

# Version 2.2 Changelog

The 2.2 version of the Carnevale digital rulebook is the same as found in Blood on the Water. There are some major and minor tweaks to the rules found in both the large Carnevale rulebook and the small Carnevale rulebook. Any older versions of the rules are completely valid still, simply agree with your opponent which version you will be using. What follows is a list of rules changes to help you to upgrade your games to the 2.2 rules.

## The Basics

- **Fortune's Favour** core rule added.
- "Activations" are now called "turns"; more frequently "character turns" to avoid action/activation confusion.
- Initiative is now calculated purely on the number of 7+ rolls - no more criticals or fumbles.
- Characters in base contact are never counted as in Cover, even when in water.
- Characters that are counted as in base contact while touching the same obstacle are still counted as in Cover.
- Being in base contact with 3 or more enemy characters no longer affects a character's DEXTERITY.
- Unarmed attacks lose the **Aquatic** ability.
- Opposed Rolls: the defender rolls first, and the number of Aces are subtracted from the attacker before they roll, rather than from their Aces.
- A character may never use more than **3AP** in *each game round*, rather than in their turn.
- **Command Points** have been streamlined. Now each **Command** has a name. A single character may still only use each **Command** once per round.
- **PLAN** allows an Agenda to be discarded and redrawn at the start of each round (rather than only at the start of the game previously).
- **ORDER** gives a character **+1AP** at the start of their turn.
- **COUNTER** gives a character **1AP** for an out of sequence action after an enemy character makes an action and **after** any Attacks of Opportunity - this counts towards their **3AP** max per round.
- **ABILITY** is split into two sub-categories. Each *Command Ability* must be on the character's card, or a faction specific one:

- **AURA** abilities are in play until they stop, and only characters within the distance specified are affected at time of use (for example if an **AURA** gives **Expert Offence** within 6", you would have to make a Combat action within 6" to gain the benefit).
- **PULSE** abilities take effect immediately, targeting the specified character at time of use.

## Actions

- "**Move**" action is now referred to as "**Run/Climb**" to avoid confusing wording.
- When rolling to Disengage, a character on a smaller base than the opponent (whether attacking or defending) gains **+1 DEXTERITY**.
- If counted as in base contact by touching the same obstacle, characters do not need to test to disengage.
- **Controlled Landings** now cost **1 Will Point** in addition to the regular **1AP** for the Jump. They cause Falling rolls to be Aces on a roll of 5+ instead of 7+.
- Characters cannot **Guard** while in base contact with an enemy.
- **Grappling** and **Drowning** give **+1 ATTACK** for characters on larger bases, whether attacking or defending.
- **Casting Spells** in base contact no longer gives an Attack of Opportunity.
- To **Dispel**, characters must now only be in line of sight of the caster.
- **Dispelling** now only costs **1 Will Point**, despite how many **Will Points** the spell costs. Remember that Opposed Rolls have changed though!
- **Hide** action added.

## Terrain

- Both Difficult Ground and the new Unstable Ground are counted as sub-categories of Solid Ground.
- Canals up to 1" tall may be climbed out with no movement penalty. However, canals over 1" may not be climbed out at all, unless there's a Water Access point like a ladder.
- Barricades (both light and heavy), Landing Spots, Unstable Ground, and Water Access added.

## Equipment

- **Lantern:** reduced to 2 Ducats. Also removes characters' **Hidden** counters.
- **Gondola:** reduced to 4 Ducats.
- **Intercepted Documents:** reduced to 4 Ducats.
- **Poison:** instead gives the **Poisoned** weapon ability for one attack.
- Boat, Carnevale Mask, and Explosive Barrel added.

## Character Abilities

- **Acrobatic:** no longer used for Falling rolls.
- **Brave:** automatically passes **Fear** rolls.
- **Companion:** requires line of sight, but also replenishes **1 Will Point** at the start of a character turn if they have line sight.
- **Engage:** automatically passes non-active character Disengage rolls (unless they have **Slippery**).
- **Ethereal:** reworded.
- **Flight:** reworded. Flying characters can now Jump and Fall (although they take less damage from falling).
- **Limited Movement:** 2" movement when climbing, maximum of 2" horizontal movement while in water, and cannot carry Mobile Objectives.
- **Primitive:** table is removed - now a simple "pass/fail".
- **Slippery:** automatically passes active character Disengage rolls (unless they have **Engage**).
- **Aerial Attack, Boat Crew, Bulky, and Expert Grappler** added.

## Weapon Abilities

- **Reload:** the X value now shows how many times the weapon can be fired in each round. **AP** is now no longer required to reload, it's assumed the character reloads while moving or hiding, or waiting for their turn. The X value also shows how many times a weapon can be used while in base contact. Once a character has used it that many times, it must start its turn outside of base contact to reload and use it again.
- **Smoke:** gives a Hidden counter instead of stopping all line of sight.
- **Knockback** and **Poisoned** added.

## Magic Spells

- **Marksman's Fortune:** now increases or decreases the **Reload (X)** value of one character in line of sight within 18".
- **Walk Between Worlds: Slippery** no longer has an (X) value.
- **Madness:** this action does **not** count towards a character's **3AP** per round.