

VENGEANCE

PRINT AND PLAY ASSEMBLY INSTRUCTIONS

What You Need

- ~25 Red Cubes and ~15 Brown Cubes (precise amounts not necessary)
- 2 Green, Blue, Red and Yellow Discs
- 17 Dice you don't mind sticking things on (and an optional 18th that will be left unmodified)
- 50~60 sheets of thick card
- 20 sheets of regular paper
- ~1 sheet of sticker paper
- 60 transparent, TCG-sized card sleeves (or 20 sleeves of one colour, 36 of another and 4 transparent ones - see printing instructions below to see what works for you)
- Several kinds of tokens for minions. Precise amounts not necessary, but having more ensures you don't run out:
 - 16 black tokens
 - 7 green tokens
 - 7 gray tokens
 - 7 yellow tokens
- Several large tokens for Heroes and Bosses:
 - We recommend a single large Green, Blue, Red and Yellow token for Heroes.
 - Large tokens of any colour for Bosses. Six of these will do.
- Paper cutter (guillotine recommended, there's a lot to cut)

Printing Instructions

- One copy on thick card of:
 - **Dens 220x220 BW.pdf**
 - **VP and Mission Tracker.pdf**
 - **Shop Tracker.pdf**
 - **Turn Tracker.pdf**
 - **Hero Boards.pdf**
 - **Upgrades and Item Tokens.pdf** - note page 2 is intentionally blank.
 - **Mission Cards.pdf**
- One DOUBLE-SIDED copy on thick card of:
 - **Tokens.pdf** - Their backs are important, so print them out double sided on a single sheet of paper (images are already inverted in the file).
- One copy on STICKER paper of:
 - **Dice.pdf**

- One DOUBLE-SIDED copy on thick card of:
 - **Vengeance Cards.pdf** - Backs are on the even pages (2, 4, 6, 8, 10).
 - **Boss Cards.pdf** - Backs are on page 2 & 4.

While backs for these cards are not essential (you can tell what they are from the front), having a back helps speed up identifying them. Therefore, we recommend double side printing them with their backs in place and putting them in transparent card sleeves. You can also, optionally, ignore the backs and put the 36 Vengeance cards in sleeves of one colour (red recommended) and 20 Boss cards in sleeves of another colour (blue recommended).

- One DOUBLE-SIDED copy on thick card of:
 - **Gang Cards.pdf** - Their backs are on page 2. These backs are player aids, so we really recommend keeping them.
 - **Montage Tokens.pdf** - Backs are on pages 2 & 4. They aren't critical to gameplay, but will help identify them at a glance.
- One copy on REGULAR paper of:
 - **Rulebook QUICKSTART 280x280.pdf**
 - **Rulebook 280x280 .pdf**

Assembly Instructions

1. Cut out:
 - a. **Dens 220x220 BW.pdf**
 - b. **VP and Mission Tracker.pdf**
 - c. **Shop Tracker.pdf**
 - d. **Turn Tracker.pdf**
 - e. **Hero Boards.pdf**
 - f. **Upgrades and Item Tokens.pdf** - Skill Upgrades are on page 1, while Item Upgrades are on page 3.
 - g. **Tokens.pdf**
 - h. **Montage Tokens.pdf**
 - i. **Mission Cards.pdf**
2. Cut out and sleeve:
 - a. **Vengeance Cards.pdf**
 - b. **Boss Cards.pdf**
 - c. **Gang Cards.pdf**
3. Cut out and stick on the dice:
 - **Dice.pdf** - You should end up with 12 white (mind) dice, 4 red (skill) dice and 1 green bonus die.