



Carnevale

Official FAQ & Errata

Welcome to the official Carnevale FAQ & Errata.

In this document you will find all the answers to your burning Carnevale questions, along with small changes to the rules to help the game flow better.

This document will be periodically updated to answer questions or make changes as they come up. As such, each update will have a number and date of publishing.

Every change or question that is new to that edition of the rules will be marked with a lion symbol.

Current Edition

Version 1.0 - published 6th June 2019

Experimental Rules

Page 154 - Opposed Rolls

Change to:

“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. The opposing player rolls first. Add up their Aces and subtract that number from the number of dice the controlling player rolls.

For example the opposing player rolls 2 Aces when defending against a Grapple. The Controlling player has an ATTACK value of 5, so rolls 3 dice.

This change makes Opposed Rolls a little easier to manage, and also makes Grapple and Drown actions skew a bit more in favour of the attacker.

Page 166 - Dispel

Change first paragraph to:

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

This means that Mages have a much higher chance of being in a position to Dispel enemy spells. It still costs their Will Points and has a maximum cap based on their Mage (x) level, but no more being out of range to stop enemy spells!

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Errata

Page 4 - Contents & Page 220 - Index

Increase all page numbers by 1. Print outs can be found in the Resources section of www.carnevalegame.com

Page 153 - Successes, Failures, Criticals & Fumbles

Change third and fourth paragraph to:

“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.”

Page 156 - Command Points

Change fifth paragraph to:

“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.”

Page 162 - Falling

Change second paragraph to:

“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.”

Page 163 - Charging & Disengaging

Change first sentence of third paragraph to:
“Characters are never locked in base contact and may move away via a Move, Jump, Dive etc (even falling!), counting as disengaging.”

Page 165 - Grapple

Add to third paragraph:

“A Grapple cannot move the character onto a point any higher than they started, although they do not have to be placed on solid ground.”

Page 166 - Cast Spell

Change fourth paragraph to:

“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...”

Page 167 - Solid Ground

Change to:

“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).”

Page 173 - Mobile

Add:

“A character can only carry one Objective at a time.”

Page 230 - Wild Magic & Gateway Magic Card

Change effect to:

Pick one character within 1”. Remove this character and place them anywhere out of Base Contact on solid ground within 8”. This removal or placement cannot cause Attacks of Opportunity.

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Frequently Asked Questions

Basics

How does dice rolling work?

Hopefully the Errata rules above clarify a bit, but here are some examples:



Success

2 Aces

Fail

0 Aces



Critical

10 on the
Destiny
dice, 2
other Aces.

Success

10 on the
Destiny
dice, no
other Aces.



Fumble

1 on the
Destiny
dice, 0
other Aces.

Success

1 on the
Destiny
dice, 1
other Ace.



What happens if I Critical or Fumble on an Opposed Roll as the defender?

Nothing special! You simply subtract Aces from your opponent's roll, counting the Destiny Dice as an Ace like normal.



Can I choose to make a Critical roll simply a Success?

No. It's *destiny*.



When does a Command Ability take affect its targets?

Immediately. Anyone in range upon use is affected at that moment and suffers the effects until it says it wears off.



Can I share Agenda Cards with my opponent?

Sure! Technically you'd need a pack each, but unless your opponent draws all the easy ones, a shared deck won't really be an issue!



Do Will Points replenish at the start of the round?

No, Will Points are finite, although there are several special rules that let them replenish such as Command Abilities.

Movement



Can I choose to simply move a character off a building?

Yes, although there's not much benefit! Good for Madness though!



Does a Jump action require the character to be on solid ground at the start?

No, a character could climb a wall half way, then jump across to a balcony for example.



If a character fails a Jump action and falls onto an obstacle, can it make a Chained Jump?

No, you have to perform a Jump onto the obstacle, not a fall!



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Can I make multiple Chained Jumps if each lands on an obstacle?

No, Chained Jumps are once per activation.



Can I Jump while carrying an Objective?

No, you may only make Move actions (including climbing).



If a character fails its jump and falls onto something higher than ground level (a barrel, cart, fountain etc), how far do they fall?

They fall the distance between the start of their jump and the end of their jump. If they fall onto a well-placed market stall rather than the ground, they take less damage!

Combat



If a character falls into base contact, do they get to make an Attack of Opportunity? Do they get the bonus for attacking from above?

Yes and yes (provided they fall from 3" or higher and survive their fall damage first).



Can you disengage and charge a character in the same action?

Yes.



Can the movement from a Dive cause Attacks of Opportunity?

Yes, both by disengaging and by charging an enemy!



Can you move around an enemy in base contact without leaving base contact and disengaging?

Yes, you can - dance around your opponent!



Do you need line of sight to complete a Guard action?

Yes, line of sight at the end of the target's action is needed.



Can I Grapple an enemy if both characters are in water?

Yes.



What do I need to roll when making a Grapple against a friendly character?

7 or higher, since it turns into a Basic roll (a Basic ATTACK roll is different to an Attack Roll).

Special Rules



Does Concealment replace the normal cover modifier?

No, it simply adds or subtracts from it, so a character with Concealment (-1) loses the benefit of cover!



Can I use Expert Offence on Drowns and Grapples?

No, it is only on Combat actions in base contact.



Do Water Creatures lose Life Points when stunned in water? What about Fumbling Diving and Drown actions?

Yes they do.



How far do Water Creatures move when Diving?

When a Water Creature starts an activation with any number of Underwater Counters, you may remove the counters and immediately move the character up to 8" for each Underwater Counter, as long as it stays in water. That means it can move up to 16" if it gets a Critical on its Dive action!



Can I use Vampiric Attack if I Grapple an enemy off a roof?

No, Vampiric Attack only works on Combat actions in base contact.



What does this keyword do?

On its own: nothing. Certain rules only affect characters with certain Keywords though.



Does a Slave that dies through Feast for Dagon count towards Victory Points?

No, since you only score Victory Points based on enemies killed.