

# THE GAME MECHANICS IN BRIEF

The mechanics in Vigilante: Justified Revenge? use three values:



Righteousness



Outrage



Power

## The Righteousness Chart

is controlled by Player 2. Whenever the Violators assault or abuse the Vigilante or Relations, Player 2 may assign Righteousness points to the Vigilante, using the Righteousness score listed on each role as guideline.

## Righteousness points

may be converted to Weapon Cards that the Vigilante can use in his or her quest for justice.

The Weapon Cards are shuffled and placed in three piles which cost 1, 2 and 3 Righteousness points to draw a card from, respectively. The Righteousness Chart also lists two threshold values which, when exceeded, allows the Vigilante to draw from the 2- and 3-point Weapon Card piles.

## The Outrage Chart

is controlled by Player 4.

Whenever the Violators assault or abuse the Vigilante and Relations, Player 4 adds Outrage points to the chart value, using the Outrage score listed on each role as guideline.

When the Vigilante hands out righteous punishment and wins the fight against the Violators, Player 4 subtracts Outrage points from the chart value, using the Outrage score listed on the Weapon Cards used as guideline.

## Power

is used to determine the outcome of the fight between Vigilante and Violators when the Vigilante seeks to take revenge. Players 1 and 3 roll competing die rolls, using 1D6. Player 1 adds the Power scores of the Vigilante's activated Weapon Cards to the roll. Player 3 adds the Power score listed on the Violators card.

If Player 1 wins the die roll, or it is a tie, the Vigilante wins the fight.

If Player 3 wins the die roll, the Violators win the fight and may add more abuse to the Vigilante. The Vigilante then has the option to draw and activate more Weapon Cards, and try to beat the Violators once more.

## The moral victor

is determined in the final Aftermath Phase. Player 4 rolls 1D10.

If the die roll is equal to or less than the current Outrage score (or a natural 1), the Vigilante claims moral victory.

If the die roll is higher than the Outrage score (or a natural 10), the Violators come out as moral victors.