

# DOOM

®

**OPERATION GUIDE**





# OPERATION GUIDE

This Operation Guide contains two operations for *DOOM: The Board Game*. It is recommended that players play "Operation: Black Bishop" on page 4 first, followed by "Operation: Exodus" on page 10. Operation and mission setup are described below.

## OPERATION STRUCTURE

The players play Mission 1 through Mission 6 of the operation in sequence. At the end of each mission, the players read the appropriate outcome based on who won the mission.

## WINNING AN OPERATION

The invader or the team of marines wins an operation by being the first to win four missions. If neither the invader nor the team of marines wins four missions, the winner of the final mission wins the operation.

## FIRST OPERATION FOR NEW PLAYERS

When playing an operation for the first time, it is recommended that both the invader and the marines use preconstructed action and event decks as well as preselected class and invasion cards instead of choosing their own during setup.

### INVADER

The invader should use the event sets and invasion card listed in each mission's "Suggested Invader Cards" section.

### MARINES

Marines should begin the operation using the "Standard Issue Loadouts" and the "Claymore" fireteam found on page 16 of this Operation Guide. If playing with fewer than four marines, assign the fireteam's marines to players in descending order (e.g., for a three-player game, the Delta marine is not used).

For each subsequent mission, the marines can choose any of the six fireteams on page 16.

# MISSIONS

A mission is composed of a map, an objective card, and a threat card. Each mission's page in this guide provides the following information.

## MAP DIAGRAM

Each mission has a map diagram that depicts how the map is assembled. The tiles used to assemble the map are printed at the bottom of each mission's page. Each diagram also indicates which tokens to use and where on the map each token is placed. Tokens are represented using images from the "Token Key" below.

Some maps have multiple tokens placed on top of each other, forming a stack. If a space contains a stack of tokens, an image showing the composition of the stack is presented near the map with a line indicating where on the map that stack is placed.



Stacked from top to bottom, one objective token and one faceup yellow portal.

## OBJECTIVE AND THREAT

Below the name and introduction for each mission is a list of which objective and threat cards to use. These cards provide the rules for that mission.

## SUGGESTED INVADER CARDS

This section provides the invader with recommended event card sets and a recommended invasion card.

### TOKEN KEY

Portals	
Teleporters	
Health Packs	
Weapons	
Doors	
Objective Token	
Progress Token	



# MISSION SETUP

To set up a mission, players perform the following steps:

1. **Assemble Map:** Players assemble the map tiles and place all tokens on the map according to the mission's map diagram found in this Operation Guide.
2. **Prepare Objective and Threat Cards:** Players take both the objective card and threat card presented on the mission's page. One player should read both cards aloud and place them in the play area where all players can reference them. The remaining objective and threat cards are returned to the game box.
3. **Choose Roles:** Players choose one player to be the invader and all other players to be marines. Each marine takes a marine card, the corresponding figure, and one set of four action cards that contain the UAC Marine icon (▲) and places it in his play area.
4. **Choose Class Cards:** Shuffle the class cards and deal two to each marine. Each marine chooses one card to keep and discards the other. Each marine places his chosen class card faceup on the class card slot on his marine card. All remaining class cards are returned to the game box.
5. **Take Squad Cards:** If playing with fewer than four marines, players take squad cards and place them in their play area. The squad cards taken are determined by the number of marine players, as follows:
  - **Three Marines:** The marines choose one marine to receive the "Taking Point" squad card.
  - **Two Marines:** Both marines take a "Combat Veteran" squad card.
  - **One Marine:** The marine takes the "Solo Operative" squad card.
6. **Choose Weapons:** Each marine chooses two different starting weapons from among the starting weapon tokens (the weapon tokens that do not have gray stripes). A marine places his weapon tokens near his class card and takes one corresponding weapon set (three action cards) for each of his weapon tokens. He shuffles those action cards with his UAC Marine action cards to form his 10-card action deck, which he places facedown in his play area. A marine cannot have multiple copies of the same weapon.
7. **Choose Invasion and Demon Cards:** Shuffle the invasion cards and deal two to the invader. He secretly chooses one and places it facedown in his play area. Then, the invader takes each demon card that corresponds to a demon on his invasion card and places it facedown in his play area. All other invasion and demon cards not used are returned facedown to the game box.
8. **Create Event Deck:** The invader secretly chooses any three sets of event cards to create an 18-card event deck. All remaining event cards are returned to the game box.
9. **Prepare Glory Kill Deck:** Shuffle the Glory Kill deck and place it in the play area where the marines can reach it.
10. **Create Supply:** Separate all game tokens by type and place them in piles to create the supply. Place all dice, condition cards, and initiative cards near the supply.
11. **Deploy Marines:** Each marine chooses an active teleporter on the map and places his figure on or adjacent to that teleporter. The marines collectively choose the order in which they deploy their figures.

After setup is complete, players are ready to begin the game.

## CUSTOM OPERATIONS

Advanced players may prefer to play a custom operation. A custom operation functions like a normal operation with the following changes:

- The invader chooses one of the twelve missions in this guide to be the first mission of the operation.
- After each mission, the loser of that mission chooses the next mission. The loser cannot choose a mission that has already been played in this custom operation.

## PLAYING SINGLE MISSIONS

Players may prefer to play a single mission outside of an operation. To do so, simply choose any mission and follow the normal setup rules. The winner of the mission wins the game.

To randomly select a mission, shuffle the objective cards, draw one, and flip a coin. If the result is heads, play the mission from "Operation: Black Bishop" that uses that objective card. Otherwise, play the mission from "Operation: Exodus" that uses that objective card.



# OPERATION: BLACK BISHOP

## MISSION 1: KNEE DEEP IN THE DEAD

**WARNING:** Containment breach detected at the Lazarus Facility on Phobos. A UAC fireteam has been dispatched to recover experimental assets with minimal collateral harm.

- **Objective:** Sample Collection
- **Threat:** Infestation

## SUGGESTED INVADER CARDS:

### EVENT DECK

- Power Overwhelming
- Seek and Destroy
- Armored Offensive

INVASION CARD: Imp Assault

## MARINE VICTORY

You return the slightly charred samples to the UAC labs. The demonic organs are still pulsating and radiating a stinging heat. It probably smells terrible as well, but thankfully your helmet has advanced environmental filters.

## INVADER VICTORY

**SITUATION UPDATE:** Biometric data reads that the fireteam has been eliminated. Hostile forces remain on Phobos Station. Redirecting Phobos research funding to Tharsis Labs.





**MISSION 2: MOLTEN RETRIEVAL**

INCIDENT REPORT: Few survivors remain at Ganymede Foundry after an Argent containment failure. Our scientists consider this event to be a rare opportunity for study. However, the security cams have gone offline. Your team must find and recover any surviving personnel so that they can be interviewed for anecdotal data.

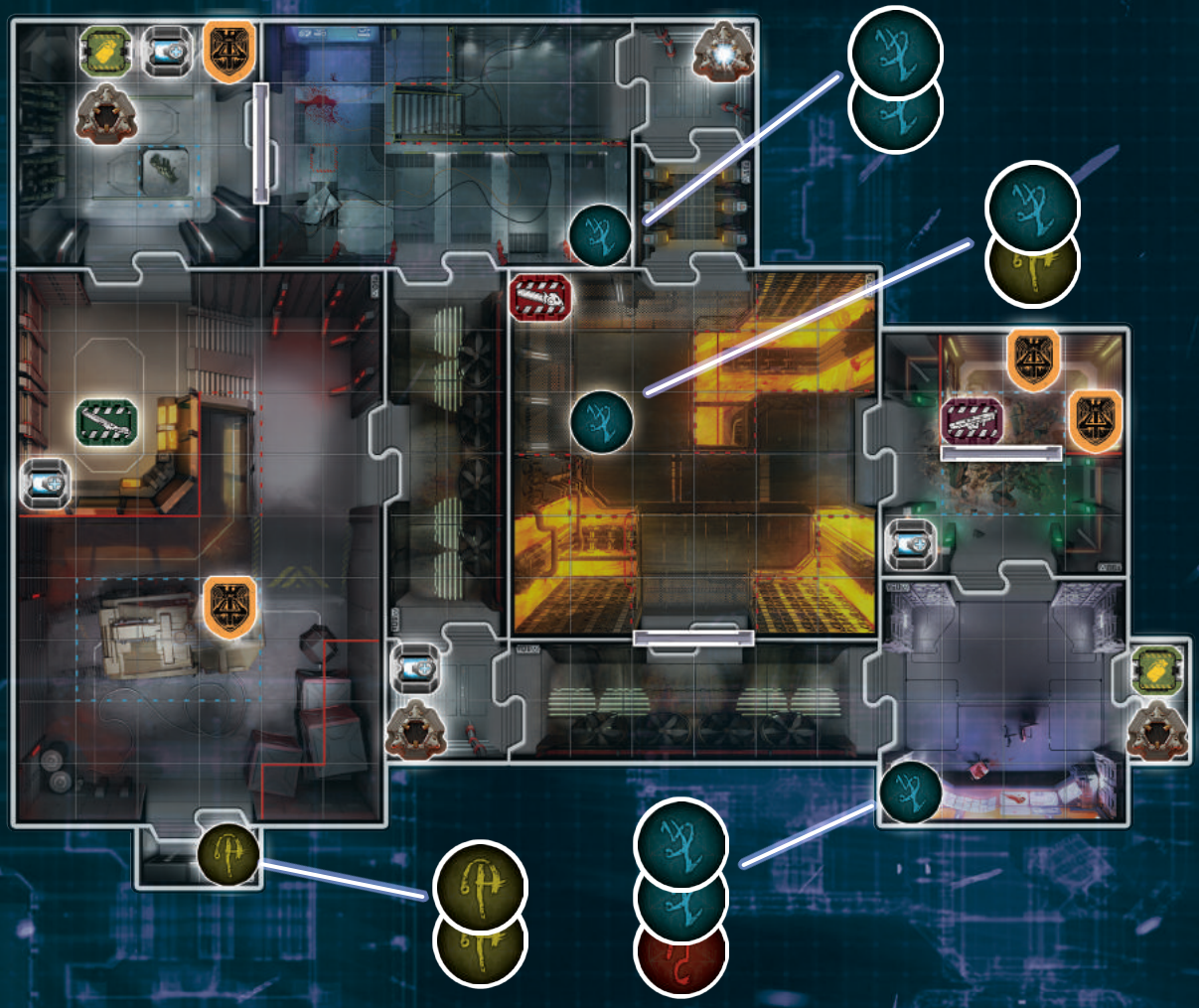
- **Objective:** Asset Extraction
- **Threat:** Horde

**SUGGESTED INVADER CARDS:**

EVENT DECK

- Power Overwhelming
- Seek and Destroy
- Armored Offensive

INVASION CARD: Deadly Force



**MARINE VICTORY**

The surviving staff members thank you profusely as they are taken to processing to be interviewed about their experiences. One of the survivors comments that the UAC devotes a remarkable amount of funding to trauma counseling.

**INVADER VICTORY**

INCIDENT REPORT: Fireteam KIA attempting to recover personnel from the base. The UAC media department is assigned to honor their bravery and sacrifice with a prime-time video special.



**MISSION 3: SPRING CLEANING**

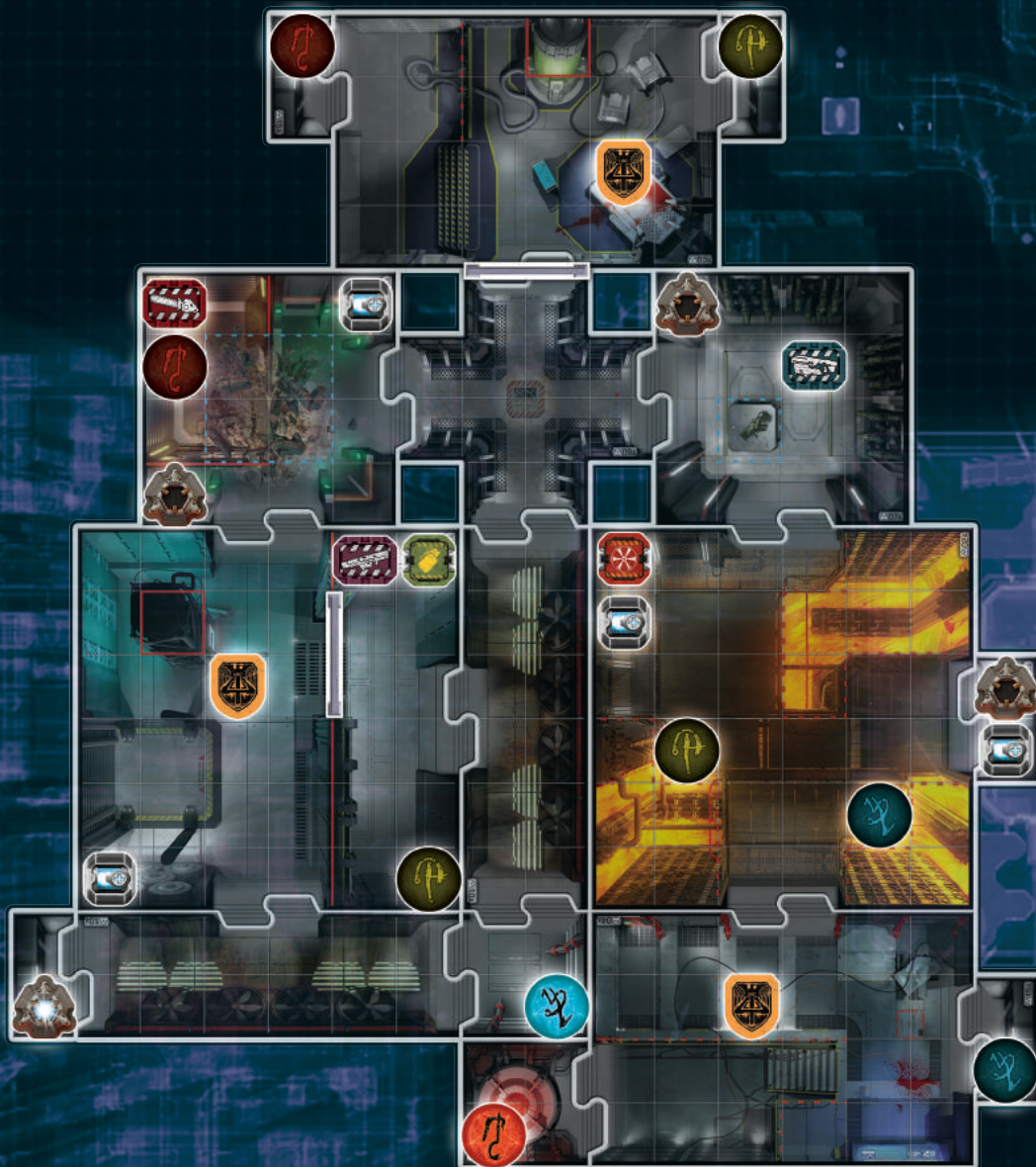
**ALERT:** A confidential research and development laboratory has unfortunately been overrun by hostile forces. Security footage shows them crafting portal structures from organic materials. These "Gore Nests" have been declared a security risk and must be destroyed.

- **Objective:** Containment Protocol
- **Threat:** Assault

**SUGGESTED INVADER CARDS:****EVENT DECK**

- Seek and Destroy
- Blood Rush
- Savage Strength

INVASION CARD: Explosive Power

**MARINE VICTORY**

It takes some time to clean the gore off of your armor. You are somewhat unsettled by the glimpses you've seen of the realm beyond. A part of you prays you'll never have to see that place again.

**INVADER VICTORY**

**INCIDENT REPORT:** A number of marine bodies have been integrated into the gore nests. UAC scientists suggest this is an opportunity to explore additional vectors of experimentation.



### MISSION 4: LEAVING THE NEST

**CONGRATULATIONS:** As a result of your prior performance, you have been selected for a Lazarus Labs manned expedition. Three previous drone operations in the region have been unsuccessful. The drone will proceed with your squad to the designated survey area.

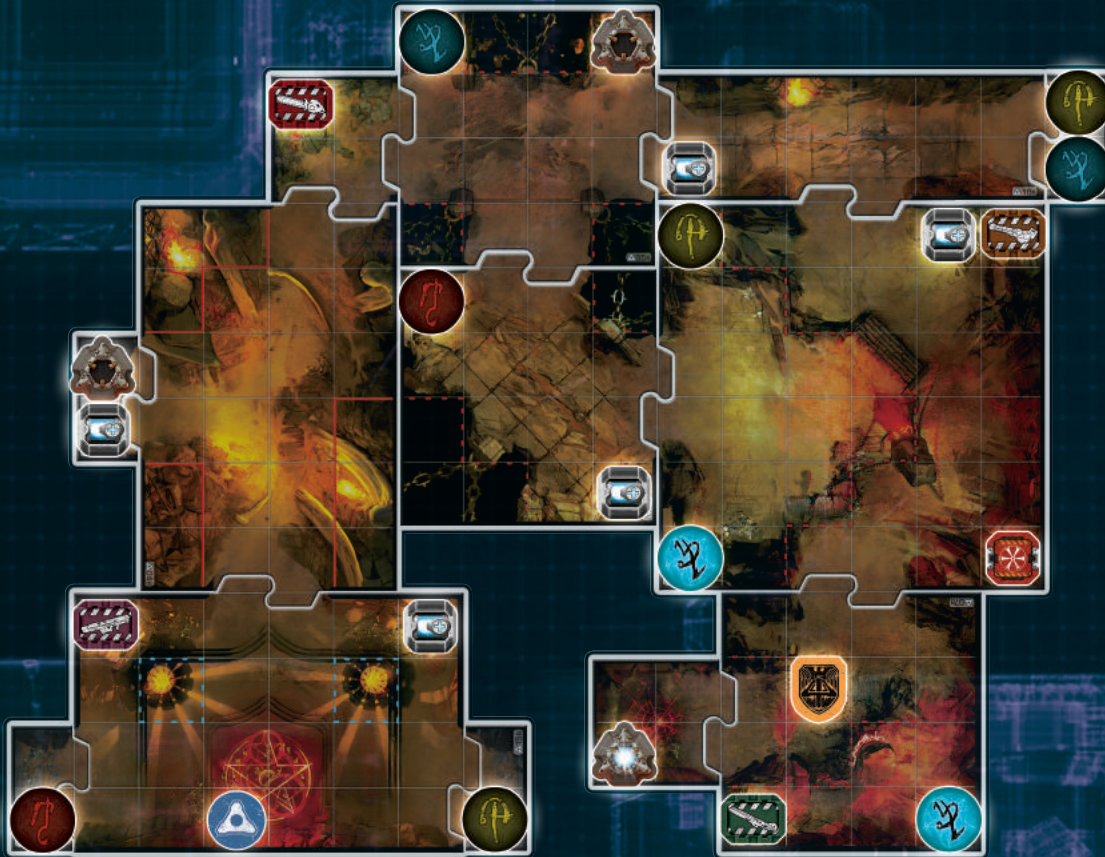
- **Objective:** Priority Escort
- **Threat:** Assault

### SUGGESTED INVADER CARDS:

#### EVENT DECK

- Power Overwhelming
- Seek and Destroy
- Armored Offensive

INVASION CARD: Cruel Mayhem



### MARINE VICTORY

The drone slowly scans the area and begins its research survey. An emergency alert signals in your HUD. You are instructed to continue your expedition and proceed toward Kadinger Sanctum.

### INVADER VICTORY

**DATA LOG:** Research drone destroyed, operatives lost. This area has been declared off limits for UAC operations until further notice.



**MISSION 5: TERRITORIAL DISPUTE**

WARNING: Hostile forces have been detected approaching a valuable UAC tethering site. Unfortunately an Argent Energy storm has damaged the shielding technology so your team must defend the site until the defensive protocols can be rebooted.

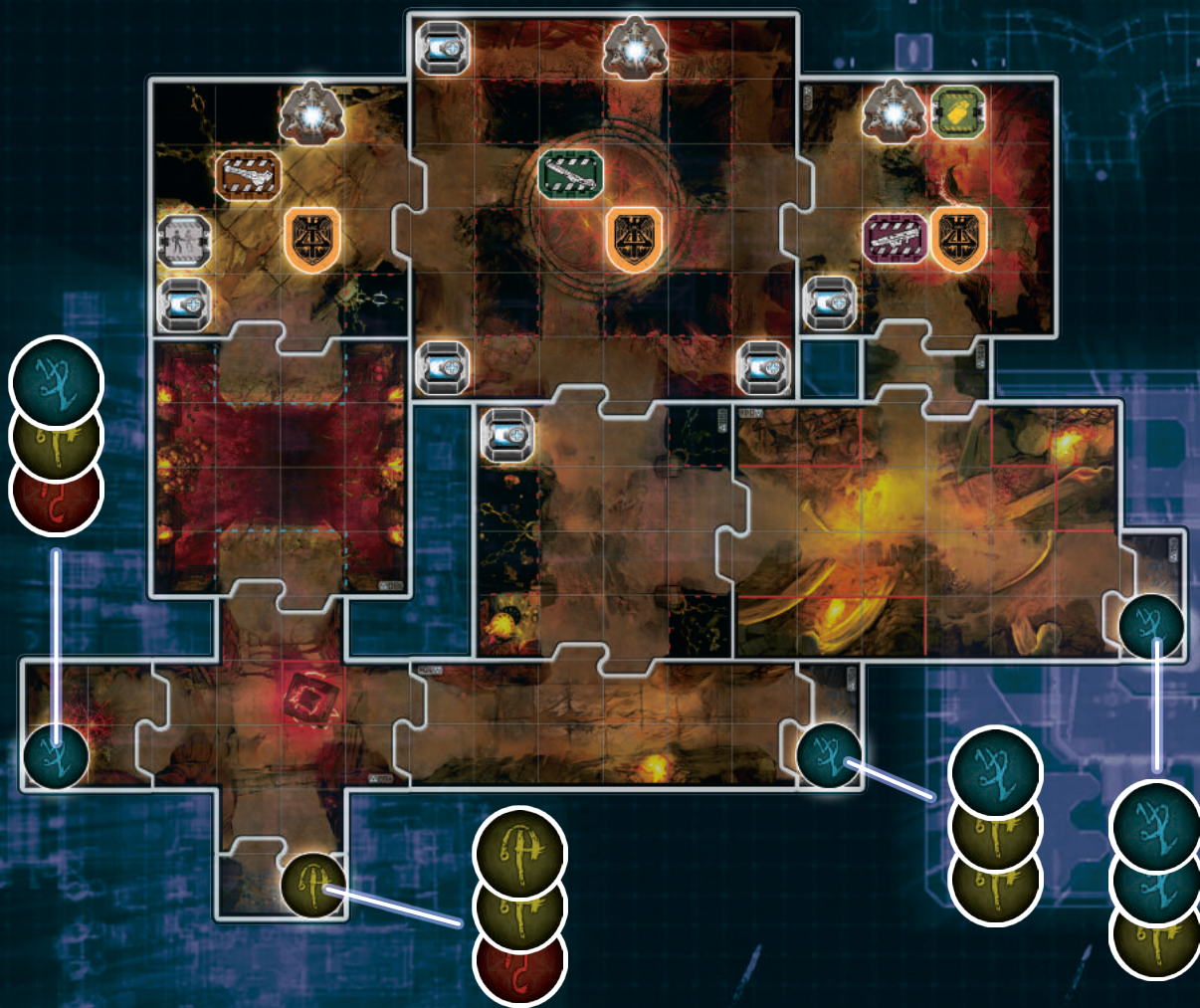
- **Objective:** Guard Duty
- **Threat:** Horde

**SUGGESTED INVADER CARDS:**

EVENT DECK

- Power Overwhelming
- Seek and Destroy
- Armored Offensive

INVASION CARD: Grim Tidings



**MARINE VICTORY**

Defensive sentries and barriers are erected quickly once the system reboots. You have a few hours to collect yourselves and rest. The screams and roars of demons in the distance are drowned out by the gentle thrum of the Argent generators.

**INVADER VICTORY**

INCIDENT REPORT: Tethering site is overrun. Detonation sequence offline. Warning of possible demonic acquisition of UAC assets. Recommend additional fireteam deployments to retake the site.



**MISSION 6: BREAKING AND ENTERING**

**THREAT DETECTED:** We have located the demon responsible for the attacks on our assets. A show of force has been deemed necessary. Unfortunately, due to recent losses, we cannot rely upon drones for this mission. Your team must enter the hostile territory and eliminate all hostile elements in the area. After that is complete, you will be cleared to return home.

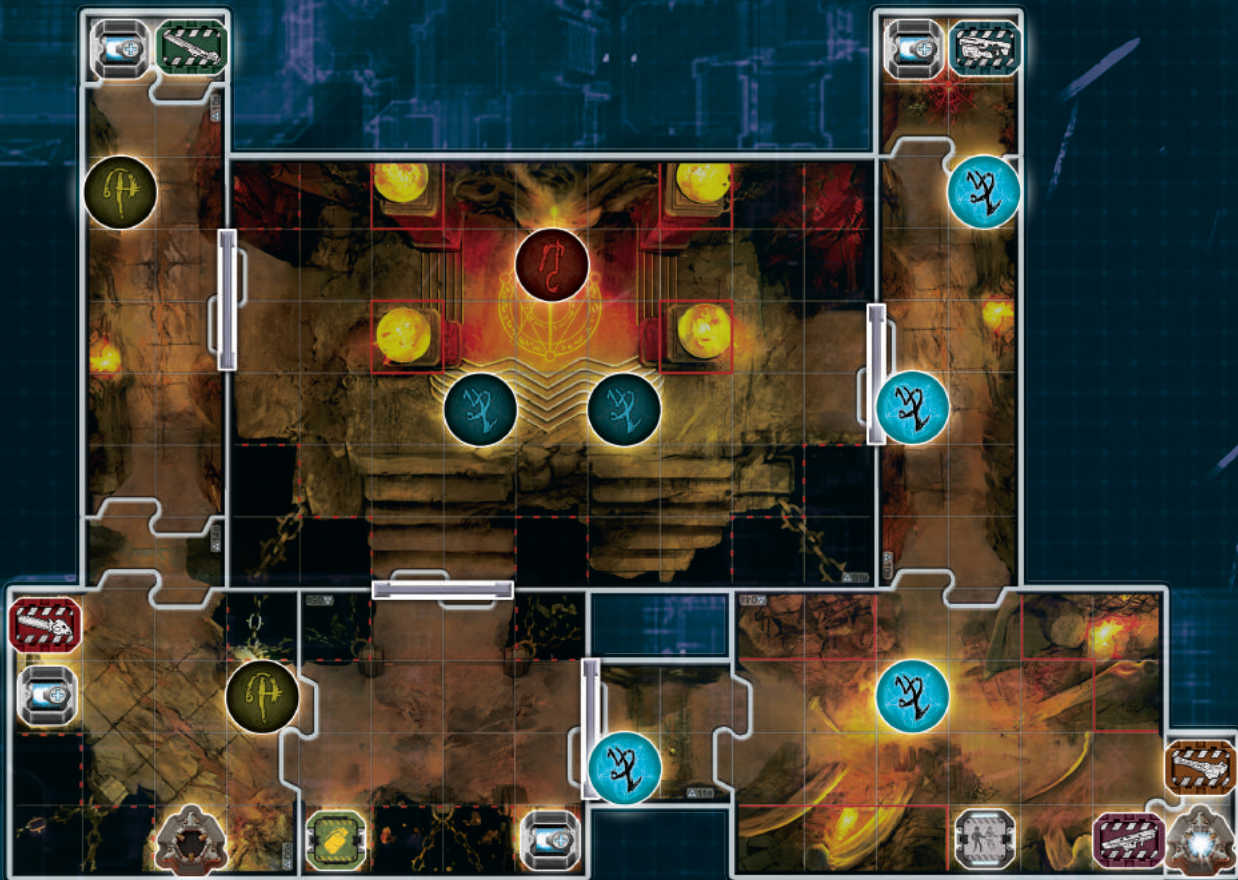
- **Objective:** Eliminate Hostiles
- **Threat:** Horde

**SUGGESTED INVADER CARDS:**

**EVENT DECK**

- Power Overwhelming
- Seek and Destroy
- Armored Offensive

INVASION CARD: Force of Arms



**MARINE VICTORY**

You receive a message from Olivia Pierce, head of the Lazarus project: "Your work is to be commended, marines. Unfortunately, you will not be returning. Human souls cannot leave hell. Your life support systems indicate you can survive a few more days at most. Take solace that your efforts have advanced the UAC cause. Your sacrifice will not be in vain."

**INVADER VICTORY**

**INCIDENT REPORT:** Suicide mission successful, fireteam survived 27% longer than anticipated. Sacrifice to the local demon hierarchy will prove valuable for future research into the Titan's Realm.



# OPERATION: EXODUS

## MISSION 1: TO WHOM IT MAY CONCERN

The last fireteam that was sent here never returned. You have been sent to investigate their last known location and recover any combat data they might have acquired. Their sacrifice will not be in vain.

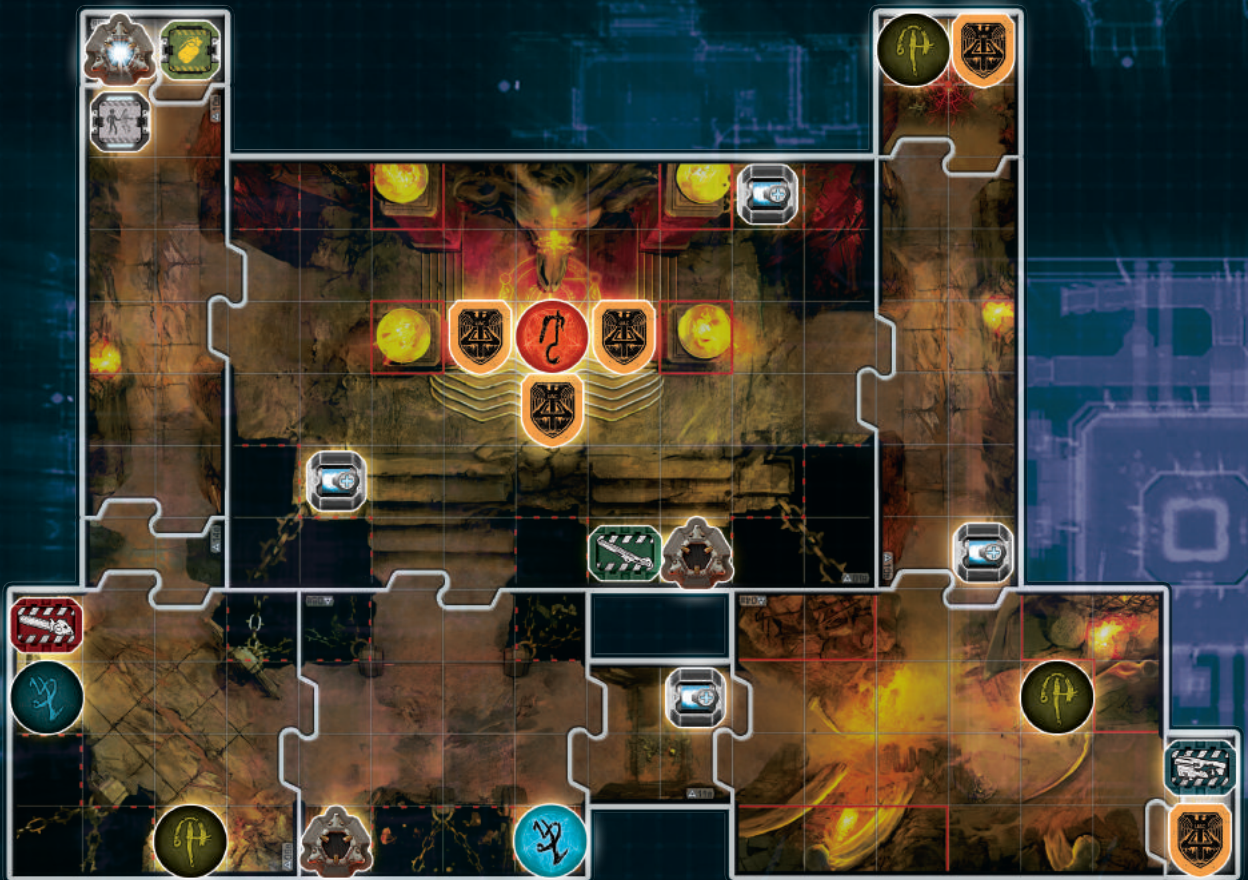
- **Objective:** Containment Protocol
- **Threat:** Assault

## SUGGESTED INVADER CARDS:

### EVENT DECK

- Power Overwhelming
- Infernal Sorcery
- Seek and Destroy

INVASION CARD: Out of the Abyss



## MARINE VICTORY

You manage to find a helmet with a functioning digital record. Curiously, the combat data has been wiped and replaced with a coded video feed: "If another fireteam finds this, there's something you should know..."

## INVADER VICTORY

EXPEDITION RECORD: As expected, another fireteam is lost. Requisition request for additional weapons and armor clearance for next attempt.



### MISSION 2: ALL YOU CAN EAT

You return from your last survey and find the tethering site completely overrun by demons. They are consuming your Argent Energy stores in vast quantities. You won't last long out here without power. You'll have to get that energy back by any means necessary.

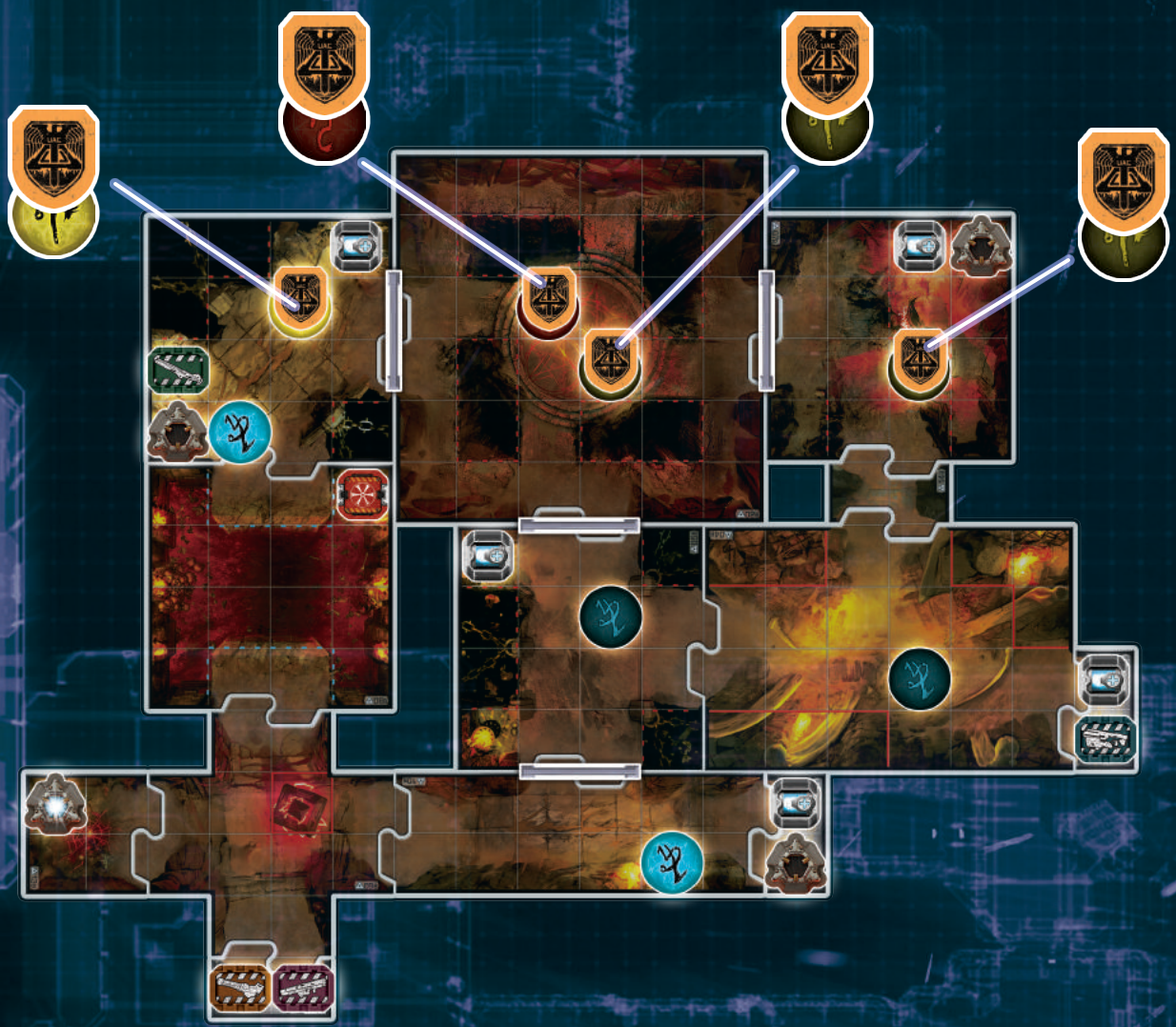
- **Objective:** Sample Collection
- **Threat:** Infestation

### SUGGESTED INVADER CARDS:

#### EVENT DECK

- Savage Strength
- Seek and Destroy
- Blood Rush

INVASION CARD: Singular Strength



### MARINE VICTORY

You manage to collect enough energy cells to survive a little longer. You look over the wreckage of the UAC equipment and consider everything you've learned so far. Unfortunately, it looks like you're not getting out of here.

### INVADER VICTORY

TRANSMISSION FROM KADINGER SANCTUM: Tethering site compromised. A drone survey is scheduled to calculate energy and resource losses.



**MISSION 3: COLLECT CALL**

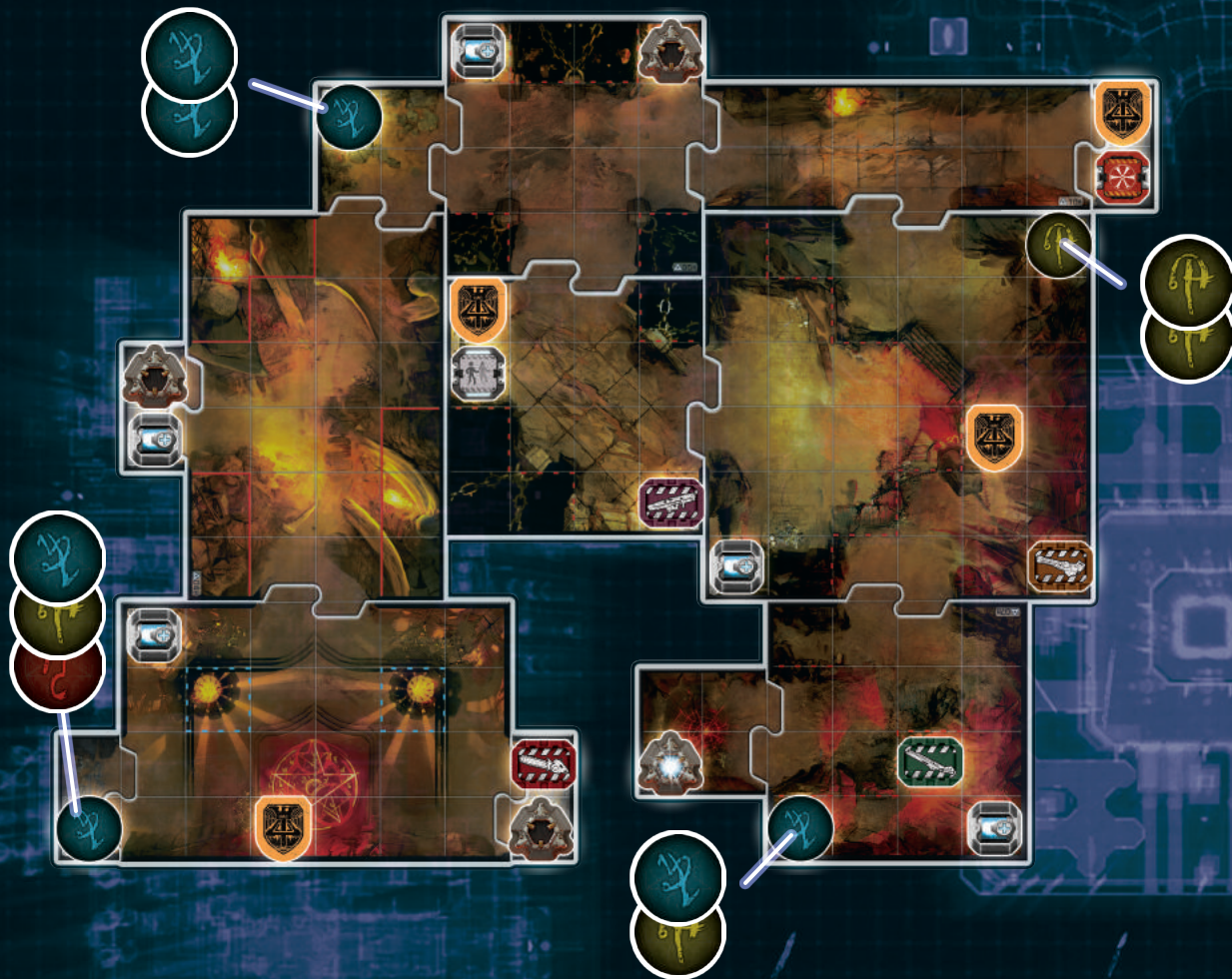
Souls don't leave hell. You're not going home, but you might be able to get the truth out there. Survey drones have the ability to send messages through the Fracture. You'll have to find some busted drones and harvest any usable parts to construct a makeshift relay.

- **Objective:** Asset Extraction
- **Threat:** Horde

**SUGGESTED INVADER CARDS:****EVENT DECK**

- Infernal Sorcery
- Armored Offensive
- Seek and Destroy

INVASION CARD: Cruel Mayhem

**MARINE VICTORY**

You cobble together a transmission array from the harvested components of the drones and send an encrypted message to as many fireteams as you can. Demons howl in the distance and you ready your weapons. You may be trapped in hell, but you might as well take your anger out on something while you can.

**INVADER VICTORY**

**ANOMALY DETECTED:** Damaged survey drone has reported AWOL marines attempting to perform unauthorized maintenance. Video feed enclosed.



### MISSION 4: OUT OF THE FRYING PAN

A garbled transmission told you what was happening weeks ago, but you didn't believe it until now. The UAC is insane. You've just coordinated with some friends to make your escape when the breach alarm sounds. You'll have to survive until the extraction team gets there.

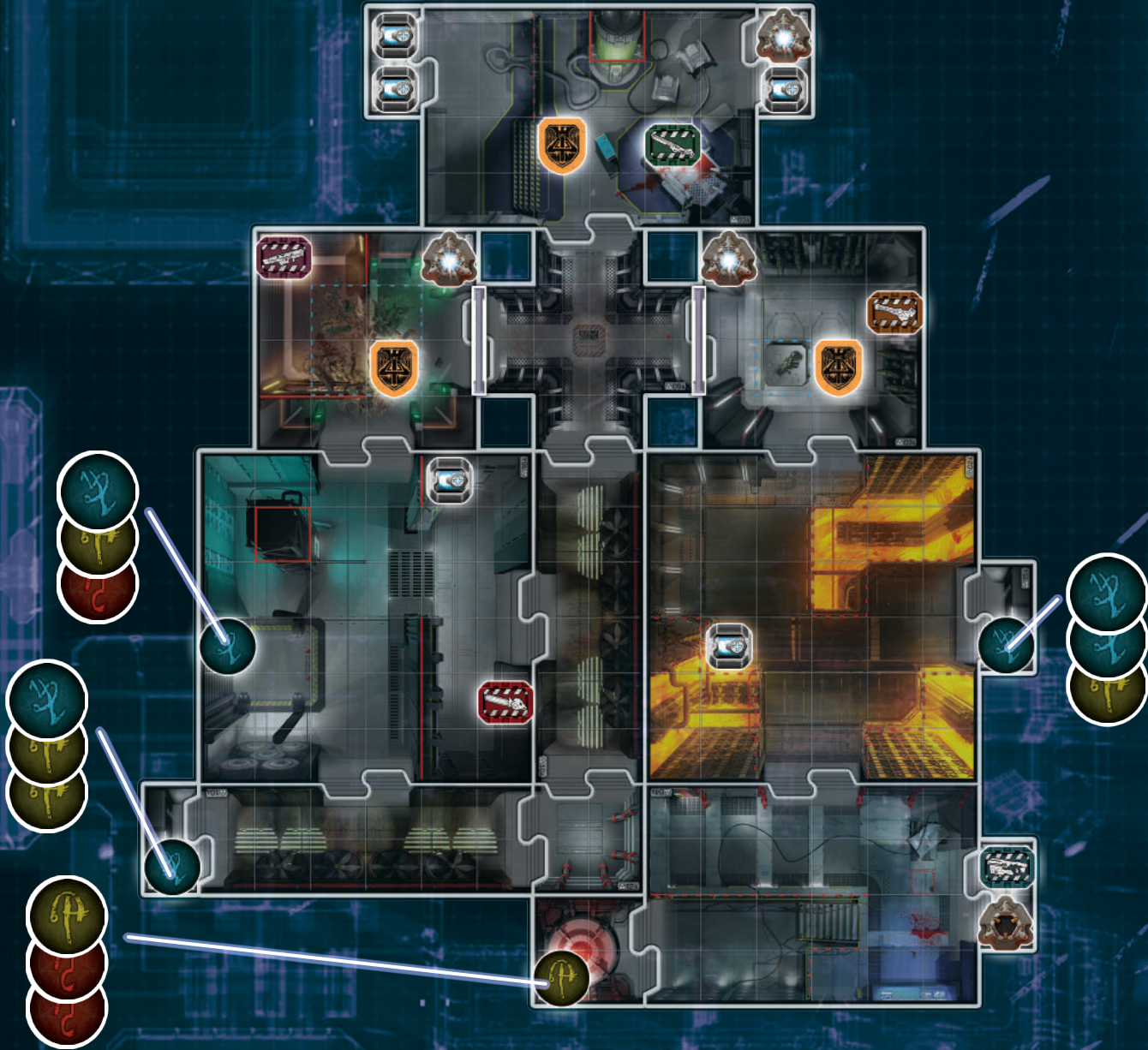
- **Objective:** Guard Duty
- **Threat:** Horde

### SUGGESTED INVADER CARDS:

#### EVENT DECK

- Power Overwhelming
- Savage Strength
- Blood Rush

INVASION CARD: Hellfire Blast



### MARINE VICTORY

The extraction arrives in the nick of time and you bid good riddance to the lab. You've decided to meet up with the other defecting teams at Phobos Station.

### INVADER VICTORY

DATA LOG: Local research data has been uploaded to a secure server. The loss of this facility has been deemed acceptable. Tharsis Labs has been scheduled for orbital demolition.



**MISSION 5: BRINGING DOWN THE HOUSE**

You rendezvous with a few other fireteams at Phobos Station. The research done here has all been a part of these mad experiments. Your team has volunteered to destroy the whole station while the other teams find a way out. You'll have to escort an Argent explosive device to the station's power core.

- **Objective:** Priority Escort
- **Threat:** Assault

**SUGGESTED INVADER CARDS:****EVENT DECK**

- Infernal Sorcery
- Savage Strength
- Armored Offensive

**INVASION CARD: Lazarus Legion****MARINE VICTORY**

The explosive device is rigged to the core and you make your escape. As you shuttle to regroup with the other teams you watch the cascading energy detonation blow the station to hell. All that's left is a charred crater and some bad memories.

**INVADER VICTORY**

**ALERT:** Possible sabotage attempt at Phobos Station. Combat security drones have been dispatched to investigate the disturbance.





### MISSION 6: END OF THE LINE

Ganymede Foundry ships Argent Energy resources all over the system. If you need a long-range craft, this is the place. Unfortunately, due to demon infestation all ships are grounded. If you want to cancel the automated lockdown, you'll have to kill every damn demon in this place.

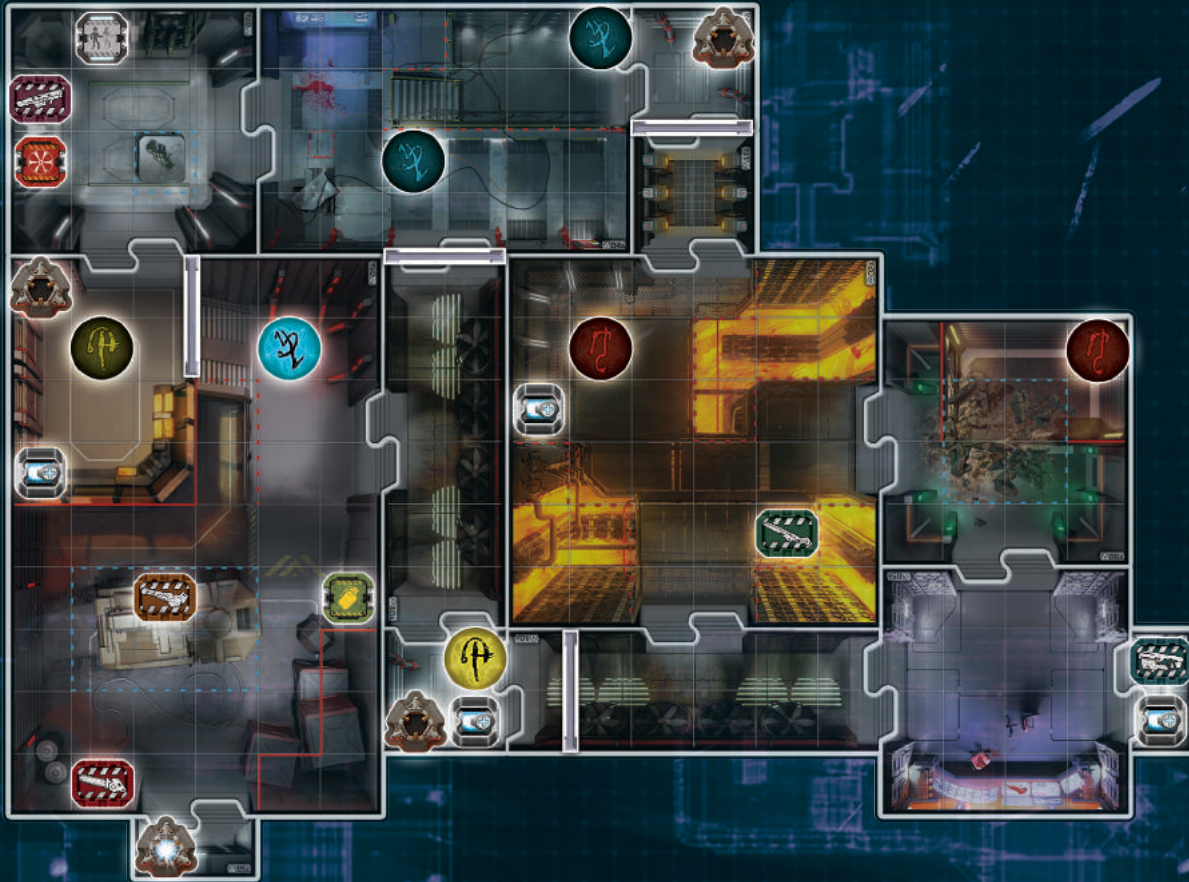
- **Objective:** Eliminate Hostiles
- **Threat:** Infestation

### SUGGESTED INVADER CARDS:

#### EVENT DECK

- Savage Strength
- Seek and Destroy
- Blood Rush

INVASION CARD: Force of the Damned



### MARINE VICTORY

You scrape what's left of the demons off your boots as you climb into the transport. The UAC will probably consider this a formal resignation. Leaving that madness behind, you consider what to do next. There are plenty of private security outfits out there that could make use of your skills—preferably on another planet.

### INVADER VICTORY

INCIDENT REPORT: A number of fireteams have been found engaging in clandestine activities. We have captured one such team. The marines have been restrained and await interrogation and processing. The Lazarus Division has requested additional organic materials for Revenant research.



# UAC FIRETEAMS

## FIRETEAM DESIGNATIONS

The UAC employs numerous fireteams with varying specializations. These teams operate as a cohesive unit and are assigned to the most dangerous missions. Given substantial security clearance, these fireteams are the backbone of all UAC security protocols.

These fireteams generally consist of up to four marines with the following combat designations:

- **Alpha:** Frontline Combatant
- **Bravo:** Long-Range Marksman
- **Charlie:** High-Mobility Scout
- **Delta:** Heavy-Weapons Specialist

## FIRETEAM: CLAYMORE

Known for their reliability, Claymore is a well-established squad with a pristine record. An ideal choice for any combat assignment.

- **Alpha:** Close Combat Specialist
- **Bravo:** Squad Captain
- **Charlie:** Black Ops
- **Delta:** Vanguard

## FIRETEAM: HALBERD

Halberd agents are subjected to constant teamwork simulations until they operate as a well-oiled machine. Halberd agents have the highest survival rates in the UAC.

- **Alpha:** Security Specialist
- **Bravo:** Tactician
- **Charlie:** Medic
- **Delta:** Heavy Assault

## FIRETEAM: JAVELIN

Javelin began as an experimental training program for unique skills and weapon specialists. Javelin operatives are often given unusual equipment clearances.

- **Alpha:** Gunslinger
- **Bravo:** Grenadier
- **Charlie:** Saboteur
- **Delta:** Contingency Specialist

## STANDARD ISSUE LOADOUTS

Each marine takes the two starting weapon tokens shown below and constructs his 10-card action deck from the two sets of three cards corresponding to each of his tokens and the one set of four cards with the UAC Icon (▲).

Alpha



Bravo



Charlie



Delta



## FIRETEAM: KHOPESH

The UAC will occasionally employ mercenary teams like Khopesh. Those who exceed expectations are offered lucrative employment packages in the UAC security corps.

- **Alpha:** Fire Support
- **Bravo:** Stealth Operative
- **Charlie:** Assassin
- **Delta:** Bounty Hunter

## FIRETEAM: SCIMITAR

Exclusively hired from military veterans, Scimitar operatives are disciplined soldiers with unmatched first-strike effectiveness.

- **Alpha:** Commando
- **Bravo:** Designated Marksman
- **Charlie:** Shocktrooper
- **Delta:** Sentinel

## FIRETEAM: TOMAHAWK

Often deployed in hazardous environments, the pathfinders of Tomahawk squad are well regarded as an adaptable, all-terrain engagement team.

- **Alpha:** Ranger
- **Bravo:** Requisitions Officer
- **Charlie:** Utilitarian
- **Delta:** Combat Engineer