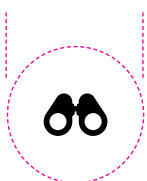
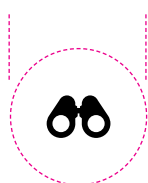
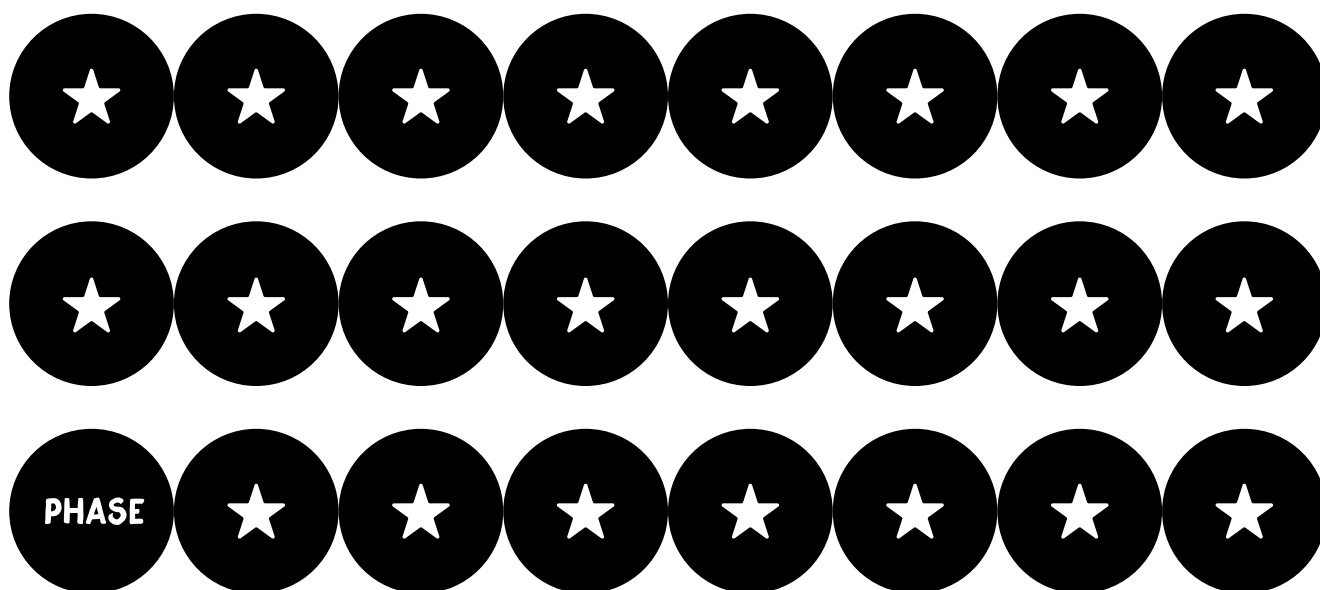
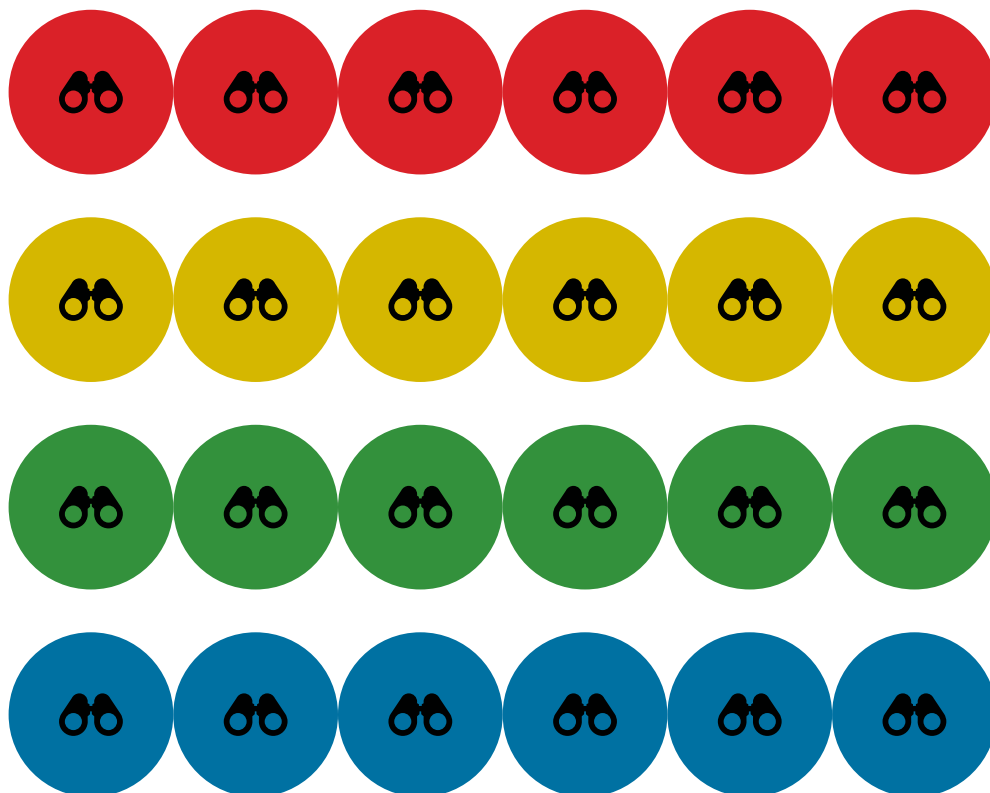


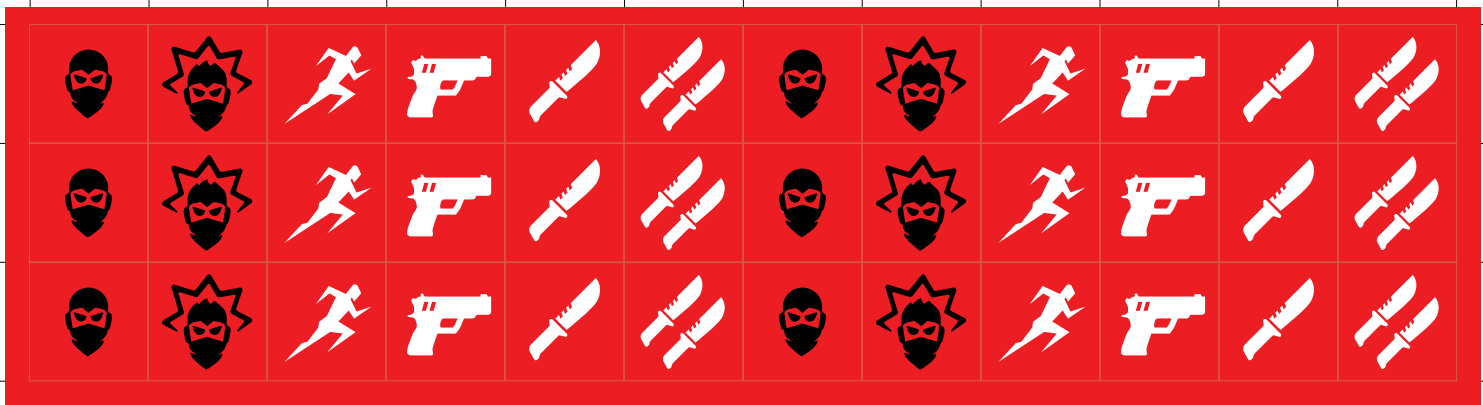
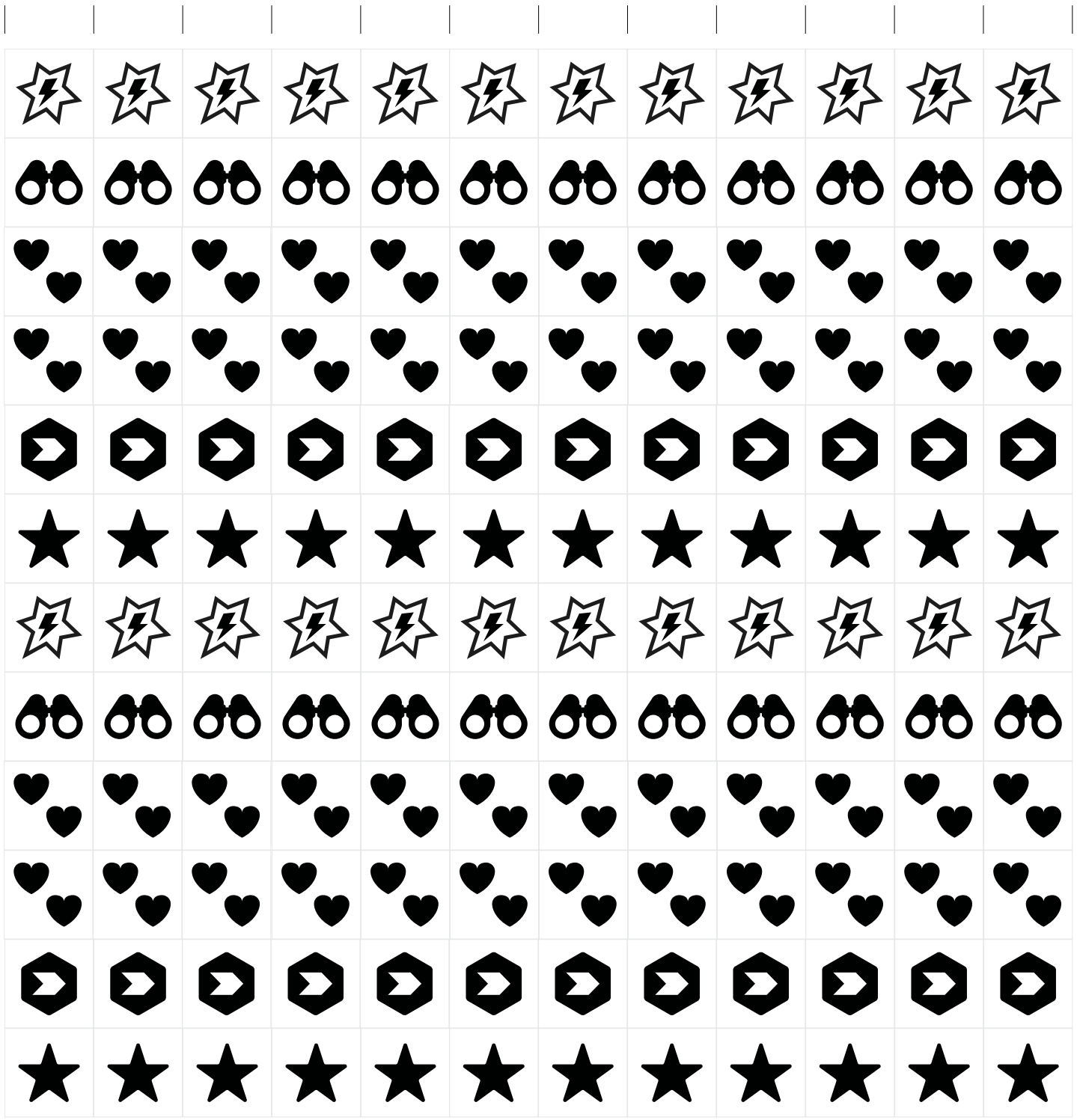
**PLAYER
TOKENS**



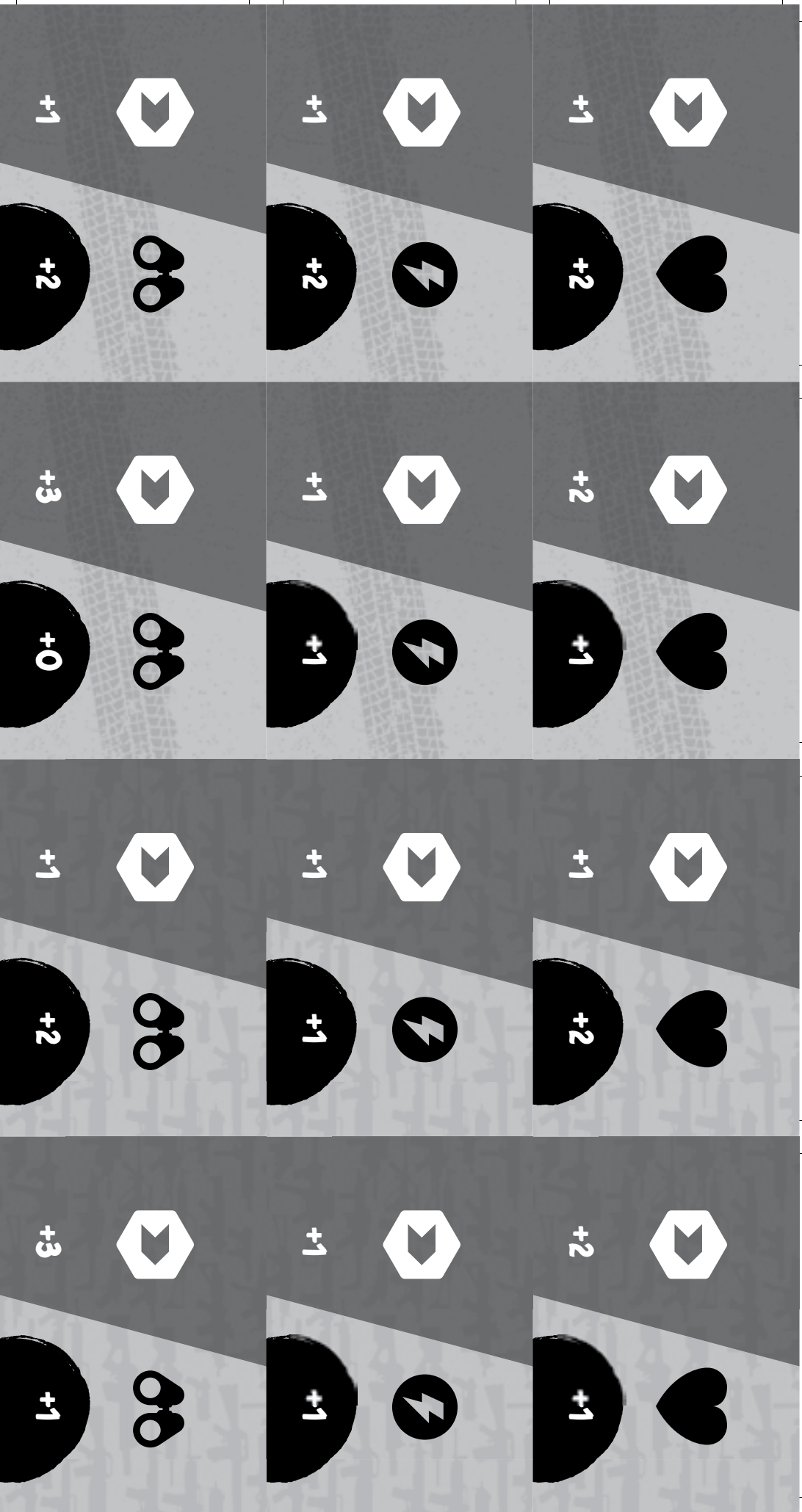
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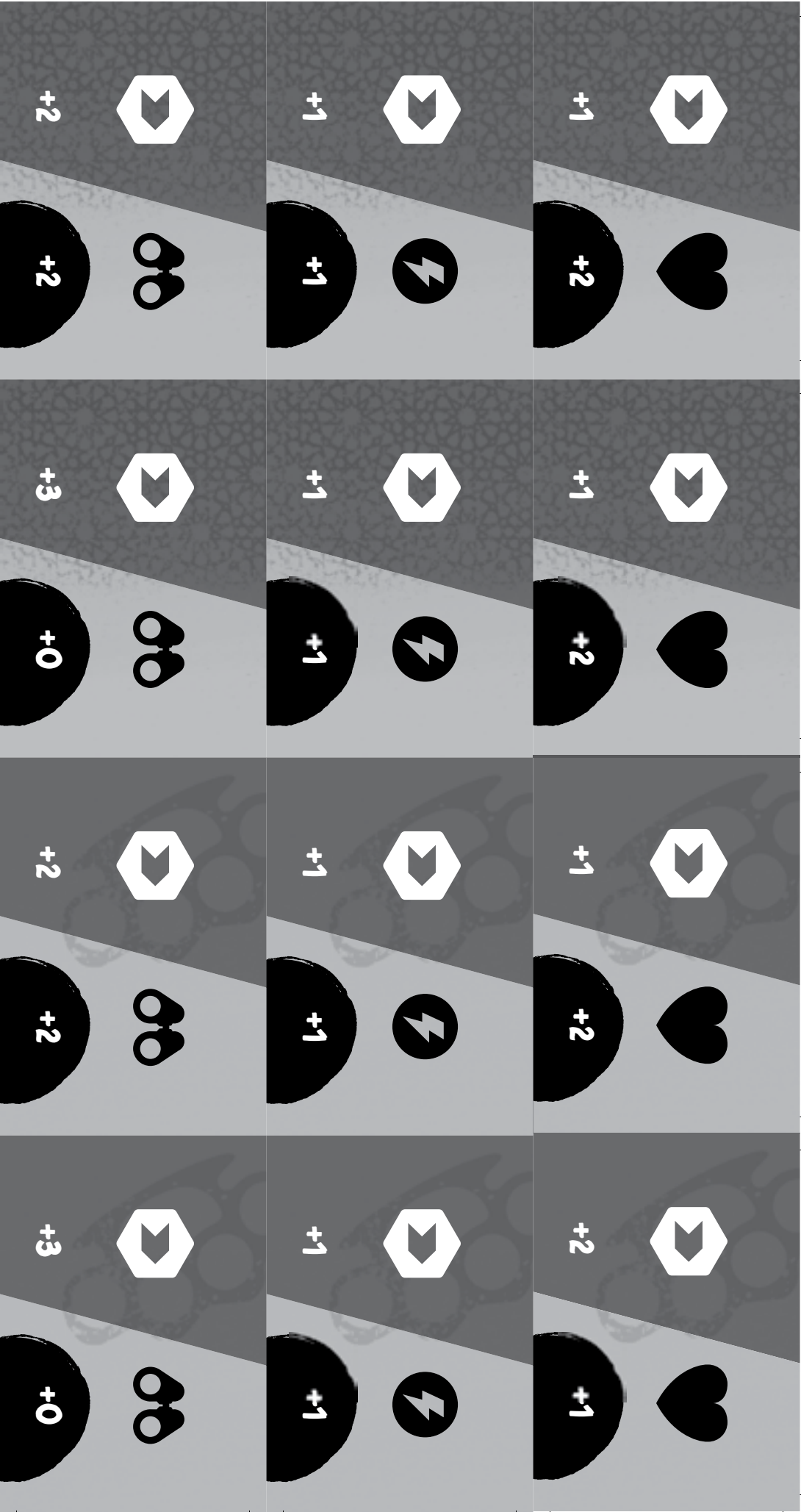


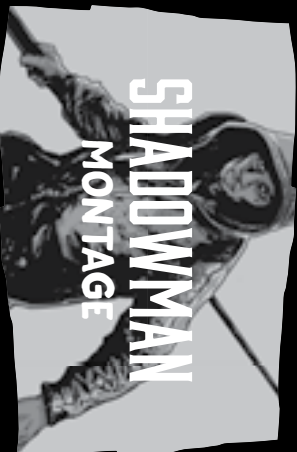
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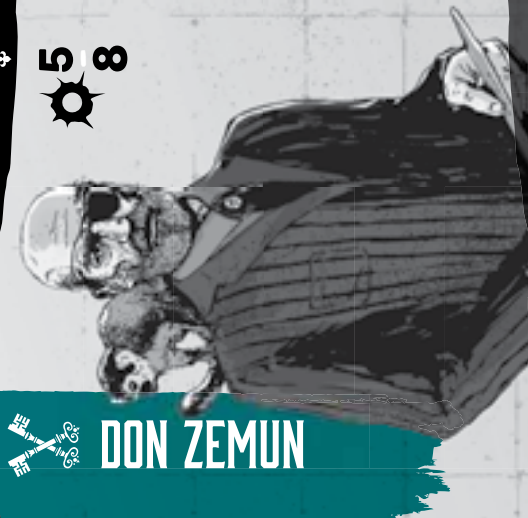










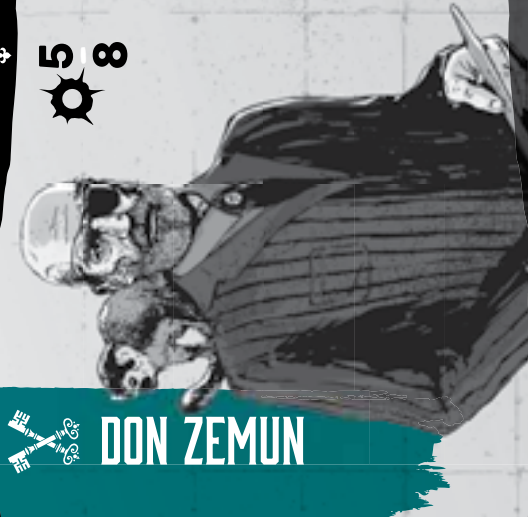


5 8

DON ZEMUN

— CRUSHED FINGERS —

1 X SEVERE BROKEN + 1 X HURT



5 8

DON ZEMUN

— RAT PIT —

1 X SEVERE CRAZY + 1 X SEVERE HURT



3 5 7

VUK THE BEAR

— CRUSHED KNEE —

1 X SEVERE BROKEN



2 3 5

NICO RADIC

— BEATING —

2 X HURT



2 3 5

NICO RADIC

— SLEEP DEPRIVATION —

1 X CRAZY



2 3 5

NICO RADIC

— DISLOCATED SHOULDER —

1 X CRAZY



3 5 7

VUK THE BEAR

— WATERBOARDING —

1 X CRAZY + 1 X HURT



3 5 7

VUK THE BEAR

— CHOPPED FINGER —

1 X SEVERE HURT + 1 X HURT

VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE





NICO RADIC



2 3 5

— SMASHED HIP —
1 X BROKEN



KAZU ONO



5 8

— IRON MAIDEN —
1 X SEVERE HURT + 1 X CRAZY



KAZU ONO



5 8

— THUMBSCREWS —
2 X HURT + 1 X SEVERE CRAZY



DAE-SHI



3 5 7

— ELECTROCUTION —
1 X CRAZY + 1 X HURT



DAE-SHI



3 5 7

— CRUSHED KNEE —
1 X SEVERE BROKEN



DAE-SHI



3 5 7

— NAIL REMOVAL —
1 X BROKEN + 1 X HURT



BATOMAN



2 3 5

— BEATING —
2 X HURT



BATOMAN



2 3 5

— WATER METHOD —
1 X CRAZY

VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE





BATOMAN

2 3 5
5 8



– WATER METHOD –
1 X CRAZY



BATOMAN

2 3 5
5 8



– DISLOCATED SHOULDER –
1 X BROKEN



ROXY KWEEN

5 8
5 8



– CONCUSSION –
1 X BROKEN + 1 X SEVERE HURT



ROXY KWEEN

5 8
5 8



– DRILLER TO THE HEAD –
1 X CRAZY + 3 X HURT



BANDABOI

3 5 7
3 5 7



– CHOPPED FINGER –
1 X SEVERE HURT + 1 X HURT



BANDABOI

3 5 7
3 5 7



– SHATTERED ELBOW –
1 X BROKEN + 1 X HURT



BANDABOI

3 5 7
3 5 7



– DRUG INDUCED PHOBIA MARATHON –
1 X SEVERE CRAZY



SISIFUZ

2 3 5
2 3 5



– BEATING –
2 X HURT

VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



 KAISER

3 5 7

— WATERBOARDING —
1 X CRAZY + 1 X HURT

 KAISER

3 5 7

— WATERBOARDING —
1 X CRAZY + 1 X HURT

 SISIFUZ

2 3 5

— SLEEP DEPRIVATION —
1 X CRAZY

 KAISER

3 5 7

— BROKEN ARM —
1 X BROKEN + 1 X HURT

 SISIFUZ

2 3 5

— DISLOCATED SHOULDER —
1 X BROKEN

 PREZ

✦ 5 8

— ELECTROCUTION —
1 X SEVERE CRAZY + 1 X HURT

 SISIFUZ

2 3 5

— DISLOCATED SHOULDER —
1 X BROKEN

 PREZ

✦ 5 8

— BIKE DRAGGING —
1 X SEVERE BROKEN + 1 X HURT

VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



2 3 5



LIMP OSCAR

2 3 5



LIMP OSCAR

2 3 5



LIMP OSCAR

2 3 5



LIMP OSCAR

-- SLEEP DEPRIVATION --
1 X CRAZY

-- SMASHED HIP --
1 X BROKEN

-- SMASHED HIP --
1 X BROKEN

-- BEATING --
2 X HURT

VENGEANCE



VENGEANCE



VENGEANCE



VENGEANCE



KNIFE THROW



KNIFE THROW



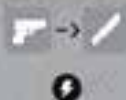
DODGE



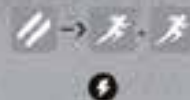
CARTWHEEL



POINT BLANK



SPRINT



ARM LOPPER



ARM LOPPER



REVERSE BLADE



REVERSE BLADE



THROUGH THE BELLY



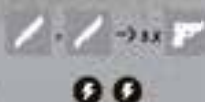
SPIN AXE THROW



RUN N' SLAM



SHURIKEN STORM



FLYING THROW



FLYING KICK



SLICE N' SHOOT



RUN N' GUN



VANISH



BODY SHIELD



DUCK AND STRIKE



SLO MO SHOT































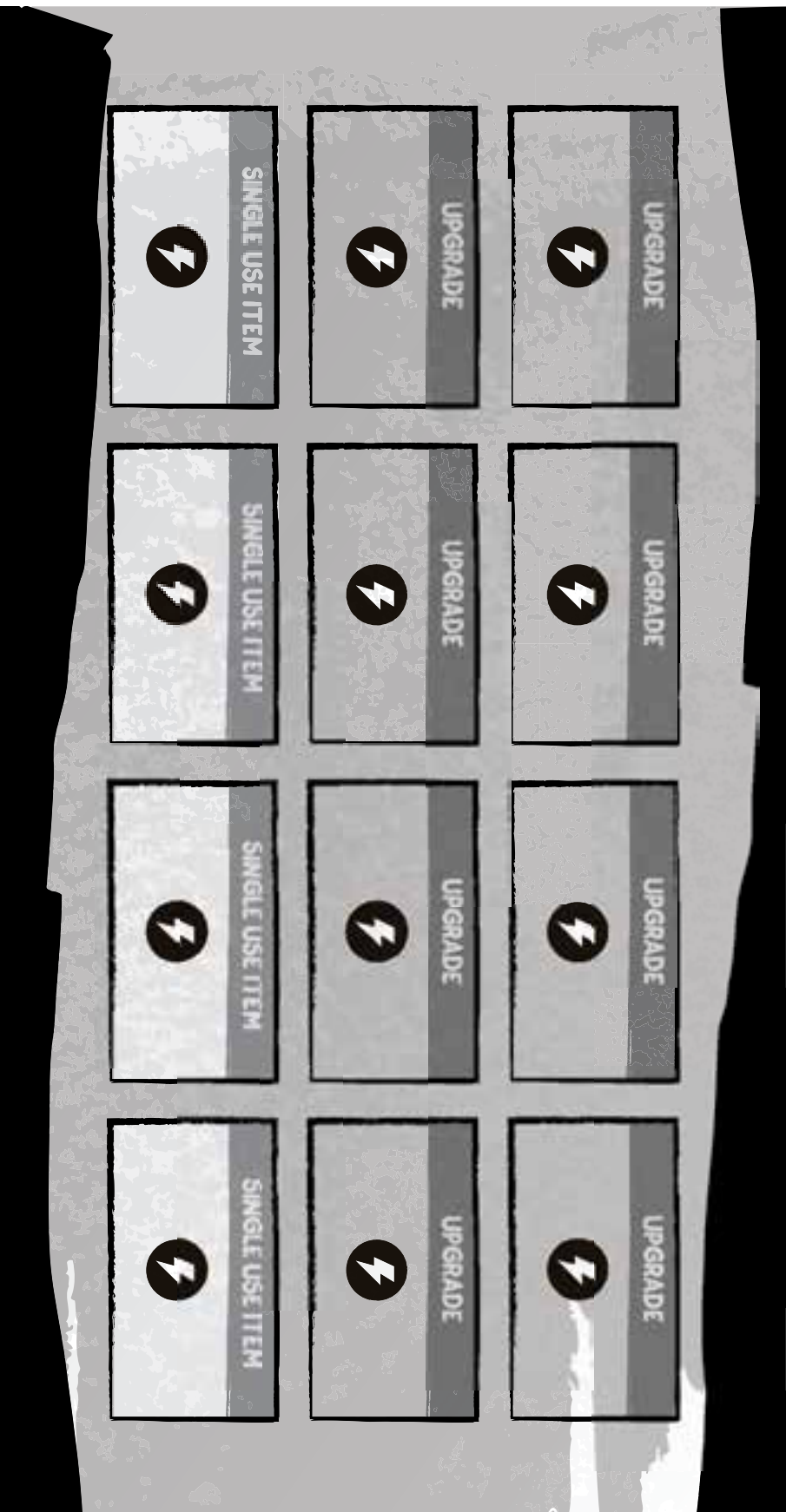
SLO MO LEAP

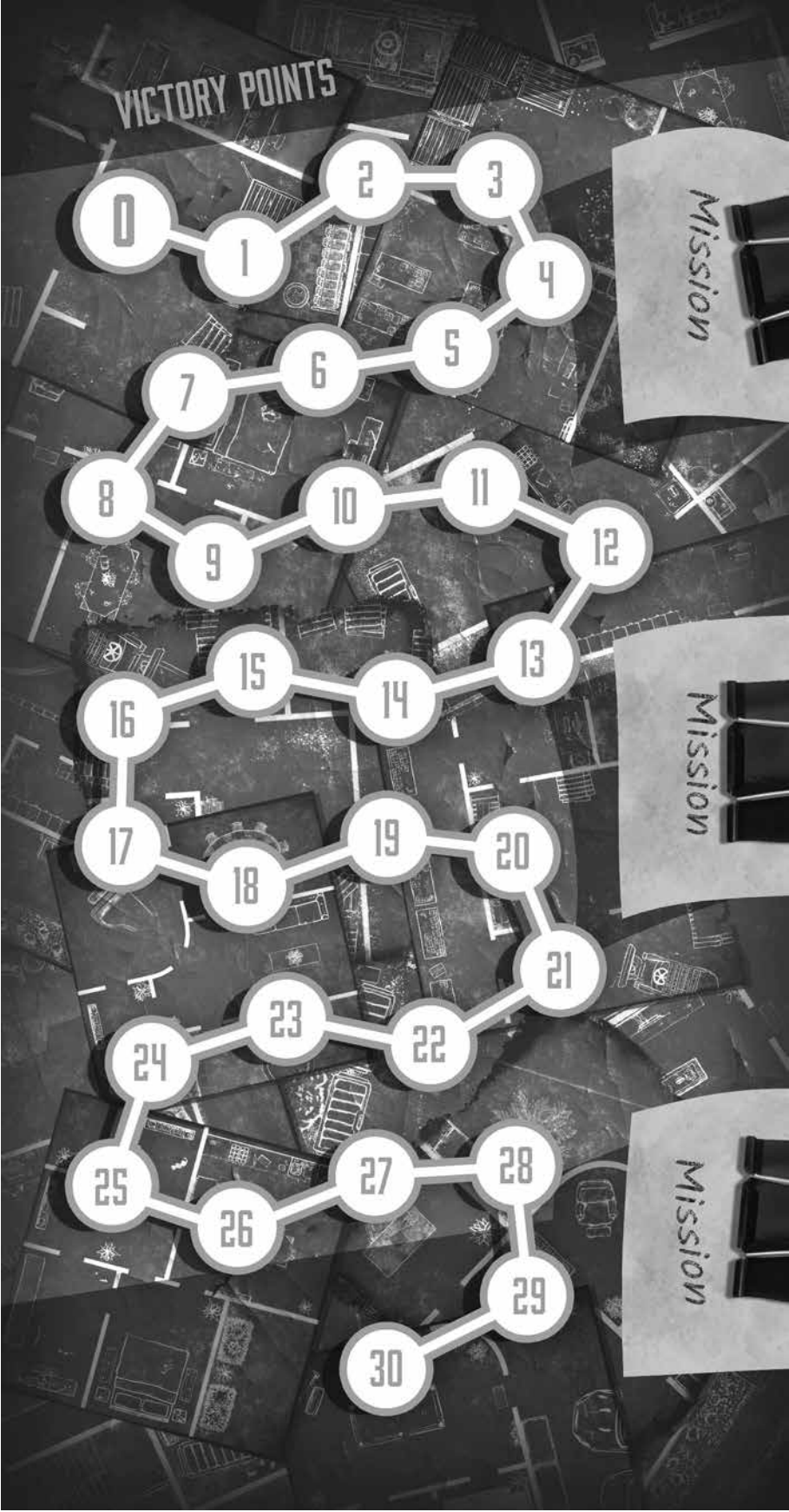


SLO MO STRIKE



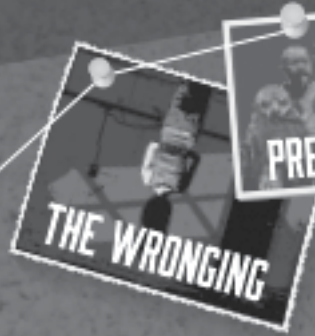
MEDICINE DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT 	MEDICINE DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT 	MEDICINE DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT 
MEDICINE DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT 	MEDICINE DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT 	MEDICINE DISCARD TO REMOVE 2 HURT ANY TIME OUT OF COMBAT 
MACHETE ADD 1 DAMAGE TO ALL  RESULTS 	MACHETE ADD 1 DAMAGE TO ALL  RESULTS 	PISTOL GAIN  
PISTOL GAIN  	FLASHBANG BEFORE SPENDING ANY OF YOUR SKILL DICE THIS ROUND, DISCARD THEM ALL TO DEAL   	FLASHBANG BEFORE SPENDING ANY OF YOUR SKILL DICE THIS ROUND, DISCARD THEM ALL TO DEAL   
HOLLOW POINT ADD 1 DAMAGE TO ALL  RESULTS 	HOLLOW POINT ADD 1 DAMAGE TO ALL  RESULTS 	BRASS KNUCKLES GAIN  
BRASS KNUCKLES GAIN  		





TURN TRACKER

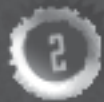
ACT 1



ACT 2



ACT 3



SPEED

TRUCKER LADY

 \oplus

25

2

2

15



MIND

CRAZY

4

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+

3RR

2+

2RR

SKILL

BROKEN

7

9

5

4

ω

2



HEALTH

■ / ♡ ♡ ♡ ♡ ♡ / ♡

HURT

UPGRADE

UPGRADE

UPGRADE

HEAVY HITTER



LEA PISTOLERA

SHOTTY GIRL

+2

+1

+0

3s	3	2s	2	2	1s	1	
MIND		vvv / ■	-vvvv / ■				CRAZY
4rr	4	3+	3rr	3	2+	2rr	
SKILL		vvv / ■	-vvvv / ■				BROKEN
6	5	4	3	2	1		
HEALTH		vv / ■	-vvv / ■				HURT

UPGRADE

UPGRADE

UPGRADE

MARKSMAN

SHADOWMAN

THE RUNNER

+2

+1

+0

3s

3

2s

2

2

1s

1

CRAZY

MIND

vvv / ■ - vvvv / ■

4rr

4

3+

3rr

3

2+

2rr

BROKEN

SKILL

vvv / ■ - vvvv / ■

6

5

4

3

2

1

HURT

HEALTH

vv / ■ - vvv / ■

UPGRADE

UPGRADE

UPGRADE

PARKOUR

F

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KAZU ONO

3

8

8

DAE-SHI

3

8

DAE-SHI

3

8

BATMAN

2

8

BATMAN

2

8

ROXY KWEEN

3

8

8

BANDABOI

3

8

BANDABOI

3

8

SISIFUZ

3

8

SISIFUZ

3

8

PREZ

4

8

8

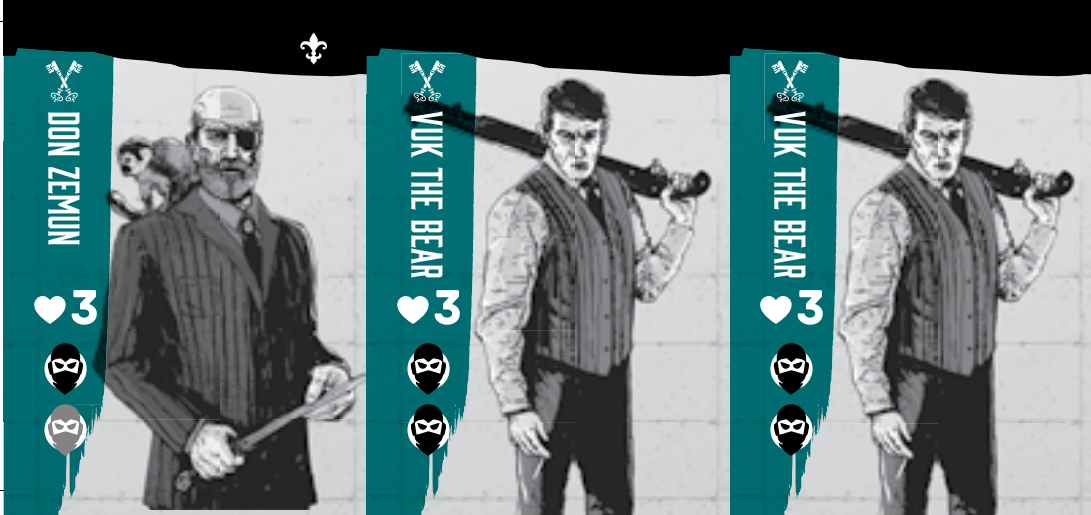
KAISER

3

8

8









ZUCE CLAN

– GANG ABILITY –

ZUCE CLAN HIT CURRENT
AND ADJACENT ZONES.

– DON ZEMUN POWER –

DON ZEMUN TAKES
NO DAMAGE FROM 



LORDZ

– GANG ABILITY –

LORDZ ACTIVATION DICE
ARE RESOLVED BEFORE PLAYER
SPENDS ACTION DICE

– ROXY KWEEN POWER –

DEALS 2 DAMAGE
WHEN ACTIVATED.



HELL RIDERS

– GANG ABILITY –

IF HERO SUFFERS DAMAGE FROM
HELL RIDERS' ACTIVATION, SHE ROLLS
1 LESS DIE NEXT ROUND.

– PREZ POWER –

ITEM UPGRADES CANNOT BE USED
IN BOSS ROOM WHILE PREZ IS ALIVE.



TENGU-KAI

– GANG ABILITY –

TENGU-KAI DEAL 2 DAMAGE
WHEN ACTIVATED.

– KAZU ONO POWER –

KAZU ONO DEALS 2 DAMAGE
TO HERO IMMEDIATELY
AFTER HE IS KILLED.

BODYGUARD
2 HEALTH. BOSS IN THE SAME
ZONE CANNOT BE TARGETED UNTIL
BODYGUARD IS KILLED.

GUNMAN
■ HIT ADJACENT ZONES ONLY.

BLOCKER
ONCE IN BLOCKER'S ZONE YOU CANNOT
MOVE OUT UNTIL YOU KILL HIM

GRUNT
1 HEALTH.
■ MUST TARGET
GRUNT FIRST.

BODYGUARD
2 HEALTH. BOSS IN THE SAME
ZONE CANNOT BE TARGETED UNTIL
BODYGUARD IS KILLED.

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GUNMAN
■ HIT ADJACENT ZONES ONLY.

BLOCKER
ONCE IN BLOCKER'S ZONE YOU CANNOT
MOVE OUT UNTIL YOU KILL HIM

GRUNT
1 HEALTH.
■ MUST TARGET
GRUNT FIRST.

MISSION

WILD ONE

THE PLAYER WITH THE
MOST WILD TOKIDAS STILL
HELD AT THE END OF THE
GAME GAINS 2 VPS.
ON A TIE, ALL TIED
PLAYERS GAIN 1 VPS.

MISSION

KILL 'EM ALL

PLAYERS NOMINATE
ONE GANG AND GO
THROUGH THEIR SCORED
VENGEANCE CARDS.
ALL PLAYERS GAIN 1
VP FOR EACH CARD
BELONGING TO THAT
GANG INCLUDING
DUPLICATES.

MISSION

SANITY CHECK

COUNT THE NUMBER OF
CRAZY DAMAGE.
SEVERE CRAZY COUNTS
AS 2 NORMAL CRAZY.
THE HERO WITH LEAST
CRAZY GAINS 3 VPS.
ON A TIE, ALL TIED
PLAYERS GAIN 1 VPS.