

DOOM

HELL ON EARTH



Welcome to BRUTAL DOOM!!! Or rather an interesting fusion Jumpchain version of it. Okay so here's the gist of it. Demons are invading Earth and humanity is struggling to fight back. Okay, so this was a retelling of the first two games but much harder, so take this and get ready.

1000 CP

Origin



Brutal Marine: Ah the good old days. The original. Maybe not the First mod but still a pretty old one. This Origin covers Brutal Doom and Project Brutality

Johnny Marine: Brutal Doom? Brutal Black Edition? Schism? Project Brutality? Geeze they all sound so serious huh? But you know why these mods are installed. For Fun and that's what this origin is for fun. This Origin Represents the more silly Johnny Doom....Or rather its full name Johnny Presents Johnny Doom and Schism Marine Class.

Slayer Marine: Hey I get it. Sometimes you want to skip right to the Doom Slayer Well this Origin is a combination of 2 mods. Slayer's Rampage and Brutal Pack.

Paladin: Well technically a Barbarian but I am not judging. But you prefer to get up close and personal with your foes. This Origin Represents Brutal Hexen and Schism the Paladin Character.

Sorcerer: Here is an odd one. You are probably on the hunt for the Serpent Rider who might have escaped to this dimension. This Origin Represents Schism both Sorcerer and Corvus.

Rebellious Demon: What's this? You aren't human. YOU'RE A DEMON!!! But why are you going against your brethren? Well it could be a number of things really. Maybe you develop some empathy for these lowly humans, maybe you want to hell for yourself, or maybe heaven Offered you a deal to come bac in the good graces of the one most high. Whatever the reason. You are fighting against the demons as a Demon. This Origin is based on the two Demon Heart mods, one for the Revenant and one for the Baron of Hell.

Perks

Special Perk

Combine Mods (100): Well sometimes people would combine mods together to customize their experience, so why not do the same thing here? So by purchasing this, you get to take an additional Origin. You can purchase this up to two times but no more. This only applies to this jump alone and before you ask yes you gain the discounts that come with the origin.

General

Metal Music (Free): While Vanilla Doom didn't really have any metal music playing, the Hell on Earth Map Pack did. So might as well give the ability to have metal music play when you want to. It can be heard by all or only by you. Also, you know how to play Metal music.

Offend (Free): "FUCK YOURSELF!" Basically, you know how to flip people off and make insults...Not much but that's why it's free.

Fatality (Free): Not the main reason why people play Brutal Doom or any of its variants but this is what it's most known for...heck 2016 and Eternal added fatalities and I think it's because of Brutal Doom. Anyways, when your enemy is weak you can perform a finishing move that would be worthy of a Mortal Kombat game. In addition, you heal a bit from it.

Dimensional Inventor (Free): You are going to be getting a lot of guns and equipment in this setting you can't really carry all of it without it becoming cumbersome. Luckily we have this nifty little ability you can put your gun inside this little pocket dimension where you can take them out at your own leisure.

Dual Wielding (100): Another feature that made Brutal Doom popular: The ability to Dual Wielding guns. Well, there are certain weapons you can't dual-wield. But the general rule is if it's heavier or bigger than an Assault Rifle; You can't dual-wield it. Otherwise, go nuts!

Brutal Marine

Great Communicator (100 CP, Free for Brutal Marine): Taunts and One-liners. This perk covers it all let it be something to provoke your enemies or to hurt their feelings, you know what to say. In addition, you have some good One-liners.

Tactical (200 CP, Discount for Brutal Marine): When it comes to strategy on the battlefield you know your stuff. You are capable of coming up with plans and are able to make up something on the fly useful in the heat of battle. Or when you are facing a Demonic Invasion.

Dark Souls Style Roll (400 CP, Discount for Brutal Marine): Okay this one is a bit weird but you can perform a dodge roll...seems simple so far. Now while you are dodge rolling you are completely invulnerable. This means if any lands a hit on ya while you are dodge rolling you take no damage. But be warned you need to wait a second before you can dodge roll again.

Rewarded Cruelty (600 CP, Discount for Brutal Marine): Okay this one may seem a bit morbid but there is a reason for it. First off you are going up against demons and not the anime or Hazbin Hotel kind, so don't feel bad or pity for them. Second when you kill an enemy in gruesome fashion two things happen. First you heal a bit of your health not enough to completely heal but enough to close up some minor wounds and stop bleeding. Second the enemy will drop an armor piece and a health essence (In this jump it is referred to as Demonic Essence) and sometimes they will drop a transformative rune that will turn you into a Revenant or a Baron of Hell



Johnny Marine

American (100 CP, Free for Johnny Marine): YOU ARE A PATRIOTIC AMERICAN!!!! Or rather well versed in American Pop culture from the 70s all the way to the current day. So, you make several references and one-liners that are appropriate for the occasion

Combo Specialist (200 CP, Discount for Johnny Marine): You have a good rhythm in combat. This means once you have a combo going you can keep the combo up until you want it to end. Also, you get two real-world martial arts for free.

Emergency Regen (400 CP, Discount for Johnny Marine): Now don't get confused this healing factor doesn't heal back to full strength. But it will stop the bleeding. Useful for staying alive after a tough scrap with a squad of enemies.

Maximum Overdrive (600 CP, Discount for Johnny Marine): As you damage and kill enemies you will fill a gauge. When the gauge is full you can call forth the power it holds to enter MAXIMUM OVERDRIVE! Its kind of like a super mode where it will grant one boon at random...and by random I mean you have to roll a d12 to see what you get. The effects are as follows:

1. Exploding headshots - Self explanatory. Headshot kills result in an explosion, essentially turning every enemy into a walking barrel, provided you kill him with a headshot.
2. No reloads - Also self explanatory. Note that this means the shotgun and SSG do not reload at ALL--no cocking, no shell refilling. It also prevents the plasma rifle from overheating.
3. Mastermind chaingun - Your chaingun becomes like the one the spider mastermind has. It takes a second to spin up, then fires explosive tracer rounds.
4. Hellfire missiles - Your rocket launcher now fires extremely powerful rockets that explode into piles of fire that super fuck up enemies while leaving you immune. Shoot them into the ceiling to rain fire down on a pile of bad guys and let it kill them while you hide.
5. Rip & Tear - Get out your fists to throw unlimited critical hits, or press the reload key to use your hand to summon up some explosions and shoot them across the ground. It uses 15 of your "demon ammo" (manc flame cannon and revenant missile ammo) per shot.
6. Plasma shotgun - Your plasma rifle can be charged up and blasted like a shotgun. Beware of overheating!
7. 2x weapon strength - Weapons and melee attacks are twice as strong.
8. Drain - Damage dealt to enemies heals you.
9. Haste - Super speed.
10. Reflection - Damage you take from enemies is reflected back on them times 5.
11. Regeneration - 5 points of health regenerates every second.
12. Your Choice Lucky you :D



Slayer Marine

Intimidating (100 CP, Free for Slayer Marine): You are imposing! You look a bit scary to your foes. Not enough to make them freeze in fear but enough to get them to flinch.

Parkour (200 CP, Discount for Slayer Marine): Well this might not seem very useful but trust me when you are dealing with ledges and that you can't just step over this is a time saver. You have this mystical knowledge of how to grab on to a ledge and pull yourself up and several other mundane parkour and traversal skills.

Enemy Analysis (400 CP, Discount for Slayer Marine): This is a useful ability despite it not doing much. What it does it show you how much health/vitality your target has, in other words, how close to death they are.

KAR EN TUK (600 CP, Discount for Slayer Marine): You have this strange ability. One that truly begins the Legend of the Slayer. But to activate it you need to be absolutely livid! When that happens, You activate this ability. You will be the Armor of the Doom Slayer, completely Invincible, and all your punches are lethal to anything that isn't a boss-level enemy. BTW you need to yell either "RIP AND TEAR!" or "KAR EN TUK" to activate. I don't make the rules jumper you actually need the yell that out



Paladin

Heroic (100 CP, Free for Paladin): You have this amazing bod...and it's not just for show. You are twice as strong as a gold medal heavy lifter. And those who look at you will feel a bit of their hope restored because you are there to help. You are there to help, right?

Ancient Wrestler (200 CP, Discount for Paladin): Okay this may seem to be the same thing as Heroic but follow me on this one yah? Okay so you got the bod of a barbarian warrior but do you have the moves? With this purchase you know every wrestling move in the book plus some unarmed techniques also unlike the other origins on this document you don't have put your enemies in a near-death state. Just wind up and then punch em! Then you can immediately follow up with a fatality move. However bear in mind this won't work on boss-level enemies, ESPECIALLY not final boss-tier enemies.

Up Close and Personal (400 CP, Discount for Paladin): When dealing with an alien invasion it would be safer to attack from a distance with guns. But you? You want to get in close and this perk can help with that. First of you are much more durable. Almost as if your skin is made of Kevlar. Two when you use a melee weapon or your bare hands you deal more damage. Like 10 times the damage. So get in there!

Zeal (600 CP, Discount for Paladin): The Paladin doesn't really need guns....don't misunderstand this he's not against using them its just his weapons are fine. They are enchanted to do devastating magical attacks. But in order to do these attacks he needs Zeal. In that context, Zeal is basically mana for the Paladin. But in your case, it is so much more than that. Zeal acts as armor and can be used to cast some mage spells. Oh yeah, you are also given access to a basic Fireball spell, a healing spell, and a haste spell. All these use Zeal, Now how do you gain Zeal? Killing enemies. But the more gruesome kill the more zeal. So get creative with your kills.



Sorcerer

Wise (100 CP, Free for Sorcerer): It's strange. Like Really Strange! For the most part most of the perks here don't really bring wisdom to mind. But this one gives you the appearance of being wise and more importantly You ARE wise. You have 10 years' worth of knowledge and experience, in two mundane fields.

Knife Expert (200 CP, Discount for Sorcerer): Well this is going to be useful in a pinch. You are an expert in all sorts of knife-based martial arts.

Weapon Enchanting (400 CP, Discount for Sorcerer): About time we get a perk that is focused on magic huh? Anyways you can enchant your weapons with an elemental affinity. These enchantments will change how your bullets will work when fired. In addition, your melee weapons will leave a trail of whatever element you chose to enchant the melee weapon with.

Magic Master (600 CP, Discount for Sorcerer): Well if you chose to be a Sorcerer this might be what you really wanted. Okay so first off, all you familiar all things magic. But what this means in the context of this jump is that you know how to combine spells together to make more devastating fused spells. Speaking of Spells you have access to a selection of spells for the elements of Fire, Lightning, and Ice. Use them wisely



Rebellious Demon

Tech Savvy (100 CP, Free for Rebellious Demon): You are a demon from hell. Hell, they shouldn't have much technology, I mean why would they?! Yet you know how to operate machinery, and computers, and even use guns.... provided you don't crush them in your hands of course. And hey being tech savvy has its advantages.

Cybernetic Enhancements (200 CP, Discount for Rebellious Demon): I mean you are strong enough as it is but you can never have too many advantages against your enemies. You have weapons integrated into your body that you can call forth at command. They are a pair of rocket launchers and a energy cannon, that you can call forth and retract. As a bonus, it won't be visible to the naked eye.

Hell Fire (400 CP, Discount for Rebellious Demon): One of the most common abilities for most demon found in Doom. They can launch balls of fire from their hands and they are like 40% resistant to fire damage. It's simple but effective as an ability.

Archon of Hell (600 CP, Discount for Rebellious Demon): Baron? How RUDE! You are above a Baron! You are an Archon. First, for convenience, you can assume a normal humanoid form. But your true demon form is a larger, Darker Shade of Red Baron of Hell. You are capable of casting demonic spells and can easily claw through a horde of demons and humans alike. You can even give a Cyber Demon a run for his money by might alone.... but you are not as durable as Cyber Demon. So, be careful.



Items

Well. This is probably the section you were really looking towards. Any weapons or grenades you purchase in this section will have self-replenishing ammo. Meaning that after three minutes the weapon's ammo will be replenished.

General

Appropriate Attire (Free): This is based on your chosen origin. If you picked one of the Marine Origins, you will be given the standard UAC Soldier Uniform. (Basically, what the Doom Guy is wearing on the cover of Doom). If you picked Paladin, you will be given a Viking-looking outfit. If you picked Sorcerer, you will be given a Mage Robe.

Casual Wear (Free): Well You can't Always wear your combat clothes everywhere. So here is a set of civilian clothing. Their appearance is up to.

Starting Equipment (Free): Pistol, Assault Rifle, Shotgun, SMG, Super Shotgun. For whatever reason these weapons are in every mod listed here. But this particular version of these weapons are from the Original Brutal Doom.

Flashlight (Free): A simple device that can be attached to your helmet or be carried around by hand. It can help light the way. Very useful in dark areas or where electricity is acting screwy

Brutal Marine

Fire Axe and Chainsaw(100 CP, Free for Brutal Marine): First is an Axe that is use by Firemen to break down barriers to get civilians...or it can be used to chop limbs. Then theres the Chainsaw...THE GREAT COMMUNICATOR! The chainsaw can be used for chopping wood and metal. But let's be real here. You are probably going to use it to cut up some demons, so let's not kid ourselves. Just be careful not get blood in your eyes.

Grenade Supply (200 CP, Discount for Brutal Marine): That's right Grenades. This version of doom has plenty of grenades to spare.

Frag grenade - Can simply be thrown overhand, where it will explode after a short time, damaging all enemies nearby with enough damage to kill small fodder in the immediate vicinity. The player starts with 2. Default amount that can be carried is 6, which is increased to 12 with a backpack. Hitting throw twice in a row while it is being thrown will cause the grenade to be rolled on the ground versus thrown.

Stun grenade - Thrown in a smaller distance than the frag grenade, stunning all enemies nearby similar to the M2 Lightning Gun's secondary fire. Default amount that can be carried is 6, which is increased to 12 with a backpack.

Land mine - Tossed on the ground where it will stay beeping until an enemy walks nearby, where it will quickly explode in a highly damaging explosion which can also instantly kill the player if they are near the detonation. Default amount that can be carried is 6, which is increased to 12 with a backpack.

UAC Arsenal (400 CP, Discount for Brutal Marine): Okay this item is separated into two section to list what you receive from purchasing this. And there's quite a haul here.

First we have Brutal Doom

Pistol - The standard pistol remains in the mod and it's one of the starting weapons along with the assault rifle. It deals slightly more damage than its original counterpart and has a dramatic increase in its rate of fire as it is a semi-automatic weapon. With alt-fire you can switch to burst fire, firing 3 rounds in rapid succession. It can only hold 15 + 1 rounds and like its Doom 3 counterpart, it no longer uses the same ammo as the assault rifle, minigun or machine gun. But like the assault rifle, submachine gun, and plasma gun, it can be dual-wielded as long as you find another pistol within the map. While the pistol is formally introduced at version 0.21 Beta, the shotgun guy uses the pistol only during their 'last stand'. Zombieman do this too, but they can spawn wielding one, and if they do, they behave much closer to the vanilla counterparts than the ones wielding assault rifles.

Sub-machinegun - The SMG from the Doom cover art is added from the game. And unlike the pistol, it fires at a staggering rate and carries a hefty 40 + 1 rounds inside the magazine at the time, however, it deals damage that is almost the same as the pistol and is it less accurate than the assault rifle, it should be used for close-range combat. But you can aim down the sights for an accuracy increase by pressing the alt-fire key. Along with the pistol, it uses small bullet rounds and

can be dual-wielded at the increase of firepower and at the cost of accuracy. It makes its debut at version 0.21 Beta.

Shotgun - The shotgun does more damage than its original counterpart, but compensates for this by only holding nine shells at a time, and utilizes a one-at-a-time manual reloading system. The secondary attack causes the player to look down the sights, granting a limited sniping ability, along with an increased rate of fire due to the use of slam firing technique.

Super shotgun - Deals more damage than before and reloads quicker, though firing will cause a noticeable amount of recoil. Using the secondary attack will shoot just one barrel, which can be useful for taking down smaller enemies. You can switch weapons before needing to reload the super shotgun.

Assault shotgun - An entirely new weapon added to the mod, a drum-fed automatic shotgun with very slightly less firepower than a pump shotgun per shot with a high rate of fire, but it chews through shotgun shells pretty quickly. It only has 20 shells inside the drum magazine and using its secondary fire mode lets you aim down the sights. It makes its debut at version 0.21 Beta.

Assault rifle - An assault rifle that can be one of the starting weapons, which, unlike the pistol, remains useful even late in the game, with increased accuracy and damage. It has a magazine capacity of 30 + 1 rounds. Using the secondary attack causes the player to look down the sights, making the rifle useful for sniping targets at a considerable distance with complete accuracy. Picking up another assault rifle enables them to be dual-wielded, with a high rate of fire but with poor accuracy. It also disables the player from using grenades. In tactical mode, you can't dual wield the assault rifle.

Chaingun - Replaced with a minigun. It fires faster than the chaingun and is more accurate; however, there is a small delay before firing, caused by the spin-up time on the barrels. The secondary attack spins the barrels before attacking. This, of course, removes the delay before firing, and significantly increases the firing rate, at the cost of greatly reduced accuracy, making it very easy to shoot off-target.

Machine gun - A machine gun that does not use magazines, but it consumes its bullet ammo pool directly. It fires faster than the standard-issue assault rifle but is less accurate with the same amount of damage. It has an under-barrel grenade launcher that can be fired using the secondary fire key, and it must be reloaded every shot. It makes its debut at version 0.21 Beta. A HUD indicator has been added in v21 Gold, which shows if there isn't a grenade in the grenade launcher.

Rocket launcher - Has a "revolver style" firing chassis, forcing the player to reload after six shots. The pause between shots is greater, though the damage from the rockets has been increased. Using its secondary attack will let the player use the night vision 4x scope. The cacodemon and the lost soul both have the ability to dodge a rocket.

Grenade launcher - A break-action grenade launcher from its Skulltag counterpart. It only fires one grenade before reloading. Alt-fire fires a grenade that bounces several times before exploding. It makes its debut at version 0.21 Beta. The cacodemon and the lost soul can't dodge the grenade, unlike rockets from the rocket launcher.

Plasma gun - More powerful, has a brief pause before firing, and fires slightly slower due to needing to reload fuel cells every 50 shots. Plasma balls have a small splash radius, making firing at point-blank range ill-advised. Secondary attack fires a charged shot, releasing multiple plasma balls as a sort of "plasma shotgun" function. It takes longer to fire a charged shot than to fire as normal and uses 10 shots. Similar to the assault rifle, the plasma gun can be dual-wielded at the expense of accuracy, and during dual-wielding, you can't use the alt-fire.

Railgun - Functions very similarly to its Skulltag counterpart. Though like the plasma gun, it also has a small splash radius - which is very deadly even with armor on. It only fires 5 shots before reloading and uses 10 plasma-balls worth of cells when firing the weapon. Alt-fire uses the scope, same as the rocket launcher, along with the ability to see entities in a way clearly akin to a light amplification visor. It makes its debut at version 0.21. It can pierce thin walls and enemies, and can one-shot cacodemons and Hell knights.

BFG9000 - Has a somewhat long charge pause before firing, though the attack is more focused and powerful as a result. It also has a significant amount of recoil.

BFG10000 - More or less similar to its Skulltag counterpart. It makes its debut at version 0.21. It has a lot of recoil.

Mancubus flame cannon - Primary fire acts as fireball shot that ignites enemies upon impact, while secondary fire acts as a burst flamethrower. It can be obtained either by using the chainsaw's or axe's alternate fire on a mancubus corpse or by killing a mancubus with an explosion.

Revenant missile launcher - The missiles lock-on targets. Obtained via the same methods as the mancubus flame cannon, but when used on revenants instead.

Unmaker - An Unmaker that is very different from its Doom 64 design, but somewhat similar to Tom Hall's Doom Bible design. It continuously fires a demonic, incendiary laser beam at a high recoil that must be controlled and it expends ammo very quickly too. It uses a different type of ammo that can only be obtained by killing zombiemen, shotgun guys and heavy weapon dudes, it only holds a maximum of 999. It makes its debut at version 0.21 Beta.

Super flamethrower - A "proper" flamethrower weapon. It offers drastically increased power and range over the mancubus' version, at the cost of a faster rate of fuel consumption. This flamethrower can also leave more abundant fires around the environment, making it less suited for indoor combat due to the danger it poses to a careless user. As the final weapon added to the mod, the super flamethrower makes its debut at version 0.21 Beta.

MP 40 submachine gun - The Maschinenpistole 40 was used by German paratroopers during World War II, hence it is the weapon dropped by Wolfenstein SS soldiers. It now uses different ammo than the pistol and submachinegun and must be reloaded every 32 rounds. It can be dual-wielded.

MG 42 machine gun - Also known as Hitler's Buzzsaw, this new weapon alternates with the minigun in weapon slot 4. It likewise has a very high rate of fire but uses a distinct type of ammo of which 600 shots are included at pick-up.

Quick launcher - A revenant launcher that fires demonic rockets when used before being put away again. It shoots a total of 8, 4 from each side of the player. They travel directly forward for quick

small explosive damage which can stun enemies or kill lower enemies when fired in bulk. Default amount that can be carried is 15, which is increased to 30 with a backpack. The player starts with 4 (even if they have not encountered any revenants), and more can be killed by gibbing standard revenants.

Then we have Project Brutality.

Pistol

Primary fire: A partially accurate shot of low tier bullet ammunition.

Secondary fire: Aiming down the sights of the pistol for increased accuracy.

Weapon special wheel: The player can add a silencer onto the pistol, change the primary fire from semi-automatic to a burst of 3 bullets (and vice versa), or dual wield the pistols, where primary and secondary controls the respective pistol, left and right (this logic also applies to all future dual wieldable weapons).

Its official full name is UAC .45 Standard Issue Handgun. This pistol has a significantly faster firing rate than the vanilla pistol and is a starting weapon along with the rifle. It has a max capacity of 16 bullets before reloading.

Shotgun

Primary fire: A traditional pump firing of a single shotgun shell.

Secondary fire: Aim down the sights of the shotgun. Primary firing while holding this button will allow the player to pump the shotgun directly without losing aim.

Weapon special wheel: Change the ammo type of the shotgun, from buckshot (with spread similar to vanilla's shotgun), to a green slug shot with high accuracy. At this tier, a 3rd shell type is locked.

Its official name is the 12-Gauge Pump Shotgun. It has a max capacity of 9 shells before reloading.

Double barrel "Super" shotgun

Primary fire: Shoot both barrels of the sawed off shotgun.

Secondary fire: Shoot only one of the barrels, can be combo'ed to shoot both in a row quickly before reloading.

Weapon special: Dual wield two SSG's if the player has a secondary one picked up.

Its official name is the Sawed-Off Double Barrel Shotgun.

Rifle

Primary fire: Automatically shoot high tier bullet ammunition

Secondary fire: Aim down through a green digital sight in order to increase accuracy slightly.

Weapon special: Dual wield two rifles if the player has a secondary one picked up.

Its official name is the UAC-30 Designated Marksman Rifle. It is a starting weapon along with the pistol. It has a max capacity of 31 bullets before reloading.

Minigun

Primary fire: Fire a barrage of high tier bullet ammunition from 6 barrels with no reload after a short barrel wind up animation.

Secondary fire: Pre-wind up the barrel, leading to higher speeds but lesser accuracy (the barrel windup is immediately stopped after switching firing modes or to a different weapon).

Weapon special wheel: Changes the firing speed to and from either "chaingun" mode and "gatling" mode; the chaingun mode acts similar to vanilla, slower but more conservative of ammo, while the gatling mode is faster and consumes ammo quicker.

Its official name is the UAC-Mach-3 Minigun.

Rocket launcher

Primary fire: Fires a single rocket; can fire automatically after a new rocket is automatically loaded, similar to vanilla.

Secondary fire: Loads up to 3 total rockets that will be fired all at once; this has a slight delay to load the ammunition into the firing area.

Weapon special wheel: Changes the firing mode of the rocket from standard to either guided or lock-on. Guided will create a laser pointer that all rockets will fire, allowing the player to coordinate their flight patterns. Lock on will let the player use the secondary firing button to lock onto a monster; pressing the primary firing button more than once while holding the secondary mode to lock onto the target will load up extra rockets similar to the basic secondary firing mode.

Its official name is the UAC Guided Rocket Launcher. When the firing mode of the rocket changes, the coloured light on the side of the rocket will also change, from green in standard mode, orange in laser mode, and blue in lock on mode. Loading 2-3 rockets will also create an icon of 2-3 dots on the coloured indicator. It can hold 6 rockets in its magazine before reloading.

Plasma gun

Primary fire: Fires an automatic stream of circular plasma balls. Letting go of the primary fire key will cause the player to let it temporarily cool down.

Secondary fire: Charges up a heat blast that can penetrate through numerous enemies at the cost of 20 ammo when released. Holding this charge and getting in melee range of an enemy will also hurt them, similar to the chainsaw, albeit with less damage.

Weapon special: Dual wields two plasma rifles if the player has a secondary one picked up.

Its official name is the UAC-M1 Plasma Rifle. The blue screen on the weapon shows how much ammo is left in it before having to reload. It has a max capacity of 60 cells before reloading.

BFG9000 (Slot 9)

Primary fire A: Charges up and fires a large damaging BFG shot; enemies that are near it will be damaged or killed by its radius. Furthermore, upon impact it will explode similar to vanilla, and tracers will also shoot out at all nearby enemies in a cone of the line of sight. This costs 100 plasma.

Secondary fire A: Charges up a beam of energy that pierces through enemies and fries them. It takes around 4 seconds to run through 100 plasma cells worth of ammo.

Weapon special: Switches from the traditional BFG mode to "Black Hole Launcher" mode, which totally changes both of its firing actions.

Primary fire B: Charges up a large blackhole that will slowly move through the air; upon impact or pressing the reload key, it will activate and suck all enemies in a radius towards it. Anything that reaches the center will receive high damage in quick succession, which can prove fatal to even some of the strongest creatures, as well as the player.

Secondary fire B: Shoots a fast moving "gravity" projectile that, upon collision, will draw things nearby it quickly and deliver damage towards them by forcing them to the ground. It costs 30 cells.

Its official name is the B.F.G. 9000 MK. V.

Revolver

Primary fire: Automatically shoot a low tier bullet (at the cost of two) with high recoil.

Secondary fire: Fans the hammer for much faster firing but less accuracy.

Weapon special: Dual wield two revolvers if the player has a secondary one picked up.

It's official name is the UAC-B750 .500 'Hand Cannon' Revolver. It can hold 6 bullets at a time in its chamber, which equates to a total of 12 low tier pistol ammo consumed per reload. It replaces shotgun spawns in tier 2.

Auto-shotgun

Primary fire: Automatically shoots buckshot shells with very little delay, but with less accuracy than the pump shotgun.

Secondary fire: Fires a flak cannon-like burst of penetrating, bouncing shot. Consumes two shotgun shells per burst

Weapon special: Dual wield two autoshotguns if the player has a secondary one picked up.

Its official name is simply the Automatic Shotgun. It can hold 12 shells at a time in its chamber. It reloads by putting shells manually into its chamber, meaning the more empty the gun is, the longer it will take to fully reload. It has a chance to replace shotgun spawns in tier 2.

Carbine

Primary fire: Fire based on configuration in weapon special.

Secondary fire: Aim through a red scope for increased accuracy. Aiming while in semi-auto firing mode uses the secondary scope that functions as a sniper scope with higher zoom, while obscuring the rest of the screen.

Weapon special wheel: Switch from default automatic fire to semi-auto or burst fire (which shoots 3 bullets in a row). It also allows players to dual wield two carbines if they have a secondary one picked up.

Its official name is the UAC-41 Carbine. It is styled after the main rifle from Doom (film). It shoots faster than the DMR but with more slant to the right and extra spread. It will replace minigun spawns in tier 2.

Super grenade launcher

Primary fire: Automatically fires grenades that will bounce around 2-5 times before exploding.

Secondary fire: Remote detonates the grenade regardless of distance travelled or bounces travelled.

Weapon special wheel: Circles the grenade types between Impact (default), Sticky, Fire, Ice, and Acid; each of these have their own benefits; fire has lower damage in a large area, ice has high damage (which can freeze enemies) in a small area; acid is a blend of both, as well as leaving a damaging cloud. Sticky will never explode on its own unless the player remote detonates.

Its official name is the UAC-MGL Automatic Grenade Launcher. It holds 7 rounds at a time before reloading. Each of the firing modes is a different colour grenade, and changes the coloured icon on the weapon sprite, indicating what type is selected. It will replace rocket launcher spawns in tier 2.

Heavy plasma rifle

Primary fire: Fires two plasma bolts at once in a straight motion with higher damage than the standard plasma gun, though it does use 2 cells for each shot.

Secondary fire: Consumes 10 cells and does a quick flamethrower animation, fanning from side to side as it spreads plasma outwards and harms enemies in a close radius.

Weapon special: Dual wield two heavy plasma rifles if the player has a secondary one picked up.

Its official name is the UAC-M2 Heavy Plasma Rifle. It is styled after the Plasma Gun from Doom 3. It has a max capacity of 50 cells before reloading. Its screen on the sprite shows a rotating triangle UAC logo. It will replace the standard plasma gun spawns in tier 2.

Flamethrower

Primary fire: Fires a continuous blast of that has medium-long range and will coat enemies, consuming fuel ammo.

Secondary fire: Shoots a small ball that will land on the floor and burst.

Weapon special: Changes the default fire mode to a nukage mode, changing damage type to be acidic, and allows for traps by lighting coated enemies/blobs of nukage (created from the secondary firing mode) on fire, causing them to light up and explode.

Its official name is UAC-M3 Flamethrower. It has a max capacity of 90 fuel before reloading. It replaces chainsaw spawns in tier 2.

SMG

Primary fire: Automatic Rapid-fire of low tier bullets in a inaccurate pattern.

Secondary fire: Iron Sights ADS for better accuracy.

Weapon special wheel: Allows the player to add laser sight, replacing the built in crosshair with a dynamic light that changes based on distance. It also allows the player to dual wield two SMG's if they have a secondary one picked up.

Its official name is UAC-17 Compact Submachine Gun. It has a max capacity of 51 low tier bullets before reloading. It can be considered an upgrade of sorts to the pistol, offering much of the same functionality with a higher firing rate. It has a chance of replacing minigun spawns in tier 3.

Pump shotgun upgrade (Slot 3, upgrades Shotgun)

Primary fire: Same as original, with added function of being able to automatically pump at the hip, cutting the delay between shots.

Secondary fire: Same as original.

Weapon special wheel: Unlocks the 3rd shell type, Dragon's Breath shells. These are similar to buckshot but leave lingering damaging fire on the ground after impact, and also light enemies on fire for their death animations.

Its official name is the Magazine Upgrade for the Pump Shotgun. This is the first upgrade in the game, adding extra function to a previous weapon versus replacing it outright. It also increases ammo capacity to 11 instead of 9. It will spawn in place of traditional shotgun spawns in tier 3.

Quad shotgun

Primary fire: Shoots a blast of two (four) shells.

Secondary fire: Shoots a single (two) shells.

Weapon special wheel: Transforms the default 2/1 shell logic into "full blast" mode, where primary will shoot 4 shells and secondary will shoot 2. It also allows to enable "Demonic Breath" mode, which transforms all shells into blasts of demonic fire. Finally, it allows the player to dual wield 2 quad-shotguns if they have a secondary one picked up

Its official name is the Quad Shotgun Upgrade for the Super Shotgun. It is implied to be demonic in origin versus made by the UAC. It will replace SSG spawns in tier 3.

HDMR

Primary fire: Same as original, with a much slower firing rate in Heavy Sniper mode.

Secondary fire: Aim through the digital scope, complimented with a digital ammo counter in DMR mode, and with a high accuracy intense zoom in Heavy Sniper mode, OR fire an underbarrel grenade launcher, taking 1 rocket ammo and prompting an immediate reload.

Weapon special wheel: Allows the player to change from DMR mode to heavy sniper mode after a short animation, and vice versa. It also allows toggle of an underbarrel grenade launcher which uses the secondary firing key instead of scope usage. Finally, it allows the player to dual wield 2 HDMR's if they have a secondary one picked up.

Its official name is the UAC Heavy Designated Marksman Rifle. Its ammo capacity remains the same as the DMR it upgrades. Each single bullet, which has higher damage than its un-upgraded version, costs 2 overall to reload, meaning reloading a 31 chamber mag costs 62 overall.

Meanwhile, a single shot in Heavy Sniper mode immediately consumes 2 bullets to offset its high damage. It has a chance to replace minigun spawns in tier 3.

Nailgun

Primary fire A: Shoots nails from two separate cannons, which deal extra damage to enemies and pin them to walls.

Secondary fire A: Shoots a burst of 20 nails in a giant group with horizontal spread.

Weapon special: Transforms the nailgun into a harpoon launcher with slower firing speed but higher damage.

Primary fire B: Shoots a harpoon which pierces through enemies (which costs 20 nails)

Secondary fire B: Charges up a heated harpoon which deals extra flaming damage to enemies.

Its official name is the UAC-240 Perforator Nailgun. It has a max ammo capacity of 120. Switching firing modes via the weapon special will also automatically reload the weapon. It has a change to replace minigun spawns in tier 3.

Cryo rifle

Primary fire: Shoots one of the following formations based on weapon special:

An ice missile that freezes enemies, costs 10 cells.

A solid ice beam that freezes enemies it touches after repeated contact, can also create small ice crystals on the floor rarely.

An ice spear that functions similarly to the nailgun harpoon and pierces enemies.

A barrage of ice flaks that bounce against the ground and can hit numerous enemies and walls before fading away.

Secondary fire: Equip a pistol that can be used to shatter frozen enemies.

Weapon special: Changes primary firing mode.

Its official name is the TeiTanga Arms Cryo Rifle (though it is referred to as the UAC Cryogenic Dispersion Rifle on the GitHub). It has a max ammo capacity of 60. Enemies frozen by this weapon will not unthaw and are considered defeated. Ice missiles and the Ice beam can also freeze barrels; detonating frozen barrels will cause a large ice crystal formation. It has a chance to replace plasma rifles spawns in tier 3.

Railgun

Primary fire: Fires a piercing shot that will heavily damage any enemies in a straight line of its projectile. Standard rail mode costs 12 shots, while laser mode can charge to a total of 60 cells.

Secondary fire: Uses a scope that increases aiming and visibility.

Weapon special: Changes from rail mode to laser mode, and vice versa. Rail mode shoots a singular high damage ray which can be held down without reloading, though it has considerable delay before firing again, and always takes the same amount of ammo. The laser mode has a charge-up which allows the player to increase the amount of ammo they spend; the more ammo

leads to a higher damage output. Pressing weapon special while in scope mode will change the scope to fullbright.

Its official name is UAC-MKIII Railgun. It has a max ammo capacity of 60 before reloading. It will replace BFG spawns in tier 3. It should be noted that a fully charged, or "overloaded," cell in laser mode delivers the highest damage output present in the mod, able to take down a Cyberdemon in a single hit, despite its large charge time and forced reload.

Deagle

Primary fire: Automatic shot of low tier bullets with a high damage output and high recoil.

Secondary fire: Aim down the iron sights for better aiming and less recoil.

Weapon special: Dual wields two deagles if the player has a secondary one picked up.

Its official name is UAC-H54 'Martian Raptor' Automag. It has a max ammo capacity of 8 before reloading. This weapon sacrifices the hammer fanning of the revolver for aiming down the iron sights; the increased firing speed of the weapon over its counterpart largely makes up for this however. It has a chance to replace tier 4 shotgun spawns.

Autoshotgun Upgrade

Primary fire: Same as original.

Secondary fire: Same as original.

Weapon special: Same as original. (Note, dual wielding with the ASG after the upgrade currently makes the barrel visually disappear; it still functions as if it has it, and this will be fixed in a future patch.)

Its official name is the Drum Upgrade for the Automatic Shotgun. This weapon increases the ammo capacity of the ASG from 12 to 24 shells, something essential for its quick ammo consumption. It has a chance to replace tier 4 shotgun spawns.

LMG

Primary fire: Fire its ammunition at a speed roughly between the chaingun and Gatling speeds of the minigun; it also has less spread for its bullets.

Secondary fire: Aim through a red sight in order to increase accuracy.

Weapon special: Switch from bullets to micro-missiles, which cost 3 bullets yet will create miniature explosions upon impact; the farther these missiles fly, the more they will swerve and deviate from their path, something the bullets do not do.

Its official name is the UAC-349 Light Machine Gun. Its max ammo capacity before reloading is 75 high tier bullets. It has a chance to replace tier 4 minigun spawns.

Triple-Barrel Minigun (Slot 5, upgrades Minigun)

Primary fire: Same as original, with the triple rotary mode having triple the firing speed of the gatling mode.

Secondary fire: Same as original, with triple rotary mode having the fastest firing speed of any weapon in the game.

Weapon special: Gains the ability to switch to triple rotary mode (nicknamed "Death Dealer" mode), which adds two extra barrels to gatling mode. It will quickly deplete ammo but has a chance to not consume every 3rd bullet.

Its official name is simply the Triple Rotary Mode Upgrade. Switching out the triple rotary mode to another weapon will automatically change it to gatling mode without pressing weapon special; it can be assumed this is done for balancing issues by being able to quickly flip back to the high firing speed of the triple rotary firing mode. It also slightly changes the weapon sprite, though it lacks a new respect animation for the upgrade pickup. It has a chance to replace tier 4 minigun spawns.

M2 Lightning Gun

Primary fire: Same as original, or a constant beam of lightning that will fry and pierce through enemies.

Secondary fire: Same as original, or a quick ball of lightning that will stun any enemies in its radius. This costs 25 cells.

Weapon special: Switch from normal firing to lightning mode, which adds extra prongs to the muzzle with flashing electricity. This will change the primary and secondary firing modes.

Its official name is UAC-M2 Heavy Plasma Rifle Lightning Module. Notably, dual wielding is lost in this upgrade, and a new respect animation is missing. This is to be patched in a future update.

Flamethrower Backpack

Primary fire: Same as original

Secondary fire: Same as original

Weapon special: Same as original

Its official name is the UAC-M3 Flamethrower Backpack Upgrade. This upgrade gives the flamethrower a backpack which it automatically connects to, taking away all need for reloading as the overall fuel amount is automatically funneled into the gun.

The Unmaker

Primary fire A: Fires a red and black demonic laser consuming Demon Energy which will "unmake" enemies in its wake and deal heavy damage.

Secondary fire A: Fires a demonic orb that costs 4 Demon Energy. The longer the button is held, the faster the orbs will fire.

Weapon special: Using the unmaker will grant the player SOULS from demons, which has its own ammo bar. When the SOULS ammo bar is full, the weapon special can be activated, letting players use an "overcharge" mode of the weapon for a limited time with special firing modes.

Primary fire B: Fires a golden demonic laser with much more recoil and power, forming crystals in its path that will detonate after a short while for extra damage of anything in its radius.

Secondary fire B: Fires a golden skull that costs 100 Demon Energy and will release numerous sprits that posses enemies nearby, turning them into allies that fight for the player for a limited time.

Its official name is simply the Unmaker, with a caption naming it the "Penultimate Wrath of Hell Itself." It currently lacks a smooth respect animation. The demon energy used for its ammo is gathered from red collectables that are picked up from enemies upon their death, letting it be a reusable source of ammo.

Mp40

Primary fire: Shoots low tier bullets at a speed slightly below the Mp40.

Secondary fire: Aims through the iron sights, increasing accuracy.

Its official name is the Maschinenpistole 40. It is only dropped from Nazi enemies, which replace classic Wolfenstein SS monsters. It can be seen as an equivalent of the SMG with less functionality, but with WWII theming. It has a max ammo capacity of 32 before reloading.

MG42

Primary fire: Shoots high powered bullets at an immense speed, increasing the HEAT level of the weapon; when this level hits max, it will stop firing. Manually pausing firing will cause the meter to decrease. A total of 100 shots can be fired in a row without interruption before HEAT level reaches max and firing stops.

Secondary fire: Aims down the iron sights for increased accuracy but increased recoil.

Its official name is the Maschinengewehr 42. Unlike the easter egg MP40, this weapon is the highest power of any weapon in the slot it shares, even surpassing a fully charged triple minigun. It can rarely replace a BFG spawn in a weapon which is detected to have a Nazi in it.

Hell rifle

Primary fire: Fires a blast of demon energy, either inferno or caustic. It is around the level of the standard plasma rifle but with exotic projectiles.

Secondary fire A: Fires a ghoul, costing 20 demon energy, which will seek a singular enemy out and possess it, turning it into a temporary ally of the player.

Weapon special: Switches the default "inferno" mode to "caustic" mode, which is acidic themed and is a different damage type, though the damage amount itself is roughly the same. It also changes the secondary fire.

Secondary fire B: Fires a green electric bolt costing 4 demon energy that has a higher damage amount and will shrink an enemy with low health into a smaller version of itself, not killing the enemy but rendering it effectively harmless before it reaches 0 health.

Its official name is the Demon Tech Rifle. It has a max ammo capacity of 60. It uses Demon Energy, same as the Unmaker. It is dropped exclusively by Demon Tech troopers, which spawn in the final tiers of the game, leading for this to roughly be a tier 4 weapon, though it does not have any spawn itself nor is listed in the weapon spawn section of the menu.

Johnny Marine

Combat Knife (100 CP, Free for Johnny Marine): A seemingly mundane combat knife. But it is powerful enough to cut demons.

Blaster Rifle (200 CP, Discount for Johnny Marine): Confused? Shocked? But believe it or not, this is in fact a Star Wars laser blaster with scope. It's pretty powerful and uses the same ammo as the plasma rifle so think of it as a sniper version of the Plasma Rifle

American Armory (400 CP, Discount for Johnny Marine): So this one is going to be a bit odd because this include a significantly less amount of weapons than the other marine origins. This is because Johnny Doom has less Weapons than the other mods here. Don't worry Schism will cover it.

So first up Johnny Doom

Pistol – The standard pistol remains in the mod and it's one of the starting weapons along with the assault rifle. It deals slightly more damage than its original counterpart and has a dramatic increase in its rate of fire as it is a semi-auto weapon. With alt-fire you can switch to burst fire, firing 3 rounds in rapid succession. It can only hold 15 + 1 rounds and like its Doom 3 counterpart, it no longer uses the same ammo with the assault rifle, minigun or machine gun. But like the assault rifle, submachine gun, and the plasma gun, it can be dual-wielded as long as you find another pistol within the map. While the pistol is formally introduced at version 0.21 Beta, the shotgun guy uses pistol only during their 'last stand'. Zombieman do this too, but they can spawn wielding one, and if they do, they behave much closer to the vanilla counterparts than the ones wielding assault rifles.

Shotgun – The shotgun does more damage than its original counterpart, but compensates for this by only holding nine shells at a time, and utilizes a one-at-a-time manual reloading system. The secondary attack causes the player to look down the sights, granting a limited sniping ability, along with an increased rate of fire due to the use of slam firing technique.

Super shotgun – Deals more damage than before and reloads quicker, though firing will cause a noticeable amount of recoil. Using the secondary attack will shoot just one barrel, which can be useful for taking down smaller enemies. You can switch weapons before needing to reload the super shotgun.

Assault rifle – An assault rifle that can be one of the starting weapons, which, unlike the pistol, remains useful even late in the game, with increased accuracy and damage. It has a magazine capacity of 30 + 1 rounds. Using the secondary attack causes the player to look down the sights, making the rifle useful for sniping targets at a considerable distance with complete accuracy. Picking up another assault rifle enables them to be dual-wielded, with a high rate of fire but with poor accuracy. It also disables the player from using grenades. In tactical mode, you can't dual wield the assault rifle.

Chaingun – Replaced with a minigun. It fires faster than the chaingun and is more accurate; however, there is a small delay before firing, caused by the spin-up time on the barrels. The secondary attack spins the barrels before attacking. This, of course, removes the delay before

firing, and significantly increases the firing rate, at the cost of greatly reduced accuracy, making it very easy to shoot off-target.

Rocket launcher – Has a "revolver style" firing chassis, forcing the player to reload after six shots. The pause between shots is greater, though the damage from the rockets has been increased. Using its secondary attack will let the player use the night vision 4x scope. The cacodemon and the lost soul both have the ability to dodge a rocket.

Plasma gun – More powerful, has a brief pause before firing and fires slightly slower due to needing to reload fuel cells every 50 shots. Plasma balls have a small splash radius, making firing at point-blank range ill-advised. Secondary attack fires a charged shot, releasing multiple plasma balls as a sort of "plasma shotgun" function. It takes longer to fire a charged shot than to fire as normal and uses 10 shots. Similar to the assault rifle, the plasma gun can be dual-wielded at the expense of accuracy, and during dual-wielding, you can't use the alt-fire.

BFG9000 – Has a somewhat long charge pause before firing, though the attack is more focused and powerful as a result. It also has a significant amount of recoil.

Mancubus flame cannon – Primary fire acts as fireball shot that ignites enemies upon impact, while secondary fire acts as a burst flamethrower. It can be obtained either by using the chainsaw's or axe's alternate fire on a mancubus corpse or by killing a mancubus with an explosion.

Revenant missile launcher – The missiles lock-on targets. Obtained via the same methods as the mancubus flame cannon, but when used on revenants instead.

Schism Marine Weapons. Just a heads up there was no Wiki or thread on the forum that listed each weapon and what they do so I am going off of what I have seen in game and from videos. Though seeing that most of these guns are from Brutal Doom there is only a few additions I need to add.

Pistol – The standard pistol remains in the mod and it's one of the starting weapons along with the assault rifle. It deals slightly more damage than its original counterpart and has a dramatic increase in its rate of fire as it is a semi-auto weapon. With alt-fire you can switch to burst fire, firing 3 rounds in rapid succession. It can only hold 15 + 1 rounds and like its Doom 3 counterpart, it no longer uses the same ammo with the assault rifle, minigun or machine gun. But like the assault rifle, submachine gun, and the plasma gun, it can be dual-wielded as long as you find another pistol within the map. While the pistol is formally introduced at version 0.21 Beta, the shotgun guy uses pistol only during their 'last stand'. Zombieman do this too, but they can spawn wielding one, and if they do, they behave much closer to the vanilla counterparts than the ones wielding assault rifles.

Sub-machinegun – The SMG from the Doom cover art is added from the game. And unlike the pistol, it fires at a staggering rate and carries a hefty 40 + 1 rounds inside the magazine at the time, however, it deals damage that is almost the same as the pistol and is it less accurate than the assault rifle, it should be used for close-range combat. But you can aim down the sights for an accuracy increase by pressing the alt-fire key. Along with the pistol, it uses small bullet rounds and

can be dual-wielded at the increase of firepower and at the cost of accuracy. It makes its debut at version 0.21 Beta.

Deagle – Its official name is UAC-H54 'Martian Raptor' Automag. It has a max ammo capacity of 8 before reloading. This weapon sacrifices the hammer fanning of the revolver for aiming down the iron sights; the increased firing speed of the weapon over its counterpart largely makes up for this however. It has a chance to replace tier 4 shotgun spawns.

Shotgun – The Pump Action Shotgun. Good Stopping power, feels good to shoot and cocking it is dramatic what more can you want?

Super shotgun – Ah yes. The weapon that the demons fear in eternal. And you can see why this thing does more damage than the shotgun like maybe twice the amount. Using the secondary attack will shoot just one barrel, which can be useful for taking down smaller enemies.

Liberator – Okay this basically Super shotgun with two more barrels. That's right a QUAD barrel shotgun. The recoil is a bitch but well...anything in that direction will be dead...or at the very least gravely injured...okay anything that is not on the same level as a Hellknight will die instant Hell Knights, Pain Elementals, and Revenant will be barely alive and everything will be moderately injured.

Rotatory Shotgun – I...I have no worlds. This is basically the love child of the Minigun and the Shotgun. I mean sure it fires slower than the mini gun like half the speed but each shot will have the damage capacity of a pump action shotgun.

Assault shotgun – An entirely new weapon added to the mod, a drum-fed automatic shotgun with very slightly less firepower than a pump shotgun per shot with a high rate of fire, but it chews through shotgun shells pretty quickly. It only has 20 shells inside the drum magazine and using its secondary fire mode lets you aim down the sights.

Cryoshotgun – Okay this one is just insane. Okay so what is happening is that each bullet that fired from this gun is filled with liquid nitrogen. This means each pellet that hits the target will damage the enemy and slow them down, on a kill shot it will just straight up freeze the target. Except for boss level enemies

Assault rifle – An assault rifle that can be one of the starting weapons, which, unlike the pistol, remains useful even late in the game, with increased accuracy and damage. It has a magazine capacity of 30 + 1 rounds. Using the secondary attack causes the player to look down the sights, making the rifle useful for sniping targets at a considerable distance with complete accuracy. Picking up another assault rifle enables them to be dual-wielded, with a high rate of fire but with poor accuracy. It also disables the player from using grenades.

The Anti Material Heavy Assault Rifle "Alpha":Well its an anti Material rifle with a scope...yeah that about it.

Chaingun – Replaced with a minigun. It fires faster than the chaingun and is more accurate; however, there is a small delay before firing, caused by the spin-up time on the barrels. The secondary attack spins the barrels before attacking. This, of course, removes the delay before

firing, and significantly increases the firing rate, at the cost of greatly reduced accuracy, making it very easy to shoot off-target.

Machine gun – A machine gun that does not use magazines, but it consumes its bullet ammo pool directly. It fires faster than the standard-issue assault rifle but is less accurate with the same amount of damage. It has an under-barrel grenade launcher that can be fired using the secondary fire key, and it must be reloaded every shot. It makes its debut at version 0.21 Beta. A HUD indicator has been added in v21 Gold, which shows if there isn't a grenade in the grenade launcher.

Rocket launcher – Has a "revolver style" firing chassis, forcing the player to reload after six shots. The pause between shots is greater, though the damage from the rockets has been increased. Using its secondary attack will let the player use the night vision 4x scope. The cacodemon and the lost soul both have the ability to dodge a rocket.

Grenade launcher – A break-action grenade launcher from its Skulltag counterpart. It only fires one grenade before reloading. Alt-fire fires a grenade that bounces several times before exploding. It makes its debut at version 0.21 Beta. The cacodemon and the lost soul can't dodge the grenade, unlike rockets from the rocket launcher.

Advance Missile Launcher – A much more powerful version of the Rocket Launcher

“Silver Hand” Marksman’s Rifle – Okay this one is a bit strange what we have here is a rifle that was originally made for hunting alien animals in resorts on other planets....this version of Doom has some interesting additions huh? It uses a free floating barrel to ensure perfect accuracy. In addition it's .338 caliber ammo makes it a great tool to use against armor foes.

Cthon Three-Barreled Sniper Rifle – Imagine if a sniper Rifle and a shotgun fused together. That's this weapon. When fired it shoots three bullets, with the same force as a shotgun blast concentrated into each bullet.

Plasma gun – More powerful, has a brief pause before firing, and fires slightly slower due to needing to reload fuel cells every 50 shots. Plasma balls have a small splash radius, making firing at point-blank range ill-advised. Secondary attack fires a charged shot, releasing multiple plasma balls as a sort of "plasma shotgun" function. It takes longer to fire a charged shot than to fire as normal and uses 10 shots. Similar to the assault rifle, the plasma gun can be dual-wielded at the expense of accuracy, and during dual-wielding, you can't use the alt-fire.

Railgun – Functions very similarly to its Skulltag counterpart. Though like the plasma gun, it also has a small splash radius - which is very deadly even with armor on. It only fires 5 shots before reloading and uses 10 plasma-balls worth of cells when firing the weapon. Alt-fire uses the scope, same as the rocket launcher, along with the ability to see entities in a way clearly akin to a light amplification visor. It makes its debut at version 0.21. It can pierce thin walls and enemies, and can one-shot cacodemons and Hell knights.

Freezer – An Energy gun that fires a projectile that not only damages the target but can also freeze them in fact when a shot would kill the target it freezes them instead. Except for boss level enemies

BFG9000 - Has a somewhat long charge pause before firing, though the attack is more focused and powerful as a result. It also has a significant amount of recoil.

BFG10000 - More or less similar to its Skulltag counterpart. It makes its debut at version 0.21. It has a lot of recoil.

Mancubus flame cannon - Primary fire acts as fireball shot that ignites enemies upon impact, while secondary fire acts as a burst flamethrower. It can be obtained either by using the chainsaw's or axe's alternate fire on a mancubus corpse or by killing a mancubus with an explosion.

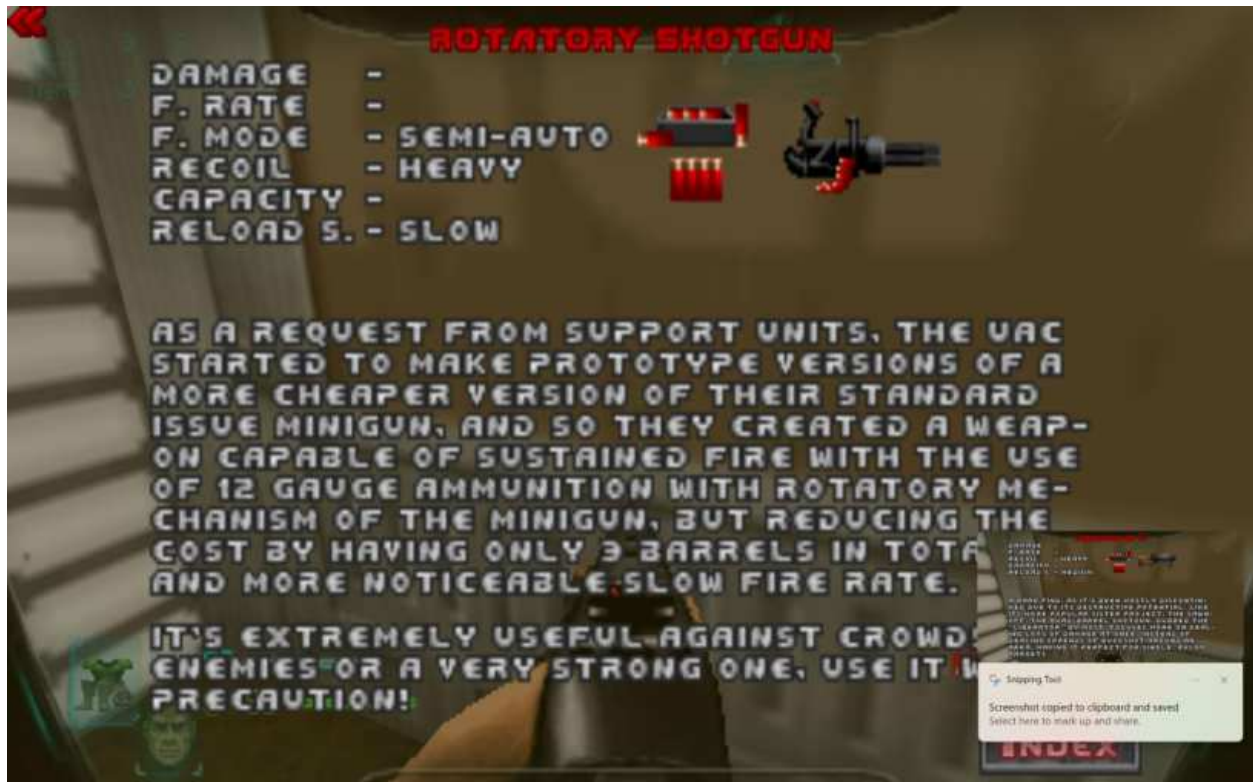
Revenant missile launcher - The missiles lock-on targets. Obtained via the same methods as the mancubus flame cannon, but when used on revenants instead.

Unmaker - An Unmaker that is very different from its Doom 64 design, but somewhat similar to Tom Hall's Doom Bible design. It continuously fires a demonic, incendiary laser beam at a high recoil that must be controlled and it expends ammo very quickly too. It uses a different type of ammo that can only be obtained by killing zombiemen, shotgun guys and heavy weapon dudes, it only holds a maximum of 999. It makes its debut at version 0.21 Beta.

Super flamethrower - A "proper" flamethrower weapon. It offers drastically increased power and range over the mancubus' version, at the cost of a faster rate of fuel consumption. This flamethrower can also leave more abundant fires around the environment, making it less suited for indoor combat due to the danger it poses to a careless user. As the final weapon added to the mod, the super flamethrower makes its debut at version 0.21 Beta.

MP 40 submachine gun - The Maschinenpistole 40 was used by German paratroopers during World War II, hence it is the weapon dropped by Wolfenstein SS soldiers. It now uses different ammo than the pistol and submachinegun and must be reloaded every 32 rounds. It can be dual-wielded.

MG 42 machine gun - Also known as Hitler's Buzzsaw, this new weapon alternates with the minigun in weapon slot 4. It likewise has a very high rate of fire but uses a distinct type of ammo of which 600 shots are included at pick-up.



Slayer Marine

Energy Pistol (100 CP, Free for Slayer Marine): On paper this seems to be a broken weapon. I mean an energy pistol that never runs out of ammo? Well its not very powerful, it takes a few burst to take down a possessed human.

Equipment Launcher (200 CP, Discount for Slayer Marine): Hmm this thing is here early. But here it is. It is a small cannon mounted on the shoulder of your armor, providing support fire as he mows down demons with his primary weapons.

Slayer Armaments (400 CP, Discount for Slayer Marine): This is probably the most advanced looking arsenal out of the three Marine Origins. But that's mostly cosmetic so lets get started with Slayer's Rampage

Chainsaw - The Chainsaw is the most powerful melee weapon that you will ever have in your hands. Though, it's attacks don't cause monsters to give you extra melee rage points. You must decide if you want more points, or kill enemies faster before using it.

Colt M2911 MK.2 - Your standard pistol, and your best buddy until you find another weapon to use. it's accurate, it's fast, and overall a good weapon, but also it's damage is bad against bigger enemies. You can use it to get rage points from smaller enemies though, shooting them and then punching them with the alternate fire - a quick punch

RAVEN Security Revolver - The .88 cal revolver used by some security planetary forces. It hits like a bus, good for bigger and meaner enemies, can be used for the same purpose as the handgun above, but, it shares the ammo with the AMR Sniper Rifle, which means that your ammo with this gun won't be so easy to get. Make every shot count.

KSW-616 Pump Action Shotgun - Used for general combat purposes, this weapon is the perfect balance between spread and accuracy, being perfect both at close range, and middle range.

It also have a grenade launcher embbed to it, the impact grenades explode when hits a target. otherwise (i.e hitting walls) it will probably bounce around before detonating itself.

Riot Control Shotgun - The full auto shotgun, used to control big crowds of demons during teleportation tests. It's good to damage and fire rate, though, the spread on this gun is considerably higher than other shotguns, making it more suitable for close quarters.

Double Barreled Shotgun "1-2 Deadmaker" - A strange but very powerful double barreled shotgun. Reverse engineer always failed when tried to replicate such a strong gun, the UAC employees calls it [Redacted]

RAVEN PCW - A 7.62×45 assault rifle equipped with a red reticle, it's the definitive balance between fire rate, accuracy and zooming.

It's bullets also rip through enemies, making it a powerful weapon for mostly occasions.

Heavy Enforcer MK.2 H.A.R - A Heavy Assault Rifle, that instead of firing a 5.56, or a 7.62, it fires a .50 cal bullet, of high impact, because when it comes to killing demons, the caliber you fire is never enough.

This rifle also have a rocket launcher as a attachment, which means that you can fire missiles using the secondary fire.

Different from the Raven PCW though, it's bullets stop after hitting a target.

UAC "Mobile Turret" - Created by the UAC, those are a minigun-LMG hybrid, which are similar to defense turrets.

Though those are much more lightweight, allowing, for example, regular Marines to carry them for defense against "Big guys."

As primary fire, it shoots at a slower fire rate some high impact bullets, instantly, and as secondary, the weapon spins the barrel before firing at a very high fire rate.

M41-LRCW - LRCW being "Long Range Combat Weapon", is a powerful sniper rifle that have high accuracy, made for long range combat, it comes equipped with a powerful scope. The ammo it holds, explode on impact, so, even if you miss the target, if you hit close enough, the explosion radius can still damage the enemy.

UAC M45 Plasma Generator - A plasma machine gun. This gun is a prototype made by UAC in order to contain the "bigger ones", those being Hell Knights, Barons and Mancubi. It works simple as possible, You can fire it till the overheat meter reaches 100, or, until you run out of ammo.

Thunderbird MK.2 Energy Cannon - The "Thunderbird" is a Heavy Impact energy cannon, it is used to combat against heavy armoured enemies, or, the "Tough guys", probably the Cyberdemon units, or to control crowds of Barons of Hell. It's a hard hitting gun, though it consumes a lot of ammo

And the BFG speaks for itself.

Okay now for Brutal Pack.....or not Yeah Brutal Pack is Basically the same thing as Johnny Doom Minus the Blaster Rifle.... You know what I am going to add them anyways

Pistol - The standard pistol remains in the mod and it's one of the starting weapons along with the assault rifle. It deals slightly more damage than its original counterpart and has a dramatic increase in its rate of fire as it is a semi-auto weapon. With alt-fire you can switch to burst fire, firing 3 rounds in rapid succession. It can only hold 15 + 1 rounds and like its Doom 3 counterpart, it no longer uses the same ammo with the assault rifle, minigun or machine gun. But like the assault rifle, submachine gun, and the plasma gun, it can be dual-wielded as long as you find another pistol within the map. While the pistol is formally introduced at version 0.21 Beta, the shotgun guy uses pistol only during their 'last stand'. Zombieman do this too, but they can spawn wielding one, and if they do, they behave much closer to the vanilla counterparts than the ones wielding assault rifles.

Shotgun - The shotgun does more damage than its original counterpart, but compensates for this by only holding nine shells at a time, and utilizes a one-at-a-time manual reloading system. The secondary attack causes the player to look down the sights, granting a limited sniping ability, along with an increased rate of fire due to the use of slam firing technique.

Super shotgun - Deals more damage than before and reloads quicker, though firing will cause a noticeable amount of recoil. Using the secondary attack will shoot just one barrel, which can be useful for taking down smaller enemies. You can switch weapons before needing to reload the super shotgun.

Assault rifle - An assault rifle that can be one of the starting weapons, which, unlike the pistol, remains useful even late in the game, with increased accuracy and damage. It has a magazine capacity of 30 + 1 rounds. Using the secondary attack causes the player to look down the sights, making the rifle useful for sniping targets at a considerable distance with complete accuracy. Picking up another assault rifle enables them to be dual-wielded, with a high rate of fire but with poor accuracy. It also disables the player from using grenades.

Heavy Cannon: A more Powerful semit automatic firing version of the Assault Rifle

Minigun - Replaced with a minigun. It fires faster than the chaingun and is more accurate; however, there is a small delay before firing, caused by the spin-up time on the barrels. The secondary attack spins the barrels before attacking. This, of course, removes the delay before firing, and significantly increases the firing rate, at the cost of greatly reduced accuracy, making it very easy to shoot off-target.

Rocket launcher - Has a "revolver style" firing chassis, forcing the player to reload after six shots. The pause between shots is greater, though the damage from the rockets has been increased. Using its secondary attack will let the player use the night vision 4x scope. The cacodemon and the lost soul both have the ability to dodge a rocket.

Plasma gun - More powerful, has a brief pause before firing and fires slightly slower due to needing to reload fuel cells every 50 shots. Plasma balls have a small splash radius, making firing at point-blank range ill-advised. Secondary attack fires a charged shot, releasing multiple plasma balls as a sort of "plasma shotgun" function. It takes longer to fire a charged shot than to fire as normal and uses 10 shots. Similar to the assault rifle, the plasma gun can be dual-wielded at the expense of accuracy, and during dual-wielding, you can't use the alt-fire.

BFG9000 - Has a somewhat long charge pause before firing, though the attack is more focused and powerful as a result. It also has a significant amount of recoil.



Paladin

Spiked Gauntlets, Ax, and Fencing Shield (100 CP, Free for Paladin): This item package includes a pair of spiked metal gauntlets, a normal-looking axe, and a buzzsaw-shaped shield, but that is not the case. The Gauntlets are sturdy and you can use them to block attacks but they are more suited for punching things. The axe is strangely indestructible and can decapitate demons as strong as a Baron Hell. The shield, however, is the real star of the show. The Fencing Shield is indestructible just like the Axe, but it has the ability to reflect attacks back at the enemy when energy is channeled through it, like Zeal or Mana. ANY attack, this includes melee attacks. Meaning while you are using this ability an enemy could punch the shield and only hurt themselves as a result.

Quietus and Ancient Crossbow (200 CP, Discount for Paladin): The Quietus is a mystically enchanted sword that was once shattered into 4 pieces. Now it is restored and enhanced into a state that he can be used as an actual melee weapon instead of a sword shaped staff. Much stronger than the axe and twice the length. But when energy is channeled through it can fire off a sword beam attack that hits with same potency as a rocket launcher. The ancient Crossbow on the other hand is powerful crossbow that hits with same force of a shotgun blast.

Arranacadora and weapons of the Warrior (400 CP, Discount for Paladin): A massive Warhammer with an evil face on it. When used as a melee weapon it does twice the damage as the Quietus. However, its true uses comes out when you channel energy though it when that happens the eyes of the face turn red, then when you slam the hammer on the ground it causes a massive shockwave and spikes sprout underneath ground those caught in the shockwave take massive damage and those skewered by the spikes take twice the amount of damage that the shockwave does. In addition you receive the following weapons from Hexen.

Hammer of Retribution: This hammer is twice as strong as the axe but slower but when energy is channeled through it its does something special. When swung, the hammer sends out a copy of itself that explodes on impact, dealing both direct and splash damage.

Serpent Staff: If used as a melee weapon, the staff will drain vitality (health) from the enemy and gives it to the wielder until they are fully healed or until the target is killed. But when Energy is channeled through the staff fires to green projectiles that can poison its target.

Wraithverge: This is the only weapon for the Paladin that requires energy to be channeled through otherwise it doesn't do anything and it is not a good melee weapon. The weapon fires multiple spirits which attack anything in the general area. It seems to deal more total damage to larger numbers of enemies.



Sorcerer

Sacrificial Dagger (100 CP, Free for Sorcerer): The Melee weapon for the Sorcerer from Schism and it's a Dagger used for Rituals. Still makes for a good Combat Knife so, it can be handy use in a pinch

Magic Essentials (200 CP, Discount for Sorcerer): This is actually a set of books that will teach some other spells. But it also includes some rings that you can use as an arcane focus if you need one.

Corvus's Weapons (400 CP, Discount for Sorcerer): Long ago in a different land an elf sought to fight against the serpent riders. He accomplished this task by using these weapons. Due note that these weapons use mana so manage your mana wisely. They are as follows

Staff: An Last Resort Weapon that is used if you ran out of mana and need to wait for it to recharge

Gauntlets of the Necromancer: The Gauntlets discharge an electrical attack which delivers fast repetitive damage to enemies. Unlike the Staff, the Gauntlets aren't just a weapon for when all others fail but can in fact be used practically to take down a variety of enemies in any given situation. They are best used when an enemy has been weakened by another weapon to not only easily kill that enemy, but also conserve ammo. Although it is very useful against a single enemy, the use of the Gauntlets against a group of enemies' demands caution and in most cases is advised against.

Elven Wand: This weapon fires shards at a steady rate with good accuracy at close and medium ranges and below average at long range.

Ethereal Crossbow: Another Crossbow? Hmm interesting. Unlike the Ancient Crossbow this one is enchanted. This crossbow fires three magical bolts at a time. Against one enemy, all three bolts will hit that one enemy, dealing heavy damage. Against multiple enemies, the bolts will spread to deal a third of damage to up to three enemies per shot.

Dragon Claw: A gauntlet that rapidly fires blue sphere of electricity

Hell Staff: The Hellstaff fires red missiles which are very fast

Phoenix Rod: The Phoenix Rod fires single flame orbs at a slow rate. Each orb deals a lot of damage, including splash damage, making it very useful at taking on groups of enemies, strong and weak.

Fire Mace: The Firemace is a formidable weapon that fires metal balls which cause reasonable damage each with one in ever tenth ball causing triple damage.

Rebellious Demon

Spider Mastermind Chaingun (100 CP, Free for Rebellious Demon): A powerful Minigun that can tear through UAC soldiers like paper.

Cyber Demon's Missile Launcher (200 CP, Discount for Rebellious Demon): This thing....HOW DID YOU GET THIS?! This is a missile launcher that a Cyber Demon uses. It's an Automatic Rocket Launcher that launches flaming rockets that deal serious damage.

Demonic Weapons (400 CP, Discount for Rebellious Demon): What? You think that just because you are a demon from hell means you don't get any guns? Think again! Here's what you get:

First, Revenant Weapons

Asura Combat System

An auxiliary pair of arms powered by your core and composed of hell metals, with an additional upgrade slot for the Ereshkigal Upgrade System. Fires a flurry of punches, and is even mildly affected by the presence of the Berserk magic. With the Ereshkigal each punch is loaded with a small magic payload, causing anything hit to explode.

Revenant Rocket Launchers MK2

A greatly improved model of the standard Revenant Rocket Launcher. Improvements from the original model are greater rate of fire, improved homing and much more reliable damage. The ammunition are fiery spheres of bone possessed with lesser spirits that seek out any creature that is not the unit who launched it. These spheres are made in the field by an aura the cores of Revenant's emit that gathers together the bone matter of fallen corpses as the creature dies. As such, they can be found everywhere and many fallen foes will produce them. Over 87% of all Revenant units are equipped with this weapon.

That explains why the sons of a bitching things never seem to run out of ammo.

Aym Flame Cannons

A specialized version of the Belial Flak Cannon once used by *ERROR* SPECIFICATION UNKNOWN TO USER. CHANGING SPECIFICATION TO FAMILIAR TERMINOLOGY Hell Nobles. Belial Flak Cannons are giant weapons that fire wide and thick sprays of razor sharp flak from flame enchanted canisters forged by a powerful demon smith. The models used by this unit have been miniaturized to assure weapon mount and unit integrity can be assured. This results in the firing of a single flaming slug, with excess pieces being fired off as flak that rapidly burns away. An unexpected side effect of the miniaturization is the shards are expelled at a much higher speed and temperature, but the exact number and size of the shard varies wildly. Number of Revenant units equipped : 1.

Beur Machine Guns

This linked pair of specially made chainguns fires large caliber bullets with modest accuracy and a moderate rate of fire. The linked nature of the weapon compensates for the lower rate of fire caused by the weight of the ammo and the components by alternating the firing sequence of the weapon. The triple barrels fire all at once, and the ammunition is enchanted with explosive magicks.

Based on the belt, it looks like this is a higher caliber than your typical light machine gun. Crazy how I don't feel the recoil of this weapon at all. The mounting units are well made if nothing else.

Leviathan Missile Launcher

A large missile launcher usually mounted on specifically designed units for special missions. It fires powerful high speed missiles with a specially enchanted Hellfire warhead that has a great blast radius and leave the air burning for a few moments after detonation. 4% of Revenant units are equip with this weapon.

Malphas Rocket Launchers

A improved design of the Revenant Rocket Launcher, based on the Moloch multi rocket launcher used by hell nobles. Features improved rocket assemblies that include much stronger homing, an acceleration period for higher speed and explosive damage. However, these rockets must be prebuilt from the material of Revenant rockets, and cannot be harvested by the unit. A minor setback in the face of much greater rate of fire and damage output. Originally intended to replace the Revenant Launcher on the MK 2, it became an auxiliary weapon as the ammo issue could not be solved. Number of Revenant units equip: NONE.

Bahamut Rail Cannons

An extremely powerful and accurate long range weapon. It fires specially enchanted bolts at intensely high speeds, dealing heavy damage and often completely obliterating smaller targets. This is achieved by the weapon imbuing lightning magics into the bolt, greatly increasing its already high speed and striking power. However, these magics must be recharged after every shot, resulting in a very low rate of fire. Revenant units equip with this weapon are considered special artillery, and are outfitted with heavy duty armor to help mitigate the recoil from the weapon. 7% of Revenant units are equip with this weapon.

Behemoth Grave Emitter

The ultimate weapon in your arsenal, capable of destroying entire legions of lesser demons. Reroutes a large amount of Grave before collecting and converging it into a devastating ball and is then launched. The weapon is only in the prototype stages, but is still more than enough to kill even a Spider Mastermind. Number of Revenant units equip: NONE

Next, Baron Weapons

Diablo Battle Hammer

A powerful melee weapon crafted from Hell metals of unknown origin, capable of crushing multiple foes at once with large sweeping attacks. It's weight is great, even for The Baron but can crush even Barons of Hell with a mighty overhead swing. Only the most powerful of weapons gain the honor of being named after one of the many aliases of the Dark One. It's forger is unknown, but must have been a Demon Lord of great power.

You can use the Alt Fire towards the ground with an Enchantment Rune to send out a shockwave to burst enemies from a short distance away.

Belial Flak Cannon

An updated version of a old weapon. It launches a thick spread of deadly flak capable of tearing even Barons of Hell to shreds. The inner workings of the gun are magical, allowing it to contain the intense heat of the canisters it uses for ammunition. The records to the original may be lost but the demonic smith that created it still lives and seems to have updated it's design. The recoil was much for the Hell Knights it was designed for, and crushed imps and lesser beings, but you are stronger than most Barons who could already manage it. You don't even notice it. Normally you wouldn't stoop to using a mere Knight's weapon, but it is far too effective to pass up, and it would be wise to carry a weapon should your Mana run dry.

M2HB Heavy Machine Gun

When humans die in vehicular related incidents, they some times bring the vehicle and all it's contents to Hell with their souls. Humans and their love for machines. Disgusting. However, they enjoy warships, and mounted on them is this weapon. It can shred even Barons with it's rapid barrage of .50 caliber HE bullets. What beasts roam the earth that would require such a weapon? If only it didn't consume ammo so quickly. It kills even Cyberdemons and Spiders in seconds. These new demons and their love for cybernetics. No better than the humans and their machines. It's quite large and unwieldy, even for you.

19/A Rotatory Cannon

Another autocannon of human design, reminding you much of the mutli barreled weapons of Hell. Humans' creativity for destruction rivals that of your kind it seems, as this weapon is capable of laying down a tearing wind of flaming lead in an instant. It is ravenous for ammo, and its recoil is a lot to handle, even for you.

Moloch Multi Rocket Cannon

The demonic smith Azazel has been forging weapons since long before your genesis. And this weapon proves it still produces weapons to this day. A much newer weapon created after your sealing, it was created to allow Knights and Baron to emulate the fiery abilities of Bruiser Demons and Diabolists. It rapid fires small and highly explosive missiles that set the world and its creatures aflame.

An unfortunate symptom of the modern Hell's obsession with cybernetics. If it didn't share Azazel's seal with the Belial and its self named weapon, you'd never believe it was the same smith. Did Azazel have something to do with the Spider's cybernization and rise to power?

Azazel Magic Autocannon

Another weapon from the Old Days, it was forged by the same demonic smith as the Belial in conjunction with an Archvile Bishop. It combines high level spatial magic, a fire enchanted barrel and demonic craftsmanship to create a versatile weapon to be used by Barons and Archons. It fires specially enchanted 30mm bolts that explode on contact. The magic nature of the gun allows it to fire a magic shot without any kind of external runes or magic. The wielder's power influences this magic shot further increasing its power.



Companions

Why go it alone? (free – 200 CP): Well this setting is very dangerous so it would be a wise idea to not go it alone. So for free you will be able to bring 8 companions who have 800 cp to spend or pay 200 cp to bring all of your companions and everyone gains double that amount. A steal I say.

Brutal Waifu (100): Well, this one is a bit interesting this a female marine with the same heroic build as the doom slayer you would only know this if she removed her helmet and was in casual civilian clothing. But she is just as capable as the rest of the Marines. She has all the perks and Items from Brutal Marine Origin

Marine Buddy (100): Okay this Marine is something else. Half the time its like he's some action hero and the other half he's tactical. But in his off tiems he's a total bro. He has all the perks and items for Johnny Marine Origin

Mr. Doot (100): A friendly Revenant that spends most of its time playing it trumpet but don't be fooled this skeleton is as tough as a Baron of Hell. He come with all the perk of and items for Rebellious Demons

Scenario

Extermination Day

You woke up in what appears to be a storage area. There are alarms blaring and an announcement telling you that the base has been attacked. Armed with a pistol and whatever else you bought here, you stand up and prepare to face the threat. You are now a part of the group that will stop the demonic invasion. The goal is simple follow the plot and win...but simple doesn't mean easy because you are going to have a lot of demons to deal with before you can stop this madness.

Reward – Doom Jumper: As the Doom Jumper Demons have learned to fear you and your reputation will spread as you continue in your chain. Also Like the Doom Slayer the more you kill demons the stronger you become. RIP AND TEAR! KAR EN TUK!

Drawbacks

It IS a Mod (+0): You can use this jump as a supplement for other Doom Jumps

WHOS A MAN AND HALF?! I'M A MAN AND A HALF!!! (+100): You are a bit loud and boisterous aren't you? Well basically for the duration of the jump you talk more like an 80s action movie star and a WWE Wrestler. This can get on other people's nerves.

So Many Doors (+100): Seriously its like everywhere you need to go requires a Key card and there are also more doors than normal. As it will feel every corridor will have a door and a keycard to find. Expect to spend some time hunting for keycards.

Alien Threat (+200): Uhh This is Doom, not Duke Nukem. But it will feel like the two settings have combined because the Alien Bastards from Duke Nuke 3D have decided to show up and they are allied with the demons bringing their high-ranking members to help dominate the world, AKA the Bosses from Duke Nukem 3D...this can be problem...silver lining Alien Weapons. If you have taken the **"Extermination Day"** Scenario this drawback will give double the amount of CP

Nazi Invasion (+200): Uhh This is Doom, not Wolfenstein. Okay so somehow the Nazis from World War 2 have found a way to the future and have allied with the demons to help take over the world. They also brought Hitler and their high-ranking soldiers, AKA the Bosses from Wolfenstein. This will be insane, Silver Lining you will be able to snag any weapons that the those Nazis are using. If you have taken the **"Extermination Day"** Scenario this drawback will give double the amount of CP

More Bad Guys (+300): Well it seems like the demons wanted to make sure every one of its members gets to join the fun. Because there are double the amount of demons on Earth than normal.

Anarchy (+300): Well this is to be expected once the demons attacked everything descended into chaos. Due to the military and the government focusing on the demonic invasion, some people took advantage and started robbing stores, killing people, and just doing whatever they wanted. It is complete anarchy which means you may have to fight some human enemies and even rogue Marines.

Scarce Ammo (+400): Well. This can be excused but it doesn't change how much of a problem it is. Basically, ammo is going to be hard to come by. Like Half the amount you would find normally. Better rely on taking ammo from dead enemies.

MEDIC!! (+400): Oh. This is bad. Okay, so there are fewer med packs now...in a Doom Mod. Where enemies are plentiful and hit hard. Yeah Good luck, hope you have a medic to keep you alive during your time here.

They are sending the big boys Early! (+500): Okay now this is just ridiculous. The Demons decided to sick their elites much earlier than usual. Normally you would have to be halfway through the campaign before you encounter a Cyberdemons and Spider Masterminds. Now you will be encountering them a third of the way of the campaign. You will actually encounter Hell Knights and Cacodemons like the second mission of the campaign.

Useless Marines (+500): Might as well be handling this on your own. What this means is that any marines that you rescue will be on the same level as the Marines from the game. Normally they would be as competent as a real life marine. Not anymore. Hopefully you and your companions can handle yourselves

The Serpent Riders Are Here! (+600): If you thought that having to deal with the demons is bad enough well the portal experiment brought a group of three powerful wizards. These Wizards are the Serpent Riders and they have brought their armies. So now you have to deal with three powerful magic users and their armies...which consist of the enemies from Heretic, Hexen, Heretic 2, and Hexen 2. That's gonna be a lot to deal with...and somehow they are able to subjugate some of the demons. So be careful. If you have taken the **"Extermination Day"** Scenario this drawback will give double the amount of CP

YOU HAVE HUGE GUTS! (+600): You have to have huge guts to take this drawback. By taking this Drawback you will forfeit your perks and items. All you have is what you have purchased here. Rip and Tear. If you have taken the **"Extermination Day"** Scenario this drawback will give double the amount of CP

Ending

You can't stay here so you only have two choices.

Campaign is Over Son: Go Home, rest, and return your normal life. You earned it.

Next Game: Continue Forth in your chain soldier.



Notes

By Sonic Cody12/Sonic Cody123/Cody Majin

This Jump is dedicated to the Following Doom Mods: Brutal Doom, Project Brutality, Schism, Johnny Doom, Brutal Hexen, DN3 Doom, Hearts of Demons BARON, Hearts of Demons REVENANT, Hell on Earth Starter Pack, and Extermination Day. Please check these mods out they are REALLY Fun! .

Changelog

04/13/2024: Jump was completed

05/11/2024: Added "Mr. Doot" Companion and made some clarification on the items section

05/12/2024: Added Changelog