Official Mod 1: Difficulty Settings

Welcome to the first **mod** for **Doom: the Boardgame**. A mod is a simple set of optional rules that you can use to "**mod**-ify" the basic rules for a new and interesting experience.

Some players may find that the standard **Doom** rules are too challenging for either the marines or the invader player. If this is the case for you, then this mod will allow you to modify the challenge for one side or the other, as necessary.

To use this mod, simply cut out the 5 difficulty setting cards below. You may glue them to cardboard if you like. Then, the next time you play, after **Step 2** of **Game Setup** (Choose a Scenario) select one of the 5 difficulty cards and place it next to the playing area. The rules on the card take effect for the entire game.

If you are finding that the marines are losing to the invader player too often, select either "I'm Too Young to Die" or "Hey, Not Too Rough." This will make the game more challenging for the invader player.

If you find that the marines are defeating the invader player too often, select either "Ultra-Violence" or "Nightmare." This will make the game more challenging for the marine players.

Feedback or questions about this mod can be directed to **kevin@fantasyflightgames.com**. Feel free to send ideas for future mods to that e-mail address as well.

DOOM — DIFFICULTY LEVEL

Nightmare

Marines receive 1 less marine card, 2 fewer wounds, and 1 less shells/bullets ammo. In addition, the invader player draws 1 extra card a turn and may play 2 spawn cards a turn instead of 1. Finally, the invader player's maximum hand size is increased to 10.

DOOM — DIFFICULTY LEVEL

Ultra-Violence

Marines receive 1 less wound and 1 less shells/bullets ammo. In addition, the invader player's maximum hand size is increased to 9.

DOOM — DIFFICULTY LEVEL

Hurt Me Plenty

This is the standard difficulty setting. It changes no rules.

DOOM — DIFFICULTY LEVEL

Hey, Not Too Rough

Marines receive 2 extra wounds and 2 extra shells/bullets ammo. In addition, the invader player's maximum hand size is reduced to 7.

DOOM — DIFFICULTY LEVEL

I'm Too Young to Die!

Marines receive 1 extra marine card, 2 extra wounds, and 2 extra shells/bullets ammo. In addition, when a marine picks up an ammo token in a scenario, he gets one extra ammo token of that type. Finally, the invader player's maximum hand size is reduced to 6.