

# Horde Mode for Doom 2016

By Mark Thomas, Last Revised 3/9/2017, v.0.1

## What is Horde Mode?

Horde Mode is a fully cooperative variant for Doom from Fantasy Flight Games. It is unofficial and is in no way affiliated with Fantasy Flight Games. This modification works with the 2016 version of Doom, not the 2004 version. You can play with 1 to 4 space marines, and the game system handles the Invader player. An emphasis has been placed on keeping the rules light, as this is meant to be a fun alternative to the main game mode of Doom, which will always be more strategic and challenging. You will have to make some logical decisions as you play, but nothing too taxing.

## What do I need to play?

Aside from a copy of Doom, all you need is a D6 and the event deck of cards that is included in these rules. This event deck is meant to add some challenge to each round of the game, to make up for the lack of a human controlling the demons and playing cards during the invader turns. It also indicates how certain other game effects are supposed to be handled. See the "Event Deck" section for details.

## Setup

1. Build any map you like, but something with a circular layout is highly recommended, to allow more room for monsters to roam without bunching up too much. Otherwise you may never leave the first area!
2. Place 1 health kit per marine throughout the map
3. Place a single teleporter as a starting location.
4. Place all of the special weapon tokens in a bag, or simply pull them out of your hand blindly. As you draw them, place them in corners of the map, away from the starting location of the marines. Place three of them in total.
5. Prepare three portal stacks, placing them around the map (not too close to each other). Each stack has 3 portals in it: BLUE > YELLOW > RED, BLUE > YELLOW > RED, YELLOW > BLUE > RED. So when you first start, you'll see 2 blue portals and 1 yellow portal.
6. Shuffle the spawn deck and draw one card PER portal stack, placing them near the portals so you can keep track of which card goes with which portal stack. Alternatively, you can use a single card for all portal stacks but variety is the spice of life.
7. The entire Invader deck will be used for demon defense. Place it near the play area.
8. Shuffle the event deck (included at the end of these rules) and draw one card per portal stack. The spawn arrow on the card (lower left) will indicate which of the two spawn groups for the topmost portal token to spawn. Then remove the top portal token from the stack. This starts the game with creatures on the board at each spawn location.
9. As you spawn each creature type, set its card in a row. This row will determine the creature type's "number", so for example, the first creature type spawned will be number 1, and so on. This will be relevant when it is time for the Invader to activate.
10. If any Argent is generated as a result of the spawns, draw event cards for each token, placing the token on the indicated Demon card (Demon card selection is listed in the lower right).
11. Roll a D6. Choose the fire team associated with that number. Equip and place your marine(s) at a suitable starting location.
12. Shuffle the Initiative deck as normal.
13. This completes setup. Move on to the **Action** phase. Subsequent rounds will begin with the New Round Phase.

## New Round Phase

Follow these steps at the beginning of each round (starting with Round 2):

1. Draw an Event card for each Portal token and, consulting the spawn deck near the portal, spawn the demon group(s) indicated by the arrow on the card. If there aren't enough figures available to spawn the group, use the other group if possible. Remove the portal token.
2. Shuffle the Initiative deck as normal, taking into account the various demon groups already on the board.
3. Draw an Event card and read its effect. This effect will last for the entire round.
4. Proceed to the Action Phase.

## Action Phase

Gameplay proceeds in Initiative order, as normal. Marine turns are unchanged, but when an Invader card is drawn, do the following:

1. Draw an Event card and consult the Demon card selection number in the lower right. If this demon group has already activated, activate the demon group closest to the RIGHT of that demon. If you reach the end of the row, start back at the first demon group.
2. Starting with the demon closest to the marines, each demon will move towards the closest Marine, ONLY as far as it needs to move in order to attack. If it has Argent, it will ALWAYS use it. If multiple Marines are equidistant, it will attack the most injured Marine. If the demon has movement points remaining after its attack, it will retreat if possible.
3. Possessed Soldiers on Overwatch will ALWAYS attack whenever possible.

## When Demons Are Attacked

Any time a Marine attacks a demon, draw the top card of the Invader deck for defense, per normal.

## Game Over

The game ends in victory if the Marines wipe out every demon and there are no more portal tokens on the board. It ends in defeat if the "Invader player" ever acquires 1 Frag token per Marine. Increase this number if you find the game too difficult.

## Event Cards

Event cards serve three purposes in Horde mode. The spawn arrow in the lower left indicates which demon group will spawn from each portal token. The demon selection number in the lower right gives you a demon to activate when an Invader's initiative card comes up. Finally, each round an Event card is drawn to provide a persistent game effect for that round. This is intended to add some challenge since there is no active Invader player playing cards throughout the round.

When the event deck is depleted, shuffle the discard pile and start over.

## The Golden Rule

The purpose of this modification is to let you have fun. If you don't like some of these rules, change them! Throw them out entirely! Do whatever is necessary to play the way you want to play. I didn't spend hundreds of hours on this project, and I didn't think of everything. Feel free to make suggestions or constructive criticisms. Thank you for taking the time to check out Horde mode.

<p><b>ALL DEMONS GAIN +1 ARMOR THIS ROUND</b></p> <p>SPAWN DEMON          ◀ 1 ▶</p>	<p><b>ANY MARINE FRAGGED THIS ROUND LOSES ALL SPECIAL WEAPONS</b></p> <p>SPAWN DEMON          ▶ 2 ▶</p>	<p><b>SHUFFLE THE DISCARD PILE BACK INTO THE EVENT DECK AND DRAW AGAIN.</b></p> <p>SPAWN DEMON          ◀ 3 ▶</p>	<p><b>ALL DEMON CARDS GAIN +1 ARGENT. DISCARD THIS CARD AND DRAW A NEW EVENT.</b></p> <p>SPAWN DEMON          ▶ 4 ▶</p>
<p><b>NO LARGE FIGURES MAY BE GLORY KILLED THIS ROUND</b></p> <p>SPAWN DEMON          ◀ 5 ▶</p>	<p><b>ANY MARINE FRAGGED THIS ROUND LOSES ALL SPECIAL WEAPONS</b></p> <p>SPAWN DEMON          ▶ 6 ▶</p>	<p><b>ANY TIME THE INVADER GAINS A FRAG TOKEN THIS ROUND, ALL DEMONS ARE FULLY HEALED.</b></p> <p>SPAWN DEMON          ◀ 7 ▶</p>	<p><b>ANY ATTACKS MADE WITH ARGENT ENERGY ARE UN-BLOCKABLE THIS ROUND</b></p> <p>SPAWN DEMON          ▶ 8 ▶</p>
<p><b>EACH TIME A DEMON GROUP ACTIVATES, SPAWN 1 EXTRA DEMON AT A RANDOM PORTAL.</b></p> <p>SPAWN DEMON          ◀ 2 ▶</p>	<p><b>IF THE CYBER-DEMON IS NOT ON THE BOARD, SPAWN HIM IMMEDIATELY AS FAR FROM THE MARINES AS POSSIBLE.</b></p> <p>SPAWN DEMON          ▶ 3 ▶</p>	<p><b>ALL DEMONS GAIN +1 RED DIE THIS ROUND</b></p> <p>SPAWN DEMON          ◀ 4 ▶</p>	<p><b>ALL DEMONS GAIN +1 BLACK DIE THIS ROUND</b></p> <p>SPAWN DEMON          ▶ 5 ▶</p>