



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

Version 1.1 - published 7th June 2019

Version 1.2 - published 9th June 2023



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Errata

Rulebook - 2018 Version

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 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 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 higher than 1” above where 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...”

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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.

Special Rules (all rulebook versions)



Frenzied

Add the following sentence to the end of this rule:

“Frenzied cannot be used if it would bring a character's life points to 0.”



Limited Movement

Add the following sentence to the end of this rule:

“Characters with the Water Creature Special Rule move their full MOVE while in water but still suffer all of the other penalties of Limited Movement.”



Blast

This weapon uses the round blast marker. Place the blast marker centred over the target. Roll once for your Attack Roll and apply the roll to every individual character (friendly and enemy) under the template and within 1” vertically.

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. Water Creatures move their full MOVE while in water.
- **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.

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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



The top roll has 2 dice that are Aces, so is a success.

The bottom roll has 0 dice that are Aces, so is a Fail.

Critical



The top roll has a 10 on the Destiny dice and at least 1 other Ace, so is a Critical.

The bottom roll has a 10 on the Destiny dice, but no other Aces, so is not a Critical, just a Success.

Fumble



The top roll has a 1 on the Destiny Dice and no other Aces, so is a Fumble.

The bottom roll has a 1 on the Destiny Dice but at least 1 other Ace, so is a Success, not a Fumble.

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!



Does a character count as soft ground when falling?

No.



Is a Gondola a Boat?

While real life Gondolas are a type of boat, for the purposes of Boat Crew and other interactions with the Boat scenery type in game, Gondolas are not Boats.

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).



Can I target characters in base contact with enemy models?

Yes.



If I hit a character on the edge of a rooftop with a Blast weapon and there's a character on ground level next to the same edge, does the character on the ground get affected by the Blast?

Only characters on the same approximate level (within 1" or less of vertical distance) are affected by a Blast weapon.



If a character is killed due to falling damage as a result of an attack, does that character count as killed by the attacking character?

Yes.

e.g. a character grapples an enemy character off of a roof, which causes enough fall damage to kill them. The attacking character counts as killing the target as the fall damage was a direct result of a Grapple action.



If an Unholy Union kills a Paladin of St Lazarus, does it gain any life back?

Yes. The Paladin is still killed when it reaches 0 Life Points regardless of whether it gets back up or not. The Unholy Union will replenish the Paladin's starting Life Points of 14 each time it kills a Paladin.

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Special Rules



What's affected by the stacking limit of 3 for Special Rules?

All of the special rules in the Special Rules section that have an (X) after them are subject to this limit. If a character with Expert Offense (2) would gain another instance of Expert Offense (2), that character would end up with Expert Offense (3). If a character would grant a special rule with an (X) value over 3, only the highest value is used.

A character's stats are unaffected by this rule, multiple rules may stack stats until they reach the limit of 10.

e.g. if a character with 5 Attack and First Strike (3) gains Bloodlust from a character with Mage (3), that character would gain an additional 5 Attack when making an Attack of Opportunity from charging.

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 Offense 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.



How does Knockback and Harmless work on La Signora's Costume Pistol?

After rolling for the attack as normal, if any aces are rolled, the target suffers the effects of Knockback, but doesn't take any damage from the attack itself due to Harmless (though if you knock them off of a roof, they may still take falling damage).



If I have 2 characters with Bodyguard in range of a character that gets charged, can both bodyguards charge the enemy character?

Yes. Each defending Bodyguard can charge the attacker, choose the order in which the defenders will perform their actions, one defender at a time. If the second defender is unable to complete a charge against the attacker, it cannot use its Bodyguard rule.



Are Jumps affected by Limited Movement?

No.



Is Disengaging affected by Limited Movement?

No. Disengaging itself is unaffected, though where the disengaging character can move to afterwards is still subject to Limited Movement.



Do I have to target an enemy with Harmless weapons?

Unless otherwise specified, yes.

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Can a character with Flight move vertically to gain a charge from above?

Yes, although if it is in base contact with an enemy already it would need to Disengage (and would make an Opposed DEXTERITY roll).



Can Mindless characters score Victory Points on scenario Primary Objectives or are only Objectives on the board affected?

Only Objectives on the board are affected, Mindless characters can still score Victory Points through Agendas, killing enemies, or surviving.



Do characters with the Ethereal special rule ignore the penalties for water?

Yes.



If a character has more than one Companion (X) rule, does it gain multiple Will Points back for being in line of sight to both?

No, only one, though you only need to be in line of sight of one of the X characters to gain the benefit.

Characters



Can I heal the target of the Knight Commander's Fight Until the Last to prevent them from being removed?

No. You can heal the targeted character after they reach 0 Life Points, but they are still removed once their turn is complete.



Does the Prelate of the Flaming Sword's Burning Sword ability stack?

Yes.



How much PROTECTION does a character with PROTECTION 3 have when affected by Fadhila's Protective Bubble?

3. Universal Shielding cannot take a character's PROTECTION above their starting value. Any characters with a lower value for Expert Protection (X) would have Expert Protection (4). Any characters with a higher value for Expert Protection (X), would use the highest value.

Magic



How does Boiling Veins work?

If a Mage (2) rolls 5 Aces for their Magic Roll, they subtract 2 from the total Aces, for an initial Damage value of 3. The target then takes 3 damage with Penetration -2 (the caster's Mage (X) value).

If the target is killed by this damage, before removing them, place the Blast marker over them. Each other character (friendly and enemy) touched by the template loses 5 Life Points.



Can I use Renewed Vigour to remove a Stunned counter from a character with the Full Plate special rule?

The Renewed Vigour spell can be used to prevent a Full Plate character from gaining a Stunned counter when they enter water. Renewed Vigour cannot remove the Stunned counter caused by Full Plate. It is only removed when the character ends one of its turns out of water.

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Balance Changes

Guild

Recruiter

Change Instigator to: "All friendly characters with Companion(Trade) gain +1 ATTACK while within 6" of one or more characters with this special rule. Characters with the Instigator rule are unaffected.

Rashaar

Partuul Matriarch

Reduce Ducats to 25.

Magi Rashaar

Increase Ducats to 24.

Voice of Dagon

Reduce Ducats to 20.

Bounding Telchine

Reduce Ducats to 9.

Patricians

Venetian Spy

Increase Ducats to 16.

Naval Lieutenant

Increase Ducats to 15.

Guard Marksman

Increase Ducats to 12.

Ottoman Archer

Reduce Protection to 3.

Doctors

Ordnance Doctor

Increase Ducats to 15

Vatican

Paladin of St Lazarus

Reduce Mind to 2.

Summoner Priest

Add "Invoker" to Keywords.

Golgotha

Change Companion(Summoner Priest) to Companion(Invoker).

Altar Boy

Change Censer Bearer to: "Any friendly character that starts its turn within 6" and in line of sight of this character replenishes 1 Will Point.

Characters with the Censer Bearer rule cannot be affected by this rule (from their own or other Censer Bearers). Characters cannot be affected by multiple instances of this rule in one turn."

Strigoi

Vlad Dracula

Increase Life Points to 15.

Stryha Crone

Reduce Ducats to 22.

Increase Life Points to 12.

Noble Strigoi

Reduce Ducats to 21.

Increase Life Points to 13.

Cetean Upior

Reduce Ducats to 21.

Increase Life Points to 17.

Zoryi

Reduce Ducats to 19.

Increase Life Points to 19.

Ceres, Cibebe, & Miriam

Increase Life Points to 12.

Strzyga

Reduce Ducats to 18.

Increase Life Points to 15.

Monstrous Claws - Reduce Damage to "-".

Monstrous Claws - Increase Penetration to -3.

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Balance Changes



Hulking Moroi

Reduce Ducats to 16.

Increase Life Points to 15.

Change Crazy to: “When this character uses Life Points as Will Points (due to Frenzied), if those Will Points were not used on a Combat action (including from Attacks of Opportunity), it costs 1 extra Life Point per Will Point.”



Strige

Reduce Ducats to 15.

Increase Life Points to 10.



Aquatic Strigoi

Reduce Ducats to 15.



Reaper

Increase Life Points to 12.



Strigoi Priest

Increase Life Points to 12.



Common Strigoi

Increase Life Points to 11.



Ferryman

Remove Fast Swimmer (2)

Add Fear (1)

Add the following Special Rule: “Dredge: When this character makes a Row Action, any friendly characters with the Water Creature special rule in base contact with the Gondola at the start of its movement may be placed in base contact with the Gondola at the end of its movement.”



Nosferatu

Increase Life Points to 10.



Sinker

Reduce Ducats to 12.



Newborn Strigoi

Increase Life Points to 9.

Change Crazy to: “When this character uses Life Points as Will Points (due to Frenzied), if those Will Points were not used on a Combat action (including from Attacks of Opportunity), it costs 1 extra Life Point per Will Point.”



Harpy

Increase Life Points to 7.

Gifted



Maria Fioritura

Change the rules text for her unique Magic Spell to: “Maria Fioritura may use the following unique Magic Spell. This spell cannot be used by other characters. She knows this in addition to any other spells.”



Escaped Madman

Reduce Ducats to 16.



Starspawn

Reduce Ducats to 15.



Il Dottore

Reduce Ducats to 13.



Brighella

Reduce Ducats to 13.



Pantaleone

Reduce Ducats to 10.



Colombina

Reduce Ducats to 10.

Special Rules



Smoke

Add the following paragraph: “Smoke weapons with the Harmless special rule may target friendly characters.”