

The gate was never closed. The Marines had failed. It's been ten years since the invaders poured out from Hell and onto Mars. A few new colonies have sprung up on Mars now. Mining in several areas on the surface has produced materials that have proved extremely valuable. Miners are slaughtered in the dark depths of the mines.

No one's been down to the facility for some time now. Years ago, some UAC marines fortified the gate and blocked most passages out of the base, and overworld invader attacks have decreased to a minimum. But now, there's the problem with the miners.

A public call was sent out over all bands for anyone who would help cut down the number of invaders under the surface. At first the replies were scarce. Shoddy video of volunteers popped up at the local outpost, people willing to fight invaders for money. Then a few showed up. They went into the mines and the base. Fewer came back.

However, more calls were received at Outpost M4, the closest outpost to the base. Slowly, more and more bounty hunters showed up at the outpost.

Today, you can't throw a dead Martian cat behind your back without hitting a bounty hunter. This place is riddled with them. Most of them are old veterans, many of them wounded too badly to go back into the base.

Some of the old vets tell stories about the known areas of the base being only a small fraction of the entire installation. There's talk about this base reaching miles down under the surface. Even more talk about the invaders expanding down there, and running into the mines, attacking the miners. Others say this is just a fat load of crap. However, more people believe the tales of the invaders miles underground, preparing for something big, combining their own technology with the lost technology in the base. It was when these rumors spread that the influx of bounty hunters grew. Now everyone wants to know what's down there. Or who.

## INTRODUCTION

Doom: Bounty Hunters is an unofficial expansion for the Doom boardgame by Fantasy Flight Games. The main focus of this expansion is on the characters, who are called Bounty Hunters, not Marines. The Bounty Hunters gain

most of their weapons and equipment by buying them, and can also use their money to learn new skills and buy biotech implants. The Bounty Hunters also specialize in different skills, making each Hunter different from the next.

## THE BOUNTY HUNTERS

Bounty Hunters have come from off-world to answer Outpost M4's call for help, and to make some cash in the process. They come from various backgrounds, and so have different skills. Though most of their skills are similar,, most excel at one thing or another. When creating a new character, you'll first select a Class.

**Sniper.** Snipers are marksmen who have little trouble hitting targets from far away. Whenever a Sniper rolls an attack, he can add 2 to the range of his attack, or reroll any 0 Range result on one die.

**Scout.** Scouts are trained in reconnaissance, and are able to scout out large areas in a small amount of time. Scouts Advance 6 spaces and Sprint 12. Scouts don't use up any movement points for the first 3 Weapons or Ammo given to another Bounty Hunter. Scouts only use 1 movement point

to open or close doors, and may use ventilation shafts at a cost of 4 movement.

**Medic.** Medics are trained in treating major and minor wounds. Medics can always use the Heal Order, without needing the Marine Card to do so.

**Soldier.** Soldiers are trained in causing the most possible damage on anything they shoot. When using a Pistol, Machine Gun, or Shotgun, they add 1 Damage for every die rolled that results in one or more Bullet Holes.

All Bounty Hunters begin the game with 50 Credits, a Pistol, 3 Bullets/Shells, a Grenade, 8 Maximum Health, 2 Armor, and 1 Respawn Device. Bounty Hunters don't begin the game with any Marine Cards.

# RULES

**Doom:** Bounty Hunters is always played in Campaign mode. However, many of the rules are changed, and there are some completely new rules. This section lists any rules that are new or changed.

**Colors.** In Doom: Bounty Hunters, the color of the figure you choose doesn't matter. The only limit the Invader has is the number of figures in the box. So even if there's one Green Bounty Hunter figure playing, the Invader can use any number of any colored enemy figures.

**Death.** When a Bounty Hunter is killed, he drops all of his equipment and credits in the space he died in. Another Bounty Hunter can take an Advance action to move onto the space and pick up all of the equipment and credits, but may not shoot this turn, or place an Order.

If the Bounty Hunter has a Respawn Device when he dies, he is respawned as per the normal Marine Respawn rule.

It's up to the Bounty Hunter who picked up all the equipment to decide what to do with it. He can keep it all (watch your back), or divvy it up amongst the living Bounty Hunters, or just give it all to the new recruit the next game.

A respawned Bounty Hunter doesn't lose any money or equipment. He only loses his things if he actually dies. In which case he doesn't really need them anymore.

**Line of Sight.** The line of sight rules are slightly different in Doom: Bounty Hunters. Using these rules, the Bounty Hunters will have more options as to who they can see.

To determine Line of Sight, trace a straight line from any corner of the space you're standing on to any corner of the space or spaces your target is standing on. If this line crosses a wall, or a space containing a blocking obstacle, another Hunter, or an invader, your line of sight is blocked, just as in the normal rules.

**Credits.** Bounty Hunters fight for money. For every enemy they kill, they'll get a certain number of credits that they can use to buy equipment or training. During the game, make sure to write down how many of each type of enemy you've killed. When the Bounty Hunters return to Outpost M4 with proof of what they've killed, the Bounty Office will hand over the credits.

**Character Sheets.** Toward the end of the book, you'll find character sheets you can print and photocopy. These character sheets have more information on them than the normal equipment bin that is included with the game, and extra spaces for money and skills.

**Equipment.** Most equipment, such as firearms and grenades, are acquired from Jones Kentucky, the owner of the Kentucky Store on Outpost M4, since the old base doesn't have many weapons lying around anymore.

**Training.** Bounty Hunters can train for new skills at the old Barracks. Plenty of old veterans hang out there, willing to teach anyone with the ambition and the credits.

**Armor Tokens.** Bounty Hunters may give Armor tokens to other Hunters. A Bounty Hunter must always have at least 2 Armor Tokens.

**Berserk.** Bounty Hunters can buy Berserk Shots that they can use at the beginning of their turn. Any Berserk token picked up counts as a Berserk Shot, so it doesn't have to be used right away.

**New Weapons.** A few new Weapons are available, such as the Flamer and Assault Shotgun. These are listed at the Kentucky Store.

**Campaign Rules.** The Weapon Breakage rule is always in effect. The Marine Status Lingers rules only apply if it is noted on the scenario. Hunters don't 'level up' as in the Campaign Play rules. They can gain skills by buying Training and Equipment. Note also that with these rules, the Bounty Hunters might break their Pistol, and will have to buy a new one. A Hunter can not break his fist.

**Running Away.** This is always a good option. Sometimes your pistol will break on its first shot in your first game. That sucks. RUN AWAY. Come back with some friends.

Running away is essential if you're going out on your own. Invaders can easily overwhelm a solo Hunter. A Bounty Hunter may return to a scenario that he's Run Away from, but he can never return to an already completed scenario.

Running away requires the Bounty Hunter to go back to the space he started on. Once there, at the end of his turn, he has left the scenario and is safely back at the Outpost.

**Keys.** When a Bounty Hunter finds a key, place it on his Character Sheet. Only this Hunter may open doors of the corresponding color. All doors are *not* automatically unlocked. The key may be given to other Hunters for 1 movement point. Opening a locked door is exactly the same as opening a normal door, except that the person opening it must have the proper key.

**Limits.** A Bounty Hunter may have no more than 4 Armor tokens, and 2 Bio Suits. Bounty Hunters may carry any number of weapons, ammo, pickups, and other miscellaneous equipment.

The Invader player who's running the scenario has the option to impose or change limits whichever way he chooses. For instance, for an easier game, the Invader player may change the maximum Armor to 6, or for a harder game, impose a limit of 6 of each Ammo token maximum, or 10 total Ammo. If the Invader imposes these limits on the players, he should give them a "home locker", where they can stash stuff they can't carry, and can only retrieve it between scenarios.

## THE KENTUCKY STORE

Between scenarios that the Bounty Hunters are allowed to come back to Outpost M4, they can visit the Kentucky Store to buy equipment.

**Availability.** Sometimes, Jones Kentucky runs out of stock. Some items are always available in infinite amounts, other times Jones only has a certain number available, and sometimes things are just plain not in stock. If a piece of equipment has an availability of X+ (for example 3+), that equipment is only available if the first person attempting to buy it makes a roll on *one* six sided die, and the result is the

number listed or higher. Other items will have 1d6, 2d6, or 3d6 Availability. The first person attempting to buy one of these items rolls that amount of six sided dice (1d6 = 1 die, 2d6 = 2 dice, etc), and the total shown is the total amount of that equipment that's available. For example, when buying Med Packs, roll two six sided dice. If the results are 3 and 4, then there are 7 Med Packs available until the next scenario is played.

For the BFG, you first need to roll to see if it's available. If it is, then roll a six sided die to see how many are available.

WEAPONS		
Weapon	Cost	Availability
Pistol	45	Always
Machine Gun	150	3+
Shotgun	190	3+
Assault Shotgun	400	5+
Chain Gun	750	5+
Chainsaw	130	5+
Flamer	600	5+
Missile Launcher	600	5+
Plasma Gun	1000	6+
BFG	2500	6+, 1d6

EQUIPMENT		
Equipment	Cost	Availability
Bullets/Shells	10	Always
Rockets/Grenades	30	2d6
Energy Cells	60	1d6
Fuel Cells	40	Always
Armor	500	1d6
Med Pack	35	2d6
Adrenaline	30	2d6
Berserk Shot	50	1d6
Bio Suit	50	1d6
Respawn Device	300	Always

**Flamer.** The Flamer uses Fuel Cells for ammo. An attack with a Flamer uses one Red Die and one Blue Die. A Flamer can only be used in Melee combat. The Flamer has the Sweep and Deadly Special Abilities.

**Assault Shotgun.** The Assault Shotgun is a beefed up version of the standard issue Shotgun. The Assault Shotgun uses Shells for ammo. An attack with an Assault Shotgun uses one Red Die and two Blue Dice. The Assault Shotgun has the Deadly and Blow-Through Special Abilities.

**Med Packs.** Bounty Hunters may find or buy Med Packs laying about. A Bounty Hunter may forfeit his entire turn to use the Med Pack, and gain back 2 Health.

Medics use Med Packs differently. When a Medic places a Heal order, he may use a Med Pack to heal two extra wounds to his target, or himself. Up to two Med Packs can be used this way. This only applies to Medic Bounty Hunters, and not a Bounty Hunter with the Medic Marine card.

**Fuel Cells.** Flamers and Chainsaws both use Fuel Cells as ammo. Fuel Cells work differently than other ammo. As soon as a weapon that uses a fuel cell is used, place a Fuel Cell token underneath the weapon token. This Fuel Cell will last for the entire scenario. At the end of the scenario,

discard any Fuel Cells you used. If you don't use a Chainsaw or Flamer for the entire scenario, you don't have to discard a Fuel Cell. Flamers and Chainsaws ignore any Bullet icons that are rolled on the dice. If any weapon using a Fuel Cell breaks, the Fuel Cell is lost with it.

**Berserk.** Bounty Hunters can buy Berserk Shots that they can use at the beginning of their turn. Any Berserk token picked up counts as a Berserk Shot, so it doesn't have to be used right away.

**Bio Suit.** A Bio Suit protects a Bounty Hunter from dangerous chemicals that are usually found in the facility. Buying a Bio Suit gives you one Bio Suit token. When one wound would be taken by a Bounty Hunter due to any Damaging Obstacle, you may discard one Bio Suit token to prevent that damage to the Bounty Hunter.

**Respawn.** A Bounty Hunter may only carry one Respawn Device. A Respawn Device is something like a teleporter that's activated when a Bounty Hunter's vital signals are dangerously low. First it teleports the Hunter away to a safer place, and then injects the Hunter with adrenaline and medications, restoring him back to full Health. A Respawned Bounty Hunter doesn't lose any money or equipment.

## WEAPON UPGRADES

As luck would have it, Jones Kentucky is a master weapons smith. For a fair price, he's willing to shape up any Bounty Hunter's weapons. Broken weapons can't be fixed, but he knows some techniques that could prevent weapon breakage, and that seems to be a popular choice amongst

Bounty Hunters. Each Upgrade can only be bought once per weapon. The fist and grenade may not be upgraded. A weapon can not have more dice than are available in the set, so a weapon can't have more than 1 Yellow Die, 1 Red Die, 2 Green Dice, and 2 Blue Dice.

WEAPON UPGRADES		
Upgrade	Cost	Effect
Failsafe	50	The weapon can ignore the first Break it sustains. The failsafe is gone once it is used.
Range Upgrade	150	The weapon's barrel is bored and polished, making it more accurate. Add one Green Die to the Weapon's Damage. Chainsaws and Flamers may not use this upgrade.
Weapon Conditioning	300	The weapon is dismantled and every part is cleaned or replaced, giving it an almost-new feel. The weapon gains one Yellow Die.
Improved Kinetics	400	The weapon's mechanics are retooled, causing ammo to be fired out faster and harder. The weapon gains one Blue Die.
Improved Mechanics	500	The weapon is cleaned out and rigged to give more punch with each shot, and the barrel is fortified to make it more accurate. The weapon gains one Red Die.

## THE BOUNTY OFFICE

The Bounty Office is run by Jack Punchface, an old veteran of the days when the base was first attacked. Now that he's sustained various injuries and is no longer able to fight the invaders, he has set up the Bounty Office.

The Bounty Office is funded by the UAC, who want the base cleaned up but don't have enough personnel to spare. Below is a list of each different Invader and the amount of credits each is worth when returned to the Bounty Office.

Every registered Bounty Hunter is given a membership card and a Bounty Hunter cap. That's the true symbol of a real Bounty Hunter. The cap. They are also given a small video recorder that is affixed to either the cap or a helmet, which records the Hunters' journeys into the base. Once back at the outpost, Jack reviews the video recorder data, and hands over whatever cash the user is owed.

The Bounty Office is automatically visited by each Bounty Hunter between scenarios.

INVADER BOUNTIES	
Invader	Bounty
Trite	5
Imp	10
Zombie	20
Demon	25
Mancubus	30
Hell Knight	35
Archvile	40
Cyberdemon	50

# TRAINING

Bounty Hunters can go to the old Barracks to train for Skills. Any Skill may be bought by any Bounty Hunter, as long as he has the credits to do so. Each Skill may only be bought once by any Bounty Hunter.

A Medic Bounty Hunter who gains the Medic Skill adds 1 to the number of wounds he heals with each Heal Order he uses.

The skills below are all Marine cards. However, the Bounty Hunters aren't limited to card availability, so even if another player has already purchased the Medic skill, any number of Hunters may also purchase the skill.

SKILLS			
Skill	Cost	Skill	Cost
Prepared	800	Special Ops	1000
Alert	1500	Officer	1100
Marksman	1200	Front Guard	1200
Sniper	1300	Medic	1000
Killer Instinct	1400	Recon	700
Ground Assault	1800	Tactician	900

# BIOTECH

Only the wealthiest of Bounty Hunters ever live long enough and gather enough money to buy Biotech. The Biotech Implants can only be bought once, but can be upgraded

afterwards. Any type of Bounty Hunter can purchase any kind of Biotech.

BIOTECH IMPLANTS		
Implant	Cost	Effect
Targeter	1500	A targeter is an eye implant that calculates range and links to the gun via a dermal sensor. The Targeter gives a +1 Range to an attack roll.
Targeter Upgrade 1	500	This Targeter upgrade adds an additional +1 to the Range of an attack roll.
Targeter Upgrade 2	650	This final Targeter upgrade allows the Bounty Hunter to ignore a Miss result on one die. This die is not rerolled, and doesn't cause a weapon to break.
Adrenal Implant	1200	Adrenal Implants are placed inside the Bounty Hunter's brain, and increase his response time and physical speed. The Bounty Hunter gains +1 movement point in either Advance or Sprint.
Adrenal Upgrade 1	350	This Adrenal Reflex Upgrade adds an additional +1 movement point.
Adrenal Upgrade 2	450	This Adrenal Upgrade adds an additional +1 movement point.
Boosted Metabolism	1800	The Boosted Metabolism Biotech speeds up the Bounty Hunter's healing capabilities. The Booster Metabolism gives the Bounty Hunter +1 health.
Metabolic Upgrade 1	550	This Metabolic Upgrade adds an additional +1 Health.
Metabolic Upgrade 2	650	This Metabolic Upgrade adds an additional +1 Health.

# THE INVADER

The Invader player plays the game in pretty much the same way as in the normal game. The Invader still takes 5 Invader cards and one more card for every Bounty Hunter taking part in the scenario.

Scenarios are set up with White, Green, Blue, and Red invaders. All White invaders are always played on the board, regardless of how many Bounty Hunters are playing. Green invaders are played if there are two or more Bounty Hunters. Blue invaders are played if there are three or more Bounty Hunters, and finally Red invaders are played if there are four or more Bounty Hunters. Keep in mind that the color of the invaders on the game map don't have to be the

same color as the figures you play. For instance, there could be three red Cyberdemons on the map, meaning that you only play those Cyberdemons if there are four or more Bounty Hunters playing.

Each scenario has an Invader Limit. The Invader Limit changes how you can use Spawn Cards. For instance, in the first scenario included, The Power Generator, the only invaders that can be spawned are the Zombie, Imp, and Trite. It also states that only two invaders can be spawned per spawn card, if only 1 or 2 Bounty Hunters are present.

# COUNTERS

These are the extra counters you'll need for playing Doom: Bounty Hunters. Included are extra Heal Orders, the new weapons and ammo, and other extra equipment. It's recommended that you either print these out on heavy stock paper, or print them on normal photo paper and spray-glue

the sheet onto some heavy paper. We recommend comic book backing boards, as they're not too thick and are easy to cut.

**BIOSUIT**

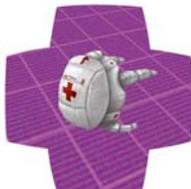
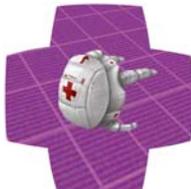
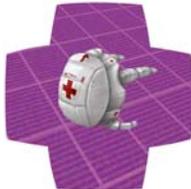
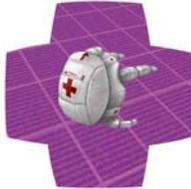
**BERSERK**

**MEDPACK**

**RESPAWN**

**FLAMER/A.SHOTGUN**

**FUEL CELL**



## SCENARIOS

The included scenarios should be played in order. They are designed to get progressively harder, so jumping into the middle of them may be a bit tough for a couple of brand spanking new Bounty Hunters.

Between each scenario, the Bounty Hunters gain back all of their health, and can visit any store, and train as much as they want. Some scenarios, however, are linked. Between linked scenarios Bounty Hunters *don't* regain lost health, and can not visit any store or train. Some linked scenarios may allow the Bounty Hunters to rest, therefore allowing

them to regain their health. This will be stated in the scenario notes.

In most cases, if things are getting too tough for the Bounty Hunters, they will be allowed to run away. Unless otherwise stated in the scenario notes, a Bounty Hunter may escape the scenario by moving onto the space he started in.

Since the Invader doesn't have goals, such as scoring a number of frags, there is no effect if the event deck is used up. Simply reshuffle and reuse the event deck.

# SCENARIO 1. THE POWER GENERATOR.

## MISSION BRIEFING

You landed on Mars only days ago, and you figure you've had enough time to get prepared. You checked what little equipment you had this morning, and set out to register at the bounty office.

Registration was quick and painless. You got your Bounty Hunter cap and certificate, and you were on your way. Strange, you thought, that there weren't many other hunters around today.

While walking out of the bounty office, the lights in what you guess are the entire outpost, dim and waver for a few seconds, then slowly come back to full power. You figure it's nothing, but then it continues happening. You go back into the bounty office and ask Jack about the power failure.

He tells you that the outpost uses energy siphoned from the old UAC base. He says he'll throw in an extra 20 credits on top of whatever invaders you kill, if you can fix the generator.

Not one to ever turn down some extra cash, you agree. He points out a quick way to get to the power station in the base, and you're soon on your way.

**Invader Limit.** Only Trites, Zombies, and Imps may be spawned. Limit 2 spawns per spawn card.

## SCENARIO GOALS

The Bounty Hunters simply need to reach the Encounter symbol in Area 4, and spend an entire turn on there, fixing the power generator. It only takes one Hunter to do this. Once this has been accomplished, the Hunters must return back to the spaces they began in.

Once the scenario is over, if successful, each Hunter gains 20 credits.

## AREA 1

After going through the dark, winding passage, you finally reach the Power Station. The lights are flickering in here, and you can hear the distant hum of heavy machinery. You hear other noises, as well, and decide to ready your weapons.

## AREA 2

This area can only be reached by a Scout, from the Vent in area 1.

You crawl out of the air duct to find a dimly lit room. Before you get a chance to look around, you hear some scuttling on the floor, and draw your weapon.

## AREA 3

The corridor's lights flicker as you open the door, and then slowly dim.

## AREA 4

You open the door to the only room you've seen so far that has a steady light. In plain view are a group of invaders, and behind them is the power generator.

If the barrel in this room explodes before the chainsaw is picked up, the chainsaw will be caught in the explosion, and ruined beyond repair.

**If a Bounty Hunter spends an entire turn on top of the Encounter Token:**

You manage to repair the power generator. It appears that it was simply a few cords that had been chewed up that caused the failure. Next to the generator you see a fried Trite. You chuckle at the invader's misfortune.

Now, to get out of the base and collect your cash...

