

Doomsday Countdown Variant Rules

EASIER OPTIONS

- Space Marines hit on a 2 or more.
- Space Marines gain +1 action each turn.

SCORING

1 victory point per sealed tunnel.

1 victory point for the first time the deactivation codes are picked up using the Gain Codes action.

2 victory points for using the Deactivate action.

3 victory points per Space Marine on the Elevator tile when the game ends (if deactivation has happened).

A “perfect” game is 15 victory points.

CHAOS SPACE MARINES

Use the same rules as Chaos Cultists except:

- A) The Champion takes 3 wounds to defeat.
- B) The Specialist and Heavy each take 2 wounds to defeat.
- C) On the Reinforce step, a hidden Chaos Space Marines will only reinforce on open Tunnel tiles, not on open walkway tiles. If all Tunnel tiles are sealed, roll one die. On a result of 1, a single hidden Chaos Space Marine will teleport in from the warp onto the Entrance tile (if possible). On a result of 2 through 6, no hidden Chaos Space Marine will reinforce this turn. If there is more than one hidden Chaos Space Marine, decide randomly which one reinforces.
- D) Brother Gallian’s ability changes to: On an attack roll of 6 or more, Brother Gallian causes 2 wounds instead of just 1.