

Load Battlemode Maps

See [Commands \(CMD\)](#) for additional help.

Skip BATTLEMODE Intro

Load the following command from the Main Menu.
It automatically skips the intro podium event. Replace **1** with **0** (or restart DOOM Eternal) to revert the change.

```
pvp_skipreadyup 1
```

BATTLEMODE Maps

The **loaddevmenuoption** command allows the host player (and their party of 2 or 3) to immediately load into a BATTLEMODE map with their currently selected character and loadout in the lobby.

Load Dev Menu Option

Map Name	Console Command
Forsaken (Sentinel City)	<code>loaddevmenuoption devmenuoption/pvp 0 1</code>
Tundra (Cultist Base)	<code>loaddevmenuoption devmenuoption/pvp 2 1</code>
Armageddon (Super Gore Nest)	<code>loaddevmenuoption devmenuoption/pvp 3 1</code>
Extraction (Mars)	<code>loaddevmenuoption devmenuoption/pvp 4 1</code>
Celestial (Urdak)	<code>loaddevmenuoption devmenuoption/pvp 5 1</code>
Torment (UAC Facility)	<code>loaddevmenuoption devmenuoption/pvp 7 1</code>
Penance (Hell)	<code>loaddevmenuoption devmenuoption/pvp 8 1</code>
Corrosion (Blood Swamps)	<code>loaddevmenuoption devmenuoption/pvp 9 1</code>
Stronghold (Immora)	<code>loaddevmenuoption devmenuoption/pvp 10 1</code>

Options 1 and 6 do not load a map.

Map (Single Player Only)

Alternatively, the `map` command can be used to quickly load into any map as a Slayer while in the main menu.

However, this does not load party members into the same map.

Map Name	Console Command
Celestial (Urdak)	<code>map game/pvp/pvp_bronco/pvp_bronco</code>
Corrosion (Blood Swamps)	<code>map game/pvp/pvp_darkmetal/pvp_darkmetal</code>
Penance (Hell)	<code>map game/pvp/pvp_deathvalley/pvp_deathvalley</code>
Tundra (Cultist Base)	<code>map game/pvp/pvp_inferno/pvp_inferno</code>
Forsaken (Sentinel City)	<code>map game/pvp/pvp_laser/pvp_laser</code>
Torment (UAC Facility)	<code>map game/pvp/pvp_shrapnel/pvp_shrapnel</code>
Stronghold (Immora)	<code>map game/pvp/pvp_sideswipe/pvp_sideswipe</code>
Armageddon (Super Gore Nest)	<code>map game/pvp/pvp_thunder/pvp_thunder</code>
Extraction (Mars)	<code>map game/pvp/pvp_zap/pvp_zap</code>

Hostile fodder will indefinitely spawn in all arenas.

To exit a map, simply leave the game.

See Also

- [How to Play Multiplayer Mods](#)

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