

# Finding a Murderer

The Doctors of the Ospedale are incredibly strict with their security. Very few people ever willingly enter the Ospedale San Servolo Dei Malati di Mente, and fewer still ever leave. The alarm bells rang recently though, as one of the experiments went on a killing spree before escaping the island. Where he went, the Doctors did not know, but now a string of grisly murders in Venice have brought to light a deranged killer. Rumours abound of a giant of a man in a writhing, heavy cloth, with glowing orbs adorning his body. Investigate the rumours and stop the killer!

This “murder mystery” scenario sees gangs trying to find the Escaped Madman, although once they do, he’s no easy target! Finding him is tricky enough, but killing him is even harder. A third player can play as the Escaped Madman, ready to cause havoc at a moment’s notice.

## Gangs

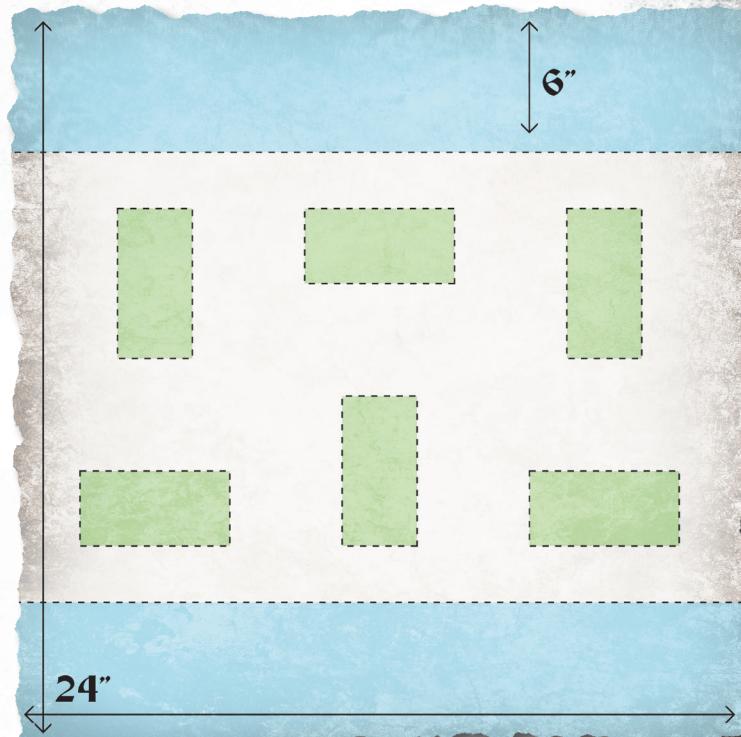
- 2 players, 100 Ducats each.

## Setup

- 2'x2' board.
- At least 6 buildings, shown in green (as examples).

## Primary Objective

- 6 buildings as Objectives, shown in green (as examples).
- When a character starts its activation in base contact with an Objective, it can search it. Roll a dice. The first time this happens, a 10 is needed, the second a 9, and so on. If you roll the number required, place the Escaped Madman in base contact with the building. If there is only 1 Objective left that hasn’t been searched, that is automatically the real Objective (although the Escaped Madman won’t come out until it is searched). Each Objective can only be searched once.
- The player that discovers the Escaped Madman scores 3 Victory Points.
- The player that kills the Escaped Madman scores 4 Victory Points.



## Agendas

- 5 scoring 1 Victory Point each.
- Secondary.

## Special Rules

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

## Deployment Zones

- Up to 6" away from opposite board edges, shown in blue.

## Duration

- 7 rounds.

Escaped Madman					
	2				
	18				
	10				
	40				
	0				
MOVE	DEXTERITY	ATTACK	PROTECTION	MIND	
4	3	5	5	1	
Weapon	Range	Evasion	Damage	Penetration	Abilities
Tentacled Rebar	2"	+1	+2	-	Stun, Two-handed

### Character Abilities

#### Acrobatic (2)

This character may re-roll 2 dice when making a DEXTERITY roll as part of any Move or Jump action, or when Falling.

#### Parry (3)

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 3 dice in the Attack roll.

#### Slippery (3)

When this character disengages, it may re-roll up to 3 dice for the Opposed DEXTERITY Roll, and gains +1 MOVE for the action if successful.

#### Fear (-1)

When this character makes a Combat action, the target must first make a basic Mind roll, with their Mind value modified by -1 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.