EXPRESS EDITION

MIGHTY BOARDS



1-2

VENGEANCE

PRINT & PLAY INSTRUCTIONS

INTRODUCTION

Welcome to **VENGEANCE PRINT AND PLAY EDITION**. This document will help you get all of the stuff you need to get playing as fast as possible. This booklet contains everything you need to print to be able to play a **2 PLAYER VERSION OF VENGEANCE** as well as **3 OF THE SOLO SCENARIOS** of the game. You will need to source some stuff yourself, either from other games you already own or from bits and pieces you have lying around.

But don't worry, follow this guide step by step and you will be up and running in no time.

TO GET STARTED: Print this whole document **once single sided**, **in full colour** and at **100% size scaling**. Regular paper will do just fine, but if you want to get fancy you can try using something around 300 gsm paper to make it feel like the real thing.

When you have printed it out, read on and we'll take you through the rest.

STUFF YOU WILL NEED

HERE'S WHAT YOU ARE GOING TO NEED:

1. **A pair of scissors**. If you have some paper cutting device, it can help you to make the cards and tiles a bit more straight, but a good old pair of scissors will do just fine.

2. You need at least **20 wooden cubes of one color** (ideally red) and **5 damage cubes of another color** (ideally black) to substitute the red damage cubes and the black severe damage cubes. They don't need to be cubes, but cubes will fit best on the boards provided and ideally they would all be the same.

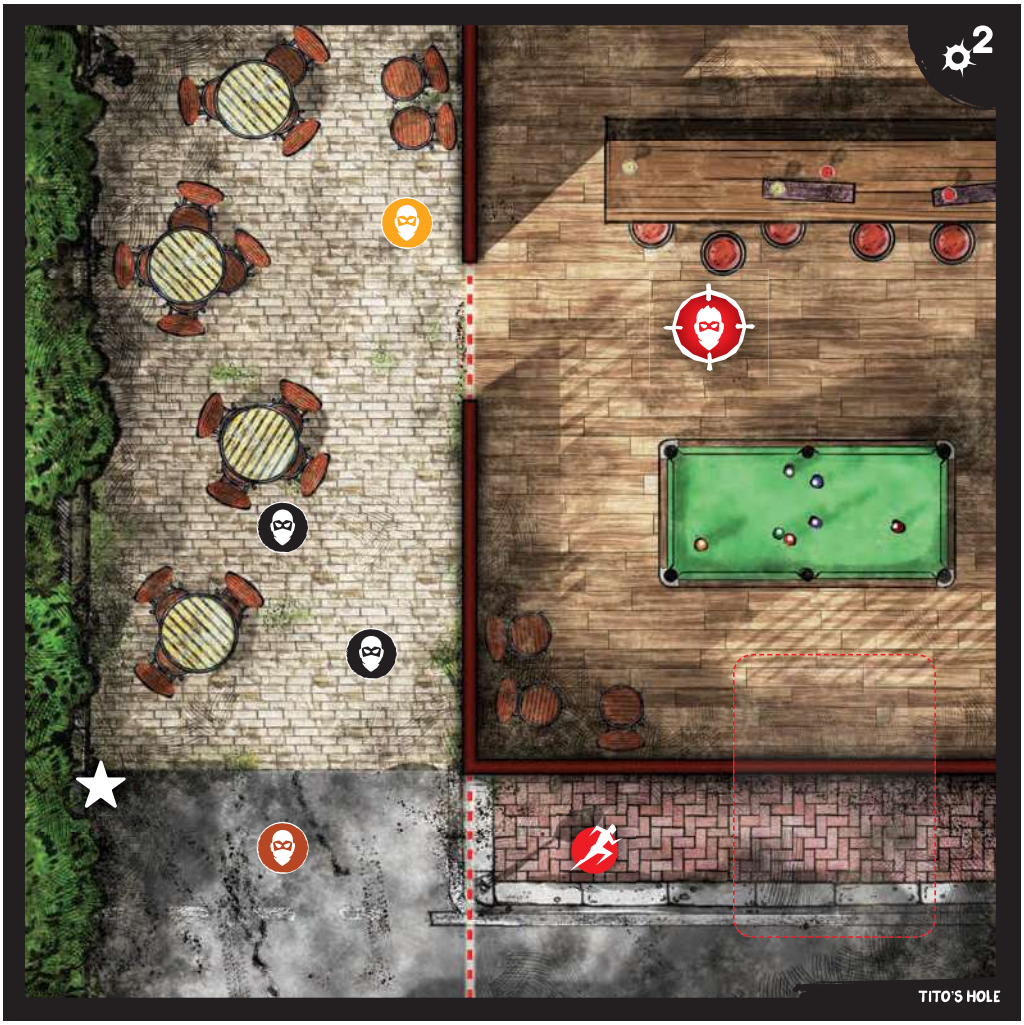
3. **2 more markers for each player** (4 total) in their colour, to use on the board for score tracking and player initiative.

4. **Substitute the miniatures** in the game with **cubes** or **discs** of different colours as indicated below. It is important that the cubes/discs are of the correct colour. You need **6 different types/colours of cubes** for the minions and henchmen as follows: **Grunts** (12 black cubes), **Tough guys** (4 green cubes), **Blockers** (4 yellow cubes), **Gunmen** (4 blue cubes), **Henchmen** (8 red cubes).
   You will also need **2 big red cubes or discs** to represent **Bosses** and **2 white big cubes or discs** to represent heroes. For the Heroes you can either use a **big white cube or disc**, or **print the provided portrait** onto sticker paper and attach to any component of your choice.

5. You need at least **3 round tokens or coins** or other small cardboard markers either from cardboard cut-outs or extra components you have from other games. On those markers you can print and stick the heroes face or foldable standees to use instead of a miniature.

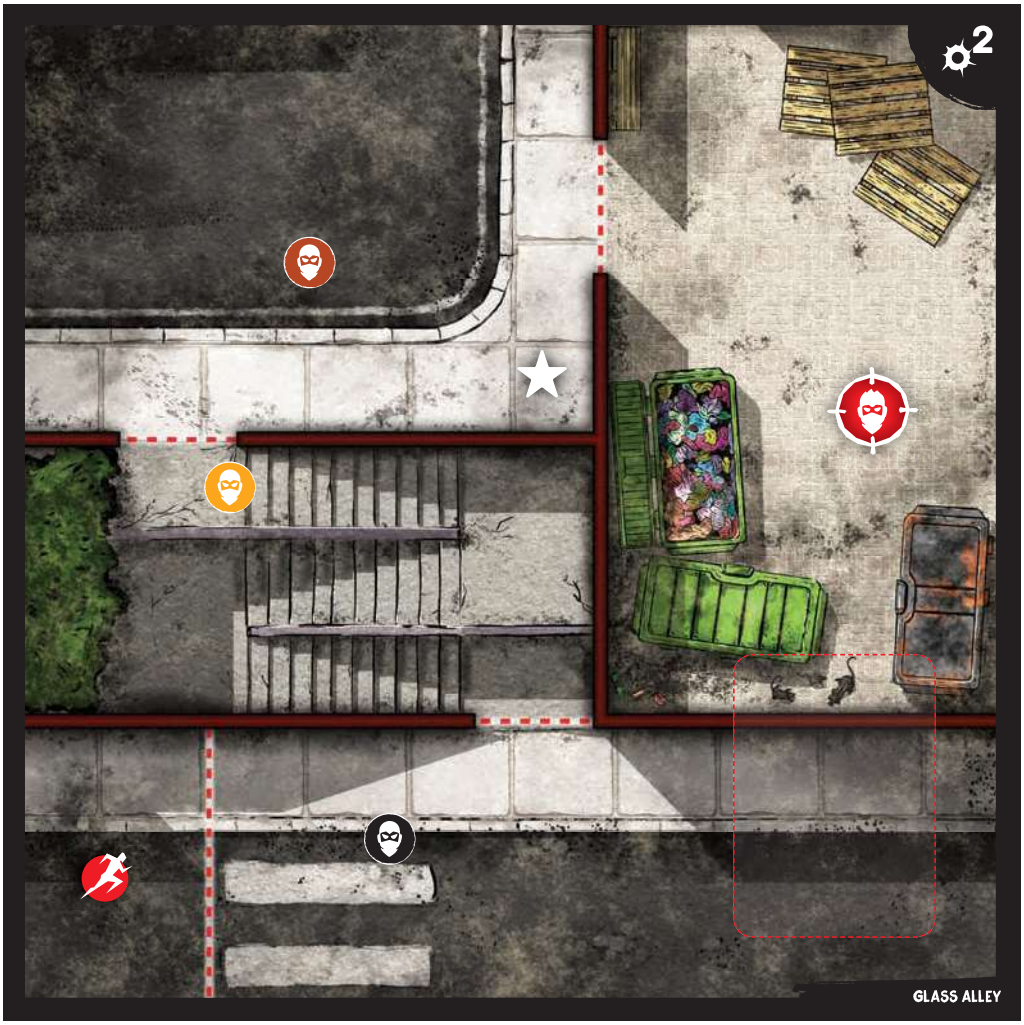
6. **OPTIONAL - 11 6-sided dice**. 6 of them correspond to the white montage dice, 4 of them to the red fight dice and one green die for the bonus fight die. **Alternatively,** you can use the dice card conversion paired with 1 die.

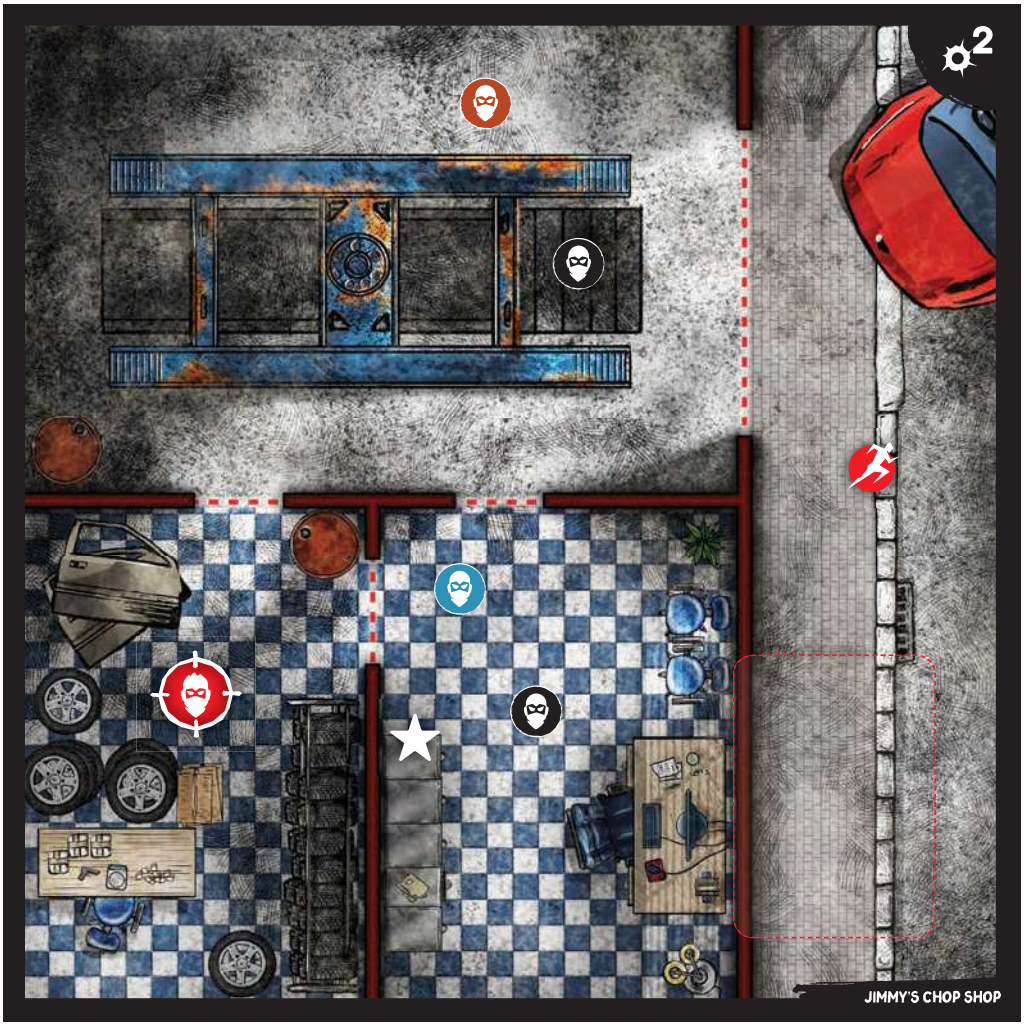
That's all you will need, if you have all of this, all that is left is to follow the instructions to cut up and assemble everything - let's turn the page.


2
TITO'S HOLE

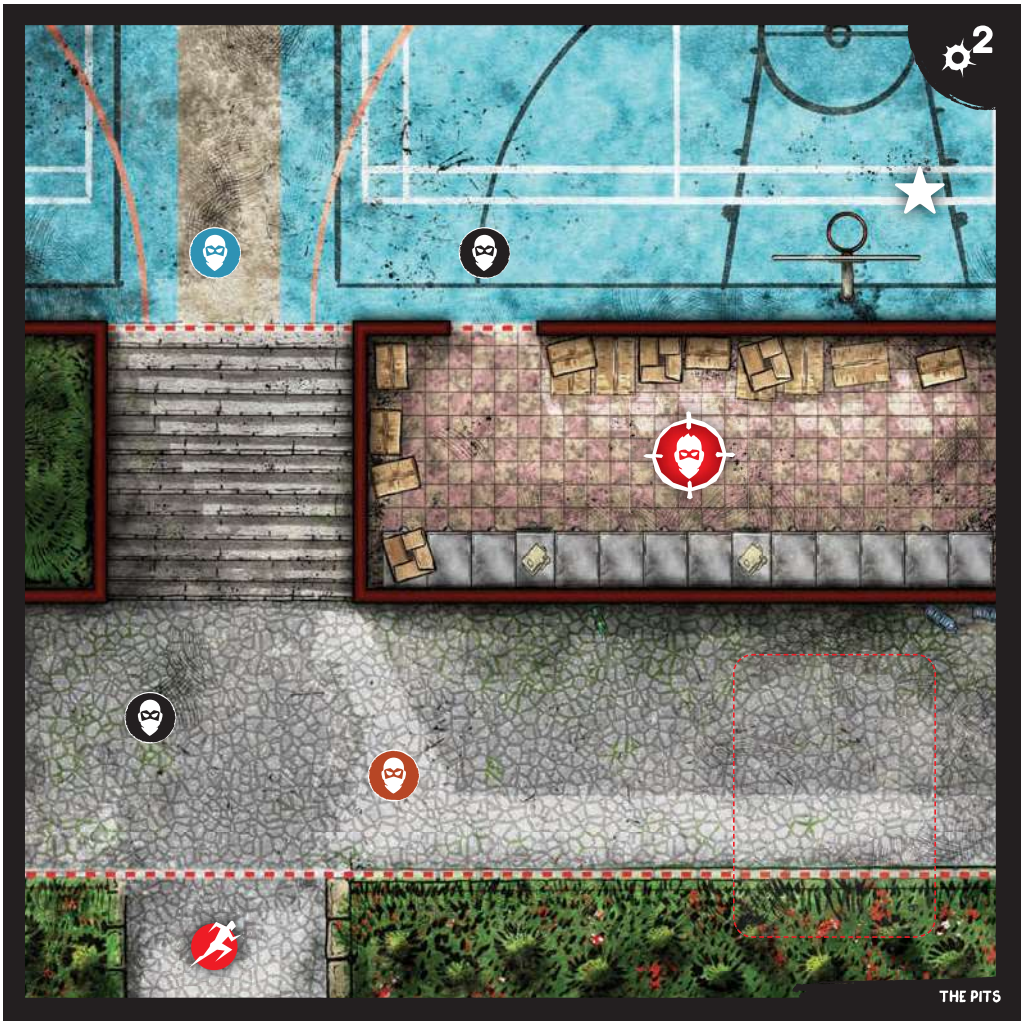

2
VINNIE'S PARTS

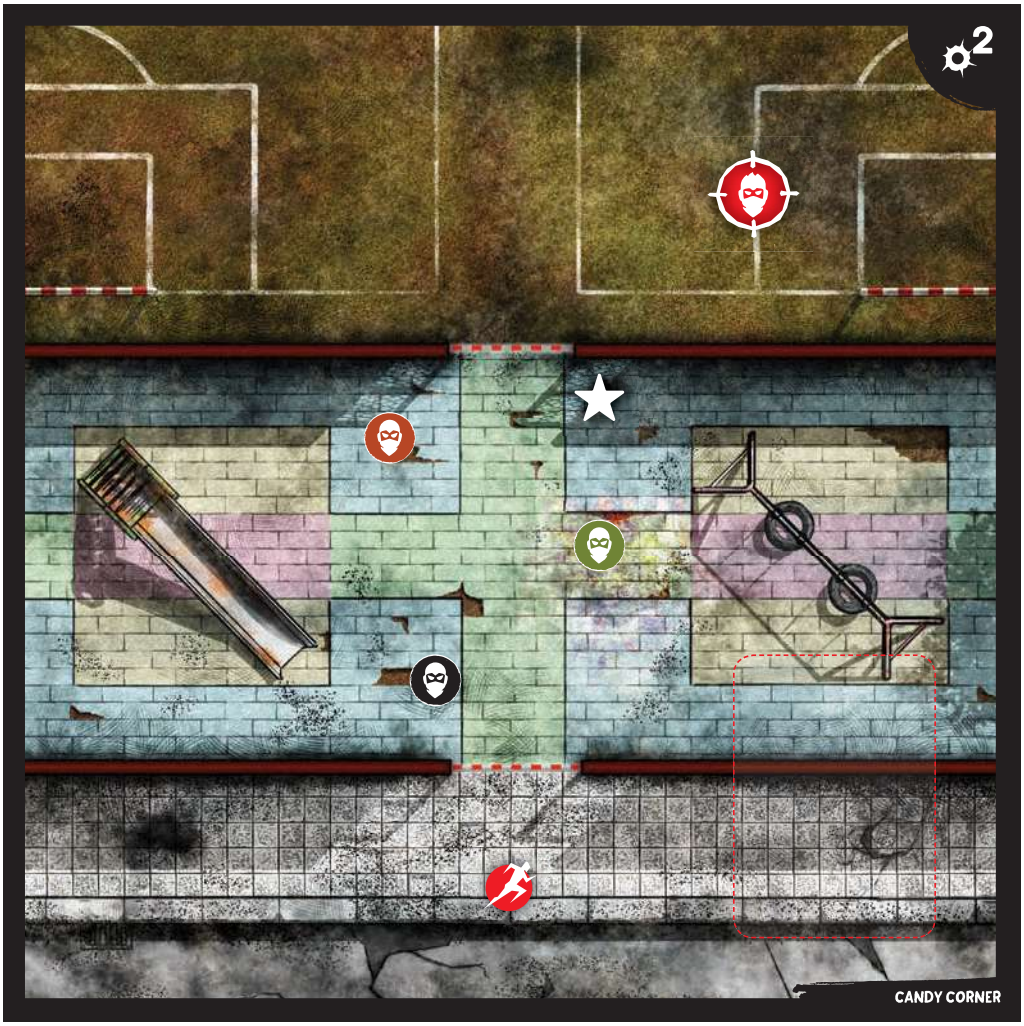
CUT ALONG THE EDGES OF THE TILES





CUT ALONG THE EDGES OF THE TILES





CUT ALONG THE EDGES OF THE TILES



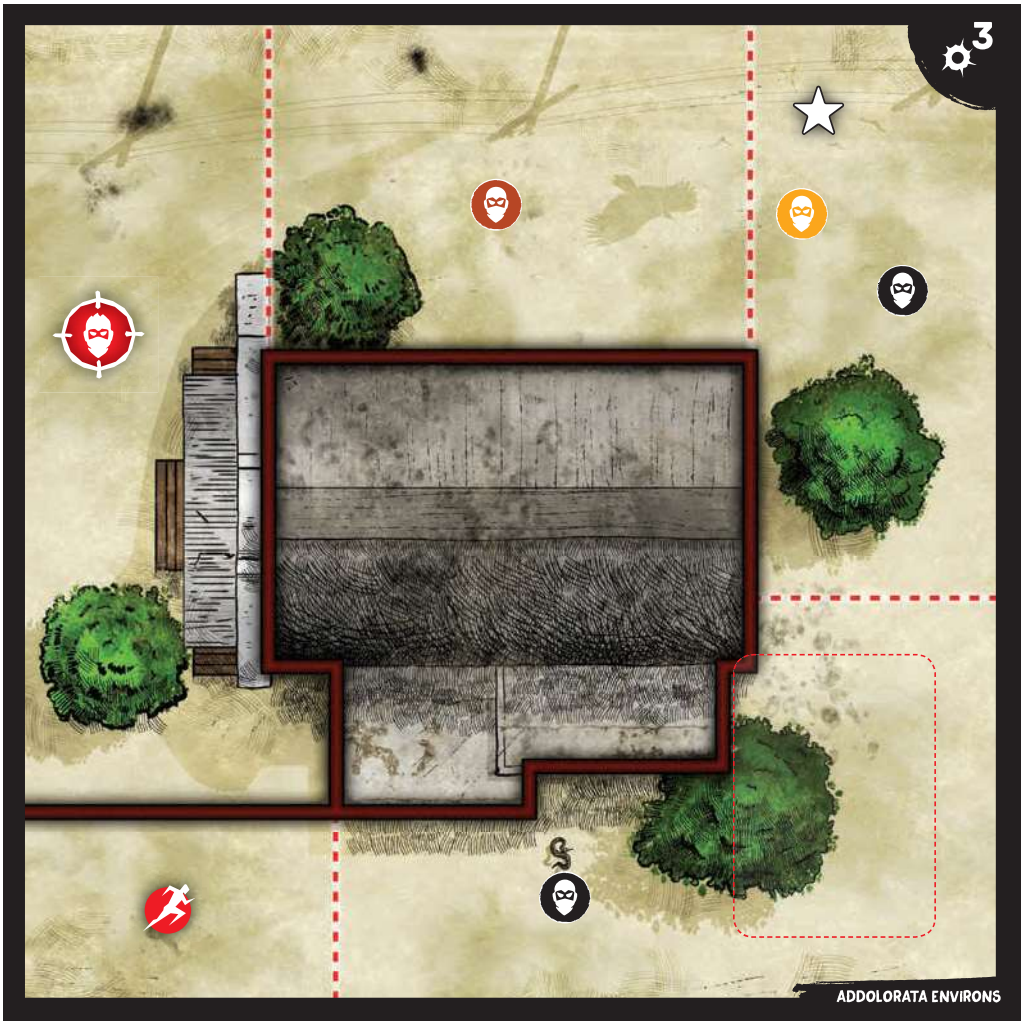


CUT ALONG THE EDGES OF THE TILES



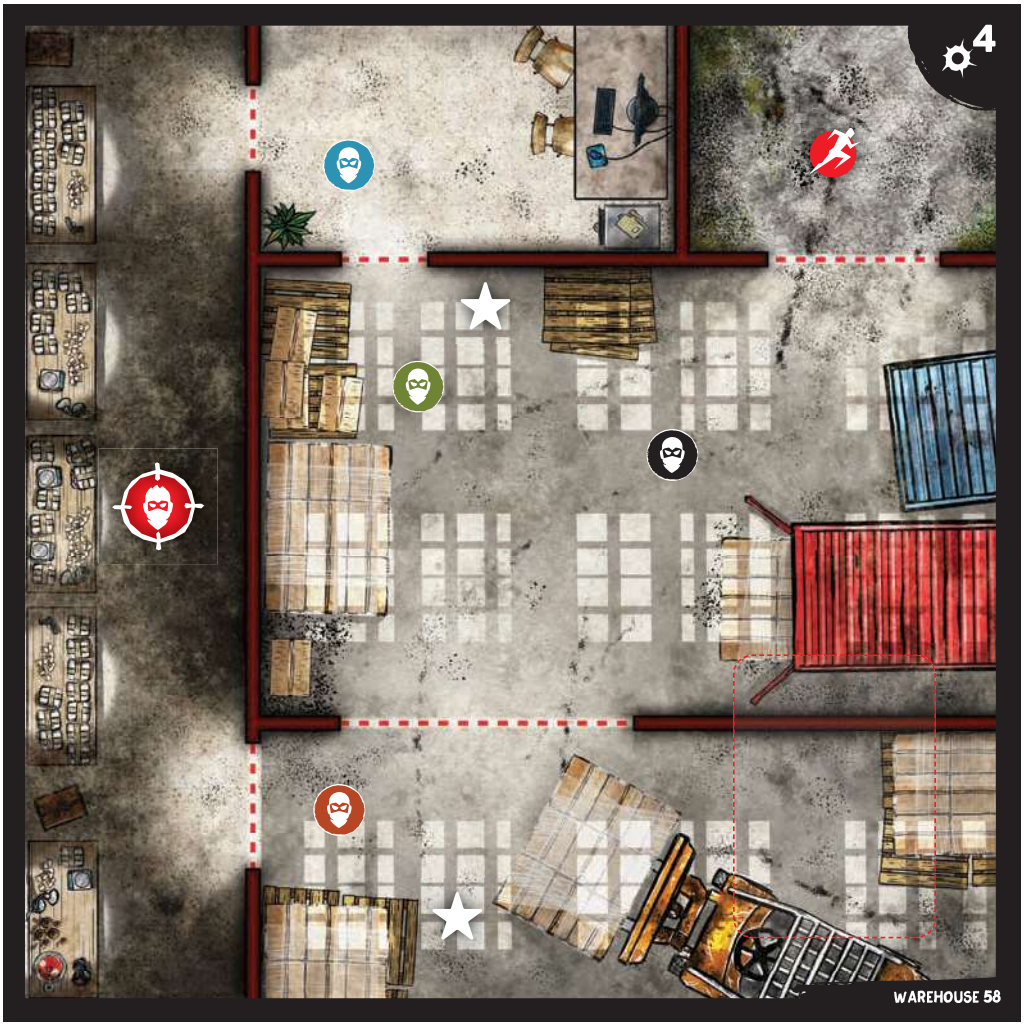


CUT ALONG THE EDGES OF THE TILES





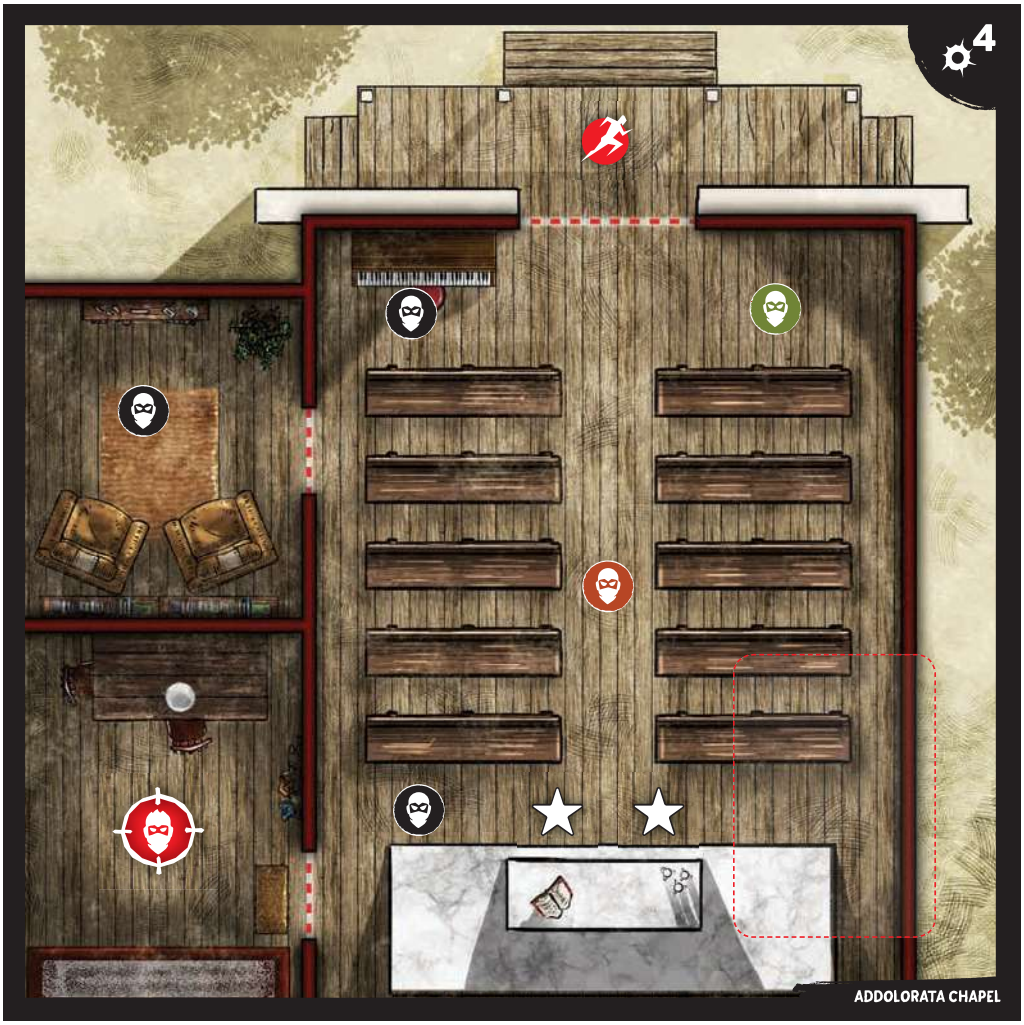

4
HAMMAM ZEIZUN

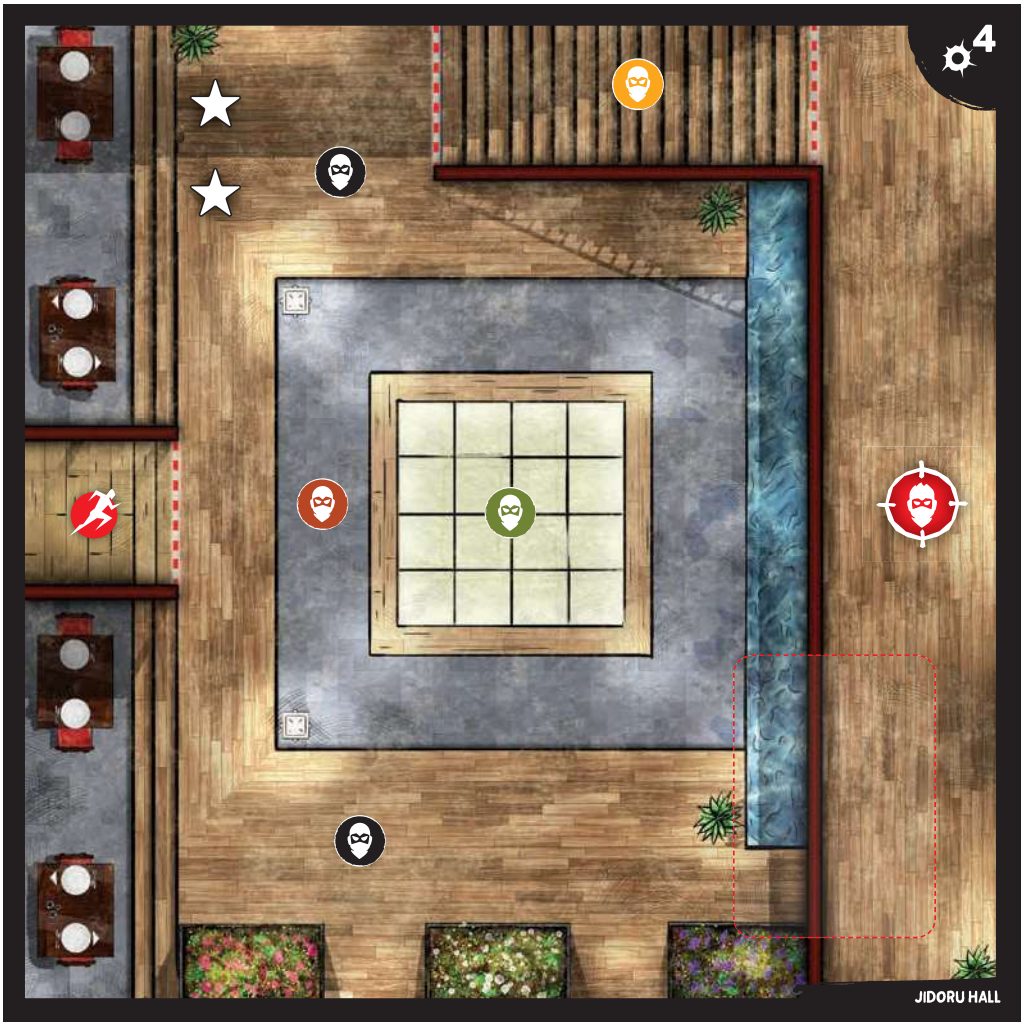

4
WAREHOUSE 58

CUT ALONG THE EDGES OF THE TILES





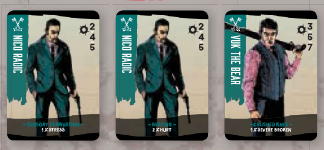

4
ADDOLORATA CHAPEL


4
JIDORU HALL

KAJA
THE FLORIST

SOLO SETUP SHEET

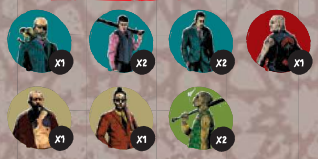
SUFFERED VENGEANCE CARDS



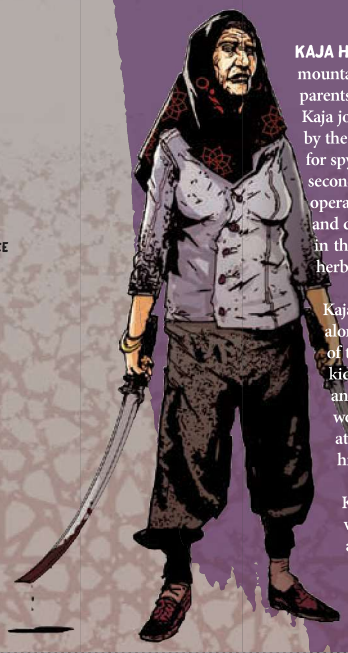
- WHEN YOU DISCOVER A ZUCE CLAN BOSS CARD, REPLACE ★ TOKENS WITH ◎ TOKENS. THESE REPRESENT INFORMATION LEADING YOU TO BORA. ONCE BORA IS FOUND, ★ TOKENS COME INTO PLAY AS NORMAL.

VENGEANCE CARD DECK

BOSS CARD DECK







KAJA HAD A BRUTAL CHILDHOOD growing up in a war-torn Kurdish mountain village with a fiercely defiant and proud population. Her parents were involved in the organization of the town's militia, which Kaja joined when she was just 12 years old. At 16, she was recruited by the Peshmerga's special forces division, where she was cultivated for spying and assassination missions. Her close combat skills were second to none and she quickly became one of the most feared operatives of the Peshmerga. In her early thirties, she had a child and decided to abandon her military life in favour of a quieter life in the US. She opened a flower shop and ran a small back-room herbalist practice.

Kaja is now in her mid 60s, living in a small flat above her shop along with her teenage grandson Bora. The area, like many parts of the city, has become overrun with gangs. Bora, a quiet, wispy kid got a passion for the green and to fund his new-found hobby and make inroads with the cooler kids, he sold a few baggies worth of weed to his high-school chums. This attracted the attention of a member of the Zuce Clan who made an example of him, burning part of his face and giving him a serious beating.

Kaja was livid. She confronted the gang, but kept from getting violent. In return, she was mocked, beaten and had Bora taken away by the Zuce. Kaja retrieved her arms from their hiding place in her bedroom and set out to find Bora and slice her way up the Zuce serpent to cut off its head.

SHADOWMAN
THE RUNNER

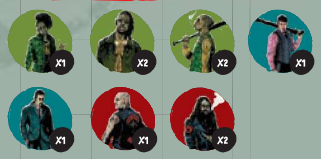
SOLO SETUP SHEET

SUFFERED VENGEANCE CARDS



VENGEANCE CARD DECK

BOSS CARD DECK







LIKE MANY, GODDARD "SHADOWMAN" BAILEY, eased into a gang affiliation at an early age. As often happens, it was the gang that chose him, not the other way round. The Lordz picked him up at an early age when the gang boss, Roxy Kween, visited the orphanage Goddard and his younger brother James were staying in during one of her regular recruiting tours.

Goddard's speed and agility made him a prized asset for the Lordz by his early teens. As Goddard grew older, the exploitative nature of gang life became increasingly evident to him. While his conscience kept him away from the shadier of the Lordz' activities, he was deeply concerned for his brother's mental and physical well-being. Goddard fell in love with a local parkour star, Kat, who introduced him to her parkour club. At first Goddard joined the group to impress Kat, but soon his love for the sport was only rivalled by his adoration of the girl. Emboldened by Kat and her parkour coach, Goddard left the Lordz.

At the surprise and disgruntlement of many in the gang Roxy reached out to Goddard in an uncharacteristically amicable fashion. Goddard, now known by his parkour alias, Shadowman, not only spurned her, but went on a mission to draw her younger recruits, particularly his brother James, away from the gang.

Roxy eventually found out.

Shadowman found his brother hanging from a sign outside the warehouse where his parkour group met, with a photo of Kat nailed to James' chest. It was time to pay his old gang buddies a visit…

LITTLE GUDRUN
TRUCKER LADY

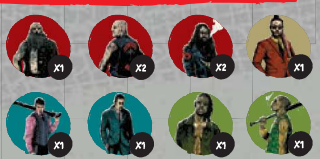
SOLO SETUP SHEET

SUFFERED VENGEANCE CARDS



VENGEANCE CARD DECK

BOSS CARD DECK







BORN TO SCANDINAVIAN IMMIGRANTS IN AUSTRALIA, Gudrun is a kind-hearted woman that appreciates a genuine, simple and peaceful life. She met and married Colin at an early age and has two daughters that have inherited both the playful humour and the impressive stature of their mother.

Gudrun and Colin moved to the US to join a friend of theirs in a trucking business into which they had put all their savings. What they didn't know was that Freddy, their Stateside partner, owed a solid chunk of money to the Hell Riders, an unsavoury biker gang that were rising steadily in the billboard of local douchebag herds.

Just a few months after they had settled in, Freddy went missing. Gudrun's instinct was to return to Oz, but Colin's stubborn demeanour kept them in place looking for Freddy. Unfortunately, Freddy was delivered to them in a rather sorry state, following a week-long colossal beating at the hands of the Hell Riders. Colin, against Gudrun's better judgment, set up a meeting with the Hell Riders to negotiate terms. The meeting didn't go well and an escalated argument between Colin and Kaiser, the right hand man of the gang's boss Prez, ended with Colin shot in the head.

Gudrun is torn. The sensible side of her wants to leave with the kids and abandon the money and her husband's unburied body. The lioness in her thirsts for revenge. The lioness wins…

KAJA
THE FLORIST



2★ 1★ 0★

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

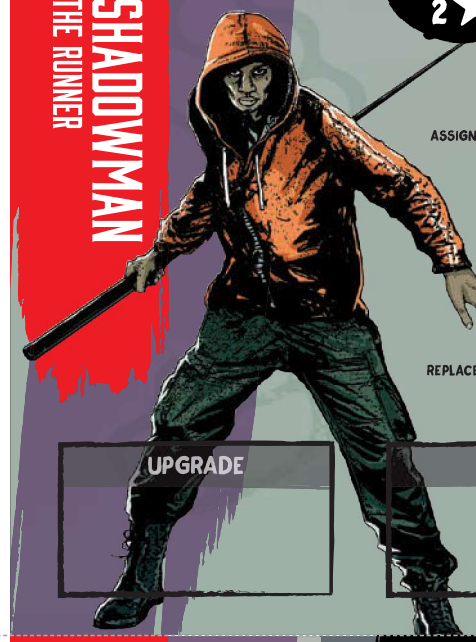
COMBAT ROUND
READY PHASE
RECON
PLAY VENGEANCE CARDS
ARRANGE ABILITIES
FIGHT PHASE
3 FIGHT ROLLS
EXIT AND SCORE
REPLACE DEN IF A BOSS IS KILLED

MIND	3s	3 (-1)	2s (-2)	2 (-2)	2 (-3)	1s (-3)	1 (-4)
SKILL	4	4	4	3	3	3	2	2
HEALTH	5	4	3	2	1			

STRESS ♥♥♥ / ■ - ♥♥♥♥ / ■
BROKEN
HURT ♥ / ■ - ♥♥♥ / ■

UPGRADE | UPGRADE | UPGRADE | VETERAN

SHADOWMAN
THE RUNNER



2★ 1★ 0★

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

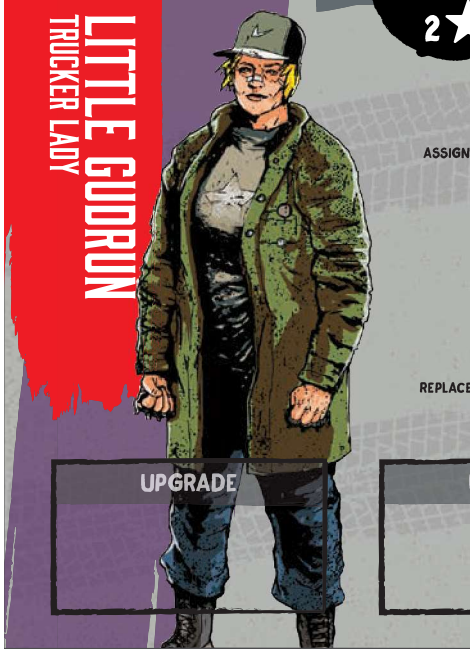
COMBAT ROUND
READY PHASE
RECON
PLAY VENGEANCE CARDS
ARRANGE ABILITIES
FIGHT PHASE
3 FIGHT ROLLS
EXIT AND SCORE
REPLACE DEN IF A BOSS IS KILLED

MIND	3s	3 (-1)	2s (-1)	2 (-2)	2 (-3)	1s (-3)	1 (-4)
SKILL	4	4	3	3	3	2	2
HEALTH	6	5	4	3	2	1		

STRESS ♥♥♥ / ■ - ♥♥♥♥ / ■
BROKEN
HURT ♥ / ■ - ♥♥♥ / ■

UPGRADE | UPGRADE | UPGRADE | PARKOUR

LITTLE GUDRUN
TRUCKER LADY



2★ 1★ 0★

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

MIND	3	2s (-1)	2 (-1)	2 (-2)	1s (-3)	1 (-4)		
SKILL	4	3	3	3	2	2		
HEALTH	8	7	6	5	4	3	2	1

STRESS ♥♥♥ / ■ - ♥♥♥♥ / ■
BROKEN
HURT ♥ / ■ - ♥♥♥ / ■

UPGRADE | UPGRADE | UPGRADE | HEAVY HITTER
ADD 1 DAMAGE TO


VICTORY POINTS
0
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
30+


TURN TRACKER
ACT 1
ACT 2
ACT 3
THE WRONGING
MONTAGE
COMBAT
COMBAT
MONTAGE
COMBAT
COMBAT
MONTAGE
THE END
PLAYER ORDER

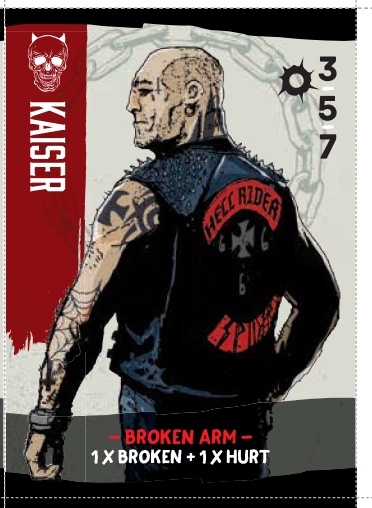

ABILITY UPGRADES
ITEM UPGRADES (DISCARD AFTER USE)

CUT ALONG THE LINE





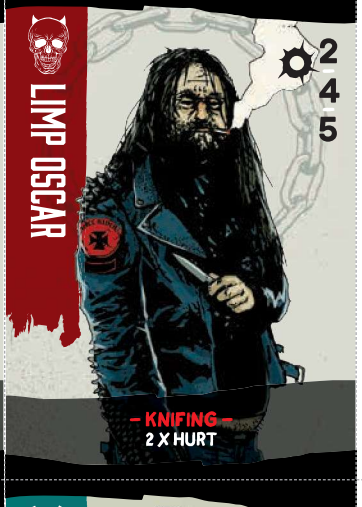








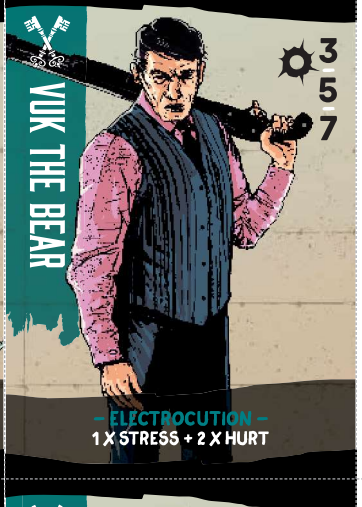




















CUT ALONG THE LINE

CUT ALONG THE LINE

TOUGH GUY ♥2
2 HEALTH.

GUNMAN ♥1
HIT ADJACENT ZONES ONLY.

BLOCKER ♥1
A HERO CANNOT MOVE OUT OF A ZONE WITH A BLOCKER IN IT.

GRUNT ♥1
WHEN ASSIGNING TO A ZONE CONTAINING GRUNTS, GRUNTS MUST BE TARGETED FIRST.

TOUGH GUY ♥2
2 HEALTH.

GUNMAN ♥1
HIT ADJACENT ZONES ONLY.

BLOCKER ♥1
A HERO CANNOT MOVE OUT OF A ZONE WITH A BLOCKER IN IT.

GRUNT ♥1
WHEN ASSIGNING TO A ZONE CONTAINING GRUNTS, GRUNTS MUST BE TARGETED FIRST.

BOSS AND HENCHMEN ABILITY

LORDZ RESOLVE BEFORE THE PLAYER TAKES ANY HERO ACTION.



LORDZ

BOSS AND HENCHMEN ABILITY

WHENEVER THE HERO SUFFERS DAMAGE FROM HELL RIDERS' ACTIVATION, ROLL 1 LESS FIGHT DIE NEXT FIGHT ROLL.



HELL RIDERS





BOSS AND HENCHMEN ABILITY

TENGU-KAI DEAL 2 HURT WHEN THEY ARE ACTIVATED.



TENGU-KAI

BOSS AND HENCHMEN ABILITY

ZUCE CLAN HIT CURRENT AND ADJACENT ZONES WHEN ACTIVATED.



ZUCE CLAN

















CUT ALONG THE LINE















CUT ALONG THE LINE

SPRINT	ARM LOPPER	HEADSHOT	CHARGE
→ +	→	ADD 1 DAMAGE TO	↔
⚡⚡	⚡⚡	⚡⚡	⚡⚡
SPIN AXE THROW	**HEAD CHOPPER**	**KNIFE KATA**	**GUN KATA**
→ +	CHANGE ANY RESULT TO	+ + → 4x	+ + → 4x
⚡⚡⚡	⚡⚡⚡	⚡⚡⚡	⚡⚡⚡
SHURIKEN STORM	**STOP HIT**	**THROUGH THE BELLY**	**BODY SHIELD**
+ → 3x	IF YOU ROLL + GAIN	+ → 3x	AFTER KILL. → +
⚡⚡⚡⚡	⚡⚡⚡	⚡⚡⚡⚡	⚡⚡⚡⚡
KNIFE THROW	**RUN N' GUN**	**SLO MO STRIKE**	**DUCK AND STRIKE**
↔	↔	CHANGE ANY RESULT TO	+ (DISCARD) →
⚡⚡	⚡⚡	⚡⚡	⚡⚡
KNIFE THROW	**RUN N' GUN**		
↔	↔		
⚡⚡	⚡⚡		

CUT ALONG THE LINE

HENCHMAN HUNT

TAKE A ◎ TOKEN EVERY TIME YOU KILL A HENCHMAN OF ANY GANG. WHEN YOU COLLECT 3 ◎ TOKENS, GAIN 1 ⚙.

ACHIEVEMENT

BLOODY VENGEANCE

START A FIGHT WITH 5 OR MORE VENGEANCE CARDS IN PLAY. GAIN 2 ⚙.

ACHIEVEMENT

TOO EASY

CLEAR A DEN IN 2 FIGHT ROLLS WITHOUT GETTING KO'D. GAIN 1 ⚙.

ACHIEVEMENT

VIGILANTE

CLEAR A DEN THAT CONTAINS A BOSS YOU DO NOT HAVE A MATCHING VENGEANCE CARD OF IN PLAY. GAIN 1 ⚙.

ACHIEVEMENT

IMMACULATE

KILL A BOSS AND EXIT THE DEN WITHOUT TAKING ANY DAMAGE. GAIN 1 ⚙.

ACHIEVEMENT

SURVIVOR

TAKE 4 HURT IN A FIGHT PHASE AND SURVIVE. GAIN 1 ⚙.

ACHIEVEMENT

FORGIVENESS

IF YOU DID NOT SCORE A BOSS THIS COMBAT ROUND, DISCARD 1 VENGEANCE CARD IN PLAY OR FROM YOUR HAND. GAIN 1 ⚙.

ACHIEVEMENT

SANITY CHECK

PLAYERS COUNT THE NUMBER OF STRESS CUBES ON THEIR HERO BOARD. SEVERE STRESS COUNTS AS DOUBLE.

THE PLAYER WITH THE LEAST STRESS GAINS 4 ⚙. ON A TIE, ALL TIED PLAYERS GAIN 2 ⚙.

MISSION

KILL 'EM ALL

THE PLAYER WITH THE HIGHEST NUMBER OF SCORED VENGEANCE CARDS OF A SINGLE GANG GAINS 4 ⚙. ON A TIE, ALL TIED PLAYERS GAIN 2 ⚙.

MISSION

EQUAL RIGHTS

THE PLAYER WITH THE HIGHEST NUMBER OF SCORED VENGEANCE CARDS WITH DIFFERENTLY NAMED BOSSES GAINS 4 ⚙. ON A TIE, ALL TIED PLAYERS GAIN 2 ⚙.

MISSION

– FIGHT DIE CONVERSION –

1	
2	
3	
4	
5	
6	

– BONUS FIGHT DIE CONVERSION –

1	
2	
3	
4	
5	
6	

– MONTAGE DIE CONVERSION –

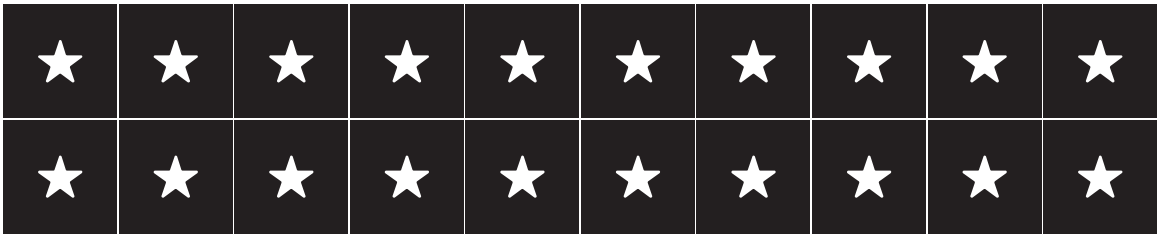
1	
2	
3	
4	
5	
6	

CUT OUT THE TOKENS

CUT ALONG THE LINE

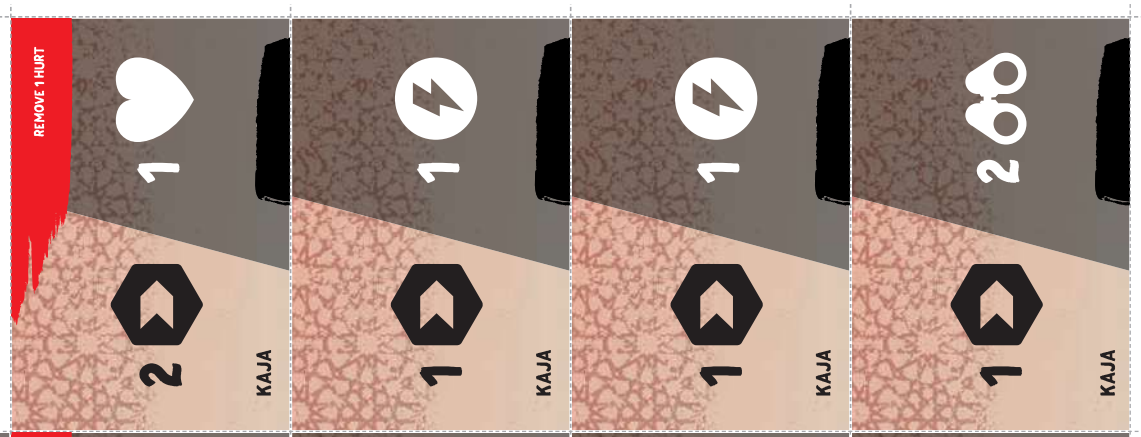
MEDICINE	MACHETE	FLASHBANG	HOLLOW POINT
OUTSIDE OF A FIGHT PHASE, REMOVE 2 HURT	ADD 1 DAMAGE TO ALL RESULTS	REROLL ALL FIGHT DICE	ADD 1 DAMAGE TO ALL RESULTS
MEDICINE	**PISTOL**	**BRASS KNUCKLES**	**HOLLOW POINT**
OUTSIDE OF A FIGHT PHASE, REMOVE 2 HURT	GAIN	GAIN	ADD 1 DAMAGE TO ALL RESULTS

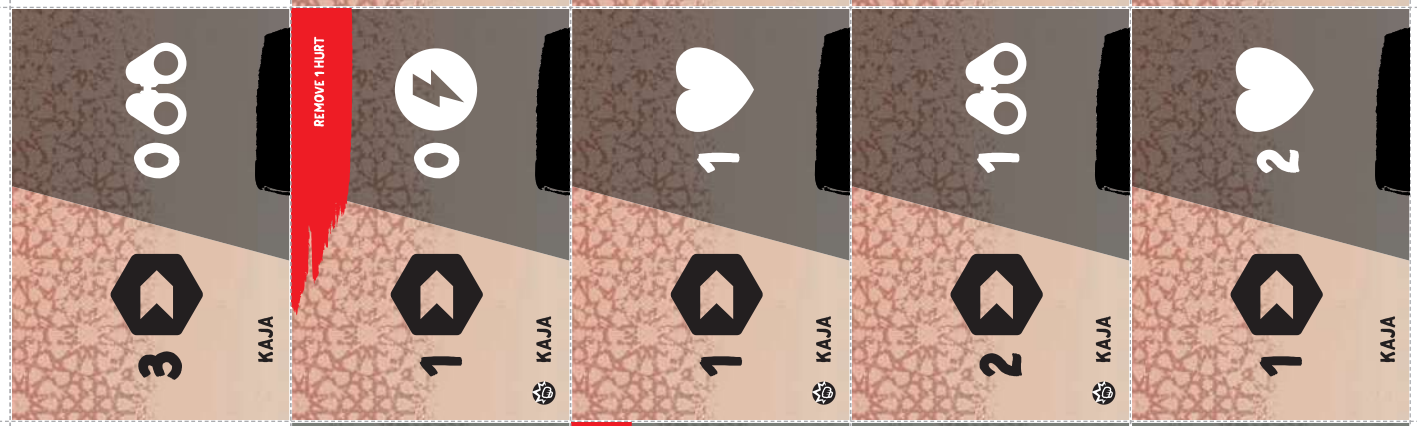
CUT OUT THE TOKENS



CUT ALONG THE LINE

KAJA MONTAGE CARDS





LITTLE GUNDRUN MONTAGE CARDS



CUT ALONG THE LINE

SHADOWMAN MONTAGE CARDS

HERO MINI REPLACEMENTS

ALTERNATE HERO MINI REPLACEMENTS

CUT OUT THE STANDEES AND FOLD ALONG THE DOTTED LINE.

TAPED THE FOLDED BASE TO A COIN OR STICK TO A CARDBOARD BASE.

OPTIONAL

DICE REPLACEMENTS – CUT OUT EACH SQUARE AND STICK ONTO A DICE FACE
*OTHERWISE USE THE DICE CONVERTER CARDS ON PAGE 20

