

Area 4



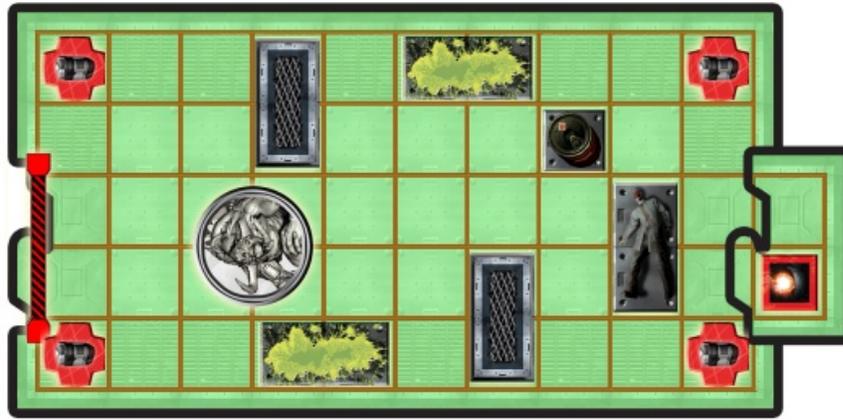
Area 5



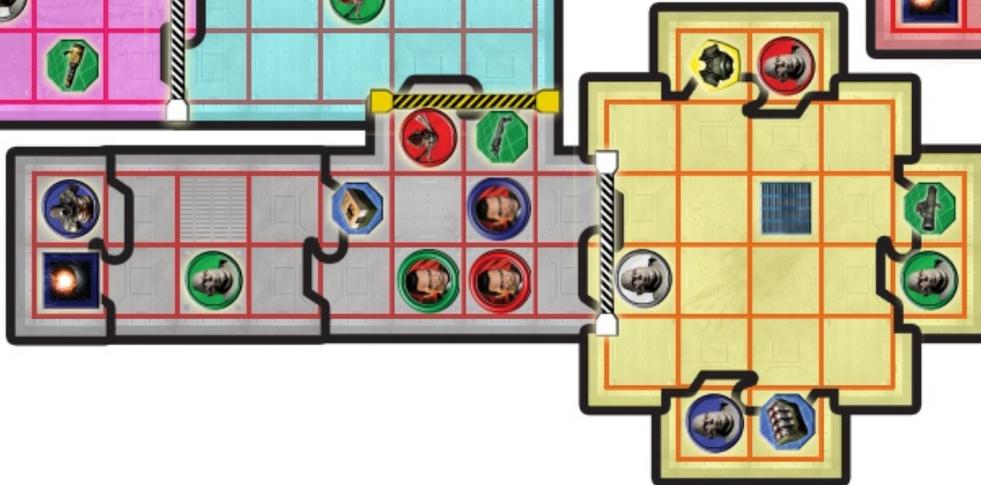
Area 3



Area 7



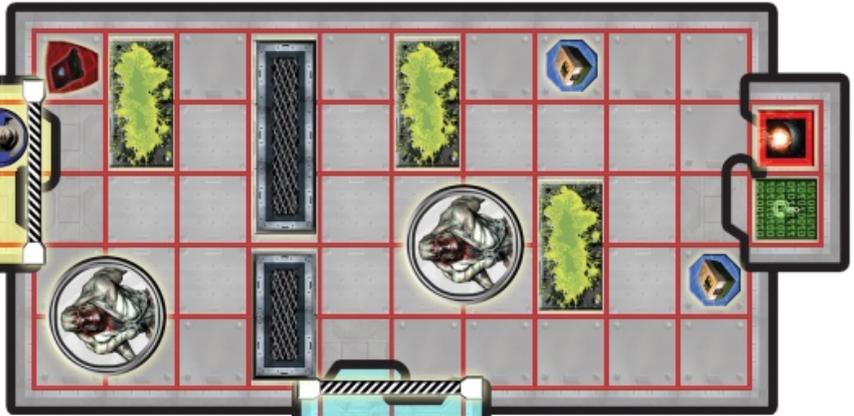
Area 1



Area 2



Area 6



New Scenario

By Arthur O'Dwyer

Scenario Background

On the double, Marines! The base has been overrun by demons from Hell, and it's your job to clean up the mess!

Mission Goals

Find the red keycard and exit through the red security door before I score six frags.

Area 0

You drop into the base and find yourselves in a corridor leading north and south. To your south is the barracks; at the north end of the corridor is a glowing portal that you recognize as a teleporter. To the east is a security door marked "Restricted -- Scientific Personnel Only."

Area 1

The barracks is mostly deserted now that the scientists have been evacuated. However, you can see a few human shapes moving in the dim light. Oh, horrors! They're zombies!

Area 2

This appears to be some kind of hyperdimensional supply closet. Oh, those wacky scientists!

Area 3

This is the laboratory where the scientists have been working on a new projectile weapon, code-named "B.F.G." A prototype of the weapon rests on a pedestal in the center of the room. The south wall is lined with shelves of ammunition, but you don't see any ammo for the B.F.G.

You hear a low growling from the passage to the south, and some kind of demon dog bursts forth.

Area 4

This area is empty save for a huge bloodstain on the floor and one very tired-looking zombie.

Area 5

This hallway is crowded with monsters, producing a hellish stench. A retractable gate of some kind bars the way to the north, where you can see shelves of ammunition.

If the marines have already activated the event in Area 6, then do not place the blocking obstacle; instead, say "The retractable gate seems to have retracted."

Area 6

This large high-ceilinged room is bisected by a wall of heavy wooden crates. Some of the crates have smashed open, leaving puddles of glowing green ooze here and there. The ooze sizzles and smokes as it eats through the floor. You can hear something big moving on the other side of the wall.

There is a gigantic Hell Knight in the room with you!

When a marine enters the south half of the room, or the wall is breached with a "Smash" card:

A teleporter is set into the south wall. Next to the teleporter is a toggle switch labeled "Ammunition Closet." The switch is currently in the "off" position.

When a marine steps on the green question mark:
Remove the blocking obstacle in Area 5.

You hear a grinding rattle somewhere to the north, but that's all.

Area 7

Finally! The red security door is straight ahead. Only one more monster to kill, and you'll be home free! But this one might be tougher than the others...

When a marine steps on the body for the first time:

He's dead. What did you expect?

When all of the marines have exited through the red security door:

You race through the security door and into the pale Martian sunlight, where you are surprised to see your commander waiting with a full platoon of heavily armed Space Marines.

"Thank goodness you men are all right," he says. "We were just about ready to go in after you."