

A GAME BY GORDON CALLEJA

VENGEANCE

PLACEHOLDER

COMPONENTS LIST.
GAME CREDITS.
LEGALESE.
RELEVANT LOGOS.





VENGEANCE

"THE AXE FORGETS,
BUT THE TREE REMEMBERS..."
–AFRICAN PROVERB

GAME OVERVIEW

Take your favourite revenge movie and crank the action-dial up a few notches…
Welcome to Vengeance!

Players step into the shoes of a hero that has been wronged by 1 or more of the 4 gangs in the game. Players win by building up their heroes, scouting gang dens to find the baddies who wronged them and then take bloody revenge through action-packed fight sequences made up of dice-based puzzles.
The game starts off with The Wronging. This is a prelude to the actual game where the heroes get bashed by gang bosses. The game then alternates between 2 types of turns: Montage and Combat turns.

Montage turns allow players to upgrade their heroes through abilities and items, recon gang dens and heal the damage sustained. Combat see heroes bursting into the gang dens and attempt to take out the boss, their minions or both.
The game is won by the player that scores most Vengeance points by killing bosses, clearing dens from minions and scoring additional points based on 3 mission cards.

GAME SETUP

1. The number of gangs in play varies depending on the number of players. For a 4 player game use 4 gangs. For a 2 or 3 player game use only 3 gangs. Remove all the Boss cards, Vengeance cards and miniatures relating to the discarded gang from play.

2. Populate the Upgrades Board as follows:

   a. Separate 'Ability' Upgrades and 'Item' Upgrades and shuffle these separately.
   b. Place 8 random Ability Upgrades on each of the rectangles marked "Upgrade" on the Upgrades Board. These should be face up and visible to all players.
   c. Place 4 random Item Upgrades face up on each of the blue rectangles marked "Single Use Item" on the Upgrades Board.
   d. Place remaining Upgrade Abilities and Upgrade Items in 2 piles close to the board. These will be used later in the game.

3. Each player selects a 'Hero' to play as (or assigns them randomly) and takes the matching Hero Board and matching tokens and Montage cards. For their first game we suggest players refer to the Quickstart sheet and pick the heroes suggested there.

4. Players then select a colour and take the respective tokens and markers. There should be 6 recon tokens, and 2 markers for each hero. One marker goes on the Vengeance Point Board and the other one on the Speed order chart found on the Turn Order board.

5. Place the 3 mission card beside the indicated spaces on the Vengeance Point board.

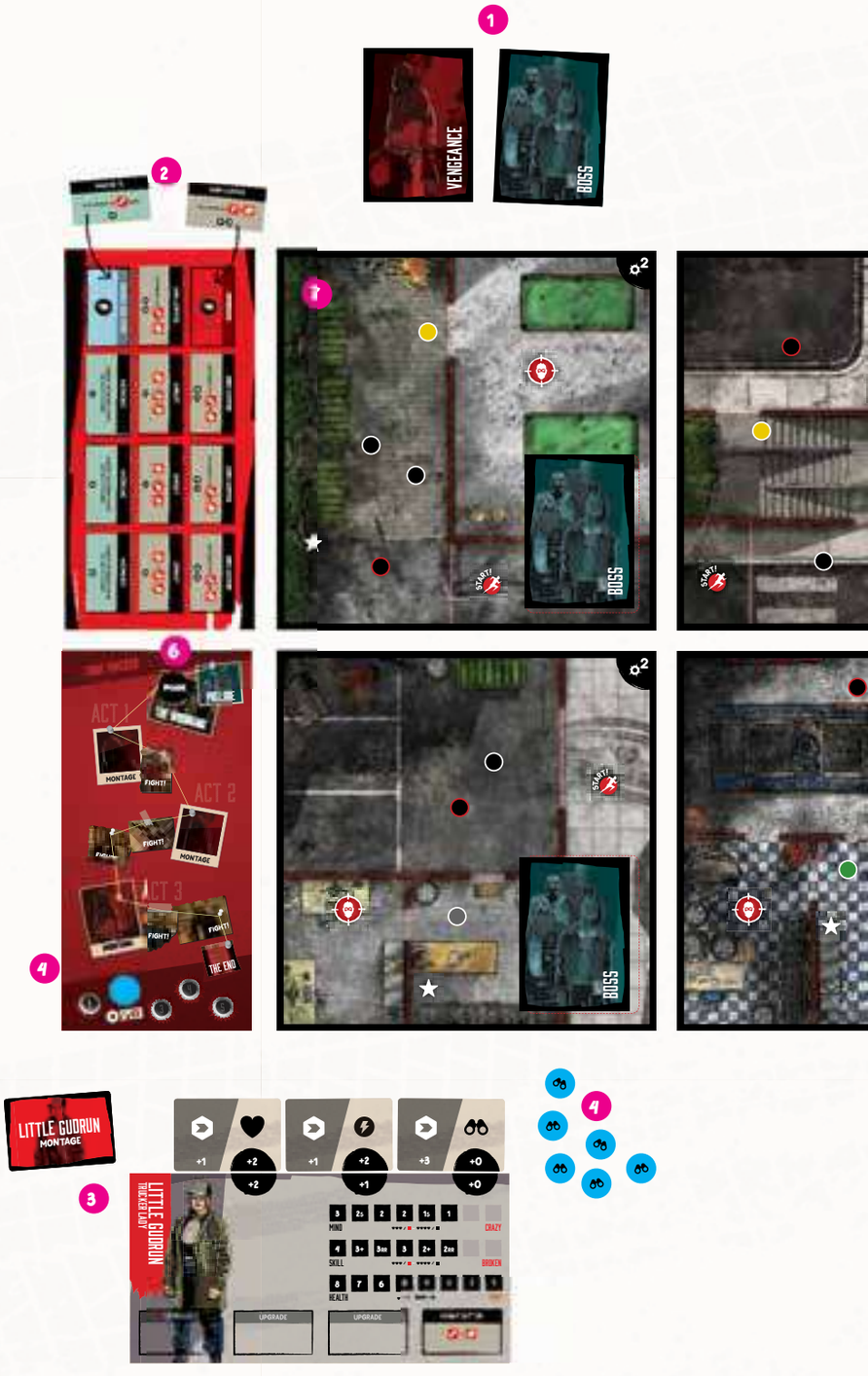
6. Place the phase marker on the Wronging section of the Turn Order Board.

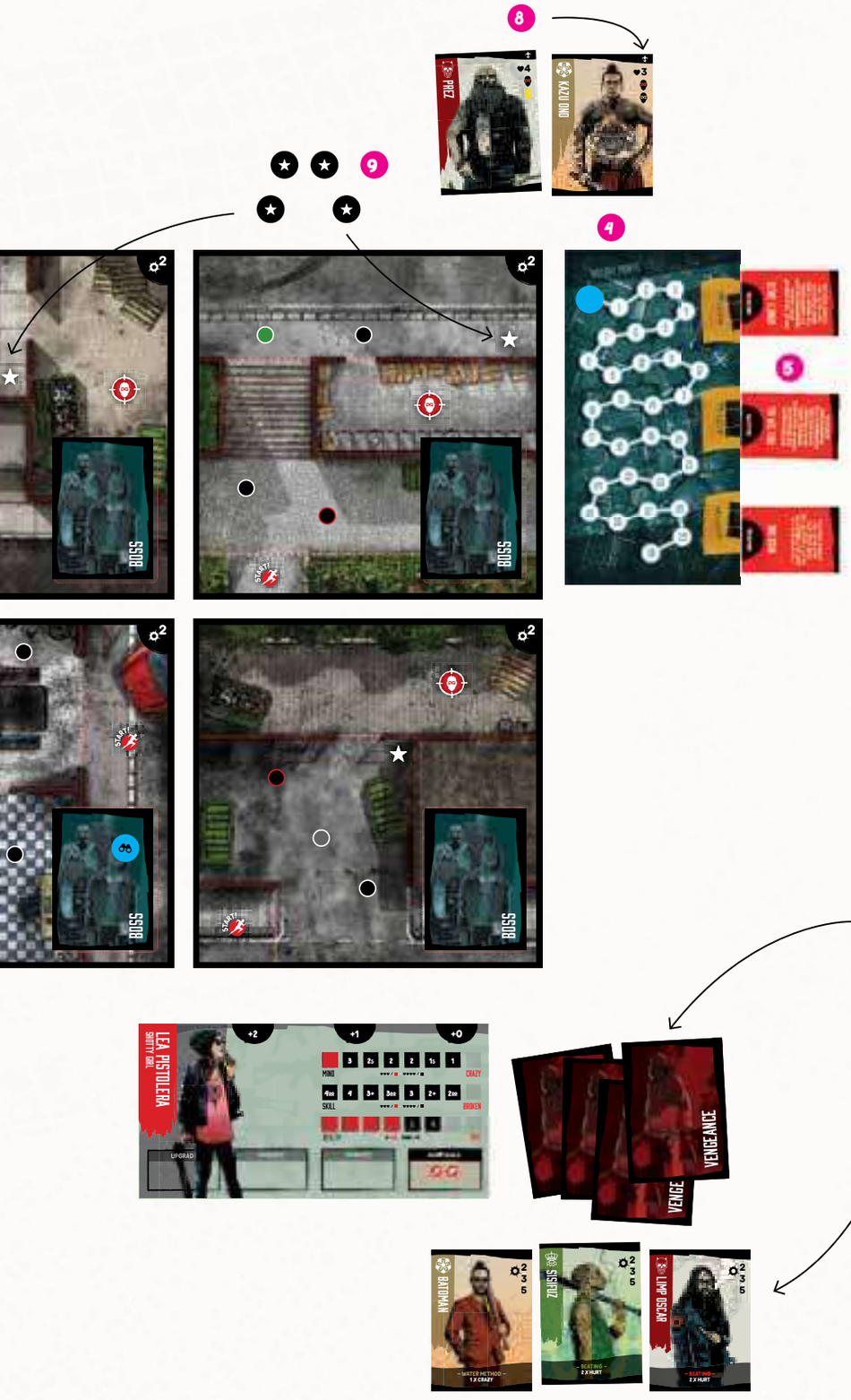
7. Next, lay out the 'Den' boards. Dens represent gang hideouts which the players will attack during Fight phases in order to take revenge and Vengeance Points.

   a. Place down all 6 Den boards that have the ⚙2 in their top right corner face up. That number represents the Den's Vengeance Point (VP) value.
   b. Next shuffle the 4VP dens and place them face down in a pile on the table. Then shuffle the 3VP dens and place them face down on top of the 4VP dens. New Dens will be drawn from this pile to replace the ones cleared out by players during gameplay.

8. In the Boss cards deck, there are 4 'Big Boss' cards. These are identified by this symbol ⚜ in their upper right corner. Remove these Big Boss cards and shuffle all the other Boss cards into 2, equal, separate piles.

   a. Shuffle the Big Boss cards into 1 of the 2 Boss piles and place the pile containing the Big Boss cards under the other pile. This is to ensure they'll be drawn later on in the game.
   b. Place 1 Boss card face down on each of the 6 dens. Leave the remaining Boss cards nearby in a pile.
   c. Place minion miniatures in dens. Most den zones have 1 or more coloured circles on them. These correspond to the colour of the minion





miniatures bases. Place 1 miniature of the corresponding colour in the respective zone. Boss rooms are marked with a ☠. These are left empty for now.

9. Place wild tokens with the ★ face up in zones with a ★ symbol on them.

10. Setup is now complete. If this your first game we suggest you follow the remaining set-up rules laid out in the Quickstart guide, skip The Wronging and go straight into the first Montage turn.

Experienced players may move onto the next stage: 'The Wronging' described below.

THE WRONGING

During 'The Wronging', players are bashed and tortured by a number of gang bosses. By making use of the Vengeance cards, players can begin to form their overall game strategy. Each Vengeance card depicts a single Boss, the damage they inflict on the Hero when put in play, and their value in VPs when defeated. The Wronging progresses as follows:

1. Deal out all Vengeance cards. In a 4-player and 3-player game, each player should end up with 9 Vengeance cards each. If playing with 2 players, stop distributing cards once each player has 9 and set the leftover cards aside as a Vengeance deck.

2. Each player selects 1 Vengeance card from their hand and places it face down in front of them. Note that players will not suffer damage from the cards they've selected cards yet; that will come later.

3. After selecting a card, the remaining hand is passed around clockwise and points 1 & 2 are repeated until each player has 2 cards in-hand and 7 cards face down in front of them.

4. The remaining 2 card hands are placed together in a pile (or if playing with 2 players, added to the deck straight away): this is the Vengeance deck and players will later be able to spend resources to acquire new cards. Shuffle the Vengeance deck.

5. The remaining 7 cards become the players' Vengeance hand and should remain hidden from other players during gameplay.

6. Players now select 3 cards from their Vengeance hand to place in-front of them and visible to all players; these represent which Bosses have committed an atrocity against the player. Their Hero suffers damage to their 'Attributes' according to the amount listed at the bottom of each Vengeance card. Damage is explained in the Attributes section starting on page 6.

7. These 3 cards are placed face up in front of each player. Later on in the game, players may put more Vengeance cards into play from their hand.

8. Initial player order is now set according to the current Mind value of each Hero, with the highest value going first, then second highest going next and so on. Ties are broken randomly with a dice roll or coin flip.

ATTRIBUTES

Heroes in Vengeance have 3 major attributes:

1. **MIND:** Represents the Hero's intelligence and willpower. It decides player order at the start of the game and grants the use of more Mind dice during Montage turns. The "**S**" letter next to a value means a drafted die may be swapped for another result of the player's choosing.

2. **SKILL:** Represents a Hero's fight expertise. It governs the number of Skill dice rolled during Fight rounds. An "**RR**" letter next to a value means the player may re-roll a , , or result (see page 12) once during a Fight round. A "**+**" symbol indicates the player may roll a bonus die with their complement of Skill dice.

3. **HEALTH:** Represents a Hero's constitution. Players will most commonly receive damage to health during gameplay, but it is also the easiest attribute to heal.

DAMAGE

During the game Heroes will suffer damage to their attributes. This is represented by placing a red cube on the left-most empty position on the respective track. This covers the current value of the respective attribute. The current value of that attribute is now the first exposed one to the right.
Damage types are as follows:

1. Crazy damage is placed on the Mind track.
2. Broken damage is placed on the Skill track.
3. Hurt damage is placed on the Health track.

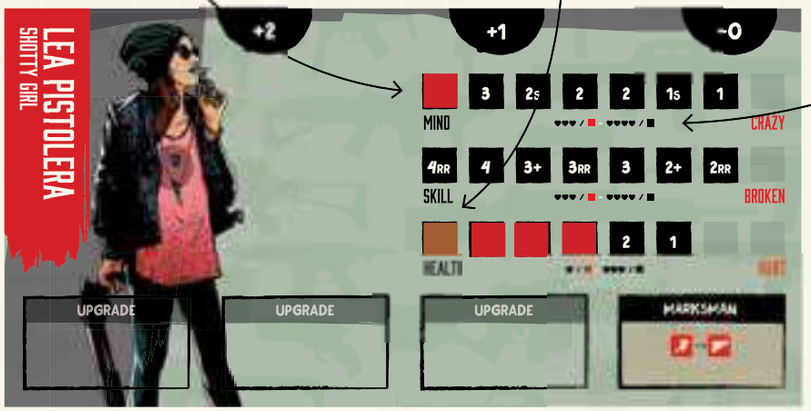
Should any of the Heroes' attribute tracks become full during a Combat turn, they are immediately knocked out and their Combat turn ends.

Severe Damage: Some cards instruct players to take 'Severe' damage. This functions in the same way as regular damage, but is instead represented by a brown cube and is harder to heal.

If a Hero receives damage, but has no room left in their respective attribute track, remove the left-most red cube and replace it with a single brown cube regardless of the excess damage taken.



DAMAGE IS PLACED FROM LEFT TO RIGHT ON THE RELEVANT TRACKER. "SEVERE" DAMAGE ALWAYS GOES TO THE FAR LEFT.



THE ACTS

Following The Wronging, gameplay progresses in 3 acts, each made up of 2 types of turn: Montage and Combat turns. During Montage turns, players upgrade their heroes, recon dens and heal in preparation for Combat turns. During Combat turns players pick a den and attack it with the hope of exacting vengeance and scoring VPs. Act 1 includes 1 Montage turn followed by a Combat turn. Acts 2 and 3 include 1 Montage turn followed by 2 Combat turns. The game then ends.



THE MONTAGE

The Montage turn is split into 3 phases:

1. Dice draft (described on 7)
2. Preparation (described on 8)
3. Player Order (described on 9)

The Montage turn revolves around 3 distinct actions, which players will make during the Preparation phase of The Montage. The actions are Heal, Upgrade and Recon.

HEAL ♥ : Heal actions allow heroes to remove damage cubes on their Hero Board. The number of heal points required to remove a cube in a single action is indicated by the number of hearts (see left) under the respective attribute track on the Hero Boards. Additional heal points not used in a single action are discarded. The cost to heal the different kind of damage are:

Hurt	1 heal point.	**Severe Hurt**	3 heal points
Crazy	3 heal points.	**Severe Crazy**	4 heal points.
Broken	3 heal points.	**Severe Broken**	4 heal points.

UPGRADE ⚡: Players may upgrade their heroes with abilities or items chosen from the face-up upgrade tiles on the Upgrade Board. Upgrades are critical to success in Vengeance. These are purchased during the Preparation phase of the Montage turn. Upgrades come in 2 varieties:



ABILITIES are permanent moves a Hero may perform in a Fight round. They allow players to mitigate the luck of the Skill dice rolled in Combat turns by swapping results and once combined allow heroes to perform powerful combos that extend their capabilities. These are never discarded. **Each Ability may only be used once per Fight round!**



ITEMS have a lower Upgrade cost and grant a powerful effect, but are discarded after use. **Only 1 Item may be used per Fight round!**

The cost in Upgrade points is indicated by a ⚡ at the bottom of the Upgrade tile. Players may purchase Upgrades up to the points value of the respective Upgrade action. Note that unspent Upgrade points do not transfer between Montage card reveals - they must be spent immediately or they are lost! After a player has finished purchasing Upgrades, repopulate the empty slots on the Upgrades board with new ones.

A player may have 4 active Upgrades at any one time, but is not limited to purchasing just 4 in total. Whenever a player acquires a new Upgrade, they may decide to place it in an empty slot, on top of or underneath existing Upgrades. Only the top upgrades are considered active and usable. Upgrade stacks may be re-organised during the Ready phase of a Combat turn.

When Item upgrades are used they are discarded. Any Upgrade tiles beneath are revealed and may be used immediately.

RECON 👀 : Recon allows players to collect Recon Tokens. These will be used in the Ready phase of the Combat turn to look at the face down Boss cards present on the Dens in play. For each point value of a Recon action draw 1 Recon Token. Each player has a maximum of 6 recon tokens. Once in play recon tokens cannot be taken back until the den it is on is attacked.

MONTAGE: DICE DRAFT PHASE

The Dice Draft is the first part of The Montage. Mind dice (white) are rolled and claimed during the draft and will either boost the player's played Montage cards OR give additional benefits after all Montage cards if no Montage cards of that type are played. Their effects are as follows:

♥♥ **DOUBLE HEAL** : Grants a 2 point boost to a Heal Montage card OR yields 2 heal points per ♥

⚡ **UPGRADE** : Grants a 1 point boost to an Upgrade Montage card OR yields 1 upgrade point per ⚡

👀 **RECON** : Grants a 1 point boost to a Recon Montage card OR yields a recon token per 👀

★ **WILD** : This symbol represents a Wild result granting a 1point boost to the effect of any Montage card OR it may be used to draw a new Vengeance card from the deck into the player's hand.

SPEED : This symbol represents Speed and grants a 1 point boost to the total Speed result used to determine player order at the end of the Montage turn.

To begin the dice draft, players roll their current complement of Mind dice. All players roll dice into a common pool available to all players.

Starting with the first player and proceeding in the order dictated by the player order track, players take turns claiming 1 die from the pool each, until all dice are claimed.

Players should only claim as many dice as they contributed to the pool. For example, if a player rolled 2 dice, while another contributes 4 dice; they take turns claiming dice until the first player claims back her 2 dice and the second player claims her 4 dice back.

Some positions in the Mind track feature the letter '**S**'; this stands for "swap" and allows a player to change the result of any 1 die into any other result. For example, a drafted Speed result may be swapped into an Upgrade result. The player physically rotates the die to the desired result. Any **S** actions may be resolved at any time after players have claimed a die, but before any Montage cards are revealed during the Preparation phase.

MONTAGE: PREPARATION PHASE

During The Preparation, players employ their Montage cards and empower them using the Mind dice claimed during the Dice Draft.

Each hero's deck of Montage cards is different. Montage cards are split into 2 sections:

- The right side of the Montage displays the action(s) granted by playing the card as well as the number of points that action yielded. Although some cards have a +0 value here, they may still activate actions through the boosts given by their position on the hero board.
- The left side of the Montage card shows its Speed value. The total value of the speed value shown on all 3 montage cards is added to the number of speed results on Mind dice to determine player order.
- **SPECIAL:** Some characters feature a special effect on their 'Montage' cards. These take effect when the Montage card is revealed during the Preparation phase.

Preparation begins by having players pick 3 of any of their Heroes' Montage cards. Players are always free to look at their own Montage cards without restrictions. The chosen cards are then placed face-down adjacent to the +2, +1 and +0 symbols on the player's Hero Board, with 1 card per symbol. Once revealed, the cards will receive the respective point bonus of the value on the hero board it has been placed next to. Note that this effect may give a positive point value to Montage cards with a +0 value on them.

Before revealing their Montage cards, players may choose to spend any Wild dice or tokens (see Fight section below) they have collected. Note that unspent Wild dice are lost once the first Montage card is revealed. Wild results and tokens may be used to either:

- **BOOST:** To do so, place the Wild dice or Wild token on a Montage card before it is revealed. This will add 1 point to the total value of that action per Wild die used.
- **VENGEANCE:** Draw a new card from the Vengeance deck. The drawn card is placed into the player's Vengeance hand. If no Vengeance cards are left in the deck, then no more cards may be drawn this way.

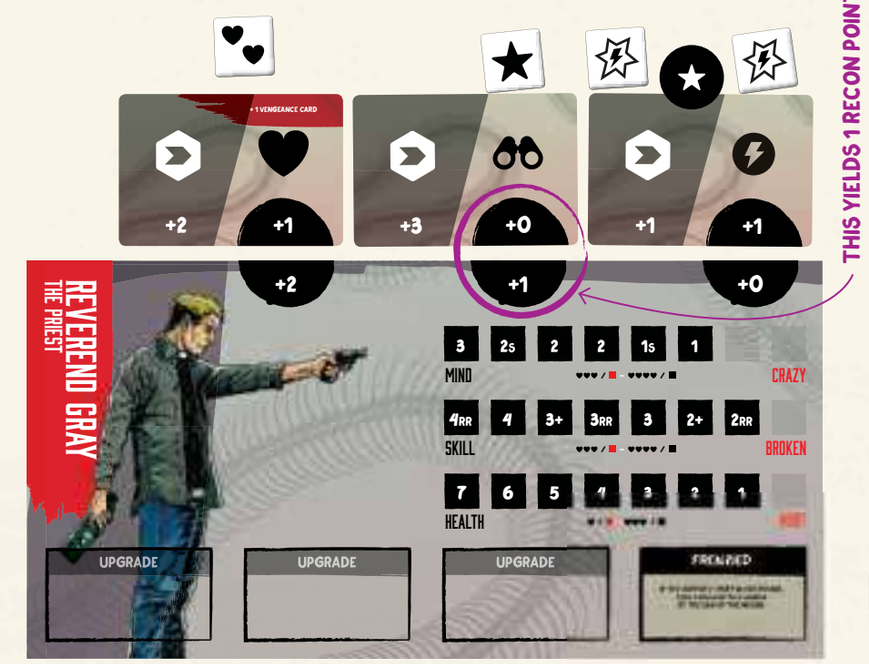
The players now reveal all Montage cards above the +2 symbol of their Hero Boards simultaneously. These actions are resolved in turn according to the Player Order Track. Player order matters mainly for buying Upgrades. Thus if players want to speed up the game they may resolve Heal and Recon actions simultaneously.

Players add the point value of that action on the Montage card with the point value on the hero board slot and the total number of Wild die results and tokens placed on that Montage card along with any number of Mind die results of that type. The result is the number of points the player has to spend on that action. Note that players can decide to play as many of their matching die results in any action as they please.

Once all players have resolved their first action, they now reveal their second Montage card (sitting above the +1 symbol on their hero board) and repeat the process above until all Montage cards are resolved.



BEFORE REVEALING THE MONTAGE, REVEREND GRAY'S PLAYER PLACES WILD DICE AND TOKENS ON THE CARDS. THESE ADD TO THE VALUES ONCE REVEALED.



THUS THE ABOVE MONTAGE OUTCOME IS A SPEED SCORE OF 6, 4 UPGRADE POINTS, 2 RECON POINTS AND 5 HEAL POINTS. REVEREND GRAY'S PLAYER WILL ALSO GET A FREE VENGEANCE CARD FROM DRAW PILE.

If any claimed ♥, ⚡ or 👓 die results remain unused, resolve them now in player order. All results of the same type held by the same player are resolved simultaneously.

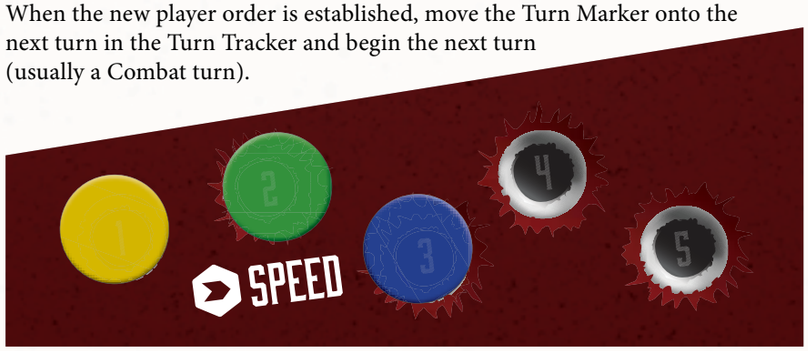
PREPARATION IS NOW COMPLETE!

MONTAGE: PLAYER ORDER

The final part of the Montage turn is the reorganization of the Player Order Track. This is done by adding up the Speed value on all 3 Montage cards revealed during the Preparation phase, as well as any claimed Speed dice which give a 1 point boost to the Speed value of the hero.

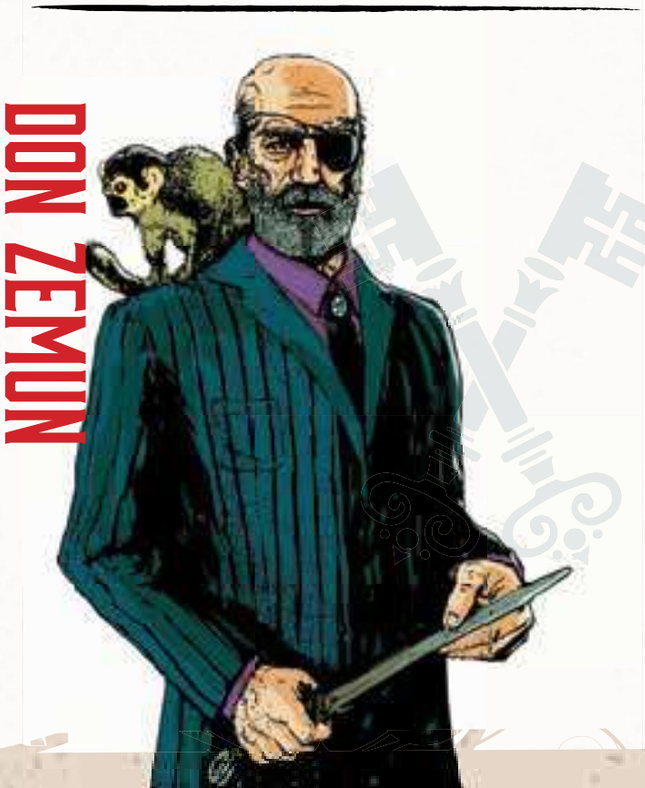
Re-arrange the individual Order tokens on the Player Order Track by placing the token of the player with the highest speed on the 1 space and the rest in descending order of speed points. Ties are broken according to players' position on the VP track - the player with the least VPs goes first. If there's a tie in VPs too, then retain the previous player order.

When the new player order is established, move the Turn Marker onto the next turn in the Turn Tracker and begin the next turn (usually a Combat turn).



PLAYING NEW VENGEANCE CARDS

At any time during the Montage or the Ready phase of a Combat turn, a player may choose to play a Vengeance card from their hand, face-up in front of them. The player immediately suffers the damage indicated by the card. Players may play any number of new Vengeance cards this way.



THE COMBAT

The Combat turn is split into two phases: Ready and Fight. Each player, starting with the first player and continuing according to the Player Order Track, completes both the Ready and Fight phases before passing play to the next player. The Combat turn is split into 2 phases:

1. **READY**: Where players spend their Recon Tokens, re-arrange their Upgrade tiles and play new Vengeance cards.

2. **FIGHT**: Where players enter a Den and initiate a fight with its unsavoury occupants.

COMBAT: READY

During the 'Ready' part of a Fight, players may do any or all of the following in any order:

- Re-arrange their Upgrades. The process is described on page 7.
- Play new Vengeance cards, as explained above.
- Perform Recon on any of the 6 dens in play.

To Recon a den, a player places 1 of their Recon Tokens on any den in play. Once the player has a Recon token on a den, they may look at the face down Boss card any time during the game. They may not show this card to other players, but they are allowed to hint or tell others what the card is or lie about its contents, if they so wish. Note that players may swap wild tokens for recon tokens to use in the ready phase.

Recon Tokens are removed from a den once it is attacked and its Boss card is revealed. These are discarded and must be acquired again to be used.

Once players have finished with their Ready phase, they move on to the Fight! phase of the Attack turn.

COMBAT: FIGHT

The Fight is the heart of Vengeance. A Fight is made up of 3 Fight rounds. During a Fight players attack 1 of the face-up dens with the aim of killing its Boss, their minions or, ideally, both.

A Fight begins by selecting the den a player wishes to attack, revealing its Boss card and populating the Boss Zone with a boss miniature of the corresponding gang type and accompanying minions - these are indicated in the top right part of their Boss card. Add these additional minions to the Boss Zone . Minion types and colours are explained in their respective section on page 16.

Dens with Big Bosses in them can only be attacked if the player has a Vengeance card with a matching image. If they do not have the corresponding Vengeance card, the Fight phase ends immediately and counts as a failed Fight.

FIGHT: SCORING

The player with the highest number of Vengeance Points is the winner of a given game of Vengeance. The primary way to earn VPs in Vengeance is to take revenge on the Bosses that have wronged the player Hero and the gangs they form part of. As players score, move their respective VPs token up the Vengeance Point Board. The 4 sources of VPs in the game are:

1. KILLING A BOSS THAT HAS WRONGED YOU.

To score a Boss, you must have a Vengeance card in play (not in hand) matching the killed Boss shown on the Boss card. Multiple copies of the same Boss (up to 3 regular Bosses and 2 Big Bosses) may be scored at the same time, though they may also be scored separately at a later time if the player chooses. Their value in VPs is found in the top right of their Vengeance card. Score the top VP number if you score 1 of that type of boss, the middle VP number if you score 2 and the bottom VP number if you discard 3.

Once the Boss is slain, place the scored Vengeance cards under your Hero Board. Aside from their value in VPs, they may be used at the end of the game to score additional VPs.

Now discard the Boss card on the den. Stand Boss cards discarded this way in a wall of triumph, so that all players may see which Bosses have been killed so far. Discard the den the Boss was found in and replace it with a new one, drawn from the den pile. Note that you only discard the Boss card and den if the boss is killed.

If the boss is still alive at the end of the Fight, re-populate the den with minions and leave the Boss card face up. Other players can have a go at the den if they wish.

2. KILLING ALL THE MINIONS IN A DEN OF A GANG THAT HAS WRONGED YOU.

To score gang minions, you need to kill all the Minions found inside a den (including the ones in the Boss zone) while having a Vengeance card in play that matches the gang of the Boss card of the attacked den. The gang emblem may be found in the top left corner of the card. Note that you can hand in a card of the same gang while having a different boss image and still score points for killing the minions.

Place the scored Vengeance face-down under your Hero Board and score the VPs indicated in the top right corner of the den. You do not score the VPs indicated on the Vengeance card unless you kill the respective Boss.

3. KILLING ALL MINIONS AND BOSSES THAT HAVE WRONGED YOU.

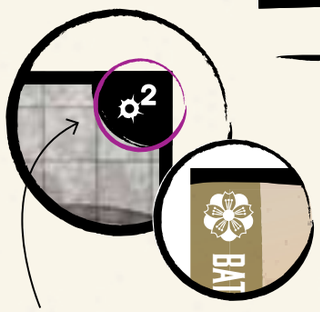
If a player kills the Boss and all the minions in a den, while having a Vengeance card in play which matches the Boss, then they may score both the value the Boss and the the den using the same Vengeance card or cards (in the case of multiple copies of the same boss).

4. MISSION VPS

Additional, bonus VPs are given out at the end of the game based on the mission tiles in play. See the Winning section on page 16.

1. IF YOU KILL THE DEN BOSS BATOMAN AND HAVE TWO BATOMAN VENGEANCE CARDS VISIBLE ON THE TABLE, YOU SCORE 3 POINTS





2. IF YOU FAILED TO KILL BATOMAN, BUT KILLED ALL THE MINIONS YOU CAN SPEND A FACE-UP VENGEANCE CARD THAT MATCHES TO CLAIM THE MINION SCORE



3. IF YOU KILL EVERYONE – THE DEN BOSS BATOMAN AND ALL MINIONS – THEN YOU CAN SPEND THE TWO BATOMAN CARDS FOR THE 3 VP AND CLAIM THE DEN'S 2 VP FOR KILLING ALL THE MINIONS IN THE DEN. VENGEANCE IS YOURS!

CONSOLATION PRIZE

If a player does not score any VPs during Fight, they may draw a Vengeance card as a consolation prize.

FIGHT: ATTACKING A DEN

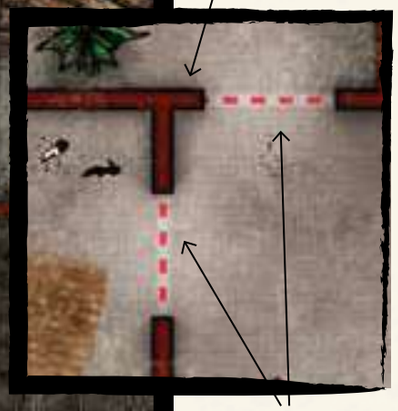
When a player begins their attack on a den, they place their hero miniature on the den, starting on the zone indicated by an START! icon. This is the **ENTRY ZONE**. Each den is divided into multiple **ZONES** as shown in the image below. Two zones are considered to be adjacent if they are connected by a **DOORWAY**. The zone marked with a boss icon is called the **BOSS ZONE**. This is where the Boss and his entourage of minions are placed when the Boss card is revealed.

An attack on a den lasts for **3 Fight rounds**. In each Fight round, players roll a number of Skill dice (red) according to their Hero's current Skill value and resolve them one by one. Once 3 rounds are completely resolved, the hero exits the Den, potentially suffering damage if the Den is still populated (explained further below).

If at any time during the Fight a hero takes enough damage to fill 1 of her Attribute tracks, they are KO'd and the Fight ends immediately. Heroes with a full attribute metre cannot engage in a Fight until all their attributes have a value of at least 1.

Any kills a Hero managed before being KO'd or after being forced to exit the den may still be scored for VPs. For example, if they kill the Boss, only to be KO'd by 1 of the minions later, then they may still score VPs for the Boss. The same applies when killing all minions in a den.





WALLS ARE IMPASSABLE

THE DOTTED LINE IS A DOORWAY YOU CAN SHOOT –AND BE SHOT– THROUGH THEM.

PUT THE BOSS CARD HERE

FEEL FREE TO NARRATE HOW YOU CORNERED THIS SCOUNDREL AND HIS ENTOURAGE IN A BACK ALLEY

FIGHT: RUN

At the start of each of their 3 fight rounds, but before Skill dice have been rolled, a player may choose to make a Run action. A Run allows the player to move their miniature into any zone adjacent to the one they are in. Connected Zones are indicated by a red dashed line known as a doorway: - - - .

A Run action is a reckless dash, unlike the Move action described below. Players suffer damage if they Run out of a zone containing minions. Players take 1 Hurt for each minion or boss in the zone they have just moved out of.

Note that Blocker minions (yellow base) prevent heroes from both and Run actions. More on minion types may be found on page 16.

FIGHT: SKILL DICE

After deciding whether to make a Run action or not, players roll their complement of Skill dice. Should a player roll 3 or more combined and , they then re-roll all the and dice once.

Some positions on the Skill track are marked with an "**RR**". This stands for re-roll and allows a player to reroll any 1 die except and results. Re-rolls must be made before any of the dice are spent.

Some positions on the Skill track are marked with a '**+**'. This allows the player to roll the green bonus die together with their complement of skill dice. The Bonus die functions identically to regular Skill die, but also has blank faces that have no effect.



FIGHT: USING SKILL DICE AND TAKING ACTIONS

Once the Skill dice have been rolled, a player may now spend them to perform an action. The player may not spend and dice unless otherwise indicated by Upgrades. If an and is spent before the enemy is activated it does not take effect. These results are locked and are activated at the end of the round.

Note that while the majority of the time and dice resolve after the player has made all their actions, members of the Lordz gang specifically act before the player does - the Player Aid cards detail these effects. In the cases where enemies act before players, they do not then activate again at the end of the round. Players may otherwise take actions in any order they wish.

After spending a Skill die to perform an action, the dice is locked and may not be used again. The actions players may make are the following:

MOVE: This allows the hero to move to an adjacent zone, ie one connected by a doorway. Note that unlike the Run action enemies do not deal damage to the hero if she moves out of an occupied zone.

HIT: The Hit Action deals 1 damage to any 1 minion or boss currently in the same zone as the hero. Unless otherwise indicated minions have 1 health and will thus fall to a single

DOUBLE HIT: The Double Hit action deals 2 damage to a single enemy in the same zone as the hero. Note that if this is used on a 1 health enemy the excess damage is lost unless the hero has an ability that prevents this.

SHOT: The Shot action deals 1 damage to any 1 minion or boss in a zone adjacent to the zone the hero is currently in. actions must first be applied to Grunts (black bases).

ABILITIES: Heroes may use any of the upgrade abilities. Each ability may only be used once. Converted die results may be used to activate further abilities creating a chained combo effect, as long as each ability is only used once

ITEM UPGRADES: Some Item Upgrades may be used during a fight to gain or swap Skill results. Only 1 Item may be used per Fight round..

Unless otherwise stated, minions have just 1 Health and will be slain in a single damaging Action. The exceptions are Bosses (who have 2 or more Health) and Bodyguards (who have 2 Health). Enemies with more than 1 Health do not carry over damage between fight rounds. They must be killed in one round or count as having full health in the next. As soon as a Boss or minion is killed remove their miniature from the den immediately.

FIGHT: ENEMY AND BOSS ACTIVATION RESULTS

An enemy becomes activated when and are rolled. Note that these dice are not spent as is the case with , , and results. Thus the same result may be used at different parts of the round (as is the case when Lordz Bosses are present). and results remain in play until the round is over and may even be used by certain Upgrade abilities after all enemy minions and Bosses are activated. They are resolved as follows:

ENEMY ACTIVATIONS : All minions and Bosses are considered activated (this may also activate gang abilities or Boss powers). Unless otherwise specified, each minion and boss in the same zone as the hero deals 1 hurt damage to them.

BOSS ACTIVATIONS : On a Boss activation, the Boss is considered activated (this may activate gang abilities or Big Boss powers - consult the Player Aids for specifics). Unless otherwise specified, if the Boss is in the same Zone as the player Hero, then they receive 1 Hurt damage

Note that Gunmen (green bases) only deal damage to Heroes in adjacent 'Zones'.

Bosses of the Zuce Clan can deal damage both to their current Zone and adjacent Zones too.

Generally, activations occur after the player has taken all their actions, but in the case of Bosses in the Lordz gang, they occur before player Actions are taken.

Each enemy may only be considered activated once per fight round. This means that each minion and Boss may only deal damage to the player Hero once, until the next Fight round rolls around.

Damage received by the player Hero is of the Hurt variety. Apply this as usual, as described previously in the attributes section on page 6. Remember that if any of the hero's attributes become completely damaged, they are immediately KO'd and their Fight is over!

FIGHT: EXITING A DEN

If a player has successfully cleared out a den, then they automatically exit the den safely and score points as outlined on page 10.

However, if at the end of the 3 fight rounds there are still minions or the Boss left standing, the hero might take damage as they run out of the den.

- Trace a path from the hero miniature's current position to the 'Entry Zone'
- The hero takes 1 Hurt from each enemy they pass on the way out. This includes enemies in the zone they are currently in, too!
- If this takes them beyond their Health complement, follow the rules for taking damage as normal. They still score VPs for what they accomplished while in the den.

WILD TOKENS

If a room with a wild token has been cleared, by whatever means, from minions and bosses, the player collects the ★ in it. These may be used either to:

- Perform a action as usual during the Preparation part of a Montage turn.
- Purchase a draw from the Vengeance card deck. This may be done at any time, but playing a Vengeance card is limited to certain periods of gameplay. See Playing a Vengeance Card on pag 9.

FIGHT: SITTING OUT A FIGHT

A player may willingly choose to skip the Fight portion of a Combat turn (they may still perform the Ready part). If this is this case, they may stay cosying up in their safehouse biding their time to strike. This offers the following benefits:

- The player rolls their Hero's current complement of Mind dice, swapping dice for "**S**" results and wild results as normal. They may then spend these dice to perform , or actions equal to the points generated from the die roll. Speed results are ineffective and discarded.
- Wild tokens or ★ results may be exchanged for , or points as normal. They may also be used to draw Vengeance cards.
- Players then draw a Vengeance card.

ENDING THE COMBAT TURN

Once all players have completed their Combat turn, move the Turn Marker to the next space on the Turn Tracker and begin the turn indicated there.



EXAMPLE FIGHT ROUND

KAJA VS BATOMAN

ROUND 1!

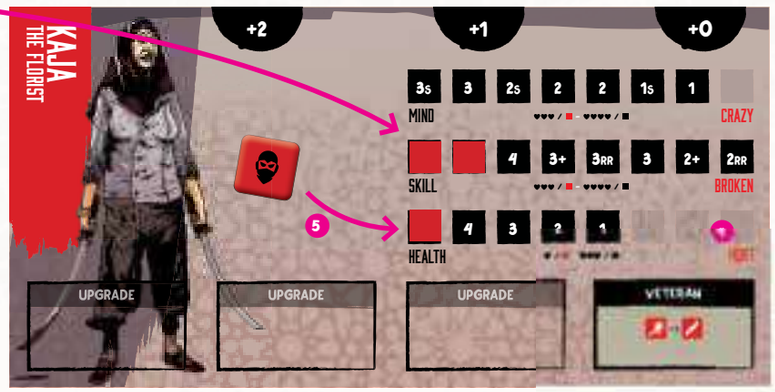
KAJA ROLLS HER *4* SKILL DICE
SHE STARTS WITH 2 HURT FROM THE BEATING BY BATOMAN
1 KAJA USES HER RUN ACTION TO FREELY ENTER THE FRAY



2 KAJA KILLS THE FIRST GRUNT WITH THE , 3 SHOOTS THE GRUNT IN THE OTHER ZONE WITH 4 CONVERTS THE TO A WITH HER VETERAN ABILITY AND TAKES OUT ANOTHER GRUNT. WITH NO OTHER ACTIONS LEFT KAJA FACES THE BODYGUARD AND TAKES A POINT OF HURT DAMAGE FROM THE

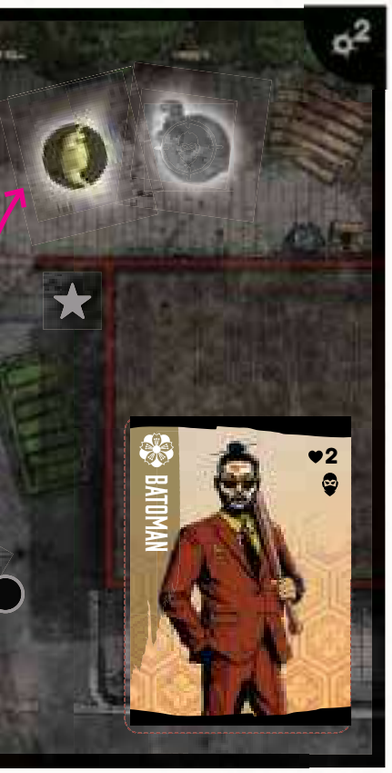


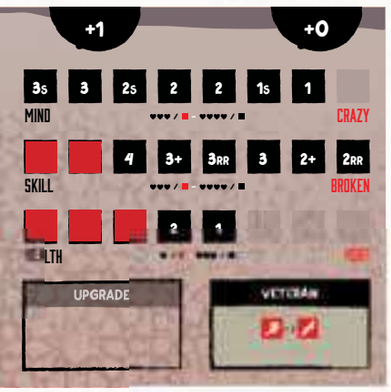




ND 2!
ER 4 SKILL DICE

CS. KAJA IS UNABLE TO KILL BATOMAN THE BODYGUARD IS ALSO 2HP. THE BODYGUARD AND INTO BATOMAN'S HITS ON SO KAJA SUFFERS A POINT 1 HURT BECAUSE OF THE TENGU KAI POWER

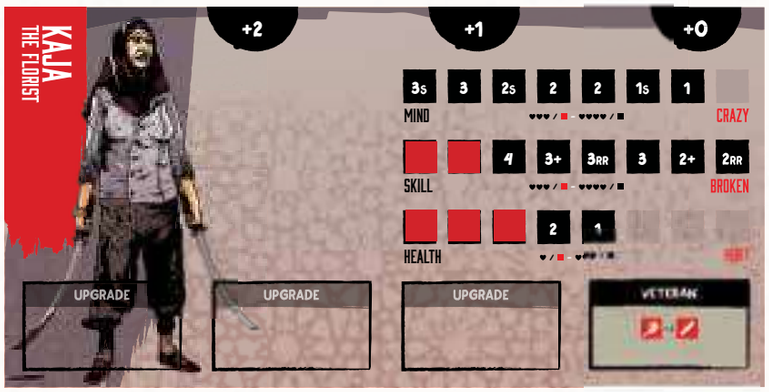




ROUND 3! FINAL ROUND!
KAJA ROLLS HER 4 SKILL DICE

1 KAJA PLANTS HER TWIN BLADES INTO BATOMAN WITH HER . THAT TAKES HIM OUT. 2 THE TWO TAKE CARE OF THE WAYWARD BODYGUARD. THE IS IGNORED BECAUSE BATOMAN IS DEAD BY THE TIME IT IS ACTIVATED. 3 WITHOUT ANY MINIONS TO OBSTRUCT, KAJA CAN CLAIM THE WILD TOKEN HERE.





SCORING



SINCE KAJA ONLY HAS ONE ACTIVE LIMP OSCAR VENGEANCE CARD, SHE TAKES 2VP FOR KILLING HIM AND DISCARDS THE CARD.

HOWEVER WITH ALL MINIONS KILLED KAJA CLAIMS THE 2 VPS OF THE DEN WITH THE SAME VENGEANCE CARD.

TOTAL 4 VPS



MINIONS

There are 4 types of 'Minions' in Vengeance:

GRUNT : These are the miniatures with a black coloured base. 'Grunts' are the most basic Minion in the game and have no special traits, except that they must be targeted first with 🔫 results when they are in a zone containing more than 1 enemy.

BODYGUARD : These are the miniatures with a grey coloured base. 'Bodyguards' have 2 Health (instead of 1) and if in the same zone as a boss must be targeted before Bosses by any attack result. They deal damage as usual when activated.

GUNMAN : These are the miniatures with a green coloured base. 'Gunmen' only deal damage to Heroes in adjacent Zones. They do not effect Heroes in their same zone.

BLOCKER : These are the miniatures with a yellow coloured base. 'Blockers' prevent hero 🏃 and Run actions when in the same zone. They deal damage as usual when activated.

GANG ABILITY

All Bosses of the same gang have the same gang ability.

TENGU-KAI: Bosses do 2 damage instead of 1 when activated.

ZUCE CLAN: Bosses hit the player both if they are in the current or the adjacent Zones.

HELL RIDERS: If the Hero suffers damage from a boss when activated, they roll 1 less Skill die during the next Fight round.

LORDZ: Resolve activation dice for 'Gang Members' before the player takes any actions or uses any Upgrade abilities or items. Note that if the hero moves into a zone with a Lordz Boss after the start of the Lordz Boss is not activated, but other minions are.

BIG BOSS POWERS

Aside from the gang ability, Big Bosses also benefit from a unique 'Big Boss Power':

KAZU ONU : Deals 2 damage to the player character immediately after he is killed. This can cause a rare mutual-kill, which may still qualify for the purpose of scoring VPs. See page 10 for more.
DON ZEMUN : 🔫 deals no damage to Don Zemun.
PREZ : Item upgrades cannot be used in his zone.
ROXY KWEEN : Roxy deals 2 damage when Activated.

WINNING

At the end of the 3 Acts, bonus VPs are awarded for completing the following missions:

- **KILL 'EM ALL**: Each player looks at the scored Vengeance cards they placed under their Hero Board during gameplay. They may pick a gang of their choice and score 1 VP for each card belonging to that gang including duplicates of the same boss.
- **SANITY CHECK** : Each player counts the number of crazy damage on their Hero Board. Severe crazy damage counts as 2 crazy points for the purposes of Sanity Check. The player with the least crazy points gains 3VPs. If several players are tied for crazy points, they each get 1 VP.
- **WILD ONE**: The player with the most wild tokens still held at the end of the game gains 2VPs. On a tie, all tied players gain 1VPs.

The player with the most 'Vengeance Points' at the end of the game is the winner! If 2 players tie, the player with the least amount of damage cubes wins. If there is still a tie, the player with the least black cubes wins. Otherwise, fill an inflatable pool with olive oil and wrestle.

