

LONDON GRAND TOURNAMENT

Carnevale

Saturday 27th June

9:00	Doors Open
10:00	Game 1
11:30	Game 2
13:00	Break

14:00	Game 3
16:00	Game 4
18:00	Announcements & Prizes

Gang Selection

Total Ducats: 125

Standard gang composition rules apply.

The first two games use 75 Ducats, which must be a cut down version of your full 125 Ducat list.

Players must submit their gang list to the TO for all games at the start of the event, before the first game.

Scoring

- **Winner: 3 points**
- **Draw: 1 point each**

Kills & Remaining Ducats

At the end of each game, add up the number of Agendas you achieved and total number of enemy character killed. These are used for tie-break situations.

Rules

This tournament uses the most recent Carnevale FAQ, including any experimental rules published within.

Acquisition

Smuggling has always been a reliable trade in the City of Canals. With many ships now calling Venice their main port of call, and the Guild taking organised crime as their own, business is thriving! There are few areas in the city at night that won't be used for smuggling goods, and turning up to the right place at the right time might net you a small fortune.

Gangs

- 75 Ducats each.

Setup

- 2'x2' board.

Primary Objective

- 2 Mobile Objectives, worth 2 Victory Points, setup along the centre line of the board, shown in green (as examples).
- Each Objective instead scores 3 Victory Points to a gang if it's being carried by a friendly character at the end of the game.

Agendas

- 3 scoring 1 Victory Point each.
- Secret, Cycle, Double.

Special Rules

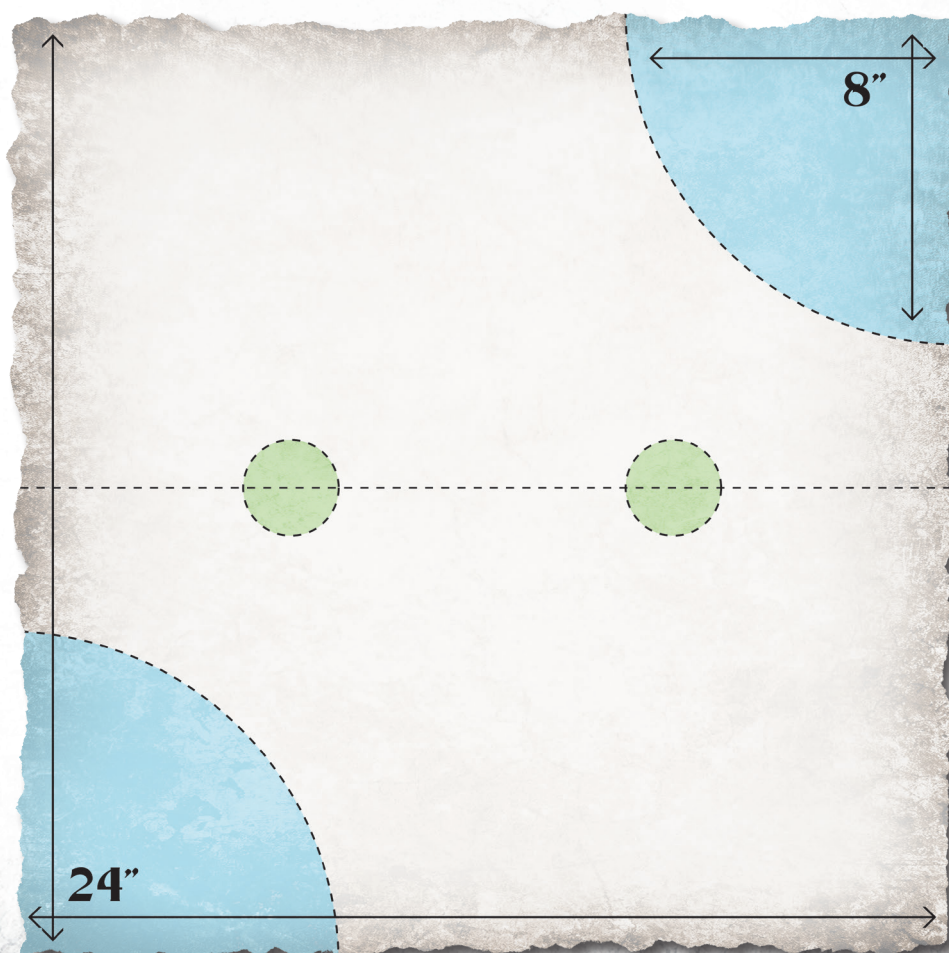
- When choosing gangs, players do not have to include a character with the Leader keyword.

Deployment Zones

- Up to 8" away from opposite corners, shown in blue.

Duration

- 5 rounds.



Gang War

Even before the Rent in the Sky tore Europe apart and plunged Venice into depravity there were dozens of secret (and not-so-secret) societies in the city. Each has its own agendas and storied history clashing with other citizens. Now those rivalries have come to the boil, even the smallest slight being met with utmost violence between gangs at night.

Gangs

- 125 Ducats each.

Setup

- 2'x2' board.

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.
- Double.

Special Rules

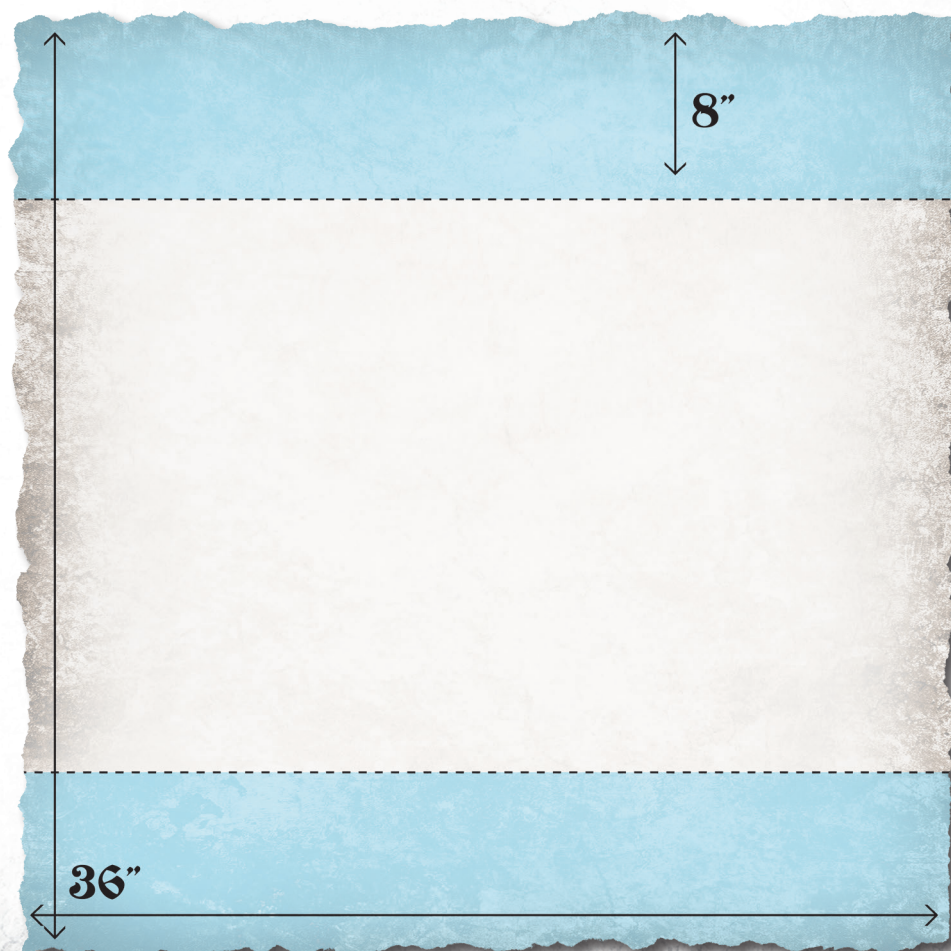
- When choosing gangs, players do not have to include a character with the Leader keyword.

Deployment Zones

- Up to 8" away from opposite board edges, shown in blue.

Duration

- 5 rounds.



Secure Arms

With increased violence in the streets comes increased demand for protection. For the wealthier members of society that comes in the form of hired bodyguards, and for everyone else, it's personal protection. While weapons are outlawed for most of the residents, there are still places to get them - if you don't mind a fight in order to do so!

Gangs

- 75 Ducats each.

Setup

- 3'x3' board.

Primary Objective

- 6 Objectives, worth 1 Victory Point, shown in green (as examples).

Agendas

- 5 scoring 1 Victory Point each.

Special Rules

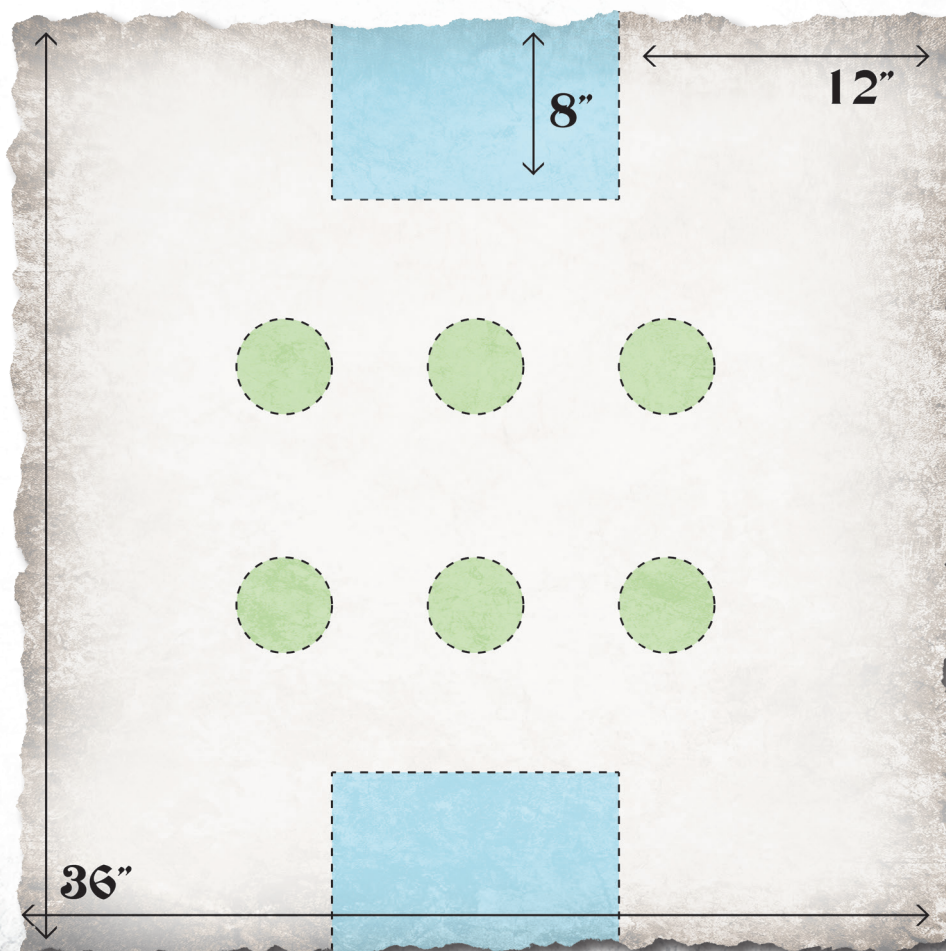
- Any character within 3" of an Objective gains the Expert Offence (2) and Expert Marksman (2) special rules.

Deployment Zones

- Up to 8" away from opposite board edges and 12" away from side board edges, shown in blue.

Duration

- 5 rounds.



Take What is Theirs

True charity is hard to come by in Venice. There are beneficial organisations like the Church of Dagon to help the needy, but those institutions always come with a hidden cost. Instead, if you want something, you take it. While the day time has the streets busy with commerce, the night sees them turn bloody as rivals fight bitter wars for control of the city.

Gangs

- 2-4 players, 150 Ducats each.

Setup

- 3'x3' board.

Primary Objective

- 1 Claimable Mobile Objective for each player, setup within 4" of the centre of the board shown in red. Each objective is automatically claimed for its controlling gang at the start of the game.
- Each Objective scores 3 Victory Points to a gang if it is within 12" of their Deployment Zone corner at the end of the game.
- Gangs can reclaim any Objectives. Gangs cannot pick up their own Objective until it has been claimed by another gang.

Agendas

- 3 scoring 1 Victory Point each.
- Cycle.

Special Rules

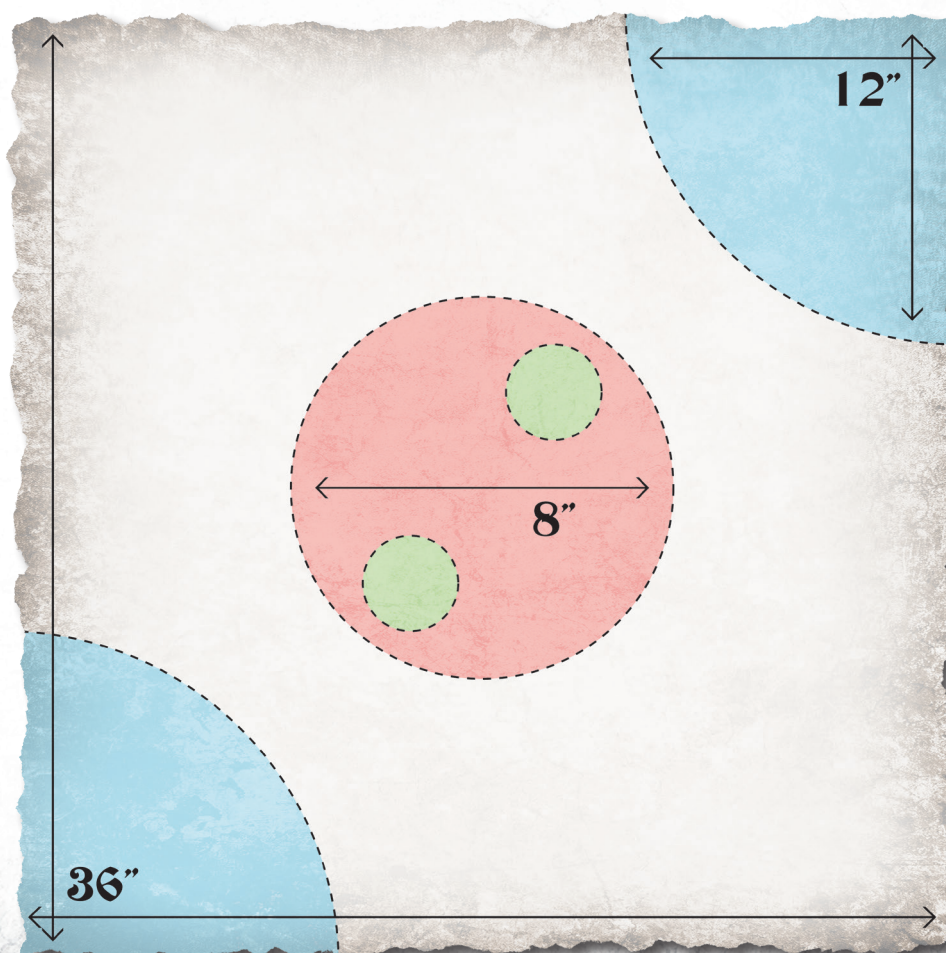
- Every friendly character gains the Brave special rule if they are within line of sight of a friendly character carrying an Objective.

Deployment Zones

- Up to 12" away from opposite corners, shown in blue.

Duration

- 6 rounds.



What You Need To Bring

- 125 Ducat gang - at least 3 colours
- 2 copies of your gang list
- This player's pack
- Dice, counters & tape measure
- 1 pack of Agenda Cards
- Rules - including any faqs relevant to your gang

Prizes

- **King of Thieves**

The player with the highest score at the end of the event.

- **Prince of Thieves**

The player with the second highest score at the end of the event.

- **Capodecina**

The player with the third highest score at the end of the event.

- **Citizen**

The player with the lowest score at the end of the event.

- **Carnival Finery**

Best painted gang, decided by our judges.