

1490
DOOM



1490 DOOM

Version 2.0

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THE HISTORY OF The Creeping Death

The Dawn of Despair - Spring 1490

The year 1490 marked the beginning of humanity's descent into a nightmare from which there would be no waking. It started innocuously enough, as tales of strange occurrences began to trickle in from remote corners of Europe. Farmers reported a foul stench rising from the earth, a miasma that clung to the air and suffocated the very life from the soil. This was the first sign of what would come to be known as The Creeping Death.

As the spring thaw gave way to summer, the stench spread, seeping into every corner of the continent. Fields that had once been lush and green turned barren, the crops withering under the relentless assault of this unseen enemy. The harvests failed in every region—wheat, barley, grapes, all spoiled in the ground. Livestock, too, began to perish, their bodies bloating and rotting where they fell. Famine gripped the land, and the people began to speak of a curse, a divine retribution for sins long forgotten.

The First Year - 1490

By the autumn of 1490, The Creeping Death had established its presence across Europe, its malevolent influence felt in every village, town, and city. The air itself seemed to thicken, becoming heavy with a cloying, rotten smell that no fire could burn away. The ground, once the cradle of life, had become a harbinger of death. People fell ill in droves, their bodies weakening as the very food they consumed turned to poison in their stomachs. The year ended with a harsh winter, the cold doing little to alleviate the suffering as The Creeping Death lay dormant beneath the frozen earth, waiting.

The Silent Spread - 1491

The year 1491 began with a fragile hope that the worst had passed, but as the thaw came, so too did the creeping fog. It was subtle at first, a low-lying mist that clung to the ground, but it carried with it the scent of decay and the promise of doom. The Creeping Death was no longer just a stench; it had taken form, a spectral fog that spread across the land, slowly rising as the year progressed.

Regions that had once been prosperous were now desolate. In the north, the fjords of Norway were frozen over, trapping ships in place and cutting off entire communities. In the south, the vineyards of Italy withered, the vines twisted and barren. Cities like Paris, Cologne, and Venice saw their populations dwindle as people fled, though there was nowhere to escape the advancing doom. The Creeping Death was relentless, rising inch by inch, its progress slow but inevitable.

The Years of Desperation - 1492-1493

By 1492, The Creeping Death had risen to knee height in most regions. The fog had become a constant presence, swirling with a malevolent will, suffocating those who dared to venture too close to the ground. Entire villages were swallowed whole, their inhabitants never seen again. The great forests of Germany stood like skeletal remains, the trees blackened and dead. Rivers turned to sludge, and the fish within them floated to the surface, lifeless.

Desperation gripped the hearts of men. Doom Companies, formed from the strongest and most desperate, roamed the land in search of refuge, supplies, and any hope of survival. They climbed to the highest points, seeking refuge in castles, towers, and ruins, for only man-made structures seemed to offer any protection. But even these sanctuaries were temporary, as The Creeping Death continued its inexorable rise.

In 1493, the fog reached waist height in many regions. It became a time of madness. People turned on each other, driven by hunger, fear, and the ever-present fog that clouded their minds. The mist seemed to sap the strength from those it touched. Weapons rusted in their scabbards, food spoiled faster than it could be eaten, and the very air seemed to rebel against those who tried to breathe it.

The Final Year - 1494

By the spring of 1494, The Creeping Death had risen higher than any man. The fog now enveloped the world in a shroud of death, its tendrils reaching up to claim the last remnants of humanity. Cities that had once stood proud were now ghostly silhouettes in the mist, their inhabitants either dead or fled to the highest towers, praying for salvation that would never come.

By the end of 1494, The Creeping Death had reached its zenith. The fog had engulfed the world, leaving nothing but silence and the echo of a civilization that had once been. The last remaining survivors, those who had reached the highest points, knew that their time was short. The Creeping Death was coming for them, too. It was only a matter of time before it would claim the final breaths of humanity.

THE ORIGINS AND RISE OF DOOM COMPANIES

The Birth of Hell - 1490

As The Creeping Death began its relentless rise in the spring of 1490, society as it had been known for centuries quickly began to unravel. Nations, kingdoms, and empires found themselves powerless against the creeping fog that claimed the land inch by inch. The social order disintegrated, with cities falling into chaos and the fabric of everyday life tearing apart. In the face of this unprecedented calamity, traditional structures of authority crumbled. In their place, a new order began to emerge—an order born of desperation, survival, and the will to fight against the inevitable. This new order was the Doom Companies.

Formation of Doom Companies

Doom Companies formed out of necessity. As entire towns and villages were swallowed by The Creeping Death, those who survived quickly realized that they could not survive alone. Small groups of the strongest, the most resourceful, and the most desperate individuals banded together, seeking refuge in the highest points of crumbling castles, ancient towers, and fortified ruins. These groups were often small, rarely consisting of more than three or four members, a number that proved to be ideal for survival in a world where stealth, agility, and resourcefulness were paramount.

The reasons for the small size of Doom Companies were twofold. First, The Creeping Death had decimated the population, leaving only a few scattered survivors in any given region. Those who were left had learned through bitter experience that large groups attracted attention—from other survivors, from desperate scavengers, and from the rising mist itself, which seemed to seek out the living with an unnatural hunger. Second, the world itself had become a hostile and claustrophobic place. The tallest structures were now the only places where the air was still breathable, and these places could not support large numbers. In such confined spaces, every resource—food, water, weapons—was precious, and only the fittest could survive.

Survival of the Fittest

The formation of Doom Companies was not just a matter of survival; it was an evolution. The most successful Doom Companies quickly learned that to survive in this new world, they had to be more than just a collection of individuals.

They had to function as a single, cohesive unit, with each member playing a vital role. The strongest among them became Brutes, using their immense strength to break through obstacles and fend off attackers. The sharpest became Scouts, using their keen senses to navigate the treacherous terrain and locate precious resources. The most cunning became Scavengers, adept at finding and securing whatever they needed to survive.

Doom Companies thrived by adopting a cold, pragmatic approach to survival. Loyalty was earned, not given, and trust was a rare commodity. Members who could not pull their weight were often left behind or worse—sacrificed for the greater good. Yet, within this brutal existence, a code of sorts began to form. The most successful Doom Companies were those that found a balance between ruthless pragmatism and a shared sense of purpose. They were not just surviving; they were fighting back against The Creeping Death, however futile that might seem.

Why Doom Companies Survived

The key to the survival of Doom Companies lay in their adaptability and their willingness to embrace the harsh realities of the world they now inhabited. They understood that the old ways—of honor, chivalry, and mercy—had no place in a world where the very air sought to kill them. Success was measured not in victories, but in survival, and the most successful Doom Companies were those that were able to outlast their enemies, out think The Creeping Death, and outmaneuver the inevitable.

In this new world, only the strongest, the smartest, and the most ruthless could survive. Doom Companies were not just a means of survival; they were the last hope for humanity in a world that had been consumed by death. As The Creeping Death rose higher and higher, swallowing the world whole, the Doom Companies stood defiant, fighting not just for their lives, but for the very essence of what it meant to be human.

They knew that in the end, The Creeping Death would claim them all. But they would not go quietly. They would fight to their last breath, their last drop of blood, and their last ounce of strength. They would fight because that was all they had left.

And in their defiance, they found a kind of victory—one that could never be taken from them, even by The Creeping Death.





JOIN THE DOOM COMPANY!

Scan the QR code or visit 1490doom.com to learn how to join our thriving community of Doom Warriors on Discord and other platforms! Also, head to buergames.com to stay up to date on our upcoming lineup of games and miniatures.



What You Need to Play

1490 DOOM is a brutal skirmish game where small Doom Companies engage in frantic battle to escape The Creeping Death, find scarce resources, and gain advantage by taking the high ground away from their equally desperate enemies.

Tabletop skirmish games require certain tools and materials in order to play. Though these devices and experiences are diverse, **1490 DOOM** utilizes many things veteran players will be very familiar with.

MINIATURES

Each player helms a Doom Company which typically consists of 3 models. While we do not prescribe a scale of models, 28mm-32mm scale is what we use in our games. If you prefer another scale, use whatever works best for you and your opponents!

TABLETOP

You'll also need a gaming surface to play on. When played at 28mm or 32mm scale, 1490 DOOM is set on a 2x2 foot board (preferably round). Most coffee tables should do.

SCENERY

Scenery is vital, and more is always better! Winning 1490 DOOM is heavily weighted by your distance from ground level and timing your abilities to push opponents off structures. Having enough castle pieces, ladders, bridges, or just buildings in general to clutter all but the edges of the board will enhance your experience!

MEASURING TOOL

You will need a tape measure or a measuring stick. 1490 DOOM distances and movement are measured in inches.

DICE

Next, you'll require dice. Each player should have a healthy amount of six-sided dice (D6). It is helpful if both players have dice distinct from one another, but not required. During setup, it can be helpful to have a four-sided die (D4), but not required.

RESOURCE CACHES

Finally, you need to have 3-5 markers for Resource Caches. We tend to use models of boxes or chests, but any distinct pieces will do (even if they are something as simple as pieces of paper that say "cache").





Throughout this **1490** **DOOM** rulebook, you will find helpful examples, lore, and diagrams on the edges of our book's pages.

Often, if a rule or concept is confusing, you can find further clarification and examples here. Sometimes, you may even find a larger visual demonstration of the concept in the primary fields with footnotes on that diagram in this space.

While every effort has been made to provide a detailed and sufficient explanation of each rule and concept, we understand at times this book may fall short for you and your opponents. In such cases, we have recommended in our "Spirit of the Game" section how we suggest you proceed.



Rules

NOTES ON DICE ROLLS AND MODIFIERS

It's important to note, the majority of the game's successes and failures are decided by dice rolls on a D6. A roll of a 1 is considered a FAILURE no matter what modifiers apply.

A roll of 6 is always a SUCCESS. However, if a model succeeds on a roll that required a result of 6 or more due to modifiers, it cannot trigger a PIERCING BLOW.

Also, whenever applying modifiers in 1490 DOOM, a warrior can never receive a positive or negative modifier to the same stat beyond +1 or -1. For example, if two individual effects would give your Doom Warrior -1 to COMBAT (-2 in total), the Doom Warrior is only at COMBAT -1.

If a Doom Warrior had +1 and -1 COMBAT, they would cancel each other out and their COMBAT would remain the same.

Royal Decree: Prague, Bohemia - August 1st, 1492

King Vladislaus II of Bohemia

"By the authority of the crown, let it be known that all gates of the city are to be barred shut. The Creeping Death has claimed the countryside, and now it threatens the city walls. No one shall enter or leave without royal permission, under pain of death. Any who harbor those afflicted will be treated as enemies of the state. The health and safety of Prague must be preserved at all costs. May God protect us from the horrors that besiege us."

1490 DOOM is a skirmish-scale tabletop miniatures game that thrusts players into the thick of a grim alternate timeline. Starting in 1490, a poisonous mist slowly began to rise from the ground. After the crops were eradicated world wide, it became clear this was the end.

Each player helms a Doom Company of 3 warriors hell-bent on surviving the apocalypse. The only two things that appeared to save anyone were breathing apparatuses scavenged from far more clever humans, and finding clean air to breathe at the top of man-made structures.

The following rules will pit you against friends in a desperate struggle to claim the high ground. Your Doom Company will claim resources, scale castle walls, plunge from towers, and clash blades as you claw your way to safe heights.

Gameplay and Activations

The player who wins the initiative roll at the beginning of each round goes first. If the roll is a tie, the player who went last in the previous round goes first.

Players activate their models in alternating order. A single Round consists of both players activating all their models once.

You each take turns choosing any model in your Doom Company that has not yet been activated this round. Activate that model. This model can now move, dash, and use any actions or special abilities available to it.

Each model has 2 actions per activation (unless a special ability or item they use states otherwise). Each action can only be used once per round. An action is considered to be completed once another action is started. When the model has used all their actions, the next player activates a model.

When both players have activated all their models the round is over.

It's important to note, Doom Warriors cannot voluntarily skip actions. They **MUST** use every action available to them during their activation.

Actions

MOVE: Move a model up to its movement value in inches.

DASH: Move a model up to 2 inches.

ATTACK: Attack with one equipped weapon or two equipped light melee weapons.

PUSH: Move an enemy model in base contact with you 1 inch in any direction. If this model comes in contact with another model or a barrier, it stops. If that model comes in contact with an edge they could fall off of, or they were already in contact with a barrier against an edge before being pushed, they make a SKILL Check. If they fail the SKILL Check, they fall and roll for fall damage. If they succeed they stop short of falling.

STANDBY: The model readies an ATTACK with its weapon(s) and automatically performs that ATTACK action on the first enemy that carries out an action within your weapon(s) range. Your model's ATTACK happens after that enemy model has completed their current action (resolve the ATTACK as if they were still in range if the action moves them out of range). A model cannot use Standby if they used ATTACK this round. Standby does not trigger against an Assassin who hasn't been revealed yet (see the NIGHT STALKER special ability). Standby also cannot trigger *Once Per Game* abilities. Standby lasts until the model's next activation.

EXPEND: Use a consumable item purchased during Doom Company creation or acquired from a cache. Expend does not cost an action, *but may* trigger actions that do.

SCALE: The model scales the full distance/height of an unoccupied climbing item. They are then placed at the top as close as possible to the ladder or hook. The next action the model uses must be MOVE, DASH, or RETRIEVE CLIMBING GEAR. Until then, they are considered to be on the ladder or rope (scale is not used on ladders set as a bridge).

CONCENTRATE: During the next COMBAT or SKILL Check you make during this activation, add +1 to the result.

JUMP: A model standing on an edge of a structure attempts to jump to another surface on the same or lower elevation that's a maximum of 3 inches away. The model performs a SKILL Check. If they pass, place them on the surface they jumped to. If they fail, they fall directly below the edge they were standing on and roll for falling damage.

PUSH EXAMPLE

Your opponent moves up to your Brute with their Fighter and decides to push you to an edge. Because there is no parapet on the edge of that wall, your Brute must pass a SKILL Check or fall.

Your Brute fails the SKILL Check! Therefore, it falls off the edge and rolls for fall damage.



STANDBY EXAMPLE

You move your Brute near the bottom of a ladder, but instead of scaling it you decide to use STANDBY. On the next activation, your opponent moves their Fighter next to you because they wish to scale the ladder. Since you declared STANDBY, you automatically ATTACK the Fighter with your Heavy Mace as soon as they finish their MOVE action, but before they SCALE.

Journal Entry: Edinburgh,
Scotland - October 3rd,
1492

Eoin MacGregor, Farmer

"The Highlands have never seen such darkness. The Creeping Death has turned the hills black, and the crops refuse to grow. The sheep lie dead in the fields, their wool matted with blood and mud. I can no longer work the land; the soil is as dead as the sky above. My wife and I sit by the fire, but it offers no warmth. We speak little now, for there is nothing left to say. The Creeping Death has stolen our voices, our hope. All that remains is the waiting."

Observation: Ghent,
Flanders - July 21st, 1491

Katrijn de Wilde,
Merchant's Widow

"The markets are empty, the stalls abandoned. The people have fled, leaving behind only the sick and the dying. The Creeping Death has taken hold of Ghent, and no one is safe. I wander the streets, searching for any sign of life, but all I find are the bodies of those who once filled this city with laughter and song. The bells toll no longer, and the wind carries only the stench of decay. This city, once a beacon of trade and prosperity, is now a tomb."

SCALING EXAMPLE

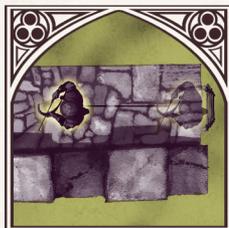
Your Scavenger wishes to gain a better view of her opponents with her bow. There is a nearby ladder that she can scale to reach the top of a rampart.

First, she must move into base contact with the climbing item (a ladder in this case). Then, she uses the SCALE action. No matter the height of the it, she is moved into base contact with the ladder at the very top.

In this case, though, the Scavenger has no remaining actions. She counts as being on the ladder until she can make another action (which must be a DASH or MOVE action). This leaves her vulnerable to an ATTACK, and if damaged, she may potentially fall.



On the other hand, if the Scavenger began their activation in contact with the ladder, she could then SCALE to the top. Her next action would then have to be MOVE or DASH (or RETRIEVE CLIMBING GEAR if it was a ladder brought to the battle by her or another Doom Warrior). She then uses MOVE to leave the ladder, ready to fire her bow and no longer at risk of an ATTACK while on the ladder and the potential fall that could come from it.



HANDOFF: Transfer any consumable item or climbing item to another friendly model within one inch, or pick up an item off the ground left by a perished Doom Warrior.

SCALE DOWN: The model scales down the full distance/height of an unoccupied climbing item. They are then placed at the bottom as close as possible to the ladder or hook. The model is no longer on the climbing item.

SET LADDER: A model sets a ladder they have against a structure they are in base contact with. The structure can be a maximum of 4 inches high. Ladders can also be set between structures as an improvised bridge in this manner.

SET GRAPPLING HOOK: A model makes a SKILL Check. If they pass, they hook their Grappling Hook to the top of a structure they are in base contact with. The structure can be a maximum of 6 inches high.

RETRIEVE CLIMBING GEAR: A model picks up a climbing item they are in base contact with that has no models on it. Models must be at the top of a Grappling Hook to retrieve it, but can retrieve Ladders from the top or bottom.

CLIMB: If a model is in base contact with a wall or structure greater than 1 inch but not greater than 3 inches tall, they may CLIMB it with a successful SKILL Check. Climbing distance is unaffected by environmental conditions. If you roll a 1 on your SKILL Check you fall the full length of the attempted climb and must roll on the falling table.

INSPECT RESOURCE CACHE: The model makes a SKILL Check. If they pass, they reveal the contents of the resource cache. If they fail, the action ends.

If a model fails to reveal the contents of a Cache and it is the second time a model has failed to do so, the Cache is destroyed, empty, or filled with nothing of use. Remove the Cache from play.

OPEN DOOR: A model makes a SKILL Check. If they succeed, they can open or close a door they are in base contact with. This skill can also open a portcullis, a trap door, a lock, or anything agreed upon prior to the start of a game.

NOTES ON ACTIONS

For example, you go first and pick a Fighter to activate. You use up to two ACTIONS available to the Fighter, and then it is your opponent's turn to activate a model.

It should be noted some actions can be completed short of their full potential. For example, if your model can move up to 5 inches, but uses MOVE to traverse 3 inches to reach a ladder they intend to SCALE, their movement action will be considered complete as soon as the SCALE action begins.



NOTES ON REROLLS

In some cases, you might have the opportunity to re-roll a die that would have otherwise failed a check (like with a Captain). In ALL of these cases, you may NEVER re-roll a re-roll. You must accept the second result, even if another ability might allow a re-roll in a similar situation.

GROUND LEVEL EXAMPLE

For example, a hill may be higher than the bottom of the board, but this hill is still contaminated, it is not a man-made structure. It is considered ground level.

Royal Decree: Florence,
Italy - September 8th,
1490

Lorenzo de' Medici

"Let it be known that the city of Florence is hereby closed to all outsiders. The Creeping Death has spread throughout the land, and we cannot risk contamination within our walls. All trade and travel are suspended until further notice. The gates will be guarded, and any attempt to breach them will be met with lethal force. The health of our citizens is paramount, and we must do all that we can to protect them in these dark times. Pray for Florence, for the future is uncertain."

Observation: Bergen,
Norway - March 3rd, 1492

Ingrid Eriksen,
Fisherwoman

"The fjords have frozen over, trapping us in this icy prison. The cold has always been our ally, but now it feels like a curse. The fish are gone, the boats useless against the thick ice that covers the water. We burn what little wood we have left, but the warmth is fleeting. The Creeping Death is patient, seeping into our bones, waiting to claim us when we are too weak to fight. There is no escape, only the slow surrender to the inevitable."

Movement

Each model can move up to the number of inches indicated in their profile when using the MOVE action, though they can move less and not at all if you wish.

You can move through friendly models as long as your movement allows you to move past them completely. You cannot move past enemies in this way, though.

You can never move off the battlefield unless rules specifically state so.

Terrain

There are a few different types of terrain in 1490 DOOM:

SCALABLE AND UNSCALABLE: Scalable terrain can be climbed and moved on. Unscalable terrain cannot.

GROUND LEVEL: Anything that is not a scalable man-made structure.

STRUCTURE: Any man-made structure, such as a castle or house, and any items attached to them are considered STRUCTURES and are scalable.

FIXED LADDERS: Ladders built into STRUCTURES cannot be removed.

BARRIERS: Any wall or improvised structure that is less than half an inch wide and less than 1 inch tall is a BARRIER. They are most commonly decorative walls on the edge of castles, but also can include fences, barricades, or anything similar.

BARRIERS must be under one inch in height for this rule. If they are higher than an inch, you must include them in the distance models must climb.

While climbing, BARRIERS *do not* count when measuring the height needed to CLIMB, and models can lean over barriers when determining line of sight for ranged attacks.

During movement, a CLIMB check is not required to move up or over something that is 1 inch or shorter. Instead, complete your movement as if you used one inch of movement to move over it.

Falling

If a model falls two or more inches, roll a D6 and reference the table below:

Total	Damage
1-2	0
3-4	1
5-6	2
7	3
8+	DEATH

Add 1 to the total if the model fell 4 or more inches.

Add 3 to the total if the model fell 6 or more inches. The model becomes immobilized.

If the total result is 8, the model has perished. Remove them from play.

Statures

STUNNED: A STUNNED model cannot take any Actions until the end of their next activation (*it can still roll DEFENSE if attacked and roll SKILL against falling*). This status makes a Doom Warrior fall from a climbing item they are scaling.

BREACHED: A BREACHED model must make a SKILL Check each time they activate. If they fail, they take 1 damage that ignores DEFENSE. A model remains BREACHED for the rest of the game.

IMMOBILIZED: An IMMOBILIZED model cannot MOVE, DASH, SCALE, or use any action that would move them (*such as RAGE*) until the end of their next activation. This status makes a Doom Warrior fall from a climbing item they are scaling.

SUNDERED: A model with a SUNDERED weapon has -1 COMBAT for the rest of the game.

HINDERED: A HINDERED model loses its next Action, after which it is no longer HINDERED.

Eulogy: Bruges, Flanders -
August 4th, 1492

Father Pieter, Parish Priest

"We lost another today, a warrior named Maarten. He was strong, brave, a true fighter in this world turned upside down. He stood his ground when The Creeping Death came, even as others fled. But bravery is not enough against this curse. It took him, just as it has taken so many others. We buried him in the old church courtyard, the only place left untouched by the death. His Doom Company stood by, silent, their eyes hollow. They know that they will soon join him, but still they fight. May God grant them peace, for there is no peace left in this world."

Journal Entry: Nuremberg,
Holy Roman Empire -
August 29th, 1491

Greta Bauer, Weaver

"The city walls, once a symbol of strength, now feel like a cage. The Creeping Death has surrounded us, leaving no way out. The market square is empty, the fountains dry. I watch from my window as the streets grow quieter each day, the faces of my neighbors turning pale and gaunt. My loom sits idle, for there is no one left to buy the cloth I weave. The Creeping Death is inside the walls now, and I know it is only a matter of time before it comes for me. The night is long, and the dawn brings no relief."

Edmund Blackwood,
Fighter

*"The Creeping Death
is no ordinary foe. It
doesn't charge at you
like a man with a blade,
doesn't howl like a beast
in the night. It seeps, it
crawls, it chokes the life
from you while you're still
standing. We lost two
men today—good men. I
watched as the mist took
them, their faces twisted
in agony, their bodies
falling limp. There was
nothing we could do.
We're on the outskirts of
Canterbury now, searching
for anything that can keep
us going. But the truth is,
we're running out of time.
We all feel it, the cold
grip of death just behind
us, waiting."*

Observation: Avignon,
France - October 30th,
1494

Alain Leclerc, Scavenger

*"We climbed the walls
of the Palais des Papes
today, the fog below rising
like a beast waking from
its slumber. We've been
here for days, picking
through the bones of
what was once a great
city. But there's nothing
left now—just ruins and
memories. The Doom
Company is tired, morale
is low, but we press on
because the alternative is
unthinkable. I've seen The
Creeping Death consume
entire armies, and I know
it will consume us too if
we don't keep moving.
We're not just fighting
for survival; we're fighting
against the very idea of
death itself."*

Combat

When a model activates, they may use the ATTACK action, or another special action or ability that involves a COMBAT Check.

Once you have declared an ATTACK action with your model, go through the following steps:

1. Choose a weapon or two light melee weapons the model will use to ATTACK.
2. Choose an enemy model to ATTACK.
3. For RANGED weapons, check that the target is within line of sight and within weapon range.
4. Perform a COMBAT Check by rolling dice equal to your ATTACK plus bonus dice (IE, from wielding two light weapons).
5. If you roll less than your COMBAT, the attack misses. If you roll equal to or greater than your COMBAT, your attack strikes true!
6. For each success, the enemy model rolls a DEFENSE Check. They get a COVER bonus of +1 if you used a ranged weapon and 50% or more of their model was obscured.
7. For each successful DEFENSE Check, they negate one successful ATTACK die. For each failed DEFENSE Check, they reduce their VITALITY equal to your weapon's damage.

Piercing Blow

On a COMBAT roll of a 6 you score a PIERCING BLOW that ignores enemy DEFENSE rolls. The first time a model receives a PIERCING BLOW their breathing apparatus is BREACHED.

Climbing Combat

A model on a ladder/rope cannot use the ATTACK action (A model is considered to be on a climbing item after they SCALE until they use a MOVE, DASH, or RETRIEVE CLIMBING GEAR action).

An enemy model may ATTACK a model still on a ladder/rope. They are considered to be in range to ATTACK the model if they are in range of any part of the rope/ladder. When using an ATTACK action on a model on a climbing item, use the following steps:

1. Choose a weapon or two light melee weapons the model will use to ATTACK.
2. Roll your COMBAT Check on the enemy model on the climbing item if they are in range.
3. For each success, the enemy model rolls a DEFENSE Check.
4. If they pass a DEFENSE Check, that attack does no damage to them.
5. If they fail a DEFENSE Check, they reduce their VITALITY by an amount equal to your weapon's damage and they roll a SKILL Check.
6. If they succeed, nothing happens. On a failed SKILL Check the model falls.

A model at the top of a climbing item may choose to PUSH it instead by passing a SKILL Check. If the item—such as a ladder or rope—is occupied, both the item and the model on it fall automatically. You cannot push a climbing item fixed to a STRUCTURE.

End of Round

Once all models have been Activated, the round ends. Players begin the next round by rolling initiative, but if the roll is a tie, the player who went last in the previous round goes first.

CLIMBING COMBAT EXAMPLE

During your opponent's last activation, they used their Fighter's last action to SCALE a grappling hook. Though that Fighter still counts as currently holding onto that rope, they were still placed on the top of the tower in base contact with the hook, as climbing rules clearly state.

You see an opportunity, and choose to activate your Brute and MOVE into base contact with the rope the Fighter is on. Then you ATTACK. Your COMBAT Check is successful!

If the Fighter were to pass his DEFENSE Check, nothing happens...but he fails! He loses VITALITY equal to your Heavy Mace's damage but *must also pass a SKILL Check.*

The Fighter fails the SKILL Check! They then lose their balance from your blows to their body and lose grip on the rope. They are moved to the bottom of the climbing item they were on and roll for fall damage!

Journal Entry: Lisbon, Portugal - April 14th, 1492

Diogo Ferreira, Navigator

"The ships lie idle in the harbor, their sails rotting in the damp air. There is no longer any trade, no voyages to distant lands. The Creeping Death has made the sea a graveyard, and the ports are closed to all but the desperate. I had dreams of exploration, of finding new worlds across the ocean, but those dreams have turned to ash. The city is dying, and we are trapped here, unable to sail, unable to escape. I fear The Creeping Death will claim us all before long."



Building Your Doom Company

*February, 1491,
Rothenburg, Germany.
The dawn was a grey
smudge on the horizon,
a fitting backdrop for
the last of Sir Wilhelm's
castle staff and residents.
Thieves, scavengers, and
Doom Companies had
battered the fortress, now
a husk surrounded by The
Creeping Death. Food was
gone, money worthless.*

*Once a proud protector
of the lands west of
Rothenburg, Wilhelm was
now just another starving
soul in a rotting shell.
Wilhelm watched the final
occupants shuffle away
like ghosts, swallowed by
the mist of The Creeping
Death. He felt the weight
of their impending doom
on his shoulders. He had
failed them, left them
to die.*

*His wife and two
daughters had already
succumbed to the poison,
leaving him with only a
gnawing emptiness. As
the people left, Wilhelm
took his beloved dog, the
last living being he cared
for, and out of earshot of
anyone, killed it for food.
It broke his heart, but he
salted the meat with the
last of his provisions to
keep him alive until he
found his next meal.*

*Too ashamed to be
seen by the previous
occupants of his castle
now wandering the land,
Wilhelm slunk away under
cover of darkness. He
wandered the poisoned
countryside for a week,
surviving on the dog meat,
but that soon ran out.
He decided to head down
paths where few tread.
Above the waist high
creeping death he could
see the dead treeline of
the old forest.*

In this section, you will learn about how to recruit warriors for your Doom Company and how to equip them with your preferred armament.

Doom Warriors and Captains

Each player begins the game with a Doom Company comprised of 3 warriors. Players cannot choose the same warrior more than once.

Once your warriors have been chosen, select a single warrior in your Company to be your Company Captain. They gain the following benefits:

- They get 1 Improvement Point.
- Once per game, they may re-roll a single dice.

Improvement Points

In addition to your Captain, Doom Companies start with 2 Improvement Points. Before the start of the game, these points can be spent on the following:

- Improve any single stat (excluding ATTACKS)
- Equip the model with a second Weapon or Shield
- Equip the model with a single Climbing Item
- Equip the model with a single Consumable Item

Only one point may be spent on each of these categories for any single warrior.

Using Company Marks

Optionally, Doom Companies may also choose a Company Mark. This comes in the form of rules or abilities that can shape and benefit all Doom Warriors in a Company, representing their fighting styles, shared traumas, or heritage.

All Doom Companies must adopt a Mark, or no Doom Companies may have one. Read more on page 34.

Warrior Profiles

On each Warrior's profile, you will see a set of stats and a description of special abilities unique to them. The following is a description of how each stat works in game:

MOVEMENT: This is the distance they move in inches.

ATTACKS: This is how many times the Warrior rolls to attack with a weapon (add one more ATTACK to this value if they wield two Light Melee Weapons).

VITALITY: This is how much damage a Warrior can take before they *Perish*.

SKILL: When an action requires a SKILL Check, they must roll equal to or above this number to succeed.

COMBAT: Each time you ATTACK with a weapon, you must roll equal to or above the model's COMBAT in order for that ATTACK to succeed.

DEFENSE: When an ATTACK succeeds against your model, you must roll equal to or above your DEFENSE to prevent the damage.

Observation: Vienna,
Austria - February 28th,
1493

Lukas Schwarz, Warrior
Priest

"The Creeping Death is not just a sickness; it is a curse, a punishment for the sins of man. I have seen its effects, the way it warps the very earth, turning fields to ash and rivers to poison. But I have also seen the way it preys on the mind, twisting thoughts, driving men to madness. My prayers grow more desperate with each passing day, but I will not abandon my faith. My Doom Company looks to me for strength, for guidance, and I will not fail them. We will fight, not just against the death, but against the darkness that it brings. And if we fall, we will do so with God's name on our lips."

Journal Entry: Strasbourg,
France - March 16th, 1491

Thierry Dumont, Fighter

"The rats came at us in waves, their eyes glowing with a hunger that I've never seen in a beast. We fought them off, but it was a losing battle. For every one we killed, two more took its place. The fortress in Strasbourg is no longer a refuge; it is a tomb. Our Doom Company is scattered, half of us dead or dying. But we have to press on. There's no going back, not now. The Creeping Death is everywhere, a constant reminder that our time is running out. We fight because we must, because there is nothing else left for us to do."

Scout

The Scout is the master of the land. His heightened senses give him and his Doom Company the advantage of positioning and resource gathering.

A Scout may not be equipped with Heavy Weapons or Polearms.

Special Abilities

EARLY BIRD: The Scout may deploy up to 4 inches from the edge of the board on Ground Level. They cannot deploy on a STRUCTURE.

ICAN SMELL IT: After deployment of all Doom Companies, the Scout may deploy an additional resource cache anywhere within 6 inches from the center of the board on a STRUCTURE.

The Reliquary cache consumable may not restore this ability.

TAKE THE INITIATIVE: Once per game a player with a living Scout may claim initiative after losing the initiative roll. In addition, if there is ever a tie, initiative always goes to the player with a living Scout. If each player has a Scout, resolve normally.



Movement	6
Attacks	1
Vitality	4
Skill	4+
Combat	5+
Defense	4+

Assassin

The Assassin operates from the shadows. His specialty is stalking and attacking from the darkness.

An Assassin may not be equipped with Heavy Weapons or Polearms.

Special Abilities

NIGHT STALKER: The Assassin cannot be attacked until after they ATTACK, PUSH, or Round 4 begins. Until NIGHT STALKER has been expended, enemy models may move over the Assassin as long as they do not land on top of them, and may SCALE climbing items the Assassin occupies.

KILLSHOT: Once per game after a successful COMBAT Check, the assassin may perform a KILL SHOT that does 4 damage. The Assassin may only use KILL SHOT on a model that has not activated this round and is within 3 inches. This attack ignores DEFENSE rolls.

CAMOUFLAGED CLIMBER: An Assassin only requires a 3+ on SKILL Checks while using the CLIMB action.

Movement	5
Attacks	1
Vitality	5
Skill	5+
Combat	4+
Defense	5+





Scavenger

The Scavenger's strength lies in his talent to survive at all costs by finding resources and making use of his surroundings.

A Scavenger may not be equipped with Heavy Weapons or Polearms.

Special Abilities

DETERMINATION: Once per round, when a Scavenger fails a SKILL Check, they may choose to re-roll that check. They must take the next result.

DIRTY DAGGER: Once per game, the Scavenger may spend an action to use DIRTY DAGGER on an opponent in contact. They take 1 damage and are *Stunned*. This ability ignores DEFENSE Check.

Movement	5
Attacks	1
Vitality	6
Skill	3+
Combat	5+
Defense	4+



Fighter

The Fighter is distinguished from all others by his acumen for all things war. His combat skills from his past life have served him well in this world of continual battle.

A Fighter cannot be equipped with ranged weapons.

Movement	4
Attacks	1
Vitality	6
Skill	5+
Combat	4+
Defense	4+

Special Abilities

FURY: If the Fighter is in melee range with multiple enemy models, they may spend one action to make a full ATTACK on each of them. This counts as one action regardless of how many enemies are struck.

A fighter with multiple attacks from dual wielded light weapons get their bonus attack on each enemy.

DEVASTATING BLOW: Once per game, after a successful COMBAT Check, you may use DEVASTATING BLOW. This attack does 2 additional damage and ignores DEFENSE rolls.

OPPORTUNIST'S CLEAVE: The Fighter gains a bonus ATTACK die when targeting an opponent that has not yet activated. This ability does not stack with other bonus ATTACK die (such as the bonus gained from Concentrated Creeping Death Serum).



Brute

The Brute is reckless destruction. This big and brazen warrior is looking to obliterate all in his path. What he lacks in cleverness he makes up for in brute force.

A Brute can only be equipped with Heavy Weapons and Polearms.

Special Abilities

RAGE: Once per game a Brute may move up to twice their Movement value and ATTACK with an additional die. This ability requires all of the Brute's actions this turn.

SMASH: Once per game a Brute may SMASH a door, a ladder, an improvised bridge, or a resource cache that they are in base contact with. Remove that item from play. Any models scaling or standing on that item fall.

THROW: Once per game after any successful COMBAT Check, instead of resolving any of their ATTACKS that turn, a Brute may instead pick up and THROW an opposing model they are in base contact with 2 inches in any direction (ignoring Barriers). The opponent becomes *Stunned* after thrown. Roll for falling damage as normal. *THROW may not be used in the same turn as RAGE.*

Movement	3
Attacks	2
Vitality	7
Skill	6+
Combat	4+
Defense	3+

Warrior Priest

In a world crumbling apart the Warrior Priest stands firm in his religious convictions. He defends his flock while instilling the fear of god in unholy adversaries.

A Warrior Priest cannot be equipped with Heavy Weapons or Polearms.

Special Abilities

HEAL THE FLOCK: A Warrior Priest may spend one action per turn to heal a friendly model in base to base contact for 2 VITALITY, or heal itself for 1 VITALITY.

LAST RITES: Once per game, a Warrior Priest may perform LAST RITES within 6 inches of where a friendly model *Perished* after the Warrior Priest's last activation. That *Perished* model is revived with 1 VITALITY. Place them exactly where they *Perished*. This does not cost an action.

(Until your Warrior Priest has used LAST RITES, mark where friendly models have Perished until the Warrior Priest finishes their next activation)

FEAR OF GOD: Once per game, a Warrior Priest may intimidate an enemy within 1 inch instilling the FEAR OF GOD. Push that model 2 inches directly away from the Warrior Priest ignoring *Barriers*. If that model comes in contact with an edge they fall. They *may not* make a SKILL Check to prevent themselves from falling. This ability cannot be prevented by a shield.

Movement	4
Attacks	1
Vitality	5
Skill	4+
Combat	5+
Defense	5+





Saboteur

The Saboteur is a master of stealth and disruption. The Saboteur thrives in creating chaos.

A Saboteur cannot be equipped with Heavy Weapons or Polearms.

Special Abilities

BOOBY TRAP: The first time an enemy model rolls a 1 or 2 while trying to open a *Resource Cache*, the Cache explodes dealing 2 damage to that model (*this ability is active even after the Saboteur has perished*).

SET TRAP: Twice per game, a Saboteur can set a TRAP within 2 inches of them and at least 2 inches from any other model. The TRAP has a 2-inch diameter. Any model that uses MOVE, DASH, or ends an action within that area (even partially) loses 1 VITALITY without a DEFENSE Check, becomes *Hindered*, and immediately ends the action. Remove the TRAP from play.

The Saboteur is immune to their own traps and may use HANDOFF to retrieve them.

IMPROVED CANISTER: Once per game, the Saboteur's IMPROVED CANISTER can be thrown a number of inches equal to their current VITALITY +2. When thrown, the gas canister releases a toxic cloud that covers a 2-inch diameter on one level. All models (*enemy or friendly*) within the cloud must roll a SKILL Check. If failed, they take 2 damage and are immobilized until the end of their next activation.

Movement	5
Attacks	1
Vitality	4
Skill	4+
Combat	5+
Defense	5+



Beekeeper

The Beekeeper commands swarms of deadly insects, disrupting enemies and punishing those who dare attack. Agile and cunning, they thrive in chaos, turning nature's wrath into a weapon.

A Beekeeper only comes equipped with a two handed Polearm.

Movement	6
Attacks	1
Vitality	4
Skill	4+
Combat	4+
Defense	5+

Special Abilities

BECKON THE SWARM: Once per activation, the Beekeeper may spend an action to BECKON THE SWARM onto an enemy model within 3 inches and within light of sight. That model must roll a DEFENSE Check. If they pass, nothing happens. If they fail, that model becomes *Hindered*.

STINGING CLOUD: Whenever an enemy model within 2 inches of the Beekeeper causes the Beekeeper to lose VITALITY, that enemy model must pass a SKILL Check or lose 1 VITALITY.

BUZZING MANTLE: Enemy models within 1 inch of the Beekeeper suffer -1 to all COMBAT Checks.



Blacksmith

The Blacksmith is a steadfast force, mending allies and breaking foes with unyielding resolve. In the shadow of doom, their forge-born skills turn the tide of battle.

A Blacksmith cannot be equipped with Ranged Weapons.

Special Abilities

PUNCTURING PRECISION: Once per game, after a successful COMBAT Check, the Blacksmith may use PUNCTURING PRECISION. When they do, the enemy model becomes *Breached*.

FORGE MASTER: Once per game, the Blacksmith can spend one action to remove the *Breached* or *Sundered* status from a friendly model in base contact (including itself).

SUNDERING BLOW: Once per game, after a successful COMBAT Check, the Blacksmith may forgo dealing damage and instead that enemy's weapon becomes *Sundered*.

Movement	4
Attacks	1
Vitality	5
Skill	3+
Combat	4+
Defense	5+



Doom Hunter

Once a master of the hunt, the Doom Hunter honed their skills stalking beasts in the wild. Now, they use their unmatched precision and cunning to ensure their Doom Company survives.

A Doom Hunter can only be equipped with Ranged Weapons.

Movement	5
Attacks	1
Vitality	4
Skill	4+
Combat	4+
Defense	6+

Special Abilities

EAGLE'S EYE: The Doom Hunter adds +1 to their Combat stat when targeting models further than 4 inches away.

MARKSMAN'S FOCUS: Once per activation, a Doom Hunter may use MARKSMAN'S FOCUS to ATTACK with an additional die. This ability requires all of the Doom Hunter's actions this turn.

PINNING SHOT: Once per game, after a successful COMBAT Check, the Doom Hunter may forgo dealing damage and instead the enemy model becomes *Immobilized* until the end of their next activation.



Company Marks

Canterbury, England –
January 1490

Elisabeth Wren,
Apothecary

*"The fields froze late
this year and the root
vegetables have begun to
spot and soften in the
cellar. Some blame it on
the rain. Some say it is an
ill wind from the south.
I saw a man throw up
black water in the road
yesterday. He was from
Dover and would not
speak a word. My husband
says it is a flu. He always
says that. But the cows
have stopped eating and
the milk goes sour no
matter how we store it.
Something is wrong in
the soil. The air feels
heavier than it should for
winter. I can smell iron
when I wake. And the
crows have not returned
to the steeple since the
Feast of Saint Agnes. I
have begun boiling water
for everything and I keep
the door barred at night.
The light feels thin. The
wind is quiet. I do not
believe this is an illness.
I believe it is the start of
something else."*

Mont Saint-Michel, France
– May 1494

Sister Blanche de l'Ordre
Silencieux

*"There are four of us now.
The others went into the
fog or into the sea. We
do not speak of them.
We do not speak at all.
I sit in the window above
the chapel and watch the
tide that never moves. The
air tastes of salt and rot.
The bread is gone. The
books are gone. The fog
moves like a slow breath
beneath the arches. I have
not seen my own face in
weeks. I believe it has
changed. I believe it is
not mine anymore. I do
not fear death. I only fear
forgetting the names of
those I once loved."*

Company Marks are no gifts. They are scars borne of oath and ordeal – remnants of old wars, failed causes, or truths too dangerous to forget. In these days of fog and ruin, a Company's name is not merely remembered. It is proven through blood, toil, and the will to endure.

If you and your opponent have both decided to adopt Company Marks, select one of the following:



Graveborn

Some say your Company made a vow at the edge of death. That when the mist took your breath, you bit down and kept moving. The last thing you do is not to scream—but strike.

Once per game, when one of your warriors perishes, they may immediately take one final action before being removed.



Tower Born

You were raised in the stairwells of dead towers. Dew slick stone. Bone slicker walls. When others fell, you landed. The fear of falling left you long ago. It is what waits at the bottom that still makes you run.

Any time a warrior in your Doom Company rolls on the Falling Damage table, they roll two dice and take the lowest result.



Ashbound

You lost something in that fire. A child. A comrade. A future. You come back not to reclaim it, but to make sure the world remembers where it burned.

Before deployment, place a Hearth Token on a structure that is not the highest on the board. While within 2 inches of the token and on the same level, your warriors gain +1 COMBAT.



Wretched Survivors

You do not know why you are still alive. You just are. Scared, half starved, half limping, and yet breathing. The strong fell ages ago. You are what is left.

While at 2 or less VITALITY, your warriors gain +1 SKILL and +1 DEFENSE.



Doomed Choir

You chant not to be heard, but to be feared. It is not music. It is a warning. When the echoes come, they do not break morale. They break ribs.

Once per game, at the start of any round, choose one enemy model within 2 inches of two or more of your warriors. That model suffers -1 COMBAT and -1 SKILL until the end of the round.



Fog Walkers

You do not walk through the fog. You walk with it. You have seen the world from below, where the mist breathes and waits. No one knows how you return from the depths, but you do. Every time.

While on Ground Level, your warriors gain +1 DEFENSE on the first DEFENSE Check they make each round.



Relic Bitten

Maps inked in blood. Voices in ruins. Your Company does not just search. You know. Whether through curse or calling, you find what others fear to look for.

Whenever one of your warriors successfully inspects a resource cache, roll two dice and choose which result to use on the Resource Caches chart.



Silent Pact

No orders. No shouting. You move like wolves in the snow. Together, without a sound. When you strike, it is already too late.

Once per game, one of your warriors may use 3 actions, but their last action must be STANDBY. They may use this ability even if they used ATTACK this turn.

Carrickfergus, Ireland –
January 1493

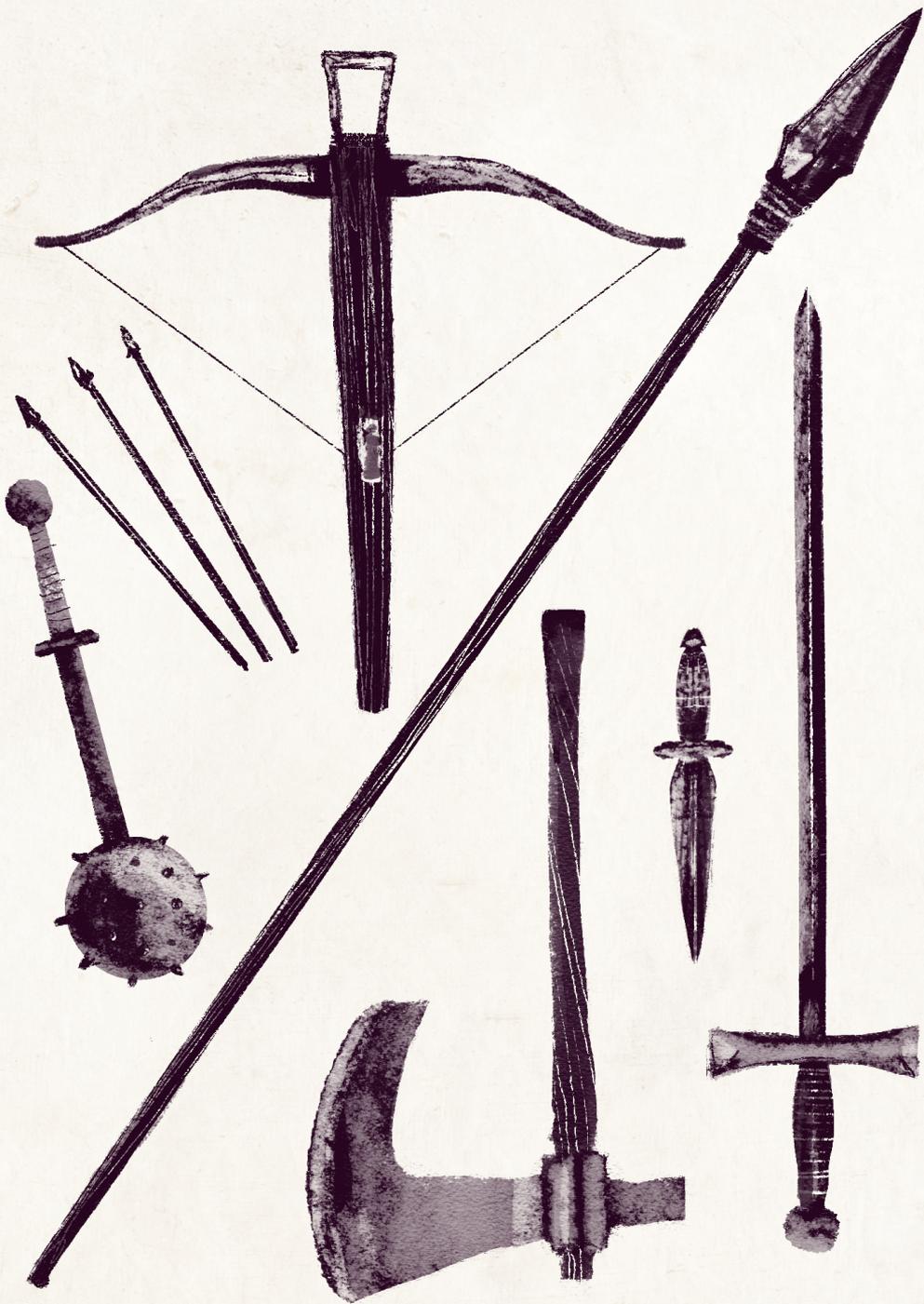
Donal Mac Craith,
Stonemason

"The keep leans harder now. The mortar sweats even in the cold. We filled the gaps with ash and old cloth but the walls still crumble. There are fewer sounds each day. No footsteps on the stairs. No speech from the hall. I believe the castle is tired of holding itself together. Seamus went down to the courtyard to gather firewood and did not return. I heard something breathing on the other side of the door last night. It was not trying to hide. I spoke to it. I told it we had nothing left. I think it understood."

Uppsala, Sweden –
January 1491

Elsa Andersdotter,
Midwife

"I delivered a boy last night. He did not cry. He opened his eyes, looked up at me, and went still. The mother had passed during the birth, her face already pale and empty. I buried them together by the old tree near the pasture. The ground was hard and the wind did not move. The cows have stopped feeding and the chickens only stand. The fog rests below the hills, close enough now that I can see the tops of it curling like wool. I boiled pine needles in the hearth to clear the air, but it made my throat tighten. There is something in the smoke. The oil lamp flickers in the stillness even when the shutters are shut. I no longer light it at night. I know better. There is something outside watching. It wants to be seen."



Weapons, Items, and Equipment

Eulogy: Lisbon, Portugal -
April 15th, 1492

Father Miguel, Parish
Priest

"Today, we say goodbye to Captain Rodrigo, a man of honor, a leader of men. He led our Doom Company with courage and conviction, even as The Creeping Death closed in around them. He gave his life so that others might live, standing tall against an enemy that cannot be seen, cannot be fought. We bury him with the honor he deserves, knowing that his soul is now in God's hands. But his men, those who survive, must carry on. They must fight, even as hope fades, because that is what he would have wanted."

Journal Entry: Bergen,
Norway - March 6th, 1492

Ingrid Jansen, Scout

"The fjords are frozen, the ships trapped in the ice. The Creeping Death has found us here, in this remote corner of the world. We thought we could outrun it, that the cold would keep it at bay, but we were wrong. Now, our Doom Company is stranded, no way out, no way forward. We scavenge what we can, but the supplies are dwindling, and the cold is relentless. I've seen men freeze to death in their sleep, their bodies stiff and unyielding by morning. We must find a way out, but The Creeping Death is everywhere, and time is running out."

Unless otherwise stated, each Warrior in your Doom Company starts the game with one weapon of your choice. The Warrior profile will list weapon types you can and cannot choose from.

Weapons

In 1490 DOOM, warriors adhere to a two hand rule. Even if you have enough improvement points available, you cannot purchase and add more weapons to a warrior than they can wield in both hands.

Heavy Weapons and Ranged Weapons are two-handed (though future releases may see one-handed ranged). A Warrior with such a weapon cannot buy additional weapons with improvement points.

Light Weapons and Shields are one-handed. A warrior can spend an Improvement Point to purchase one for their offhand (though a warrior can only wield one Shield).

All weapons have an effective range. CONTACT means the models' bases must be touching each other.

Heavy Weapons

These are large weapons that require two hands to wield. This includes weapons such as a Great Axe, Bastard Sword, or Club.

Range	Damage
CONTACT	2

Light Weapons

These are short weapons that are wielded in one hand. This includes weapons such as a Sword, Hammer, or Dagger.

Range	Damage
CONTACT	1

Polearms

These are versatile weapons have an extended reach. They can be wielded with two hands normally, or wielded in one hand with a shield with a -1 modifier to COMBAT Checks. This category includes weapons such as Pikes, Spears, or Halberds.

Two Handed

Range	Damage
2 inches	1

One Handed with Shield (-1 COMBAT)

Range	Damage
2 inches	1

Shields

Shields are a defensive plate wielded in a Warrior's offhand. They offer the following benefit:

GUARDED: Once per round, the model may prevent a PUSH action that targets them. In addition, the first time each round they are the target of an ATTACK, they gain +1 DEFENSE.

Ranged Weapons

These are missile weapons. Currently, all options require two hands to wield. They also have *minimum* ranges.

There are currently two types of Ranged Weapons available. Each has a special Action specific to them:

Crossbow

Range	Damage
1-5 inches	2

RELOAD: After making an ATTACK with this ranged weapon, you must take the RELOAD action before it can be fired again.

Bow

Range	Damage
1-5 inches	1

OVERDRAW: After using this action, double the maximum range of the next ranged ATTACK you make with this weapon this round.

Observation: Nuremberg,
Holy Roman Empire -
August 30th, 1493

Greta Bauer, Brute

"The fortress was supposed to be our sanctuary, a place to regroup, to plan our next move. But it's nothing but a deathtrap. The walls crumble at the slightest touch, and the floors give way beneath our feet. We lost a man to the crumbling stone today, watched him fall into the abyss below. The Doom Company is on edge, nerves frayed, tempers short. We're all just waiting for the next disaster, the next attack. But we have to keep going. The Creeping Death is out there, and it won't stop until we're all dead. We're not just fighting for survival; we're fighting against the inevitable."

Copenhagen, Denmark -
January 8th, 1491

Erik Halvdan, Fisherman

"The sea no longer speaks to us. For weeks, I've sailed out, casting my nets into dead waters, hoping for a catch, but it's as if the ocean has forgotten its promise. Yesterday, I found three fish. Three, where once there were thousands. They were black, like coal, and the stench... My wife forbade me from bringing them into the house. She says it's The Creeping Death reaching the waters now. I laughed at her then, but now, I'm not so sure. The air smells strange, like rot mixed with salt. Something is terribly wrong."

Castile, Spain - April
14th, 1492

King Ferdinand II of
Aragon

"Let it be known, by royal command, that all able-bodied men are hereby conscripted to defend the remaining fortresses of Castile. The miasma, which rises with each passing day, leaves no field untouched, and the cities are in chaos. We must hold what high ground remains and guard our treasures, for the kingdom cannot survive the death of its people and the fall of its banners. All who resist conscription shall be considered traitors to the Crown and shall face swift execution. By God's will, we shall endure."

Leipzig, Holy Roman
Empire - June 22nd, 1491

Anselm Müller, Farmer

"Brother, the wheat is gone. Every field, blackened. Not just ours but the whole village. Mother says it's the punishment for the wars, but I think it's something worse. The cows died last week, and the hens refuse to lay. I don't know how long we can last. The mist is thicker each morning. Some folk say it rises from the graves of the dead, but what do they know? Pray for us. And if you can spare it, send us anything—food, grain, anything. I fear soon we'll have nothing left but our bones."

Climbing Items

Climbing Items such as Ladders and Grappling Hooks must be purchased with Improvement Points as they are not weapons. Unlike weapons, however, they start the game on a model's back or stored in some way. They do not count towards the two hand rule.

There are two different kinds of climbing items a Warrior can purchase.

Ladder

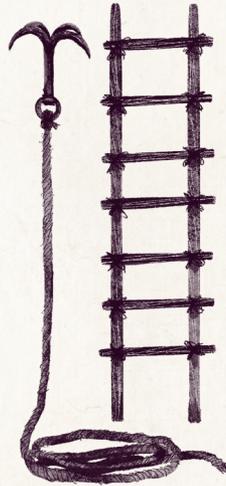
Height	Skill
4 inches	NO

Grappling Hook

Height	Skill
6 inches	YES

Climbing Items must be SET before they can be scaled. SET LADDER requires no check of any kind, but a SKILL Check must be passed to use SET GRAPPLING HOOK.

Climbing Items are climbed using the SCALE action, which does not require any check.



Consumable Items

Consumable Items can be expended for an effect or special action *Once Per Game*. Some of these effects may cost an action after the item is expended, while others do not.

Canister of Creeping Death

These are phials or jars filled with dense amounts of The Creeping Death. When expended, immediately spend an ACTION to perform a special ranged attack:

The model can throw the Canister anywhere they have line of sight to with a range equal to their current VITALITY plus 1 in inches. Wherever the Canister lands affects all models (friend or foe) within a 2 inch diameter on one level. They each roll a SKILL Check. Each model that fails takes 1 damage and is *Immobilized* until the end of their next activation.

Concentrated Creeping Death Serum

When expended the model gains 1 additional ATTACK action on their turn. At the end of that activation, the extra adrenaline fades, and the serum takes its toll: the model loses 1 VITALITY.

Fog of War Flask

A device that creates a dense cloud of smoke, obscuring vision in a 3-inch diameter and 2 inches high centered on the model until the beginning of their next activation. All ATTACK actions targeting models *within or through* the smoke have a -1 penalty to hit.



Rome, Papal States -
August 30th, 1493

Father Gregorio de
Montefeletro

"Your Eminence, I fear we are losing the faithful. The creeping mists have driven many into madness, and they now turn to false prophets and heresies. One such prophet, claiming visions from God, preaches that only those who retreat into the highest towers shall be saved. His followers have taken refuge in the bell tower, refusing to come down even for Mass. This growing disobedience threatens the authority of the Church, and the people are restless. Should I send a guard to remove them, or shall we leave them to their delusions?"

St. Etienne, France -
November 17th, 1490

Lucie Durand, Midwife

"Today I helped bring a child into the world. But the joy that once came with it is gone. The baby was sickly, with skin pale as bone. The mother could barely cry out. I have never seen such weakness in childbirth. The fog outside grows thicker by the day. It creeps into the village like death itself, stealing the strength from us all. I pray to God, but I wonder if He can even hear us through this cursed air."



Ways to Play

Kraków, Poland - May
4th, 1492

King Casimir IV

"In the name of the Crown, and by the mercy of God, it is declared that all castles and fortresses on the southern borders of the kingdom shall be sealed. The Creeping Death rises daily, and no man, peasant or noble, is to be allowed entry from the outside. Any such person, attempting to flee the cursed lands, is to be turned away. Failure to comply with this order will be considered treason, punishable by death. May the Lord spare us."

Lyon, France - December
1st, 1493

Hugo Renault, Mason

"The stones of the cathedral are crumbling, and there is no one left to repair them. The priests fled months ago, and the last of the townsfolk vanished into the fog. I remain because there is nowhere else to go. I can still hear the wind whistle through the cracked walls at night, though it no longer feels like wind. It feels like something breathing... something waiting. I know I should leave, but where could I go?"

Now that you and your opponent have each prepared a DOOM COMPANY, it is time to play **1490 DOOM!**

Before that, though, we at BUER GAMES wish to make something crystal clear...

The Spirit of the Game

Miniature games are a very diverse hobby and pastime celebrated for many reasons unique to each player and artist. We encourage you and your opponents to enjoy this (and all of our games) in ANY way you see fit, but we did have goals in mind. When designing **1490 DOOM**, we prioritized:

- Thematic and simple gameplay over competitive balance.
- A bleak grimdark world about surviving in the face of futility.
- Atmosphere.
- Tense and exciting gameplay whether you win or lose.
- Narrative and artistic triumphs.

However you and your opponent find it best to play **1490 DOOM**, we are happy for you as long as you both play with sportsmanship and goodwill. If a rule here is unclear and a disagreement arises that can't be quickly resolved, we encourage you to simply roll a die calling odds or evens. Let fate decide until a later time.

Standard Scenarios

In this section, we will learn how to play a standard game of **1490 DOOM**. Then you'll be introduced to the Core Scenarios. Whenever a scenario states "use standard rules", refer to how that section is handled here.



Monastery of St.
Augustine, Scotland -
April 28th, 1493

Abbot Alarie

"Brothers,

It is with great sorrow that I must declare the closing of the monastery gates. The plague of mist has reached our sacred walls, and we can no longer offer sanctuary to travelers or the sick. From this day forth, no one shall enter or leave without the express permission of the abbot. Pray fervently, for only our devotion to the Almighty may spare us from the fate that has befallen the world beyond."

Florence, Italy - May
22nd, 1491

Alessandro Bardi, Scholar

"I have witnessed death in many forms, but never like this. The Creeping Death does not act like a common plague. It does not discriminate, nor does it spread in the way we know illness should. There is no source, no patient zero, only the mist itself—ever-rising, ever-present. We scholars can offer no explanation, only our terrified observations. I have seen the fog roll into the libraries, sweeping through the ancient texts like a hand of fate, erasing knowledge from the world. I fear it may be the end of reason."

Table

1490 DOOM is played on a 2 foot *circular* board. If playing on a 2x2 square board, the play area is simply measured 1 foot from the center in each direction to create a 2 foot circle.

Setting Terrain

For the game to play thematically there must be structures such as castles, towers, buildings, houses, ruins, etc that models can ascend and battle for control over to escape the rancid earth below. It is recommended to place the tallest piece of terrain near the center of the board.

It is also important that you and your opponent make sure there is at least one way models can climb to each elevation without the assistance of purchased climbing gear. This can be accomplished by making each level no more than 3 inches tall, or by placing fixed ladders and bridges in select places.

Lastly, be sure you and your opponent agree beforehand on the placement of terrain and how each piece is defined (such as what is ground level, what can be climbed, and where models can stand).

Deployment

Each player rolls a D6. The player with the highest roll deploys first, places caches first, and wins first initiative. If there is a tie, keep rolling until someone wins.

The winner places one model anywhere in base contact on the edge of the play area (for round boards). The second player does the same at least 5 inches away from any other models (including their own). Repeat until all models are deployed.

Models cannot be the target of an ATTACK until they move onto the board (This rule excludes models that deploy on the board before the gameplay starts).

On square boards, deployment is exactly 12 inches from center of the board as if the board was circular.

Resource Caches

Food and resources are extremely scarce in 1490 DOOM, so these resource caches are the difference between life and death. Unless otherwise stated, every game will have 3 caches placed on the board. One cache will be placed at center of the tallest STRUCTURE terrain. The other two caches will be placed by the following instructions:

- Divide the board equally into 4 quadrants.
- The player who won deployment and initiative rolls a D4 and places the cache anywhere between 4 and 6 inches from the center of the board in the corresponding quadrant on a STRUCTURE.
- Then have the second player roll a D4 and do the same. Caches may never be placed in the same quadrant (some abilities and scenarios are an exception to this).

If you don't have a D4, you can use a D6 and re-roll until a valid quadrant is rolled (disregarding 5 and 6 on the die). Resource caches cannot be placed on ground level.

IMPORTANT: The placement of resource caches occur AFTER all models are deployed.

When a model successfully loots a cache, roll a D6 and they automatically gain the following:

1	2	3	4	5	6
Herbs and Tonic	Food	Scholarly Scroll	Map	Cloak	Reliquary

HERBS AND TONIC: When a model EXPENDS Herbs and Tonic, they gain +3 VITALITY. This cannot exceed their starting maximum VITALITY.

FOOD: When a model EXPENDS Food, they gain an additional action during that activation (this does NOT allow them to repeat actions)

Vienna, Holy Roman
Empire - July 13th, 1491

Captain Otto Schwarzer

"To His Imperial Majesty,

We have held the outer defenses, but it is a losing battle. The mist is relentless. Our supply lines have been severed, and we have no more provisions. The men are starving. Last night, one of them disappeared into the fog. This morning, we found his sword, but not his body. I fear that The Creeping Death has claimed him. It is only a matter of time before it claims us all."

Bruges, Flanders - March
23rd, 1494

Henriette Desrosiers,
Widow

"I watch from my window as the mists creep higher every day. It has already swallowed the streets, the market square, and the bell tower, which now stands like a tombstone in the fog. I have no reason to leave. My husband is gone. My children are gone. There is nothing left for me but this house and these memories. The Creeping Death will come for me soon, I know. Perhaps it is already inside, creeping up the walls, whispering in the dark. But I am no longer afraid. I will wait for it, and when it comes, I will go with it, as all the others have."

London, England -
February 12th, 1492

King Henry VII

*"By the grace of God,
and under royal command,
it is hereby decreed that
no commoner shall be
permitted within the
Tower of London without
express permission from
the crown. Any who
attempt entry shall be put
to death without trial.
The Creeping Death has
ravaged the lands outside,
and the common folk
bring nothing but disease.
The Tower shall serve as a
sanctuary for the court and
those of noble birth until
such time as this scourge
has passed. May God
shield us from the horrors
that lay beyond."*

Ghent, Flanders - March
19th, 1493

Isabella Leclerc, Weaver

"Dear Elise,

*I know not if this letter
will reach you, but I
must write. Father passed
last week. He had been
coughing for days, but we
thought it just the winter
chill. Then, one morning,
he couldn't rise from bed.
By nightfall, he was gone.
The streets are filled with
the sick and the dying,
and the fog... it never
leaves us. Some say it's
the end of days, that we're
all damned. I don't know
what to believe anymore.
Take care, sister, and pray.
It's all we have left."*

📜 SCHOLARLY SCROLL: Anytime a model holding a Scholarly Scroll fails a SKILL Check they may immediately EXPEND their Scroll to pass that check.

🗺 MAP: When a model EXPENDS this item, every model in that player's Doom Company immediately moves. If there are 3 models alive, they each move up to 2 inches. If there are 2 models, they each move up to 3 inches. If there is one model alive it moves up to 4 inches.

🧥 CLOAK: When a model EXPENDS this item, they may not be the target of or make ATTACK or PUSH actions until their next activation.

✚ RELIQUARY: A model may EXPEND this item to gain one additional use of a "Once Per Game" ability.

If a model is ever slain during battle while carrying one of these resources, a climbing item, or a consumable that hasn't been expended, it is dropped there and may be picked up using HANDOFF.

Game Length

Each game of **1490 DOOM** lasts 7 rounds. The game also ends if an entire Doom Company perishes. If there is a tie, **FIGHT TO THE DEATH!** (*see below*)

Setup Summary

1. Prepare your Doom Company.
2. Choose a Scenario.
3. Setup the board and terrain.
4. Deploy your Doom Companies.
5. Deploy Resource Caches.

Victory Conditions

At the end of the game, the Doom Company with the most Victory Points or the last Doom Company standing wins the game.

Victory points are earned at the end of the game as follows:

HIGH GROUND: 2 Victory Points to the Doom Company with the most models that are the furthest from Ground Level. If there is a tie, the Doom Company with the most vitality at the that height wins (add the vitality of all models from one Doom Company together if they are all at that height). Models scaling climbing items do not count as being on top of a structure when determining High Ground.

ATTRITION: 1 Victory Point to the Doom Company that has the most models alive.

RESOURCEFUL: 1 Victory Point to the Doom Company that successfully opens the most resource caches.

If at the end of the 7th round the victory points are tied the game moves to **FIGHT TO THE DEATH!** There is no longer a round limit, but the next Doom Company to lose a model loses.



The Book of Adrian

Chapter 1: Funeral for a Father and the Birth of a Scavenger

November 1490, Brittany, France

The sad ringing of the church bells echoed through the hollow emptiness of the village. It lay in ruins, abandoned by those who had fled The Creeping Death and the famine it wrought. Adrian, just seventeen, stood alone at his father's funeral. The crops had withered to nothingness earlier that year, leaving behind only dust and despair. His family had succumbed to starvation and the chaos of a riot, leaving Adrian utterly alone.

The priest, looking gaunt and almost dead himself, droned on out of a sense of duty to the dwindling flock he was supposed to watch over.

"To survive, one must be willing to do the unthinkable. But take heart, for God watches over us all, and in His divine mercy, He shall deliver us from this evil."

Adrian barely listened, knowing the priest's words were hollow, offering false hope in a world where faith had become as barren as the fields. As the ceremony ended, Adrian stood for a moment longer by the fresh grave. The emptiness of the village pressed in around him. He turned away from the graveyard, his feet carrying him aimlessly through the deserted streets. The homes, once filled with life, now stood silent and abandoned, windows like dark eyes watching his every step.

CONTINUE



Scenários

The First Signs

Canterbury, England, January 1490

The Creeping Death has just begun its insidious march, rising from the ground like a malevolent fog, suffocating the land and driving the people of Canterbury into a frenzy. The once-thriving town is now a ghostly shell, as those brave enough to stay behind must fight to survive the horrors that are only just beginning to unfold. In this scenario, your Doom Company is one of the first to encounter The Creeping Death, testing your mettle as you scavenge for vital resources and fight for the high ground.

Setup

BOARD: The scenario is played on a standard board. The terrain should include a mix of buildings, walls, and other man-made structures. Place the tallest structure near the center of the board, as it will become a crucial point of contest. Ensure that each elevation has at least one access point that doesn't require climbing gear.

RESOURCE CACHES: Use standard rules for both Resource Cache contents and placement.

DEPLOYMENT: Use standard rules.

TURN ORDER: Use standard rules.

Victory Conditions

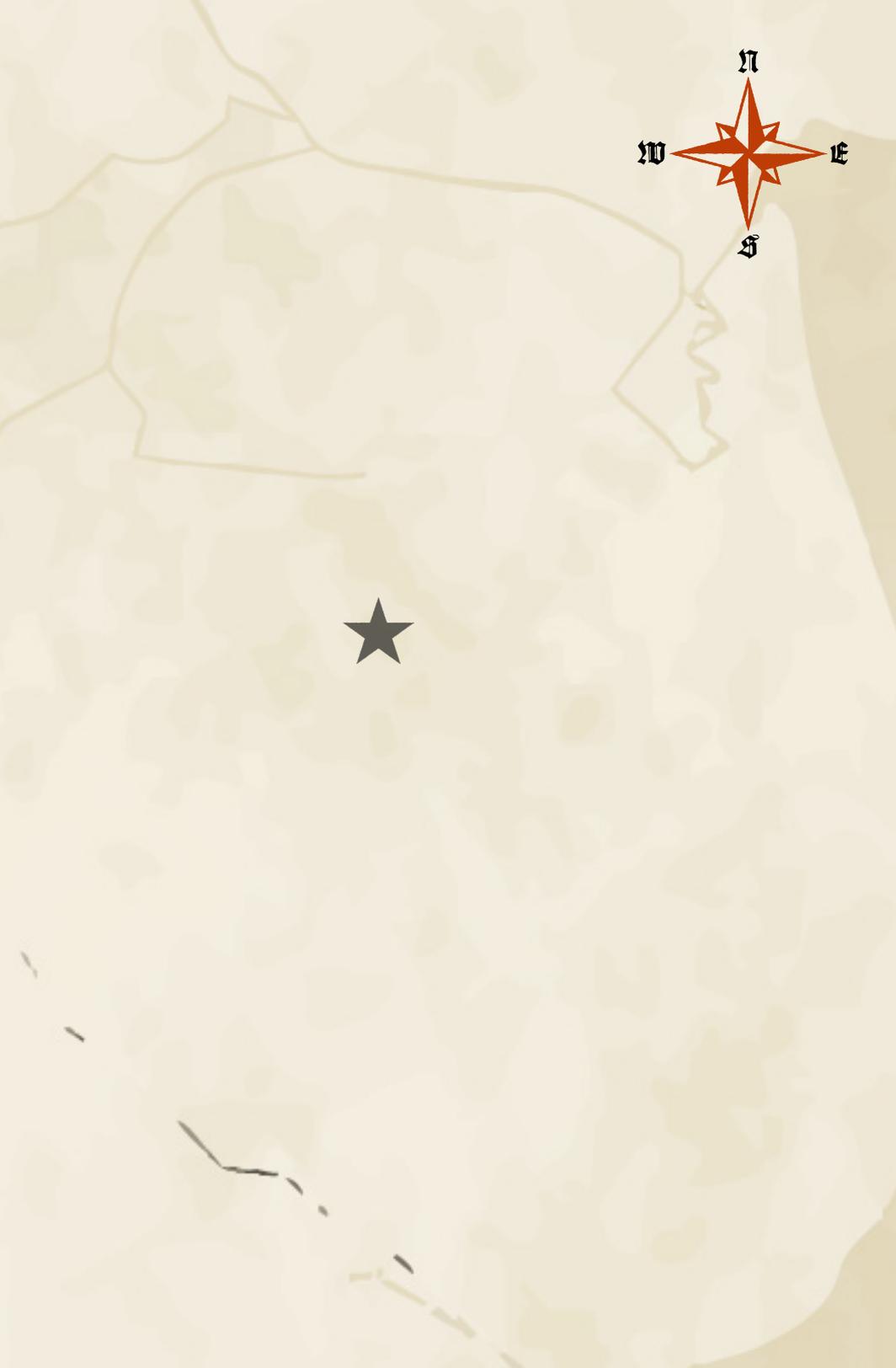
HIGH GROUND: 2 Victory Points to the Doom Company with the model that is the furthest from Ground Level. If there is a tie, the Doom Company with the most vitality at the that height wins (add the vitality of all models from one Doom Company together if they are all at that height).

ATTRITION: 1 Victory Point to the Doom Company that has the most models alive.

RESOURCEFUL: 1 Victory Point to the Doom Company that successfully opens the most resource caches.

If at the end of the 7th round the victory points are tied the game moves to last Doom Company standing. There is no longer a round limit. **FIGHT TO THE DEATH!**

As The Creeping Death first spreads its dark tendrils, your Doom Company must rely on quick thinking and ruthless tactics to survive. The outcome of this encounter will set the tone for the challenges to come, as The Creeping Death continues its relentless advance across the land.



Madness Below

Toledo, Spain, June 1490

The year is 1490, and Toledo has become a city of nightmares. Once a thriving center of culture and power, it is now a desolate place overrun by desperate mobs, driven to madness by famine, fear, and the creeping horrors that stalk the night. High above the streets, the crumbling remnants of an ancient fortress stand as the last bastion of safety. The ground level has become a seething mass of violence and hunger, making it a death trap for anyone unfortunate enough to fall. Only the brave—or the foolhardy—dare to ascend the heights in search of the few remaining resources within the fortress's ruined walls.

Setup

BOARD: Use standard rules

DEPLOYMENT: Use standard rules with one critical exception: models must be placed on anything above ground level 6 inches or further away from the center of the board. The dangerous streets below are no place for warriors, forcing them to find safety on the higher floors, walls, or parapets of the fortress.

RESOURCE CACHES: Use standard rules.

TURN ORDER: Use standard rules.

Victory Conditions

Survive the battle while avoiding being thrown or falling to the ground level. Secure resources or eliminate opponents to win.

For Victory Conditions, use standard rules.

Special Rules

The desperate, starving masses below makes the ground level deadly in the following ways...

MAW OF THE MOB: The moment a model lands on ground level and any time a model begins their activation on ground level, they roll to fend off the starving smallfolk:

- 1-3: *The mob swarms the model, dealing 1 damage. The desperate and frenzied masses show no mercy.*
- 4-6: *The model avoids the worst of the mob, but the threat remains ever-present.*

PANICKED GRIP: If a model is pushed to the edge of a structure that is 4 inches or shorter, the mob's frenzied hands will immediately grab and pull the model down. In this case, no SKILL Check is allowed—the model simply falls to the ground level, triggering MAW OF THE MOB and standard fall damage.

DEATHCROWD: The sheer number of bodies and the chaos of the mob on the ground level severely hampers movement. While on the ground level, a model's MOVE action is reduced to 2 inches, and the DASH action is unaffected.

CRUMBLED CLIMB: Like lobsters escaping a pot, these desperate people are their own downfall. In their panic, the mob will destroy any CLIMBING ITEM set by a model at the end of the round *after* it was set.



Toledo

The Baron's Last Spite

Kappel am Albis, The Holy Roman Empire, February 1491

Before he was driven out by starving peasants, the Baron of Kappel ordered one final act of vengeance: almost every container of food in his granary was rigged to explode. Now, months later, Doom Companies dare to breach the storehouse in search of supplies. Some of the caches hold life-saving resources. Others? Death.

Setup

BOARD: Use standard rules

DEPLOYMENT: Use standard rules.

RESOURCE CACHES: During this scenario, deploy 5 resource caches. Deploy them in the following order:

- Place 1 in the center of the tallest structure
- Then players alternate placing caches using standard rules, but instead of rolling for quadrants, they place the cache in the quadrant of their choice until there is a cache in all 4 quadrants.

TURN ORDER: Use standard rules.

Victory Conditions

Survive the battle while retrieving the most food for your Doom Company.

Use the following alternate values for the standard Victory Conditions:

HIGH GROUND: 1 Victory point.

ATTRITION: 1 Victory point.

RESOURCEFUL: 2 Victory points.

Special Rules

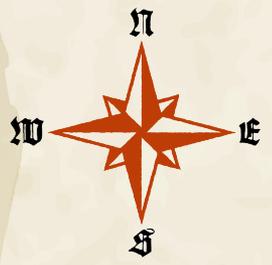
Will your starvation be staved before the opposing Doom Company? Or will your last moments be at the bad end of gunpowder...

DEATH STORES: The Baron rigged many of the granary's stores before fleeing. The first 3 times in the game that any model rolls a 1 or 2 when attempting to Inspect a Resource Cache, the cache explodes, dealing 2 damage to the model (ignores DEFENSE).

- These first 3 triggered traps are always considered Baron's traps and are tracked collectively.
- Once 3 traps have triggered, any additional trap effects may only occur if a Saboteur is in play, using their Booby Trap ability as normal.

THE GRIP OF WINTER: At the start of each model's activation, if that model is on ground level, it must pass a SKILL Check. If they fail, they become *Hindered*.

HEAVENLY HORDE: During this scenario, all Resource Caches contain Food.



The Chittering Doom

Orléans, France, March 1491

In the war-torn remnants of Strasbourg, a once-thriving city reduced to a shell of despair, the streets have become a labyrinth of crumbling buildings and foul-smelling alleys. The plague of war has brought more than just human misery—it has awakened a colony of vermin that now rules the underbelly of the city. Desperate for refuge from *The Creeping Death*, swarms of rodents have found sanctuary within the crumbling walls of the city's abandoned castles and man-made structures. A Doom Company arrives, drawn by rumors of untouched resources hidden deep within the ruins of a decaying fortress. Unbeknownst to them, the fortress is home to a flood of black rats, eager to feed on the scent of fresh blood.

Setup

Use standard rules.

Victory Conditions

Secure the tower while fending off not only your opponent's formidable Doom Company, but also whilst surviving the constant gnaw of the rats who occupy the fortress.

For Victory Conditions, use standard rules.

Special Rules

Scavenge the fortress for resources while avoiding the bloodthirsty rats that lurk in the shadows.

SWARMED: Under certain conditions during this scenario, a model may be SWARMED. They suffer a -1 penalty to both MOVE and DEFENSE until their next activation.

If you have rat models or rat tokens at your disposal, we recommend placing them next to swarmed models.

BLOOD IN THE AIR: The scent of a single drop of blood draws out swarms of rats. At the beginning of each model's activation, they roll one D6 for each VITALITY they have currently lost. If one or more of those rolls are 4+, that model is SWARMED.

HIDDEN NEST: A rat nest is hidden within these walls. When a model attempts to open a Resource Cache, on a roll of 1, they disturb the Rat Nest. All models within 4 inches of the cache immediately are SWARMED.

DESPERATE MEASURES: Once per game, a player may spend an action during any friendly model's activation and choose to deliberately wound that model by reducing their VITALITY by 1. The model immediately becomes SWARMED. Rats will ignore all other models within 6 inches of that model for the rest of the round. That model will also attract the rats from models previously SWARMED within 6 inches of them, meaning those models will no longer be SWARMED.

Special Event

THE RAT KING'S TOWER: At the beginning of round 6, the Rat King stakes his claim and attacks all models on top of the highest structure. Each of those models rolls a DEFENSE Check. If they fail, they lose 2 VITALITY.



Orleans

Blood Feud at Château Gaillard

Rue Chateau Gaillard, Western Roman Empire, September 1491

Château Gaillard once belonged to kings. Perched above the Seine, it ruled the valleys with stone and fire. Now its halls are silent—but power still clings to its ramparts. And two Doom Companies have come to seize it. This is not just a fight for survival. It is a battle to claim the future. Whoever raises their banner first might hold more than just a ruin—they might rule what comes next.

Setup

BOARD: Use standard rules.

DEPLOYMENT: Use standard rules.

RESOURCE CACHES: Use standard rules.

TURN ORDER: Use standard rules.

Victory Conditions

Fight for your Doom Company to claim power over this dying region.

Use the following alternate values for the standard Victory Conditions:

HIGH GROUND: 1 Victory point.

ATTRITION: 2 Victory points.

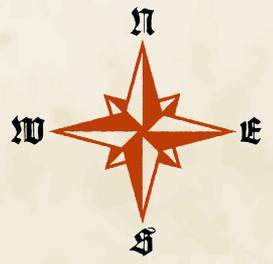
RESOURCEFUL: 1 Victory point.

Special Rules

This is not just a fight for survival. It is a battle to claim the future. Whoever raises their banner first might hold more than just a ruin—they might rule what comes next.

RAISE BANNERS: During any turn in which one Doom Company has more models than their opponent at the highest point on the board, they may attempt to claim the keep.

- One of their models at the top of the structure may spend 1 action to Raise the Banners.
- While their banner is raised, their entire Doom Company gains +1 COMBAT.
- This bonus remains in effect until the enemy has more models at the highest point, at which point the banner is considered lowered.
- A company may re-raise their banner on any future turn if they regain high ground dominance and spend the action again.



Relic of the War-Gutted Keep

Visegrád Castle, Hungary, November 1492

Visegrád was once a linchpin in the defense against the Ottoman threat—a castle of scorched stone and roaring cannon. Now, its towers lie gutted, its garrison rotted, its glory a memory.

But one siege weapon remains. Rusted. Weather-worn. Waiting.

Two Doom Companies arrive as the sun dies behind the Carpathians. Both seek the high ground. Both seek the siege weapon. Neither will leave without bloodshed.

Setup

BOARD: Use standard rules.

DEPLOYMENT: Use standard rules.

RESOURCE CACHES: Use standard rules, but add the Advanced Rules for Siege Weapons (see page 80)

TURN ORDER: Use standard rules.

Victory Conditions

Use the following alternate values for the standard Victory Conditions:

HIGH GROUND: 1 Victory point.

ATTRITION: 1 Victory point.

RESOURCEFUL: 1 Victory point.

VOLLEY OF VICTORY: 1 Victory point to any Doom Company that can successfully fire the Siege Weapon (Catastrophic Misfire and Mechanism Shattered results grant no Victory Point).

Special Rules

Visegrád Castle holds within it an abandoned tool of wanton destruction. Was it discarded after it malfunctioned? Or was a deadly payload neglected?

HELLMACHINE: Using the Advanced Rules for Siege Weapons on page 80, the first player to roll a 5 or 6 when deploying caches places a Siege Weapon token. In this scenario, though, if no one rolls a 5 or 6, after all Resource Caches are placed, place this token at the center of the tallest STRUCTURE, displacing any caches under it the minimum distance required.

Use the rules on page 80 to determine what Siege Weapon as left in the castle and what happens when firing it.



BURGUS contra castrum



Dathbreaker's Due

Église Saint-Benoit-le-Bétourné, France, May 1492

There was once trust. There was once firelight and shared bread and common cause. But when *The Creeping Death* rose and the rations ran dry, one *Doom Company* vanished—taking the last of the food and sealing the gates behind them. Now, the fog clings to the bones of the earth. The ruins of *Saint-Benoit* sit crumbling in the poisoned mist. Both companies return, drawn by something they buried here—memories, grudges, or maybe just the promise of revenge.

Setup

BOARD: Use standard rules.

DEPLOYMENT: Use standard rules.

RESOURCE CACHES: Use standard rules.

TURN ORDER: Use standard rules.

Victory Conditions

It's time to settle this once and for all, as their blood must be claimed by you—before *The Creeping Death* robs you of your vengeance.

Use the following alternate values for the standard Victory Conditions:

HIGH GROUND: 1 Victory point.

ATTRITION: 1 Victory point.

RESOURCEFUL: 1 Victory point.

OLD GRUDGE: 1 Victory point (see Special Rules).

Special Rules

OLD GRUDGES: At the start of Round 1, each player secretly selects one enemy model as their Sworn Enemy. Reveal both at the end of Round 1.

- If your *Doom Company* causes the Sworn Enemy to Perish during the game, gain 1 Victory Point.
- If both players succeed, both receive the point.



Reims



The Siege of Neuchâtel Castle

Neuchâtel, Switzerland, 1492

The ancient walls of Neuchâtel Castle have stood since the 11th century weathering countless storms and sieges. Now, under the shroud of a moonless night, an ominous silence hangs in the air. The once proud fortress, on looking their lake west of Bern, is a shadow of its former self, its battlements crumbling under the weight of time and neglect. Inside, the defenders prepare for what may be their final stand, their breaths shallow as they await the inevitable assault.

As the defenders scan the darkened horizon, a strange and unsettling sight unfolds before them. Through the mist of *The Creeping Death*, they see ghostly figures wading towards the castle, their forms flickering and indistinct, like specters born from the very shadows. The eerie procession sends a chill through even the most battle-hardened warriors—an omen, perhaps, of the grim fate that awaits them all.

The stage is set for a desperate struggle. The defenders must protect their dwindling stronghold, while the attackers, gathering at the edge of the forest, seek to claim Neuchâtel Castle as their own. As the first light of dawn begins to creep over the horizon, both sides know that the outcome of this battle will be written in blood.

Setup

DEPLOYMENT: Deployment is unique for the Attackers and the Defenders in this scenario:

- **DEFENDER:** Before deployment, the defenders choose two **KEY POSITIONS**. A **KEY POSITION** is an entire floor/level of a structure that is at least 3 inches above ground level. All defender's models are deployed within one of those **KEY POSITIONS**.
- **ATTACKER:** Then, the attacker chooses one more **KEY POSITION**. They deploy all models on the edge of the board, following the standard deployment rules for any other scenario.

To determine the Attacker and Defender, use the last game you and your opponent played. The winner of that game is the Attacker. If there is no previous game to reference, roll off and the winner chooses.

RESOURCE CACHES: Use standard rules.

TURN ORDER: During the first turn, the **ATTACKER** goes first. In the following turns, use standard rules.

Victory Conditions

HOLD GROUND: Controlling **KEY POSITIONS** is the key to winning this scenario. Holding a position is defined by having more models on a position than your enemy. If model count is tied, no one holds that **KEY POSITION**.

- If the defenders hold at least two of the three positions by the end of round 7, they win.
- If not, the attackers win.
- If no models are standing in a key position by the end of round 7, that position remains unclaimed.
- A tie triggers **FIGHT TO THE DEATH!**

Special Rules

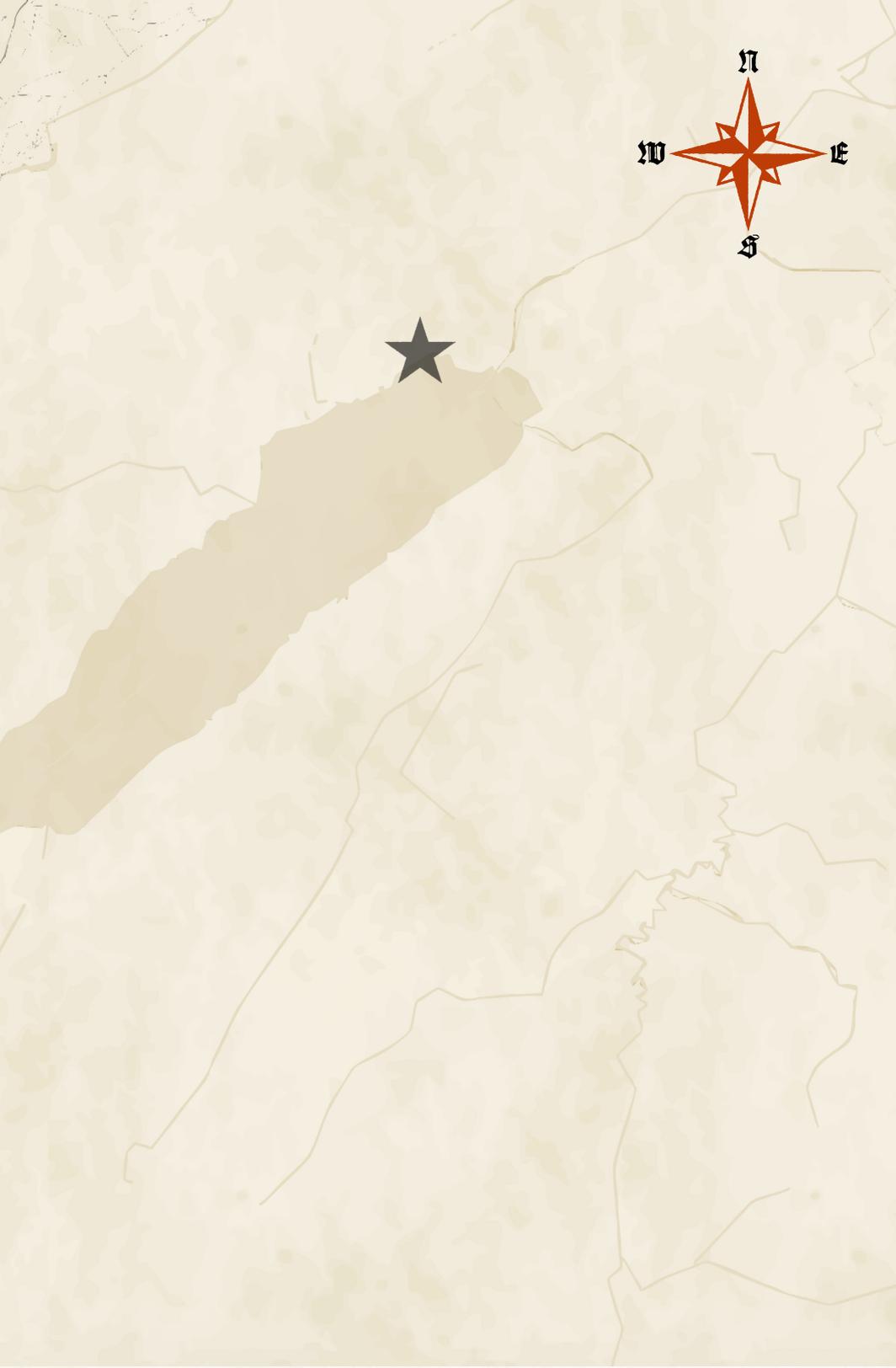
The Defender and Attacker benefit from unique rules during the siege:

THE MANGONEL: The Defenders have a powerful siege weapon called the Mangonel, a large stone-throwing catapult. The Mangonel occupies a 2x2 inch area, which can be represented by any appropriate model or marker. This area is considered impassable terrain (though because it is wooden, it can be Smashed by a Brute).

- Once per game, a Defender model in base contact with the mangonel may spend an action to fire the Mangonel at any area that is at least 3 inches away from its position. The attack hits all models visible from directly above that 4 inch diameter. They roll for **DEFENSE**. If they fail their **DEFENSE** Check, they suffer 1 damage and are stunned. However, even if they successfully defend, they are always pushed directly away from the mangonel 2 inches. If a model falls as a result of this push, they must roll on the falling damage table.

SABOTAGE: If the Attackers reach and capture the Mangonel (meaning they are in base contact with it and no Defenders are), they may also fire it once. If they do, the Mangonel is removed from play after the attack.

OPPORTUNIST'S STRIKE: Once per game, the attackers can coordinate a simultaneous attack, even if they are on opposite sides of the battlefield. At the beginning of any model's activation (even the Defender's model), each model the Attacker controls immediately makes an **ATTACK** action if they have an eligible target. Then, resume the current activation.



Crumbling Bastion

Carrickfergus, Northern Ireland, 1493

The Creeping Death has ravaged the land, leaving desolation in its wake. By the edge of a stormy coastline stands Carrickfergus Castle, whose walls once protected its Norman Petty Kings from invaders. Now, the castle itself is besieged—not by armies, but by the relentless decay brought on by The Creeping Death.

Two Doom Companies find themselves trapped within its stone bulwarks, drawn here by the promise of ancient relics said to be hidden deep within its crumbling halls. The castle, perched precariously above the roaring ocean, is a last refuge from the horrors outside. But it is no sanctuary. The Creeping Death has withered the very stones of Carrickfergus, turning it into a death trap. The Doom Companies are not here by choice. A storm of unnatural fury, one that seemed to rise from the very sea itself, forced both groups into the castle just as night fell. With no way to escape, they must now contend with not only each other but the collapsing ruins around them. The question is not just who will find the relics, but who will survive the night in Carrickfergus.

Setup

BOARD: Use standard rules

DEPLOYMENT: Players roll off to determine who goes first. Players alternate placing models until all are placed. Models can be placed anywhere inside the castle but must not be within 5 inches of another model (measured horizontally).

RESOURCE CACHES: Use standard rules.

TURN ORDER: Use standard rules.

Special Rules

The storm outside has made escape impossible, and every warrior knows that staying too long in one place could mean a death sentence. It has become clear the years of exposure to The Creeping Death have slowly eroded the very foundation of these towers and walls. Warriors must choose their positions carefully, aware that the very ground beneath them could give way at any moment.

ERODED FOUNDATIONS: After a model moves onto a STRUCTURE, the controlling player immediately rolls a d6:

- Between rounds 1-4 on a roll of 1, that STRUCTURE crumbles. Between rounds 5-7 on a roll of 1 or 2, that STRUCTURE crumbles. All models on that STRUCTURE immediately Fall and must roll for Falling Damage. A model who is damaged from a Fall in this way is breached.
- Once a STRUCTURE crumbles, remove it from the board.
- If it cannot be removed from the board, place models in base contact with the bottom of the edge they are closest to on GROUND LEVEL. Treat this STRUCTURE as *Unscalable*.

Victory Conditions

LAST STAND: Endure the crumbling ruin of Carrickfergus Castle. The game ends when 50% of the STRUCTURES have crumbled (rounded up) or after 7 rounds, whichever comes first. Victory points are awarded in the following ways:

- 2 Points if you have the most models on the highest intact STRUCTURE at the end of the game.
- 1 Point if you have the most surviving models.
- 1 Point if you have opened the most resource caches.

The player with the most points at the end of the game wins. In the event of a tie, FIGHT TO THE DEATH!



Belfast

The Watchtower

Kiek in de Kók, Livonia, 1493

By the end of 1493, the fog had risen to nearly the height of most men. Many could just barely peer above it as they walked—wading through neck-high poison, their eyes stinging, their mouths tight shut against the death that clung to the air.

The world was gone. Cities swallowed. Villages forgotten. Roads erased.

But there—looming above the ruin—stood a single tower: Kiek in de Kók.

Two Doom Companies saw it at once. The last place high enough to breathe. The last place left to fight for.

There is no escape. No shelter. No retreat.

Setup

BOARD: Place a single central structure—the Watchtower (or any tall structure used as one)—at the center of the board. The terrain piece must have a clear path to the top without the aid of purchased climbing items.

No other terrain is placed. The rest of the board is a featureless expanse of mist and silence.

DEPLOYMENT: Use standard rules

RESOURCE CACHES: Only place a single resource cache at the top of the Watchtower.

TURN ORDER: Use standard rules.

Special Rules

CLAIM THE SKIES: At the end of each Round, check which Doom Company has the most models fully standing on the top level of the Watchtower. Models scaling or standing on stairs or similar structures adjacent to the top of the tower do not count. They must be on top of the tower.

If both players have the same number of models on the top level, neither company CLAIMS THE SKIES that round.

At the end of each round, the Doom Company that CLAIMS THE SKIES gains 1 victory point.

Victory Conditions

KING OF THE KÖK: The first Company to 4 Victory points wins the game. This scenario has no round limit.



The Creeping Death Consumes All

Mont Saint-Michel, France, 1494

Perched atop a steep, rocky island, the shattered Abbey of Mont-Saint-Michel was once a beacon of hope and faith, its towering spires reaching towards the heavens. Now, it lies in ruins, the once-majestic structure ravaged by time, war, and The Creeping Death itself. Its upper reaches, crumbling but still defiant, are the last refuge for those desperate enough to make their stand here. Below, the sea churns, dark and foreboding, as if the very earth rejects this place. The Creeping Death rises relentlessly, engulfing the lower levels, consuming the remnants of glory and sanctity. As the final battle unfolds, the players must climb the crumbling stairways and shattered walls, seeking the last vestiges of life in a place that has already been forsaken by the world.

Setup

Use standard rules, but place no Resource Caches.

Victory Conditions

Models must climb to the top of the highest scalable STRUCTURE to avoid The Creeping Death, which rises each round. If each player has the same number of models at the end of the game, the scenario goes to FIGHT TO THE DEATH!

Special Rules

The Creeping Death: The Creeping Death will rise incrementally over the course of 7 rounds:

- Round 1 and 2: The Creeping Death begins to rise but does not yet reach any terrain. Models on the ground level begin to feel the pressure.
- Beginning Round 3: The Creeping Death rises to cover one-quarter of the distance from the ground to the highest point that models can stand upon.
- Beginning Round 4: The Creeping Death rises to cover half of the distance from the ground to the highest point that models can stand upon.
- Beginning Round 5: The Creeping Death rises to cover three-quarters of the distance from the ground to the highest point that models can stand upon.
- Beginning Round 6: The Creeping Death rises to just below the highest point that models can stand upon, leaving only the tallest terrain safe.

CONSUMES ALL: Any model that begins their activation in contact with The Creeping Death loses 1 VITALITY. If the model is *Breached* (i.e., their protective gear or armor has been compromised), they lose 2 VITALITY instead.

This is the end of all things. The world has been consumed, ravaged by The Creeping Death, leaving nothing but desolation in its wake. Every resource, every glimmer of hope, has long since been exhausted. The air itself is poison, tainted by the foul stench of decay and despair.

Now, only one thing remains—the final, desperate climb. This is not a battle for glory or victory; this is a race against the inevitable. A frantic scramble to reach the highest ground, where perhaps, just perhaps, a breath of clean air might still linger. But even that hope is fleeting. The Creeping Death rises, relentless and unstoppable, ready to consume all in its path. The end is here. There is no escape. The walls close in, the darkness thickens, and with each passing moment, The Creeping Death draws closer hungering for the last vestiges of life. All that remains is the climb—the final ascent into oblivion. This is the last stand. The Creeping Death Consumes All.

Your final victory will be as short lived as you...





Advanced Rules

Edinburgh, Scotland -
October 9th, 1492

King James IV

"By royal command, let it be known throughout the kingdom that all lands below the hill forts are now considered forsaken. No man, woman, or child is to venture into the lowlands without express permission from the crown. Any found below the mists shall be abandoned, for The Creeping Death holds dominion there. The hill forts shall be our last refuge. May the Lord guide us in these dark times, for the mist rises with each passing day."

Helsinki, Finland -
December 1st, 1493

Captain Erik Jantti

"We have lost another outpost. The fog came in fast, more aggressive than we anticipated. Our men couldn't even light the signal fires before the mists overtook them. I can hear their screams echoing through the forests even now. It is as though The Creeping Death has a will of its own, hunting us. We can only retreat to the highest ground and pray it does not follow. But I fear it will."

Advanced Rules

This section contains optional rules for **1490 DOOM** that are ideally explored once you and your opponents are very familiar with the game. They offer players ways to enhance the narrative, difficulty, and continuity of their games.

Campaigns

We intend to support **1490 DOOM** with in-depth campaign expansions in the future, but we have a simple, yet exciting system for playing a connected series of games with your friends:

- When building your initial Doom Company, start with no improvement points.
- Play six scenarios of your choosing in the order they appear.
- At the end of each game, each player gives 1 improvement point to a model that survived the game. The winner awards 1 additional point to their Captain. These points cannot be spent on the same item or stat twice on a single warrior. These upgrades are permanent.
- When a Doom Warrior dies, they are replaced prior to the next game with a new warrior with no improvement points.
- When a Captain dies, an existing Doom Warrior in your company must rise to take their place as the new Captain. A new Doom Warrior with no improvement points is then added.

Retreating

During any game (but most often a Campaign game), at the beginning of any model's activation, that player may choose to retreat. That player concedes all victory points to their opponent, and in a Campaign they add NO improvement points to their Doom Company. Though a harsh punishment, it may be better to see your Doom Warriors fight another day!

Crumbling Buildings

During any game, players may wish to simulate The Creeping Death's ever corrosive effect on STRUCTURES.

At the end of the 4th round each player rolls a d6. On a tie nothing happens. Whoever wins the roll off gets to choose any STRUCTURE on the board that instantly crumbles (or turns into impassable terrain if it can't be removed).

If there were models on that STRUCTURE or any bridge or climbing item attached to it they fall and must roll on the falling table. They are also *Stunned* until the end of their next activation.

Environmental Conditions

1490 DOOM begins in 1490 and the world as we know it has ended by 1494. Roll a d6 to determine the year (or select the year that best matches your current game):

1 or 2	3	4	5	6
1490 Aside from the ground being poisoned and panic worldwide there are no environmental conditions.	1491 Models only move 1 inch when using DASH on the ground level.	1492 Models are <i>Hindered</i> while on ground level.	1493 Models are <i>Hindered</i> and count as <i>Breached</i> while on ground level.	1494 Models are <i>Hindered</i> on ground level, and count as <i>Breached</i> until they are 4 inches above ground level.

Vienna, Holy Roman Empire - June 12th, 1493

Klara von Basten,
Merchant's Wife

"Dearest Helena,

The city is emptying. At first, it was just the poor fleeing into the countryside, but now even the wealthy are abandoning their homes, seeking refuge in the mountains. The fog rolls in every night, creeping closer to the high walls. I fear it won't be long before it reaches us here. Franz says we should leave, but where would we go? The Creeping Death follows wherever we run. I hope you are safe in Salzburg. I have heard that the mists have not yet reached the city. Pray for us, and may God spare us both."

Milan, Italy - July 18th, 1492

Duke Ludovico Sforza

"It is with great sorrow that I, Duke Ludovico Sforza, must declare the abandonment of the lower quarters of Milan. The Creeping Death has risen too high, and it is no longer possible to sustain life in those districts. All able-bodied men are commanded to assist in fortifying the citadel, where the last of our supplies will be moved. The fog cannot be defeated, but we must resist its advance for as long as we can. Those who do not obey this order will be cast out, as the city can no longer afford to sustain the weak."

Bergen, Norway – March
1492

Ingrid Eriksen,
Fisherwoman

"The fjord is frozen and the nets are empty. We burned the last of our boatwood to keep the house warm and now the axe is dull from chopping frozen beams. The air smells of rust. Not sea rust. Something deeper. My youngest says the fog has teeth. I told her to hush, but I believe her. The men do not speak anymore. They gather in the loft and watch the shore. I saw the fog touch the ice last night. It did not drift. It moved with a slow crawl and then paused. Like it was listening. The old widow down the path lit her home on fire and sat beside it until the snow covered her. I have stopped boiling the water. I no longer cook. I no longer sleep well. We have run out of salt. We have run out of songs."

Münster, Holy Roman
Empire – July 1492

Klara Tiedemann,
Candlemaker

Captain Erik Jantti

"My husband has been gone for many weeks. I saw him across the square yesterday. He did not speak. His clothes looked the same, but his face was loose. His skin looked thin. He stood still and stared at the upper window. The next morning the water in the basin had turned to jelly. I have closed the shop. I light one candle at a time. I do not light more than I need. There are shadows now that do not belong to anything."

Mustering Companies

One exciting alternative way to play **1490 DOOM** is to "Muster" your Doom Companies. In this world, survivors rarely choose their company deliberately. More often, they stumble into one another, and with hesitation decide to join forces only after realizing that survival alone is all but impossible. In the context of the game, this feels much like drafting a team.

To simulate to "found family" most of these warriors form, play with the following guidelines when Mustering Doom Companies:

- Players combine their collections, but ensure there is no duplicates of any model. Having one of every currently released Doom Warrior is strongly recommended!
- One player chooses odd or evens while the other rolls a D6. The player who declared odd or evens goes first when they Muster Doom Warriors into their Company if they win. They go second if they lose.
- Then, players take turns Mustering a single Doom Warrior at a time until they each have a full Doom Company. Then they elect a Captain and proceed with equipping them.
- During Campaign Play, you may only hire Doom Warriors into your company by selecting one of the models that were not mustered by any player. Slain Doom Warriors are added back into the pool of warriors for hire after the slain model is replaced with a different model.



Multiple Opponents

1400 DOOM was balanced for quick, brutal games between two players. In some playgroups, though, it's only natural that 3 or more Doom Companies wish to fight to claim the same Fortress! We have found this a fantastic way to finish campaigns, to have longer gameplay, and create some wild and exciting narrative moments (as unbalanced as they may be)!

Here are our recommendations for including 3 or more Doom Companies in your games:

- When building your initial Doom Company, each player brings 2 models instead of 3.
- Still begin with 3 improvement points outside of campaign play.
- At the beginning of the game, the two players who rolled the highest when determining deployment order are the only players to place a cache (outside of players with Scouts and other special rules).

Falling on Other Warriors

Anytime a model falls or jumps and would land on another model on a lower elevation than them, when using this rule, the model below them must pass a SKILL Check or lose 1 VITALITY and become *Immobilized* until the end of their next activation.

In either case, the owner of the model below moves them the minimum distance required to make way for the falling model.

St. Gallen, Switzerland –
February 1492

Eliane Vogel, Widow

"The fog reached the lower monastery this morning. I watched it from the south-facing spire as it wound between the stone pillars and disappeared through the crypt doors. The bells have not rung in days. The choir master took his own life three nights ago. The rope he used had once tied the shutters in the chapel. There are no other sisters left. I believe I am the last. I stay because there is no other high place nearby. The valley below is drowned in silence and shadow. I eat what dried figs remain and sleep beside the iron brazier. I hear scraping from below the floor sometimes, but I do not look. If God lives above the fog, then He has not spoken since the snow melted. If He lives beneath it, then we were never meant to hear Him."

Lviv, Kingdom of Poland
– September 1492

Józef Tarnowski, City
Guard

"There are only six of us left. We scaled the main gate yesterday and barred the north tower with chain. The last food came from the grain house. Mold lines every sack. The fog climbs faster than it used to. It coils up the bricks instead of floating. The captain has stopped giving orders. He only stares out the western slit with his hands pressed to the stone. If anyone finds this record, know that we tried to keep the peace. We tried to hold the line. But there was never a line. Only mist."

Carved into a rafter inside
a Watchtower

Near Saint-Agrève –
Discovered January 1493

*"Held it two nights. They
came anyway. Thought
the height would keep
us safe. Turns out it just
gave them a better place
to die."*

Personal journal of
Captain Odon Miremont

Rodez, France – October
18, 1490

*"I lost two men today.
Not to blades, but breath.
Their skin purpled from
the inside. No wounds,
just air."*

Naples, Italy – September
10th, 1494

Isabella Conti,
Noblewoman

*"I live alone now in
the highest tower of
my family's estate. The
servants are gone. The
halls are empty. Below me,
the city groans beneath
the fog. I remember
when music used to echo
through these walls. Now
I sit wrapped in furs,
speaking aloud to no one.
I see things moving in the
mist. Sometimes I think
they look back at me.
But I will not flee. If the
end comes, it will find me
dressed and upright, not
hiding. Not begging."*

Siege Weapons

During Resource Cache Placement, players normally roll a D6 to determine a quadrant (1–4), rerolling any result of 5 or 6. With this optional set of rules, the first time any player rolls a 5 or 6, do not re-roll. Instead:

- The player who rolled that first 5 or 6 places a **Siege Weapon Token** anywhere within 6 inches of the center of the board and on a **STRUCTURE**.
- Only one Siege Weapon Token may be placed per game. Any later 5 or 6 results are rerolled as usual.

After all Resource Caches have been placed, the same player who placed the Siege Weapon Token rolls a D6 to determine which weapon was discovered:

1 or 2	3 or 4	5 or 6
BOMBARD	BALLISTA	CATAPULT

Firing Siege Weapons

Siege weapons in 1490 DOOM have been left exposed to the elements and are barely operational. Each siege weapon may only be fired once per game. After that single attempt—regardless of the result—the weapon is considered non-functional and may not be used again.

When a siege weapon is fired, roll a single D6 and consult the following table:

1	2	3-5	6
Catastrophic Misfire	Mechanism Shattered	Standard Fire	Devastating Volley

CATASTROPHIC MISFIRE: The weapon backfires violently. The operator loses 2 VITALITY and is *Stunned*.

MECHANISM SHATTERED: The weapon fails mid-action—ropes snap, gears lock, or wood gives way. It is *destroyed* and removed from play.

STANDARD FIRE: The siege weapon fires normally. Resolve its effect as listed on its profile.

DEVASTATING VOLLEY: A flawless shot. Resolve the weapon's DEVASTATING VOLLEY as listed on its profile.

Bombard

A crude black powder cannon—weather-worn and iron-gutted—still capable of shaking the heavens. Once.

LINE OF SIGHT: For the Bombard, line of sight is determined if any part of the target model is visible.

FIRING RESTRICTIONS: The Bombard may be fired once per game, using the Siege Weapon Firing Table. It must target a model, not terrain or open space.

STANDARD FIRE: The targeted model loses 2 VITALITY. Every model within 1 inch of the target is pushed 2 inches directly away from the model that was hit. These affected models cannot roll SKILL Checks to avoid falling and are not stopped by barriers.

DEVASTATING VOLLEY: The piece of terrain the target is standing on crumbles. All models that were on that terrain roll for falling damage, lose 1 VITALITY in addition to any damage they suffer from falling, and become *Stunned* until the end of their next activation.



Field report from Sister Kaela of the Broken Order

Narbonne – July 3, 1492

"The horses won't step into the low ground. Smart creatures. Smarter than us. We push forward anyway. Foolish, upright things gasping for room."

Last page of a recovered campaign ledger

Braga, Portugal – December 20, 1492

"No sign of survivors. The air has turned. Even the rats are gone. Our torches die faster here. The Creeping Death doesn't burn. It waits."

Fragment found on the body of Doom Captain Lázaro Cortés

Northern Castile – April 14, 1493

"There's no color to it. No line you cross. One step, and your lungs just stop. I think the ground is learning."

Bern, Switzerland – March 1st, 1490

Rudolf Keller, Baker

"The loaves don't rise. The flour is bitter. The water tastes like metal. I haven't seen a customer in days. Just crows on the rooftop and the smell of rot coming up from the well. I still go to the shop each morning. I wipe the counters. I light the stove. I pretend I will sell something. But The Creeping Death has reached the outskirts. Soon it will reach me. And then what use is a baker?"

Seville, Spain - August
6th, 1492

Juan Sanchez, Merchant

"Dear Pedro,

*The streets are empty now.
The ships are gone. There
is no trade, no coin to
be made. Every day, the
fog creeps further inland,
swallowing the coast
and all who live there. I
considered leaving, but
there is no place that has
escaped this plague. The
fields are barren, the wells
have dried, and we wait.
God help us, we wait."*

Toledo, Spain - June
28th, 1492

Diego Morales, Blacksmith

*"My forge is cold. There's
no need for horseshoes
or swords. People come
asking for ropes and
hooks now. Tools to
climb, to get higher, away
from the ground. The fog
covers the streets. I went
out once to salvage scrap
from the old barracks, but
it clung to my skin like
oil. My chest burns when I
breathe. I think it followed
me back. I hammer out
nails in the morning, more
out of habit than hope.
The sound doesn't carry
anymore. It falls flat."*

Letter from Elsa Drexler,
Doom Company Scout

Outside Ulm - March
2, 1491

*"The stench hit first. Like
eggs left in wet leaves. We
covered our mouths with
wax cloth, but Matthis still
dropped by noon. I think
the wind carries it."*

Ballista

An oversized bolt-thrower once meant to pierce cavalry lines and batter siege engines. Now it waits, warped and creaking, for one last shot.

LINE OF SIGHT: For the Ballista, line of sight is determined if any part of the target model is visible.

FIRING RESTRICTIONS: The Ballista may be fired once per game, using the Siege Weapon Firing Table. It must target a model, not terrain or open space.

STANDARD FIRE: The targeted model loses 3 VITALITY.

DEVASTATING VOLLEY: The bolt strikes the target with such force that it drives them backwards up to 3 inches, dragging or colliding with anything in its path. The target is pushed 3 inches directly away from the Ballista. Any other models in the path are carried with the target up to the same 3-inch distance. For each model affected:

- If they collide with a wall or barrier, they stop and become *Immobilized* until the end of their next activation.
- If they are not stopped by terrain, they fall off the structure (if applicable), roll for falling damage, and are *Immobilized* until the end of their next activation.
- All affected models lose 3 VITALITY.



Catapult

A warped launcher held together by rust and rope. Its arc is unpredictable, its payload savage—but it doesn't need to see you to destroy you.

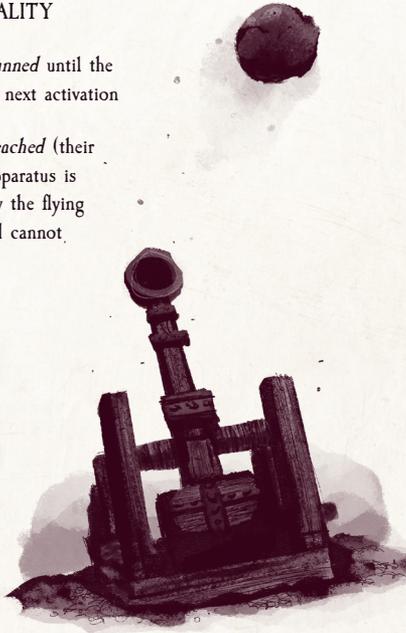
LINE OF SIGHT: The Catapult may target a model even if it is completely obscured.

FIRING RESTRICTIONS: The Catapult may be fired once per game, using the Siege Weapon Firing Table. It must target a model, not open terrain.

STANDARD FIRE: The targeted model and all other models within 2 inches lose 1 VITALITY. All affected models are *Immobilized* until the end of their next activation.

DEVASTATING VOLLEY: The payload detonates on impact, scattering razor-sharp debris across the battlefield. The target and all models within 2 inches:

- Lose 1 VITALITY
- Become *Stunned* until the end of their next activation
- Become *Breached* (their breathing apparatus is destroyed by the flying shrapnel and cannot be repaired)



Dubrovnik, Croatia — July
3rd, 1491

Luka Marinović,
Apothecary

"The Creeping Death no longer hides. It moves like a living thing now, curling through streets and alleys like it knows us. First came the silence, then the spoiled bread, then the rot in the water jars. Last night I heard screaming from next door. No one opened their door. We've learned what happens when you try to help. I write this with shaking hands, though even my ink smells wrong. If this is the end, let there be a record that we tried to endure."

Mainz, Holy Roman
Empire — October 14th,
1493

Franz Becker, Archivist

"The university halls are hollow. No footsteps. No voices. Just the wind and the fog. I was the last to stay, not because I am brave, but because I am stubborn. I thought I could preserve something here. Books, knowledge, memory. But the mist warps even the parchment. The ink curls like it's in pain. I try to write, but sometimes I look down and don't recognize the words. Maybe I'm writing nonsense. Maybe I already lost the fight and didn't notice."

IMMERSIVE WORLDS

Buer Games is dedicated to crafting unique and engaging experiences that go beyond traditional gameplay. Our passion lies in creating games that don't just entertain—they transport you to new realms. That's why we don't stop at just making games...

1490 DOOM AUDIO LORE PODCAST SERIES

Step deeper into the desolation of 1490 Doom with our immersive audio lore series. These haunting tales bring to life the harrowing experiences of survivors like Adrian the Scavenger and Wilhelm, the last knight of Rothenburg. In a world where The Creeping Death leaves nothing but despair, their stories of foraging for resources, battling ruthless enemies, and clinging to the last remnants of civilization unfold in vivid detail. Through this series listeners will discover not only the world they fight to survive in, but also the slow unraveling of humanity as hope fades and the struggle for survival becomes all-consuming.



1490 DOOM COMMUNITY

At the very core of this world is the ever growing community of players like you! We encourage you to join the Doom Company and engage with like minded warriors who share things like their miniatures, artistic process, theories about The Creeping Death, and more.





1490 DOOM

QUICK REFERENCE



Actions

- MOVE
- DASH
- ATTACK
- PUSH
- STANDBY
- CLIMB
- SCALE
- SCALE DOWN
- CONCENTRATE
- JUMP
- EXPEND
- HANDOFF
- SET LADDER
- SET GRAPPLING
- HOOK
- RETRIEVE
- CLIMBING
- GEAR
- INSPECT
- RESOURCE
- CACHE
- OPEN DOOR

Falling

If a model falls two or more inches, roll a D6 and reference the table below:

Total	Damage
1-2	0
3-4	1
5-6	2
7	3
8+	<i>DEATH</i>

- Add 1 to the total if the model fell 4 or more inches.
- Add 3 to the total if the model fell 6 or more inches. The model becomes immobilized.
- If the total result is 8, the model has perished. Remove them from play.

Statuses

STUNNED: A STUNNED model cannot take any Actions until the end of their next activation (*it can still roll defense if attacked and roll skill against falling*). This status makes a Doom Warrior fall from a climbing item they are scaling.

BREACHED: A BREACHED model must make a SKILL Check each time they activate. If they fail, they take 1 damage that ignores DEFENSE. A model remains BREACHED for the rest of the game.

IMMOBILIZED: An IMMOBILIZED model cannot MOVE, DASH, SCALE, or use any action that would move them (*such as RAGE*) until the end of their next activation. This status makes a Doom Warrior fall from a climbing item they are scaling.

SUNDERED: A model with a SUNDERED weapon has -1 COMBAT for the rest of the game.

HINDERED: A HINDERED model loses its next Action, after which it is no longer HINDERED.

Resource Caches

When a model successfully loots a cache, roll a D6 and they automatically gain the following:

1 * HERBS AND TONIC: When a model EXPENDS Herbs and Tonic, they gain +3 VITALITY. This cannot exceed their starting maximum VITALITY.

2 * FOOD: When a model EXPENDS Food, they gain an additional action during that activation (this does NOT allow them to repeat actions)

3 * SCHOLARLY SCROLL: Anytime a model holding a Scholarly Scroll fails a SKILL Check they may immediately EXPEND their Scroll to pass that check.

4 * MAP: When a model EXPENDS this item, every model in that player's Doom Company immediately moves. If there are 3 models alive, they each move up to 2 inches. If there are 2 models, they each move up to 3 inches. If there is one model alive it moves up to 4 inches.

5 * CLOAK: When a model EXPENDS this item, they may not be the target of or make ATTACK or PUSH actions until their next activation.

6 * RELIQUARY: A model may EXPEND this item to gain one additional use of a "Once Per Game" ability.



DOOM COMPANY

Emblem:



Company Name:
Player Name:
Company Mark:

Captain

Movement attacks vitality skill combat Defense

Name:
Class:
First Weapon:
Second Weapon:
Vitality:

Breached:
Captain Re-roll:

Equipment:

Ladder:
Grappling Hook:
Cannister:
Serum:
Flask:
Herbs:
Food:
Scroll:
Map:
Cloak:
Reliquary:

Movement attacks vitality skill combat Defense

Name:
Class:
First Weapon:
Second Weapon:
Vitality:

Breached:

Equipment:

Ladder:
Grappling Hook:
Cannister:
Serum:
Flask:
Herbs:
Food:
Scroll:
Map:
Cloak:
Reliquary:

Movement attacks vitality skill combat Defense

Name:
Class:
First Weapon:
Second Weapon:
Vitality:

Breached:

Equipment:

Ladder:
Grappling Hook:
Cannister:
Serum:
Flask:
Herbs:
Food:
Scroll:
Map:
Cloak:
Reliquary:





“Breathe deeply, for the air is scarce and our time is thinner still. The Creeping Death spares no one, and the walls we climb are the last refuge of men.”

THE LAST TESTAMENT

From the summit of this crumbling tower, I, the last of a damned humanity, etch my final words. It is October 28th, 1494, and the world is exhaling its final death rattle. The Creeping Death unfurls as far as the eye can see, a suffocating, putrid cloud of pestilence that strangles all life. My last pitiful meal was a week ago, my water depleted, and the only sound is the whisper of the dying wind.

It began in 1490, when a foul stench oozed from the bowels of the earth, tainting the air and killing the crops. By the year's end, the fields lay barren, a prelude of the horrors to come. Panic consumed the land as the earth ceased to harbor life. Fear reigned as The Creeping Death commenced its slow, inevitable ascent.

By 1491, it was evident that refuge could only be found within man-made structures. The earth itself had turned against us. The wealthy fashioned crude helmets and masks to fend off the deadly fumes, clamoring for higher ground. The nobility locked themselves away in their fortresses, while the rest of us scavenged for scraps, hoarding what little we could in abandoned castles and towers, far from the poisoned ground.

1492 ushered in mass starvation. Entire populations fled, seeking sanctuary. Ships departed from Europe's shores in a desperate bid for survival. Among them was a Spaniard named Christopher Columbus, who claimed divine guidance toward a land free from the plague. No word has returned; his fate, like all our hopes, vanished into the void.

By 1493, most were dead. The unfortunate survivors became ruthless scavengers, forming small Doom Companies that roamed the desolate land, fighting over dwindling supplies and transient refuge high above the suffocating grip of The Creeping Death. It was a futile struggle as The Creeping Death ascended, dooming all in its path.

In 1494, The Creeping Death rose taller than any man, engulfing the earth in a lethal shroud. Desperation drove humanity to brutal savagery. Blood flowed as Doom Companies slaughtered one another for a scrap of food or a few drops of water. The few who survived did so by retreating to the highest towers, watching helplessly as the world below perished.

It is now October 1494, and I sit alone at the apex of this forsaken tower of a once-majestic fortress. The bodies of my fellow warriors lie dead around me. Is this the second flood, a final judgment from an enraged God? I have but a few hours left before I too will succumb. As I breathe my last, I know these words will likely go unread, a final testament to humanity's fall.

Farewell,

Sir Thomas Greybourne



