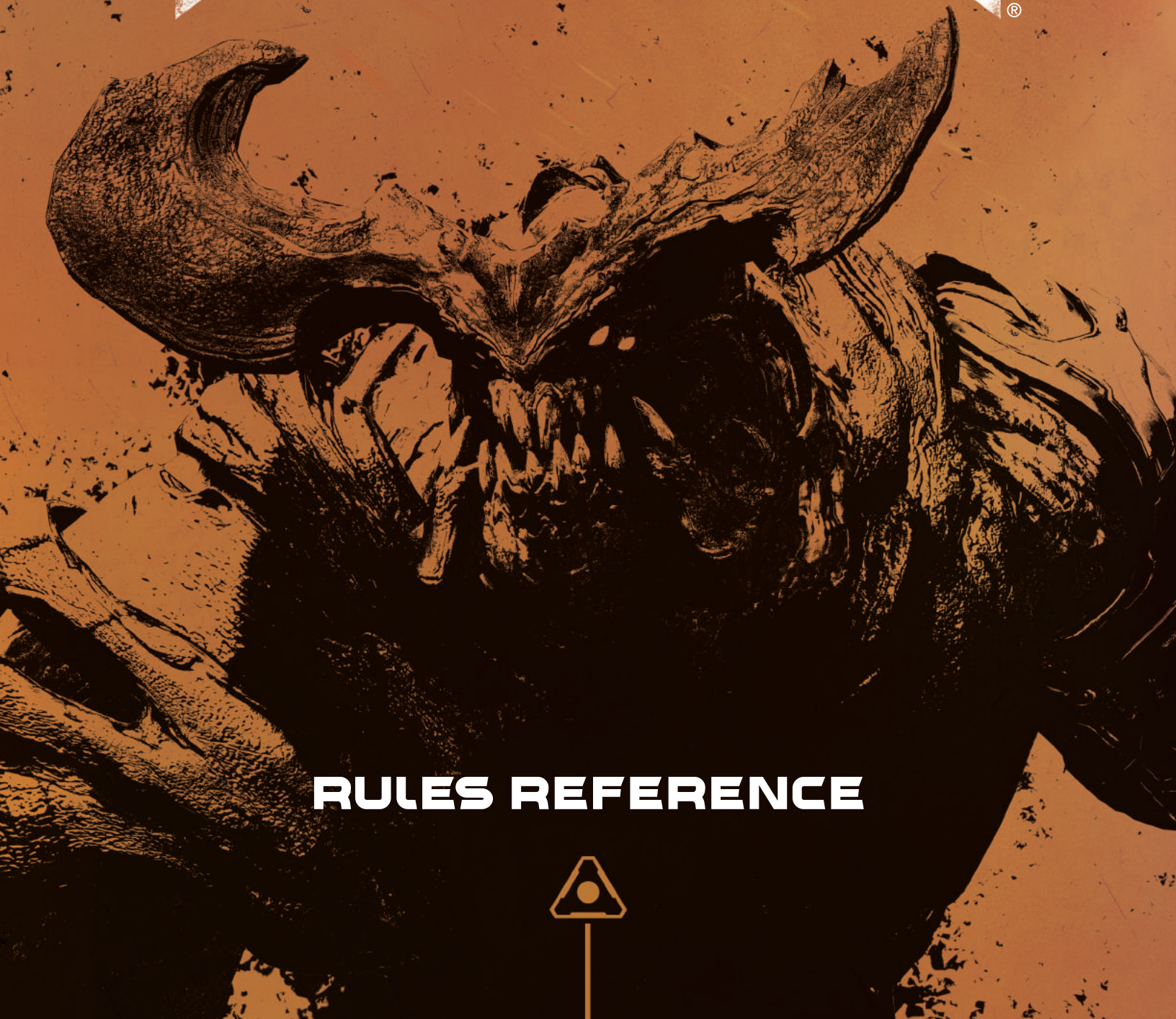


# DOOM

®



**RULES REFERENCE**





## USING THIS RULES REFERENCE

This Rules Reference does not teach players how to play *DOOM: The Board Game*. Players should begin playing the game by reading the Learn To Play booklet in its entirety. Then, they can use this Rules Reference while playing to answer any questions as they arise.

### OVERVIEW

This document is a reference for all game rules. It contains a glossary, which organizes rules in alphabetical order by topic, and two appendices which shows detailed diagrams for movement and line of sight.

### GLOSSARY ..... PAGES 2–20

The glossary section lists detailed rules clarifications in alphabetical order by topic.

### MOVEMENT EXAMPLES.....PAGE 21

This appendix provides diagrams for moving and rotating small and large figures.

### LINE OF SIGHT AND COVER EXAMPLES ..... PAGE 22

This appendix provides diagrams for determining line of sight and cover.

### INDEX..... PAGE 23

This index section contains a comprehensive list of topics found in this Rules Reference and the page numbers where those topics are located.

## GOLDEN RULES

The golden rules are fundamental concepts on which all other rules are built:

- The Rules Reference is the definitive source of rules information. If this document contradicts the Learn To Play booklet, this reference takes precedence.
- If a card's text directly contradicts rules from any rules booklet, the card text takes precedence.
- If a card effect uses the word "cannot," that effect is absolute.
- The word "must" indicates that an effect is mandatory; the word "may" indicates that an effect is optional.

### GLOSSARY

This glossary lists all gameplay terms and phases in detail. If a player is unable to find a topic in this glossary, he can consult the index on page 23.

### ABILITIES

Abilities are game effects found on demon cards, event cards, action cards, class cards, and Glory Kill cards.

- Each ability describes when it can be used.
- Some cards must be exhausted to produce their effects. Exhausted cards cannot be exhausted again until they are readied.
  - If a card is exhausted, any abilities on that card that do not require the player to exhaust the card can still be used.
- An ability on a demon card that is preceded by the Argent Power icon (▲) requires the invader to spend Argent Power to use that ability. The Argent Power tokens that are spent must be discarded from that demon card.
- Players cannot use the same ability more than once at the same time.
  - The invader cannot spend multiple Argent Power tokens to use the same ability more than once during a single attack.
  - If the invader plays two copies of the same event card at the same time, he can only resolve the effect on one of those cards. (For example, the invader cannot resolve a second copy of "Demonic Resilience" to add a second ♣ while defending).
- Abilities on class, event, and demon cards are always optional.
- Some abilities are used as either main actions or bonus actions. These abilities have either a main action header (▲:) or bonus action header (♣:) and can be used any time a marine could play a main action or bonus action card.
- A marine can resolve his class card abilities even if he was fragged and has not yet respawned.

**Related Topics:** Argent Power, Bonus Actions, Class Cards, Demon Cards, Exhausted, Glory Kill, Main Action



## ACTION CARDS

Each marine has a deck of action cards that represent his weapons and armor. These cards allow a marine to move around the map and perform attacks. A marine's action cards also determine his defense when he is attacked.

- There are three types of action cards: main action, bonus action, and reaction.



**Main Action:** These cards can be played as a main action during a marine's activation. Each main action card contains an attack box, which allows the marine to perform an attack.



**Bonus Action:** These cards can be played as bonus actions during a marine's activation. Bonus action cards can be played on their own or in conjunction with a marine's main action.



**Reaction:** These cards can be played following the instructions on the card.

- To resolve an action card, a marine first gains movement points equal to the speed value printed on the card (if any). Then, he may perform the card's attack and resolve its abilities as instructed.
- When a marine plays an action card, he must resolve the entire card before resolving any other action cards.
- After playing an action card, it remains faceup in the marine's play area. All of a marine's faceup action cards are discarded at the end of his activation, unless a card specifically states otherwise.
- Each action card has a trait under its name, such as "Combat Shotgun." A trait has no inherent game effect, but some game effects may refer to a trait.
- The standard hand size of action cards is three.
- A marine can have more cards in hand than his hand size. If he does, he simply does not draw action cards at the end of his activation.
- At the end of a marine's activation, if he has fewer cards in his hand than his hand size, he draws cards until he has cards in his hand equal to his hand size.
- If a marine needs to either draw or reveal an action card but the action deck is depleted, he shuffles the discard pile to create a new deck of action cards. Then, he draws or reveals a card from that deck.
  - If all of a marine's action cards are in hand or in play, he cannot draw action cards.
- During setup of each game, each marine creates his own deck of action cards.
- During a game, a marine can gain additional weapons, which add action cards to his action deck.

**Related Topics:** Abilities, Attack, Bonus Actions, Marine, Movement Points, Traits

## ACTIVATE

See "Marine Activation" and "Demon Activation."

## ACTIVATION PHASE

During the Activation Phase, all players take turns activating their figures. The order in which players activate their figures is determined by the initiative deck.

The Activation Phase contains the following two steps that are resolved repeatedly until the initiative deck is depleted:

1. **Reveal Initiative Card:** The top card of the initiative deck is revealed so all players can see it.
  - If a card cannot be revealed because there are no cards remaining in the initiative deck, the Activation Phase ends.
2. **Activate:** If a marine initiative card is revealed, the marine that corresponds to that card activates. If an invader initiative card is revealed, the invader exhausts one demon card of his choice and activates each demon matching that card's type, one at a time.

**Related Topics:** Demon Activation, Initiative Deck, Invader, Marine Activation, Respawn, Status Phase

## ADJACENCY

If a space on the map shares a border or corner with another space, those spaces are adjacent.

- Two spaces are not adjacent if they share a border that is blocking terrain, impassable terrain, a wall, or a door.
- Two diagonal spaces whose shared corner is blocking terrain, impassable terrain, wall, or door are not adjacent unless one of the other spaces sharing that corner is adjacent to both diagonal spaces (see the Movement Example diagrams on page 21).
- Figures and tokens are adjacent to each other if they are in adjacent spaces.
- If one of a space's borders is a door, a figure that occupies that space is adjacent to that door.
- For the purposes of marine movement, all active teleporters are adjacent to each other.

**Related Topics:** Blocking Terrain, Flying, Impassable Terrain, Map, Teleporters, Terrain, Wall



## ARGENT POWER

The invader may spend Argent Power to trigger abilities that have the Argent Power icon (▲). Argent Power is represented by Argent Power tokens that can be placed on demon cards and the invasion card.



- After drawing cards during the Status Phase, the invader may discard up to three event cards from his hand to gain one Argent Power for each card discarded.
- When the invader gains Argent Power, he takes an Argent Power token from the supply and places it on his invasion card or on a faceup demon card.
  - The invasion card and demon cards can have any number of Argent Power tokens.
- To resolve a demon card ability that has one or more Argent Power icons (▲), the invader discards Argent Power tokens from that demon card equal to the number of that ability's Argent Power icons (▲).
- Many invasion groups have an Argent Power icon (▲) with a corresponding value. When the invader summons one of these groups, he gains Argent Power tokens equal to that value and must distribute them among his demon cards from that group.
- After summoning an invasion group, the invader can move any number of Argent Power tokens from the invasion card to demon cards corresponding to the invasion group. Regardless, any Argent Power tokens that remain on the invasion card are discarded.
- If a demon card that has Argent Power tokens is flipped facedown, all Argent Power tokens on that demon card are discarded.
- Argent Power tokens cannot be placed on a facedown demon card.

**Related Topics:** Event Cards, Invasion Cards, Summoning Demons

## ATTACK

Both marines and demons perform attacks to damage each other. The marine or demon that is performing an attack is the attacker. The marine or demon that is being attacked is the defender.

To perform an attack, players follow these steps:

1. **Declare Defender:** The attacker declares which figure he is attacking. That figure is the defender.
  - The defender must be within range and in line of sight of the attacker.
  - The defender must be an enemy figure.
2. **Roll Dice:** The attacker rolls dice.
  - If the attacker is a marine, the number and color of dice he rolls is shown in the attack box on his action card. If an ability found on either a class card or Glory Kill card allows a marine to attack, that ability will indicate the number and color of dice the marine rolls.
  - If the attacker is a demon, the number and color of dice he rolls is shown in the attack box on his demon card.
3. **Reveal Defense:** The defender reveals a card for his defense. This is his defense card.
  - If the defender is a marine, he reveals his defense card from the top of his action deck. If the defender is a demon, he reveals his defense card from the top of his event deck.
  - If the defender has cover, after revealing a defense card, he can choose to discard it and reveal another card, ignoring the first card he revealed.
  - If the defender cannot reveal a defense card because his deck is depleted, he shuffles his discard pile to form a new deck. Then, he reveals a defense card from that deck.
  - If the deck is depleted and there are no discarded cards, he cannot reveal a defense card.
4. **Apply "While Defending" Effects:** The defender can modify the result of the attack by using abilities on cards that read, "while defending."
5. **Apply "While Attacking" Effects:** The attacker can modify the result of the attack by using abilities on cards that read, "while attacking."
6. **Assess Damage:** Both players determine the results of the attack. Then, the revealed card is discarded.
  - The number of shield icons (♥) on the revealed card is subtracted from the number of damage icons (☠) on the dice. For each damage icon remaining, the defender suffers one damage.
  - If the defender revealed a dodge icon (⚡), all damage is canceled.



- An attack cannot be performed during another attack.

**Related Topics:** Action Cards, Activation Phase, Damage, Line of Sight, Main Action, Range

## ATTACK BOX

An attack box contains a range value, which indicates the maximum range of that attack, as well as die icons, which indicate the number and color of dice rolled for that attack.



Marine  
Attack Box



Demon  
Attack Box

**Related Topics:** Action Cards, Attack, Demon Cards, Range

## ATTACKER

Attacker is a term used to denote both a figure on the map that is performing an attack and the player who controls that figure.

**Related Topics:** Attack, Line of Sight

## BLOCKING TERRAIN

Blocking terrain is represented by a solid red line on the borders of spaces.

- Figures cannot move through blocking terrain.
- Two spaces that share only a border of blocking terrain are not adjacent.
- Two diagonal spaces whose shared corner is blocking terrain are not adjacent unless one of the other spaces sharing that corner is adjacent to both diagonal spaces.
- If a game effect displaces a figure, it cannot be moved through blocking terrain.
- Blocking terrain blocks line of sight and provides cover.
- Large figures ignore blocking terrain when moving, and they can both enter and end their movement in spaces outlined by a solid red line.
- Demons with the “Flying” ability can move through and end their movement in spaces surrounded by blocking terrain.

**Related Topics:** Abilities, Flying, Line of Sight, Map, Movement Points, Wall

## BONUS ACTIONS

During a marine’s activation, he can resolve any number of bonus actions.



- Bonus action cards are distinguished by the bonus action icon (▶).
- To play a bonus action card from his hand, the marine places it faceup in his play area.
- If a bonus action card contains a speed value, the marine gains a number of movement points equal to that value.
  - He can spend these movement points at any time during this activation; he does not need to spend all movement points at the same time.
- If a bonus action card has an attack box, the marine may perform an attack using the information presented in the card’s attack box in the lower-left corner.
- Many bonus action cards have abilities that modify attacks or provide the marine with other unique game effects. Marines can resolve the abilities on bonus action cards by following the instructions.
- If an ability has a bonus action header (▶), it can be used any time a marine could play a bonus action card.
- A marine can play one or more bonus actions even if he does not resolve a main action during his activation.
- Main actions and bonus actions are distinct. If a rule or game effect references a main action, it is not referencing a bonus action; if a rule or game effect references a bonus action, it is not referencing a main action.

**Related Topics:** Abilities, Action Cards, Attack, Main Action, Marine Activation, Movement Points

## CLASS CARDS

Class cards provide marines with unique abilities.

- After a player chooses a class card, he places it on his class slot on his marine card. The ability or abilities on the class card will be available for the duration of the game.
- The ability on some class cards require the card to be exhausted. A marine readies his exhausted class card at the beginning of his activation.
  - If a class card is exhausted, any abilities on that card that do not require the player to exhaust the card can still be used.
- Class abilities can be used any number of times throughout the game.

**Related Topics:** Exhausted, Marine Card



## COMPONENT LIMITATIONS

All figures, cards, weapon tokens, and Argent Power tokens are limited by the number included in the game box. All other components are unlimited.

- If the invader wishes to summon a demon, but does not have enough figures of that demon type available because they are already on the map, the invader cannot summon that demon.
- The invader cannot gain Argent Power if there are not Argent Power tokens available in the supply.
- If a component that is unlimited is depleted, players can find a viable substitute, such as a coin, to use temporarily.

**Related Topics:** Argent Power, Figure, Invader

## COVER

Cover represents that figures are hiding behind walls, terrain, and other figures during attacks. During the "Reveal Defense" step of an attack, if the defender has cover, he may discard his revealed defense card, ignoring the result, and reveal a second defense card. If he does, he must use the second card he revealed as his defense card.

- After an attacker determines line of sight, he must determine if the defending figure has cover.
- To determine if a figure has cover, the attacker must draw a straight, imaginary line from the **same** corner he used to determine line of sight to **each** corner of the space the defender's figure occupies.
  - If one or more of the drawn lines crosses a wall, blocking terrain, difficult terrain, or a figure (other than the attacking and defending figures), the defender's figure has cover.
  - If none of the drawn lines crosses a wall, blocking terrain, difficult terrain, or a figure (other than the attacking and defending figures), the defender's figure does not have cover.
  - If the corner the attacker used to determine line of sight is shared by the defender, the defender cannot have cover.
- Impassable terrain does not provide cover.
- If a defender uses cover to reveal a second card for his defense, he must use that card. The first card he revealed is ignored.
- Large figures cannot have cover. When a large figure is the defender, rules regarding cover are ignored.
- If a figure is stunned, it cannot have cover. When a stunned figure is the defender, rules regarding cover are ignored.

**Related Topics:** Attack, Attacker, Defender, Figure, Line of Sight, Map

## DAMAGE

Many game effects cause figures to suffer damage. Damage is primarily caused by attacks but can also be caused from a variety of other abilities and game effects.



- Damage is tracked using damage tokens. Each damage token has a value of either a "1" or a "3," which indicates how much damage the token tracks.
- Each time a marine suffers damage, he places damage tokens on his marine card. These damage tokens must have a combined value equal to the amount of damage suffered.
- Each time a demon suffers damage, the invader places damage tokens on the map next to the figure that suffered the damage. These damage tokens must have a combined value equal to the amount of damage suffered.
- The combined value of damage tokens on a marine's card or next to a demon figure is how much damage that marine or that figure has suffered.
- If a figure has suffered damage equal to or greater than its health value, that figure is immediately fragged.
- If a demon has suffered damage equal to or greater than its stagger value, that demon becomes staggered.
- When a figure recovers damage, damage tokens with a combined value equal to or less than the amount recovered are removed from that figure and returned to the supply.

**Related Topics:** Attack, Demon, Figure, Fragged, Marine Card, Recovering Damage

## DEFENDER

The defender is a term used to denote both a figure on the map that is being attacked and the player who controls that figure.

**Related Topics:** Attack, Line of Sight



## DEMON

Demons are controlled by the invader. Each demon is represented on the map as a figure. All demons of the same type share a demon card, which shows the attributes and abilities of each demon of that type.

**Related Topics:** Demon Cards, Figure, Invader

## DEMON ACTIVATION

During a demon's activation, it may perform one attack and may spend any number of movement points that it has gained.

- When a demon activates, it immediately gains movement points equal to the speed value on its corresponding demon card.
- A demon can spend movement points at any time during its activation, but any movement points not spent by the end of its activation are lost.
- To activate a demon type, the invader must exhaust the corresponding demon card. That demon type cannot be activated again until its demon card is readied.
- Demons activate one at a time.

**Related Topics:** Action Cards, Activation Phase, Attack, Movement Points

## DEMON CARDS

There is one demon card for each demon type in the game. A demon card displays a demon's attributes, abilities, and attack box.

- Each demon card has the following values: speed, range, health, and stagger.
  - **Speed:** This value indicates how many movement points the demon gains during its activation.
  - **Range:** This value indicates the maximum number of spaces a marine can be from the demon for that demon to perform an attack against that marine.
  - **Health:** This value indicates the amount of damage the demon can suffer before it is fragged.
  - **Stagger:** This value indicates the amount of damage the demon can suffer before it becomes staggered.
- Each demon has a special defense icon (🛡️) followed by either a shield icon (🛡️) or a dodge icon (🏃). During the "Reveal Defense" step of an attack, if the revealed card contains a special defense icon, the demon adds either the shields or the dodge to his defense for that attack.



- Many demon cards have abilities. Abilities describe when they can be used and how they are resolved. Abilities with the Argent Power icon (⚡) require the invader to spend Argent Power to use them.
- While at least one figure of a demon type is on the map, that demon's card is **faceup** in the invader's play area. If there are no figures of a demon type on the map, that demon's card is **facedown** in the invader's play area.
- When the last figure of a demon type is fragged, that demon's card is flipped facedown and any Argent Power tokens on that demon card are immediately discarded.
- During each Status Phase, the invader can place up to three Argent Power tokens on his faceup demon cards by discarding an equal number of event cards from his hand.
- To activate a demon type during a game round, the invader exhausts that demon type's demon card.
  - If a demon card is exhausted, the corresponding demon type cannot be activated until the demon card is readied.
- The invader readies all of his exhausted demon cards during the Status Phase.

**Related Topics:** Abilities, Attack, Argent Power, Damage, Event Cards, Exhausted, Figure, Fragged, Map, Movement

## DIFFICULT TERRAIN

Difficult terrain is represented by a dotted blue line.

- A space functions as difficult terrain if it meets any of the following criteria:
  - The space is completely outlined by a dotted blue line or a combination of dotted blue lines and walls.
  - The space is part of a series of contiguous, adjacent spaces that are completely surrounded by dotted blue lines or a combination of dotted blue lines and walls.
- A figure must spend one additional movement point to enter a space of difficult terrain.
  - A figure does not spend an additional movement point when it exits a space of difficult terrain (unless it is also entering a new space of difficult terrain).
- Difficult terrain does not block line of sight but does provide cover.
- If a space of difficult terrain contains an enemy figure, a figure must spend two additional movement points to enter that space—one additional movement point because of the difficult terrain and one additional movement point because of the enemy figure.



- Large figures ignore difficult terrain when moving.
- Demons with the “Flying” ability can move into spaces of difficult terrain without spending an additional movement point.

**Related Topics:** Flying, Line of Sight, Map, Movement Points

## DISCARD

Cards and tokens are discarded after they are used.

- Each deck has its own discard pile where cards of that deck are placed when they are discarded.
- Each token has its own supply pile where it is placed when it is discarded.

**Related Topics:** Action Cards, Argent Power, Damage, Event Cards

## DODGE

Dodge is represented on marine cards and demon cards by the dodge icon (🛡️) and can be used to cancel all damage during an attack.

- During the “Reveal Defense” step of an attack, if a marine’s revealed card has a dodge icon, all damage from that attack is canceled.
- The special defense for some demon types grants a dodge icon. When such a demon reveals a special defense icon during the “Reveal Defense” step of an attack, all damage from that attack is canceled.

**Related Topics:** Attack, Marine, Special Defense

## DOORS

Doors are upright tokens placed on the map during setup.

- If either a marine or demon is adjacent to a door, it can open that door by spending one movement point.
  - If a space’s border is a door, a figure that occupies that space is adjacent to that door.
- When a door is opened, the door token is removed from the map.
- After a door is opened, it cannot be closed again.
- A closed door functions like a wall: it blocks line of sight and figures cannot move through it.

**Related Topics:** Map, Movement Points, Wall

## ENEMY FIGURES

An enemy figure is any figure controlled by an opponent.

- A marine is an enemy figure to a demon, and a demon is an enemy figure to a marine.
- A figure must spend an additional movement point to enter a space that contains an enemy figure.
- A figure can only perform an attack against an enemy figure.

**Related Topics:** Figure, Movement

## EVENT CARDS

Event cards provide the invader with unique abilities, and he can also use them to generate Argent Power.

- Each event card contains an ability that describes when it can be used and what its effect is. After resolving the effect of an event card, it is discarded.
- During the Status Phase, the invader draws event cards from his event deck until he has six cards in his hand.
- After drawing event cards during the Status Phase, the invader can discard up to three event cards from his hand to gain one Argent Power token for each event card discarded.
- When a demon is attacked, the invader reveals the top card of the event deck during the “Reveal Defense” step.
  - Each shield on the revealed event card cancels one damage.
  - If the revealed event card has a special defense icon (🛡️), the invader consults the defending demon’s card to determine how to resolve the icon.
- If the invader needs to draw or reveal an event card, and the event deck is depleted, he immediately shuffles the event deck discard pile to create a new deck. Then, he draws or reveals a card from that deck.
- There are six sets of event cards, each containing six cards. Each set of event cards is identified by the set name displayed at the bottom of the card.
- During setup, the invader creates his event deck by choosing three sets of event cards and shuffling them together. He returns the unchosen sets to the game box.

**Related Topics:** Abilities, Argent Power, Attack, Invader, Status Phase



## EXHAUSTED

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An exhausted card is turned 90 degrees so it has a horizontal orientation. A readied card has a vertical orientation.

- Exhausted cards cannot be exhausted again until they are readied.
- To activate a demon type, the invader must exhaust that demon type's corresponding demon card.
  - During each Status Phase, the invader readies all of his exhausted demon cards.
- Some abilities on class cards require a marine to exhaust the card on which the ability appears. If the card is already exhausted, the marine cannot trigger that ability until the card is readied.
  - If a class card is exhausted, any abilities on that card that do not require the player to exhaust the card can still be used.
  - A marine readies his exhausted class card at the beginning of his activation.

**Related Topics:** Demon Activation, Demon Cards, Class Cards, Status Phase

## FIGURE

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Each marine and demon is represented on the map by a plastic figure.

- Each marine player controls one marine figure. Each marine has a corresponding marine card.
- The invader controls multiple demon figures of several types. Each demon figure of the same type has a corresponding demon card.
- There are two sizes of figures: small and large.
  - Small figures occupy one space on the map.
  - Large figures (Mancubus, Baron of Hell, and Cyberdemon) occupy multiple spaces on the map.

**Related Topics:** Abilities, Large Figures, Map, Marine Card

## FLYING

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Some demons have the "Flying" ability. This ability allows those demons to ignore the effects of terrain when moving.

- "Flying" cannot be used to move through a wall or closed door.
- Spaces that share borders or corners of blocking or impassable terrain are adjacent for the purpose of "Flying" figure movement.

- Demons with "Flying" can move into spaces of difficult terrain without spending additional movement points.
- Demons with "Flying" can end their movement in spaces containing blocking or impassable terrain.
- A demon with "Flying" can move into spaces occupied by enemy figures without spending additional movement points.
- Demons with "Flying" cannot end their movement in a space occupied by an enemy figure.
- If a demon with "Flying" occupies a space that is completely surrounded by blocking terrain (or is part of a group of spaces completely surrounded by blocking terrain), marines can draw line of sight and measure range to that demon's space. The borders of that space (or group of spaces) do not provide cover for that demon.

**Related Topics:** Abilities, Adjacency, Blocking Terrain, Demon Cards, Difficult Terrain, Impassable Terrain, Movement

## FRAG TOKEN

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Frag tokens are used as part of the invader's mission objectives.



- The invader wins the game if he gains a specific number of frag tokens as determined by the mission's objective card.
- The invader gains one frag token each time a marine is fragged.
- Some missions provide additional ways for the invader to gain frag tokens—these rules are described on that mission's objective card.

**Related Topics:** Invader, Fraggged, Marine, Mission

## FRAGGED

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When a marine or demon suffers damage equal to its health value, it is immediately fragged.

- When a demon is fragged, the invader removes that demon's figure from the map and returns any damage tokens assigned to that figure to the supply.
- If all demons of the same type are fragged, the invader flips the corresponding demon card facedown.
  - Any Argent Power tokens on that demon card are discarded and returned to the supply.
- When a marine is fragged, its figure is removed from the map and placed on its marine card; all damage on that marine card is discarded and returned to the supply. Additionally, the marine shuffles both his hand of cards and his discard pile into his action deck and draws action cards until he reaches his hand size.



- A fragged marine respawns on the map at the beginning of his next activation.
- Each time a marine is fragged, the invader gains one frag token.
- A marine can resolve his class card abilities even if he was fragged and has not yet respawned.
- A fragged marine does not lose any weapon sets from his action deck.

**Related Topics:** Damage, Figure, Fragged, Health Value, Respawn, Telefragging

## FRIENDLY FIGURES

A marine is a friendly figure to another marine, and a demon is a friendly figure to another demon.

**Related Topics:** Figure

## GLORY KILL

A Glory Kill is a unique way marines can frag demons. To perform a Glory Kill, a marine must move into a space containing a staggered demon. That demon is instantly fragged. Then, the marine draws one Glory Kill card and recovers two damage (as instructed by the card).

- Each demon card has a stagger value. When a demon has suffered a number of damage equal to or greater than its stagger value, it becomes staggered.
- A demon's stagger value can be reduced by card effects. All reductions in stagger value are cumulative except for reductions to the printed stagger value; only the greatest reduction to the printed stagger value is applied.
- To enter a space occupied by a demon, a marine must spend one additional movement point.
- Glory Kill cards are placed facedown in a marine's play area until he decides to use them.
- A marine may spend any unused movement points after performing a Glory Kill.
- Glory Kill cards provide marines with unique abilities that describe when they can be used and how they are resolved.
- A marine can have any number of Glory Kill cards.
- Glory Kill cards are not discarded when a marine is fragged.
- Telefragging a demon that is staggered is treated as a Glory Kill.
- If a marine needs to draw a Glory Kill card but the Glory Kill card deck is depleted, he shuffles the discard pile to create a new deck of Glory Kill cards. Then, he draws a card from that deck.

**Related Topics:** Abilities, Demon Cards, Enemy Figures, Fragged, Movement, Recovering Damage, Telefragging

## GRENADES

There are three types of grenades: frag siphon, and decoy.

- Each grenade is a single-card weapon set and has a corresponding weapon token.
- When a marine adds a grenade weapon set to his action deck, he places that grenade's weapon token faceup in his play area. When a marine uses a grenade action card, he places the corresponding weapon token facedown on the map as directed by the card. This token is not considered a weapon token.
  - When a grenade token is reclaimed (following the instructions on the card), the marine returns the weapon token faceup to his play area.
- A marine cannot have multiple copies of the same grenade.



Faceup



Facedown

**Related Topics:** Action Cards, Weapon Set, Weapon Token

## HAND SIZE

Each player has a hand size. The invader's hand size is six, and each marine's hand size is three.

- Some abilities can increase a marine's hand size. A marine's hand size is increased by one for each of his abilities that read, "+1 Hand Size."
- During the Status Phase, the invader draws event cards until the number of cards in his hand equals his hand size.
- At the end of a marine's activation, he draws action cards until the number of cards in his hand equals his hand size.
- There is no maximum hand size.

**Related Topics:** Action Cards, Event Cards, Status Phase

## HEALTH PACK

See "Items."

## HEALTH VALUE

Each marine and demon has a health value that determines how much damage it can suffer before it is fragged.

- Each marine has a health value of "10," which is presented on his marine card.
- Each demon's health value is presented on its corresponding demon card.



- When a marine or demon has damage tokens equal to or greater than its health value, it is fragged.
- Some demons have a shield icon next to their health value, that shield is the demon's toughness.

**Related Topics:** Damage, Demon Cards, Fraggged, Marine Card, Toughness

## HIDDEN INFORMATION

During a game, the marines cannot look at the invader's invasion card or facedown demon cards. The marines cannot show their action or Glory Kill cards to each other, but they may openly discuss their cards.

- Marines cannot look at any of the unused invasion cards or unused demon cards.

**Related Topics:** Demon Cards, Invader, Invasion Cards, Marine

## IMPASSABLE TERRAIN

Impassable terrain is represented by a dotted red line.

- Figures cannot move through impassable terrain.
- Two spaces that share only a border of impassable terrain are not adjacent.
- Two diagonal spaces whose shared corner is impassable terrain are not adjacent unless one of the other spaces sharing that corner is adjacent to both diagonal spaces.
- If a game effect displaces a figure, it cannot be moved through impassable terrain.
- Impassable terrain does not block line of sight and does not provide cover.
- Large figures ignore impassable terrain when moving, and they can both enter and end their movement in spaces outlined by a dotted red line.
- Demons with the "Flying" ability can move through and end their movement in impassable terrain.

**Related Topics:** Abilities, Flying, Line of Sight, Map, Movement Points

## INITIATIVE DECK

The invader prepares the initiative deck each round during the Status Phase. The initiative deck provides players with a randomized turn order for the game round.

- During each Status Phase, the invader prepares the initiative deck by adding cards to or removing cards from the deck as necessary, shuffling the deck, and placing it facedown where all players can reach it.
- The initiative deck must contain one marine initiative card for each marine playing and one

invader initiative card for each demon type currently on the map.

- Players may need to add or remove invader initiative cards from the initiative deck throughout the game.
- Marine initiative cards are not added or removed after the game begins.
- At the beginning of each Activation Phase, the top card of the initiative deck is revealed so all players can see it.
  - If a marine initiative card is revealed, the marine that corresponds to that card activates. If an invader initiative card is revealed, the invader exhausts one demon card and activates each demon corresponding to that card's type, one at a time.
  - If a card cannot be revealed because there are no cards remaining in the initiative deck, the game proceeds to the next round, beginning with the Status Phase.

**Related Topics:** Activation Phase, Demon Activation, Invader, Marine Activation, Status Phase

## INVADER

The invader summons and controls all the demons during the game. Typically, the invader wins by gaining a number of frag tokens, which he collects through various mission objectives and by fragging marines.

**Related Topics:** Demon Activation, Frag Token, Objective Token

## INVASION CARDS

Each invasion card contains a list of demons that the invader can summon during a game. The invasion card is facedown in the invader's play area so marines cannot see which demons the invader can summon. The invader can look at his invasion card at any time.

- Each invasion card contains six invasion groups, two for each portal tier. Invasion groups determine which demons the invader can summon from each portal tier.
- When the invader gains Argent Power during the Status Phase by discarding event cards, he can place Argent Power tokens on the invasion card.
  - The invasion card can have any number of Argent Power tokens on it.
- Many invasion groups have an Argent Power icon (▲) with a corresponding value. When the invader summons one of these groups, he gains Argent Power tokens equal to that value and must distribute them among his demon cards from that group.



- After an invasion group is summoned, the invader may move any number of Argent Power tokens from the invasion card to demon cards corresponding to the invasion group. Then, any Argent Power tokens that remain on the invasion card are discarded.

**Related Topics:** Argent Power, Event Cards, Invasion Group, Summoning Demons

## INVASION GROUP

An invasion group is a list of one or more demon types that the invader can summon during a mission.

- Each invasion card contains six invasion groups, two for each portal tier.
- An invasion group contains a list of one or more demon types. Each demon type is preceded by a number that represents how many figures of that demon type the invader can summon.
- Many invasion groups have an Argent Power icon (▲) with a corresponding value. When the invader summons one of these groups, he gains Argent Power tokens equal to that value and must distribute them among his demon cards from that group.

**Related Topics:** Invader, Invasion Group, Portal Token, Summoning Demons

## ITEMS

Items refer to weapons and health packs that marines can gain during missions. Each item is represented by a token that occupies one space on the map. If a marine occupies the same space as an item, he may choose to gain that item. A marine does not spend movement points to gain an item.

- A marine cannot gain an item during an attack.

There are two types of items, as follows:

- **Health Pack:** When a marine gains a health pack, he removes that health pack from the map and immediately recovers five damage.
- **Weapons:** When a marine gains a weapon, he moves the weapon token from the map to his play area. Then, he takes a set of action cards that have a matching icon, shuffles it facedown, and places it on the top of his action deck.



**Related Topics:** Action Cards, Damage, Map, Marine

## LARGE FIGURES

Large figures have bases that occupy two or more spaces on a map.

- The Mancubus, Baron of Hell, and Cyberdemon figures are large figures.
- Large figures cannot move diagonally; they can only move orthogonally.
  - After a large figure moves, each portion of its base must occupy a space that is adjacent to the space it previously occupied (see "Appendix 1: Movement Examples" on page 21).
- Large figures that occupy either two spaces or six spaces can rotate their base 90 degrees by spending one movement point. When rotating, the figure's base must occupy at least half of the spaces it occupied prior to rotating.
- Large figures ignore the effects of terrain when moving and being summoned.
  - Spaces that share borders or corners of blocking or impassable terrain are adjacent for the purpose of large figure movement.
  - Large figures can both enter and end their movement in spaces containing blocking or impassable terrain.
  - Large figures can move into spaces of difficult terrain without additional movement points being spent.
- A large figure can move into spaces occupied by enemy figures without spending additional movement points.
- A large figure can end its movement on a space or spaces occupied by one or more small figures. Then, those small figures are displaced.
  - Each displaced figure is placed in the nearest unoccupied space relative to its current space.
  - The nearest space is measured by counting the fewest number of spaces from the figure's current space to an unoccupied space, counting only spaces that the figure could move to following normal movement rules.
  - If multiple spaces are tied for being the nearest space, the player who controls the small figure chooses which of those spaces to place that figure.
  - If a large figure ends its movement such that it occupies multiple spaces containing small figures, demon figures are placed in the nearest unoccupied spaces first, followed by marine figures in the order of the marines' choice.



- When summoned, if a large figure cannot be placed either on or adjacent to a portal due to the presence of other figures, it does not displace any figures. Instead, the invader must place the large figure as close to the portal as possible without displacing figures.
- A large figure cannot end its movement on a space occupied by another large figure.
- Large figures cannot have cover. When a large figure is the defender, rules regarding cover are ignored.
- If a space that a large figure occupies is completely surrounded by blocking terrain, figures can draw line of sight and measure range to that space.

**Related Topics:** Demon Activation, Figure, Invader

## LINE OF SIGHT

Line of sight is an abstract representation of what figures on the map can see. To perform an attack, the attacker's figure must have line of sight to the defender's figure. Additionally, the attacker must determine if the defender's figure has cover.

- To determine a figure's line of sight, the attacker chooses one corner of the space on the map that his figure occupies and draws a straight, imaginary line to any one corner of the space that the defender's figure occupies.
  - If the line that is drawn **does not** cross through a wall, blocking terrain, or door, the attacking figure has line of sight to the defending figure.
  - If the line that is drawn crosses through a wall, blocking terrain, or door, line of sight is blocked—the attacking figure does not have line of sight to the defending figure.
- Figures do not block line of sight.
- Difficult terrain and impassable terrain do not block line of sight.
- Line of sight is **not** blocked when drawn along corners or borders that are blocking terrain, walls, or doors.
- Line of sight is blocked when drawn through a corner where two or more borders form a straight line of blocking terrain, walls, or doors.
- Players can determine line of sight at any time so they know which figures have line of sight to one another.

**Related Topics:** Attack, Attacker, Cover, Defender, Figure, Map

## MAIN ACTION

During a marine's activation, he can resolve one main action. A main action allows a marine to spend movement points, perform an attack, or both. Main actions are primarily resolved through playing action cards; however, each marine also has a "Sprint" ability shown on his marine card that is used as a main action.



- Main actions are distinguished on action cards by the main action icon (▲).
- To play a main action card, the marine takes the card from his hand and places it faceup in his play area.
- When a marine plays a main action card, he gains a number of movement points equal to the speed value on the card.
  - He can spend these movement points at any time during this activation; he does not need to spend all movement points at the same time.
- When a marine plays a main action card, he may perform an attack using the information presented in the card's attack box in the lower-left corner.
  - If the demon that the marine chooses to attack is within the range value shown on his played action card, he can perform an attack by rolling the number and color of dice pictured in the attack box.
- At the end of a marine's activation, each faceup card in his play area is discarded, unless a card specifically reads, "Keep this card in play."
- Many main action cards have abilities that modify attacks or provide the marine with other unique game effects.
  - Marines can resolve the abilities on main action cards by following the instructions.
- Instead of playing a main action card, a marine can resolve the "Sprint" main action by following the instructions on his marine card.
  - A marine can discard any action card from his hand to resolve the "Sprint" main action.
- Main actions and bonus actions are distinct. If a rule or game effect references a main action, it is not referencing a bonus action; if a rule or game effect references a bonus action, it is not referencing a main action.

**Related Topics:** Abilities, Action Cards, Attack, Bonus Actions, Marine, Movement



## MAP

The map is constructed of multiple map tiles during setup. Each map contains square spaces that marines and demons can occupy. Map tiles also contain a variety of terrain, which are indicated by colored borders.

**Related Topics:** Abilities, Line of Sight

## MARINE

A marine is both a marine figure on the map and the player who controls that figure. Each marine player controls one marine figure.

- Each marine has a corresponding marine card.
- Marines are small figures.

**Related Topics:** Figure, Invader, Marine Activation, Marine Card

## MARINE ACTIVATION

When a marine activates, he readies his class card if it is exhausted. Then, he may resolve up to one main action and any number of bonus actions. Most main actions and bonus actions are resolved through a marine's action cards, typically allowing him to perform an attack and gain movement points. After the marine finishes resolving his actions, he draws action cards from his deck until he has a number in hand equal to his hand size.

- A marine can resolve his main action and bonus actions in any order he chooses.
- A marine can spend movement points he has gained at any time during his activation, but any movement points not spent by the end of his activation are lost.
- If a marine was fragged and is not on the map, he respawns on the map at the start of his activation.

**Related Topics:** Action Cards, Activation Phase, Attack, Marine Activation, Movement Points, Respawn

## MARINE CARD

There is one marine card for each of the game's four marines: "Alpha," "Bravo," "Charlie," and "Delta."

- Each marine card contains a health value (10) and a "Sprint" ability which is identical across all four cards.
- Each marine card also contains a class slot where a class card is placed during setup.
- When a marine suffers damage during the game, he places damage tokens on his marine card.

**Related Topics:** Class Cards, Damage

## MISSION

*DOOM: The Board Game* contains twelve missions, found in the Operation Guide.

- Each mission consists of a map, an objective card, and a threat card.
- Each mission in the Operation Guide provides the invader with recommended sets of event cards for the invader and a recommended invasion card. New players should use these recommendations, but experienced players can choose an invasion card as well as construct their own action and event decks during setup.

**Related Topics:** Event Cards, Operations, Threat Cards

## MOVEMENT

Figures spend movement points during their activation to move around the map.

- A figure can spend one movement point to move to an adjacent space.
- A figure must spend one additional movement point to move into a space of difficult terrain.
  - A figure does not spend an additional movement point when it exits a space of difficult terrain (unless it is also entering a new space of difficult terrain).
- A figure cannot move across a border that is impassable terrain, blocking terrain, a wall, or a door.
- A figure cannot move from its space to a space sharing only a single corner (a diagonal space) unless one of the other spaces also sharing that corner is adjacent to both the figure's space and the diagonal space (i.e., there is a two-space orthogonal path to that space).
- A figure can move into a space containing another figure.
  - A figure must spend an additional movement point to move into a space occupied by an enemy figure.
  - A small figure cannot end its movement in a space occupied by another figure. It must move so that it does not end its movement in another figure's space.
- If a marine moves into a space occupied by an enemy figure and that enemy figure is staggered, that marine performs a Glory Kill.
- Large figures have unique movement rules (see "Large Figures" on page 12).
- Teleporters have unique movement rules (see "Teleporters" on page 18).

**Related Topics:** Adjacency, Blocking Terrain, Difficult Terrain, Figure, Impassable Terrain, Invader, Large Figures, Marine, Movement Points, Teleporters



## MOVEMENT POINTS

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During a figure's activation, it can spend movement points it gains during that activation.

- A figure can gain movement points in multiple ways during its activation.
  - A demon typically gains movement points from the speed value on its demon card, but a demon can also gain movement points through abilities and event cards.
  - Marines typically gain movement points from the speed value on action cards, but can also gain movement points through abilities and class cards.
- A figure can spend movement points at any time during its activation, except during an attack, unless a card effect explicitly states otherwise.
- All the movement points a figure gains form a single pool from which they can be spent.
  - If a marine gains movement points from a main action card, he can still gain more movement points during the activation from bonus action cards.
- All of a figure's remaining movement points are lost at the end of the activation.
- A figure can spend one movement point to open an adjacent door.
- If a figure gains movement points, but that figure is not currently resolving its activation, it may immediately spend those points. Then, any points that it did not spend are lost.

**Related Topics:** Demon Activation, Doors, Figure, Marine Activation, Movement

## OBJECTIVE CARDS

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Each objective card provides victory conditions for both the marines and the invader as well as any objective-specific rules. Each mission specifies the objective card to use for that mission.

- If a rule on an objective card conflicts with an effect on any other card, the objective card takes precedence.

**Related Topics:** Invader, Marine, Mission, Operations

## OBJECTIVE TOKEN

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Objective tokens are generic tokens used during some missions.



- If a figure that has an objective token is fragged, that token is placed in the figure's space.
  - If it was a large figure, the marines place the token in any space that the figure occupied.
- If an objective token would be placed in blocking or impassable terrain, the marines instead place it in the nearest legal space.

**Related Topics:** Invader, Fraggged, Mission, Operations

## OPERATIONS

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The Operation Guide contains two operations.

- Each operation consists of six missions which together form a unique narrative.
- 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.
- Advanced players may play a custom operation. A custom operation plays like a normal operation except that the invader chooses any of the twelve missions to be the first mission, and after each mission, the loser of that mission chooses the next mission. The same mission cannot be chosen twice.
- Regardless of a mission's outcome, marines discard all Glory Kill cards and return any weapon sets they gained during the mission to the game box.
- 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 is the winner of the operation.

**Related Topics:** Glory Kill, Mission

## PLAY AREA

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The physical space in front of each player is his play area. This is where he places all of his game components that are not on the map, such as his action deck or event deck, his marine card or demon cards, etc.

- All faceup cards in a player's play area, including all of his discarded action cards, are open information and can be examined by any player at any time.

**Related Topics:** Action Cards, Class Cards, Demon Cards, Event Cards, Marine Card, Weapon Token



## PORTAL TOKEN

Portal tokens are used by the invader to summon demons.

- There are three tiers of portal tokens, each distinguished by a unique glyph and color.
- The invader can summon demons only from a faceup portal token.
- Each threat card describes how facedown portal tokens are flipped faceup.



Faceup



Facedown

**Related Topics:** Adjacency, Invasion Group, Summoning Demons, Threat Cards

## PROGRESS TOKEN

See “Threat and Progress Tokens.”

## RANGE

Range is the maximum distance at which an attack can be performed. To perform an attack, the defender must be within range of the attacker.

- Each demon card and action card with an attack box includes a range value that indicates the maximum number of spaces that the defender’s figure can be from the attacker’s figure to perform that attack.
- Range is measured by counting the number of spaces between the attacker and defender.
- When measuring range, the attacker begins with a space adjacent to the one he occupies and proceeds by counting additional adjacent spaces in a path, ending in the space the defender occupies.
  - The fewest number of spaces between the attacker and defender is the range.
  - If the range is equal to or less than the range value of the attack, that attack can be performed.
  - For the purposes of this measurement, spaces sharing borders or corners of impassable terrain **are** adjacent.

**Related Topics:** Action Cards, Adjacency, Attack, Attack Box, Demon Cards, Impassable Terrain, Figure, Map

## REACTION

Reactions are a type of action that allow a marine to interrupt the game and play cards outside of his activation.



- Reaction cards are distinguished by the reaction icon (⚡).
- Each reaction card describes when it can be played and how it is resolved.
- To play a reaction card, the marine takes the card from his hand and places it faceup in his play area. After the marine resolves the card, he places it in his discard pile.

**Related Topics:** Action Cards

## READIED

See “Exhausted.”

## RECOVERING DAMAGE

Some game effects allow a figure to recover damage. When this happens, a player removes damage tokens with a combined value equal to the amount recovered from his marine card or figure, as appropriate, and returns them to the supply.

- Each time a marine performs a Glory Kill, he recovers two damage (as instructed by the Glory Kill card).
- Each time a marine gains a health pack, he recovers five damage.

**Related Topics:** Damage, Glory Kill, Health Value, Items

## RESPAWN

At the beginning of a marine’s activation, if he is not on the map because he was fragged, he is respawned on the map.

- When a marine respawns, he places his figure on the same space as any active teleporter of his choice.
- If a marine respawns on a space occupied by a demon figure, that demon is immediately fragged even if it is a large figure.
- If a marine respawns on a space occupied by a marine, the respawning marine is moved to the nearest unoccupied space relative to the teleporter.
  - The nearest unoccupied space is typically adjacent to the space the figure originally occupied.
  - The nearest space is measured by counting the fewest number of spaces from the teleporter to an unoccupied space, counting



only spaces that the figure could move to following normal movement rules.

**Related Topics:** Adjacency, Fraggged, Marine, Telefragging, Teleporters

## SETUP

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See “Mission Setup” on page 3 of the Operation Guide.

## SHIELD

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Action cards and event cards may contain one or more shield icons on in the upper-right corner of the card. These shields are used for defense during an attack.

- During the “Reveal Defense” step of an attack, the defender reveals a card from either his action deck (marine) or event deck (invader). For each shield icon on the revealed card, the defender cancels one damage from that attack.
- Some demon cards have a special defense icon (🛡️) that provides that demon type with shields when a special defense icon is revealed during the “Reveal Defense” step.
- A demon with toughness always receives one shield icon (🛡️) during the “Reveal Defense” step, even if it did not reveal a defense card.

**Related Topics:** Attack, Damage, Special Defense, Toughness

## SMALL FIGURES

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See “Figure.”

## SPACES

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Map tiles comprise many square spaces. A space is defined by its four borders and four corners. Figures and tokens occupy spaces.

**Related Topics:** Blocking Terrain, Difficult Terrain, Impassable Terrain, Figure, Map, Movement

## SPECIAL DEFENSE

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Each demon has a special defense icon (🛡️) followed by either a shield value (🛡️) or a dodge icon (🏃).

- During the “Reveal Defense” step of an attack, if the revealed card contains a special defense icon, the demon references the special defense icon on its demon card and applies its effects.
  - If the special defense icon is followed by a value and a shield icon (🛡️), the demon adds that number of shields to his defense.
  - If the special defense icon is followed by a dodge icon (🏃), all damage is canceled.

**Related Topics:** Attack, Demon Cards, Shield

## SPEED VALUE

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See “Movement Points.”

## SQUAD CARDS

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When playing with fewer than four marines, the marines receive squad cards during setup to compensate for having a reduced squad size:

- **Three Marines:** The marines choose one marine to receive the “Taking Point” squad card.
- **Two Marines:** Both marines receives a “Combat Veteran” squad card.
- **One Marine:** The marine receives the “Solo Operative” squad card.
  - The “Solo Operative” squad card requires that there be an extra marine initiative card in the initiative deck—any unused marine initiative card can be used. When that marine initiative card is revealed from the initiative deck, the marine activates following normal rules. As such, the marine will activate twice during each Activation Phase.

**Related Topics:** Activation Phase, Hand Size, Initiative Deck, Main Action, Marine

## STAGGER

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See “Glory Kill.”

## STATUS PHASE

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The Status Phase contains the following four steps:

**Prepare Initiative Deck:** The invader adds or removes cards from the initiative deck, shuffles the deck, and places it facedown in the play area.

- The initiative deck includes one marine initiative card for each marine in the game, and one invader initiative card for each demon type that has at least one figure on the map.
- If playing with only one marine, the deck includes that marine’s initiative card plus one other marine initiative card to act as that marine’s second initiative card.

**Ready Demons:** The invader readies each of his exhausted demon cards.

**Draw Event Cards:** The invader draws cards until he has six event cards in his hand.

**Gain Argent Power:** The invader may discard up to three event cards from his hand to gain a number of Argent Power tokens equal to number discarded event cards.

**Related Topics:** Argent Power, Event Cards, Initiative Deck



## STUNNED

Stunned is a condition that makes marines or demons more vulnerable to attacks.



- If a marine becomes stunned, he takes a “Stunned” card and places it by his marine card.
- If a demon becomes stunned, a stunned token is placed next to that demon’s figure on the map.
- A stunned figure is affected as follows:
  - It cannot reveal a card to defend against an attack and it cannot have cover.
  - Before rolling dice for an attack, it must choose and remove one die.
- As described on the “Stunned” card, a figure is no longer stunned after it performs an attack or after it is attacked.
- While a figure is stunned, it cannot become stunned again.

**Related Topics:** Activation Phase, Attack, Cover, Defender, Demon, Marine

## SUMMONING DEMONS

Summoning is how the invader places demons on the map. To summon, the invader follows these steps:

1. **Choose a Portal:** The invader chooses a faceup portal on the map.
  - Each mission’s threat card describes how facedown portals are flipped faceup.
2. **Choose Invasion Group:** The invader chooses one of the two invasion groups from his invasion card that corresponds to the portal he chose (blue, yellow, or red).
3. **Place Demons:** In descending order, for each demon type in the invasion group, the invader places a number of demon figures equal to the number listed for that demon type. He must place those demons on or adjacent to the chosen portal.
  - The invader summons figures one at a time.
  - When a demon is summoned, the invader flips that demon’s corresponding demon card faceup if it was not faceup already.
4. **Gain Argent Power:** The invader gains Argent Power equal to the number in front of the Argent Power icon (▲) in the invasion group.
  - He must place them on demon cards that correspond to the demons listed in the group.
5. **Discard Portal Token:** After the invader places each figure in his chosen invasion group on the map, he discards the portal unless instructed otherwise.

- After summoning an invasion group, the invader may move any number of Argent Power tokens from the invasion card to demon cards corresponding to the invasion group. Then, any Argent Power tokens that remain on the invasion card are discarded.
- If a figure cannot be placed either on or adjacent to a portal because all the spaces are occupied, the invader must place the figure in the nearest unoccupied space from the portal; this is measured by counting the fewest number of spaces from the portal, counting only spaces that the figure could move to following normal movement rules.
  - If the figure is large, it must be placed as close to the portal as possible without displacing figures.
- Large figures and demons with the “Flying” ability ignore terrain when being summoned.

**Related Topics:** Argent Power, Demon, Invader, Large Figures, Portal Token

## TELEFRAGGING

Telefragging is a unique way a marine can frag a demon by using an active teleporter in a space occupied by a demon.

- If a marine moves from one active teleporter to another active teleporter that is occupied by a demon, that demon is immediately fragged.
- The marine does not spend an additional movement point to move into the space the demon occupies.
- If a marine respawns on a teleporter that is occupied by a demon, that demon is immediately fragged.
- Large figures can be telefragged.
- Telefragging a demon that is staggered is treated as a Glory Kill.

**Related Topics:** Glory Kill, Fragged, Large Figures, Teleporters

## TELEPORTERS

Teleporters are represented by teleporter tokens. Marines use teleporters to move between two areas on the map quickly and to respawn on the map after being fragged.



Active

- Teleporters are either active or inactive.
- For the purposes of marine movement, all spaces containing active teleporters are adjacent to each other.
- When a marine enters a space containing an inactive teleporter, that teleporter immediately becomes active and is flipped to its active side.



Inactive



- When a marine respawns on an active teleporter that is occupied by another marine, the respawning marine is placed on the nearest unoccupied space relative to the teleporter.
  - The nearest unoccupied space is typically adjacent to the space the figure originally occupied.
  - The nearest space is measured by counting the fewest number of spaces from the space the figure originally occupied to an unoccupied space, counting only spaces that the figure could move to following normal movement rules.

**Related Topics:** Adjacency, Fraggged, Marine, Movement, Respawn

## TERRAIN

Terrain represents the physical features and obstacles on a map that affect movement and line of sight.

- There are three terrain types that are distinguished by colored lines.
  - Difficult terrain is indicated by a dotted blue line.
  - Impassable terrain is indicated by a dotted red line.
  - Blocking terrain is indicated by a solid red line.
- A group of contiguous, adjacent spaces that are completely surrounded by either a colored border or a combination of colored borders and walls share the terrain type. The borders of each of those spaces are treated as that color.

**Related Topics:** Blocking Terrain, Difficult Terrain, Impassable Terrain, Line of Sight, Movement

## THREAT AND PROGRESS TOKENS



Threat Token



Progress Token

Threat and progress tokens are generic tokens used for a variety of purposes, all of which are described on the threat and objective cards for each mission.

**Related Topics:** Objective Cards, Threat Cards

## THREAT CARDS

Each mission specifies one threat card to use for that mission, which describes how portals become active so the invader can summon demons.

**Related Topics:** Mission, Portal Token, Summoning Demons

## TIMING

If multiple game effects are resolved at the same time, the player resolving his activation chooses the order in which they are resolved.

- If multiple game effects are resolved at the same time between player activations, the invader resolves his effects first followed by any marine effects.
- If a player is using multiple effects at the same time, he chooses the order in which those effects are resolved.
  - The invader cannot resolve multiple copies of the same event card at the same time.

**Related Topics:** Abilities, Event Cards, Invader, Marine

## TOUGHNESS

Some demons have toughness, which always provides them with one shield as the defender.

- A demon with toughness has a shield icon attached to its health value. A demon with this icon on its demon card always adds one shield icon (♥) during the “Reveal Defense” step, even if it did not reveal a defense card.

**Related Topics:** Attack, Health Value, Shield

## TRAITS

The weapon type of each action card is shown below that card’s name and is that card’s trait. A trait has no inherent game effect.

- A game effect may refer to a trait. If an effect refers to a generic trait, such as “Rifle” it refers to any cards with a trait that includes that word—“Plasma Rifle, Assault Rifle,” etc.

**Related Topics:** Action Cards

## WALL

A wall is a border of a space on the map indicated by a thick, black line. Figures cannot move through walls, and walls block line of sight.

- The edges of each map tile are walls.
- Two diagonal spaces whose shared corner is the junction of two walls are not adjacent unless one of the other spaces sharing that corner is adjacent to both diagonal spaces.
- Demons with the “Flying” ability cannot move through walls.

**Related Topics:** Blocking Terrain, Difficult Terrain, Impassable Terrain, Flying, Line of Sight, Map, Movement



## WEAPON SET

A weapon set is a collection of action cards that represent a particular weapon.



- The lower-right corner of each action card has a set identifier that contains a weapon icon and color, a card number, and a set number.
  - The weapon icon and color identifies the set; each action card in a set shares that icon and color.
  - The card number (to the left of the slash) is unique to each card in a set, and the set number (to the right of the slash) indicates how many cards are in that set. Some cards share the same name and effect but have a different card number; this means that multiple copies of the same card (by name) will be in that set.
- When a player gains a weapon during the game or chooses a weapon during setup, he takes one card from the supply for each card number in that set. Then, he shuffles those cards and places them facedown on top of his action deck.
- A marine's action deck cannot contain multiple copies of the same weapon set.
- A marine can add cards to his action deck during the game by gaining weapon tokens found on the map. When a marine gains a weapon token, he shuffles the cards from the corresponding weapon set and places them facedown on top of his action deck.
- For each weapon set in a marine's action deck, he has a corresponding weapon token in his play area. These tokens allow other players to see which weapons a marine has in his action deck.

**Related Topics:** Action Cards, Marine, Weapon Token

## WEAPON TOKEN

Weapon tokens are used to represent both weapons that exist on the map and weapons that a marine has in his action deck. A detailed list of each weapon token is presented in the "Quick Reference" section on the back cover of the Learn to Play booklet.



- For each weapon set in a marine's action deck, he has a corresponding weapon token in his play area.
  - These tokens allow other players to see which weapons a marine has in his action deck.
  - During setup, each marine gains the weapon tokens for his starting weapon sets. There is no token for the UAC (▲) set.
- If a marine occupies the same space as a weapon token, he may choose to gain that weapon by taking the weapon token from the map and placing it in his play area.
  - When a marine gains a weapon, he takes a set of action cards with the corresponding color and icon, shuffles that set of cards without looking at them, and places them facedown on the top of his action deck.
- Weapon tokens with the gray stripes represent weapons that a marine can find during a mission and add to his action deck. Weapon tokens without a gray stripe represent starting weapons that a marine can add to his action deck during setup.

**Related Topics:** Action Cards, Items, Marine, Weapon Set



# APPENDIX 1: MOVEMENT EXAMPLES

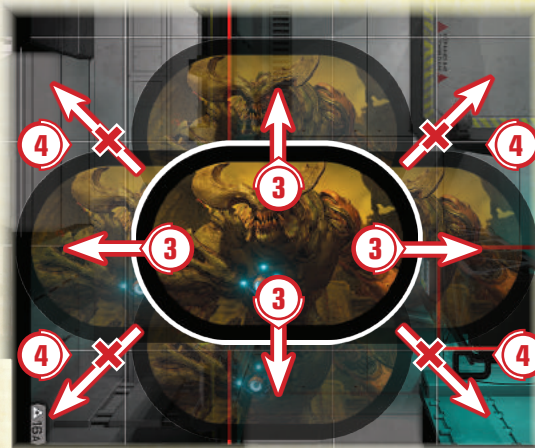


- A figure cannot move from its space to a space sharing only a single corner (a diagonal space) unless one of the other spaces (1) also sharing that corner is adjacent to both the figure's space and the diagonal space (i.e., the shortest orthogonal path does not cross a wall, door, blocking terrain, or impassable terrain).

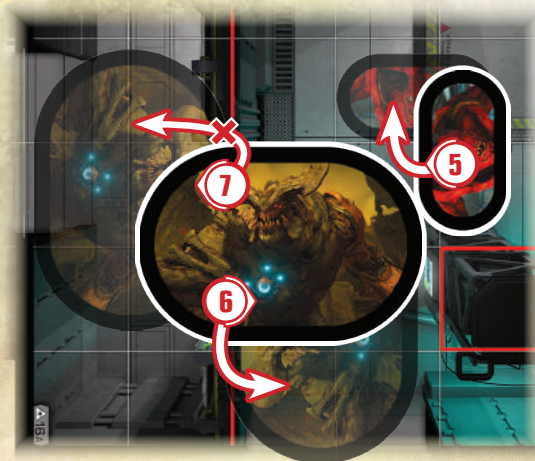


- If there is difficult terrain or a figure (2) positioned diagonally to the walls, terrain, or another figure, it does not cost additional movement points to move diagonally.

## LARGE FIGURE MOVEMENT



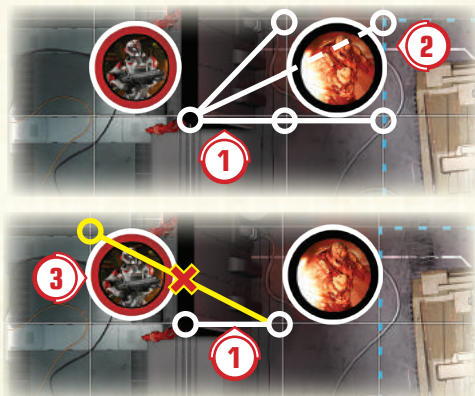
- A large figure (a figure that occupies more than one space) can move orthogonally (3) but cannot move diagonally (4). Note that all large figures ignore terrain, but not walls or doors.



- Figures that occupy two spaces (5) and figures that occupy six spaces (6) can rotate their base 90 degrees for one movement point. A figure cannot rotate into a position where it would occupy fewer than half of the spaces it occupied before rotation (7).



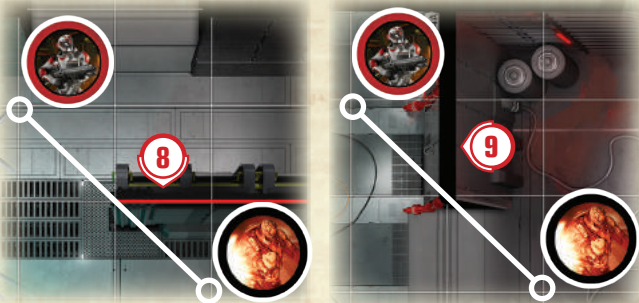
# APPENDIX 2: LINE OF SIGHT AND COVER EXAMPLES



- If an attacker has line of sight to the defender, the defender has line of sight to the attacker (1). However, cover is not mutual. The Possessed Soldier does not have cover from Alpha (2), while Alpha has cover from the Possessed Soldier (3).



- Line of sight can be traced through the target (4). Figures on opposite sides of the end of a wall have line of sight to each other, but **are not** adjacent (5). Alpha and the Possessed Soldier cannot attack each other unless the attack has a Range value of 2 or more (6). If the defender shares a corner with the attacker, it does not have cover (7).



- Line of sight can be traced along the corner of blocking terrain (8) or a wall (9) as long as the line does not enter the blocked space or cross through the wall.

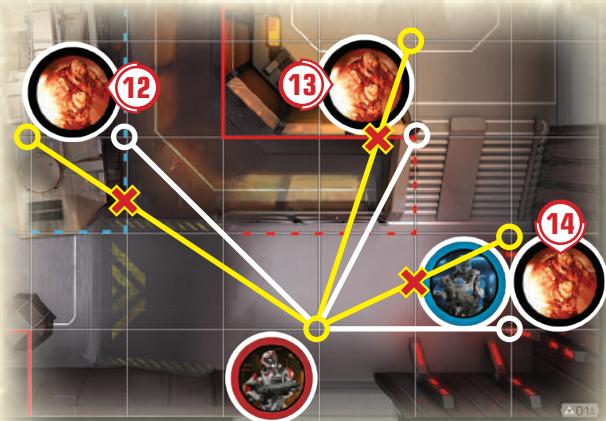
- Line of sight can be traced along the corner of a



figure and any combination of another figure (10), wall, or blocking terrain.



- Line of sight cannot be traced through the diagonal intersection of any walls or blocking terrain (11).



- Alpha has line of sight to all three Possessed Soldiers. However, each of them would have cover because Alpha cannot draw an uninterrupted line from the corner he chose for line of sight to every corner of the defender's space. For each Possessed Soldier, at least one line is blocked by difficult terrain (12), blocking terrain (13), or a figure (14).



- A marine can trace line of sight to a demon with "Flying" (15) or a large figure who is occupying a space completely surrounded by blocking terrain. That figure does not have cover.



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# QUICK REFERENCE

This page contains an easy-to-reference overview of many of the game's common concepts.

## ROUND OVERVIEW

Each game round consists of the following two phases:

1. **Status Phase:** Resolve the following steps:
  - i. Prepare Initiative Deck
  - ii. Ready Demons
  - iii. Draw Event Cards
  - iv. Gain Argent Power
2. **Activation Phase:** Resolve the following steps until the initiative deck is empty:
  - i. Draw Initiative Card
  - ii. Activate (Marine or any Demon Type)

## MARINE ACTIVATION

The marine readies his class card if exhausted. Then, he may resolve up to one main action and any number of bonus actions. Action cards with the reaction icon describe when they can be played.



Main Action



Bonus Action



Reaction

After resolving actions, he draws action cards up to his hand size (standard hand size is three).

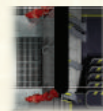
## DEMON ACTIVATION

The invader exhausts a demon card and activates each demon matching that card's type, one at a time. During a demon's activation, it gains movement points equal to its speed value and may perform one attack.

## TERRAIN AND WALLS

Terrain and walls affect movement, block line of sight, and provide cover as follows:

**Walls:** These are indicated by a thick black line, typically on the border of a map tile. Walls block line of sight, provide cover, and cannot be moved through.



Wall

**Impassable:** This terrain is indicated by a dotted red line between spaces. Impassable terrain does not block line of sight, does not provide cover, and cannot be moved through.



Impassable

**Blocking:** This terrain is indicated by a solid red line between spaces. Blocking terrain blocks line of sight, provides cover, and cannot be moved through.



Blocking



**Difficult:** This terrain is indicated by a dotted blue border surrounding a space. Difficult terrain does not block line of sight, provides cover, and costs an additional movement point to enter.



Difficult

## ATTACK OVERVIEW

Figures perform attacks following these steps:

1. **Declare Defender:** The defender must be within range and line of sight of the attacker.
2. **Roll Dice:** The attacker rolls dice indicated in his attack box.
3. **Reveal Defense:** The defender reveals a defense card.
4. **Apply "While Defending" Effects:** The defender can modify the result of the attack by using abilities on cards that read, "while defending."
5. **Apply "While Attacking" Effects:** The attacker can modify the result of the attack by using abilities on cards that read, "while attacking."
6. **Assess Damage:** The defender subtracts the number of  icons from the number of  icons and suffers damage equal to the result.

## WEAPON TOKENS



Combat Shotgun



Super Shotgun



Heavy Assault Rifle



Plasma Rifle



Burst Rifle



Static Rifle



Rocket Launcher



Chalngun



Chainsaw



Gauss Cannon



BFG 9000



Frag Grenade



Siphon Grenade



Decoy Grenade