

Watch Venice Burn

A crazed blacksmith is terrorising Venice! Once an artisan much like any other, her time beneath the Rent in the Sky has taken a toll, and she's turned her expertise into creating weapons of destruction. The gunpowder has been refashioned into explosive charges, and she's running amok destroying as much of Venice as she can! Stop her before she razes La Serenissima to the ground.

This scenario sees an non-player character join the fray. Whoever activates the last character each round controls the Demolitionist, although she can hurt anyone close, so be careful! Alternatively you can have a player just playing as the Demolitionist. It's tricky to "win" with just one model, but fun to blow up your friends' gangs!

Gangs

- 2-4 players, 100 Ducats each.

Setup

- 3'x3' board.
- At least 8 buildings, shown in green (as examples).

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.
- Secondary, Secret.

Special Rules

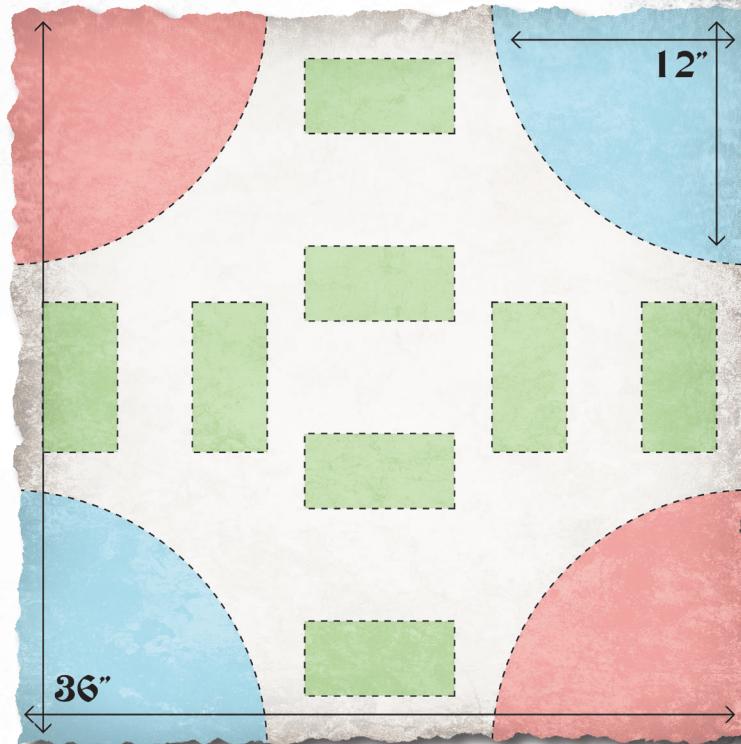
- At the end of each round, the player that activated the last character then activates the Demolitionist. The Demolitionist counts as a character in their own gang.

Deployment Zones

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

Duration

- 6 rounds.



Demolitionist		Actions	Life	Will	Size	Ducats
		2	11	6	30	0
MOVE	DEXTERITY	ATTACK	PROTECTION	MIND		
4	4	3	4	1		
Weapon	Range	Evasion	Damage	Penetration	Abilities	
Bomb	6"	+1	+2	-2	Black Powder, Blast, Smoke	
Explosion	6"	-	+4	-3	Smoke, Stun	

Character Abilities

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.

Expert Marksman (2)
When this character makes a Combat action **while not in base contact with the target**, it may re-roll up to 2 dice in the Attack roll.

Explosive Charges
At the end of this character's activation, roll 1 dice for every building within 6". On a 7+ that building blows up! Roll once for the Explosion weapon and apply the result to any character within 6". The building now counts as impassable terrain. Any characters on that building are removed from play as casualties.

Deathwish
This character may only make Combat actions using a Bomb.