

Ostrich Racing

A gang of Pulcinellas has laid their hands on a shipment of ostriches. Originally headed for the Ospedale of San Servolo, the mystery of what the Doctors would do with them is one for another day and another person. The Pulcinellas care not for mysteries, but they do care about jumping on ostriches, riding around, and clubbing anyone that gets in the way. But more than anything they care about racing through the streets! The winner of the First Great Ostrich Race will be elected King for a Week, an honour reserved for only the most reckless member of the Great and Noble Cult of the End of Days!

In this scenario the only way to win is to race from Objective to Objective as fast as possible! Go from 1 to 6 in order and you stand a chance of winning the game. Of course, it's a lot harder to run around the board if you're getting hit by other Ostrich Riders, so make sure to hit them first!

Gangs

- 2+ players, 1 Ostrich Rider each.

Setup

- 3'x3' board.

Primary Objective

- 6 Claimable Objectives, numbered 1-6. The first character to claim each Objective scores 1 Victory Point. The Objectives can be reclaimed. Each player must claim the Objectives in order. Once a player has claimed an Objective, they can move onto the next one, regardless of whether it is reclaimed.

Agendas

- 1, rolled for at the start of each round from the table below, worth 1 Victory Point.
- At the start of each round, a player can choose to discard their Agenda and roll again.

Special Rules

- The Mindless special rule is ignored in this game.
- If a character is killed, at the end of the round, place a new character on the last Objective that they claimed, or in their Deployment Zone if they haven't yet claimed any.
- The last character to claim an Objective gains +1AP during its next activation.

Weapon	Range	Evasion	Damage	Penetration	Abilities
Bolas	6"	+1	-	-	Stun

- The first character and the last character to claim each Objective may use the Bolas weapon below once. This weapon can be gained multiple times throughout the game, but uses do not stack.

Deployment Zones

- The first player places their character in base contact with a board corner, shown in blue. Players then take it in turns to place their characters within 2" of the last, each in base contact with a board edge.

Duration

- 10 rounds.

Roll	Agenda
1	Assassinate: Kill an enemy character.
2	Maim: Inflict at least 3 Damage on an enemy character in 1 activation.
3	Checkpoint: Claim an Objective
4	Slow Down: Be the last character to Claim an Objective
5	Water Hazard: Grapple an enemy character into a canal.
6	Out of Bounds: Have your character 3" above ground level.
7	Turn Around: End your activation within 3" of a claimed Objective lower than your current number.
8	Lost: End your activation within 3" of a claimed Objective at least 2 higher than your current number.
9	Up and Away: Make 2 Jump action in an activation.
10	End your activation at least 14" away from where you started it.

