

The Doomsday Handbook



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An introduction to ending the world

Doomsday is about the various secret Conspiracies attempting to bring about the end of the world, and how the media keep their readers happy and informed in this time of crisis. Does the world really end if there's no one left to read about it?

The only things slowing it all down are the members of Global Response Organisation (GRO), an unlikely banding of mismatched organisations who really don't want it all to end... Defying expert opinion from across the fields of politics, science and arcane arts, they stand in defence of the world.

Good luck with that.

The many flavours of an apocalypse

The Conspiracies looking to bring humanity to its end come in two distinct styles and three main themes. As each Conspiracy successfully enacts one of its plots on the world, the balance will shift and the doomsday clocks will tick a little closer to midnight...

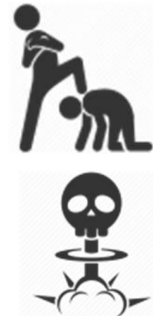
Styles

The world might end in fire, or with a jackboot stamping on a human face... forever. Domination or Destruction: those are the Conspiracies' main methods.

The current balance between these styles is represented by a large sliding scale on the wall near the World Map. This slider is an important reminder of which way the world is slipping... will it be burnt to a crisp or will humanity as we know it be enslaved?

Domination

Domination is sought by those Conspiracies that wish to crush the world into submission, or reshape it to match their own ideals... whatever is left will be little more than a subservient husk of humanity, ready and eager to follow their masters in the new world order.



Destruction

These Conspiracies are bent on the simple mindless act of Destruction; they will only be happy when the world is burning.

Theme

Working in combination with the styles of Domination or Destruction are three themes: Political, Scientific and Arcane. Progress in each theme is represented by the Doomsday Clocks near the World Map – each successful plot moves that themed clock a little closer to midnight.

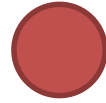
Political

Political conspiracies are those that look to manipulate the masses – and governments, and corporations – for their own means. They use the subtle techniques of spin, psychology, economics and philosophy – as well as the less subtle arts of war – to create openings for acts of Domination or Destruction.



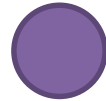
Scientific

Scientific Conspiracies are focused on developing and using cutting-edge science to set into motion plots that bring about the Destruction of the world or Domination of the people.



Arcane

Lastly there are the Arcane Conspiracies, who believe that through magic, worship, sacrifice and secret knowledge they can unlock the power to call down demons, burn the planet, reshape reality, wake the gods, or even raise themselves to godlike status... with Dominion over all.



Teams, roles and objectives

There are 3 types of team within the game: the **Conspiracies**, the **Global Response Organisation (GRO)** and the **MediaCorps**. Each type of team has its own objectives within the game.

Conspiracies

The Conspiracies are comprised of a Mastermind, a Fanatic, and a Maven, who between them are trying to ensure that the world ends according to their own specific requirements. Each Conspiracy has a style and theme; **Neo Dawn**, for example, are a Political Destruction Conspiracy, thus they are looking to use their Resources and Minions to develop Plots that bring about the annihilation of the world through all-out war!

Mastermind



The key to any successful attempt to end the world. They are responsible for choosing Plot directions and ensuring that the necessary Resources and Minions to carry them out are gathered by fair means or foul.

Fanatic



Responsible for ensuring that the cause has a following, they recruit and retain Minions to further their cause, and plot and scheme with the Mastermind. By tracking down NPC assets they can bring more people into the faction. Good people. STRONG people.

Maven



The main source of Resource and Plot cards. By exploring the Knowledge Web and putting researchers to work in their faculties, they generate essential items and knowledge. However, these plucky researchers need to fund their study through sales or agreements.

The Global Response Organisation (GRO)



The GRO is made up of Operatives from 7 key member organisations, each with a personal objective to stop or at least slow a specific style and theme. The GRO is loosely organised, with the head of the International Monetary Fund (IMF) acting as the current Director.

Director

Maintains and overview of operations and controls the funding for the members.

Deputy Director

Acts as the Director's right-hand entity, and acts in their place when the Director is... indisposed.

Member

Fights the Conspiracies, lobbies the Directorate for funding and support, and tries to maintain the status quo.

The MediaCorps



Each Media team has control of their corporation's flagship news publication, sending out reporters to hunt down stories. Failure to satisfy the audience may damage readership; failure to produce quality journalism may damage your credibility. What's a mogul to do?

Regardless of their style, ethics or content, the MediaCorps all agree on one thing – the end of the world is big news.

On the day

The day's gaming is broken into turns (hopefully 12 but who know when the world will end!) with each one representing about 1 month of world time.

Turn	Month	Time
0	Intro	10:00 – 10:30
1	January	10:30 – 11:00
2	February	11:00 – 11:30
3	March	11:30 – 12:00
4	April	12:00 – 12:30
5	May	12:30 – 13:00
6	June	13:00 – 13:30
7	July	13:30 – 14:00
8	August	14:00 – 14:30
9	September	14:30 – 15:00
10	October	15:00 – 15:30
11	November	15:30 – 16:00
12	December	16:00 – 16:30

Each turn will be half an hour, split into 3 distinct phases:

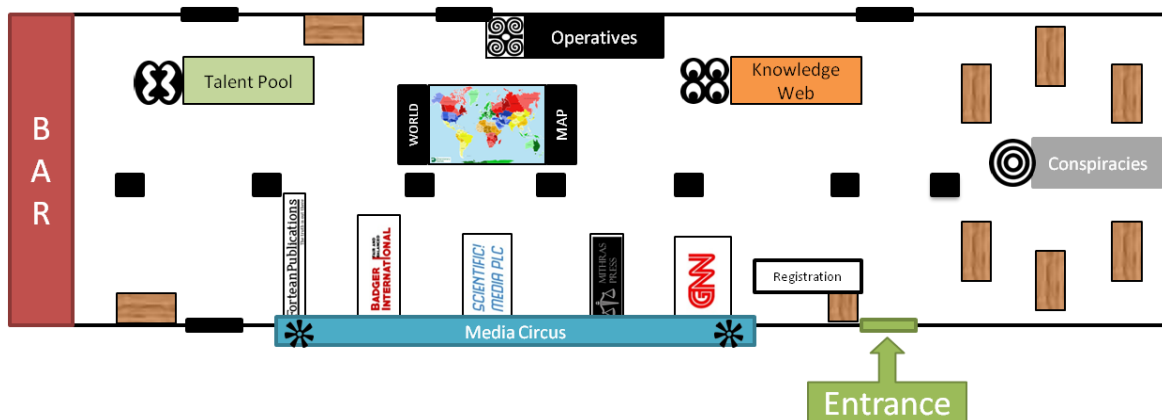
Phase 1: Planning time, where teams regroup and devise a strategy for the upcoming turn.

Phase 2: Getting stuff done. Players carry out actions, deploy units and so on.

Phase 3: Resolution. Any outstanding actions are resolved, and Control prepare for next turn.

Phase	Map	Operatives	Media	Maven	Fanatic	Mastermind	Control	
1	10 min	Closed	Team time	Team time	Scheme time	Scheme time	Scheme time	Update
2	15 min	Open	Deploy Footsoldiers and Agents	Deploy Reporters Hunt for headlines	Facility research Do field work	Recruit at Talent Pool Deploy Recruiters on World Map	Plot writing Scheming with other players	Run section
3	5 min	Resolution	Resolve actions	Publish headlines	Collect new resources	Collect new units	Post plots in dropbox	Team funding

Important locations



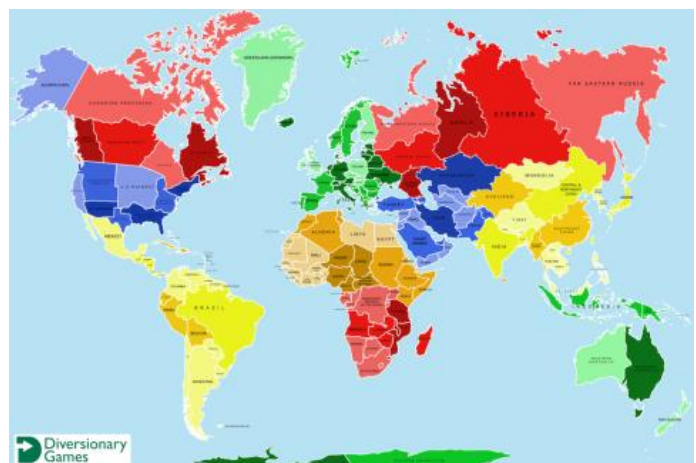
There are 5 key zones where the players go about their business: the World Map, the Knowledge Web, the Media Circus, the Talent Pool and the Shadows...

The World Map

At the centre of Doomsday is a large world map; this shows the activities and events as the narrative of the apocalypse unfolds.

The World Map is where the Masterminds' Plot cards are placed, often hidden by innocent-looking Fronts, before being unveiled and unleashed on the world.

This is also where Global Response Organisation deploys its Footsoldiers and Agents in a noble attempt to slow the looming approach of Doomsday.



It is where the Media send their intrepid Reporters to expose the truth, break stories and make headlines. It's where Mavens' Researchers emerge blinking from their ivory towers, drawn away from the comfort of their Facilities by promises of hidden treasures and knowledge. And it's where Fanatics will direct their Recruiters, in the hope of uncovering information that will motivate new units to join their cause.

Areas of the map

The world is divided into coloured regions, often made up of several smaller countries or territories. For game purposes, ignore borders and boundaries within an area of the same specific shade. Spain, Portugal and France, for example, are considered to be one region.

Timing

The World Map will be open to all players for 15 minutes during phase 2 of each turn; therefore if you are a Fanatic, a Maven or a media Mogul and you want to send your units to the World Map you must ensure that you go to the map during this phase. Time may be tight, so you'll need to prioritise.

At the beginning of Phase 2, The GRO Operatives will have 5 minutes to move all of their units into position where they will remain until resolution (Phase 3).

The state of the world

Near the World Map you will also find: the Destruction/Domination slider; the three Doomsday clocks; and the three news stories currently dominating the news cycle.

The Talent Pool

The main area for the Fanatics, this is where the new Units and Fronts can be recruited, where Units can be trained and where potential recruits can be held ready for use.

The Knowledge Web

This is where the Mavens deploy their experts and academics in order to uncover the knowledge and Resources needed to enact Masterminds' Plots. It is also where new plots can be discovered.

The Media Circus

Home of the Media Moguls, this is where you'll find each NewsCorp's latest headlines in all their glory. While the biggest stories from last turn will be on display at the World Map, it's worth taking a moment to see what **other** stories may have slipped between the cracks.

The Shadows

This is where the Conspiracies will lurk and devise their plots. It is a discreet area where they can scheme in peace... note this is a Media-free zone.

The Bar

Worth checking out the Bar; it's rumoured that a world-class fixer runs it. She will be willing to buy and sell information, blackmail material, leads on new assets of all sorts... In fact she will probably be willing to buy and sell anything... Be careful, though – no one knows who she is really working for!

Components of the apocalypse

Units

There are two broad types of units: tokens and cards.

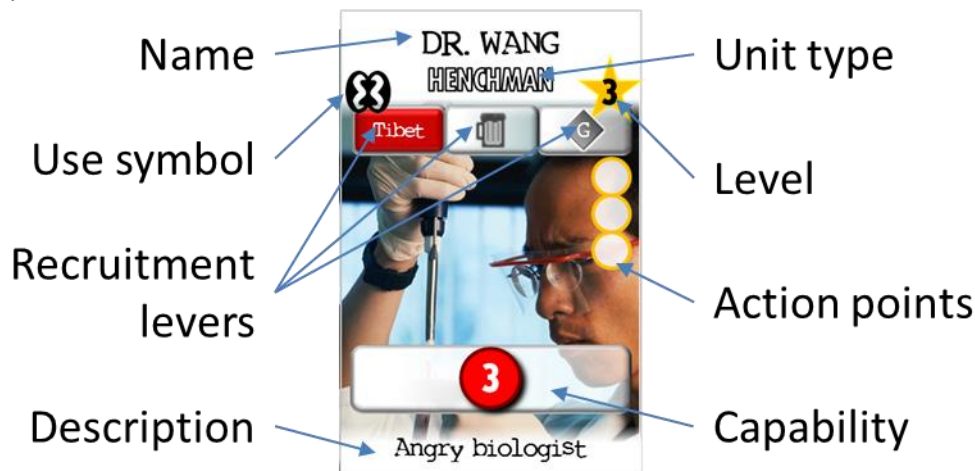
Tokens

Units represented by a token are important but basic in their ability and can not undertake complex tasks on their own but have their place.

Unit owner	Unit name	Unit ability	Location used
Operations	Footsoldier	These Political, Scientific or Arcane units act as a -1 modifier (per unit) to any relevant action rolls in the region they're occupying.	World Map
Maven	Assistant	This unit moves around the Knowledge Web uncovering new waypoints.	Knowledge Web
Maven	Academic	On the Knowledge Web, this unit can sneak a look at nearby waypoints or claim new research nodes.	Knowledge Web

Cards

Unit cards represent individuals and groups that have unique powers and influence to make an impact on the world.



The Level of a Unit card is a rough guide to how useful they are. Their Political, Scientific and Arcane capability is shown here under 'Capability' – Dr Wang adds +3 to Scientific (Red) rolls, but has no Political (Blue) or Arcane (Purple) skills.

'Action Points' indicates how many Hits the Unit can take before it becomes Broken, and only succeeds at resolution rolls on a 10+. See the 'Resolving actions' section for more.

Types of unit card

Each player will have a type of unit cards that only they can use.

Unit owner	Unit name	Unit ability	Location used
Operatives (each GRO member)	Agent	Capable of directly attacking fronts and plots. May also conduct surveillance in the hope of finding clues to the location of a Conspiracy's HQ	World Map
Maven	Researcher	This unit sits in its Facility mining research Nodes, churning out new discoveries and Resources need to make the Plots happen. They can occasionally venture onto the World Map for field work.	Knowledge Web or World Map
Media	Reporter	The reporter can be deployed in any play area with the intent of uncovering a story. They are the only units able to investigate Fronts on the World Map to see what Plot they are hiding.	Anywhere
Fanatic	Recruiter	These units are used to search the Talent Pools in the hopes of finding new recruits to join the cause. They can used to conduct training on recruits to improve their effectiveness. Finally they can be placed on the world map in search of motivational material needed to recruit some units.	Talent Pool or World Map
Mastermind	Minion	Minions are needed to make a plot happen, they drive it forward and defend it if attacked. Without Minions, there's no one to execute Plots.	Plots (World Map)

Plots

The schemes of the various conspiracies are at the heart of Doomsday – these are represented in the game by **Plot cards**, secretly delivered into the hands of Control by the Masterminds behind the Plot.

To successfully resolve, Plots need Resources and Minions (Units) – the total Political, Scientific and Arcane strength of the Minions and Resources involved in the Plot needs to meet the totals shown on the Plot card before the Plot can resolve.

Operatives can interfere with Plots by attacking them with security forces and other Units.

However, Plots can be made harder to interfere with by **Fronts** – these are the cover-ups and seemingly legitimate concerns which mask the Faction's sinister Plot. They can be broken by investigators and journalists, or weakened by a well-placed (if groundless) accusation in the media.

Fronts

When packaging a Plot for deployment on the world map, a canny Mastermind will add a Front to mask the real plot. Without a Front, Plots are vulnerable to investigation by reporters or attack by Operatives' Agents.

When first placed on the World Map, Fronts are **Innocent** (indicated by a little halo) on the card. Only Reporters usually interact with Innocent Fronts; Agents can too, but the risk is high.

The higher the Political, Scientific and Arcane rating on the Front, the more effective it is as fending off investigations and overt attacks.

Successful investigations against a Front can (if the investigating player chooses) mark the Front as **Suspicious**. Suspicious Fronts can be freely interacted with by any unit, but still get the Front's defensive bonus against any attack.

Influence

Influence tokens come in three flavours: Political, Scientific and Arcane. These are valid across all tables and can be earned or spent anywhere in the game, primarily on boosting (or hindering) resolution rolls.

Influence can be spent by the conspiracies to defend their activities in a particular region. Influence tokens placed on the World Map are automatically spent to oppose Units' actions in that region, up to -3 per roll.

Capital

Money, assets, liquidity – the funding you need to keep your dreams of conquest and Armageddon alive. Primarily, you'll need this for recruiting new units, deploying existing units, and bribing your fellow players.

Resources

Resource cards represent useful knowledge and valuable items your Mavens have unearthed by the Mavens, or occasionally generated by other events. They're the fuel the Conspiracies need to make their Plots happen... so grab them any way you can.

Resolving actions

All actions in Doomsday are resolved by the roll of $2d6+X$, where X is a modifier usually based on the Political, Scientific or Arcane skill of the unit carrying out the action, modified by the opposition's equivalent skill. There are three outcomes:

- 1-6 A miss. The action fails, and the unit carrying it out takes a hit.
- 7-9 A partial success. Pick one of the following:
 - The unit successfully carries out its action.
 - The unit doesn't take a hit.
- 10+ Complete success. Pick both of the options above (in other words, you succeed and your unit doesn't take a hit).

You can spend up to 3 Influence to modify any one roll, at +/-1 per Influence. Note that it must be Influence of the same colour (Political, Scientific, Arcane) as the skill being rolled.

When Units take hits, they mark off one of their action points. If all their action points are marked off, they're **broken**. Broken units are incredibly risk-averse, and on a 7-9 will always force you to pick 'don't get hit' – making it tougher to get the job done.

Unit vs Plot/Front

Where Units (usually Moguls' Reporters or Operatives' Agents) are investigating or attacking your Plots, you don't need to roll – you'll need to rely on your Front or Minions (or both) to protect your Plot.

Vs Innocent Front

When first placed on the World Map, Fronts are **Innocent** (indicated by a little halo on the card). Only Reporter (Mogul) and Agent (Operative) Units can interact with Innocent Fronts.

The Unit will roll their skill, modified down by any defending Influence, any unfriendly Footsoldiers and the relevant defence value of the Front.

If they succeed, Reporters can look past the Front to see what Plot/Minions/Resources are behind it. It's the Reporter's choice whether they then mark the Front as Suspicious or not, and whether they tell anyone what they saw.

If Agents succeed, they remove the Front card immediately.

Vs Suspicious Front

A Suspicious Front still grants protection to a Plot, but can be freely attacked by Operatives' Agents.

When the Plot is attacked, add the Front's defence value to any defending Influence and the defence of whatever Minions (if any) are involved in the Plot. If the attack succeeds, the Plot is foiled and removed from the World Map.

Vs Plot

A naked Plot relies on the Minions involved to protect it. The Minions' defence value plus any defending Influence acts as a modifier to the attack roll.

If there are no defending Minions, and no defending Influence, the attack automatically succeeds. No roll is required.

Unit vs unit resolution

Unit vs unit actions are rolled simultaneously; each player chooses which of Political/Scientific/Arcane to use, modified by the equivalent skill on the opposing unit. 'Success' can mean either causing a hit on the opposing unit, or forcing them to move to an adjacent location on the World Map. 'Don't get hit' can negate an opponent's hit on you, if there is one.

Resolution example



Omaha Smith, a Researcher Unit, is in Tibet looking to dig up some information on the hidden temple of Shangri-La. As you do.

There are a couple of Operative footsoldiers in Tibet, making the job more difficult – one purple (Arcane) and one red (Scientific). Footsoldiers count as -1 to a roll using the relevantly coloured skill.

Normally you'd add your unit's highest skill to the roll (+2 Arcane), but that would be reduced to +1 by the Arcane footsoldier. Scientific is even worse, reduced to +0 – so in the end you can choose either to roll Political or Arcane, as both are +1.

You decide to go Arcane, and roll your dice. Seven. +1 from the skill, but it's not enough. Succeed at your action, or fail but get away clean?

You really need that researcher. You pick 'The unit successfully carries out its action' – you find the temple's secret entrance, but Omaha Smith takes a hit.

What that means is up to you – is he suffering frostbite and gangrene, did he compromise his principles to achieve his goal, or is he on his way to developing PTSD after losing yet another native guide to a ridiculous booby trap?

Whatever it is... if he takes another couple of hits, he's going to be **broken**. Broken units are incredibly risk-averse, and on a 7-9 will always force you to pick 'don't get hit' – making it tougher to get the job done.

