

# D.I.S.C.

Digital Intelligence Sabotage Consultant

- Digital Rulebook for Tabletopia -



# D.I.S.C. Introduction

D.I.S.C. is a dice rolling card game which pits you against a corrupted **Digital Intelligence Core** that has taken control of a deadly prototype military starship. Armed with weapons powerful enough to erase entire planets, the **Core** plans to use this vessel to eradicate all life in the universe.

You play the role of a **Digital Intelligence Sabotage Corporation** operative tasked with sneaking aboard and stopping this **D.I. Core** at all costs. Your **hacking skills** and **fighting abilities** will be put to the test by numerous interior ship defenses.

Hack and blast your way through enemy **robots**, **drones**, **cyborgs** and **security systems** to access the **D.I. Core** room and destroy it before it can charge its superweapon and vaporize the populated planet below.



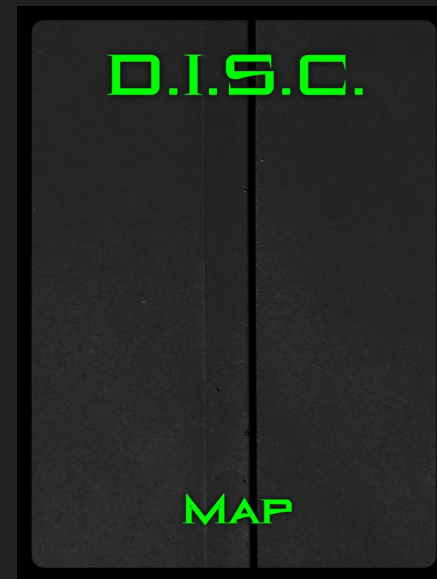
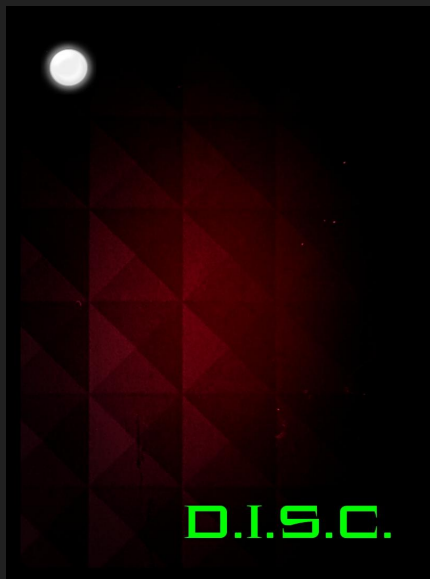
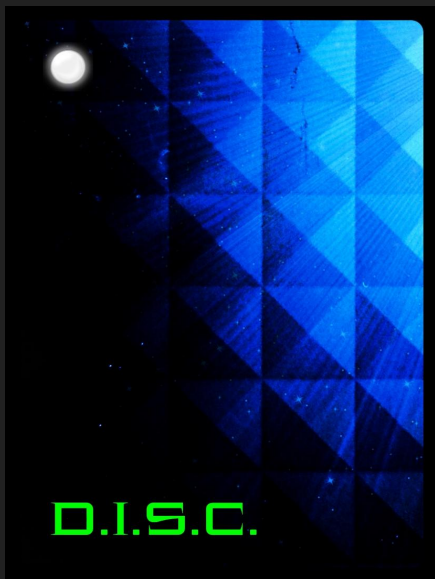
# Winning the Game

You win by clearing starship rooms of **enemies**, destroying the corrupt **digital intelligence core** and liberating the overtaken spacecraft.

# The Basics



# Game Setup - Part 1



Separate the **Player Deck**, (blue background)  
the **Enemy Deck** (red background)  
and the **Map Deck**. (grey background) Shuffle all decks.



# Game Setup - Part 2

**D.I. CORE ALPHA-1**

19-20 = 2 DMG,  
-1 HARDWARE OR -1 SOFTWARE

17-18 = 2 DMG, DRAW 1  
CYBORG

15-16 = 2 DMG, DRAW 1  
DRONE

13-14 = 2 DMG, DRAW 1  
SECURITY

11-12 = 2 DMG, DRAW 1  
BOT

10 16

**D.I. CORE ALPHA-2**

9-10 = 1 DMG, YOU CANNOT  
USE GUNS NEXT TURN

7-8 = 1 DMG, YOU CANNOT  
USE SOFTWARE NEXT TURN

5-6 = 1 DMG, FIREWALL

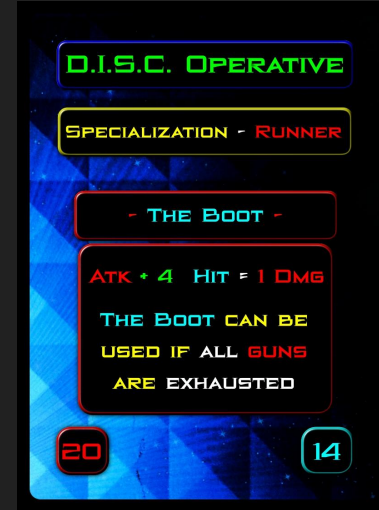
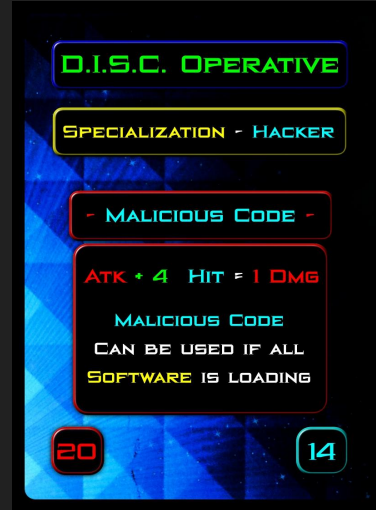
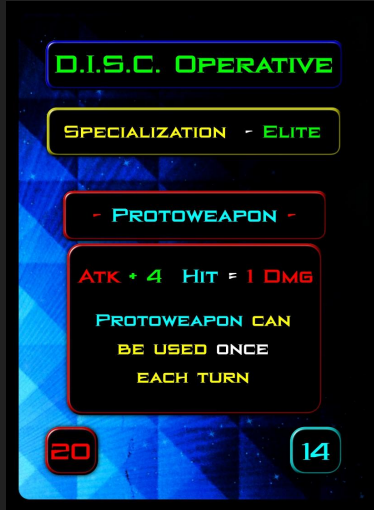
3-4 = 1 DMG, YOU CANNOT  
USE .EXE'S NEXT TURN

1-2 = 1 DMG

10 16

Place the D.I. Core cards aside for now

# Game Setup - Part 3



If you are playing **solo**, choose the **Elite D.I.S.C. Operative**.

If you are playing **2 player co-op**, use the **Hacker** and **Runner** cards.

Players choose who will be the **Hacker** and who will be the **Runner**

See the 2 player section for co-op rules



# Game Setup - Part 4



These are the proper placements for cards in a game of **D.I.S.C.**

Take a moment to place your **Player deck**, **Enemy deck**, **Map Deck** and **D.I.S.C. Operative card/s** in front of you as seen here.

Note the future location of the **Map Cards**, **Player Row** and **Enemy Row**.





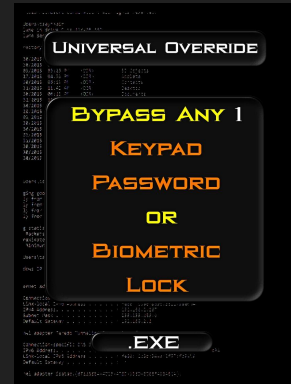
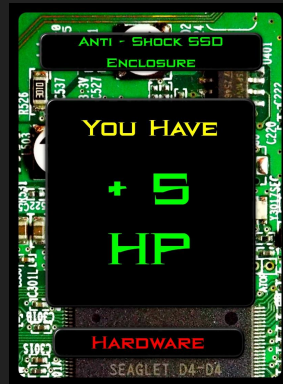
# Card Types

**Guns** deal lots of damage to your **enemies**. Some **guns** fire fast and some take a long time to reload. Some **guns** are more powerful than others and may have secondary effects besides damage which can be beneficial.

**Hardware** cards provide lasting static benefits like increasing the amount of damage you can take or allowing you to carry more weapons.

**Software** provides another method of attacking your enemies or bending rules which can turn the tide of battle if used at the proper time.

**.Exe's** are powerful one time use cards. These resolve their effects when used and then become discarded. ,Exe's can be used at any time.



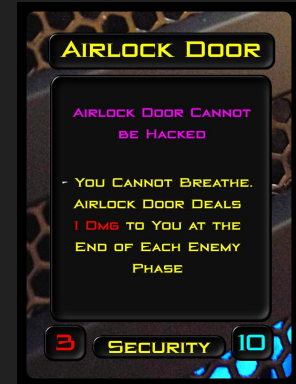
# Card Types - Part 2

**Bots** are somewhat basic attack platforms. They do medium damage and become a real issue if their numbers increase.

**Drones** move fast and are harder to hit. They don't do tons of damage but their ability to assist other **enemies** with targeting and increased damage output makes them dangerous.

**Cyborgs** were previous crew members turned by the D.I. and outfitted with robotic parts. They work as a team and are very strong so, if you face more than one **cyborg** have a plan.

**Security** cards must be destroyed before targeting any other enemies. **Password**, **biometric** and **keypad** keys can be used on corresponding **security** locks to discard **security cards** from play instantly.

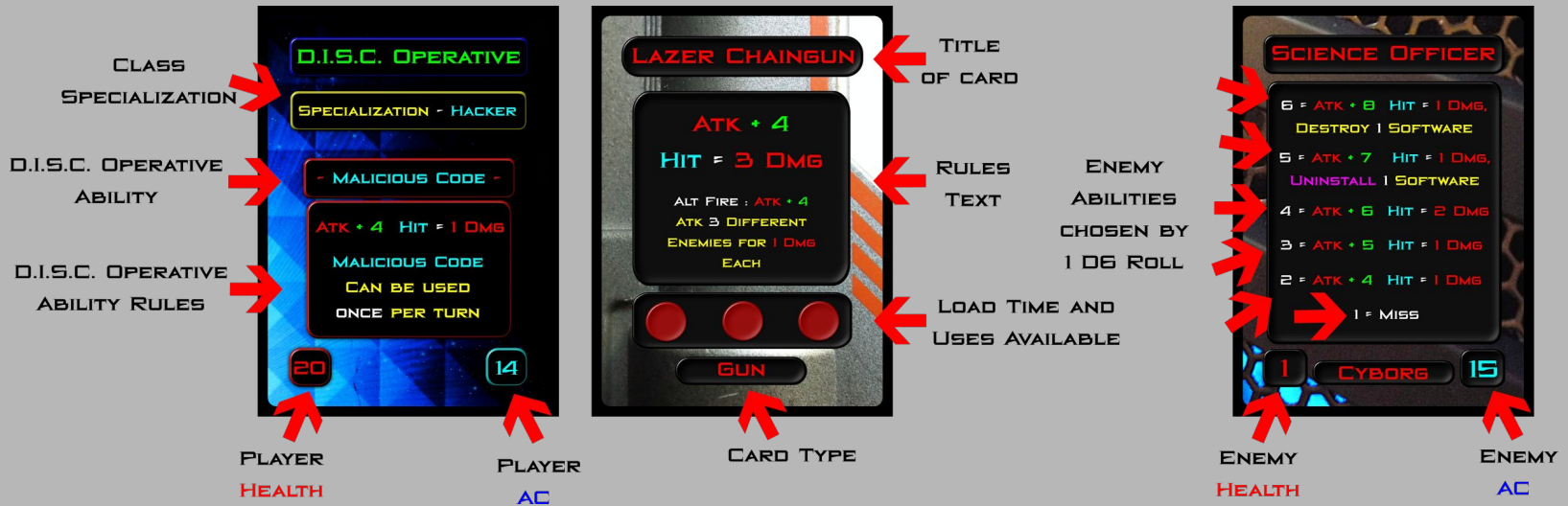


# Parts of the Card

Cards are separated into multiple sections.

The title of the card can always be found at the top with the rules directly underneath.

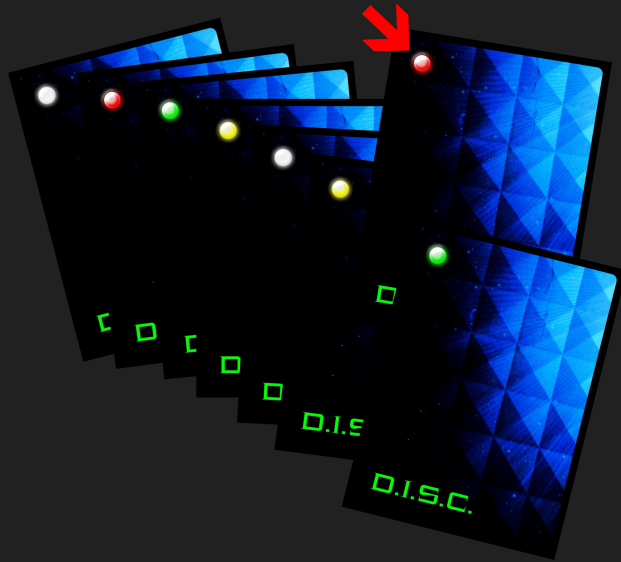
At the bottom the card type is listed along with health, ac and ammo\loading values.



# Playing the Game



# Drawing Cards - Step 1



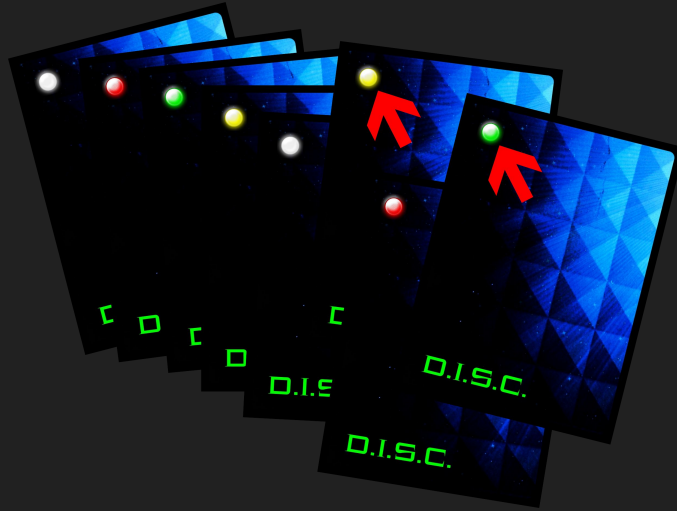
Search the **Player Deck** by drawing cards, (leaving cards face down) until you reach the first available **gun card**. (red symbol)

Draw it and place it face up in front of you between the **Player Deck** and the **Enemy Deck** in the lower **Player Row**. This drawn **gun card** is now in play and under your control.

Place 1 token on any **red dots** in the ammo/loading section of the card you played.



# Drawing Cards - Step 2



Search the **Player Deck** again by drawing cards, (leaving cards face down) until you reach the first available **software card** (yellow symbol) **OR** the first available **hardware card**. (green symbol)

Draw your choice and place it face up in front of you between the **Player Deck** and the **Enemy Deck** in the lower **Player Row**. This drawn **software OR hardware** card is now in play and under your control.

Place 1 token on any **red dots** in the ammo/loading section of the card you played, and reshuffle all the unused cards back into the **Player Deck**.



# Phases of Play

The phases of play happen in this order :

1: Room Selection - Draw and choose a room

2: Room Population - Generate **enemies** to fight

3: **Player Turn** - Attack **enemies** \ Clear the room

4: **Enemy Turn** - Survive **enemy** attacks

5: **Room Clear?** ( **No** = Go back to step 3. **Yes** = Go to step 6 )

6: **Reward Phase** - Loot the room for helpful items

7: **All rooms clear?** ( **No** = Go back to step 1. **Yes** = Move to Step 8.

8: **D.I. Core Room** - The final battle!



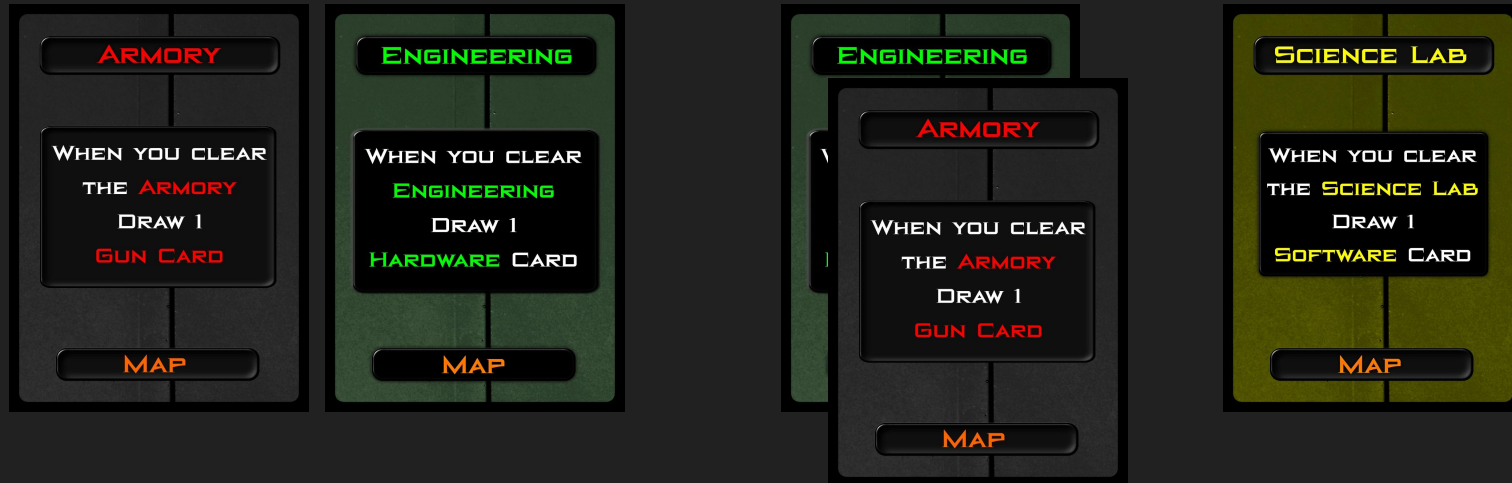
# Room Selection

When you begin the game draw 2 map cards and choose which you will enter.

They stack like this with the active room on top and the revealed room on bottom.

When you clear a room, discard the cleared room card and draw 1 new map card.

The revealed room you did not visit last time remains an option along with your newly drawn card.





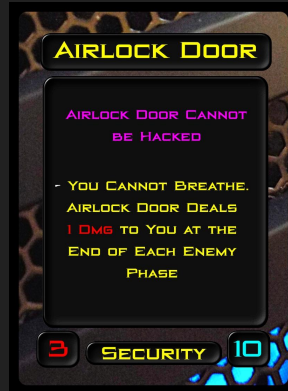
# Room Population

The first room you explore contains four **enemies**. Draw four **enemy cards** and place them face up, from left to right in the **Enemy Row** above your **Player Row** in the order they are drawn.

Apply tokens in the loaded position to any **enemy cards** which have **red dots** at the bottom, 1 for each **dot**.

Move any **enemies** with the **recon** ability to the left most position in the **enemy row** to show they act first on the **enemy turn**.

Each new room beyond the first generates an extra **enemy** in addition to the base amount of 4 up to a total of 8.



Player Turn



# Basic Player Actions

During the **Player Turn** you will attack **enemies** with futuristic **guns**, use **software**, run **.EXE's** and use **D.I.S.C. Operative** abilities to damage and destroy anything blocking your path to the **D.I. Core**.

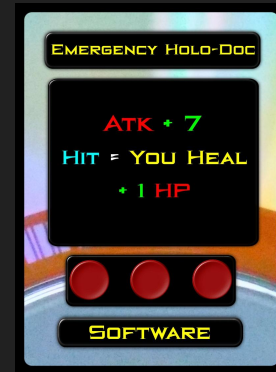
Each **Player Turn** you may:

1.) Load **guns** and **software**

2.) Fire 1 **gun**

3.) Use 1 **software**

4.) Use 1 **Operative Ability**



# Step 1 - Loading

Players spend tokens on cards to activate a card's effects.

When a **player card** which had tokens on it has had all of its tokens removed, it is turned sideways 90 degrees and is temporarily unusable. Cards in this state are called "**exhausted**".

Exhausted cards receive 1 token at the beginning of each **Player Turn**.

If at the beginning of the **Player Turn** a card already has its maximum amount of tokens on it, it is no longer turned sideways and is available for use. Cards in this state are called "**loaded**".



**LOADED**



**EXHAUSTED**



## Step 2 - Target \ Item Selection

Attacking requires choosing a target. Decide which **enemy**/s you will attack and which card you will use to attack with.

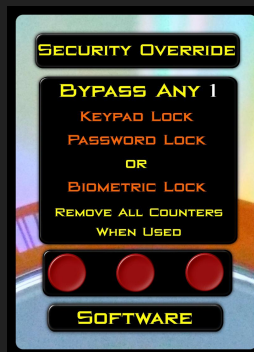
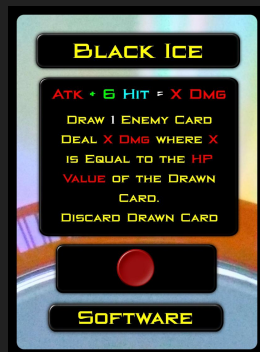


# Step 3 - Spending Ammo

Firing **guns** and using **software** consumes ammo or generates loading time. This is represented by tokens placed on the **red dots** on cards.

When you fire a **gun** or use **software** remove at least 1 token from the card you are using to activate its effects. Place the token/s you spent underneath the targeted **enemy**/s while rolling dice.

Any cards with more than one token may continue to spend tokens to activate card effects multiple times in a single turn.



# Step 4 - Dice Rolls

Roll 1-D20 and add the (Atk + X) value of your chosen card to the result from the D20 roll.

Compare the result of your D20 roll + (Atk + X) to the blue AC value in the lower right of each enemy card. If your number is higher, you have scored a hit. If you hit, resolve the effects listed in the (Hit =) section of the card you are attacking with. Apply any damage in the form of tokens to the hit enemy card.

The red value in the lower left of enemy cards represents its health. An enemy with 0 health has been destroyed and is placed in an enemy discard pile.

14 + 9 = 23

23 IS GREATER THAN 11? = YES HIT!

EMP RIFLE  
ATK + 9  
Hit = 1 DMG  
ENEMIES HIT BY EMP RIFLE LOSE THEIR NEXT TURN  
GUN

TANK BOT  
ATK + 8  
Hit = 2 DMG  
3 BOT 11

# Alt Fire

Some cards have an **Alt Fire** ability. You may use **Alt Fire** instead of the standard card ability.

**Alt fire** rules are different and may require removing more tokens to use and/or affect multiple **enemies**.

In these cases each target beyond the first requires its own D20 roll to measure accuracy.



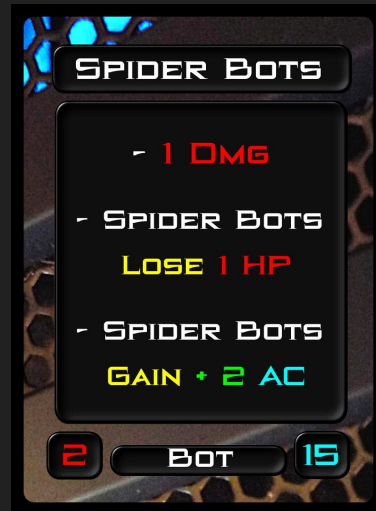


Enemy Turn



# Enemy Actions - Part 1

All enemies act each turn. Enemies act in the order they were drawn. Actions listed on enemy cards happen in the order they are written.



# Enemy Actions - Part 2

Most **enemies** require a D6 roll to select which action they will take this turn. In this case when it is time for an enemy to act, roll 1 D6. Note the result and follow the instructions under the corresponding number on the acting **enemy card**.

**Enemies** which have tokens on them use them in the same way **player cards** do, can become exhausted and require loading.

ENEMY  
ABILITIES  
CHOSEN BY  
1 D6 ROLL



# Enemy Dice Rolls

Most **enemy** attacks require a D20 roll to hit.

Like with **player cards**, in this case roll 1-D20 and add the (**Atk + X**) value of the **enemy card** action to the result from the D20 roll.

If the **enemy** number is higher than the **blue AC value** in the bottom right of the **Operative card**, the **enemy** has scored a hit.

Resolve the effects in the (**Hit =**) section of the **enemy card** action the same as you would during the **Player Turn**.



=



=

22



IS 22

GREATER THAN

14? YES!

HIT!

D.I.S.C.



# Enemy Abilities

Some enemies have activated abilities. These abilities last until the next enemy turn and are then discarded.

**Firewall** : Enemies with firewall are immune to software attacks and .Exe effects.

**Dodge** : Enemies with dodge are immune to gun damage.

**Recon** : Enemies with recon act first. If more than 1 enemy has recon they act in the order they were drawn, but before other enemies.

**Uninstall** : Targeted card cannot be used for 1 turn.

**Destroy** : Targeted card is discarded.

**Jam** : Targeted card cannot be used for 1 turn

If an enemy ability is listed without an activation trigger, the ability is static and lasts as long as the enemy is in play.



# End of Enemy Turn

You only take damage during the **enemy turn**. If your **HP** total reaches **0**, you lose the game.

After the **enemy turn**, if you have not cleared the room of **enemies**, it becomes the **Player Turn** again.

There are 10 of each type of **enemy**. The colored dots on card backs reveal a card's type. Use this knowledge to plan your next move.

**Enemies** in **D.I.S.C.** can be brutal. Exploit their weaknesses, make the right tactical choices and roll high!



# Loot \ Room Rewards

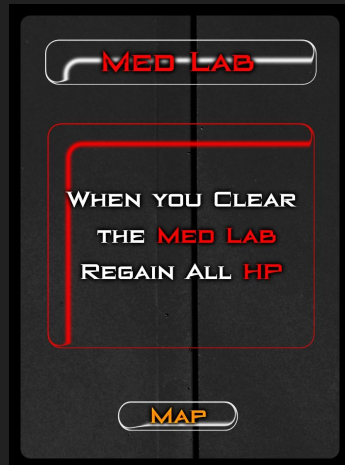


# Reward Phase

Clearing any room of **enemies** triggers it's **reward phase**. Each room contains a specific **reward** which is listed on each map card. Resolve this reward first.

Then draw one **player card** for each **enemy** defeated in the cleared room face up, and choose one of them to keep, discard the rest. For clearing each room beyond the first you may choose an additional **player card** to keep. Discard the rest.

During the **reward phase** you may discard a card you control to keep a **reward card** of the same basic type.





# The Final Battle

# D.I. Core Room

When you have cleared all 5 rooms you reach the **D.I. Core**. Place both **D.I. Core** cards in the **Enemy Row**. Then draw 1 **enemy** of each type and place them in the **Enemy Row**. **Fight!**

Unlike other **enemies** the **D.I. core** has 10 different abilities, 5 on each card. 1 D20 is rolled for each D.I. Core to see which actions the **D.I. core** will take each turn.

If an **enemy action** deciding D20 roll result does not appear on the acting **D.I. Core** card, the result is a miss.

**D.I. Core** cards are separate targets and do not share **HP**.

**D.I. Cores** always act first on the **Enemy Turn**. Move **enemies** with **recon** to the immediate right of all **D.I. Core** cards.

If you defeat the **D.I. Core** you have liberated the starship and win the game!



# Special Rules

Rules on cards always override written rules.

You may only have 2 **hardware**, 2 **software**, 2 **guns** and 3 **.EXE** cards in play at a time.

No loading happens between rooms. Walking into the next room with empty **guns** and loading **software** can be a bad thing.

**Enemies** with more than 1 ammo continue to act on their turn until all ammo is depleted. Enemies with no ammo are **exhausted** and do not act until they are **loaded**.

If any deck runs out of cards, reshuffle any discarded cards into a new deck and continue play.

For an extra **Solo Play** challenge : instead of using the **Elite D.I.S.C. Operative** card, play using one of the other Operative cards like the **Runner** or **Hacker**.

Thank You For Playing D.I.S.C.!