



The Shadow Over Titan



A 6-Mission Episode for the Classic DOOM Boardgame
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version 5

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The Argo Incident

1



Your squad had been drifting through space for three weeks, scanning one rock after another in the midst of Saturn's rings, when you finally picked up the blip – the distress signal that the Titan colony claimed to have heard once last month. The space freighter "Argo" had vanished months ago while on a mission to the Titan colony, with orders to deliver schematics for a new warp drive engine that could revolutionize space travel in the hands of Titan's engineers. Your excitement at the discovery quickly turns to dread as your shuttle's instruments – until now, in perfect working order -- inexplicably begin to fail, forcing the pilot to touch down on a large, black, unnamed moon that appears to be the signal's source. The wreckage of the Argo soon comes into view; and beyond, a hideously ancient stronghold of unearthly green marble squats atop a tall, black mountain.

The Argo's crew – whether dead or alive – is missing, and the freighter has been looted to its last can of rations. Donning your helmets, you and your squad set course for the stronghold, in the hope of recovering the warp drive schematics and eliminating whatever alien force is preventing your shuttle from taking off.

This is an introductory mission for new players, to help them get accustomed to the game rules and mechanics. It is designed for four Doomers of the Space Marine class.

During character creation, Mastermind should elect one Doomer as the squad captain: that Doomer may start at Rank 2. The squad may also start with their choice of an additional weapon or 1 suit of Security Armor – the squad decides who gets the items, but the Mastermind chooses the weapon.

Whenever the Mastermind has no Monsters to command, he may teleport a reinforcement in Sector B at the end of his turn: roll a die and deploy a Former Sergeant on 1-3, an Imp on 4-5, and a Demon on 6.

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SECTOR A

The stench of death pollutes the air in the castle entrance, like an ancient crypt. Inhuman skull designs are carved all along the marble walls. At the center of the room is a large pit filled to the brim with bleached skulls -- at the top sits a collection of fresh skulls, all human.

The entrance suddenly seals behind you. From deep within the castle comes an animal-like howl; then the entire moon is dead silent.

- The Doomers begin on the cobblestone tile on the east side of the sector.

- Stepping onto the skull pit triggers an ambush trap: the secret area to the north bursts open, revealing three possessed Argo crewmen, armed to the teeth. All Doomers in this sector must make a Moxie save against "Shaken."

- Trap Scan:

0 Hits = There is a tripwire around the skull pit; an active Disarm (1) will disable the trap.

- Secrets Scan:

0 Hits = There is nothing unusual about the room.

1+ Hits = The Doomer notices the "door" to the hidden ambush area, but there appears to be no way to open it manually.

- Loot Scan:

0 Hits = There is a Stimpak, 6 Bullets, and a PDA on top of the skull pit, indicated by a red marker. The PDA requires 2 actions to read: it contains a journal describing the crew's horrific ordeal in the castle. The author mentions that Captain Perez was carrying the warp drive schematics; and also that the "castle baron" was the source of their ship's technical difficulties.

1 Hit = 3 Shells have been carelessly discarded on the floor.

2+ Hits = 6 Bullets and a Stimpak are found discarded in one corner of the sector.



The Argo Incident

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SECTOR B

As they open the door, the marines are greeted by a hideous marble face grinning at them from across the room, and the shrill screeching of several angry Imps.

- The west door is locked and requires a Red Key. Once opened with a Red Key, it is unlocked and may be opened and closed by anyone.

- The Demon Block hides a Demon ambush, triggered in Sector C.

- If the Demon Block is lowered, there is a red skull-shaped lock on the west door, and a horrifically chewed-up Argo crewman in the Demon ambush square; otherwise this can't be seen.

- Secrets Scan

0-1 Hits = The demonic décor is the only unusual thing about this sector.

2+ Hits = The demonic bas-relief in the center of the room appears to rise out of the floor like a piston. There might be a way to lower it back into the floor tiles.

- Loot Scan

0 Hits = If the Demon Block is lowered, 6 Bullets and a Stimpak are found on the corpse. Moxie save -2 if taken.

1 Hits = 3 Bullets are scattered among a spattering of entrails on the north side of the demonic block.

2+ Hits = A dead Argo crewman lies in a crumpled ball behind one of the marble pillars, hidden in the thick shadows. His Chaingun is still functional!

SECTOR C

To the left is a rank pool of brown, murky water flowing in from god knows where. Sounds of splashing and snarling emanate from the water, and several Imps hiss and skronk

from the balcony above.

- When the Specters are revealed, tell the Doomers that, although they can hear something sloshing toward them, all they can see are disembodied pawprints in the water.

- The Switches both raise the staircase, allowing Doomers to move between upper and lower levels without using the teleporter; they also cause the Demon Block in the center of Sector B to lower into the floor. Remove the block and replace it with 4 Demons (or 1 Cacodemon) – all Doomers in Sectors B and C make a Moxie save against "Shaken." The Switch on the lower level is broken and can only be used with an active Tinker (3).

- The impaled corpse on the balcony catches the Doomers' notice: it is wearing the stripes of the Argo captain. Indicate its significance with a red marker.

- Secrets Scan:

0 Hits = The walls are caked in filth, mold, and demon droppings.

2+ Hits = There is a Secret Door on the east side of the murky pool.

- Loot Scan:

Lower Level

0 Hits = If the secret room has been opened, the Doomers find a waterlogged corpse clinging to a Berserk Pack. Moxie save -2 dice if taken. Otherwise, there's nothing but mire and bones.

1 Hits = 4 Shells are scattered on the floor by the pool.

2+ Hits = Beneath the water in the far corner is a skeleton wearing a Backpack.

Upper Level

0 Hits = The dead man's expression is frozen in one of terror and agony. On the dead man's belt is a Red Key and a PDA with the warp drive schematics.

1 Hits = Nothing but scattered bits of gnawed human bones.

2+ Hits = 3 Shells and a Medikit are hidden under the grate.



The Argo Incident

3



SECTOR D

This sector stinks of mire and rot: the rancid water appears to flow through the castle from somewhere beneath the mountains. The walls are of unpaved, jagged black rock. Mournful voices echo throughout the tunnels in mockery of the Argo's slain crew.

The tunnels are lit with small, dim candles that barely cut the darkness ahead.

- This sector is in "darkness."
- The tripwire reveals the hidden area: all Doomers who can "see" the ambush make a Moxie save against "Shaken."
- Walking onto the Teleporter in the far west room instantly whisks the character to the balcony teleporter in Sector C (and vice-versa).

- Any Scan:

0 Hits = It is too dark and murky to see anything clearly.

- Trap Scan:

1+ Hits = The Doomers find the tripwire in the west tunnel, and an active Disarm (2) disables the trap.

- Loot Scan:

1 Hits = A pair of Light Amp Goggles sits among the skulls on the strange, floating rock.

2+ Hits = Sitting halfway out of the mire, a skeleton clings to a Medikit.

SECTOR E

This chamber is a charnel house: human remains are strewn on the floor or hung from the ceiling in ritual sacrifice. At the center of the room, its ghastly presence hitting you in the face, is the castle baron itself. It brays furiously at your intrusion and lumbers forward.

- The Doomers escape the map by opening and walking

through the Exit Door *after* the Baron of Hell is injured or dead -- the Baron has telepathically grounded their shuttle and stranded them. The Exit Door opens automatically when the Baron has received at least 1 wound, his telepathic powers weakened by the pain.

When the last Doomer escapes the map, read the following:

You race back to your shuttle, visor fogged by your terrified breath. Your hands go on autopilot at the shuttle controls, sealing the door and priming the engines as your ordeal in the castle replays over and over like a nightmarish video stuck on infinite loop. When the ship is safely in the air and drifting far, far away from the Argo's grave moon, you faint. Restless sleep cradles you for the duration of the trip to Titan.

Weeks go by. The Titan scientists slave away in their labs: the warp drive data occupies all of their time now. Perhaps humankind will be able to colonize the next galaxy after all.

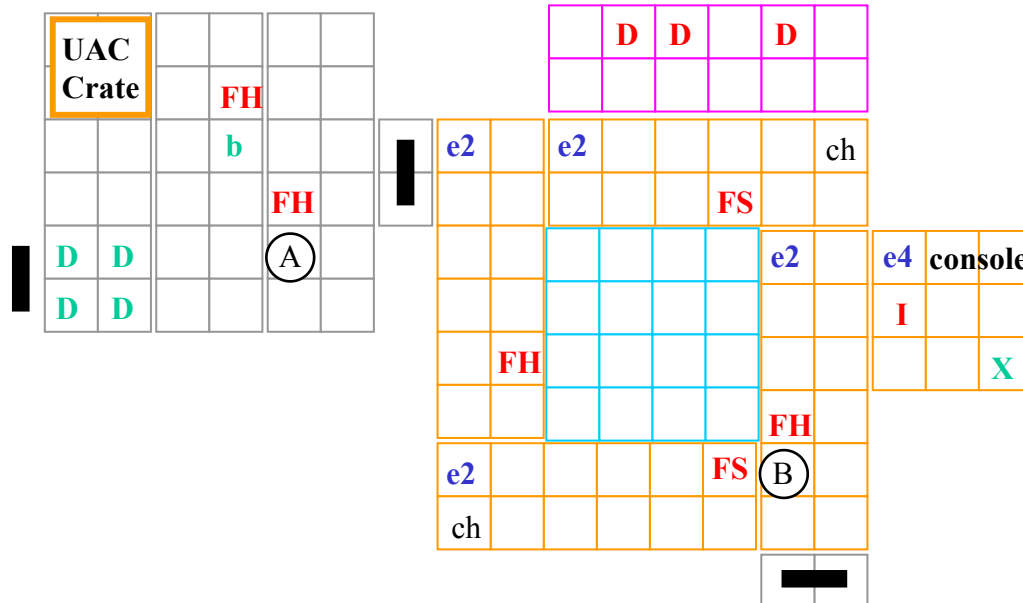
You find no solace in this. Your mind is too distracted, thinking of that barren rock where the Argo laid; where the alien stronghold sat like a brooding giant, echoing with the screams of its crew, and those of your squad-mates. Titan's best probes have failed to find any trace of that demon moon, or of the Argo's distress signal – both have simply vanished, as if they'd never existed.

How long before another demon moon appears to snatch shuttles from the sky? The question nests in your mind like a tick as you board the shuttle for your return flight to earth.

Each Doomer who escaped through the Exit Door may increase a stat of his/her choice by 1.

Mission 2 Operation: Drought

- = Base Tiles
- = Grass (Marble) tiles
- = Cobblestone Tiles
- = Water Tiles
- = Hidden; not initially revealed

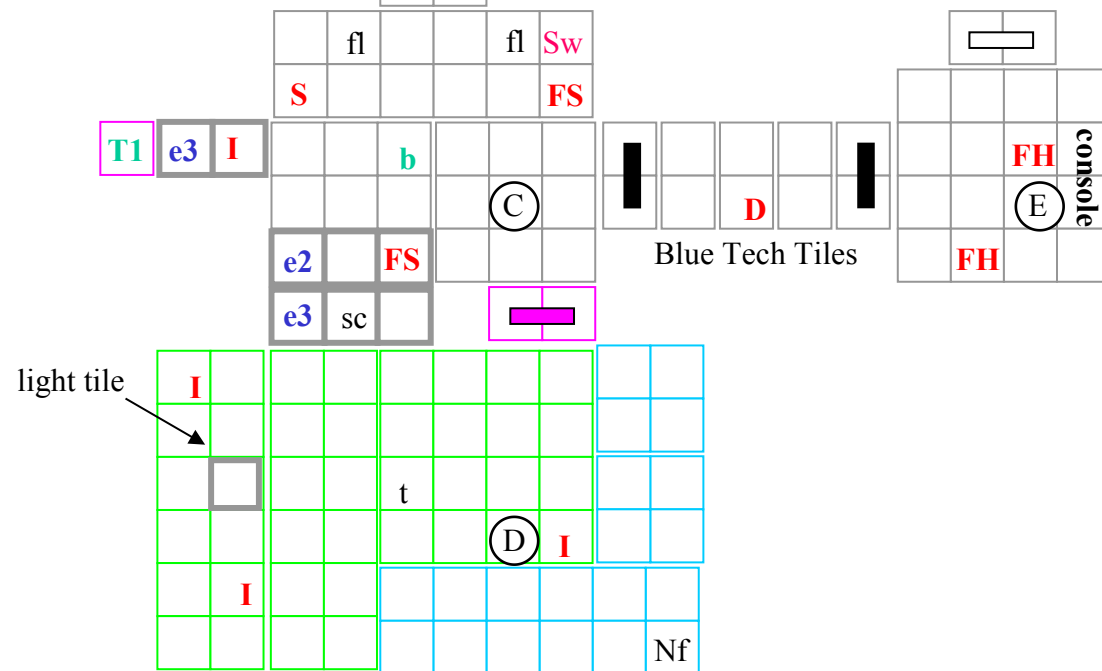


- D** = Doomer Spawn Point
- FH** = Former Human
- FS** = Former Sergeant
- I** = Imp
- D** = Demon
- S** = Specter

- b** = barrel
- T1** = Teleporter (One-way, leads to X)
- fl** = floor lamp
- ch** = corpse, hanging
- t** = tree
- Nf** = nukage fountain
- sc** = skull candles
- Sw** = Switch

- = Door
- = Secret Door
- = Exit Door
- = Trap Tripwire

- e2** = Tile is Elevation Level 2
- e3** = Tile is Elevation Level 3
- e4** = Tile is Elevation Level 4





Operation: Drought

1



The Indigo Water Company was already known for having too much wealth and too little humanitarianism before it bought out the Titan Colony's waterworks plant. Rumor has it that the purchase was on behalf of the UAC: Indigo gets exclusive ownership of all water on the moon, which they hoard like banks hoard money; and the UAC scientists get an isolated corner of the galaxy to work in undisturbed.

Months go by. First waterworks employees get fired for complaints about wage cuts and strange equipment malfunctions; next they're getting locked up in solitary for raving about hearing (or even seeing) things not of this galaxy haunting the dank halls. Then nobody hears anything from anybody anymore, and the plant stops producing water for the colony. Help is six months away on a fusion shuttle – they'll arrive just in time for everyone to be dead from dehydration.

Your flight home has been canceled. You are now part of the lucky security team being sent into the belly of the waterworks, to restore power to the pumps and clean up whatever mess those UAC maniacs left down there.

Doomers who survived the introductory mission may continue the episode here. All other Doomers start at Rank 1 as normal and may choose any class. The squad may collectively draw 1 random card from the Pickups deck (excluding weapons) for a piece of bonus equipment.

If the Mastermind has no Monsters to command on his turn, he may teleport reinforcements onto any empty space in Sector B at the end of his turn: he rolls 2 dice and deploys an Imp on 3-4, and a Lost Soul on 5-6. Any Doomer in sight of a Teleporting Monster rolls against Shaken.

The Doomers have access to a partial floor plan of the waterworks. Begin the mission by revealing all non-hidden tiles in Sectors A-E.

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SECTOR A

You enter the waterworks through the loading bay, and find yourself stepping into a sea of darkness – the power appears to have gone out in the storage wing. Despite the reports that all life in the plant has ceased, you hear distant sounds of bodies moving about, and voices conversing in a language you've never heard before.

Suddenly the room fills with light, followed shortly by gunshots, and curses in alien tongue.

- Any Scan:

0 Hits = The barrel is labeled "Handle With Care" in big bold letters, along with a symbol meaning "keep away from fire."

- Loot Scan:

0 Hits = There are blood smears on the floor panels from where bodies were dragged away. 3 Bullets are scattered along the smears.

1 Hits = A Medikit sits on a shelf in the dark corner opposite the entrance door.

2+ Hits = Leaning against the wall just behind the large crate is a Rocket Launcher.

SECTOR B

Foul air assaults your nostrils as the door whisks open. The partially-eaten corpses of waterworks technicians dangle from the ceiling like carcasses in a meat locker.

- The elevated platform is a security office: the stairs have collapsed from some sort of explosion. The first Doomer who accesses the console with an active Tinker (2) finds security camera footage of the plant invasion, gaining 2 Tactics. An active Tinker (3+) also gains an Automap. Fewer than 2 opens the hidden area in the north wall.

- Secret Scan

2+ Hits = The north wall is a large maintenance access door, which can be opened manually with an active Tinker (3) or disabled with a Disarm (2).



Operation: Drought

2



- Loot Scan

0 Hits = A Service Rifle, Security Armor, and 3 Cells sit on the security office equipment rack, in plain view from the lower levels. Mark them with a red marker: the Doomers must move onto that space to collect them.

1 Hits = One of the hanging corpses has 1d6 Cells in his pocket, indicated by a red marker. Pass a Moxie save to take them without becoming "Shaken".

2+ Hits = A dead security guard is lying at the bottom of the pool. His weapon is gone, but he has 3 Shells on his belt.

SECTOR C

This area is bathed in eerie light from the south window, beyond which the Titan Colony sits anxiously awaiting your success.

- The southwest platform is a grated window overlooking Sector D. Gunfire can be exchanged between the two sectors from here, but Doomers and Monsters cannot move through the window due to the grating.

- The small platform on the west wall is a Lift, but there appears to be no way to activate it.

- Secret Scan:

1 Hits = There is a secret door leading to the outdoor area!

2+ Hits = A Switch is hidden behind a wall panel in the northeast corner of the sector (reveal it now). It lowers the Lift to Elevation 1 for a full round, after which it raises again. While lowered, the teleporter it hides becomes visible and accessible.

- Loot Scan

0 Hits = A bloody Service Rifle lies discarded at the foot of the stairs leading to the window.

2+ Hits = A Medikit is buried beneath the skull-candles.

SECTOR D

Your helmet locks down as you step outdoors. Saturn hangs over the facility like a colossal eye, looking down upon Titan's plight almost in amusement.

- Secret Scan

3+ Hits = Hidden beneath the surface of the water is a small, nondescript chest containing an Invisibility Sphere.

- Loot Scan

0 Hits = Tree-trimmings are scattered all over the yard. Sitting atop the light fixture is a Chainsaw, indicated by a red marker.

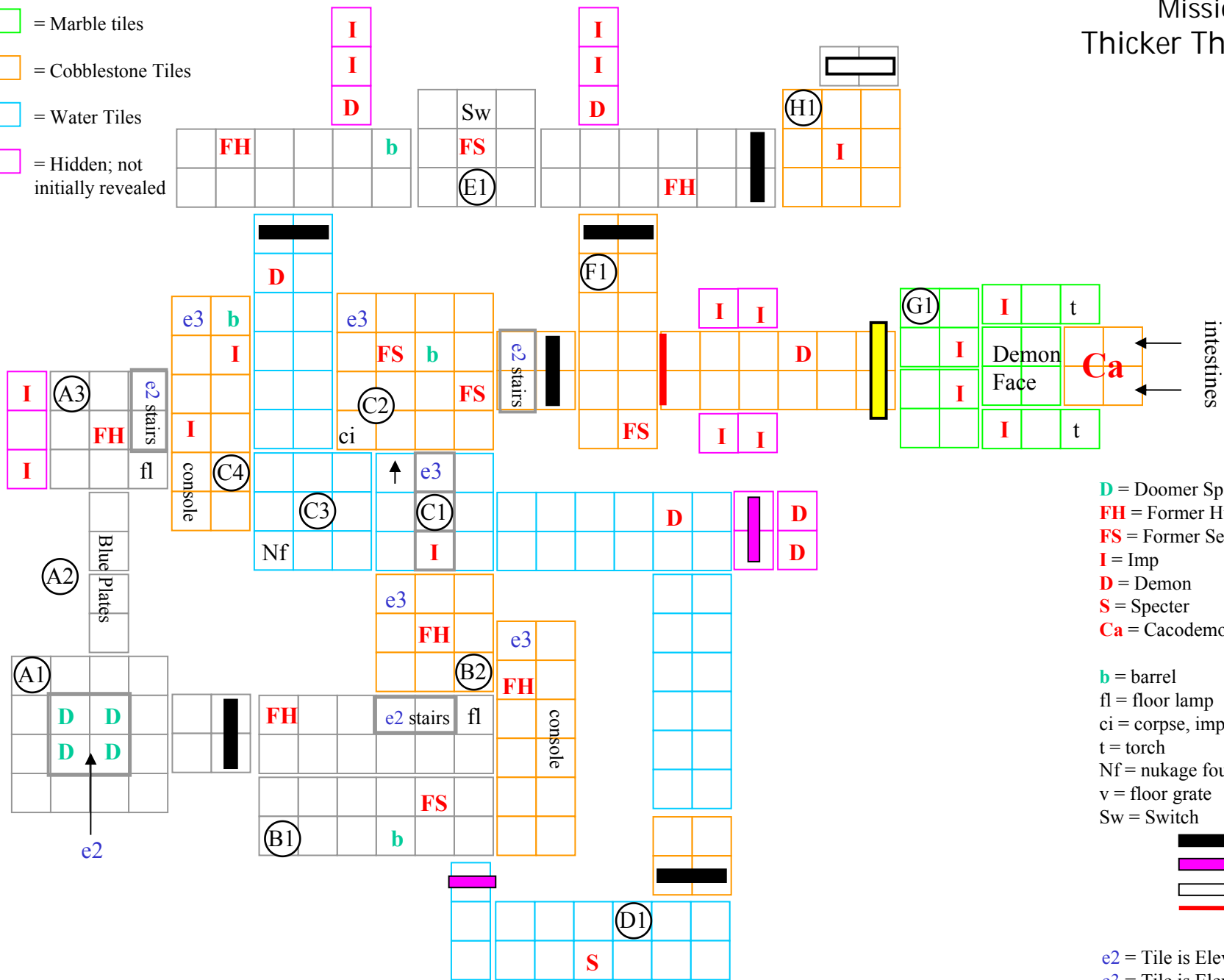
SECTOR E

At last your exit comes into view: the heavy door to the cargo elevator, leading down into the belly of the water plant. There's no turning back now.

- Doomers escape the map by moving through the Exit Door. The mission ends when all surviving Doomers have done so.

Mission 3 Thicker Than Water

- = Base Tiles
- = Marble tiles
- = Cobblestone Tiles
- = Water Tiles
- = Hidden; not initially revealed



- D** = Doomer Spawn Point
- FH** = Former Human
- FS** = Former Sergeant
- I** = Imp
- D** = Demon
- S** = Specter
- Ca** = Cacodemon

- b** = barrel
- fl** = floor lamp
- ci** = corpse, impaled
- t** = torch
- Nf** = nukage fountain
- v** = floor grate
- Sw** = Switch

- = Door
- = Secret Door
- = Exit Door
- = Trap Tripwire

e2 = Tile is Elevation Level 2
e3 = Tile is Elevation Level 3

intestines



Thicker Than Water

1



When the lift reaches the lower floor of the waterworks, you notice right away that the air is thick and humid, and carries a sharp, metallic edge – the smell of blood. The lights flicker constantly, and during the last minute of the elevator's descent the ride is jerky and unstable – whatever happened down here must have pissed off the circuitry through the entire building.

Just as the elevator touches down at the basement level, a power surge sweeps through the sector, frying all the circuits and crackling like machine gun fire. The elevator shudders, groans to a halt, and finally dies.

You're trapped down here. And your new neighbors know it.

If he has no monsters to command on his turn, Mastermind may teleport reinforcements onto any empty space in Sector C at the end of his turn: he rolls 2 dice and deploys an Imp on 3-4, and a Lost Soul on 5-6. When half the Sectors have been revealed, he may deploy a Cacodemon on 5-6 instead, but may do this only once this mission. Any Doomer in sight of a Teleporting Monster rolls against Shaken.

Begin the mission by revealing all non-hidden tiles in Sectors A-C: due to the bizarre tech issues permeating the building, this is all the Doomers can see of the waterworks floorplan. They must map the rest themselves.

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SECTOR A

A1

- The Doomers begin in the south room of Sector A, on top of the dead elevator platform. There is a "DANGER" sign next to the electrified tunnel entrance.

- Loot Scan:

0 Hits = A Stimpak and 6 Bullets have been discarded in the corner of the room.

A2

- The "blue plate" tunnel cuts through the auxiliary power core of the waterworks. It is electrified (damaging floor) and deals 1 Pain State of damage for each step the Doomer takes. The Doomers get to make defense rolls each time.

A3

A bloody smear on the floor leads to the west wall. There

is no body in sight.

- Secret Scan:

1+ Hit = The west wall is a retractable maintenance panel, which appears to open remotely (the console upstairs). It can be manually opened with a Tinker (3).

- Loot Scan:

0 Hits = Leaning against one wall is a Service Rifle. There is also a Gold Key on a nearby shelf. If the secret area is open, you also find a Medikit.

1 Hits = A severed hand is lying in one corner of the room, clutching 3 Shells in its frozen fingers. Make a Moxie save against "Shaken" if you take them.

2+ Hits = If the secret area is open, you find a Berserk Pack, partially obscured by wires and junk.

SECTOR B

The door opens into a gallery of nightmares, and the half-eaten remains of waterworks employees aren't the worst of them. It's the living ones that frighten you as they turn to stare at you with glowing, inhuman eyes, their security vests smooched with dried blood.

B1 (Elevation 1)

- The stairs provide easy access to the upper platforms that comprise Sector B2. Until they climb the stairs, the Doomers cannot see Sector C.



Thicker Than Water

2



- Lockers line the walls of the southwest corner. The barrels in this sector are labeled with a symbol meaning "keep away from fire."

- Secrets Scan

0-1 Hits = The sector is a wreck of pipes, wires, and heavy machinery.

2+ Hits = There's a Secret Door on the south wall: it is a cramped maintenance hatch to the canalworks. It can only be opened manually with a Tinker (2) on this side; otherwise it must be opened at the Sector B2 Console.

- Loot Scan

0 Hits = One locker contains a Hazard Suit.

1 Hits = A Stimpak has been carelessly laid on top of the nearest Barrel. If the Barrel explodes, the pickup is lost.

2 Hits = One locker also contains a suit of Security Armor, buried under a pile of dirty laundry.

3+ = A dead technician is wedged in the corner between the lockers, his face ripped off. You drag him out of the corner and find he is wearing a Backpack.

B2 (Elevation 3)

- The Console only has two noteworthy Switches: "Sluice Gate N" and "Sluice Gate S." Pressing them remotely opens or closes the Doors at the north and south ends of the canal respectively. The Doors can also be opened manually.

- Trap Scan:

1+ Hits = An active Trap Scan (2) reveals the dilapidated state of the bridge crossing the canal.

- Loot Scan

0 Hits = The platform is littered with dead waterworks employees, many of them half-eaten. Make a Moxie save against Shaken: if you fail, your turn also ends as you reel from the carnage.

1 Hits = 3 Bullets are scattered in front of the console.

2 Hits = A bloody technician's belt lies discarded near the bridge, with a Stimpak clipped to it.

3+ Hits = A dead technician lies beside the console, practically wadded into a ball. Moving him aside, you find an Automap clutched in his dead hands.

SECTOR C

In the west corner of the canal, the canalworks pumps yield only a weak trickle. The stagnant waters appear very shallow.

C1

- The bridge collapses under the first Doomer who reaches its center space. All Doomers on the bridge make a Speed save and move 1 space for every Hit rolled; then the bridge is removed from the board. If any Doomers were too slow, they drop into the water.

C2

- Secret Scan

3+ Hits = You find a kick lever on the space marked with a black arrow. When activated with a passive Tinker, it raises a 1x1 maintenance platform, allowing Doomers in the canal to climb to your level.

- Loot Scan

0 Hits = 3 Bullets are scattered next to a badly chewed-up corpse.

1+ Hits = Make a Moxie save to move the hideous corpse. If you pass, you manage to do so without vomiting and becoming Shaken. The corpse was lying on top of a Chaingun!

C3

The water is no deeper than ankle-height. The moment you set foot in the canal, you hear the splashing of heavy paws drawing nearer by the second.

- Secret Scan

2+ Hits = There is a Secret Door to a maintenance alcove in the east corner of the canal, Opening the door reveals a Plasma Gun and 4 Cells mounted on a metal rack, indicated with a red marker.

C4

- There is one switch of note on the console, labeled "Maintenance." It opens the hidden area in A3: if the hidden area was NOT discovered before it is opened, all Doomers in the Sector make a Moxie save against Shaken.



Thicker Than Water

3



SECTOR D

The water in this tunnel comes halfway up the shins, and is freezing to the touch. The lights have burnt out, leaving everything coated in shadow.

- This sector is in "darkness."

- **Secret Scan**

0 Hits = The Secret Door is easily found from this side.

- **Loot Scan**

1+ Hits = You find nothing but gnawed human bones. Make a Moxie save against Shaken.

SECTOR E

- The Switch is labeled "Power Core Access." Activating this will open the door at the east end of the hall (and reveals the two hidden tiles). The Blue Lock next to the switch is obvious to everyone: this switch cannot be pressed without a Blue Key. The Door at the end of the hall must be opened via the Switch.

- **Secret Scan**

1 Hits = The panel on the side of the Switch is unscrewed: removing the panel with a passive Tinker gives you access to the Switch's inner electronics. The Switch can be activated without a key, but this requires an active Tinker (3).

2+ Hits = You spot two maintenance hatches that appear to be stuck: the power issues have left the pneumatic rails on the fritz, and they won't open manually.

SECTOR F

Faint, unearthly droning fills the hall, like some demonic choir. The sounds seem to be coming from the large, gruesome door at the end of the hall...

- The Big Door is locked, and can only be opened with a Gold Key. Its hellish appearance is startling, as if the plant has begun to transform itself into an otherworldly fortress.

- **Trap Scan**

2+ Hits = You find a tripwire (marked in red on the map) which can be removed with a Disarm of 2 or better. Triggering this trap opens the two secret alcoves filled with Imps.

- **Loot Scan**

0 Hits = In the alcove where the Former Sergeant stood, there is a Medikit and 2 Rockets.

SECTOR G

The deafening groan of the door announces your presence like a battle cry. Something has happened to this sector of the facility: nature has somehow twisted it into a hellish mockery of its former self. Metal panels are replaced with marble bas-reliefs depicting creatures from your nightmares, and blood seeps from pus-colored pipes slithering along the walls.

A congregation of imps has gathered around the sigil on the floor, where the Indigo liaison lies in spread-eagle, ritualistically disemboweled. You've interrupted something here, but are just in time to see the awful beast emerging from the placenta vat on the far side, summoned by hellish magic.

- **Loot Scan**

0 Hits = The corpse has a Blue Key and a Soul Sphere, indicated with a red marker.

SECTOR H

- The Doomers depart the map by moving through the Exit Door.

Mission 4 The Aquifer

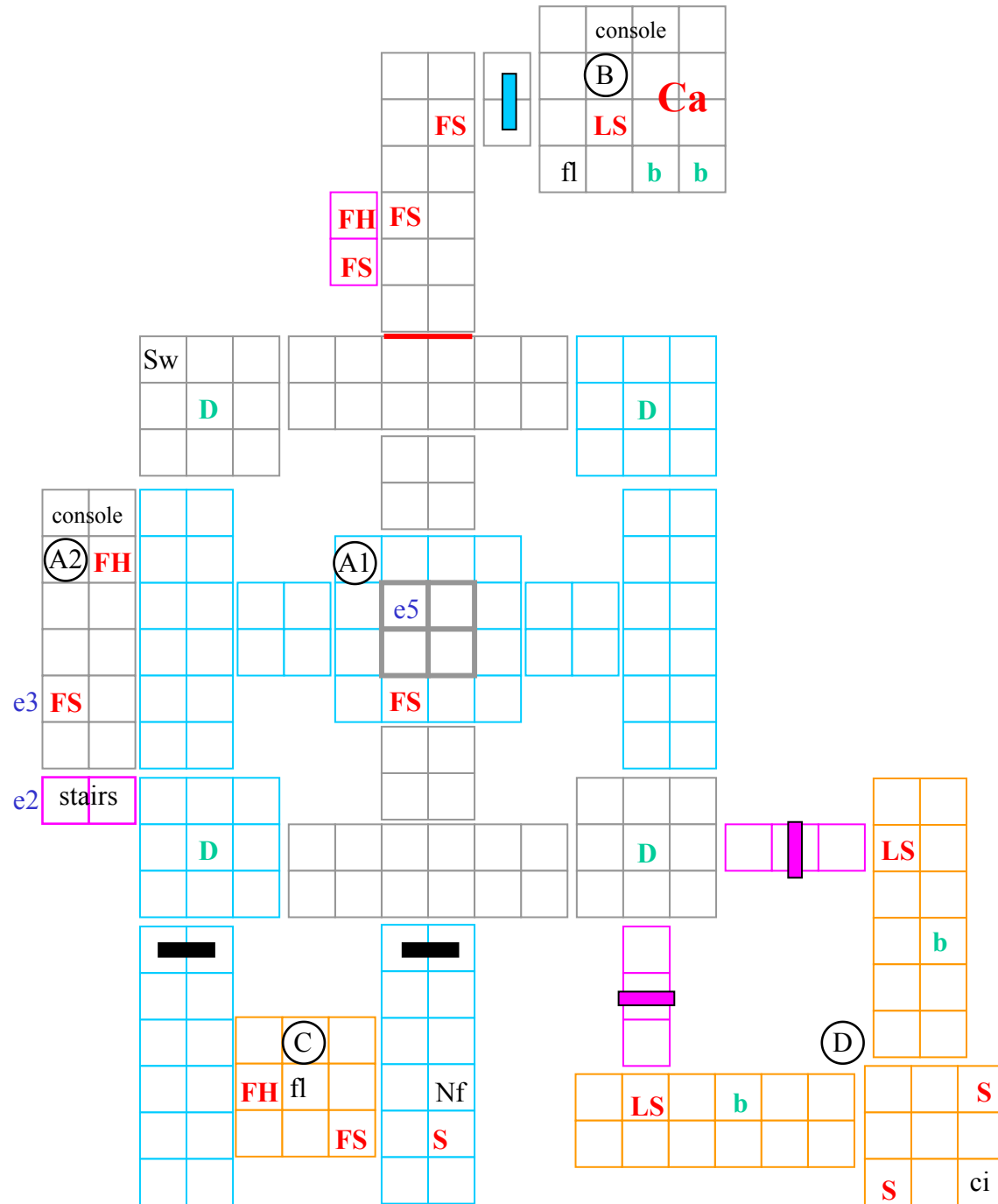
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- c** = candelabra
- sc** = skull candles
- gp** = green pedestal
- gph** = green pedestal w/ heart
- Nf** = nukage fountain
- Sw** = Switch

- = Door
- = Secret Door
- = Exit Door
- = Trap Tripwire

- e2** = Tile is Elevation Level 2
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- e4** = Tile is Elevation Level 4





The Aquifer

1



The supervisor is crawling on hands and knees when you find him, babbling and sobbing to himself. He seems to be trying to get away from you, not recognizing you are human –probably due to the fact that his eyes have been clawed out. It takes him several incoherent minutes to calm down, during which you learn that he'd apparently maimed himself.

When he's finally talking sense, you're still not sure of his meaning. "They're siphoning the water," he stammered. "Using it for some awful religious thing on the other side. My god...I was the only one who escaped. I had to warn someone. They'll take the entire...!" He grabs your collar and begins shouting. "Get out! Get out and warn them! We have to get off this god forsaken moon before they finish! Heaven have mercy on us all!"

He rants and raves for another minute before succumbing to shock and exhaustion. With nowhere else to go but down, you take his keys and enter the Aquifer Lift, descending into the deepest reaches of the waterworks. Somewhere in these murky tunnels is the Main Breaker Switch, which will reboot the power core and get everything running again.

At the end of his turn, the Mastermind teleports reinforcements onto any empty Doomer spawn point: he rolls 1 die and deploys an Imp on 3-5, and a Demon on 6.

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SECTOR A

No sooner do you step off the Lift, a power surge kills every circuit in the Sector, plunging you into darkness. The tunnels are silent except for the sounds of your squad sloshing through the ankle-deep waters.

That is, you HOPE it's your squad...

A1

- The power is out, leaving the entire map in darkness. Until power is restored, the Mastermind rolls a die at the start of his turn: on a 5 or 6, the lights flicker briefly, dimly illuminating the map for 1 round.

- The platform in the center of the Sector is the **Waterworks Lift**: the Doomers exit the map when they activate the Lift while standing on it. The Lift must be called before they can board it.

- The northwest Switch raises the stairs to A2. It only works after power has been restored.

- The Former Sergeant carries a **Blue Key**, which opens the blue Door far north.

- Trap Scan

2+ Hits = There is a tripwire in the north-most corridor, which opens the nearby hidden area. A Disarm (2) disables the trap.

- Secret Scan

1 Hits = You find the retractable staircase leading up to the Lift control deck (Sector A2), but it cannot be erected manually. There must be a switch somewhere...

2+ Hits = There are two Secret Doors in the southeast corner!

A2

- This is the Lift control deck. Once power is restored, a passive Tinker at the console activates the Lift in Sector A1. Once activated, the Lift begins moving at the end of the activator's next turn. See "Power Restored" for more details.

SECTOR B

The auxiliary lights flood the room with a dim red glow, like the darkroom of a photography lab. It is just bright enough to see the "Breaker" sign beside the door...and the hideous thing grinning at you from across the room.



The Aquifer

2



- The console is a myriad of switches, but one large, black lever stands out, labeled "MAIN." The switch can be flipped with a passive Tinker: doing so brings the lights flickering to life throughout the map. See "Powered Restored" for more details.

- Secrets Scan

2+ Hits = Something appears to be stashed beneath a maintenance grate in the floor. Pass an active Tinker (2) to remove the grate: if you succeed, you find a Rocket Launcher and 3 Rockets!

- Loot Scan

0 Hits = A Medikit sits on top of the console, the case spattered with blood. Whoever it belonged to didn't get a chance to use it.

1 Hits = Leaning against the wall in one dark corner is a Chaingun loaded with 4 Bullets.

2+ Hits = The Supervisor's PDA lies abandoned on the floor. Reading it costs 2 actions: you learn a lot from his perspective on recent events, and gain 2 Tactics.

SECTOR C

- Loot Scan

0 Hits = A dead waterworks employee lies under the trickling fountain (marked with a red marker), chewed beyond recognition. He wears a set of Light-Amp Goggles on his head, but when they're removed, his scalp comes off with them. Make a Moxie save or lose your next turn from the horror of it.

1 Hits = 3 Bullets are scattered around the floor lamp.

2+ Hits = A Berserk Pack lies just beneath the surface of the water, obscured by the darkness.

SECTOR D

You recognize the impaled man as Brokaw, chief of the waterworks security detail. The beasts have done unspeakable things to him, and the look frozen on his dead face speaks of aeons of horror condensed into a single, terrible moment. Everyone who lays eyes upon him must

roll Moxie (2), or lose 5 Promotions as the sheer sight of him causes them to age slightly from sheer terror.

- Loot Scan

0 Hits = At Brokaw's feet, hovering just above the floor, is a God Sphere.

POWER RESTORED

- When active, the Waterworks Lift lowers by 1 elevation level every time the Initiative Tiles are reshuffled, until it is low enough for the Doomers to board. Any Doomer who activates the Lift while standing on it escapes the map; the same goes for any Doomers riding with him. Those who are not on the lift when it is activated are left behind to die.

- The moment power is restored, the Mastermind may increase his reinforcement rolls to 3 dice; and he may teleport a Cacodemon instead of a Demon on a 6, but can only do so twice.

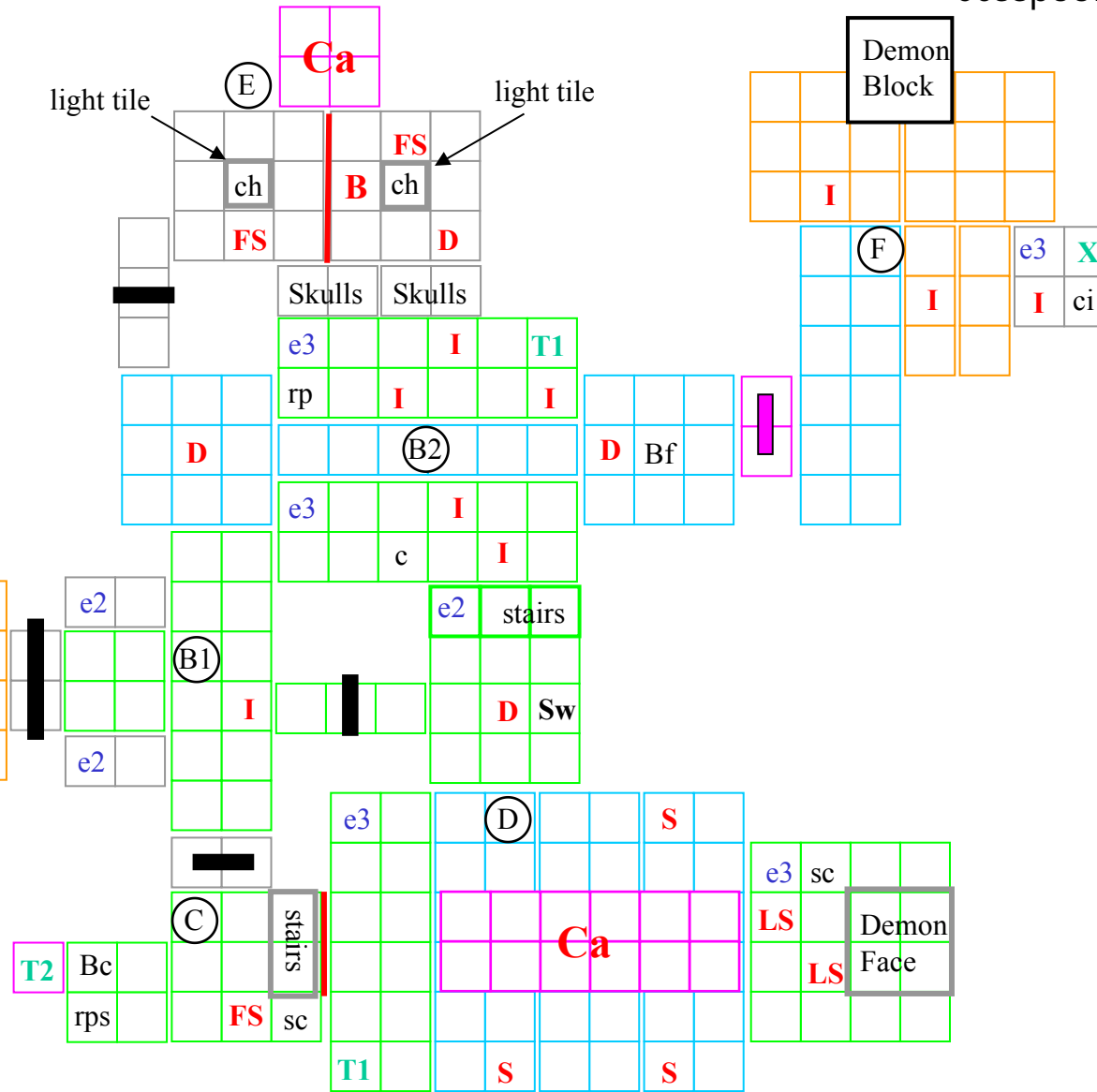
Mission 5 Cesspool of Chaos

D = Doomer Spawn Point
FS = Former Sergeant
LS = Lost Soul
I = Imp
D = Demon
S = Specter
Ca = Cacodemon
B = Baron of Hell

T1 = Teleporter 1 (Two-way)
T2 = Teleporter 2 (one-way, leads to X)
 ci = corpse, impaled
 ch = corpse, hanging
 t = torch
 Bf = blood fountain
 sc = skull candles
Sw = Switch
 rp = red pedestal
 rps = red pedestal w/ skull
 c = candelabra
 Bc = bookcase
 T = tree

= Base Tiles
 = Grass (Marble) tiles
 = Cobblestone Tiles
 = Water Tiles
 = Hidden; not initially revealed

e2 = Tile is Elevation Level 2
 e3 = Tile is Elevation Level 3





Cesspool of Chaos

1



The last thing you remember is the elevator slowing to a crawl, the shaft pulsing and distorting as if space-time were melting around you, and your guts turning upside-down in their seats. When you finish dry-heaving, you're finally able to take in your surroundings. You don't like what you see.

The landscape is barren and red like Mars, but somehow more "alive" and fleshier in hue. Twisted trees and towering black rock spires claw at the sky as if in protest of its ugly redness. Before you is a giant, macabre stronghold of green and white marble, the walls and front gate decorated with bleached skulls and crucified bodies – human and otherwise. From deep within the castle comes a loud, furious bray, like a hellish foghorn: maybe whatever brought you here botched the spell, dropping you off at the front door instead of god knows where.

The idea of being stranded on this hellish landscape turns your guts again. Could this be the "other side" the Supervisor was babbling about? He said he was the only one who escaped. You're determined to prove him wrong.

At the end of his turn, if the Mastermind has no monsters to command, he may teleport reinforcements onto any empty space in Sector A: he rolls 2 dice and deploys an Imp on 4-5, and a Demon on 6.

--- --- ---

SECTOR A

- The Doomers begin outside the stronghold entrance, beneath a hellish sky.

SECTOR B1

The door opens with a deafening groan, announcing your intrusion to the entire castle. The walls are decorated with bas-reliefs carved from green marble, depicting the worship of indescribably monstrous entities emerging from great chaotic whirlpools.

The halls echo with the sound of crashing water, as if from a dozen fountains.

- Loot Scan

0 Hits = The Imp was munching on the remains of a Former Human before you showed up. The corpse is wearing a Backpack.

1 Hits = A Stimpak sits on one of the steps by the front door.

SECTOR B2

Blood fills the canal, flowing from the mouth of a grinning gargoye. From overhead come the shrieks of furious Imps, ready to rain fiery death down upon the intruders.

- Any Doomer who begins his turn standing in the blood makes a Moxie save: for each Hit he rolls, he keeps 1 action for that turn. The rest of his actions are lost, as the concept of wading through a blood river hits him like a sledgehammer.

- Secret Scan

2 Hits = You find a secret door on the east wall! It doesn't seem to open manually, though. You can try to open it with a Tinker (4).

Inserting the Tongue-Shaped Stopper (found in Sector C) into the gargoye's mouth reroutes the blood, causing the Secret Door to open. The first Doomer to use the Stopper this way gains 3 Promotions.

- Loot Scan

0 Hits = An Invisibility Sphere hovers atop the red pedestal on the north balcony, indicated with a red marker.

1+ Hits = 3 Bullets are scattered around the base of the candelabra on the south balcony.



Cesspool of Chaos

2



SECTOR C

The sound of flowing water becomes deafening here, and the source appears to be up the east stairs and over the top of the balcony. Along the west wall is an eldritch bookcase lined with alien texts, and a demonic skull sitting on a red marble pedestal, its dead grin mocking your every effort.

- Trap Scan

2 Hits = There is a tripwire at the top of the stairs: when triggered, the red pedestal skull comes to life as a Lost Soul, and "lunges" at a target of the Mastermind's choice. A Disarm (3) disables the trap, leaving the skull lifeless.

- Secrets Scan

2 Hits = One of the alien books has had its pages cut out in the center, to make room for a Tongue-Shaped Stopper. Mark the bookcase with a red marker.

3+ Hits = One space on the shelf is actually part of a switch mechanism: placing the False Book here causes the bookcase to slide aside like a Door, revealing the Teleporter.

- Loot Scan

0 Hits = A Stimpak sits on the top shelf, used as a bookend.

1 Hits = A box of 6 Bullets sits in the shadows beneath the pedestal.

2+ Hits = A PDA sits tucked between two books on the bookcase, indicated by a red marker. Using it requires 2 actions: it contains the journal of a doomed waterworks employee, describing countless disturbing events leading up to the waterworks invasion. Gain 2 Tactics.

SECTOR D

This massive pool is fed by a dozen grinning gargoyle spouts, lining the walls far above your head. The water churns and swirls by unnatural means, though it appears no deeper than your knees, and it is crystal clear – to the point where you can see a retracted bridge resting at the bottom.

The platform across the pool catches your eye next: it cradles the shimmering mirage of the canalworks from whence you came. It must be a portal to earth!

- The bridge is not revealed with the rest of the Sector. It is only added to the map when the Switch to the north is activated.

- The Switch is alien in design, and shaped like a massive, demonic paw. Only the Hell Baron's hand can use it.

- Loot Scan

0 Hits = A box of 6 Shells sits next to the Switch, carelessly forgotten.

2+ Hits = Another 3 Shells lie at the bottom of the pool, near the box.

SECTOR E

At the Doomers' first sight of the Baron of Hell, read the following:

The castle lord stands amidst a collection of ritualistically butchered waterworks employees, his glowing green eyes staring into your soul. His angry bray is deafening, rattling the walls of your skull.

- If any survivors of *The Argo Incident* reached this mission, they automatically fail their first Moxie save against the Baron. Indicate the Baron's obvious battle scars from that first encounter, and have him seek those Doomers out whenever possible.

- After the Baron is killed, mark his corpse with a blue marker: the Doomers can remove one of his paws with the Chainsaw and use it to activate the Switch in Sector D. See "Raising the Bridge" for more details.

- Trap Scan

2+ Hits = There is a tripwire in the middle of the Sector, which opens the hidden area caging the Cacodemon. A Disarm (2) will disable the trap.

- Loot Scan

0 Hits = A bloody Chainsaw rests at the feet of one of the hanging victims, indicated with a red marker.

1 Hits = Two Cells are buried in the skull pits.

3+ Hits = Buried further down in the skull pits is a Berserk Pack.



Cesspool of Chaos

3



SECTOR F

Your eyes feast on the panorama of Hell before you, its nightmarish mountains rising miles into the bloody red sky. You wonder if you will ever see earth again...

- Secrets Scan

2+ Hits = The jaws of the marble face slide open like a mortuary drawer, revealing it to be a demonic crematorium: flames crackle and dance deep inside its gullet, and the slab itself is covered with ash. Amidst the ashes is a badly charred False Book carved out of stone.

- Loot Scan

0 Hits = On the platform above, a UAC Space Marine has been impaled and quartered, marked with a red marker. Strapped to his back is a heavy-looking piece of equipment you can't get close enough to identify (it is a BFG 9000: the Doomers must use the bookcase teleporter to reach it).

RAISING THE BRIDGE

When the Switch is finally activated, read the following:

All at once, the water stops flowing: the gargoyles dry up, and the swirling maelstrom lulls into a dull sloshing like a public pool, then begins to drain away to parts unknown.

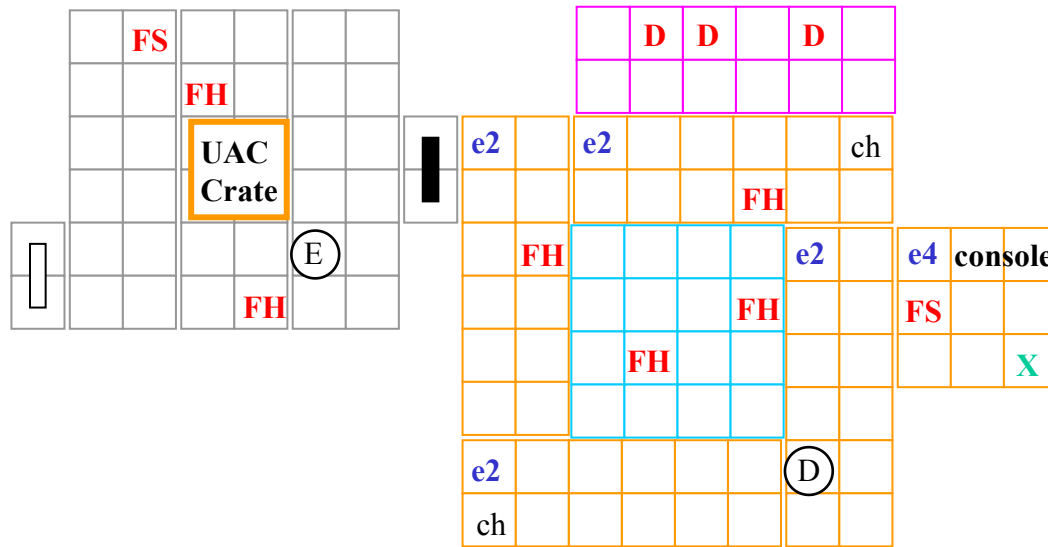
The bridge slowly rises between the two balconies, granting access to the dimensional portal on the other side... which even now begins to flicker in and out of focus.

The wall-candles suddenly aren't burning as brightly anymore, as if the castle itself were dying. Whatever was going on here, you've stopped it; but now you'd probably better get moving! Who knows when that portal will close!

- The Doomers escape the map by moving onto the Demon Face tiles on the east platform of Sector D. When all surviving Doomers have exited thusly, the mission ends.

Mission 6 The Welcome Wagon

- = Base Tiles
- = Grass (Marble) tiles
- = Cobblestone Tiles
- = Water Tiles
- = Hidden; not initially revealed

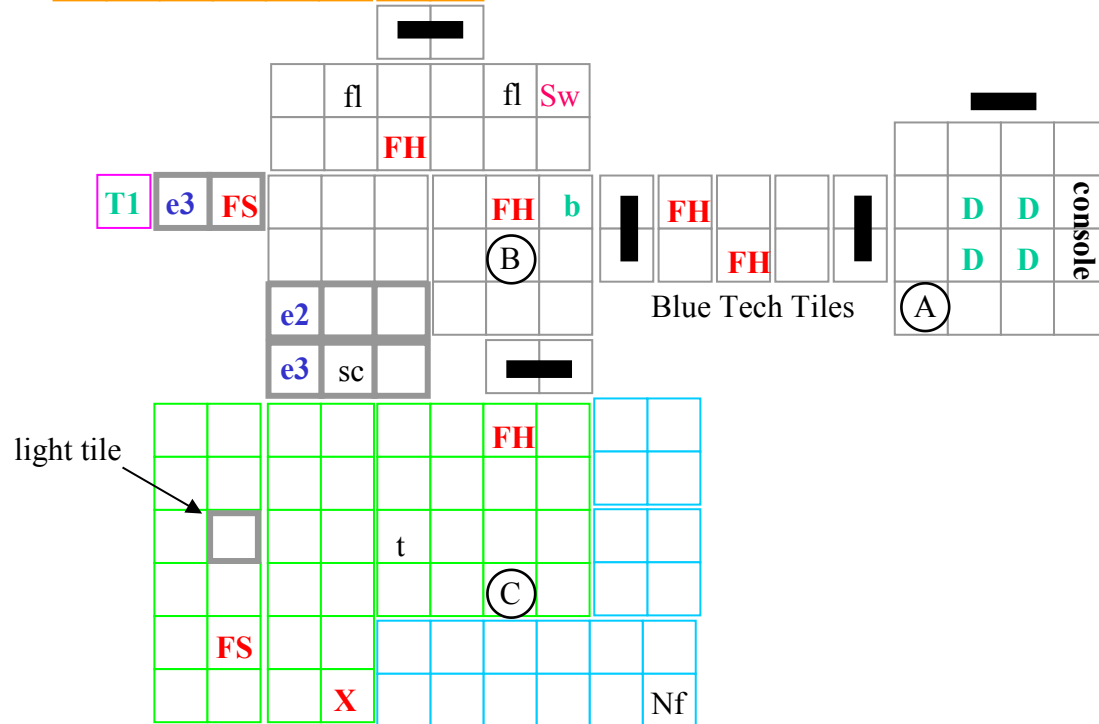


- D** = Doomer Spawn Point
- FH** = Space Marine Grunt (Chaingun)
- FS** = Space Marine Nuker (Plasma Gun)
- X** = Space Marine Sniper

- b** = barrel
- T1** = Teleporter (One-way, leads to X)
- fl = floor lamp
- ch = corpse, hanging
- t = tree
- Nf = nukage fountain
- sc = skull candles
- Sw** = Switch

- = Door
- = Secret Door
- = Exit Door
- = Trap Tripwire

- e2** = Tile is Elevation Level 2
- e3** = Tile is Elevation Level 3
- e4** = Tile is Elevation Level 4





The Welcome Wagon

1



As you stagger out of the cargo elevator -- gasping for breath, your mind still reeling -- you are relieved to see a human face waiting for you by the elevator controls: two Space Marines wearing Titan Colony security vests.

"Command Control sent us to check up on ya," says the ranking marine. "Radio was silent for a long time, and we figured you ran into some trouble. Glad to see you're okay. We got a moon buggy waitin' outside to take you back for your debriefing." He chuckles. "Looks like you could use some sleep, too. You look like hell, if ya don't mind my sayin' so."

He asks what happened in the waterworks as he begins to lead you down the hallway, but you find yourself unable to articulate as you make a head count of the rescue team and find them far too over-armed for Titan Colony's budget. The ranking marine realizes he's talking to himself and turns around to see that you are no longer following him. Up ahead you catch a glimpse of a faint blue glow in the shadows at the top of the maintenance lift -- the barrel of a plasma gun being primed.

You're the first to open fire, cutting the ranking marine down before he can raise his weapon. "FALL BACK!"

All Monsters on this map are UAC Space Marines at Rank 3: their stats are the same as the Space Marine class, and they have 2 Pain States. Those represented by Former Humans are armed with Chainguns; those represented by Former Sergeants are armed with Plasma Guns.

--- --- ---

SECTOR A

The first plasma beam soars over your heads and fries the console behind you, then the hallway is peppered with bullets as several chainguns roar to life at once. You manage to close the door before anyone else gets shot.

Minutes pass in tense silence. The lift controls are fried. You're sitting ducks here: there's no way out but through.

- When the Doomers open their Door, they find the Door at the end of the hall open, and the Space Marines quietly advancing on them.

- The lift controls were roasted by the plasma beam. No Tinker save can possibly fix it.

SECTOR B

- The hidden Switch still activates the Lift, and the Teleporter still works as before. If either was found during

Mission 2, they are automatically revealed.

- The Door to the outdoor area is open initially.
- The plasma gun sniper also has a Stimpak on him.

SECTOR C

- A sniper armed with a Service Rifle has taken position off-map, out of the Doomers' range. At the end of the Mastermind's turn, the sniper (same stats as the other Space Marines) can open fire on any Dooomer he can see from the position marked "X." If his shots miss, inform the Doomers so that they know they are being fired upon from a distance.

SECTOR D

- The Space Marines in the water pool are submerged, and can remain that way indefinitely. They are "invisible" until the moment they move or attack (or are spotted with a Scan of 2+).



The Welcome Wagon

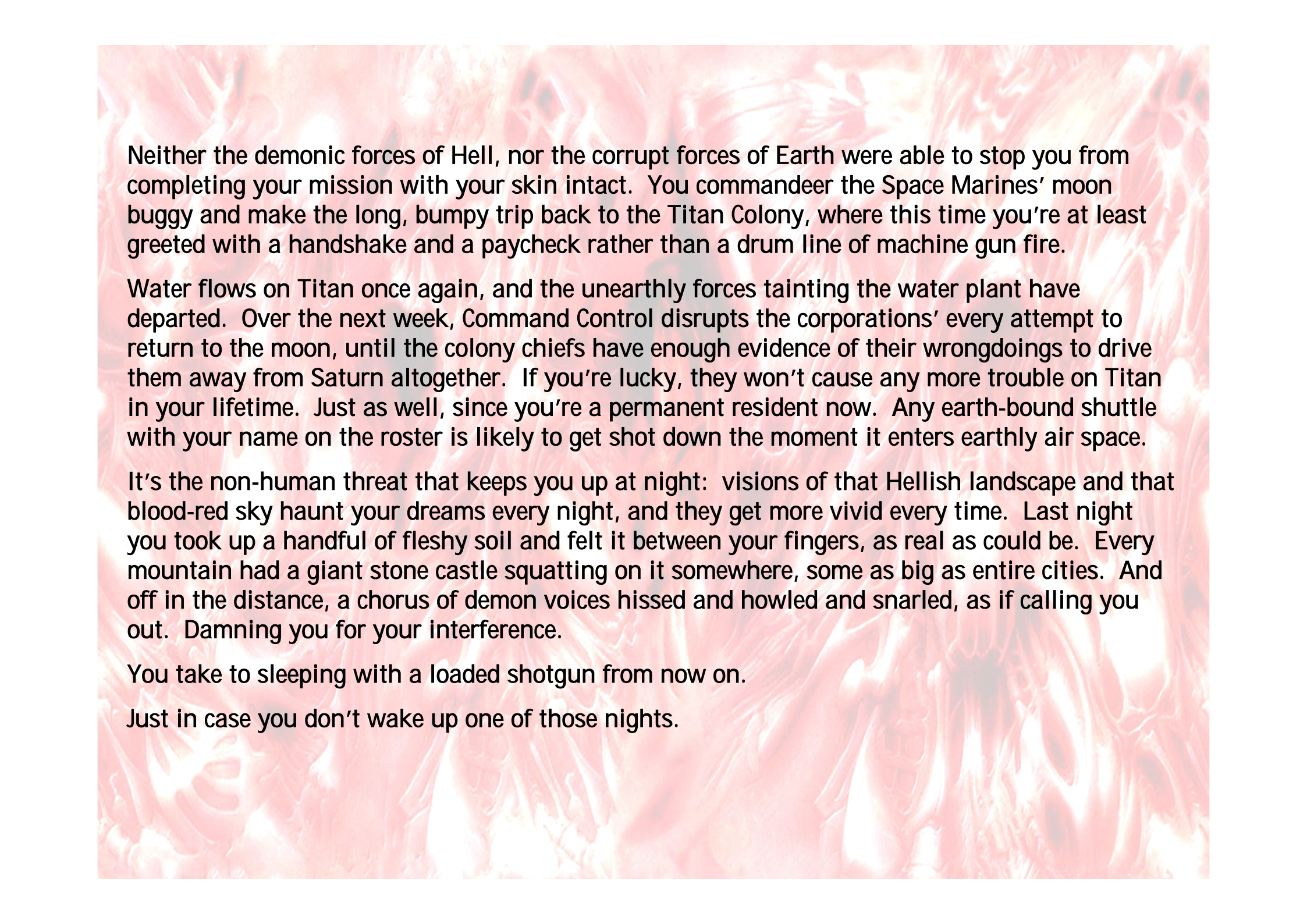
2



- If the hidden area on the north wall was opened during Operation: Drought, it is open now, and empty. Otherwise the demons are still there, and can be unleashed by the Doomers, at which point they will always attack the nearest human character (until all Doomers or Space Marines are dead).

SECTOR E

- The Doomers escape the map by moving through the Exit Door. When all surviving Doomers have exited thusly, the mission ends, and the episode is concluded.



Neither the demonic forces of Hell, nor the corrupt forces of Earth were able to stop you from completing your mission with your skin intact. You commandeer the Space Marines' moon buggy and make the long, bumpy trip back to the Titan Colony, where this time you're at least greeted with a handshake and a paycheck rather than a drum line of machine gun fire.

Water flows on Titan once again, and the unearthly forces tainting the water plant have departed. Over the next week, Command Control disrupts the corporations' every attempt to return to the moon, until the colony chiefs have enough evidence of their wrongdoings to drive them away from Saturn altogether. If you're lucky, they won't cause any more trouble on Titan in your lifetime. Just as well, since you're a permanent resident now. Any earth-bound shuttle with your name on the roster is likely to get shot down the moment it enters earthly air space.

It's the non-human threat that keeps you up at night: visions of that Hellish landscape and that blood-red sky haunt your dreams every night, and they get more vivid every time. Last night you took up a handful of fleshy soil and felt it between your fingers, as real as could be. Every mountain had a giant stone castle squatting on it somewhere, some as big as entire cities. And off in the distance, a chorus of demon voices hissed and howled and snarled, as if calling you out. Damning you for your interference.

You take to sleeping with a loaded shotgun from now on.

Just in case you don't wake up one of those nights.