

VENGEANCE DIRECTORS CUT

FEAT. THE IMMACOLATI GANG

AS YOU DODGE, ROLL AND REVERSE...

- BLADE YOUR WAY INTO THE ROOM WHERE THE BOSS IS HIDING

**...YOU LOCK EYES WITH DONNA IMMACOLATA,
YOUR LIFE-LONG NEMESIS AND...**

-“CUTTTTTT!!! No, this won't work. This scene needs to be more snappy. Swap that scrawny grunt for a tougher guy. The hero needs to earn his final show-down!”

The Director's Cut Expansion adds a layer of direct player interaction as players alternate in taking the role of a vengeance movie director. Players can influence the action by playing Director cards during another player's fight phase activating minions and bosses as well as triggering directorial changes that break the fourth wall such as changing extras in the scene or changing the scene altogether!

The Director's Cut Expansion also includes the brutal Immacolati gang and a new hero, Napoleone. Napoleone is hell-bent on taking down Donna Immacolata, the leader of the Immacolati gang who framed his family for a smuggling operation into a rival gang's territory and had them murdered brutally in a swimming pool outside the city.

Finally, this expansion ups the narrative punch of the game, adding Hero Perks, new abilities that are specific to each Hero and fit their back-story; and Story Missions. Story Missions replace the standard Missions and, similar to the Solo Missions, are Hero-specific Missions that are based on their back-story.

In short, it's one hell of a sequel!!

SETUP

Set the game up as you normally would with the following differences:

- ✦ Hand each player the respective Hero's Perk cards.
- ✦ Deal 3 director cards to each player.
- ✦ Randomly draw a direction token and place it on the Act 1 section of the Turn Tracker. Then place a token of the opposite direction on Act 2 and one matching the Act 1 token on Act 3. So, for example, if the first token drawn was a clockwise one, the second would be an anti-clockwise one and the third would be a clockwise one etc.
- ✦ **Optional** – You can swap out the standard Mission cards for Hero-specific Story Missions. Remove standard Missions from play and instead hand out a Story Mission to each player depending on the Hero they are playing. Story Missions require certain gangs that the Hero has beef with to be in play. These rival gangs are indicated by a gang symbol on the bottom-right corner of the Story Mission. Make sure that these are included in the Vengeance and Boss decks for the game during setup.
- ✦ **Optional** – You may swap out the Immacolati gang, for one of the other gangs to reach the number of gangs used for the appropriate player count.




Direction tokens not in proto. Please use a stand-in to indicate, clockwise/anti clockwise.

PERKS

Perks are Hero-specific Upgrades based on the Hero's backstory that give the player more strategic control over the development of their Hero. Hero Perks are gained using an Upgrade action. Any number of [lightning bolt icon] can be spent on gaining a Perk instead of an Upgrade Item or Ability. These are placed on the side of the Hero board and do not take up Upgrade slots. They function like Upgrade Abilities: they can only be used once per Fight Roll and can be combined with Abilities or Items. All other rules for Abilities apply to Perks.

STORY MISSIONS


Story Missions replace the standard Missions found in the base game. You can decide to use Story Missions or standard Missions, but not both. Story Missions are based on the Hero's back-story and give a story-driven goal for you to achieve to score additional,  at the end of the game. Place the Story Mission face up on the side of the Hero board.





Certain Story Missions require the collection of Director tokens. Director tokens represent different elements depending on the mission as indicated on the Story Mission card.

When a Story Mission requires you to "Collect" a number of bosses (often gang-specific ones), you need to kill the relevant Boss. You do not need to have the matching Vengeance card. If you kill the Boss, take their Boss card and place it under your Hero board.

DIRECTOR CARDS


Director cards represent an intervention from the Director of the Vengeance movie being played out, to make the fight sequences more... interesting. This has two outcomes in practice: Fight Phases become harder and one of your friends gets the satisfaction of messing with your carefully executed moves in a bid to trip you up and nab the boss themselves. Fun, fun, fun!




The direction token on the relevant Act of the Turn Tracker indicates who will be assigned as a Director for the active player (the player clockwise or anti-clockwise) for the one or both Fight Phases of that Act. Only 1 Director card may be played per fight roll. The number of total Director cards that may be played per Fight Phase depends on the  of the respective den, as follows:

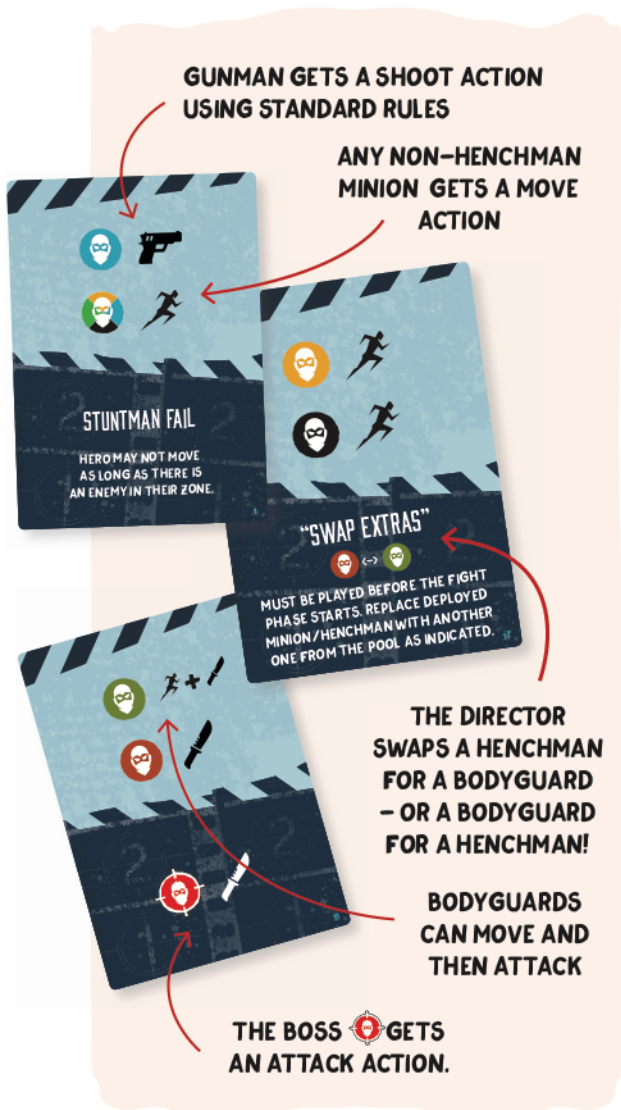
- 2  -> 1 Director card
- 3  -> 2 Director cards
- 4  -> 2 Director cards
- 5  -> 3 Director cards*


Director's cards must be played immediately after the active player makes a Run action (or chooses not to). We suggest that the Director player has the card they would play ready to go when the active player decides to do a Run action or not, to keep a flowing Fight Phase.

When using Director cards the timer is not used.

The Director can select 1 of the 3 effects on the Director card and use it immediately. Every Director card gives an option of playing a specified action with 1 of the 2 minions/henchmen shown on the card. Only 1 of these can be used. The Director picks a corresponding minion/henchman and performs the indicated action or actions immediately. If a minion icon contains all 4 minion colours, it may be used on any 1 of the basic minions: Grunt, Tough Guy, Blocker, Gunman . Note that these can be actions that are not normally used by that minion/henchman.

Some Director cards allow for 2 actions to be played, a  and either an  or a  or vice versa. These must be done in the order indicated. Other Director cards give a choice of 1 of 2 actions. See example on the left.



*note that 5  Dens are the Big Boss dens found in the Big Boss and Gambling Dens mini-expansion.

Alternatively each Director card gives the ability to either playing an action with the Boss or playing a special actions, indicated at the bottom third of the Director cards. The Boss action works like other actions. The 3 special actions are described below:

“SWAP EXTRAS”



Must be played before the Fight Phase starts.

Replace deployed minion/henchman with another one from the pool as indicated.

“AND... ACTION”

Immediately activate any minion or henchman in the den. Do not activate them again at the end of the fight roll. Place an activation token near the minion

“STUNTMAN FAIL”

The Hero may not move as long as there is an enemy in their zone. This counts for both a Run action at the start of the Fight Roll or a action during.

“RE-CASTING”

Must be played before the Fight Phase starts. Remove all minions and henchmen and re-deploy them. The number of enemies per zone must remain the same. In this case you may place Henchmen in Minion zones or vice versa, as long as the number of enemy models in a zone corresponds to the number of slots there. Bosses cannot be moved around.

“SCENE CHANGE”

Must be played before the Fight Phase starts. Discard another director card. Then remove the current den and replace it with another one of a level higher. The discarded card acts as an additional cost to play this Director card. To replace the den do the following: If you are in a 2 Den, swap it for the next Den in the draw pile. If it is a 3 Den, flip it over to the 4 side. If it is a 4 Den, swap it for the next Den in the draw pile. The Boss remains the same, but the rest of the Den is set up again.

IMMACOLATI GANG ABILITY

The Immacolati gang immediately deal to the active player when killed, unless they discard an unused , , , result. As is generally the case, this only affects the same zone the Immacolati are killed in, so if they are killed by a this has no effect.

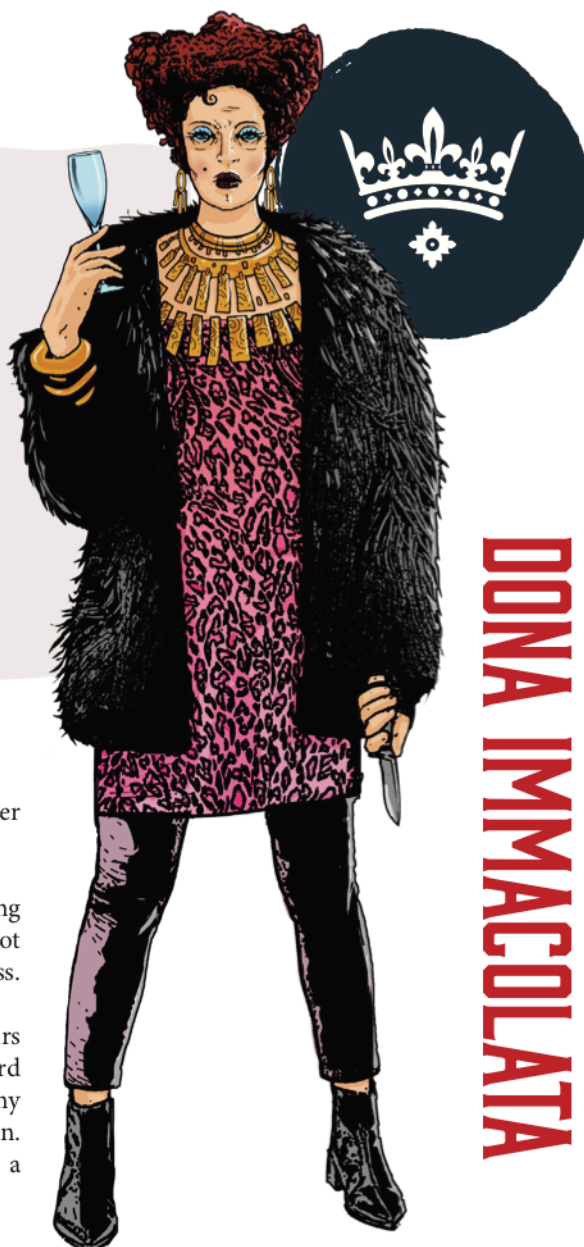
Aside from the general gang ability, Donna Immacolata can only be attacked if she is the last enemy alive in a zone.

EXPANSION COMPATIBILITY

You can combine the Director's Cut Expansion with any other Vengeance expansion with the following provisions.

BIG BOSS AND GAMBLING DENS EXPANSION: If you are playing with the Big Boss and Gambling Dens expansion you cannot play a “Scene Change” Director's card on a Den with a Big Boss.

SABOTEURS EXPANSION: If you are playing with the Saboteurs expansion use the following rule: Whenever a Director's Card mentions Henchmen, this includes also Saboteurs. So any activations, position changes etc, Saboteurs count as Henchmen. In addition, when playing a Scene Change Director's card, a deployed Saboteur is re-deployed in the new den.



DONNA IMMACOLATA