Carnevale
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Venice, 1795

A great catastrophe has engulfed the world. While civilisations fall and empires collapse, a single mote of brightness shines from the darkness.

Serenissima, the Floating City, Queen of the Adriatic. In these benighted times the once-powerful state of Venice returns to its pomp and glory. From across the globe traders, politicians and peasants alike are drawn to the City of Canals to make a fortune, or seek it. Rising from the waves that sunk most of Europe, the Venetians are poised once again to command the destiny of distant nations.

Merchants work their deals by day while riotous masquerades resound from the palaces of the nobility. Visitors astound at the marvels of artisans that ply their wares from the canal sides and piazzas. Fishermen haul in their boats and the citizens go about their business with forced laughs and strained smiles.

For Venice is not as shining a jewel as it may first seem. Not unearned is its other title - the City of Masks.

At night the baleful gleam of the Rent in the Sky defies any sleep. The music of the masqueratas grows loud and close as the celebrations take a sinister and bloody turn. Fleeing this depravity one might seek sanctuary in the quieter quarters. In darkened alleys the pad of a foot and scrape of metal on leather can signal quick demise. A tittering laugh or a fleeting shadow stalks the unwary, and here even the lap of the unquiet canal waters betrays an even deadlier threat.

The canals run red.

This is Carnevale.
In this section you’ll discover how to play games of Carnevale. Leaping over rooftops, diving into canals, fighting monsters, shooting guns, and even casting magical spells are all covered here, along with rules for rounding up your gang to take to the streets.

**Character Profiles**

The city of Venice is filled with a broad range of esoteric people, ranging from City Guard all the way to foreign undead creatures. Each person is unique, but can be categorised into different character types. A butcher will be able to do different things to an Aglaope, and the best way to ensure victory is to bring a varied roster to the fight.

Each model in Carnevale is referred to as a character. Each character has a series of attributes and abilities to traverse the dangerous city and fight off would-be attackers. These are documented on a character’s profile. An example of which is shown opposite.

All character profiles can be found at www.carnevalegame.com

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**Character** - Shows the name and picture of the character.

**Size** - A character’s base size is listed here in millimetres for diameter.

**Cost** - States how many Ducats this character costs to include in a gang.

**Points** are a finite resource for each character; lost and sometimes replenished throughout the game. Points can never be lower than 0 or go above its starting number. Points are split into the following four categories:

- **Action Points** – Indicates the amount of Action Points (often AP) the character has to make actions each turn. A character may never use more than 3 Action Points in each activation.

- **Life Points** – Life Points are the amount of damage a character can take. Whenever a character takes 1 Damage, subtract 1 Life Point from its character profile. Once a character is reduced to 0 Life Points, it is removed from the game as a casualty. This is often referred to as killing a character (even if they aren’t necessarily dead, merely incapacitated).

- **Will Points** – Will Points are used to boost a character’s actions during the game, or cast Magic.

- **Command Points** – Characters with Command Points are able to spend them to allow friendly characters to make additional actions during their activation, or use Command Abilities. Command Points are also used to determine who activates their characters first.
Statistics are used to gauge how skilled a character is in different aspects of combat. Statistics (often stats) are used to roll dice against. You may be instructed to modify a character’s statistics in a game. A character may never have a statistic lower than 0 or higher than 10. Statistics are split into the following categories:

MOVE - How far a character can move. Each point equals 1" of movement.

DEXTERITY - A character’s ability to make special movement actions and avoid attacks. Each point equals a single dice, and the total number is the number your opponent must roll equal to or above in order to hit with an Attack.

ATTACK - A character’s skill at both ranged and melee combat. Each point equals a single dice.

PROTECTION - A character’s defence, both natural and via equipment it fights with. Whenever a character takes Damage, it rolls a number of dice equal to its PROTECTION value. Protection can reduce damage to a minimum of 0, if the attack was not powerful enough or the target is well armoured.

MIND - A character’s ability to use its mental faculties. Mostly used for casting Magic. Each point equals a single dice.

Weapons - The character’s weapons are listed here. If a character has multiple weapons, they may pick one to use for each action. If a character has weapons separated by “OR”, then you must choose which option that character has before the game starts, and may not change the option during the game.

Keywords - Here are descriptors that define the character, such as Human, Monster, etc. Certain special rules will only affect a character with certain keywords.

Character Abilities - All of the character’s abilities are listed here. There are universal Character Abilities listed in the Special Rules section of this book, but many character have abilities that are unique to them.
Setting Up

To play a game of Carnevale, simply choose and follow the rules of one of the scenarios listed either in this book or in another supplement. The scenario rules later in this book will guide you from setting up the board all the way through to winning the game.

Initiative

To determine which gang gets the first activation at the start of each round, each player rolls a number of dice equal to the current remaining Command Points of any friendly character. Total up the number of 7+ results. The player with the most takes initiative and activates their first character. If a player scores a Critical, they take initiative. If a player Fumbles, their opponent gains initiative. If both players roll a Critical, a Fumble, or a tie, simply re-roll the dice. Initiative rolls are not able to be modified, re-rolled through abilities, or altered.

If a player doesn’t have any characters with remaining Command Points, they automatically lose the roll. If neither player has any characters with remaining Command Points, both players simply roll a single dice each. The player with the highest roll takes initiative.

Rounds & Activations

The game of Carnevale is divided into rounds, which are then divided into activations. Players alternate activating characters, moving clockwise around the board, until all players have activated all of their characters. Each character may only be activated once per round.

Once all players have activated all of their characters, the round ends. At that point players resolve any effects that last until the round ends. Players also check for victory conditions according to the scenario once a round ends. If no player has won, then another round begins.

Measuring

Carnevale measures its distances in inches, noted with inverted commas (for example 6 inches is 6”). You are allowed to measure distances at any time. To calculate a distance, measure the space directly between the two closest points.

When measuring to or from characters, always measure from the closest part of their base. Base sizes are listed on a character’s profile sheet as diameter in millimetres.
Line of Sight

Carnevale uses true line of sight. To check if a character has line of sight to another character, draw a straight line between the miniatures. The easiest way to do this is to get close to the character itself for a “miniature’s eye view” of its surroundings. If any part of the character’s body or head can see any part of another character’s body or head, then it is in line of sight.

Cover

If a character can see less than 75% of an enemy character (including arms, legs, weapons etc), the enemy counts as being in cover and gains +1 PROTECTION. A character can be in cover when attacked at range or in base contact.

In some situations it will be trickier to tell if a character is in cover. In these situations - if the players cannot come to a decision - the character being attacked always counts as being in cover.

A character in water is always counted as being in cover from both range and in base contact.

Friendly & Enemy Characters

Any character in your gang is a friendly character, and any in opposing gangs are enemy characters.

When abilities say they affect any or every friendly character, that does include the character using the ability, provided they are the target, or in range of the ability.
**Dice Rolls**

Carnevale uses 10 sided dice, often referred to as D10. Whenever the rules refer to dice, it’s always assumed to be using a D10.

Whenever instructed to roll dice you will first need to calculate the amount of dice you need to roll. Take the number indicated for the attribute you need to roll for and apply any modifiers, such as weapon bonuses, Character Abilities, or being stunned. Any roll can never exceed a maximum of 10 dice and cannot be reduced below 0 dice.

A successful dice result is referred to as an Ace. The result to on each dice to score an Ace changes depending on the type of roll being made (see Types of Rolls across the page). Dice rolls of 10 will always be an Ace, however dice rolls of 1 will never be an Ace.

Whenever you roll any dice, one of them must be the Destiny Dice, which should be a different colour to distinguish it. You must always have one Destiny Dice in each roll. If you’re only rolling one dice, that dice will be the Destiny Dice.

Certain rules may allow you to re-roll one or more dice. Dice may only ever be re-rolled once and you must accept the second result even if it is worse than the first. Unless specifically stated, you may never re-roll the Destiny Dice.

Once both players have rolled their dice, the player whose activation it is may decide to re-roll dice first, then the opponent may decide to re-roll their dice. All re-rolls for a single roll must be declared at the same time.

**Successes, Failures, Criticals & Fumbles**

If a roll contains at least one Ace it is a success and follows the rules listed. If an action contains no Aces, it fails and follows the fail rules instead.

When rolling dice, the Destiny Dice acts just as any other dice in terms of Aces. However, results of 10 or a 1 will result in different outcomes depending on the action being performed.

Whenever the Destiny Dice rolls a 10 and you roll at least 1 other Ace, the roll is treated as a Critical. Follow the rules shown for a Critical instead of the success rules for that action. The Destiny Dice still counts as an Ace in a Critical roll.

Whenever the Destiny Dice rolls a 1 and you roll no other Aces, that roll is a Fumble. Follow the Fumble rules for the action instead of the fail rules.

**Types of Rolls**

In Carnevale there are five kinds of rolls; Basic Rolls, Opposed Rolls, Attack Rolls, Magic Rolls, and Protection Rolls:

**Basic Rolls**

Basic Rolls are based on a character’s statistics and are used to solve situations where only one model is involved. When making a Basic Roll you will be instructed to use one of the character’s statistics as the number of dice to be rolled. The result needed for a Basic Roll to be an Ace is 7 or higher unless otherwise stated. If you roll one or more Aces, the roll is a success.

**Opposed Rolls**

Opposed Rolls are when two or more characters make a Basic Roll using the same attribute. The result needed for an Opposed Roll to be an Ace is 7 or higher unless otherwise stated. Subtract the opposing player’s Aces from the active player’s Aces (to a minimum of 0) and then treat the result as a Basic Roll.
**The Basics**

**Attack Rolls**
Attack Rolls use a character’s ATTACK stat. The result needed for an Attack Roll to be an Ace is equal to the target’s DEXTERITY value or higher. If you roll one or more Aces, the roll is a success.

**Magic Rolls**
Magic Rolls use a character’s MIND stat. The result needed for a Magic Roll to be an Ace is equal to the spell’s Difficulty or higher. If you roll one or more Aces, the roll is a success.

**Protection Rolls**
Protection Rolls use a character’s PROTECTION stat. The result needed for a Protection Roll to be an Ace is 7 or higher unless otherwise stated. Whenever a character takes Damage, make a Protection Roll and consult the table below.

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**Success**
For each Ace, reduce the Damage score by 1.

**Fail**
No effect.

**Critical**
Add 1 extra Ace to this roll. For each Ace, reduce the Damage score by 1.

**Fumble**
Increase the Damage score by 1.

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**Attacks & Damage**

There are many situations that call for a character to be attacked or to take damage, such as being hit by a Combat action, falling from a building, or even drowning!

Each point of Damage taken causes the character to lose 1 Life Point.

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**Actions**

When a character is instructed to take Damage, they make a Protection Roll. However, when a character is instructed to lose Life Points, no armour will save them and they cannot make a Protection Roll.

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**Campaigns**

**Action, Will & Command Points**

Most of a character’s stats in Carnevale are static, but Action Points, Will Points, and Command Points frequently change throughout the game. Each one is used for a different situation. Keep track of how many of these points a character has in the game.

**Action Points (AP)**

Action Points represent how fast a character is at making decisions. Some people have nerves of steel and react quickly under pressure, and some are a little more sluggish to act!

Actions are any attacks, movement, or special abilities a character may perform. Actions usually have an Action Point (AP) cost associated with them, although some of them may not cost AP at all. Simply pay the cost out of a character’s remaining AP to perform the action. Once an action is complete a character is able to perform another action if they have enough remaining AP.

A character may never use more than 3AP in each activation. A character does not have to use all of its AP during an activation, but any extra AP is lost at the end of the activation.

All characters have their AP completely replenished at the start of a new round.
Will Points

When backed into a corner, it’s surprising what a person (or monster) can do. Summoning the last of your courage can be the key to fighting off an opponent bigger than you, or harnessing magical forces beyond mortal comprehension.

There are 3 ways of using Will Points in Carnevale: to modify characters’ rolls, to cast spells, and to activate certain special abilities. The rules for casting spells are found later in this book, and special abilities that use Will Points will be found on characters’ profiles.

Before a character makes a dice roll, you may choose to spend up to 2 of their Will Points. Each Will Point spent increases that roll by 1 dice, up to the maximum of 10 dice. Note that using Will Points does not increase the character’s stats, just the amount of dice used in that roll.

When multiple players wish to use Will Points to modify results of the same dice roll, they can declare their use in any order. The roll does not proceed until each player decides not to use any more Will Points.

Command Points

The best leaders are those who inspire. Either through heroic example or fear, they are able to spur their allies on to valiant acts. However, without direct leadership, the gangs roaming the streets of Venice are prone to acting for their own best interests, or even running away!

A character may use their Command Points to help the rest of their gang. A character has an amount of Command Points on their profile to last the entire game.

You may use Command Points in 4 different ways, but each character may only use these options once each per round:

- At the start of a character’s activation, they may use the Command Points of a different friendly character within line of sight to gain additional AP. For each Command Point spent, that character gains 1AP to use that activation. A character may never use more than 3AP in each activation.

- You may spend 1 Command Point to make a single out of sequence action with any friendly character within line of sight of the character using the Command Point. This can be done at any time after an enemy character has completed an action (but before Attacks of Opportunity, and not immediately after another out of sequence activation). The action taken may be any of those that the character could make, and costs 0AP. It may initiate an Attack of Opportunity. This extra action does not affect the character’s activation in any way.

- At the start of an activation or after completing an action, a character may use a Command Ability for 1 Command Point. Command Abilities are unique to characters and factions. Each of these will be detailed on a character’s profile or in the relevant faction rules. Only one Command Ability may be used during each character’s activation, no matter how many a character has access to. A character using a Command Ability only needs to have line of sight to the target if the ability states. Command Abilities affect characters at the time of use, unless stated in the ability.

- At the start of the game, after drawing Agendas, you may use 1 Command Point to discard an Agenda and draw another one. This may only be done once per Agenda.
**Actions**

Each character in Carnevale has Action Points to use during their activation. Climbing up buildings, duelling opponents, and summoning the eldritch energy of the Rent in the Sky are all covered here. Remember that Carnevale is a narrative game, and the simple actions presented in this book are to allow you to tell your own story - a character in the streets of Venice rarely just “moves”, they're likely to sprint up an alley before scurrying to a rooftop to survey the scene!

**Move - 1 AP**

The character is able to move up to its MOVE value in inches. This movement action can be used to move over terrain features that are less than 1” high.

A character may not move through another character, friendly or enemy.

At any point during a character’s Move action, if it is within base contact with Difficult Ground or Vertical Terrain that is taller than 1”, it may choose to climb the surface in any direction, provided it remains in base contact with the surface. To do so, make a Basic DEXTERITY Roll and consult the table below.

<table>
<thead>
<tr>
<th>Success</th>
<th>Move up to remaining MOVE.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>Stay in place and discard any remaining MOVE.</td>
</tr>
<tr>
<td>Critical</td>
<td>Add 2 to MOVE value for this action. Move up to remaining MOVE.</td>
</tr>
<tr>
<td>Fumble</td>
<td>The character falls from its current position, following the rules for falling.</td>
</tr>
</tbody>
</table>

**Swimming**

When a character is in water they are considered to be swimming. A character reduces its MOVE value by 2 if it starts a movement action in water, unless it has the Water Creature Character Ability.

**Wobbly Models**

There will be plenty of times when playing Carnevale when a character’s movement puts it in a place it could theoretically stand, but the miniature’s base prevents it because of terrain. In these situations, remember the Golden Rule! It’s always best to allow your opponent to make these slightly riskier moves, and half an inch of movement doesn’t matter as much as a lovingly painted miniature falling to the floor!

When climbing to the top of a building or jumping a gap for example, if the character just about makes it but can’t be placed, simply move them a minimum distance until they’re safe and sound.
**Jump - 1AP**

Pick a point within line of sight for your character to jump to that is no higher than 3” above the character’s base. Make a Basic DEXTERITY Roll to determine how far your character jumps, and consult the table below.

<table>
<thead>
<tr>
<th>Success</th>
<th>Move 2” plus up to 1” for every Ace rolled.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>Move 2”.</td>
</tr>
<tr>
<td>Critical</td>
<td>Move 4” plus up to 1” for every Ace rolled.</td>
</tr>
<tr>
<td>Fumble</td>
<td>Move 1”.</td>
</tr>
</tbody>
</table>

Move your character in a straight line towards the point nominated. This movement action can be used to move over intervening terrain features that are less than 1” high.

If you are able to place only part of its base on solid ground after jumping over a gap you may move the character up to 1” along the straight line so that it is on solid ground. If you roll a higher distance than the point nominated, the remaining distance can be moved horizontally along the same straight line as if making a Move action.

If you cannot place the character on solid ground, the character falls from its current position, following the rules for falling. Distance fallen is calculated based on the height of the character at the start of the action rather than the start of the fall.

A character cannot jump while in water.

**Chained Jumps**

Once per activation if you perform a Jump onto an obstacle or debris, you may immediately make an additional 0AP jump from the obstacle or debris.

**Controlled Landing**

Before rolling to jump you may choose for that character to make a Controlled Landing for an additional 1AP. A Controlled Landing reduces any Life Points lost due to falling by 2.

**Falling**

If a character ends its movement or is moved onto a position that it cannot be wholly placed on solid ground, it counts as falling.

When a character falls, move it vertically straight down until it can be placed on solid ground and discard any of its remaining movement distance for the action.

Measure the distance from the start of the fall to the end of the fall. When a character falls farther than 1” it loses Life Points equal to the distance in inches fallen. Make a Basic DEXTERITY Roll to avoid harm, consulting the table below.

If a character falls into water it reduces any Life Points lost due to falling by 2.

<table>
<thead>
<tr>
<th>Success</th>
<th>Reduce Life Points lost by 1 for each Ace rolled.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>The character suffers the full effects of the fall.</td>
</tr>
<tr>
<td>Critical</td>
<td>Reduce Life Points lost by 2 plus 1 for each Ace rolled.</td>
</tr>
<tr>
<td>Fumble</td>
<td>The character suffers the full effects of the fall and gains a Stunned counter.</td>
</tr>
</tbody>
</table>
**Dive - 2AP**

To dive, a character must be in water. Make a Basic DEXTERITY Roll and consult the table below.

<table>
<thead>
<tr>
<th>Success</th>
<th>Receive 1 Underwater Counter.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>No effect.</td>
</tr>
<tr>
<td>Critical</td>
<td>Receive 2 Underwater Counters.</td>
</tr>
<tr>
<td>Fumble</td>
<td>Lose 1 Life Point.</td>
</tr>
</tbody>
</table>

For each Underwater Counter a character has, it gains +2 PROTECTION. A character must remove all Underwater Counters when it makes another action.

If a character starts an activation with any number of Underwater Counters, you may remove the counters and immediately move the character up to 4” for each Underwater Counter, as long as it stays within water. If it has the Water Creature Character Ability, it may move up to 8” per Underwater Counter instead.

**Attacking**

*Combat is one of Carnevale’s key aspects, taking down your enemies in close quarters or riddling them with holes is key to securing victory.*

**Attacks of Opportunity**

An Attack of Opportunity is counted as a regular action, but costs 0AP. A character cannot choose to make an Attack of Opportunity, but may be instructed to for many reasons (such as moving into base contact with an enemy).

**Base Contact**

For certain attacks and abilities characters must be in base contact with each other. Characters are in base contact when their bases are touching or both character’s bases are within 1” touching the same obstacle that is 1” or shorter.

Note that due to small walls or other terrain features in Carnevale, there may be some height discrepancies. Miniatures are assumed to be in base contact if there is 1” or less in vertical distance between bases.

When a character makes an Attack against an enemy in base contact, the enemy does not gain any bonuses for being in cover. If a character is in base contact due to touching the same obstacle, the enemy character always counts as being in cover.

If a character is in base contact with three or more enemy characters, it suffers -1 DEXTERITY.

**Charging & Disengaging**

If a character moves into base contact with one or more enemy characters, they count as charging and make an Attack of Opportunity against one of those enemies after they have finished their movement. After resolving this Attack of Opportunity, they lose all remaining movement from that action.

If a character starts its action 3” or more higher than an enemy and moves into base contact with that enemy, they count as charging from above and their chosen weapon gains **Penetration -5** for the Attack of Opportunity (even if they fall on their opponent).
Characters are never locked in base contact and may move away via a Move, Jump, Dive etc (even falling!), counting as disengaging. If a character disengages from an enemy, make an Opposed DEXTERITY Roll and consult the table below. If disengaging from more than one enemy, your opponent picks only a single character with which to roll. If disengaging while three or more enemy characters are in base contact, remember that the character has -1 DEXTERITY.

| Success | Character moves away as normal. |
| Fail    | Enemy character makes an Attack of Opportunity against the disengaging character - this cannot be a Grapple. Character then moves away as normal. |
| Critical| Character moves away as normal, adding 1” to the final movement distance. |
| Fumble  | Enemy character makes an Attack of Opportunity against the disengaging character - this cannot be a Grapple. Character stays in place. |

**Guard - 1AP**

Gain a Guard counter and end this character’s activation.

When an enemy character makes a move or jump action in line of sight of a character with a Guard counter, you may choose to make an Attack of Opportunity with the guarding character immediately at the end of the enemy’s action. If that action is used to move into base contact, the Guarding character makes their Attack of Opportunity first.

If a character makes an Attack of Opportunity or starts its activation, it immediately loses its Guard counter.

**A character cannot guard while in water.**

**Combat - 1AP**

Choose an enemy character in line of sight within your character’s weapon range. That enemy is the target of the attack. Make an Attack Roll using the character’s ATTACK stat and consult the table below.

| Success | Target character takes 1 point of Damage for every Ace rolled. |
| Fail    | No effect. |
| Critical| Target character takes 1 point of Damage for every Ace rolled and additionally loses 1 Life Point. |
| Fumble  | Attacker loses 1 Life Point and target makes an Attack of Opportunity against the attacker. |

**The result needed for an Attack Roll to be an Ace is equal to the target’s DEXTERITY value or higher.** If you roll one or more Aces, the roll is a success.

Some Character Abilities or weapons will add additional modifiers to your Attack Roll.

Once you have determined how much Damage your attack does, your target gets a chance to defend themselves. The target makes a Protection Roll.

For every 1 Damage suffered after Protection Rolls, the target loses 1 Life Point.
**Combat in Water**

A character who is swimming may only use weapons with the Aquatic Ability, unless the character started its action outside of water (for example jumping into Base Contact with a character from the side of the canal).

**Weapons**

A character may have several different weapons on their character profile. For each Combat action, choose one weapon to use and follow its rules:

- **Weapon**: The weapon’s name is displayed here.
- **Range**: Each weapon has a range value. This value shows the effective distance in inches that this weapon can be used on the tabletop. If the target is within the weapon’s range, you may use that weapon to attack. **Weapons with a range of 0” may only be used against enemies in base contact.**
- **Evasion**: How accurate the weapon is. This number will modify the target’s DEXTERTY for the attack. A plus gives the target a bonus if the weapon is less likely to hit (like a pistol), and a minus gives them a negative if the weapon is extremely accurate (like a rapier). A dash means the target’s DEXTERTY is unaffected. Multiple sources can modify this amount, simply add all sources together to determine the final modifier.
- **Damage**: How much damage a weapon does. For every point here, add one point of Damage to a successful or critical attack roll.
- **Penetration**: How good the weapon is at breaking through armour. This number will modify the target’s PROTECTION for the attack. A weapon with a minus negatively affects their armour (like when using a musket), and one with a plus positively affects it (such as unarmed attacks). A dash means the target’s PROTECTION is unaffected. Multiple sources can modify this amount, simply add all sources together to determine the final modifier.
- **Abilities**: Some weapons have different special rules that apply to them, such as Aquatic meaning the weapon can be used when in water. See the Special Rules section for more information.

**All characters may make Unarmed attacks.** These simply count as an additional weapon the character can choose from even if it isn’t on their character profile.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Evasion</th>
<th>Damage</th>
<th>Penetration</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unarmed</td>
<td>0”</td>
<td>-</td>
<td>-</td>
<td>+1</td>
<td>Aquatic</td>
</tr>
</tbody>
</table>
Grapple - 1AP

Make an Opposed ATTACK Roll with no modifiers against a target in base contact and consult the table below, needing 7+ for an Ace as normal. An **attacking character on a larger sized base than its opponent gains +1 ATTACK for this action.**

<table>
<thead>
<tr>
<th>Success</th>
<th>Move the target character 2” plus up to 1” for every Ace rolled.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>No effect.</td>
</tr>
<tr>
<td>Critical</td>
<td>Move the target character 2” plus up to 1” for every Ace rolled. Target receives a Stunned counter.</td>
</tr>
<tr>
<td>Fumble</td>
<td>Target character makes the Grapple action instead, using the same dice result.</td>
</tr>
</tbody>
</table>

A Grapple cannot move the character onto a point higher than 1” above where they started, although they do not have to be placed on solid ground. A Grapple can cause the target to fall into water, off a building or any elevated terrain feature, in which case the Falling rules apply.

A character that has been grappled doesn’t cause Attacks of Opportunity for moving out of or into base contact, and the character performing the Grapple action is ignored for all movement during the Grapple (although the target cannot be placed on top of the character), ignoring the usual rules regarding moving through characters.

A character can target a friendly character with a Grapple. If they do, the roll is simply counted as a Basic ATTACK roll rather than an Opposed one.

Drown - 1AP

To make a Drown action, choose an enemy character in line of sight in base contact and in water to be the target of the attack. Make an Opposed ATTACK Roll and consult the table below.

<table>
<thead>
<tr>
<th>Success</th>
<th>Target character loses 2 Life Points, plus 1 Life Point for every Ace rolled.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>No effect.</td>
</tr>
<tr>
<td>Critical</td>
<td>Target character loses 4 Life Points, plus 1 Life Point for every Ace rolled.</td>
</tr>
<tr>
<td>Fumble</td>
<td>Attacker loses 2 Life Points.</td>
</tr>
</tbody>
</table>

A character with the Water Creature Character Ability cannot be the target of a Drown action.

Magic

Mages

Characters with the Mage (X) special rule are able to cast arcane spells. A character with the Mage (X) special rule knows (x) number of spells.

When working out the effects of a spell, **any (x) in the text refers to the casting character’s Mage (X) number.**

Disciplines

Mages are limited to the kinds of spells they are able to cast. There are five Disciplines of magic in Carnevale: Divinity, Blood Rites, Fateweaving, Runes of Sovereignty, and
Wild Magic. If a character has the Discipline (x) keyword, then they can know spells from the disciplines listed.

All of the magic Disciplines can be found online at www.carnevalegame.com or in the Magic Card deck.

At the start of the game, before rolling for deployment zone, pick which spells your characters know. Those characters are only allowed to cast those particular spells for the entirety of the game. A character must pick all of their spells from the same Discipline.

A Mage will always know the Cantrip from their chosen Discipline. Cantrips do not count towards their maximum number of known spells, but must still be chosen from the same Discipline.

- **Spell:** The name of the spell.
- **Cost:** How many Will Points need to be spent to attempt to cast the spell.
- **Difficulty:** The result needed to score an Ace on the spell’s Magic Roll.
- **Effect:** What the spell does.

### Cast Spell - 1AP

Each spell costs a different number of Will Points, noted in its entry. Select the spell you wish to cast and make a **Magic Roll** using the character’s MIND value, consulting the table on the right. The result needed for an Ace is equal to the Difficulty of each spell.

Each character may only attempt to cast the same spell once per activation. A character cannot cast a spell while in water unless it has the Water Creature special rule.

If a character attempts to cast a spell while in base contact with one or more enemy characters, one enemy character (chosen by the controlling player - or decided among controlling players) makes an out of sequence Attack of Opportunity before the action is completed.

<table>
<thead>
<tr>
<th>Success</th>
<th>Character casts the spell according to its Effect.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>Character cannot attempt to cast any other spells during this activation.</td>
</tr>
<tr>
<td>Critical</td>
<td>Character replenishes 1 Will Point, and casts the spell according to its Effect, increasing any (x) amounts by +1.</td>
</tr>
<tr>
<td>Fumble</td>
<td>Character receives a Stunned counter and loses 1 additional Will Point. Character cannot attempt to cast any other spells during this activation.</td>
</tr>
</tbody>
</table>

### Dispel

When an enemy Mage attempts to cast a spell, a friendly Mage in line of sight within 6” of either the caster or the target of the spell may attempt to Dispel it.

The dispelling Mage must pay the same amount of Will Points to Dispel as the spell costs to cast.

The Magic Roll becomes an **Opposed Roll**, with the result needed for an Ace equal to the Difficulty of the spell being cast. The Dispelling character only counts Aces up to its Mage (x) level. Any additional Aces are discarded.

If the Dispelling character rolls no Aces, it may not attempt to Dispel any other spells this round.

A character cannot dispel a spell while in water unless it has the Water Creature special rule.
Terrain

If a type of terrain in your collection is not mentioned in this section, simply agree with your opponent on the kind of terrain it is.

Solid Ground
Any broadly horizontal space such as streets, sloped roofs, stairs, or balconies. These types of terrain do not have any modifiers to movement. Any pieces of scenery that are 1” high or less are counted as solid ground for the purposes of Move actions (such as crates, railings, or wells).

Difficult Ground
Rough terrain like smashed cobbles, large rocks, or even flooded streets. Characters can move over this terrain as normal, but must roll a Basic DEXTERITY roll to do so.

Vertical Terrain
Any vertical space such as walls or buildings over 1” tall. Characters cannot move horizontally through these pieces of terrain.

Impassable Terrain
Impassable terrain could be solid objects or even ground covered in flame. Characters cannot move over this terrain horizontally or vertically.

Water
Water in Venice is usually a canal, but could be a river, a pond, or any other water feature that is deep enough for a character to swim in. A fountain technically is full of water, but a character cannot swim in a fountain - no, not even a Pulcinella!

Water affects characters many ways, detailed in the previous section. In addition, a character in water is always counted as being in cover from both range and in base contact.

Canals
In Carnevale it is expected that your game will have several large bodies of water throughout your gaming area.

A canal must be 4” wide, at minimum, and at least one must go from one edge of the board to the other. Moving into and out of canals takes 1”, and may be done so without any penalty or roll, just like any other terrain feature that is 1” high.

Obstacles and Debris
Obstacles are generally scatter terrain, such as barrels, fences, carriages etc. Any piece of terrain that is 3” in height or smaller that isn't solid ground is counted as an obstacle. There are broadly three types of Obstacle:

Small
Any piece of terrain that is too small for a character to be placed on, but that could feasibly be climbed on, such as a barrel or a gondola pole. These obstacles can be moved or jumped onto, but a character cannot end its activation on one. If it does so, immediately move your character the shortest distance possible off the Obstacle.

Large
Any Obstacle that is large enough for a character to be placed onto. Large Obstacles follow the normal rules for Solid Ground or Vertical Terrain.

Debris
Both Small and Large Obstacles can be Debris. A character may swim freely through debris, and may climb out of the water onto debris (just like climbing out of a canal), but cannot end its activation on debris. If it does so, immediately move your character the shortest distance possible into the water around the debris.
Ruins
Some terrain in Carnevale is classed as ruins. Most of the time a ruin will be a building, but the rules can apply to many types of terrain, just agree with your opponent before the game begins.

Horizontal movement in ruins is treated as solid ground, even when a character is within the ruin on different levels. Access points (such as doors and windows) can be moved through without any penalty.

Any object over 1” high is treated as vertical terrain as normal. When a character is within 1” of a horizontal edge above or below it (such as a broken floor for example) it may move as if next to a vertical surface, following the normal movement rules.

Ropes and Ladders
A character climbing or descending a rope or ladder as part of a Move action can do so without making a Basic DEXTERITY Roll.

Gondolas
A Gondola is counted as a special kind of Large Obstacle. Either two characters on 30mm bases, or one character on a 40mm base can ride a gondola by being on top of them. If a character on a Gondola loses 3 or more Life Points in one action, it falls off the Gondola! Move the character the shortest possible distance into water.

A Gondola counts as Debris for any characters not riding it.

If a Gondola is set up in water, a character riding it may make a special Row action.

Row - 1 AP
A Row action cannot make the Gondola move out of water, but can make the Gondola move farther than the specified amount, provided the characters on top do not move farther than specified. Make a Basic DEXTERITY Roll and consult the table below.

<table>
<thead>
<tr>
<th>Success</th>
<th>The Gondola and any characters on it move 2” plus 1” for every Ace rolled.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>The Gondola and any characters on it move 2”.</td>
</tr>
<tr>
<td>Critical</td>
<td>The Gondola and any characters on it move 4” plus 1” for every Ace rolled.</td>
</tr>
<tr>
<td>Fumble</td>
<td>All characters on the Gondola move 1” directly into water.</td>
</tr>
</tbody>
</table>
Building Your Gang

Characters in Carnevale group together into individual gangs. In most games you will control a single gang, but in some larger games you may have multiple gangs. Each will be comprised of a single leader and then various other characters. Each player is free to build a gang in any way, according to the rules in this section.

All character profiles can be found at www.carnevalegame.com

Ducats

When building your gang, you will have a set number of Ducats to spend to recruit gang members. This will be agreed upon with your opponent before the game, or could be decided by the scenario you are playing.

Each character costs a certain number of Ducats, as do various other special options.

There is a list of equipment in the back of this book, allowing you to further customise your gang.

Frequency

Gangs vary wildly from faction to faction and even from game to game. However, all gangs are built around certain rules. You will usually only use a single gang, but if your game is large enough, you may agree with your opponent to use multiple gangs. We recommend not using multiple gangs until playing games of 200 Ducats or higher.

Each gang must abide by the following rules:

• Every character in your gang must have the same Faction (x) keyword.

• You must always have one single character with the Leader keyword in your gang.

• You may not have more characters in total with the Hero keyword than you have characters with the Henchman keyword.

In addition, no matter how many Ducats you are using, a character with the Unique keyword may only appear once in your gangs. The same character may appear in your opponent’s gang, but any rules specifically relating to that Unique character will only work on your friendly one - the other is clearly an imposter, and should be treated as such!
Campaigns & Scenarios

When playing games of Carnevale you can play single one-off games known as scenarios, or you can play a series of games in a row, called a campaign. The game is designed to follow stories, both of individual gangs vying for their place, and of Venice as a whole.

Individual scenarios can be perfectly balanced for competitive play, or may be slightly weighted in favour of one of the players, offering asymmetrical gameplay to propel the narrative. Each scenario is designed to be fair and fun though, so if you feel you had a hard time completing one, try swapping with your opponent the next time you play and seeing if you can do better!

Campaigns

Campaigns follow a particular story in Carnevale which is brought to life through a series of linked scenarios.

When playing a campaign, you can either choose to play against the same opponent in each scenario until you're finished, or can swap out opponents for each scenario instead. Often campaign scenarios will change depending on the result of the previous scenario, so remember to make a note of the result when it happens!

At the start of a campaign, each player participating should build their gang based on an agreed number of Ducats.

We recommend that linked campaigns use 150 Ducats as their starting limit. Often scenarios will specify the amount of Ducats to be used (and some will even have different numbers for each gang), and that amount may differ from that decided. If a scenario specifies to use fewer points than you have decided for the campaign, simply take a selection of characters from your overall gang for that scenario, leaving the rest behind. Note that the smaller gang will still have to follow the regular Frequency rules.

Scenarios

When playing a one-off game of Carnevale, the first thing to do is to choose a scenario to play. You can pick randomly, or just pick a scenario you like the look of.

Each scenario has a few different elements to it. We’ll go into these in this section, guiding you through a game from start to finish.

Gangs

After choosing the scenario, you’ll find out how many players can play and how many Ducats each player has at their disposal to build a gang. Each scenario will have a recommended Ducat limit, and for one-off scenarios, we recommend playing with gangs of 100 Ducats. These are just recommendations though - feel free to adjust the limit to suit your games!

Some scenarios will have Attackers and Defenders. Either follow the scenario rules to see which player is which, or roll off to decide.
The Basics

Setup

Each scenario is accompanied by a map showing how to set up the gaming board and where each gang deploys. Some scenarios will have several mandatory terrain elements, but each scenario will have plenty of space for your own interpretation. When setting up terrain, some scenarios will specify that one player sets it up. If not specified, it’s good to place terrain alternately until the board is full.

Venice is a tightly-packed city. Small streets framed by tall, mismatched buildings meet criss-crossing canals with bridges large and small. In games of Carnevale, the board itself is often thought of as the “third player” in the game. Having lots of terrain makes the game more fun. The amount of terrain you use in a game is up to you and your opponent, and because there are so many different types of terrain out there, we try not to be very specific on things like sizes or frequency. Whether it’s houses, ladders, gondola poles, or even just piles of barrels, the more terrain the better!

A simple guideline to follow would be that half of your Carnevale gaming board should have some terrain feature on it (not including canals). Some buildings can (and should) be placed touching each other to help create the meandering streets of Venice, and special care should be paid to make sure that most of your vertical spaces are climbable. Remember that ending an activation halfway up a building means your character will fall, so try to make sure that every vertical surface has no more than 6-8 inches without a flat roof, balcony, or scaffold for your characters to stand on and take a breather!

Actions

Carnevale is broadly designed to be played on a 3 foot by 3 foot board, although certain scenarios will specify different sizes. This sized board will be large enough for two players to play a fairly big game of Carnevale, or more players to play with smaller gangs. When playing particularly large games it’s useful to increase the board size to 4 foot by 4 foot.

Campaigns

Primary Objective

Each scenario in Carnevale has at least one primary objective for each side playing. Sometimes all gangs have the same objective, and other times there are different winning conditions for each side.

Objectives come in many different forms: a gang could be fighting over weapons caches, smuggled goods, even dead bodies! In some scenarios you will be instructed to hold choke points, defend civilian buildings, or even escape past your opponent. Sometimes specific winning spaces are defined, but in a lot of scenarios you will be instructed to use objectives.

Objectives take the form of a **30mm round marker**. You could use spare miniatures, Carnevale coins, or specific objective markers. Players can create their own Objectives or use scenery elements to represent them. In these situations, a little leeway on sizing is useful - remember that most Objectives can be claimed by both sides, so there shouldn’t be too many arguments!

Objectives are placed at the start of the game, after terrain. Unless otherwise stated, **Objectives must be placed at least 4” away from Deployment Zones and from each other.** Objectives can be placed in water or above ground level. They are usually placed...
alternately by each player. Unless otherwise stated, if a player has a friendly character within 3” of an Objective at the end of the game they score the Victory Points listed, provided there are no enemy characters also within 3”.

Scenarios can have a few specific rules for Objectives. Some are unique to the scenario, but more generic rules for Objectives are listed below. A scenario can use any of the following Objective rules:

- **Claimable:** This Objective can be claimed by different gangs. Unless otherwise stated, any character that **ends its activation in base contact** with the Objective and **not in base contact with an enemy character** can claim it. When an Objective has been claimed, make a note of which gang claimed it. Sometimes these Objectives can be reclaimed by other gangs, which will be detailed in each scenario. Unless otherwise stated, a Claimable Objective scores its Victory Points for the gang that claimed it at the end of the game, regardless of characters’ distance from it.

- **Destructible:** This Objective can be destroyed. Unless otherwise stated, if a character starts its activation in base contact with an Objective, it can use 1AP to remove the Objective from the game.

- **Hidden:** The Objective is marked on one side and blank on the other. When placing the Objective, neither player should see what is on the bottom. Sometimes Hidden Objectives will have numbered values, and other times they’ll simply be marked or unmarked. When using more than one Hidden Objective, all should have the same blank side. Unless otherwise stated, any character that **ends its activation in base contact** with the Objective and **not in base contact with an enemy character** can reveal it.

- **Mobile:** Only Objectives with this rule can be picked up and carried. If the scenario doesn’t have this rule, assume that the Objective cannot be moved. Any character that **ends its activation in base contact** with the Objective and **not in base contact with an enemy character** can pick it up. Remove the objective from the board and make a note of who is carrying it. A character can only carry one Objective at a time. **This character can only make Move actions.** If this character loses 3 or more Life Points or is removed from the board for any reason (including Magic Spells like Gateway), it drops the objective in base contact. A character can choose to drop the objective at any time immediately after any action. Any friendly character can take the objective if they end their activation in base contact with the carrier. Any character with the Pickpocket special rule automatically takes the objective from an enemy character if they successfully **disengage** from them.
**Agendas**

Many scenarios in Carnevale will have secondary objectives for gangs to achieve, called Agendas. On their own Agendas often won’t win a game, but could tip the scales in your favour.

Each scenario will note how many Agendas each player should use, how many Victory Points they score, and any additional rules for them. When you have filled the criteria for the Agenda it is called achieving it. At the end of each round, check to see if you have achieved any Agendas. Any achieved Agendas score the number of Victory Points detailed in the scenario. Scenarios can use any of the following Agenda rules:

- **Secret**: When taking your Agendas, keep them secret from your opponent until they’re achieved. If a scenario doesn’t have this rule, all players can see other players’ Agendas.

- **Cycle**: When you score Victory Points for an Agenda, immediately draw another one.

- **Double**: When you achieve an Agenda, rather than immediately scoring Victory Points for it, you may choose to keep it in play. If you achieve it again it scores double the Victory Points. If you do not achieve it again during the game, you do not score any Victory Points. An Agenda may only be kept in play once.

- **Total**: You must achieve all of your Agendas to score their Victory Points. If you don’t achieve every Agenda, you do not score any Victory Points for them, but may still score Victory Points from the Primary Objective.

- **Secondary**: You must achieve at least one Agenda in order to score any Victory Points in the game from any sources.

**Special Rules**

Each scenario can have special rules unique to it. Some are simple like giving each player an extra gondola, and some will be much more complex, such as rules for burning down buildings. Simply read through the special rules and use them in your game!

**Deployment Zones**

Deployment zones are different for each scenario, and although distances are specified, it may be worth changing the zones if you change the size of the board you’re playing on.

After setting up terrain, each player rolls 1 dice. Re-roll any ties. The player that wins this roll decides which Deployment Zone to choose and sets up all friendly characters. Once the first player has deployed, the player with the next highest roll chooses a deployment zone and sets up their characters. Deployment continues in this way until each player has deployed their characters.

**All friendly characters must be set up in the same Deployment Zone and no higher or lower than 3” above or below ground level. Characters may not be set up in water unless specified.**

Unless otherwise stated, you must deploy characters at least 4” away from enemy characters.

Once all players have deployed their characters, players then proceed to make the initiative roll for the first round.

**Duration**

This shows how long the scenario will last. At the end of the last activation in the last round, the game is over. Tally up any Victory Points and see who wins!
<table>
<thead>
<tr>
<th>Roll 1</th>
<th>Roll 2</th>
<th>Agenda</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td></td>
<td><strong>Heroic Duel</strong>: Kill an enemy character with the Leader keyword with a friendly character with the Leader keyword.</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td><strong>Hostile Takeover</strong>: Kill an enemy character with the Leader keyword with a friendly character with the Hero keyword.</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td><strong>Ideas Above Your Station</strong>: Kill an enemy character with either the Leader or Hero keywords with a friendly character with the Henchman keyword.</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td><strong>Inspiring Leadership</strong>: Have a friendly character with the Leader keyword in base contact with 2 or more enemy characters at the same time.</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td><strong>Decoy</strong>: Have a friendly character with either the Hero or Henchman keywords in base contact with 3 or more enemy characters at the same time.</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td><strong>Bully</strong>: Grapple an enemy character into base contact with a friendly character.</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td><strong>One-Person Army</strong>: Kill 3 enemy characters with a friendly character with the Leader keyword.</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td><strong>Cut Them Down</strong>: Kill 3 enemy characters with any number of friendly characters with the Hero keyword.</td>
</tr>
<tr>
<td>8</td>
<td></td>
<td><strong>Blood Frenzy</strong>: Kill 3 enemy characters with any number of friendly characters with the Henchman keyword.</td>
</tr>
<tr>
<td>9</td>
<td></td>
<td><strong>The Gods Guide Us</strong>: Use all of the Will Points of at least 3 friendly characters that start the game with Will Points.</td>
</tr>
<tr>
<td>4-6</td>
<td></td>
<td><strong>Will be Done</strong>: Use 6 Will Points in a single round.</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td><strong>Lead From the Front</strong>: Use all of the Command Points of at least 2 friendly characters that start the game with Command Points.</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td><strong>Following Orders</strong>: Use 2 Command Abilities in a single round.</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td><strong>Scouting the Land</strong>: Have 3 friendly characters at least 6” above ground level on any point of the board outside of your deployment zone.</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td><strong>Approach by Water</strong>: Have 3 friendly characters without the Water Creature special rule in water outside of your deployment zone.</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td><strong>Acrobatic Display</strong>: Make 3 successful Jump actions that move at least 4” in a single activation.</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td><strong>Watery Grave</strong>: Kill an enemy character with a Drown action.</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td><strong>Let the Tide Take Them</strong>: Perform a Drown action on 3 different enemy characters.</td>
</tr>
<tr>
<td>8</td>
<td></td>
<td><strong>Death From Above</strong>: Make 2 charges from above with 1 friendly character.</td>
</tr>
<tr>
<td>9</td>
<td></td>
<td><strong>Draw Them In</strong>: Disengage 2 times with 1 friendly character.</td>
</tr>
</tbody>
</table>
Agendas

Agendas are drawn randomly from the list on this and the previous page. Agenda cards are available to make this process easier, but you can instead roll two dice to randomly determine which Agendas are drawn. The first dice determines which table to use, and the second dice determines the Agenda itself. After drawing all your Agendas, if there are any that are completely impossible or duplicate, discard them and draw replacements instead.

*For example, drawing the Unholy Power Agenda to make three Cast Spell actions in one activation when you have no characters with the Mage special rule.*

<table>
<thead>
<tr>
<th>Roll 1</th>
<th>Roll 2</th>
<th>Agenda</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-9</td>
<td>1</td>
<td><strong>No Mercy:</strong> Cause at least 8 points of Damage to an enemy character during a single activation.</td>
</tr>
<tr>
<td>2</td>
<td><strong>Venetian Sniper:</strong> Kill an enemy character with Combat action from at least 6” away.</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td><strong>Get Them Wet:</strong> Grapple 2 enemy characters into a canal.</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td><strong>Unholy Power:</strong> Successfully make 3 Cast Spell actions in 1 activation.</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td><strong>Hold Ground:</strong> Make Guard actions with 3 friendly characters in 1 round.</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td><strong>Silence the Witch:</strong> Attempt to Dispel 3 enemy Magic Spells.</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td><strong>Follow Your Fate:</strong> Re-roll 6 dice in 1 round.</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td><strong>Over the Rooftops:</strong> Make 4 successful Jump actions that move at least 4” with any number of characters in 1 round.</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td><strong>Keep the Monsters at Bay:</strong> Kill an enemy character with a larger base size.</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td><strong>Don’t Let Them Hide:</strong> Kill an enemy character while they are in Cover.</td>
<td></td>
</tr>
</tbody>
</table>

| 10     | 1      | **Get to Ground:** Perform 3 controlled landings with any number of characters in 1 round. |
| 2      | **Daredevil:** Have a friendly character survive a fall of at least 6”. |
| 3      | **High Dive:** Fall into water 3 times. This can be done with any number of characters. |
| 4      | **Aquatic Attack:** Perform 3 Dive actions with any number of characters in 1 round. |
| 5      | **Hold Your Breath:** Have a friendly character perform 2 Dive actions in 2 subsequent rounds. |
The Winds of Fate

January 1st, 1795

It has been almost two years since the Rent in the Sky tore Italy asunder, sinking Southern Europe beneath the waves. Venice stands alone as the sole surviving city in the Mediterranean, not just untouched by the cataclysm, but poised in the perfect position to expand into a new world power. The docks have been reopened, and ships are being built daily to import and export goods to the most desperate countries. Countries that are willing to pay whatever price the traders desire.

Yet this resurgence into prosperity has also brought with it several unsavoury elements. The city is plagued by conflict, the most base desires of the residents coming out when the sun sets and the canals are basked in the perpetual twilight from the Rent in the Sky. The great astral tear shines over the city, forming a beacon for disreputable men, women, and creatures to cluster around. Each gang stalking the streets of the City of Masks has their own agenda, and will often fight tooth and nail for survival, control, and to maintain their secrecy in a place that thrives on private affairs.

Tonight is no different, and finds a dozen different groups on the streets battling against each other. They slip on the mask of barbarity before the sun rises to find them either back to their normal lives or face down in one of the city’s many canals.

The scenarios in this campaign are designed to be played by 2-4 players, with any factions they desire. These games can be played as one-off scenarios, easy for a pick-up game, or can be linked together to form a campaign.
Gang War

Even before the Rent in the Sky tore Europe apart and plunged Venice into depravity there were dozens of secret (and not-so-secret) societies in the city. Each has its own agendas and storied history clashing with other citizens. Now those rivalries have come to the boil, even the smallest slight being met with utmost violence between gangs at night.

Gangs

- 2-4 players, 150 Ducats each.

Setup

- 3‘x3’ board.

Primary Objective

- Each friendly character on the board at the end of the game scores 1 Victory Point.

Agendas

- 3 scoring 1 Victory Point each.
- Double.

Special Rules

- Each player sets up 1 gondola anywhere on the board in water when setting up scenery.

Deployment Zones

- Up to 8” away from opposite board edges.
- 2 Players shown in blue, 3-4 players shown in red.

Duration

- 5 rounds.
Secure Arms

With increased violence in the streets comes increased demand for protection. For the wealthier members of society that comes in the form of hired bodyguards, and for everyone else, it's personal protection. While weapons are outlawed for most of the residents, there are still places to get them - if you don't mind a fight in order to do so!

Gangs

- 2–4 players, 100 Ducats each.

Setup

- 3’x3’ board.

Primary Objective

- 6 Objectives, worth 2 Victory Points, shown in green (as examples).

Agendas

- 5 scoring 1 Victory Point each.
- Secondary.

Special Rules

- Any character within 3” of an Objective gains the Expert Offence (2) and Expert Marksman (2) special rules.

Deployment Zones

- Up to 8” away from opposite board edges and 12” away from side board edges.
- 2 Players shown in blue, 3–4 players shown in red.

Duration

- 5 rounds.
Acquisition

Smuggling has always been a reliable trade in the City of Canals. With many ships now calling Venice their main port of call, and the Guild taking organised crime as their own, business is thriving! There are few areas in the city at night that won’t be used for smuggling goods, and turning up to the right place at the right time might net you a small fortune.

Gangs

- 2–4 players, 75 Ducats each.

Setup

- 2’x2’ board.

Primary Objective

- 2 Mobile Objectives, worth 2 Victory Points, setup along the centre line of the board, shown in green (as examples).
- Each Objective instead scores 3 Victory Points to a gang if it’s being carried by a friendly character at the end of the game.

Agendas

- 3 scoring 1 Victory Point each.
- Secret, Cycle, Double.

Special Rules

- When choosing gangs, players do not have to include a character with the Leader keyword.

Deployment Zones

- Up to 8” away from opposite corners.
- 2 Players shown in blue, 3-4 players shown in red.

Duration

- 5 rounds.
Take What is Theirs

True charity is hard to come by in Venice. There are beneficial organisations like the Church of Dagon to help the needy, but those institutions always come with a hidden cost. Instead, if you want something, you take it. While the day time has the streets busy with commerce, the night sees them turn bloody as rivals fight bitter wars for control of the city.

Gangs

- 2-4 players, 150 Ducats each.

Setup

- 3’x3’ board.

Primary Objective

- 1 Claimable Mobile Objective for each player, setup 12” diagonally away from the Deployment Zone corner, shown in green. Each objective is automatically claimed for its controlling gang at the start of the game.
- Each Objective scores 3 Victory Points to a gang if it is within 12” of their Deployment Zone corner at the end of the game.
- Gangs can reclaim any Objectives except for the one they controlled at the start of the game. Gangs cannot pick up their own Objective until it has been claimed by another gang.

Agendas

- 3 scoring 1 Victory Point each.
- Cycle.

Special Rules

- Every friendly character gains the Brave special rule if they are within line of sight of a friendly character carrying an Objective.

Deployment Zones

- Up to 12” away from opposite corners.
- 2 Players shown in blue, 3-4 players shown in red.

Duration

- 8 rounds.
Street Fight

Simply surviving the night is often a challenge in Venice. From roaming masqueratas to sinister creatures, there are few neighbourhoods that are safe to walk. If you don’t have the luxury of a locked door and a warm bed, a single wrong turn will have you fighting for your life in a desperate attempt to escape your pursuers.

Gangs

- 1-2 Attackers, 100 Ducats each.
- 1-2 Defenders, 100 Ducats each.

Setup

- 2’x4’ board.
- Defender sets up all terrain.
- 1 bridge, placed in the centre of the board, leading in the same way as the long board edge, shown in green.

Primary Objective

- Every Attacking character to touch the opposite short board edge is removed from play and scores 1 Victory Point.
- Every Attacking character killed scores 1 Victory Point to the gang that killed them.

Agendas

- 3 scoring 1 Victory Point each.

Special Rules

- Defending players choose one friendly character in each of their gangs with Command Points to gain 3 additional Command Points at the start of the game.

Deployment Zones

- Attacker: up to 6” away from one short board edge, shown in blue. If there is more than 1 Attacker, divide the space equally in 2, shown in dark blue.
- Defender: up to 24” from the opposite short board edge, shown in red. If there is more than 1 Defender, divide the space equally in 2, shown in dark red.

Duration

- 7 rounds.
Special Rules

Fighting in the canals and rooftops of Venice comes with its share of complications. The people and creatures you meet in the dark alleys come from all walks of life, and have any number of lethal weapons with which to bring pain to their enemies.

Character Abilities often are listed on a character’s Profile, or can be acquired through other means (such as Command Abilities or being Stunned). Weapon Abilities are listed on a character’s weapon, and will take effect any time that weapon is used.

Some of these special rules have a number after them (such as Fast Swimmer (2) for example). A character may find they are affected by multiple instances of these special rules. These special rules stack to a maximum of 3 unless otherwise noted.

Character Abilities

**Aerobatic (X)**
This character may re-roll (x) number of dice when making a DEXTERITY roll as part of any Move or Jump action, or when Falling.

**Berserk**
If this character has 5 or fewer Life Points remaining when it is activated, it gains a +1 bonus to its Action Points and +1 ATTACK.

**Brave**
This character may re-roll failed dice rolls when making a Basic MIND roll from the Fear special rule, and ignores modifiers to their MIND value from the Fear special rule.

**Brawler (X)**
This character modifies its ATTACK by (x) when in base contact with 2 or more opponents.

**Bodyguard (X)**
If an enemy character moves into base contact with (x), this character may immediately make an out of sequence Move action provided it moves into base contact with that enemy. This action causes an Attack of Opportunity and takes place before the opponent’s Attack of Opportunity. For this special rule, (x) may be a character name or a character with a certain keyword.

**Companion (X)**
This character always uses the MIND value of (x) as long as they are on the board. For this special rule, (x) may be a character name or a character with a certain keyword.

**Concealment (X)**
While in cover and not in base contact, this character modifies its PROTECTION by (x).

**Engage (X)**
When an enemy character disengages from this character, this character may re-roll up to (x) dice for the Opposed DEXTERITY Roll, and gains +1 ATTACK for the Attack of Opportunity if successful.

**Ethereal**
This character may ignore all terrain while moving, but must end its movement on solid ground.
Expert Marksman (X)
When this character makes a Combat action while not in base contact with the target, it may re-roll up to (x) dice in the Attack roll.

Expert Offence (X)
When this character makes a Combat action while in base contact with the target, it may re-roll up to (x) dice in the Attack roll.

Expert Protection (X)
When this character makes a Protection Roll, it may re-roll up to (x) dice.

Expert Sorcerer (X)
When this character makes a Magic Roll or attempts to Dispel a magic spell, it may re-roll up to (x) dice. In addition, this character knows (x) additional magic spells.

Fast Swimmer (X)
If this character starts a Move action in water, it adds (x) number of inches to its MOVE for that action.

Fear (X)
When this character makes a Combat action, the target must first make a basic Mind roll, with their Mind value modified by (x) to a minimum of 1. If they roll at least 1 Ace, there is no effect, but if they roll no Aces, this character may re-roll any failed dice rolls for the Combat action.

First Strike (X)
This character modifies its ATTACK by (x) when making an Attack of Opportunity from charging.

Flight
This character can fly. When making Move actions, simply measure from the character to any other point (whether horizontally, vertically or diagonally) and move it without making a DEXTERITY roll. It must end its activation on solid ground. It may not make Jump actions and doesn’t suffer Damage from Falling.

Frenzied
This character may use its Life Points as if they were Will Points.

Hunter
This character gains Penetration -3 on its weapons (but not on Unarmed attacks) when targeting an enemy with a larger base size.

Infiltration
This character may be deployed more than 3” above or below ground level (but not in water unless specified) at the start of the game.

Limited Movement
This character may only move upwards vertically up to 1” in a single action (unless falling!).

Mage (X)
This character is a Mage and knows (x) number of magic spells. See the Magic section for more details. A character with Mage (0) still knows a Cantrip.

Mindless
This character may interact with Objectives (such as carrying, revealing, claiming, or destroying), but is ignored when scoring Victory Points for them at the end of the game. It can still score Victory Points from other win conditions (such as killing enemies).
**Parry (X)**
When this character becomes the target of a Combat action while in base contact with the attacker, you may force your opponent to re-roll up to (x) dice in the Attack roll. Note that some attackers may choose to re-roll their dice too. In this situation, don’t forget that you may never re-roll a dice more than once.

**Pickpocket**
If this character successfully disengages, its opponent loses 1 Will Point. At the end of the action, either this character or any friendly character within 3” replenishes 1 Will Point.

**Primitive**
When this character is activated, it must roll a Basic MIND Roll and consult the table below.

<table>
<thead>
<tr>
<th>Success</th>
<th>No effect.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>The character receives a Stunned counter.</td>
</tr>
<tr>
<td>Critical</td>
<td>The character gains +1 ATTACK for this activation.</td>
</tr>
<tr>
<td>Fumble</td>
<td>The character receives a Stunned counter and counts all characters on the board as enemy characters for its activation. It immediately makes a Move action towards the closest character, using 1AP as normal.</td>
</tr>
</tbody>
</table>

**Slippery (X)**
When this character disengages, it may re-roll up to (x) dice for the Opposed DEXTERITY Roll, and gains +1 MOVE for the action if successful.

**Stunned**
A character with a Stunned counter reduces its MOVE, ATTACK, DEXTERITY, and MIND by 1 (to a minimum of 1). A character automatically removes its Stunned counter at the end of its next activation.

A character can only have one Stunned counter at a time.

If a character starts its activation in water and has a Stunned counter, it loses 2 Life Points.

**Universal Shielding (X)**
This character always has a minimum PROTECTION of (x), after all modifiers. This special rule can stack higher than 3, but cannot take a character’s PROTECTION value above its starting number.

**Vampiric Attack (X)**
When this character makes a Combat action in base contact with its target and causes the target to lose at least 1 Life Point, it replenishes (x) of its own Life Points.

**Water Creature**
This character may be set up in water at the start of the game. Additionally, it moves its full MOVE in water, may move up to 8” as part of a Dive action, and cannot be Drowned.
### Weapon Abilities

#### Aquatic
This weapon can be used while the attacker is in water.

#### Black Powder
This weapon cannot be used during an activation if the character started that activation in water. In addition, a character using this weapon loses 1 additional Life Point when rolling a Fumble during an Attack Roll.

#### Blast
This weapon uses the round blast marker. Place the blast marker centred over the target. Roll once for your Attack Roll and apply the roll to every individual character (friendly and enemy) under the template.

#### Harmless
This weapon always causes no Damage, but still follows normal rules for making Combat actions.

#### Reload
This weapon can only be used for (x) Attack actions before needing to be reloaded. The character must spend 1AP to make a Reload action on the weapon before being able to use it again. **A character cannot make a Reload action while in base contact with an enemy or in water.**

### Special Rules

#### Smoke
Any character hit by this weapon cannot have line of sight drawn to it or from it until it either moves or until the end of its next activation. If this weapon also has the Blast ability, characters cannot draw line of sight through the marker. Remove the marker at the end of the round.

#### Stun
Any character that takes Damage from this weapon receives a Stunned counter (whether they lose Life Points or not).

#### Template
This weapon uses the tear drop shaped template. Trace a line between the attacker and the target. Place the small end of the template in range of the weapon (base contact with the attacker if the range is 0”), and the large end further away from the attacker, still following the line. Any character at least partly touched by the template (friendly or enemy) is affected by the attack. Roll once for your Attack Roll and apply the roll to every individual character hit.

#### Two-handed
This weapon increases its Evasion by +1 when making an Attack of Opportunity.