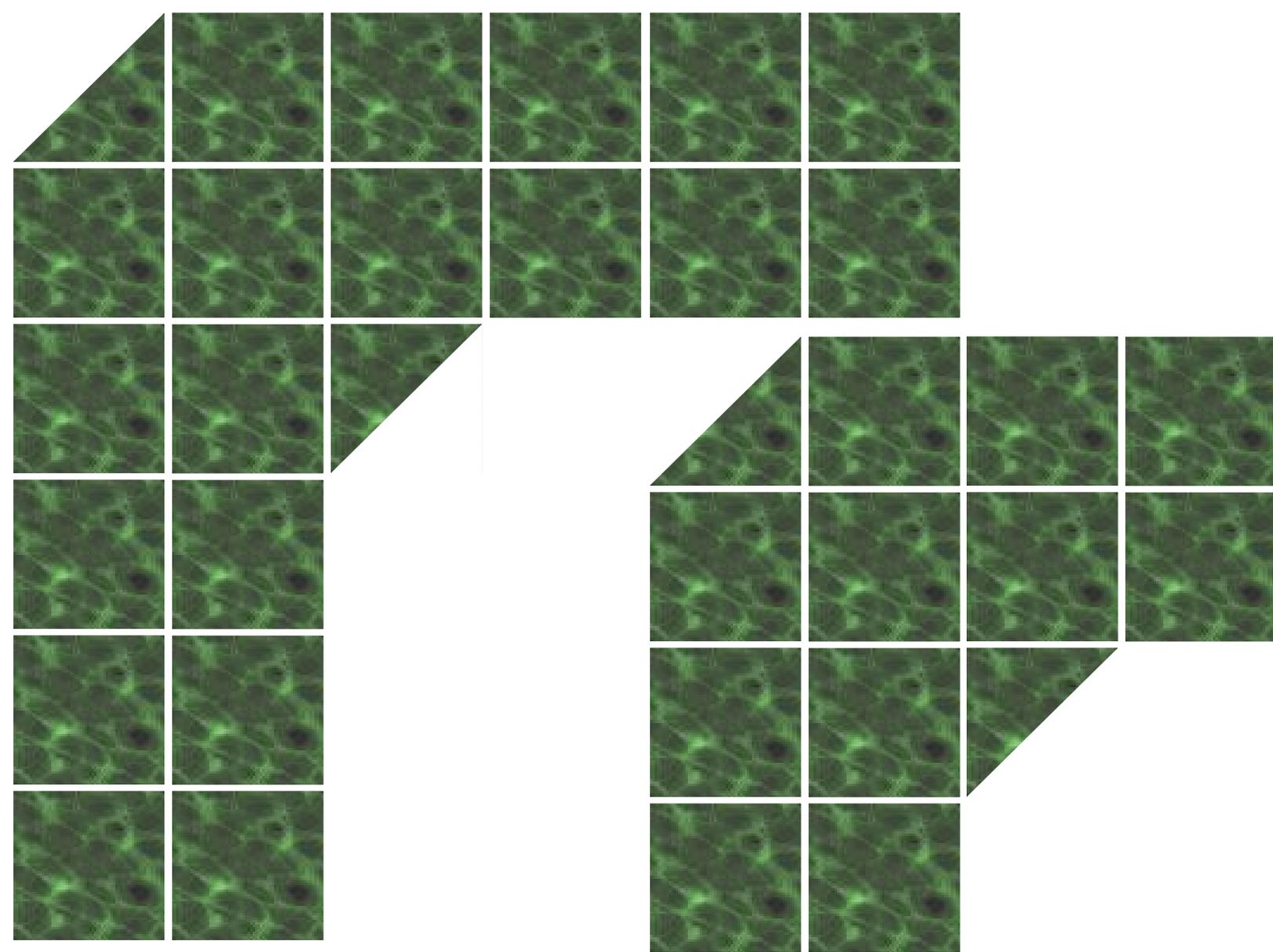
Liquid  
Sectors



Liquid  
Sectors



Liquid  
Sectors



Liquid  
Sectors