

Fight For the Crown

The sun is rising, and a new day is dawning on Venice. A gang of Pulcinellas are tiring from their night of chaos, and only one thing is left to do before sleeping the day away: crown a new king. Of course, the old king isn't about to give up the crown so easily, so – in true Noble Cult of the End of Days style – a fight is about to break out.

Gangs

- 4 players.
- 1 player controls a King Pulcinella, the other three players control 1 Pulcinella or Ostrich Riding Pulcinella each (randomise who controls whom, or fight it out to decide!).

Setup

- 2'x2' board.

Primary Objective

- 1 Mobile Objective (the crown!) carried by the King Pulcinella at the start of the game. Whoever holds the Objective at the end of the game wins.

Agendas

- None.

Special Rules

- The King Pulcinella may use its Command Points to make another Pulcinella make an action out of turn (even though they're not completely friendly!) – the King's controlling player decides exactly how that action plays out!
- A player controlling a Pulcinella (not an Ostrich Riding Pulcinella or King Pulcinella) may, once per game, choose to gain 1AP for their activation.
- Any character carrying the Objective may make any actions available to them, not just Move actions, and gains the Expert Offence (2) special rule.

Deployment Zones

- Up to 4" away from the centre of the board, and at least 3" away from an enemy character.

Duration

- 5 rounds.

