



VENGEANCE

13
MONTAGE
DICE



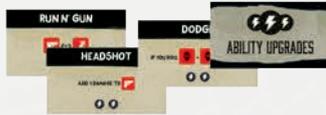
4
FIGHT
DICE



1
BONUS FIGHT
DIE



28
UPGRADE ABILITY
TILES



16
UPGRADE ITEM
TILES



30
MONTAGE
CARDS



15
HARDCORE
MONTAGE
CARDS



4
GANG
CARDS



4
REFERENCE
CARDS



40
VENGEANCE
CARDS



20
BOSS
CARDS



5
MISSION
CARDS



5
SOLO MISSION
CARDS



15
ACHIEVEMENT
CARDS



12 DOUBLE-SIDED DEN BOARDS
6 X 2 DENS, 6 X 3 DENS, 12 X 4 DENS



1
SHOP
BOARD



1
TURN TRACKER
BOARD



1
VICTORY POINT
TRACKER BOARD



80
COLOURED BASE
CLIPS



45
RED
DAMAGE CUBES



1
TURN
MARKER

1
3 MINUTE
FIGHT TIMER



12
PLAYER
MARKERS



24
WILD TOKENS



24
RECON TOKENS



20
OBJECTIVE
TOKENS



15
BLACK SEVERE
DAMAGE CUBES



5
HERO BOARDS



THIS RULEBOOK AND
QUICKSTART GUIDE

BOX CONTENTS



1
LITTLE
GUDRUN
MINIATURE

1
KAJA
MINIATURE

1
JOHNNY
SILVER
MINIATURE

1
SHADOWMAN
MINIATURE

1
LEA
PISTOLERA
MINIATURE



7
BLOCKER
MINION
MINIATURES



7
GUNMAN
MINION
MINIATURES



7
TOUGH
GUY MINION
MINIATURES



18
GRUNT MINION
MINIATURES



2
TENGU-KAI
BOSS
MINIATURES



2
ZUCE CLAN
BOSS
MINIATURES



2
LORDZ
BOSS
MINIATURES



2
HELL RIDERS
BOSS
MINIATURES



7
TENGU-KAI
HENCHMAN
MINIATURES



7
ZUCE CLAN
HENCHMAN
MINIATURES



7
LORDZ
HENCHMAN
MINIATURES



7
HELL RIDERS
HENCHMAN
MINIATURES

VENGEANCE

GAME OVERVIEW	3
GAME SETUP	4
FIRST TIME VENGEANCE?	4
THE WRONGING	5
ATTRIBUTES	6
DAMAGE AND KNOCK OUTS	6
THE ACTS	6
THE MONTAGE ROUND	7
DICE DRAFT PHASE	7
ACTION PHASE	8
VENGEANCE PHASE	9
PLAYER ORDER PHASE	9
3RD ACT CLEANUP	9
THE COMBAT ROUND	10
READY PHASE	10
FIGHT PHASE	10
ATTACKING A DEN	11
RUNING	12
USING FIGHT DICE AND TAKING ACTIONS	12
ENEMY ACTIVATIONS RESULTS	13
EXITING A DEN	13
AFTER THE FIGHT & DEN ROTATION	13
SITTING OUT A FIGHT	13
ENDING THE COMBAT ROUND	13
WILD TOKENS	13
EXAMPLE FIGHT PHASE: KAJA VS BATOMAN	14
SCORING	16
SCORING A BOSS	16
SCORING A DEN	16
BLITZ VENGEANCE CARDS	16
SCORING A BOSS AND A DEN	16
SCORING ACHIEVEMENTS	16
SCORING MISSIONS	16
FINAL SCORING	16
MINIONS	17
GANG ABILITY	17
BOSS AND HENCHMEN ABILITIES	17
VENGEANCE FOR ONE	18
SETUP	18
MONTAGE	18
WINNING	18
GLOSSARY	20

**“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!

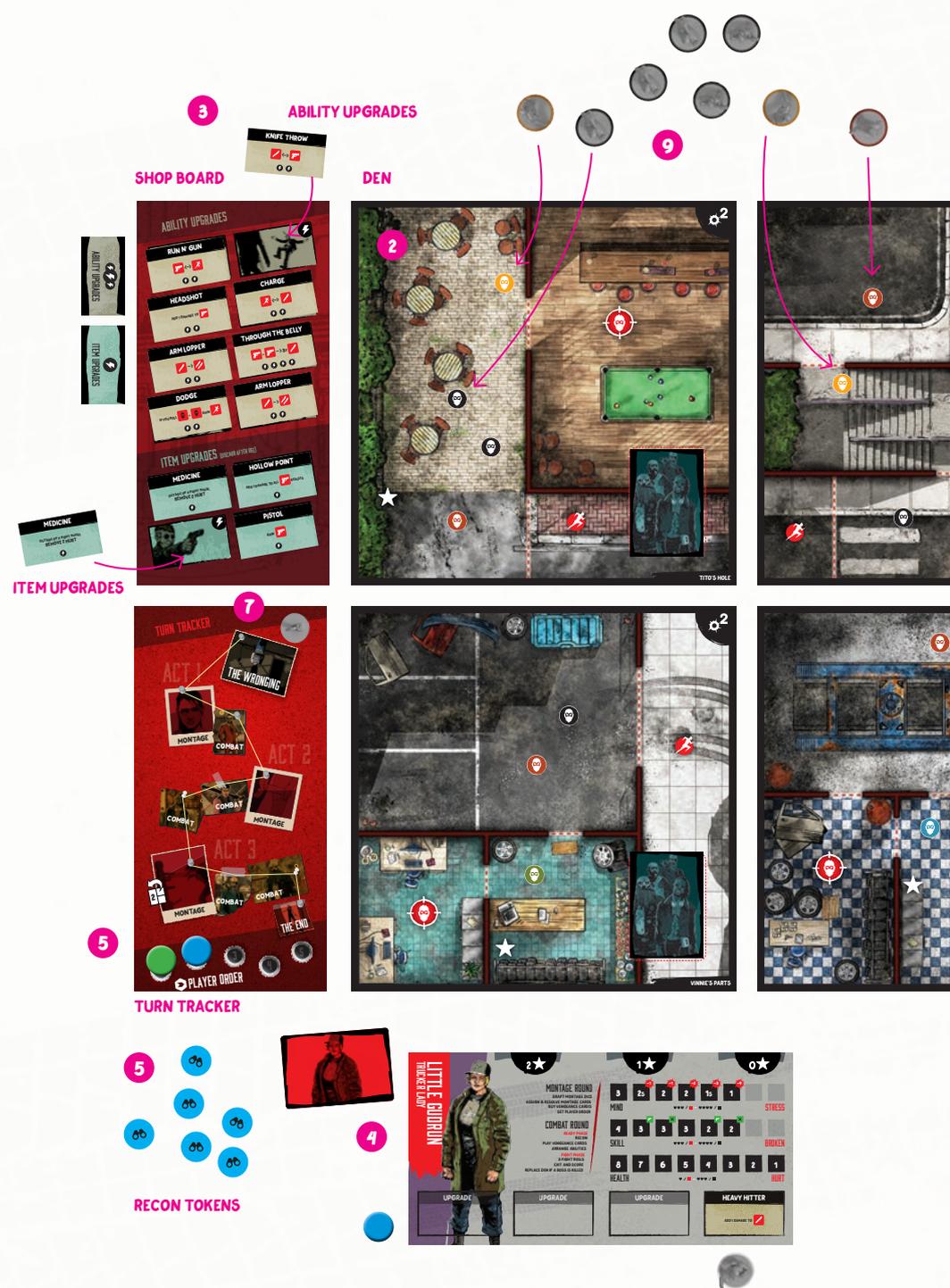
Players step into the shoes of a Hero wronged by one or more of the gangs in the game. Players win by building up their Heroes, scouting Gang Dens to find their targets and taking bloody revenge on them through action-packed fight sequences made up of dice-based puzzles.

The game opens up with The Wronging. This is a prelude to the rest of the game, in which the Heroes get bashed by gang Bosses. The game then alternates between 2 types of rounds: Montage and Combat rounds.

Montage rounds allow players to purchase Upgrades for their Heroes, Recon gang Dens and heal any damage sustained. Combat sees Heroes bursting into the gang dens and attempting to take out their target gang's Boss, their minions or both. Victory Points (🔧) are earned by killing Bosses, clearing Dens from Minions and scoring additional points through Mission and Achievement cards. The player with the most Victory Points at the end of the game, wins.

GAME SETUP

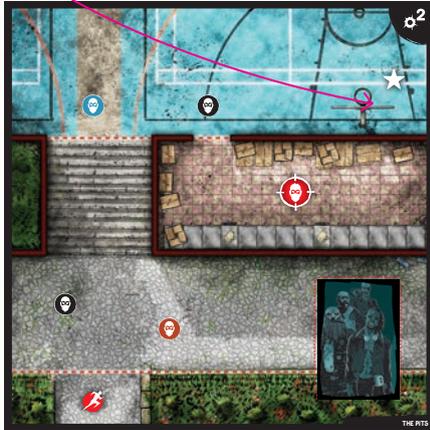
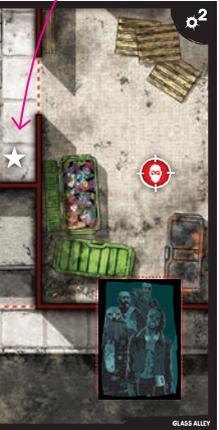
- 1 The number of gangs in play varies depending on the number of players. For a 4-player game, use 4 gangs. For a 2 or 3-player game, **use only 3 gangs**. Remove all the Boss cards, Vengeance cards and miniatures related to the discarded gang from play. Place the remaining Boss cards and Vengeance cards in two face down pile next to board.
- 2 Next, lay out the Den boards. Dens represent gang hideouts which the players attack during Fight phases, in order to take revenge and score Victory Points (⚙️).
 - a. Place all 6 Dens that have the 2⚙️ in their top right corner face up. That number represents the Den's Victory Point (⚙️) value. Both the 2⚙️ and 3⚙️ Dens have 4⚙️ Dens on their opposite side. The dens are independent locations so their layout is not important.
 - b. Place 6 3⚙️ Dens in a separate pile, with the 3⚙️ side face up.
- 3 Populate the Shop Board as follows:
 - a. Separate Ability Upgrades (light brown) and Item Upgrades (light green) and shuffle these separately.
 - b. Place 8 random Ability Upgrades face up on the Shop Board in the Ability Upgrade section.
 - c. Place 4 random Item Upgrades face up on the Shop Board in the Item Upgrade section.
 - d. Place the remaining Abilities and Items in 2 face down piles close to the Shop Board.
- 4 Each player selects a Hero to play as and takes the corresponding Hero board, miniature and all corresponding montage cards. In your first few games, remove the 3 Montage cards with the ⚙️.
- 5 Players then select a colour and take the respective tokens and markers. There should be 6 Recon ⚙️ tokens, and 3 markers for each Hero. One marker goes on the Victory Point Board and the other one on the Turn Tracker Board (the player order will be determined in The Wronging). Set the third one aside. This is used to mark a player going past 30 ⚙️.
- 6 Draw 2 out of the 5 Mission cards and place them beside the top 2 (white) spaces on the Victory Point Board. Then shuffle the deck of 15 Achievement cards, draw 2 and place them beside the bottom 2 (yellow) spaces. Place the rest in a face down pile next to the Victory Point Board.
- 7 Place the Turn Marker on The Wronging section of the Turn Tracker Board.
- 8 In the Boss card deck, there are 4 Big Boss cards. These may be identified by the 👑 symbol in their upper right corner. Put these Big Boss cards aside for now and shuffle the rest of the Boss cards.
 - a. Place 1 Boss card face down on each of the 6 Dens.
 - b. Now take the Big Boss cards and shuffle them in with the rest of the remaining Boss cards to form the Boss card draw pile.



FIRST TIME VENGEANCE?

After completing the Setup, we suggest you read through the Quickstart guide. This will speed up the Wronging and the first Montage round by providing balanced presets that will help you get right into the meat of the game.

WILD TOKENS



VICTORY POINT BOARD



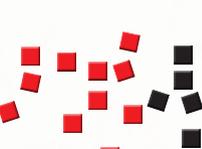
ACHIEVEMENT CARDS



VENGEANCE CARDS



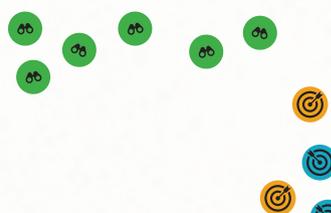
BOSS CARDS



HERO BOARD



MONTAGE CARDS



- 8 Place Minion miniatures on the Dens. Most Den zones have 1 or more on them. These correspond to the colour of a Minion miniature's base. Place a miniature of the corresponding colour on the respective icon. Leave empty for now. Boss rooms, marked with a , are also left empty.
- 9 Place Wild tokens in Zones with a symbol on them.
- 10 There are 4 Blitz Vengeance cards in the Vengeance deck. These do not have a gang colour or boss on them. Set these aside from the rest of the Vengeance cards for now.
- 11 Finally, place the red and black damage cubes, white Montage dice and the red and green Fight dice within easy reach of the players.
- 12 Setup is now complete.

THE ACTS

Following The Wronging, gameplay progresses in 3 acts, each made up of 2 types of round: Montage and Combat rounds. Act 1 includes 1 Montage round followed by 1 Combat round. Acts 2 and 3 include 1 Montage round followed by 2 Combat rounds. **After the third act, the game ends, points are tallied and a winner is declared.**

Before starting the third Montage, remove all Boss cards on any Dens that are still in play. Shuffle these cards and place them under the Boss deck. Afterwards, flip the Dens to reveal the Den on their opposite surface and put these into play. Populate them with newly drawn Boss cards and Minions as usual.

ATTRIBUTES

Heroes in Vengeance have 3 major attributes:

1. **MIND:** Represents the Hero's intelligence and willpower. It determines player order at the start of the game and grants the use of more Montage dice during the Montage round. The "S" next to a value means a drafted die may be swapped for another result that the player chooses.
2. **SKILL:** Represents a Hero's fight expertise. It governs the number of red Fight dice rolled during Fight rounds. If the number on the Skill track has a symbol in its top-right corner the player adds a green Bonus Fight die to their complement of Fight dice. The face of the Bonus die has no effect and is treated as a result.

If the number on the Skill track has a symbol in its top-right corner the player adds a Bonus die, but the face is treated as a result.
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 AND KNOCK OUTS

During gameplay, Heroes will suffer damage to their Attributes. This is represented by placing a red cube on the left-most empty space on the respective track. The Attribute's current value is the left-most value not covered by a damage cube. Damage types are as follows:

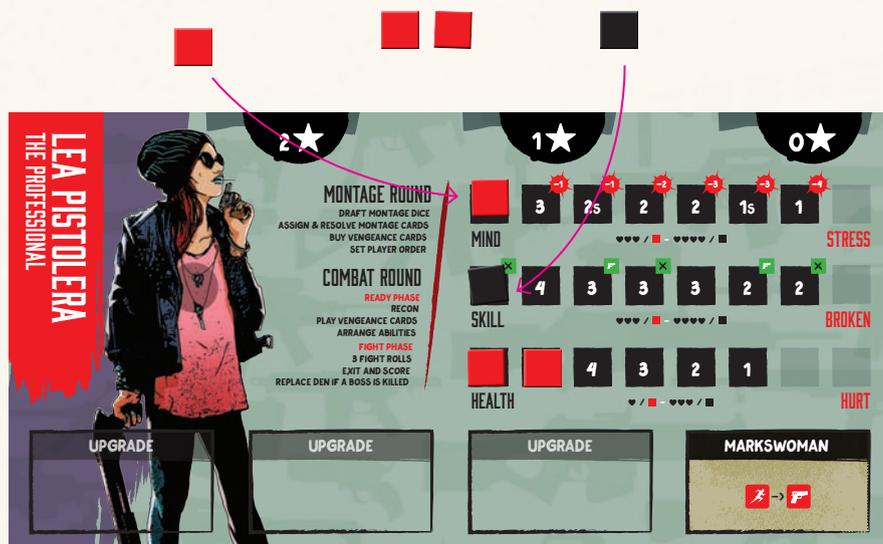
1. Stress damage is placed on the Mind track.
2. Broken damage is placed on the Skill track.
3. Hurt damage is placed on the Health track.

If any of the Heroes' attribute tracks become full during a Combat turn, they are immediately knocked out and their Combat turn ends. A Hero cannot suffer more damage from Vengeance cards than the respective Attributes can sustain. At least one numbered space must be left empty. A Vengeance card that would take a Hero beyond the maximum allowed by an Attribute track cannot be played.

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 black cube and is harder to heal.



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



THE WRONGING

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

1. Deal 9 Vengeance cards to each player. In a two player game, place aside one random Vengeance card face down, then deal 13 cards to each player.
2. Each player selects 1 Vengeance card from their hand and places it face down in front of them. Players will not suffer damage from the cards they've selected yet; that will be done later.
3. After selecting a card, players pass the remainder of their hand to the player to their left.
4. Repeat steps 2 and 3 until each player has 7 Vengeance cards.
5. Take the remaining Vengeance cards, add the Blitz Vengeance cards set aside during game setup to these and shuffle these together to form the Vengeance card deck face down.
6. The 7 cards each player selected become the players' Vengeance hand and should remain hidden from other players during gameplay until they are suffered.
7. Players now select 3 cards from their hand; these will represent which Bosses have wronged the Hero. Their Hero suffers damage according to the amount listed at the bottom of each Vengeance card. A Vengeance card cannot be played if the damage it deals exceeds the available space on the relevant track.
8. 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.
9. The initial player order is now set according to each Hero's current Mind value, with the highest value going first, then second highest going next and so on. In the case of a tie, shuffle the coloured discs of the tied players together and blindly draw them in order. This will be the initial player order.



THE MONTAGE ROUND

The Montage round is split into 4 phases

1. Dice Draft
2. Action Phase
 1. Card Placement
 2. Card Reveal
 3. Clean-Up
3. Vengeance
4. Player Order

Each Montage round revolves around 3 distinct types of Montage actions, which players will make during the Action phase of The Montage. The Montage actions are Heal, Upgrade and Recon. Each action costs a certain amount of points, which will be explained below.

HEAL ♥: A Heal action allows players to remove a damage cube from their Hero Board. The cost to heal 1 damage cube depends on the type of damage it is as follows:

Stress	3 heal points.	Severe Stress	3 heal points.
Broken	3 heal points.	Severe Broken	4 heal points.
Hurt	1 heal point.	Severe Hurt	3 heal points.

UPGRADE ⚡: An Upgrade action allows players to gain an Upgrade Tile from the Shop Board:



UPGRADE ABILITIES allow the players to perform powerful combos during combat. Each Upgrade Ability can be used once per Fight Roll.



UPGRADE ITEMS offer the players extra versatility at a lower cost. Upgrade Items are discarded after one use.

The ⚡ at the bottom of the Upgrade tile indicates how many Upgrade points each Upgrade tile costs. After a player has finished purchasing Upgrades, repopulate the empty slots on the Shop Board with new Upgrade Tiles.

Players can only have 4 active upgrades at any given time, which including their default ability in the right most upgrade space. However, they can purchase as many upgrades as they wish. Whenever a player acquires a new Upgrade, they may decide to place it either in an empty upgrade slot, on top of an existing Upgrade or beneath an existing Upgrade. Only the Upgrades on top are considered active and usable. Upgrades may be reorganised during the Ready phase of a Combat round.

RECON ⚡: A Recon action allows players to gain a Recon token. During the Ready phase of the Combat round, players can place a Recon token on a face down Boss cards on the Dens in play. This will allow them to look at that Boss card freely. Players can have a maximum of 6 recon tokens. Performing Recon is explained further on page 10.

THE MONTAGE: DICE DRAFT PHASE

The first phase of the Montage round is the dice draft: During this phase, players roll their Montage dice (the white dice) into a common pool. The number of dice each player rolls is equal to the Hero's current value on the Mind track. These die results will be used to boost the 3 Montage actions during the Action phase.

Starting with the first player, and then proceeding in player order, players take turns claiming 1 die each from the pool, up to the number of Montage dice they contributed to the pool. If the Hero's current Mind value has an "S", the player may change the result of one of their dice into anything they wish. Repeat this until all dice are claimed

For example, if a player A rolled their complement of 2 Montage dice into the pool, while player B rolled their complement of 4 dice, they each take turns claiming dice until player A claims back their 2 dice and player B claims back the 4 dice they contributed to the pool.

The dice results are as follows:

- ♥ **DOUBLE HEAL:** Gives the player 2 Heal points.
- ⚡ **UPGRADE:** Gives the player 1 Upgrade point.
- ⚡ **RECON:** Gives the player 1 Recon point.
- ★ **WILD:** Gives any Montage card a 1 point boost OR Allows the player to buy a Vengeance card during the Vengeance phase.
- ⚡ **SPEED:** Gives a 1 point boost to the player's Speed result, which will determine player order during the Player Order phase.



THE MONTAGE: ACTION PHASE

CARD PLACEMENT

During the Action phase, players play their Montage cards which, along with their drafted Montage dice, will determine how many action points they have.

Each Hero's deck of Montage cards is different. Montage cards are split down the middle:

- ✦ The right side displays the Montage Actions players will be able to take during the Card Reveals. It often also gives a few extra action points, indicated by the number next to the type of Montage Action.
- ✦ The left side shows the Montage card's Speed value. This grants an equivalent point boost to the player's Speed result, which will determine player order during the Player Order Phase.

Heroes also feature a special effect on some of their Montage cards, represented by a red strip.

Each player places a Montage card face down adjacent to the 2 ★, 1 ★ and the 0 ★ spaces on their respective Hero boards.

CARD REVEAL

Players start by revealing the Montage card adjacent to the 2 ★ space on their hero board. In player order, players can now take the type of action shown on

that Montage card, any number of times. Before they do, players start by counting up the value on the Montage card, the value on the Hero board slot under the Montage card and any Montage dice they wish to use to boost the result, which are subsequently discarded. They can then turn these action points into as many actions as they choose.

For example, 5 Heal points could be turned into a heal action that costs 3 (healing a Stress damage) and two heal actions that cost 1 each (healing a Hurt damage). However, they could also be turned into just a heal action that costs 4 (healing a Severe Broken damage). Any unused points are lost.

Players then reveal the Montage card adjacent to the 1 ★ space and repeat this process. Finally, they reveal the Montage card adjacent to the 0 ★ space and repeat this process one last time.

CLEAN-UP

Players might still have unused Montage dice. In player order, players can take any type of Montage action, any number of times, to resolve the Montage dice they have left. This is the last opportunity players have to take Montage actions during the Montage round.

At the end of the Action phase, discard any ♡, ⚡ or ⚰ left unused. These dice are lost.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

100

THE FIRST MONTAGE CARD REVEALED GIVES KAJA 6 HEAL POINTS TO SPEND. THESE ARE SPENT ON 3 HEAL ACTIONS: 4 POINTS TO HEAL A SEVERED BROKEN, AND 2 ACTIONS OF 1 POINT THAT EACH HEAL 1 HURT.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

THE MONTAGE: VENGEANCE PHASE

In player order, players may now choose to spend any number of ★ or ⚡ tokens to draw an equal amount of Vengeance cards from the Vengeance deck. Players must declare how many ★ or ⚡ tokens they will spend before looking at any of their drawn Vengeance cards. If there are no more Vengeance cards in the deck, then no new ones may be acquired.

At the end of the Vengeance phase, discard any ★ left unused. These dice are lost.

THE MONTAGE: PLAYER ORDER PHASE

This is the final phase of the Montage round. Players tally the point boosts granted by the Montage cards' Speed Value as well as the point boosts granted by any claimed Speed dice. Re-arrange the individual player markers on the Turn Tracker, with the highest Speed value going first. If players are tied they retain their previous player order.

When the new player order is established, move the Turn Marker and begin the new round.

PLAYING NEW VENGEANCE CARDS

Vengeance cards may be played at any time during the Montage or the Ready phase of a Combat round. These are played face-up in front of the player. The player immediately suffers the damage indicated by the card. A Vengeance card cannot be played if the damage it deals exceeds the available slots on the relevant track. Players may play any number of new Vengeance cards this way.

HARDCORE RULES: Experienced players may opt to play with additional rules during The Montage:

- ✦ During the setup, deal the 3 removed Montage cards marked with a ⚡ symbol to their respective players. Each player should end up with 9 Montage cards.
- ✦ Resolve The Montage round as usual. However, at the end of the round, players must discard 2 of the 3 Montage cards they used during The Action phase. These may not be used again in future Montages!

THE THIRD MONTAGE CARD REVEALED GIVES 3 UPGRADE POINTS: 1 FROM THE MONTAGE CARD, 1 FROM THE ⚡ DIE RESULT AND 1 FROM THE ⚡ TOKEN. THIS ALLOWS THE PLAYER TO BUY UPGRADES FROM THE SHOP BOARD WORTH A TOTAL OF 3 POINTS.



THE COMBAT ROUND

The Combat round is split into 2 phases. In the Combat round, each player resolves both Ready and Fight phases before play moves on to the next player.

1. **READY:** In this phase, players spend their Recon tokens, re-arrange their Upgrade tiles and play new Vengeance cards.
2. **FIGHT:** In this phase, players enter a Den and initiate a fight with its unsavoury occupants.

COMBAT: READY PHASE

During the Ready part of Combat, players perform any or all of the following actions in any order:

- ✦ Re-arrange their Upgrades as explained on page 7.
- ✦ Play new Vengeance cards, as explained in the previous section.
- ✦ Perform Recon on any of the 6 Dens in play.

To Recon a den, players place 1 of their Recon tokens on a Den and look at the face down Boss card. They can look at the card again at any time during the game as long as they have a Recon token on it. They may not show this card to other players, but they are allowed to tell all the other players what the card is or lie about its contents, if they so wish. Recon tokens are removed from a Den once it is attacked. You can exchange Wild tokens for unused Recon tokens at any time during the Ready phase as explained on page 13.

COMBAT: FIGHT PHASE

A Fight begins by selecting the Den and revealing its Boss card. Note that while players can attack a Den they have not performed Recon on, they risk engaging a gang worth no ⚙️ to them. This is explained further on page 16.

Once a Den is revealed, populate the Boss Zone  with a Boss miniature of the corresponding gang type, as well as their accompanying Minions - which are indicated in the top right part of their revealed Boss card. Note that all the Bosses of one gang are represented by one miniature resembling the Big Boss of that gang. Some Dens also feature Henchmen, indicated by red circles in a given Den, which were left empty during the Game Setup. Place henchmen miniatures on these spots. Minion types are explained on page 17.

1. IF YOU KILL THE DEN BOSS BATOMAN AND HAVE 2 BATOMAN VENGEANCE CARDS IN PLAY (IE FACE UP ON THE TABLE), YOU SCORE 4 POINTS



2. IF YOU FAILED TO KILL BATOMAN, BUT KILLED ALL THE MINIONS, YOU CAN SPEND ANY SUFFERED VENGEANCE CARD THAT HAS A MATCHING GANG SYMBOL TO CLAIM THE MINION SCORE



3. IF YOU KILL EVERYONE - THE DEN BOSS BATOMAN AND ALL THE MINIONS - THEN YOU CAN SPEND THE TWO BATOMAN CARDS FOR THE 4 ⚙️ AND CLAIM THE DEN'S 2 ⚙️ FOR KILLING ALL THE MINIONS IN THE DEN. VENGEANCE IS YOURS!

FIGHT: ATTACKING A DEN

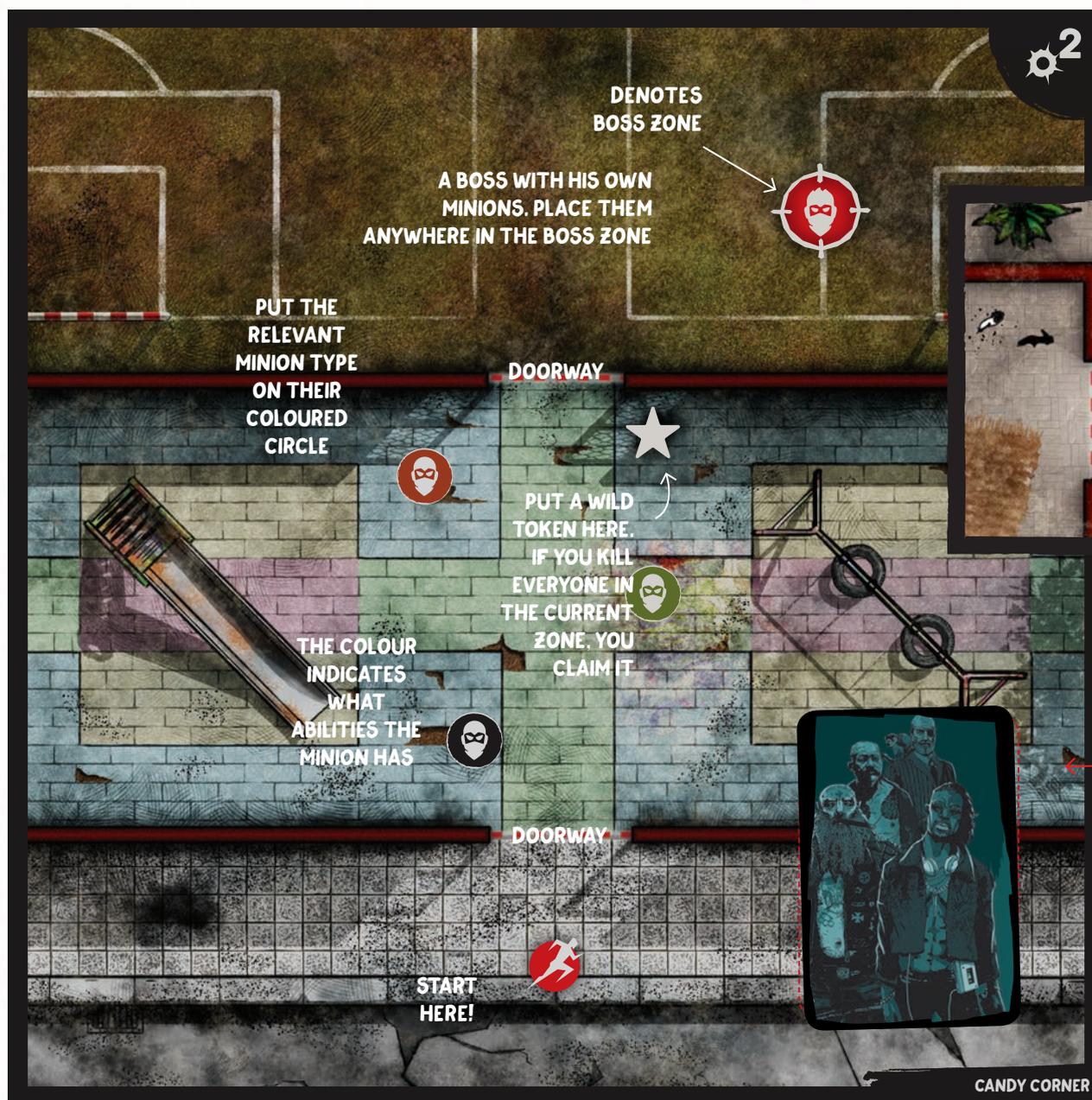
When a player begins their attack on a Den, they place their Hero miniature on the Den, starting on the entry zone . Minions and Bosses may never move into, shoot or in any way attack the entry zone , unless they have abilities that state otherwise. Each Den is divided into multiple zones as shown in the image below. Two zones are considered to be adjacent if they are connected by a doorway .

An attack on a Den lasts for 3 Fight rolls. In each Fight roll, the active player rolls a number of Fight dice indicated by the Hero's current Skill value on the Skill track and resolve them one by one. Once 3 rolls are completely resolved, the hero must exit the Den.

If at any time during the Fight a Hero takes enough damage to fill 1 of their Attribute tracks, they are KO'd and the Fight ends immediately. Excess damage is discarded. A Hero with an Attribute track full of damage cannot engage in a Fight until all their Attributes have a value of 1 or more. Any kills a Hero managed before being KO'd or before being forced to exit the Den may still be scored for . For example, if a Hero kills the Boss, only to be KO'd by 1 of the Minions later, then they may still score  for the Boss. The same rule applies when killing all Minions in a Den.

HARDCORE RULES:

Once players get used to the Fight phase, we recommend playing with the 3 minute timer provided. While it is not a must, it helps to give Fight turns a frantic, action movie sequence feel. The player to the right of the active player flips the timer provided when the Fight dice are rolled for the first time. If the attacking player does not complete the Fight within the 3 minute limit, then they must immediately exit the Den, taking damage as usual as they flee. They score  according to what they have managed to achieve until that point.



FIGHT: RUNNING

Before each of the three fight dice rolls, 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.

A Run action is a reckless dash, unlike the Move action described below. Players suffer damage if they Run out of a zone containing enemies. Unless otherwise indicated, players take 1 Hurt for each Minion or Boss in the zone they have just moved out of. Blocker Minions (yellow base) prevent Heroes from both Move actions and Run actions. Minion types may be found on page 17.

FIGHT: FIGHT DICE

After deciding whether or not to make a Run action, players roll their complement of Fight dice. Should a player roll 3 or more combined (red skull), they may discard 1 (red skull) and reroll all the remaining (red skull). They may continue discarding Fight dice and rerolling until they roll a result with less than 3 (red skull). Players must finish all re-rolls including (red skull) re-rolls and re-rolls granted by Abilities and Items **before** they start playing Hero actions.

SO YOU'RE IN A ROOM
SURROUNDED BY THUGS
AND YOU ROLL...



BUT YOU GOT SKILLS!



During a Fight, it is the responsibility of the player to the right of the active player to check for enemy and boss activation and enforce their abilities.

FIGHT: USING FIGHT DICE AND TAKING HERO ACTIONS

Once Fight dice have been rolled, a player may now use them to perform an action. Players do not need to use all the actions provided by their Fight dice. After using a Fight die to perform an action, the dice is locked and may not be used again.

Hero actions are marked on the Fight dice with white icons. When a card or tile refers to a Hero action, it includes all the following actions on both Fight and Bonus dice

- MOVE:** This allows the Hero to move to an adjacent zone. Unlike the Run action, enemies do not deal damage to the Hero if they move out of an occupied zone.
- HIT:** The Hit Action deals 1 Hurt to any 1 Minion or Boss currently in the same zone as the Hero. Unless otherwise indicated, Minions have 1 Health and will fall to a single hit .
- DOUBLE HIT:** The Double Hit action deals 2 damage to a single enemy in the same zone as the Hero. If it used on an enemy with 1 Health, the excess damage is lost.
- SHOT:** The Shot action deals 1 damage to any 1 Minion or Boss **in an adjacent zone.** Shot actions cannot be played on an enemy in the same zone as the Hero. When assigning Shot results to a zone containing Grunts (blue skull), the Grunts must be targetted first.

ABILITIES: Abilities are essential to success in Vengeance. During a Fight, a player may choose to use any of their Abilities. Most Abilities convert actions into other actions, but some generate additional actions or provide other benefits. Each ability may only be used once per Fight roll. Actions yielded from using an Ability can be used in any sequence along with the rest of the actions available for the roll. They may not, however carry over to the next Fight roll. In the case of Abilities that state "If you roll (red skull) + (red skull) gain..." only the (red skull) results after re-rolling all Fight dice count and these are not discarded after they yield the gained Hero action unless an ability states otherwise. For further clarifications about icons on the Ability tiles please refer to the Glossary on page 20. Actions provided by Abilities may also be used to activate different abilities, as long as each Ability is used only once. Hero actions resulting from the use of an Ability may be combined freely with Hero actions rolled on Fight dice or other Abilities in the same roll in any order.

ITEM UPGRADES: Most Items may only be used during the Fight phase. Simply discard the Item to gain its effects. Only 1 Item may be used per Fight roll.

Unless otherwise stated, Minions have 1 Health, which means that they are killed when they take 1 damage. Some Minions, such as Tough Guys (blue skull), have 2 Health. This is indicated in the explanation of Minions on page 17 and on the Reference Card. Bosses have at least 2 health. Damage does not persist between Fight rolls. Enemies with more than 1 health must be killed in a roll or they will return to full Health in the next. However, damage assigned from different Fight dice, items and abilities to a single enemy in a roll all count towards the damage tally for that roll.

FIGHT: ENEMY ACTIVATION RESULTS

Enemies activate when  is rolled and after the player has activated all their Hero actions, unless stated otherwise. When  triggers, all Minions and Bosses are considered activated. This may also activate gang abilities or Boss powers. Unless otherwise specified, each activated Minion and Boss in the same zone as the Hero deals 1 Hurt damage to them.

Generally, damage from  occurs only after the player has taken all their actions. The only exception are Henchmen and Bosses of the Lordz gang, who activate before player actions are taken.

Each enemy only activates once per Fight roll. This means that regardless of the number of  rolled, each activated Minion and Boss only deals damage once per Fight roll.

Unlike Hero action results,  are not discarded until the end of the Fight roll. This means that when different types of Minions and Bosses activate at different parts of the Fight roll, a single  might trigger more than once in a Fight roll. For example, if a zone has both a Lordz henchman and a Grunt, the Lordz henchman would activate before the hero actions, while the Grunt would activate afterwards.

Gunmen  only deal damage to Heroes in adjacent Zones. Members of the Zuce Clan deal damage to players in their current Zone as well as in any adjacent Zones.

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 and 16.

However, if at the end of the 3 fight rolls there are still Minions left or the Boss is left standing, the Hero might take damage as they flee the Den:

1. Trace a path from the Hero miniature's current position to the entry zone.
2. The Hero takes 1 Hurt from each enemy they pass on the way out, regardless of the enemies' abilities and without exception. This includes enemies in the zone the Hero is currently in.
3. If the Hero's health would be reduced to 0, follow the rules for taking damage as normal. They still score  for what they accomplished while in the Den.

AFTER THE FIGHT & DEN ROTATION

At the end of a Fight Phase, score  as indicated on page 16. Discard the Boss card on the Den. Stand Boss cards discarded this way up in a wall of triumph, so that all players may see which Bosses have been killed so far. Any time a Boss card is discarded, the Den it is attached to is also discarded.

If the discarded Den was a  or a , replace it with the next  Den in the draw pile. If there are no more  Dens, replace it with a  Den.

If there are no more Dens in the draw pile, flip it over to its  side and put it in play. If the Den completed is a  Den, remove it from the game and replace it with another  den from the pile.

Once the new Den is in play, place a new Boss card on it and re-populate the Den. If there are no more Boss cards left in the draw pile, remove the Den from play altogether. In the unlikely event that there are no Boss cards in the deck or on the Dens, the game ends when all players in the current round have taken their turn.

If the Boss is still alive at the end of the Fight, leave the Boss card face up on the Den and re-populate the Den with Minions, even if all the minions were killed and  were scored for the den. Other players can attack the Den during their turn if they wish. Dens are only rotated when the boss is killed.

FIGHT: SITTING OUT A FIGHT

A player may choose to sit out the Fight phase of a Combat Turn (they may still perform the Ready phase). If they do so, the player performs the following actions in order:

1. Roll their hero's current complement of Montage dice. They may then spend these dice to perform ,  or  actions equal to the points generated from the die roll. Speed results have no effect.
2. Exchange any number of Wild tokens or Wild  results for 1 Heal , Recon  or Upgrade  point as normal.
3. Exchange Wild tokens or Wild  to draw Vengeance cards.
4. Draw 1 Vengeance card for free.

ENDING THE COMBAT ROUND

Once all players have completed their respective Combat turns, move the Turn Marker to the next space on the Turn Tracker and begin the next round as indicated.

WILD TOKENS

If a zone containing a Wild token  has been cleared from any Minions and Bosses, the player collects the Wild token in it. These may be used either to:

- ✦ Perform a  action during the Ready phase of the Combat turn. Swap the Wild token for one of your unclaimed, player coloured Recon tokens to better identify the Dens you've performed Recon on.
- ✦ Purchase a card from the Vengeance deck. This may only be done in the Vengeance phase, as explained on page 9.
- ✦ Wild tokens may also be used to provide +1 point boosts to Montage cards, exactly in the same way as Wild dice.

KAJA VS BATOMAN

EXAMPLE FIGHT PHASE

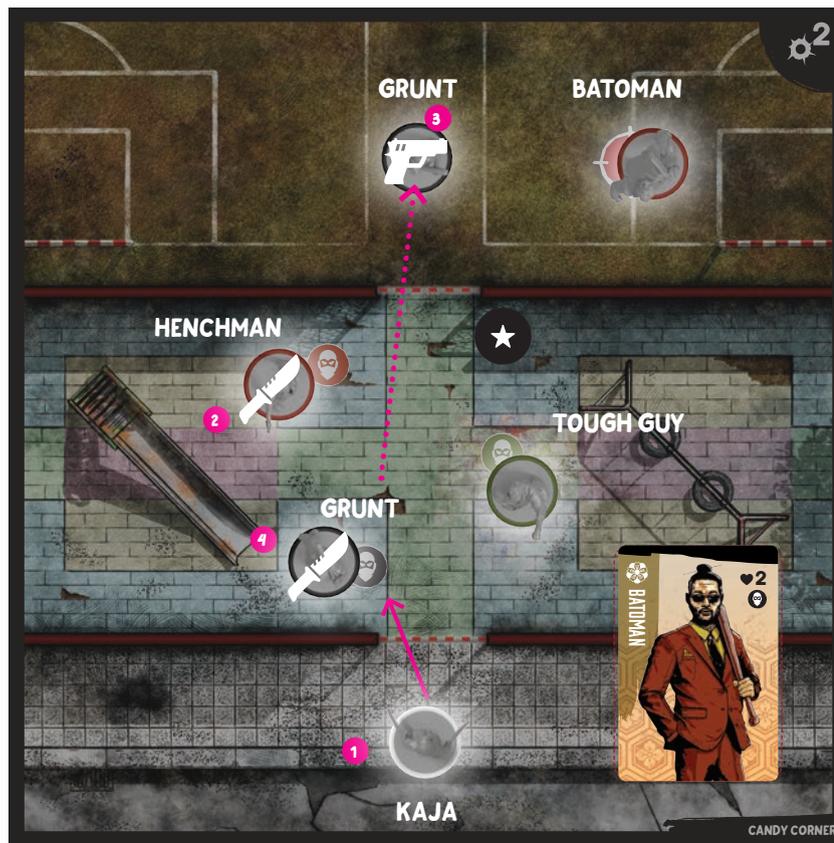


ROLL 1!
SHE STARTS WITH 1 STRESS FROM THE DRIPPING TECHNIQUE SHE SUFFERED AT THE HANDS OF BATOMAN DURING THE WRONGING

- 1 KAJA USES HER RUN ACTION TO FREELY ENTER THE FRAY
KAJA ROLLS HER 5 FIGHT DICE



- 2 KAJA KILLS THE HENCHMAN WITH THE [red die with knife icon]. 3 SHOTS THE GRUNT IN THE OTHER ZONE WITH [red die with gun icon] 4 CONVERTS THE [green die with running figure] TO A [red die with knife icon] WITH HER VETERAN ABILITY AND TAKES OUT THE GRUNT IN THE SAME ZONE. WITH NO OTHER ACTIONS LEFT KAJA FACES THE TOUGH GUY AND TAKES A POINT OF HURT DAMAGE FROM HIS ACTIVATION [red die with infinity symbol].



KAJA THE FLOREST (2★)

MONTAGE ROUND
DRAFT MONTAGE DICE
ASSIGN & RESOLVE MONTAGE CARDS
BUY VENGEANCE CARDS
SET PLAYER ORDER

COMBAT ROUND
READY PHASE:
RECON
VENGEANCE CARDS
ARRANGE ABILITIES

PHASE
3 FIGHT ROLLS
EXIT AND SCORE
REPLACE DEN IF A BOSS IS KILLED

MIND	3	2s	2	2	1s	1
STRESS	4	4	4	3	3	2
BROKEN	4	3	2	1		4
HEALTH						

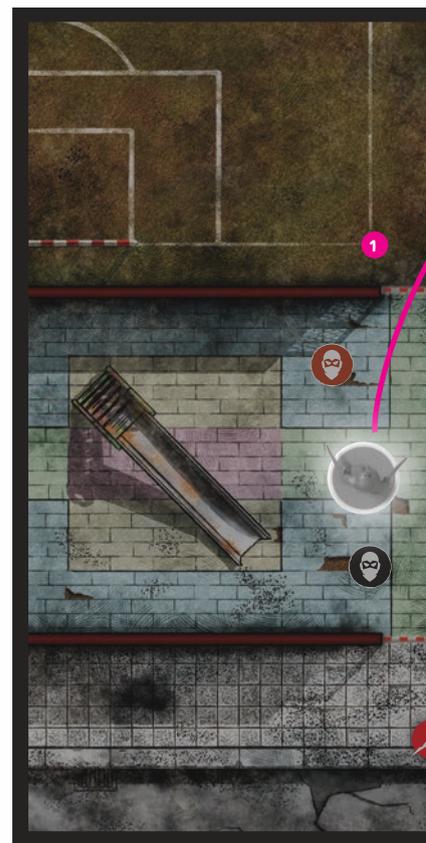
UPGRADE buttons for Mind, Stress, Broken, and Health.

VETERAN (4) [red die with knife icon] → [red die with gun icon]

ROLL 2!
KAJA ROLLS HER 5 FIGHT DICE



- A BAD ROLL – TIME FOR SOME TACTIC WITH [red die with gun icon] AS HE'S GOT 2 HEALTH, T...
1 KAJA USES HER [red die with gun icon] TO ROLL PAST T...
ZONE. THE [red die with gun icon] IS WASTED. 2 BATOMAN...
HURT DAMAGE INSTEAD OF THE REG...
ABILITY. THE [green die with running figure]



KAJA THE FLOREST (2★)

MONTAGE ROUND
DRAFT MONTAGE DICE
ASSIGN & RESOLVE MONTAGE CARDS
BUY VENGEANCE CARDS
SET PLAYER ORDER

COMBAT ROUND
READY PHASE:
RECON
PLAY VENGEANCE CARDS
ARRANGE ABILITIES

PHASE
3 FIGHT ROLLS
EXIT AND SCORE
REPLACE DEN IF A BOSS IS KILLED

MIND	3	2s	2	2	1s	1
STRESS	4	4	4	3	3	2
BROKEN	4	3	2	1		4
HEALTH						

UPGRADE buttons for Mind, Stress, Broken, and Health.

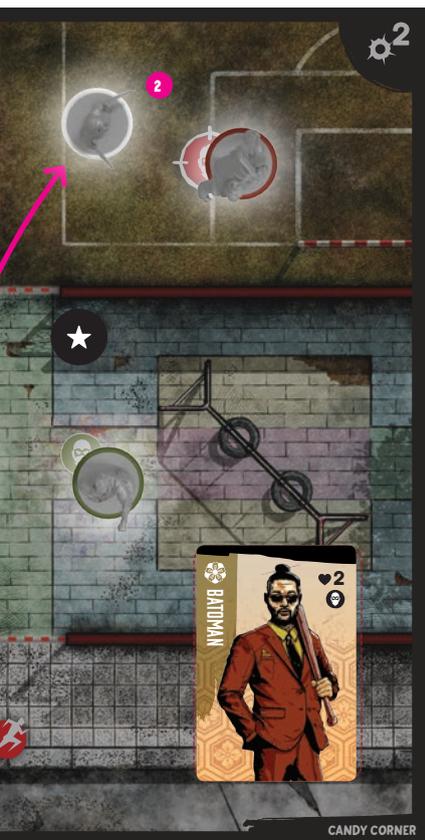
VETERAN (4) [red die with knife icon] → [red die with gun icon]

ROLL 2!

ROLL 5 FIGHT DICE



CS. KAJA IS UNABLE TO KILL BATOMAN
THE TOUGH GUY IS ALSO 2 HEALTH.
THE TOUGH GUY AND INTO BATOMAN'S
AN HITS ON DEALING 2 POINTS OF
ULAR 1 DUE TO HIS TENGU-KAI BOSS
HAS NO EFFECT.

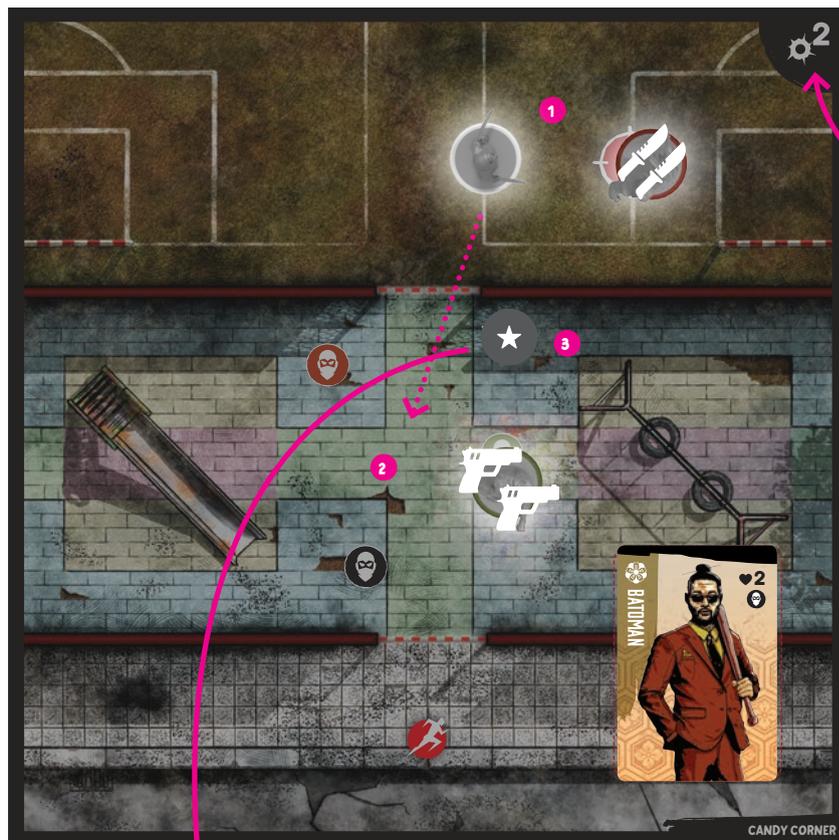


ROLL 3! FINAL ROLL!

KAJA ROLLS HER 5 FIGHT DICE



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



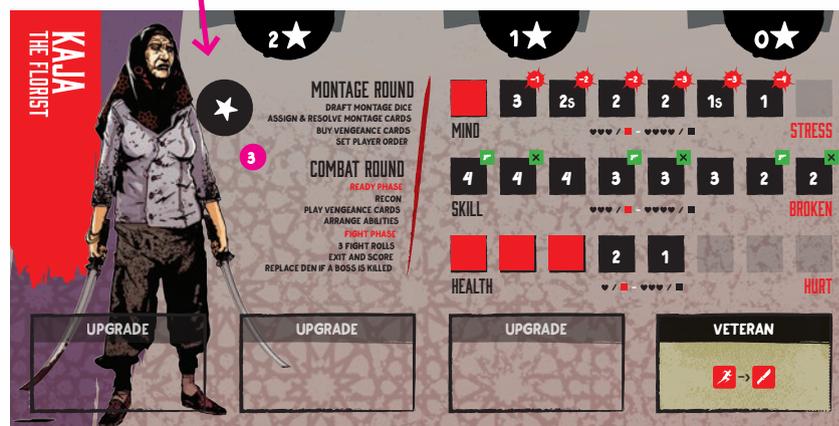
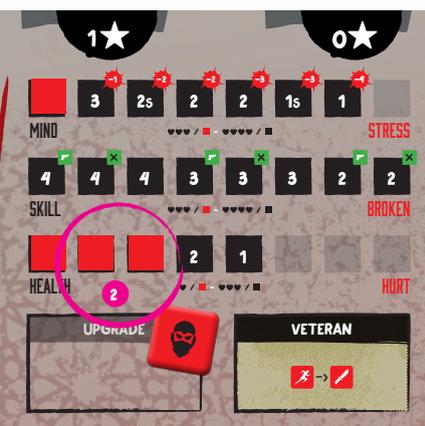
SCORING



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

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

TOTAL 4



SCORING DURING THE GAME

The player with the highest number of Victory Points (⚙️) is the winner. The primary way to earn ⚙️ in Vengeance is to take revenge on the Bosses and gangs that have wronged the player's Hero. As players score points, move their respective ⚙️ token up the Victory Point Board. If players score more than 30 ⚙️ they stack the extra player markers and continue counting from 1. The sources of ⚙️ in the game are:

KILLING A BOSS THAT HAS WRONGED YOU – SCORING A BOSS

To score a Boss, you must have a Vengeance card in play (not in your hand) matching the image of the slain Boss. Multiple Vengeance cards of the same Boss (up to 3 of the regular Bosses and 2 of the 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 ⚙️ is found in the top right of their Vengeance card. Score the topmost ⚙️ number if you score 1 of that type of boss, the middle ⚙️ number if you score 2 and the bottom ⚙️ number if you score 3. Then place the scored Vengeance cards under your Hero Board. Aside from their value in ⚙️, they may sometimes be used at the end of the game to score additional ⚙️ in missions.

KILLING ALL THE MINIONS IN A DEN OF A GANG THAT HAS WRONGED YOU – SCORING A DEN

Occasionally, players will find themselves in a situation where none of their Vengeance cards match the Bosses in play, or they are unwilling or unable to kill the Boss. Players may still score ⚙️ by killing all the Minions found inside a Den (including the ones in the Boss zone) while having a Vengeance card in play matching that Boss' gang. A Boss' gang may be identified through the gang emblem found in the top left corner of the Boss card. Gangs also have a dedicated colour scheme and background. Any Vengeance card from that gang qualifies for this method, even if the Boss does not match. Place the scored Vengeance card under your Hero Board but score only the ⚙️ indicated in the top right corner of the Den. You do not score the ⚙️ indicated on the Vengeance card. When playing with the *Kill 'Em All* Mission card all Vengeance cards scored count towards the Mission tally whether they were used to score Bosses killed, Dens cleared or both.

BLITZ VENGEANCE CARDS

Some Vengeance cards do not have a specific boss on them. These are Blitz Vengeance cards that represent the Hero being beaten on by the rank and file of the various gangs. These cards may be used with a Den belonging to any gang but can only be used to score Dens. When they are scored, they grant a +1 ⚙️ bonus to that Den's ⚙️. They cannot be used in conjunction with other Vengeance cards.



CLEAR A DEN – SCORING A BOSS AND A DEN

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 Boss and the Den using the same Vengeance card (or cards in the case of multiple copies of the same Boss). This is often the most optimal method for scoring ⚙️.

SCORING MISSIONS AND ACHIEVEMENTS

Additionally, players earn ⚙️ through Achievements and Missions. Achievements can be claimed by a player as soon as the conditions on the Achievement card are met. A player can only claim one Achievement of their choosing in a single Montage or Combat round. Some Achievements require players to take Ⓞ tokens when a condition is met. The type of Ⓞ token taken corresponds to the icon indicated on the Victory Point Board slot adjacent to the Achievement card. Once an Achievement is claimed, all players discard the corresponding Ⓞ tokens they have collected for it and a new Achievement is put into play. If the Achievements pile becomes exhausted, do not replenish it.

Missions are scored at the end of the game based on the Mission cards in play. See Final Scoring below.

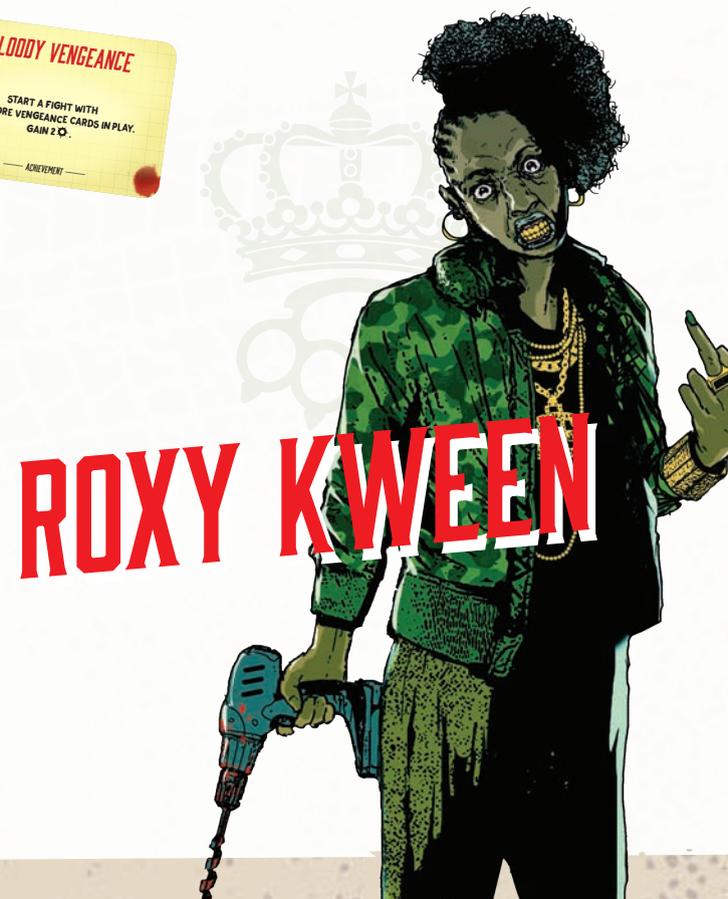


FINAL SCORING

At the end of the 3rd Act, bonus ⚙️ are awarded for completing either of the 2 Missions in play. The ⚙️ gained are explained on the relevant Mission Cards.

Additionally, the number of Stress cubes on a player's Hero board gives a ⚙️ penalty at the end of the game. The number of ⚙️ lost is indicated by the value above the right-most slot on the Mind track occupied by a damage cube. It's all well and good to go around dealing dishes of revenge, but you need to be mindful not to end up like the nasty characters you're hunting down!

The player with the most ⚙️ at the end of the game is the winner! If 2 players tie, the player with the least amount of damage cubes (of any kind) wins. If there is still a tie, the player with the least Severe damage wins. If a tie still remains, fill an inflatable pool with olive oil and wrestle.



MINIONS

There are 5 types of 'Minions' in Vengeance. Unless Otherwise stated they have 1 Health and deal 1 Hurt when activated.

-  **GRUNT:** Grunts have 1 Health. When assigning  to a zone containing grunts, grunts must be targeted first.
-  **TOUGH GUY:** Tough Guys have 2 Health.
-  **GUNMAN:** Gunmen have 1 Health. Gunmen hit adjacent zones only.
-  **BLOCKER:** Blockers have 1 Health. A hero cannot move out of a zone with a blocker in it.
-  **HENCHMEN:** Henchmen have 1 Health unless otherwise indicated on the relevant Gang card. Each gang has their own corresponding Henchman Minion, with their own unique abilities described to the right.

BOSS AND HENCHMEN ABILITIES

All Bosses and Henchmen of the same gang have the following gang abilities:

-  **TENGU-KAI:** Tengu-Kai deal 2 hurt when they are activated.
-  **ZUCE CLAN:** Zuce Clan hit current and adjacent zones.
-  **HELL RIDERS:** Whenever the hero suffers damage from Hell Riders' activation, roll 1 less fight die next round, for each Hell Rider enemy that damages the Hero.
-  **LORDZ:** Lordz Resolve  before the player takes any hero action.

These abilities only apply to Henchmen and Bosses, not to all the Minions in the respective Den.

BIG BOSS POWERS

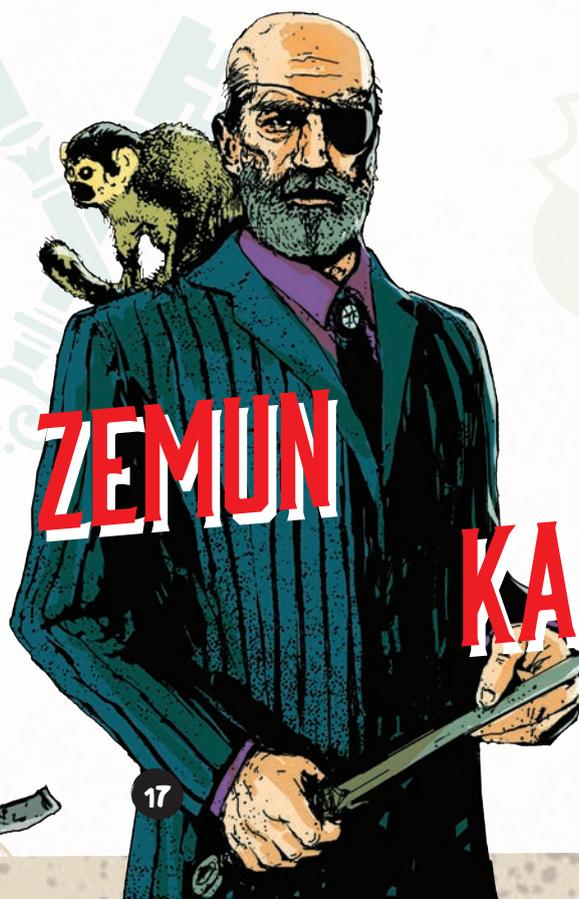
Aside from their gang ability, Big Bosses also benefit from a unique 'Big Boss Power':



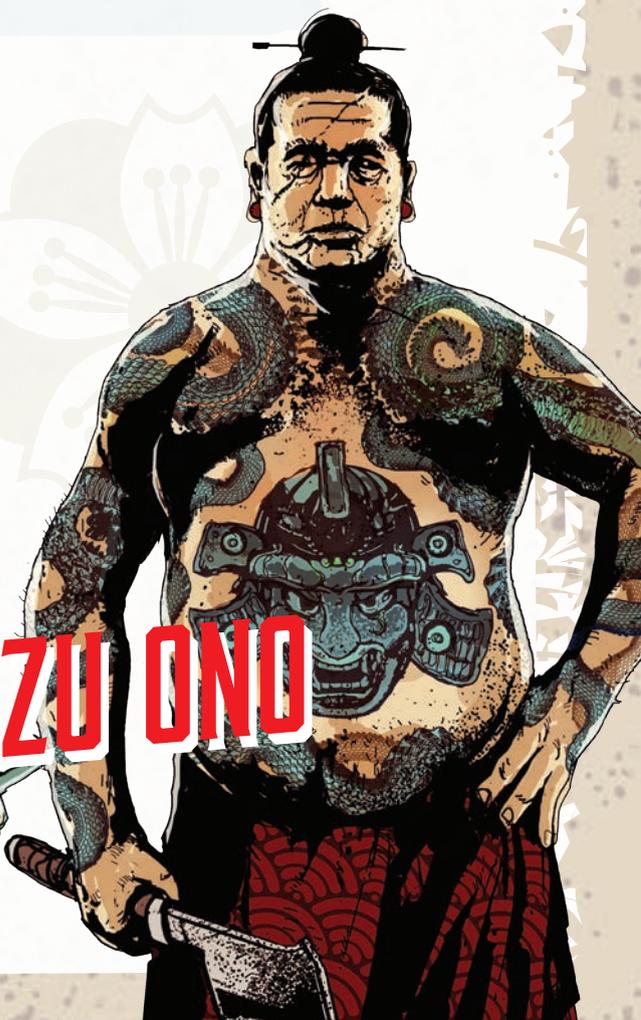
-  **KAZU ONO:** When Kazu Ono is killed, he deals 2 hurt to the hero.
-  **DON ZEMUN:** Don Zemun takes no damage from .
-  **PREZ:** Item upgrades cannot be used in the boss zone while Prez is alive.
-  **ROXY KWEEN:** Roxy Kween deals 2 hurt..



PREZ



DON ZEMUN



KAZU ONO

VENGEANCE FOR ONE

SOLO
GAME
ADDITIONS

In the solo game, players take on the role of one of the Heroes and play through their Vengeance story. Each Hero has a unique back-story and campaign. The solo game has a number of rule variations from the main game, which are explained below. Each Hero has their own objectives and winning conditions, but the rules below apply to all of the Heroes.

SETUP

- 1 Take 3 random level 2 Dens and 3 random level 3 Dens and lay them out on the table in front of you. Place the remaining Dens in a pile with the 4☠ dens side up. This is your draw pile.
- 2 Form a deck of Boss cards as indicated on the back of the Hero board. If a Big Boss is present, take them out and place them at the bottom of the pile. These Boss cards tend to be a number of Bosses that the Hero is after, mixed in with some completely undesirable ones. Place 1 face down on each Den and the rest in a face down draw pile.
- 3 Now suffer the Vengeance cards indicated on the back of the Hero board, dealing out damage and placing them face up as normal. Take the remaining Vengeance cards indicated on the Solo side of the Hero board to form the Vengeance deck, shuffle them and place them face down on the table. The gang symbols - ☠️👑👤👤 - indicate which Vengeance cards of that gang are included in the Vengeance card deck for the mission. Note that unless otherwise specified Blitz Vengeance cards are not used in the Solo game.
- 4 Take the Shop Board and populate it with Ability Upgrades and Item Upgrades.
- 5 Take all 9 of the Hero's Montage cards, including the Hardcore Montage cards, as well as the Hero miniature and place them in front of you. Place a player token on the Victory Point Board.

Standard missions and achievements are not used in the Solo game. Solo Mission cards and the objectives listed thereon are used instead.

If it's your first time playing a solo campaign, you should start with Shadowman's Solo Mission!

MONTAGE

- ✦ You may roll your complement of Montage dice once, keep the results you would like and re-roll as many of the dice as you'd like. You may use Montage die swaps and/or Upgrades to modify the results of the second roll.

- ✦ Play with the Hardcore Montage cards, following the Hardcore Montage rules (discarding 2 of the played Montage cards for the rest of the game) each Montage round.
- ✦ Recon tokens are played as normal. However, since you're playing on your own, you can flip the Boss card face up and discard the Recon token. Additionally, you may discard an unused Recon token to remove a face up Boss card and the Den they are on and replace them with a new face down Boss card and 4☠ Den from the draw pile and place a new face down Boss card.
- ✦ Speed works differently in the solo game. The Speed value on the Montage cards is ignored. You may use Speed results on the Montage dice to do one of the following:

1. Save the speed result by placing it on your Hero Board. You may discard it during the Fight roll and use it to re-roll a Fight die during a Fight phase.
2. You may discard the Speed result on the Montage die to discard a whole column of Upgrades on the Shop Board and replace them with new ones.

- ✦ Since the last Boss card is always the Big Boss card, play it face up. You don't need to perform Recon to find them, as you've beaten enough info out of their underlings to know where the coward is hiding.
- ✦ If there are any 2☠ Dens in play at the start of the third Montage, replace them with 4☠ Dens, as you would in the normal game.
- ✦ At the end of every Fight phase, draw a Vengeance card from the draw pile, unless the Hero's solo setup or Mission card states otherwise. You may play these as you would in the normal game. You may buy Vengeance cards as normal with Wild dice and Wild tokens.

WINNING

You win by completing ALL the objectives listed on the Hero's Solo Mission card and scoring at least enough ☠ to attain a "Survived" win result. The "Survived" level of ☠s counts as a minimal completion. A "Vengeance" result signifies a solid victory, while attaining "Overkill" is the stuff of urban legends.

You are ready to serve some Vengeance For One!



Game Design: Gordon Calleja

Lead Development: David Chircop

Development: Matthew Agius Muscat and Johnathan Harrington

Illustration: Axel Torvenius and Fabrizio Cali

Art Direction: Mark Casha

Lead Graphic Design: Adam Brimmer

Rulebook Layout: Adam Brimmer

Writing: Gordon Calleja

Editing: Matthew Agius Muscat, Johnathan Harrington and Roland Goslar

Miniature Sculptors: Slawek Kosciukiewicz (Titan Forge)

Production Management: Marvin Zammit.

Test Leads: David Chircop, Matthew Agius Muscat, Johnathan Harrington, Mikkell Rosdahl, Arda Çevik, Jean-Luc Portelli, Rafael Cordero, Alessandro Canossa, Paul Trundle and Derek Jonson.

Testers

Tom Reuhl

Chris Chalko

Matt Miner

Atakan Cankorur

Vugar Sevdimaliyev

Efe Alaçamlı

Dilara Ekşi

Michael Agius

Andrew Camilleri

Rick McKeon

Isabelle Kniestedt

Elizabeth Camilleri

Kevin de Gray

James de Gray

Matthew Xerri

Nicholas Baldacchino

Nick Attard

Robert Caruana

Bernard Mallia

Jeremy Gatt

Marvin Zammit

Fabrizio Cali

Mark Casha

Chris Borg Cutajar

Gordon Pace

Eleni Papadopoulou

Francois Zammit

Anne Hamarsnes

Kevin Ciantar

Reuben Debono

Antoine Buttigieg

Donna Trundle

Mark Winterbourne

Nicola Tetley

Matteus Van Der

Wilden

Michael Ng

Marina Gibson

Alex Zilbersher

Alexis Zarow

Ryan Maloney

Amy Lyu

Devin Hickman

Tyler Gier

Ian Meyers

Sawyer Warden

Julia Smead

Jonathan Paetzold

Caleb Woofenden

Stockton Sheehan

David Heyman

Anish Dhesikan

Arvin Sharma

Christopher DiNome

Garrett Winn

Caroline Pasyanos

Chloe Hwang

Trevor Day

Tanja Bennison

Martin Wiinholt Larsen

Frej Gudmundsson

Lasse Rosdahl Petersen

Patrick Hartmann-

Kjølhede

Andreas Wandall-Holm

Kevin Grouleff

Francisca Meena Rude

Jasper Schellekens

Neil Bugeja

Adam Brimmer

Alexei Cauchi

Mikael Jakobsson

Erik Stayton

Melissa Cochran

Konstantinos

Vasileiadis

Dylan Moon

Matteo Salussolia

Sercan Altun

Adriana Nedea

Renata Ntelia

Yasmin Marie Cachia

Suus de Kock

Yasmine Marshall

Alex Kalaris

Arjun Arora

Arthur Bacon

Carter Weinberg

Chris Juchem

Daisey Chu

David Trudeau

Glenna Greer

James Philiossaint

Juliann Duquette

Kaleigh Monaghan

Michael Lucas

Philip Linl

Simon Rigopulos

Thom Moseley

A heartfelt thanks to all our crowdfunding backers for supporting this project and making it possible.

© GORDON CALLEJA © MIGHTY BOARDS. ALL RIGHTS RESERVED.

GLOSSARY



2 HEAL POINTS: REMOVE DAMAGE CUBES FROM THE HERO BOARD.



1 UPGRADE POINT: BUY UPGRADE ABILITIES AND ITEMS FROM THE SHOP BOARD.



1 RECON POINT: LOOK AT FACE-DOWN BOSS CARDS ON DENS IN PLAY.



1 SPEED POINT: DETERMINE PLAYER ORDER.



WILD DIE: BOOSTS A MONTAGE CARD OR USED TO BUY A VENGEANCE CARD



WILD TOKEN: BOOSTS A MONTAGE CARD OR EXCHANGE FOR A RECON TOKEN IN THE READY PHASE OF THE COMBAT ROUND OR BUY A VENGEANCE CARD



WILD ICON ON DENS: COLLECT A WHEN YOU CLEAR A ZONE OF ENEMIES.



MOVE: MOVE 1 ZONE WITHOUT TAKING DAMAGE.



HIT: DEAL 1 HURT TO AN ENEMY IN THE SAME ZONE.



DOUBLE HIT: DEAL 2 HURT TO AN ENEMY IN THE SAME ZONE.



SHOT: DEAL 1 HURT TO AN ENEMY IN AN ADJACENT ZONE. MAY NOT BE USED IN THE CURRENT ZONE.



ENEMY ACTIVATION: ALL ENEMIES ACTIVATE.



MOVE: MOVE 1 ZONE WITHOUT TAKING DAMAGE.



HIT: DEAL 1 HURT TO AN ENEMY IN THE SAME ZONE.



ENEMY ACTIVATION: ALL ENEMIES ACTIVATE.



MISS: NO EFFECT.



SKILL SHOT: IF THE HERO'S CURRENT SKILL LEVEL HAS IN THE TOP RIGHT CORNER, TREAT IT AS A MISS. IF IT HAS A , TREAT AS A SHOT.



BOSS ZONE: DEPLOY BOSSES AND ACCOMPANYING MINIONS IN THIS ZONE.



ENTRY ZONE: START FIGHT ROUNDS HERE. ENEMIES MAY NOT MOVE INTO OR ATTACK ENTRY ZONE.



OBJECTIVE TOKEN: COLLECT THESE WHEN MEETING THEIR STIPULATED CONDITIONS. THEY CAN BE EITHER BLUE OR ORANGE.



VICTORY POINT PENALTY: INDICATES THE NUMBER OF VICTORY POINTS LOST AT THE END OF THE GAME.



VICTORY POINT: INDICATES THE VICTORY POINT VALUE OF A CARD OR DEN.



ENEMY HEALTH: INDICATES THE NUMBER OF DAMAGE A HERO NEEDS TO INFLICT IN A SINGLE ROLL TO KILL AN ENEMY.



GRUNT: WHEN PLAYING RESULTS TO A ZONE WITH A GRUNT IN IT, GRUNT MUST BE TARGETED FIRST.



HENCHMAN: HENCHMEN OF DIFFERENT GANGS HAVE DIFFERENT ABILITIES INDICATED ON THE RELEVANT GANG CARD.



TOUGH GUY: HAS 2



BLOCKERS: BLOCKERS PREVENT HEROES FROM PERFORMING AND RUN ACTIONS WHEN IN THE SAME ZONE.



GUNMEN: GUNMEN ONLY DEAL DAMAGE TO HEROES IN ADJACENT ZONES.



BIG BOSS: INDICATES THAT THIS BOSS IS A BIG BOSS. ALL RULES FOR BOSSES APPLY, BUT BIG BOSSES HAVE AN ADDITIONAL ABILITY INDICATED ON THE BOSS CARD.



HARDCORE: THIS INDICATES COMPONENTS USED ONLY WITH THE OPTIONAL hardcore rules.



NORMAL DAMAGE HEAL COST: HOW MANY HEAL POINTS ARE NEEDED TO HEAL 1 CUBE OF NORMAL DAMAGE FOR THAT ATTRIBUTE.



SEVERE DAMAGE HEAL COST: HOW MANY HEAL POINTS ARE NEEDED TO HEAL 1 CUBE OF SEVERE DAMAGE FOR THAT ATTRIBUTE.



UPGRADE COST: THE COST, IN UPGRADE POINTS, OF BUYING RELEVANT UPGRADE ABILITIES OR ITEMS.



ANY HERO ACTION: ANY OF THE WHITE HERO ACTION RESULTS.



UPGRADE SWAP LEFT TO RIGHT: SWAP ACTIONS ON THE LEFT SIDE OF THE \rightarrow TO THE ONES INDICATED ON THE RIGHT SIDE.



UPGRADE SWAP EITHER WAY: SWAP ACTIONS ON EITHER SIDE OF THE \leftrightarrow INTERCHANGEABLY.



REMOVE THE INDICATED RESULTS IF THE CONDITION BEFORE \rightarrow IS MET



3RD ACT CLEAN-UP: REMOVE 2 DENS AT THE START OF THE 3RD ACT.



GANG LOGOS: USED IN THE SOLO GAME SETUP. INDICATES WHICH OF A GANG'S VENGEANCE CARDS IN THE SOLO MISSION SHOULD BE USED

