






DAMAGE CONTROL

Setup

1. Choose **2 Modules**. Each **Module** consists of 10 **Rubble Cards** and 2 **Characters**, and introduces a unique set of mechanics to the game:
 - **Mighty Asgard** - Aggressive actions against your opponents.
 - **Mystical Manipulation** - Bring discarded cards back into play.
 - **Pym Tech** - Grow your hand or shrink your opponent's hand.
 - **Vibranium Synthesis** - Card interactions.
2. Shuffle together the **20** standard **Character Cards**  with the **4 Module Character Cards** (2 from each chosen **Module**) to form the **Character Deck**. Reveal **5 Character Cards** face-up to the left of the **Character Deck** to form **The Character Lineup**.
3. Set up the **Destruction Zone** barriers per the # of players:   
4. Shuffle together the **40** standard **Rubble Cards**  with the **20 Module Rubble Cards** (10 from each chosen **Module**) to form the **Rubble Deck**.
5. **Fill the Destruction Zone** by dealing each player **9 face-down Rubble Cards** (players cannot look at these cards). Then, each player drops **8 cards face-down** into the **Destruction Zone**, one card at a time, with their **last card being face-up**. Note: Immediately re-drop cards that fell **completely** outside of the **Destruction Zone**.
Solo mode - Drop **16 cards face-down** and then **2 cards face-up**.

6. **Each player setups their play area** by taking a **Desktop**, a **Vault**, and 1 **Influence**. The starting player takes the **Desktop** that says "STARTING PLAYER".
7. Each player shuffles together **1** random **Manager Card** with a set of 5 **Starter Cards** (3 **Construction** and 2 **Engineering**) to form their face-down **Draw Deck**.



8. Each player draws **4** cards from their **Draw Deck** to form their starting hand.







Turn Sequence A

Going clockwise, players take turns until the **End Game** is triggered.


1. Action
2. Recruit
3. Cleanup


1. ACTION PHASE



On your turn, you may perform any and all of these, in any order, more than once:


- » You may pay a card's  cost (some are 0) to play it from your hand and place it above a matching **Action slot** in your **Desktop/Vault**, then perform its **Action**.
 - If the card allows you to take **multiple Actions**, choose which matching **Desktop/Vault slot** to place the card above.
 - If the card played is an **Artifact**, you may instead place it above the **Artifact slot**.
 - You must perform as many of the available **Actions** as possible (but you may do so in any order). If the **Action** says to **remove** the card, do it right away.
 - » You may pay the  cost to activate a **Character's**  **Action once per game**. Tap the card sideways to mark its effect has been used up.
 - » You may pay **6**  to perform the  **VAULT Action (Except during Solo mode)**.
 - » You may discard cards from your hand to gain **1**  per discarded card.
- At the end of this Phase**, you must discard any remaining cards in your hand.

Solo mode - Card **Effects** targeting other players target YOU instead.

 **VAULT** - You may "lock" one card from your hand under your **Vault**.


 **UNCOVER** - Take a **face-down** card from the **Destruction Zone** and place it **face-up**, on top of the other **Rubble Cards**, in the same location.

- You may only **UNCOVER** a card if you can see its **entire RADAR CIRCLE** , otherwise this card is **Trapped** and cannot be **uncovered** or **targeted** by **Actions** (unless stated otherwise).
- When that card is revealed its **Event** is triggered.
- If there are **no cards available to UNCOVER** in the **Destruction Zone**, you may trigger a  **Event** instead.

 **EXTRACT** - Add **any** one **face-up** card from the **Destruction Zone** to your hand. Try to disturb the **Rubble Cards** as little as possible.

 **DEMOLISH** - **Remove** any one **face-up** card from the **Destruction Zone** and gain **2** .

When the **Destruction Zone** clears out, the **End Game** is triggered.


 **COLLAPSE** - Another player takes a card from the **Rubble Deck** and drops it **face-up** from a height of at least **8 inches** into the **Destruction Zone**.


- This new card's **Event** is also triggered, even if it's another **COLLAPSE**.
- Continue until all **Events** have been resolved.

 **CHARACTER SIGHTING** - Reveal a new card from the top of the **Character Deck** and add it to the leftmost side of the **Character Lineup**.

- If there are already **5 Characters** in the **Lineup**, the rightmost card is **removed from the game**; Slide the **Character Cards** to the right and add a new card.


• When the last **Character Card** is drawn, the **End Game** is triggered.

 **ASGARD** - All players discard one card from their hand, if possible.

 **MYSTICAL** - All players with cards in their hand simultaneously pass one card of their choice face-down to the player on their left.

- Players with no cards to pass may still receive cards.
- **Blue mode** - Place that card at the bottom of your **Draw Deck**.

 **PYM TECH** - All players **DRAW** one card from their **Draw Decks**.

 **VIBRANIUM** - All players gain **1** .



2. RECRUITING CHARACTERS PHASE

After playing/discarding all your cards you may recruit **Characters**:

- Discard cards from your **Desktop slots** that match the **Recruit Requirement icons** for a **Character**, and place that **Character** card **BELOW** your **Desktop**.
- You may continue recruiting **Characters** in this way as long as you have cards with **matching Recruit Requirement icons** in your **Desktop**.
- You can only fulfill **Artifact icon requirements** using cards with a matching **Artifact icon** from above the **Artifact slot**.
- You may have a maximum of 3 recruited **Characters**. You may discard one of your currently recruited **Characters** to replace them with a newly recruited one.
- **Do not** refill **The Character Lineup** during this phase.



Turn Sequence C / End Game

- **IMMEDIATE** - Happens immediately upon recruiting the **Character**.
- **ONGOING** - Always available on your turn.
- **ACTIVATED** - Pay the  cost to activate **once per game**. Tap the card sideways to mark its effect has been used up.
- **ENDGAME** - Will gain additional  Power at the end of the game. Cards “in your possession” are cards both “locked” under your **Vault** and in your **Draw Deck**.

3. CLEANUP PHASE






After you are done recruiting **Characters**:

- Discard any leftover cards above your **Desktop/Vault**.
- Add **Character** cards to the left of **The Character Lineup** until there are **5**, if able.
- Draw a new hand of 4 cards from your **Draw Deck** (shuffling your discard pile into a new **Draw Deck** if necessary), and the next player begins their turn.

The **End Game** is triggered when there are no more cards in the **Destruction Zone** OR there are no more cards in the **Character Deck**.

GAME END

When the **End Game** is triggered, play continues until the end of the current round, just before the starting player would begin a new turn. After that, the game proceeds to scoring:

- Score  for all **Artifact** cards “locked” under your **Vault**.
- Score  for your **Recruited Characters**.
- Score  on **ENDGAME** effects.
- Score **1**  for every **3**  (rounded down).

The winner is the player with the most total  at the end of the game!

If tied, the winner is the player with the most total .

If still tied, the players share the victory!

Solo mode - Have at least **20**  to win.

DAMAGE CONTROL

Ultior Motive - Solo Variant

The Damage Control CEO issues a bold challenge: Prove your managerial prowess by leading a special team to victory in the thick of the (clean-up) action!

WIN CONDITION

In addition to the **20** ♦ objective, finish the game with one of the following special character teams:

SKYTEAM ALPHA



#DAMAGECONTROL



ARACHNERDS



GIRL POWER!



MARTIAL OPS



BEST BOSS EVER



BREAKING NEWS



+ ANY
MODULE
CHARACTER



D.E.B.R.I.S. - Solo Variant

In a cost-cutting move, Damage Control Corp is putting their new AI, Digital Entity for Better Recovery and Ingenious Salvaging (**D.E.B.R.I.S.**), to the test. Your mission: Prove the irreplaceable value of human managers over the AI's rigid programming.

SETUP

Setup the game for solo play with the following additions:

1. Place a randomly selected unused **Manager Card** next to the **Destruction Zone**.
2. Give them a **Vault** and 1 **Influence**.

GAMEPLAY

Starting with you as the first player, take turns as usual. You may not pay 6 to **VAULT**. During **D.E.B.R.I.S.**'s turn, make note of the following changes:

1. THE ACTION PHASE

- Execute **each** action on the **Manager Card**, left to right, as much as possible:



UNCOVER - Target the "clearest" card.



EXTRACT - Add the highest-value card to the **Manager Card**'s "hand" (face-up).



VAULT - "Lock" the highest-value card in the **Manager Card**'s "hand".



DEMOLISH - Target the highest-value card.

Other notes:

- **D.E.B.R.I.S.** will always prioritize the card/outcome that harms you the most.
- When instructed to "draw a card", **D.E.B.R.I.S.** draws from the **Rubble Deck**.
- When an effect contains the "**OR**" keyword, treat it as "**AND**".
- **Albert Cleary** activates actions and effects on the most recently gained card.

2. RECRUITING CHARACTERS

- **D.E.B.R.I.S.** always recruits the rightmost character for free (no **Character** max).
- Refill **The Character Lineup** as per usual afterwords.

END GAME

After the **End Game** is triggered and the round concluded as usual, tally **D.E.B.R.I.S.**'s points normally: for **Artifact** cards "locked" in their **Vault**, for **Recruited Characters**, on **ENDGAME** effects, and 1 for every 3 (rounded down).

**Want to support
these player aids?**



buymeacoffee.com/shylevari