



DΘ AS YΘU'RE +ΘLD
&
RECLAMING +HE BASE

A DΘΘM: +HE BΘARDGAME CAMPAIGN BY:
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DO AS YOU'RE TOLD I BOOT CAMP

Important: As the invader, do not spawn anything until the marines reach Area 2. Also note that all doors except the briefing room door are locked until otherwise noted.

MISSION BRIEFING

It's your first morning in the UAC Mars boot camp. You heard rumors that something went haywire in the base last night, but you have no idea what it was or is it just the way to greet newcomers to Mars.

You have just finished eating your morning rations when the comms console in the wall beeps.

It's your boot camp sergeant - "Gear up! Get to the briefing room on the double!"

You walked past the briefing room last night and know it's the second door on the right from the corridor to the west, whereas the yellow security door at the end of the corridor leads to the shuttle airlock. That, however, is out-of-limits to you now that the shuttle has left, unless you're looking for a quick way to end your days.

But for now, you should get to the briefing room as quick as possible, after gearing up of course, to not make the sergeant even madder than he already seemed to be...

SCENARIO GOALS

Complete the instructions given to you in the briefing before I score 4 frags.

AREA DESCRIPTIONS

START AREA

This room holds your bunks and shelves for equipment. The door to the corridor is already open, so after getting your gear on you can go straight to the briefing room. A door at the end of the corridor reads "Shuttle Bay - Ground Level."

AREA 1

This is another room with bunks. The marines here seem to be still sleeping...no, wait, there's something strange about them. Suddenly they start moving, rising from the bed and walking towards you. They're zombies, not marines!

AREA 2

This is the briefing room. There's a large heavy table in the middle with some chairs around it. Monitors line the walls. Your boot camp sergeant is there, waiting for you.

WHEN ALL MARINES ARE IN THE ROOM:

"About time you got here, maggots!" he yells with a red face. "There's been a security breach in the base and they've called for all hands to join forces and reclaim the base. That means you, you maggots! Make your way to the armory door and access the comms console there for instructions. You'll need a red security key to open the door, so make sure you have it when you reach the door. You have permission to use lethal force if necessary. This is not a drill! Get moving! On the double! I'll unlock all the non-security doors."

With that, the sergeant presses a button on the table and you can hear faint clicks coming from the corridor.

Important: All the white doors have been unlocked, allowing normal access.

You may start spawning normally when all the marines have reached this area.

AREA 3

This is the training room. There are all kinds of gizmos here for combat and survival training. There's a shooting range in the southeastern corner and an obstacle course in the middle among other things.

But what catches your eye almost instantly is something BIG moving in the obstacle course!

AREA 4

This seems to be the hallway leading to the elevator that can take you to the armory.

There's a low grumble and some sort of demon hound launches itself towards you!

WHEN A MARINE ENDS HIS MOVEMENT IN THE SPACE WITH THE QUESTION MARK:

You access the comms console next to the elevator door. For a moment nothing happens, and then the console lights up and you see your sergeant firing towards some creatures in the background.

"Quick! Get to the elevator and punch the basement button! That'll take you to the armory. Salvage everything you can, get back to the elevator, and then go up to the observatory!" After that, the console goes quiet.

WHEN ALL MARINES HAVE GONE THROUGH THE RED SECURITY DOOR:

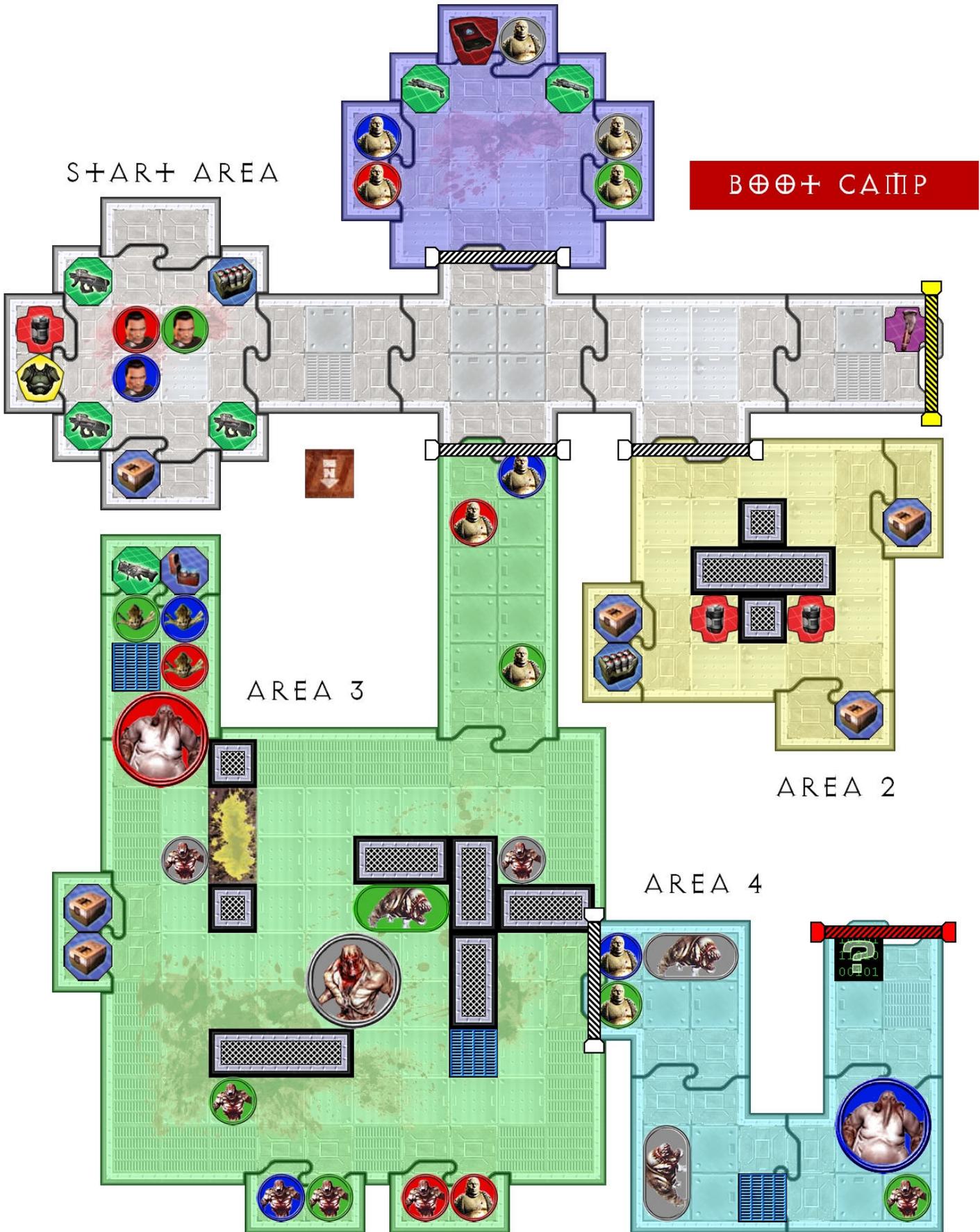
You are in the elevator. There are 3 buttons; Basement, Ground-level and Observatory. You are now on the ground level and the button to the observatory can only be activated using a key. So to the basement it is...

Congratulations, you have survived *Boot Camp*. See if you can defeat everything *The Armory* throws against you!

AREA 1

START AREA

BOSS CAMP



D⊕ AS Y⊕U'RE ⊕⊕LD II ⊕HE ARM⊕RY

MISSION BRIEFING

You have reached the barracks that hold an extensive armory and technical research lab. You have been ordered to salvage all that is left in the armory and exit using the same red security door you came through.

Problem is, you managed to drop and break the keycard when entering, and so you need to find a new one before being able to exit.

SCENARIO⊕ GOALS

Salvage all weapons in the armory, find a red security card and exit through the red security door before I score 6 frags.

AREA DESCRIPTIONS

START AREA

You have just exited through the elevator from the boot camp on ground level. This seems to be a waiting area.

WHEN THE MARINES ENTER THE ELEVATOR AFTER HAVING SALVAGED EVERYTHING FROM AREA 3 AND RETRIEVING THE ELEVATOR KEY:

Thanks goodness, the elevator is still functional! You remember it was the observatory you need to go next. Using the key you found from the pocket of the scientist, you unlock the observatory button and press it.

Congratulations, you have made it through *The Armory*. Now see if you are as lucky with *The Observatory*!

AREA 1

This looks like makeshift barracks. The room is full of cubicles with beds in them. Some walls have been smashed and tipped over and some beds look like they have been thrown by something powerful. You hear a loud growl and see monsters rushing towards you!

IF THE MARINES HAVE INSERTED THE BLUE KEYCARD INTO THE DEVICE IN AREA 5 AND STEP ON THE PLACEHOLDERS HERE:

You hear loud screeching of twisting metal towards the end of the room. As you turn your gaze, you see a cyberdemon forcing its way through the security door and turning its head towards you!

After reading the paragraph above, place a cyberdemon in front of the red security door and activate it at once.

AREA 2

The corridor is dimly lit with flashing red emergency lights.

AREA 3

Place 3 ammo tokens of the correct kind underneath each weapon token in the south corridor. Also, place one medipak under each zombie placeholder.

Important: If marines have not inserted their blue keycard into the device in area 5, place a blocking obstacle in place of the placeholders. Also, do not place the zombies in the south corridor until the obstacle has been lifted.

This room is brightly lit and looks like armory. There are shelves around the walls, but there's hardly any ammo or weapons in them. Two barrels of some acidic liquid have been tipped over in the corridor to the north, and several monsters seem to have been caught behind them.

IF MARINES HAVE NOT INSERTED THEIR KEYCARD INTO THE DEVICE IN AREA 5:

A corridor to the south is completely blocked by a solid wall of steel with several small windows in it. Peering through the windows, you can see a long corridor, lit in red alert lights, with shelves full of weapons, ammo, armor and medipaks. You can make out the shapes of several zombies moving between the shelves.

OTHERWISE:

The firewall has ascended into the ceiling revealing two ducts underneath it. Cool air hisses from the ducts as the zombies previously trapped in the corridor advance towards you.

AREA 4

The room is quite dark, so the marines can see only 6 squares. The floor is scattered with debris causing all movement, invaders and marines alike, to be reduced by 2.

The room is dimly lit and a smoke that smells like electrical fire lingers in the air. Most of the lights have been smashed out, but you can make out a room that resembles a technical lab of some kind. The floor is scattered with broken and smashed equipment making it difficult to walk on. You cannot see the far wall because of the darkness, but can hear some creatures moving about.

You see a human foot sticking from under the debris a few steps from you.

WHEN MARINE STEPS ON THE BODY:

You dig the human from under the debris only to find that he's already dead. You notice a key in his hand and pry it out. It reads "Observatory".

AREA 5

Important: Do not add the question mark until told to do so.

You enter into a vault with various devices embedded into the walls.

WHEN MARINES MOVE ONTO OR THROUGH THE PLACEHOLDER SYMBOLS:

Place the question mark in the room.

You notice a slot in the device in front of you. It looks like your blue keycard would fit into it.

If the marines insert the keycard into the device, the blocking obstacle in Area 3 ascends to the ceiling and allows entrance into the corridor behind it. Simultaneously blue security door locks up again.

DO AS YOU'RE TOLD III THE OBSERVATORY

MISSION BRIEFING

The elevator stops after ascending a good two minutes. You must be quite high up. The observatory is for research. Why on earth were you told to come here?

The elevator door slides open and a starlit sky greets you from all around. A glass dome, eh? A breath of chilly air greets you. You suppose they don't have the heat on in here to save energy. After all, no-one lives here and the place looks like it is just being used for stargazing. Who knows, maybe the monsters haven't reached this place yet.

As you step out, the comms console in the wall beeps. It's your sergeant...or is it? His face is bloody and pieces of raw flesh rest on his shoulders. "You there yet? Answer me, you goddamn maggots!" Okay, it's your sergeant all right.. Once you push the answer button, a look of relief washes over his face, but it's gone just as quickly. "Listen, get your asses to the emergency shuttle and activate the rescue autopilot. It'll fly the shuttle to the ground level airlock, where I'll be waiting. Waste no time, we're needed at the base!"

SCENARIO GOALS

Get to the emergency shuttle airlock before I score 3 frags. Beware of damaging the walls, as even one scatter blast from a grenade, rocket, or BFG that hits the walls is going to shatter the glass dome, which will be bad for a number of reasons, not least of which is that you will all die and I will win.

Important: The observatory is made of bullet-proof glass, but it can't take a direct hit from any blast weapon. If a scattered grenade, rocket or BFG ammo hits a wall, the whole observatory dome crashes down and kills everyone inside.

Important: Because the observatory is so cold, the invaders have one less movement at all times.

AREA DESCRIPTIONS

START AREA

The elevator door behind you and starlit Martian sky above you, you take a deep breath and prepare to handle what will be behind the door in front of you.

Damn it's cold in here!

AREA 1

It's still just as cold as in the previous room, or perhaps even a bit colder.

The observatory is a series of sub-domes connected by glass corridors. You would think you can see right through all the domes in this complex, but light diffraction is a funny thing - you can see only the sky clearly and mostly your own reflections on the walls. Perhaps if you could switch off the lights in here you might see more... With a shudder you notice the monsters have reached this dome already, but they seem to be moving a bit slower than usual. Perhaps it's warmer in whatever hell-hole they're coming from, and they're stiff from the cold. Great, this might work to your advantage!

AREA 2

This is the central dome. A pillar supports the ceiling in the center of the dome. What's that behind the pillar? A cyberdemon?! Oh crap! Well, at least you have a good arsenal from the armory with you.

AREA 3

This is another sub-dome. You notice a yellow keycard resting on a chair. Still damn cold. Your fingers start feeling a bit numb.

AREA 4

What do you know... it's another sub-dome, but this one has a corridor leading forward unlike the others you have encountered this far.

A heating duct in the corner is quiet. It's just as cold in this dome as in all the others. You start wondering if your breath can freeze solid in the air, but decide that whining isn't going to make you any warmer.

AREA 5

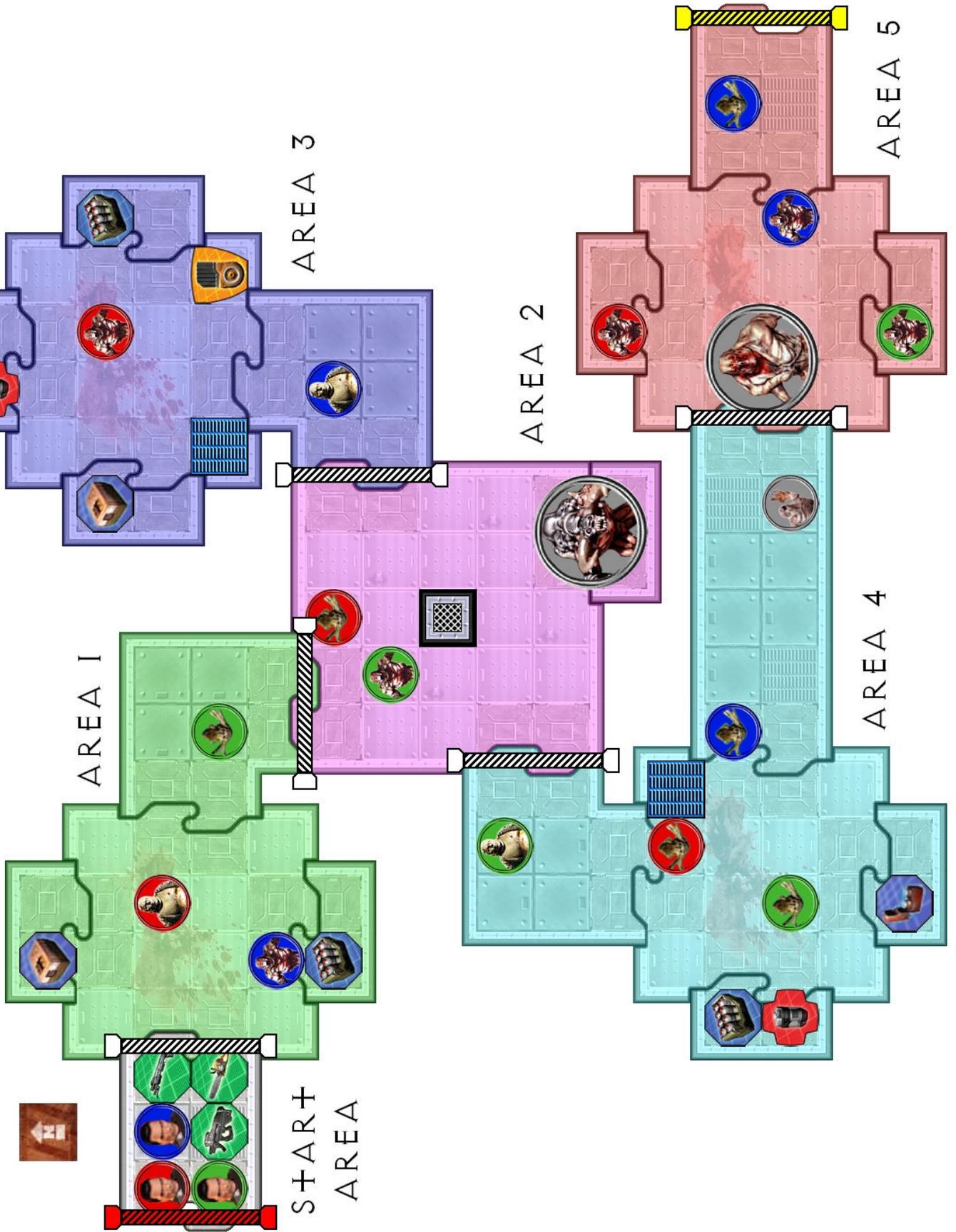
Looks like the airlock could be behind the yellow security door. You made it!

WHEN ALL MARINES HAVE EXITED THROUGH THE BLUE DOOR:

You step into the airlock closing the door behind you. That wasn't so bad, now was it?

Congratulations, you have survived *The Observatory!*
Only one thing left to do - *The Rescue.*

THE OBSERVATORY



D⊕ AS YOU'RE ⊕OLD IV ⊕HE RESCUE

MISSION BRIEFING

Now that you have found the emergency shuttle and entered the airlock, you hope that the worst is over. All you need to do is get into the shuttle, find the cockpit, and activate the rescue autopilot that will take you to the ground level airlock, pick up your sergeant and head for the base.

SCENARIO GOALS

Find your boot camp sergeant and get him onto the shuttle before I score 4 frags.

Deal out two piles of 5 cards each. Start discarding one card from the first pile after each turn. If the marines have not reached the cockpit before the last card is removed, the invaders currently in the cockpit have destroyed essential equipment and the invader wins.

If the marines reach the cockpit in time, add the remaining cards to your hand and discard extra cards if necessary. Then start removing one card after each turn from the second pile. After the last card is removed, the shuttle lands at ground level security door.

AREA DESCRIPTIONS

START AREA

You have reached the airlock to the shuttle. The security door behind you seems reassuring; surely the monsters haven't been able to pass it to enter the shuttle. You sigh in relief. One more door and you should be in the shuttle.

AREA 1

Okay, make it two more doors. It has to be behind the next one, as this looks like a walkway leading to the shuttle.

There's a zombie trying to claw its way through the next door. So much for this being a monster-free area...

AREA 2

Important: The room is in complete darkness. Line of sight can be traced only 4 spaces away.

Okay, this looks like the shuttle. Huzzah!, you're there! It's just damn dark here. Someone has forgotten to leave the lights on. The door behind you closes and locks with a hiss.

You can hear ragged breathing from the darkness.

The east and west doors cannot be opened, they will open only when the shuttle is locked into an airlock on that side.

AREA 3

Luckily this room is lit. The shuttle shouldn't be much bigger than this, so the cockpit must be behind the door to the north. Now you just have to make it there, as a mancubus is blocking your way!

AREA 4

This is the cockpit. You can see the lever labeled 'rescue autopilot' right next to an imp.

WHEN A MARINE STEPS ON THE QUESTION MARK:

You pull the lever and the shuttle's engine's come to life. An automated voice comes over the intercom saying "Rescue sequence activated. Preparing for liftoff and ground level docking. Please make sure your safety harness is secure."

You're on your way.

Take the remaining cards from the first pile and add them to your hand. From now on start removing cards from the second pile.

ONCE ALL THE CARDS IN THE SECOND PILE HAVE BEEN REMOVED:

The shuttle lands, adjusts itself in place and locks to the airlock. The door to the airlock hisses open.

Set up Area 5 in place of Start Area and Area 1 and open the shuttle door.

AREA 5

Your sergeant is not waiting there as he said he would be. Something must have gone wrong, so it's up to you to go and get him!

WHEN A MARINE ENTERS THE AIRLOCK:

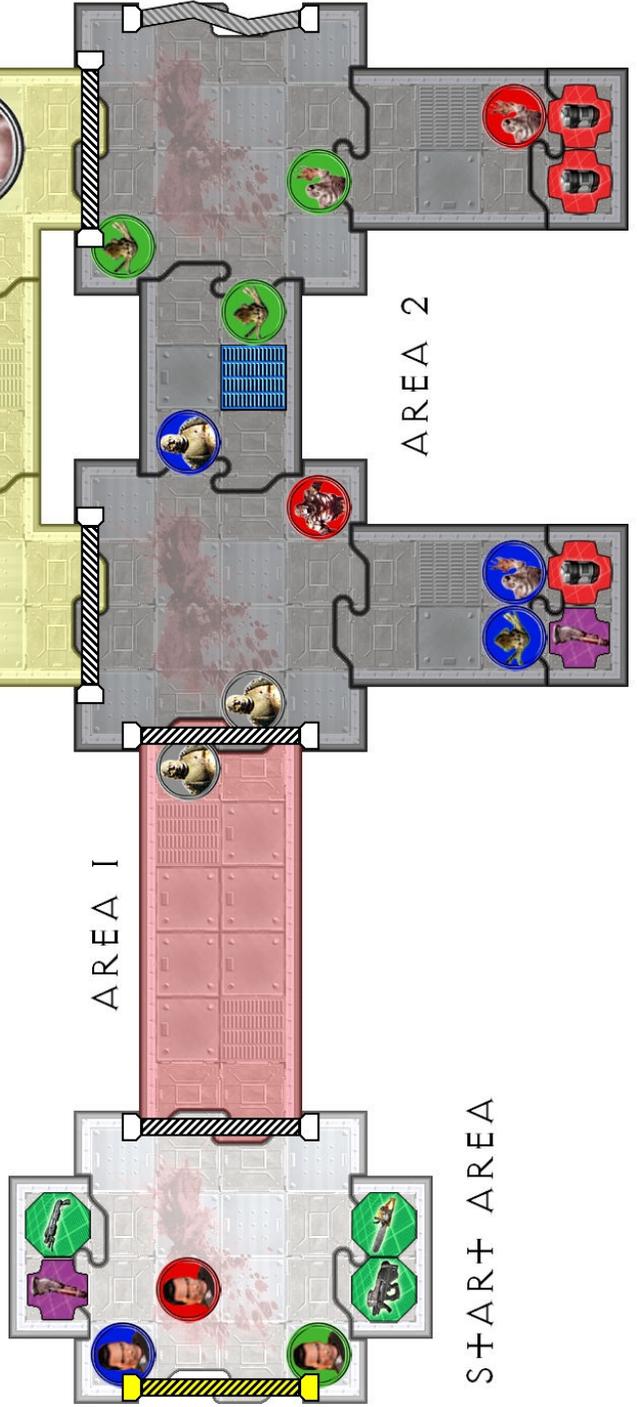
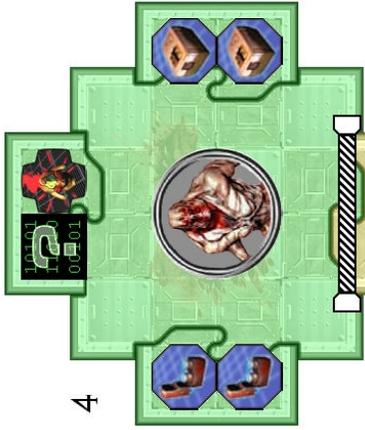
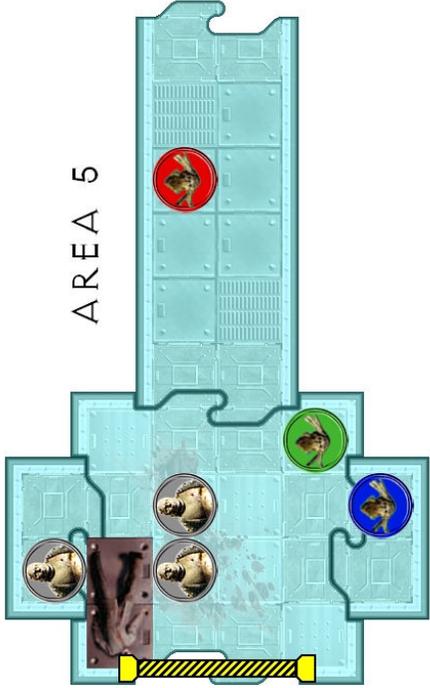
You see your sergeant fighting three zombies by hand. He's shouting "Take that, and that, and" but then a zombie punches his lights out. You just have to hope he's not dead yet.

WHEN A MARINE STEPS ON THE BODY:

Sergeant is still alive, he's just punched out. You lift him on your shoulder and run back to the shuttle closing the airlock behind you. Now just wait for the sergeant to come to and you can be on your way to the base.

Congratulations! You've completed the *"Do As You're Told!"* campaign. Perhaps, some day, you'll have a chance to see what's going on in the base...

THE RESCUE



RECLAIMING THE BASE I THE SHUTTLE BAY

This is the first scenario in the *Reclaiming the Base* campaign. This campaign can be played as a follow-up after the *Do as You're Told* campaign or as a standalone campaign.

In either case, the marine status or equipment will not linger from the previous campaign, but will start from the normal setup. You may allow the marine players to keep their starting skill cards from the previous campaign if you wish, but it is recommended to draw new ones.

MISSION BRIEFING

You have successfully escaped the boot camp facility and rescued your sergeant using an emergency shuttle. You're on your way to reclaim base #7, one of the ten UAC Martian bases. The base is a small one with a command tower for keeping in touch with the other bases and orchestrating the activities in the base as well as the boot camp. Its main feature, however, is a defensive outpost that is heavily fortified with automated gun turrets.

But, first things first. You're heading for the shuttle bay, your sergeant flying the shuttle with steady hands. "Listen marines. Once we land, your job will be to make your way into the defensive outpost and activate the automated defenses. I'll head for the command tower to contact the other UAC bases, to see what the situation is."

After a while he continues: "The shuttle bay is basically just a crater with several docking airlocks for shuttles. We will dock and then part ways. Once you're out of the corridors and into the base, you can flush the corridors with a button marked 'Emergency Vent', which will open all the free airlocks and flush everything still in the corridors out. Just remember to close both doors leading to the base before hitting the button. If you press it with either of the doors still open, you'll be sucked out as well, and you *don't* want that - it's a pretty nasty way to go."

"Once you're inside, find a yellow security door and use it."

SCENARIO GOALS

Find the yellow security key and use it to exit through the yellow security door before I score 4 frags.

Important: If playing in campaign mode and the marines manage to kill some invaders using the Emergency Vent, the kill points should be divided between all marines, not given to the one pressing the button.

AREA DESCRIPTIONS

START AREA

You exit from the shuttle into the airlock. The airlock is intact with no invaders in sight. The door to the east leads back to the shuttle, and you don't want to go back there.

Your sergeant walks to the door. "The corridors behind this door are pretty long and there are several airlocks on the way. The other airlocks should be sealed with blast doors, but even if they are not, you shouldn't open them just in case they're compromised. Try not to use too much time in the corridors and make your way to the base entrance quickly. The entrance is right after the first turn." He produces a blue keycard from his pocket: "I'm going to use this to get to the command tower. You'll need to find a yellow keycard. Good luck, soldiers!" With that, he opens the door and runs into the corridor, closing the door behind him.

Important: If the marines try the door to the shuttle anyway, it seems to be jammed and cannot be opened.

AREA I

Important: Do not place the invaders or the objects (doors, blocking obstacles) behind the corner until any one of the marines steps on any of the placeholders there. However, you may spawn invaders normally even behind the corner.

The corridors are long and cold. The entrances to the other airlocks are sealed with blast doors just like the sergeant said.

You cannot see what lies behind the distant corner, but you can hear some monsters moving about.

WHEN MARINES STEP ON THE PLACEHOLDERS IN THE CORRIDOR CORNER:

Place the invaders and objects in this corridor now.

Now you can see what lies behind the corner. The far end of the corridor has been closed off with a mountain of furniture, trash and machines. There's no way you can get through that.

Also, you notice that one airlock entrance is not sealed with a blast door, but a normal door instead. There is a blinking green light on the door's control panel. You wonder what lies behind that door, since the sergeant warned you not to open any airlock doors...

The entrance to the base is ahead and to the left.

WHEN A MARINE STEPS ON THE PLACEHOLDERS IN FRONT OF THE BASE ENTRANCE:

The blockage in the corridor starts shaking and crashing down. You see several monsters digging through the mountain, forcing their way into the corridor. There's so many of them!

Remove the 3 square blocking obstacles from the corridor. Place a hell knight, an archvile, a mancubus, 2 demons, 3 trites, 3 zombies and 3 imps into the corridor starting from the far end. You may choose the order of the invaders as you please, but do not leave empty squares.

AREA 2

It's another airlock, this one with debris scattered around. The door is bloody, smashed and twisted and there's a body of a marine beaten to a bloody pulp in front of it. It looks like he was thrown against the door with great force, and the thing that did it is still here!

You can feel a strong draft blowing towards the door and hear a whistling sound. It seems the door may not be structurally sound anymore, and it could give way at any moment, sucking you out onto the Martian surface and certain death.

Important: at the end of each turn the marines are in this room or if they leave the door to the corridor open after exiting, place a wound token next to the outer door.

WHEN A COUNTER IS PLACED NEXT TO THE DOOR AND THE MARINES ARE STILL IN THE ROOM OR THEY HAVE LEFT THE CORRIDOR DOOR OPEN READ THE APPROPRIATE SECTION.

1ST COUNTER:

The outer door makes soft creaking noises. It sounds like the door is weakening. It will surely break free any moment now.

2ND COUNTER:

A loud metallic PANG sound comes from one of the bulkheads holding the door together.

3RD COUNTER:

The door starts creaking loudly and seems to bulge outwards. The creaking grows louder, and all of a sudden it gives up, flying out. You try to grab a hold onto something - anything - but it's no use. Your hold slips and you fly through the corridor and out to face a painful death.

Important: The door leading to the shuttle corridor is too twisted to be opened and there is no shuttle.

WHEN A MARINE STEPS ON THE BODY:

You search through the body and find a small remote control in one pocket.

AREA 3

It's a short corridor with a door in each end. These must be the doors you must close before trying to use the 'Emergency Vent' button, which is hopefully just behind the next door.

AREA 4

This is an office. It has also been cleared of all furniture. You notice the yellow keycard underneath an upturned trashcan. To the east you see something that looks like seams on the corridor walls.

The two question marks indicate the vault access.

IF A MARINE STEPS ON A QUESTION MARK BUT THE MARINES DO NOT HAVE THE REMOTE CONTROL:

It looks like the wall might open up to reveal something. Nothing happens, though, and you have no idea of how to open it.

IF A MARINE STEPS ON A QUESTION MARK AND THE MARINES HAVE THE REMOTE CONTROL FROM THE BODY IN AREA 2:

As you step towards the seam on the wall, the remote control you picked up from the dead man in the airlock beeps. The end of the corridor starts sliding away from you on tracks and after a while it stops. From the right side a segment of wall starts sliding in to fill the revealed gap. As it locks in place, it forms a vault! The vault holds weapons, ammo and armor.

Replace the corridor end with the vault.

Important: The medipaks shown in the vault are the same ones that are shown on the corridor end. There are not 4 of them, but only 2.

AREA 5

You enter a large, empty room that seems to be a storage room. All the furniture, machines and whatever it is that has been stored here have been taken away, probably to make the blockage in the airlock corridor.

The yellow security door is on the southern wall and the blue security door, which your sergeant said he'd use, is on the western wall.

You notice the 'Emergency Vent' button in one niche on the eastern wall.

The question mark is the 'Emergency Vent' button.

IF A MARINE STEPS ON THE QUESTION MARK AND PUSHES THE BUTTON WHEN BOTH AREA 3 DOORS ARE CLOSED:

You punch the button and hope those doors are *really* secure. Red lights start flashing and a mechanical voice begins repeating from the loudspeakers: "Warning. Emergency Venting in progress. Warning. Emergency Venting in progress." You can hear screeches and growls from behind the doors, but they disappear quickly.

After what seems like an eternity, the red lights switch off and the announcement states: "Emergency Venting complete. Please allow 5 minutes for pressurization before entering the shuttle bay"

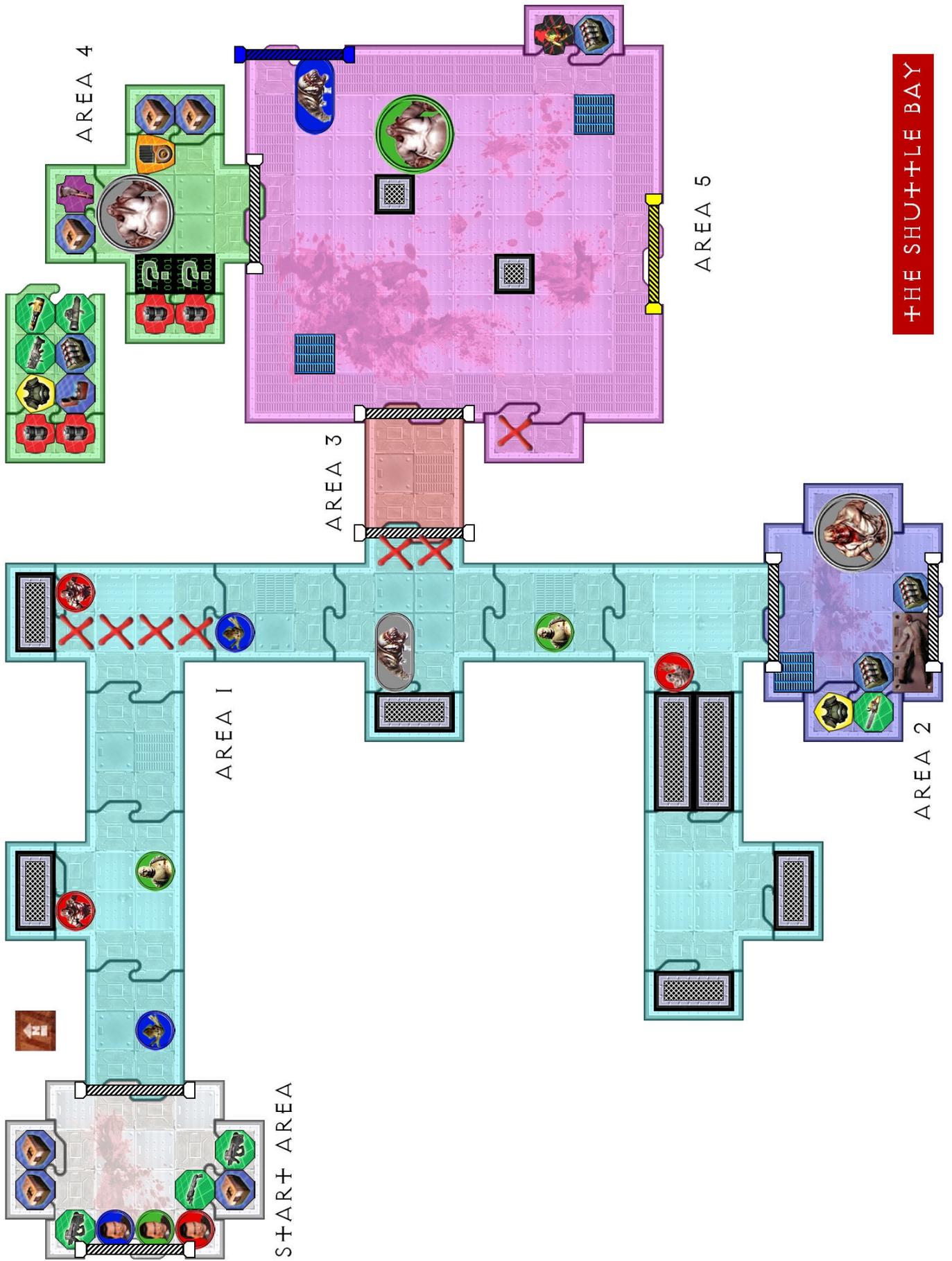
IF A MARINE STEPS ON THE QUESTION MARK AND PUSHES THE BUTTON WHEN EITHER ONE OF THE AREA 3 DOORS IS STILL OPEN:

The door starts creaking loudly and seems to bulge outwards. The creaking grows louder, and all of a sudden it gives up, flying into the airlocks. You try to grab a hold onto something - anything - but it's no use. Your hold breaks and you fly through the corridors and the airlock and out to face a painful death.

WHEN ALL MARINES HAVE EXITED THROUGH THE YELLOW SECURITY DOOR:

You enter a sloping corridor that takes you downwards until you reach a door marked "Maintenance Area - Authorized Personnel Only", and step in. After all, you were told to come here, so you most certainly qualify as 'authorized personnel.'

Congratulations, you made it through *The Shuttle Bay* to *The Maintenance Halls*.



RECLAIMING THE BASE II MAINTENANCE HALLS

MISSION BRIEFING

You've made your way through the shuttle bay and into the base. Now you need to find a way to the defensive outpost, but you have no idea how far away it is. This should be a small base, so it cannot be too far.

You hope your sergeant will be able to reach the command tower. His parting words ring in your ears "Good luck, soldiers!"

SCENARIO GOALS

Make your way to the next sector before I score 6 frags.

AREA DESCRIPTIONS

START AREA

Important: Do not place the blue keycard until told to do so.

Upon entering The Maintenance Halls, you find yourself in the locker rooms for maintenance personnel. Lockers line the walls and there are some benches on the floor. Some lockers seem to have been ripped off the wall and tossed around.

There's a blue security door leading to the actual maintenance areas, but you cannot see a blue security key anywhere. It has to be somewhere, or you'll have to make your way back to the shuttle. There is muffled noise coming from behind the door.

There are showers in the southern end of the room. You hear water dripping from a shower and as you turn your gaze towards the sound, you notice a demon staring right into your eyes!

IF A MARINE STEPS ON THE PLACEHOLDERS:

You notice a blue keycard lying on the shower floor behind the trashed lockers. There is a way out of this room after all!

Place the blue keycard.

AREA 1

The noise in this room is deafening. The room is fairly large and is divided into two parts. The floor is steel grill and you can see huge generators underneath. One part of the generator array sticks through the floor into the larger part of the room. It seems to be the operating console and with one glance you can see by the green indicators that everything is operating normally.

There are glass cabinets lining the walls around the room holding ammo and equipment. There are gun racks too, but all the guns are missing.

In the doorway to the smaller part of the room lies a technician. He's still alive.

WHEN A MARINE ENDS A TURN IN, OR WALKS THROUGH, THE SPACE WITH THE BODY:

You help the wounded technician up from the floor. He coughs blood, but attempts to smile anyway. He seems a bit disoriented and keeps looking around nervously.

"Thanks. I guess you're here to fight the monsters, right? In that case, you have to find a red teleporter and use it. You'll also need to adjust the frequency of the teleporter to get away from this sector; otherwise you'll just end up in the same one you went through. Be sure to get everyone on the other side before making the adjustments. Adjust it as follows..."

The technician continues on to describe a series of numbers you need to remember. You get the feeling he's not quite all there, and hope what he told you is true. After he's done and made sure you remember the numbers, he continues: "You came by a shuttle, right? I'll just go and wait there..." Without waiting for an answer, he starts limping towards the locker room.

AREA 2

Important: Do not place the teleporter until told to do so.

This corridor reeks of oil. There are shelves lining the walls filled with canisters of different chemicals and various tools. A large tank of oil blocks movement on the eastern wall.

You notice a sign that reads "Emergency Vault" near the corner of the corridor.

IF A MARINE STEPS ON THE PLACEHOLDERS:
Place the yellow teleporter.

Behind the corner, a device on the ground lights up and starts humming. A teleporter!

AREA 3

You end up in a small steel-walled room. You notice a BFG, armor and energy cells on the floor. Emergency vault indeed!

AREA 4

This is another area with steel grill floor. The noise here is not quite as bad as in the generator room, but it's still uncomfortably loud. Lots of pipes run underneath the corridor floors terminating in a large machine under the room. It must be the water recycling system. The operating console sticks through the floor in the main room and you can see some equipment on tables near the walls.

AREA 5

The steel grill floor continues. This room is humming, but not as loud as the two previous ones. A sign on the wall says "Air Recycling - Do Not Touch Anything!"

There are two medical cabinets in the southeastern part of the room and a dead marine next to them. You can see two energy shell boxes on the body, but no sign of a weapon.

AREA 6

The corridor is dimly lit, but you can see well enough.

You can see the glow of a red teleporter behind the corner, but no sign of anything you can adjust it with.

AREA 7

It's a small, narrow corridor ending up in a door. The eastern side is filled with broken machinery.

AREA 8

Important: Do not place the question mark until told to do so.

The first thing you notice is the box of energy cells on the floor. Otherwise, the room is quite empty. There are some devices in heaps near the walls, but it's hard to tell are they operational or junk.

IF A MARINE STEPS ON THE PLACEHOLDERS:

You notice a console on the wall saying "Teleporter adjustment". Perhaps you should input the numbers you got from the wounded technician?

Place the question mark.

WHEN A MARINE STEPS ON THE QUESTION MARK:

You start inputting the numbers into the console. After the first number the humming the teleporter makes when active starts growing weaker, and after the second number the teleporter shuts down. You continue inputting the rest of the numbers and when you're done, the teleporter lights up again.

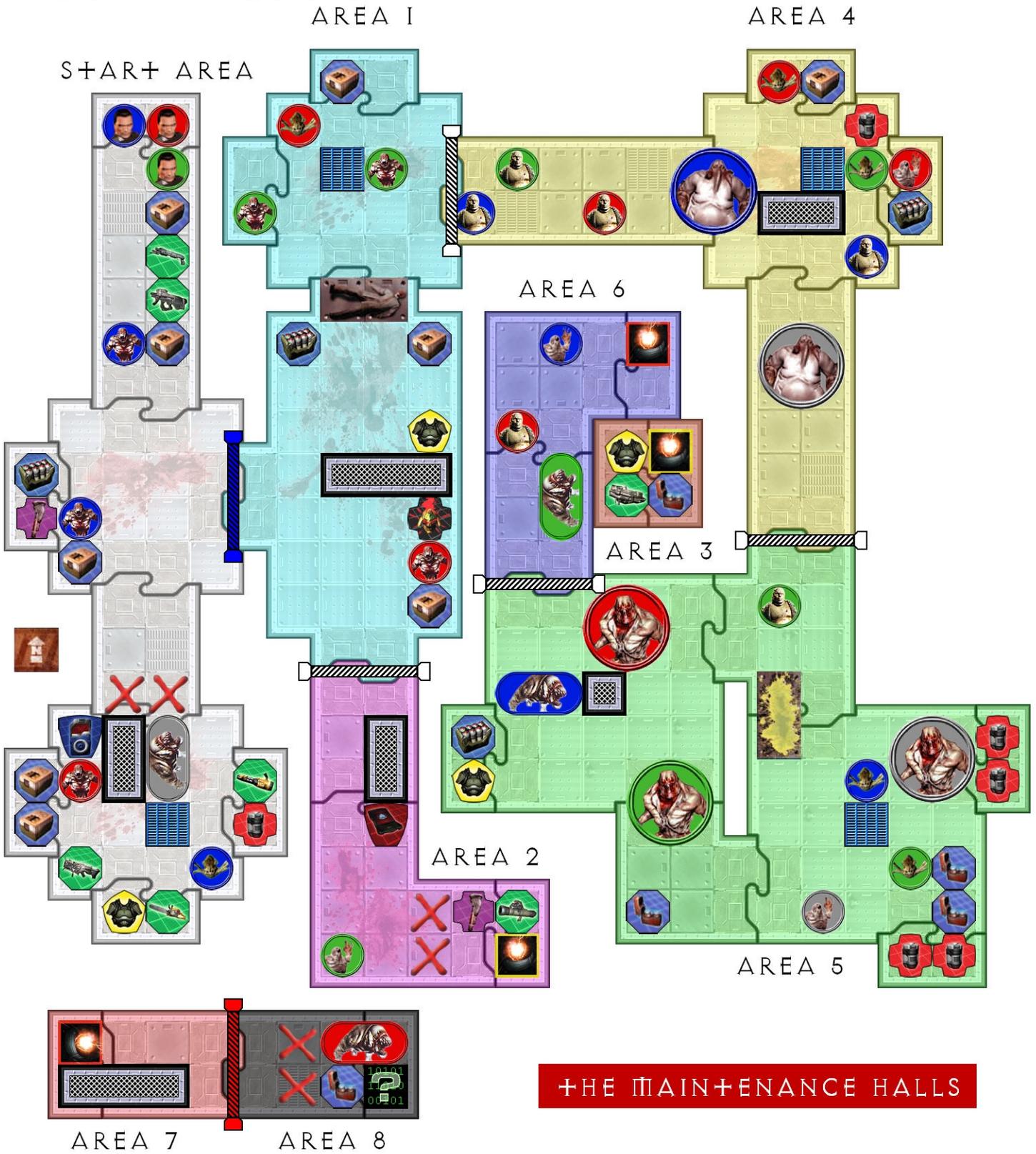
Hopefully that did it.

Important: If there are any marines still on Area 6, they will see the teleporter shutting down and will be unable to use it to get to Area 7. Because the technician didn't give the marines the information how to adjust the teleporter back to its original configuration, the marines in Area 7 cannot get back to Area 6 and vice versa. In this case the invader wins as not all marines are able to get through to the next sector.

WHEN ALL MARINES HAVE ENTERED THE TELEPORTER AFTER ADJUSTING IT:

Congratulations, you have found the way to the next sector.

You've made it through *The Maintenance Halls*. Now try your hand at *The Base*!



RECLAIMING THE BASE III THE BASE

MISSION BRIEFING

You've made it through the shuttle bay and the maintenance area, and now you're in the central base.

You're still trying to get your bearings after teleporting when a comms console on the wall comes alive. At first you hear just static, clicks and screeches, but then the sound starts clearing up. It sounds like your sergeant: "I don't know if anyone can hear this, but if you can, just listen. I think the intercom works only one way for now, so don't try to answer. I got to the command tower, but almost everything is smashed and everyone's dead. I had to work hard to get even the audio on the intercom working. I hope you've made it to the base already, as we're most likely running out of time. Anyway, I'll keep repeating this message every now and then and hope you get it sometime. I'm still trying to make contact with the other bases, but no result yet. Okay, if you're in the base, you must get to the red security door and go through. The base is a bit complex, so don't try to search every room, just get what you need and get out." After that the comm goes silent again.

SCENARIO GOALS

Exit through the red security door before I score 6 frags.

AREA DESCRIPTIONS

START AREA

You're in a crossing hallway. You have no idea which way to go, but at least south is out of the question, as you don't have the yellow security key.

What grabs your attention right away are the monsters coming your way!

AREA 1

These seem to be training rooms. The room to the east looks like a martial arts training room with various exotic melee weapons on the floor.

To the west there's a long padded hallway and a small room. A dead marine lies in the room in a pool of blood and guts.

A blue teleporter lies straight ahead.

WHEN A MARINE STEPS ON THE BODY:

You find two boxes of shells on the body.

Give the player that triggered the event two bullets/shells ammo tokens.

AREA 2

You notice at once that the door is blackened by scorch marks. A shooting range opens up in front of you. The south side of the room is walled with sand bags.

There's an ammo vault in the side room, and a yellow teleporter lies in the far end of that room.

AREA 3

This room has been hastily set up for a last stand. A couple of leaking barrels line the entrance to the east and there is a pool of liquid on the ground. The corridor and room to the east seem like they would have been a good place to make a final stand, but in this case it didn't work. There's a dead marine lying next to a cyberdemon in the room. It looks like the marine was trying to reach the BFG, but didn't quite make it.

WHEN A MARINE STEPS ON THE BODY:

The body is clasping a red security key in its hand.

The marines receive the red security key.

AREA 4

This room is a combination of a refreshment area and canteen. In the refreshment area there are several shelves with magazines and books, comfortable chairs and small tables. The canteen area holds a few tables and light chairs in addition to 3 vending machines.

A cyberdemon has taken a liking to the coffee shop in the far end of the canteen, and seems pissed that you came in to disturb it!

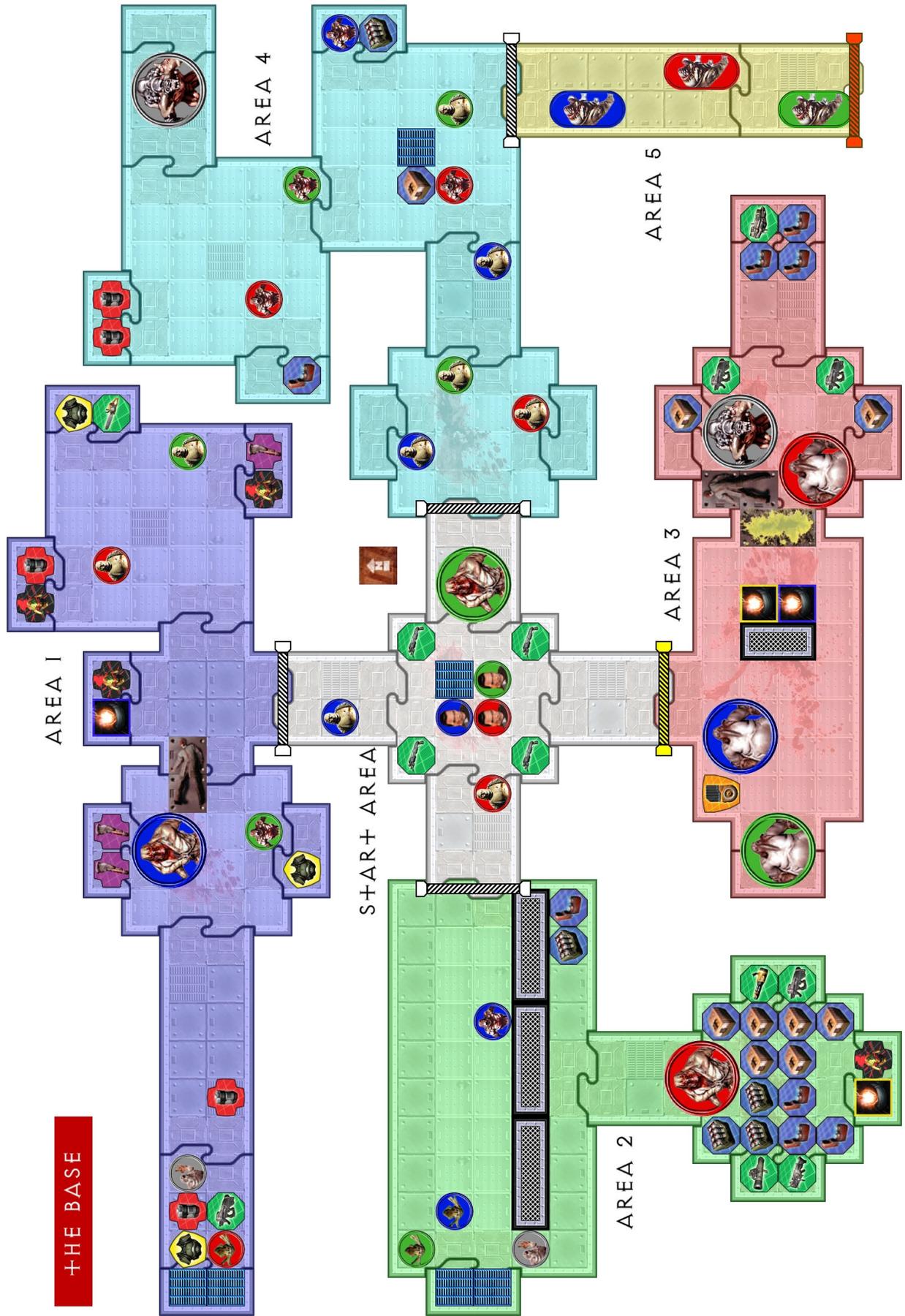
AREA 5

This is a hallway leading to the red security door. There are demons in the hallway eating something you hope was not previously human. You cannot help gasping at the sight. Hearing that, the demons turn toward you, presumably deciding that fresh meat is what they want!

WHEN ALL MARINES HAVE GONE THROUGH THE RED SECURITY DOOR:

You run through the door into the next sector. A bad feeling is starting to crawl up your spine...if there are so many monsters everywhere, how could the defensive outpost still be helpful?

Congratulations, you made it through *The Base*! Now prepare yourself for *The Tunnels*!



RECLAIMING THE BASE IV THE TUNNELS

MISSION BRIEFING

Important: In this scenario the placeholders mark the spots where blast doors will be placed. Use 2-square blocking obstacles to represent the blast doors.

You've made it to the tunnels connecting the defensive outpost to the rest of the base. The outpost lies on higher ground, so tunnels will ascend all the way. All you need to do is get through the tunnels and into the outpost.

After everything you've been through this should be a piece of cake!

SCENARIO GOALS

Get through the tunnel before I score 6 frags.

Important: Take 16 cards out of the invader deck and divide them into 4 piles; one pile of 3, two piles of 4, and, one pile of 5. Place the cards facedown where everyone can see them. These cards will be used to determine when blast doors close. The first pile has 3 cards, second and third have 4 cards each and the last one has 5 cards. After the first pile is depleted, start from the second one and so on.

AREA DESCRIPTIONS

START AREA

It's a small room with a couple of desks and some equipment on them. You notice some movement under a desk to the west.

WHEN A MARINE STEPS ON THE QUESTION MARK:

You find a scientist hiding under a desk. Once he notices someone has found him, he starts to panic but calms down as he realizes it's not monsters that found him. He looks up at you: "You must take me with you!" He clambers up from under the table and stars yanking your sleeve: "Quick, let's go!"

AREA 1

You are in a dank corridor that leads slightly upwards.

The scientist runs up to a console right beside the door and starts explaining: "This is a security console. It can be used to activate the base closedown procedure, and that's what I'm going to do. Once it's done, we must hurry or we will be cut off by blast doors." The scientist punches in numbers '4355', and all the lights on the console turn red. "Now it's activated, we must hurry!"

Important: Read the following to marine players:

At the end of each turn I will discard one card from the first pile of cards. When I discard the last one, the first blast door closes. After that I will start with the next pile and so on.

If any of you is on the wrong side of the door when it closes, the invader gets a free frag from each marine on the wrong side, and the marines will be moved to the first available space on the correct side of the door.

Beginning at the end of this turn, start discarding cards from the first pile.

AREA 2

There are lockers in the wider part of the corridor, many of which have been smashed and thrown around. There are steps upwards almost all the way, excluding the wider area.

AREA 3

It's a long mined tunnel with paved floor leading upwards. There are bloodstains on the rock walls and some barrels partially blocking your way. A hell knight is pacing back and forth behind the barrels.

AREA 4

This is a larger mined room with paved floor. A part of the ceiling has collapsed in the middle of the room. A technician has been caught under the rubble by his feet.

WHEN A MARINE STEPS ON THE BODY:

The technician is dead already. Something has ripped his throat open and a pool of blood has dried under him. Searching through the body you find a red security key marked "Defensive Outpost"

AREA 5

The placeholders mark the place where the final blast door will be placed if the marines activate it on the console (the question mark). Use a 2-square blocking obstacle for blast door.

This room is again a normal room, not a mined one. You can see the red security door in the far corner. You're almost there, but first you have to get through the hell knights!

The scientist says: "There's one final blast door before the security door. It's manual, so we have to close it before opening the security door."

WHEN ONE OF THE MARINES STEPS ON THE QUESTION MARK, BUT ALL MARINES ARE NOT ON THAT SIDE OF THE PLACEHOLDERS:

The scientist stops you from punching the manual close button saying: "You're not going to leave your friends behind, are you?"

WHEN ONE OF THE MARINES STEPS ON THE QUESTION MARK AND ALL MARINES ARE ON THAT SIDE OF THE PLACEHOLDERS:

You punch the manual close button and the final blast door closes with a steely thud. The only thing left to do is open the red security door and enter.

Place a blast door on the placeholders.

WHEN ALL MARINES HAVE EXITED THROUGH THE RED SECURITY DOOR:

You managed to outrun the monsters in the tunnels and now there are several blast doors between you and them. The scientist says: "Whoa! That was close, but we made it! Let's move on and try to get the automatic defenses going!"

Congratulations on your escape from *The Tunnels*! Only one more step to go; *The Outpost*.

START AREA

AREA 2

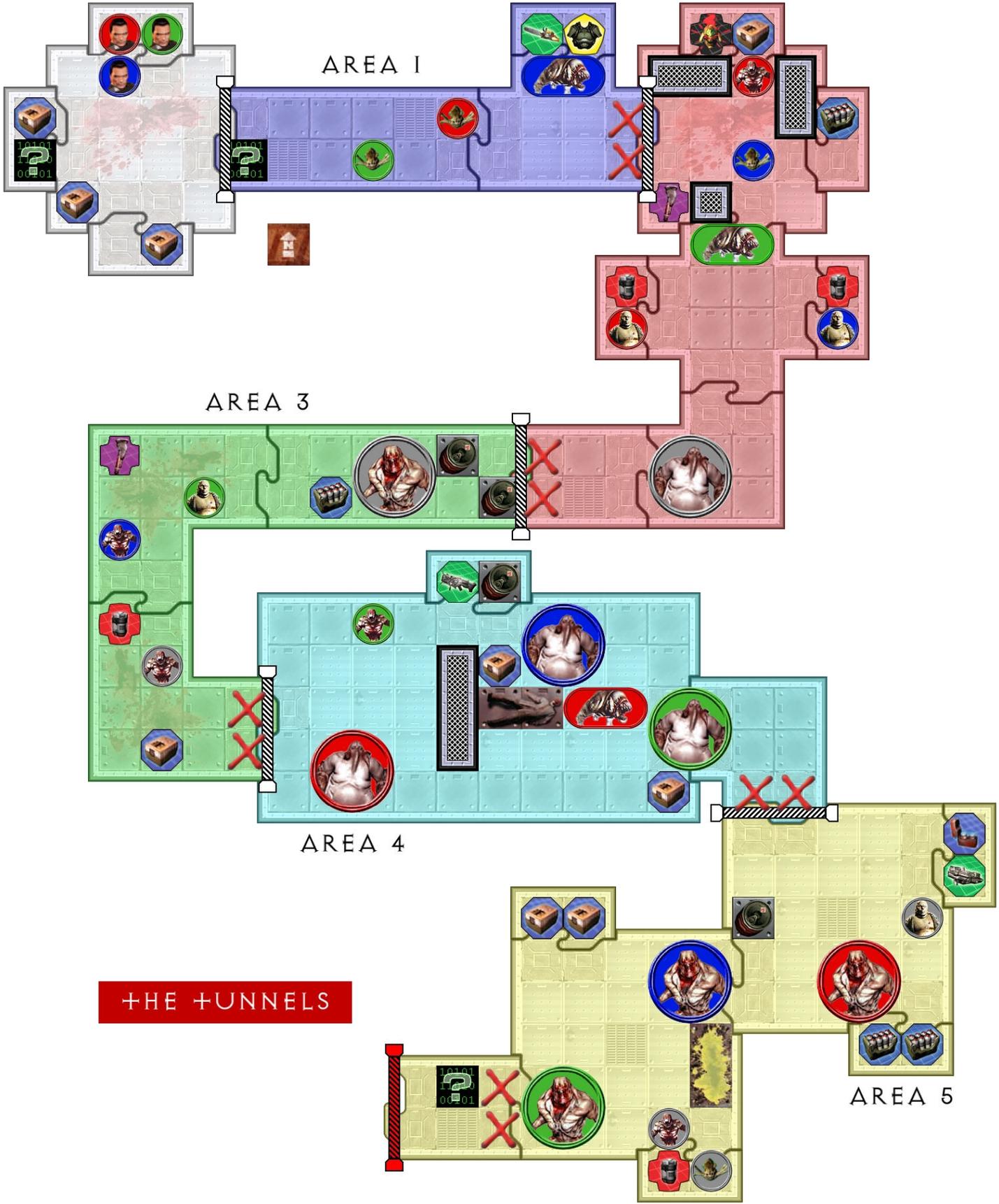
AREA 1

AREA 3

AREA 4

THE TUNNELS

AREA 5



RECLAIMING THE BASE V THE OUTPOST

MISSION BRIEFING

You are finally in the defensive outpost. The comms console in the wall lights up, this time with visuals on. It's your sergeant again: "Got the visuals online, I see you've made it! Good job, soldiers. Now what you need to do is kill all the monsters in there and after that activate the defenses and hold the outpost. The automatic defense system should take care of most of the monsters in other parts of the base, so we should be on the clear after this. I've still had no reply from any of the other bases, so I can't be sure that I've even fixed the communications there yet, but at least the comms in here seem to be working all right. Contact me once you've activated the defenses. Out."

SCENARIO GOALS

Kill all invaders in the outpost and activate the automatic defense system before I score 6 frags.

Important: Once you have depleted the invader deck, do not reshuffle it to a new deck. You will not draw any more cards after the first deck is out.

AREA DESCRIPTIONS

START AREA

You are in a corridor leading to the outpost. The walls seem very sturdy. The whole building must be very well fortified.

AREA 1

The walls are scorched and dented. You see a body burned to a crisp, and a cyberdemon staring at it!

WHEN A MARINE STEPS ON THE BODY:

You search the body and find a yellow keycard.

AREA 2

It's a weapons room. There are many weapons and a shit-load of ammo on the shelves!

AREA 3

Important: Do not place the weapons behind the blocking obstacle until a marine steps onto one of the placeholders.

It's a first aid station. The shelves around the walls are full of medikits.

WHEN A MARINE STEPS ON A PLACEHOLDER:

The blast door in front of you opens and reveals BFG and other weapons.

Remove the 2-square blocking obstacle and place the weapons.

AREA 4

Important: The room is completely dark. Marine line of sight is limited to 4 squares.

The room is completely dark. You can barely see some shapes moving in the darkness.

AREA 5

This room is an ammunition supply. A cyberdemon standing in the room turns toward the door as it opens! Running isn't an option, this one is really fast.

Activate the cyberdemon as soon as the door has been opened.

AREA 6

Important: The blocking obstacles to the control center will be removed once all invaders in all areas, except the control center itself, are dead. Note that sniper and recon cards still work normally, as does invader's smash card.

This is the central part of the defensive outpost. The control center in the middle has been shut off with blast doors.

The scientist fills you in: "Those doors will not open as long as there are alien life signs in any of the rooms here. Once sensors do not detect anything unusual, the doors will open. There are no sensors inside the control center though, so we'll have to deal with the monsters in there after the doors have opened."

**WHEN A MARINE STEPS ON THE QUESTION MARK
BUT ALL INVADERS HAVE NOT BEEN KILLED:**

The controls are dead. Nothing happens when you try to activate the defenses. The scientist says: "Come on, it's not going to work until all monsters are dead. Let's try to finish the job!"

**WHEN A MARINE STEPS ON A QUESTION MARK AND
ALL INVADERS HAVE BEEN KILLED:**

The scientist runs to your side and starts punching in commands. The monitors light up and show you every part of the base. There are already more monsters in areas you have fought your way through. You see the shuttle bay, the maintenance halls, the base and even the tunnels, and there are monsters everywhere!

The scientist continues inputting commands, and suddenly heavy machine guns appear in every monitor and start firing at the monsters. Everywhere the guns blast invaders to little bits and the situation is starting to look a little better. A comms console next to you lights up and you can see the sergeant: "Yeah! That's the way to do it! Yeehaa!" The guns continue firing until you can see no more monsters in the monitors. Looks like that did it!

The base is safe again; at least you hope it is...
Congratulations! You have beaten *Reclaiming the Base* and are victorious!

This *Doom: The Boardgame* campaign was designed and written by **Tom Korpipää**. I have formatted the text and maps to appear similar to the original scenarios in the game's instruction book, and have made minor edits and tweaks here and there, but the bulk of the work is Tom's. This campaign is not endorsed or supported by Fantasy Flight Games. I hope you enjoy it as much as I have. Happy gaming.

