

VENGEANCE QUICKSTART

Ok, so you're impatient to get baddy-bashing? I don't blame you! The main rulebook goes through the rules in detail. This is designed to give you an overview of the game and get you started with no fuss. If this is your first game we recommend playing through the Fight Tutorial together and then starting the game proper with the Scripted Wronging section.

FIGHT TUTORIAL

The heart of Vengeance is the Fight phase. Everything else plugs into this, so it's good to get to grips with how this works. Let's mock up a fight.

- 1 Take Kaja's hero board and place it in front of you.
- 2 Next pull out the Batoman Vengeance card that says "**DISLOCATED SHOULDER**". Vengeance cards represent what the baddies did to you, how much damage you take (1 broken) and how much Vengeance Points (VPs) you get if you kill Batoman, in this case 2. Take a red cube and place it on the track marked Skill on the Hero Board. This covers the **4+** box and leaves the **4RR** uncovered. This means you'll be rolling 4 skill dice in the upcoming fight instead of 4 dice and a bonus die.
- 3 Now fish out Batoman from the Boss deck.
- 4 Pull out this gang den and place miniatures with corresponding coloured bases in the zones indicated. Place a grunt and the yakuza boss miniature (there is one boss mini per gang that is used when any of the bosses of that gang come up) in the zone marked **START!**. Place the Kaja mini on the zone marked **START!**. Ignore the star symbol for now.

You have 3 rolls of the skill dice (red ones) to kill Batoman, and/or all his minions. Both would be ideal. Roll 4 dice. There are white symbols and black symbols. If you roll any black symbols put those dice aside. They will come into effect at the end of the round. If you roll 3 or more black symbols, re-roll the dice with black symbols on them once. Now you get to organize the dice with white symbols on them in any way you please. Once you use a dice, put it aside. It's spent and cannot be used again. Here's what the symbols mean:

MOVE: This allows the hero to move to an adjacent zone, ie one connected by a doorway.

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 **HIT**.

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. **SHOT** actions must first be applied to Grunts (black bases).





You should try to kill the two grunts in the zone you are in. The **GUNMAN** (green base) in the next room will hit you on an result in this zone. He hits anything in adjacent zones to his, but not in his own. So you might want to move into that zone and get rid of him.

results activate all minions (grunts, gunmen) and bosses (Batoman) in your zone and in adjacent zones if they have special abilities that indicate as much (as is the case with the Gunman). results activate only the boss. Batoman's special ability is shown on the Tengu-Kai's (his gang) Gang Card. He deals 2 damage instead of 1 if he is activated while in the same zone as you.

Note that Kaja comes with a unique **UPGRADE ABILITY** listed on her Hero Board. You can use these once per Fight round. Kaja can thus exchange one result to a result. Handy! Kaja's re-roll allows her to roll one of the dice with white symbols once. The second result stands, even if it's a black one. Black results cannot be re-rolled.

After you resolve all the white results activate the pertinent enemies if you have any dice with black symbols set aside. Regardless of the number of results present each minion or boss activates once. Basically this means that if you rolled an result and you're in a zone with one or more Grunts they deal 1 hurt damage each. If you're in a zone adjacent to a Gunman he deals 1 damage to you and if you're in the Batoman's zone he deals 2 damage to you. The activates only Batoman, if he hasn't been activated already by an .

Round 2! You can now do a free Run action to move out of your current zone. If it's empty you can do so freely. For every enemy in the zone you are leaving take 1 hurt if you Run out of that zone. Roll the Skill dice again and repeat until you're dead, everyone else is dead or you've rolled the Skill dice 3 times. If you kill Batoman you gain 2 VPs. If you kill all the minions in the den you gain the VPs indicated on the den, in this case 2VPs. If you kill everyone you gain 4VPs. Oh and Batoman is tougher than your average minion at 2 health (indicated by the HEART symbol on the Boss Card). You need to deal 2 damage in the same round through any combination of results. If you deal only 1 damage, this is ignored and not carried forward to the next round.

If you did not manage to kill everyone by the end of the 3rd roll, you need to run out of the den to save yourself. Trace a path between your current zone and the Starting Zone. You choose the route. You take 1 hurt for each enemy in those zones including the one you are currently in.

If at any point your Health track is full you are KO'd. You'll fight to live another day, don't worry, but you're going to need to rest and heal up – and probably do a bit of training to upgrade your hero and not mess it up again! All that happens in Montage turns... but more about that in the rulebook.

That's it, you've done your first Fight and are ready to start the game proper. Head on to the next section to begin your first game. If anything was unclear read the Fight section of the rulebook which contains more detailed rules than this lowly Quickstart Guide allows for.

DESIGNED WRONGING

The Wronging turn is a prelude which determines who wronged you and how (as we did with Batoman). In the game proper you'll be drafting cards to determine this, but it can be tricky to have a strategy for doing this unless you've played the game once or twice. So we've set up a game for you which skips the Wronging altogether and instead indicates which hero takes which cards and which of them need to be played before the game starts. The Wronging type varies depending on the number of players.

Pull out the relevant Hero Boards indicated in the images below, find the indicated Vengeance cards and place them in a face down deck in front of you. Now place the 3 Vengeance cards with a red border face up in front of you and place damage cubes of the corresponding colour on the tracks indicated. Use red cubes for normal damage and brown cubes for severe damage. Hurt damage goes on the Health track starting left to right, Broken damage on the Skill track and Crazy damage on the Mind track. We've set up the hero boards with the correct cubes on them to speed up the process.

Ok now that you're done, go through the normal setup and then skip straight to the first Montage turn. Montage turns allow you to heal damage sustained, upgrade your hero through permanent abilities and one-use items and recon the 6 dens on the table. Why recon? Well because you score VPs by matching face-down Boss cards on dens with the Vengeance cards you have suffered (ie are in play) and then bursting into the den and killing the Boss hiding in there, and hopefully his minions. The game alternates between Montage and Combat turns as indicated by the Turn Tracker Board. You'll play 3 Montage turns and 5 Combat turns in a full game.

You're good to go! Good luck out there!



2 PLAYER SETUP



LITTLE GURDIN
TRUCKER LADY

+2 +1 +0

MIND: 2s 2 2 1s 1 **CRAZY**

SKILL: 3+ 3RR 3 2+ 2RR **BROKEN**

HEALTH: 5 4 3 2 1 **HURT**

UPGRADE UPGRADE UPGRADE **HEAVY HITTER**

SHADOWMAN
THE RUNNER

+2 +1 +0

MIND: 3 2s 2 2 1s 1 **CRAZY**

SKILL: 4 3+ 3RR 3 2+ 2RR **BROKEN**

HEALTH: 3 2 1 **HURT**

UPGRADE UPGRADE UPGRADE **PARKOUR**

3 PLAYER SETUP



LITTLE GURDIN
TRUCKER LADY

+2 +1 +0

MIND: 2s 2 2 1s 1 **CRAZY**

SKILL: 3+ 3RR 3 2+ 2RR **BROKEN**

HEALTH: 5 4 3 2 1 **HURT**

UPGRADE UPGRADE UPGRADE **HEAVY HITTER**

SHADOWMAN
THE RUNNER

+2 +1 +0

MIND: 3 2s 2 2 1s 1 **CRAZY**

SKILL: 4 3+ 3RR 3 2+ 2RR **BROKEN**

HEALTH: 3 2 1 **HURT**

UPGRADE UPGRADE UPGRADE **PARKOUR**

4 PLAYER SETUP



LEA PISTOLERA
SHOOTY GIRL

+2 +1 +0

MIND	3	2s	2	2	1s	1	CRAZY
SKILL	4	3+	3RR	3	2+	2RR	BROKEN
HEALTH	4	3	2	1			HURT

UPGRADE UPGRADE UPGRADE MARKSMAN

LITTLE GUDRIN
TRUCKER LADY

+2 +1 +0

MIND	3	2s	2	2	1s	1	CRAZY
SKILL	3+	3RR	3	2+	2RR		BROKEN
HEALTH	3	2	1				HURT

UPGRADE UPGRADE UPGRADE HEAVY HITTER



KAJA
THE FLOREST

+2 +1 +0

MIND	3	2s	2	2	1s	1	CRAZY
SKILL	4	3+	3RR	3	2+	2RR	BROKEN
HEALTH	5	4	3	2	1		HURT

UPGRADE UPGRADE UPGRADE VETERAN

SHADOWMAN
THE RUNNER

+2 +1 +0

MIND	3	2s	2	2	1s	1	CRAZY
SKILL	4	3+	3RR	3	2+	2RR	BROKEN
HEALTH	3	2	1				HURT

UPGRADE UPGRADE UPGRADE PARKOUR