

Rumble at Il Ridotto

A rowdier than normal group of Pulcinella have been seen near the old Il Ridotto causing a ruckus. They keep shouting about "turnbuckles", "back alleys", and "referees" and it's getting altogether a bit too ridiculous. They're very possessive about a patch of plaza with boxes stacked in piles around it and are grappling any passer by and throwing them out of their fiercely protected area. The worst part is that they're wearing nothing but their undergarments, quell this mob of ruffians, evict them from the plaza and impose upon them the importance of proper behaviour and attire.

This scenario makes use of the RUMBLESLAM team The Masked Mayhem as a gang specific to this scenario. The Masked Mayhem are designed solely for this scenario and are not intended for use in normal Carnevale games. One player gets to play this team, with all the show-boating and kayfabe that entails, they're here to cause no end of trouble in the ring, after all. The other player uses a normal Carnevale gang at the specified points level for the scenario, following all the normal rules. You can set up the board following the normal terrain rules, or you can set it up with a central plaza section surrounded by canals, with a bridge on all 4 sides.

Gangs

- 1 Defender, The Masked Mayhem. No other characters may be taken.
- 1 Attacker, 65 Ducats.

Setup

- 3'x3' board.
- At least 12" x 12" of plaza section in the centre of the board. No buildings may be placed in this plaza section, though other scenery may be placed inside. Follow the rule of thirds for the rest of the board.
- 4 "Turnbuckle" scenery pieces in the corners of the Defender's deployment zone at least 1" high. These can be crates, barrels, market stalls, or any non-building scenery piece.

Primary Objective

- Each enemy character and claimed Objective partially or completely outside of the Defender's deployment zone scores their opponent 1 Victory Point.

Agendas

- The player with the least amount of characters gains an Agenda for each additional character their opponent has.

Special Rules

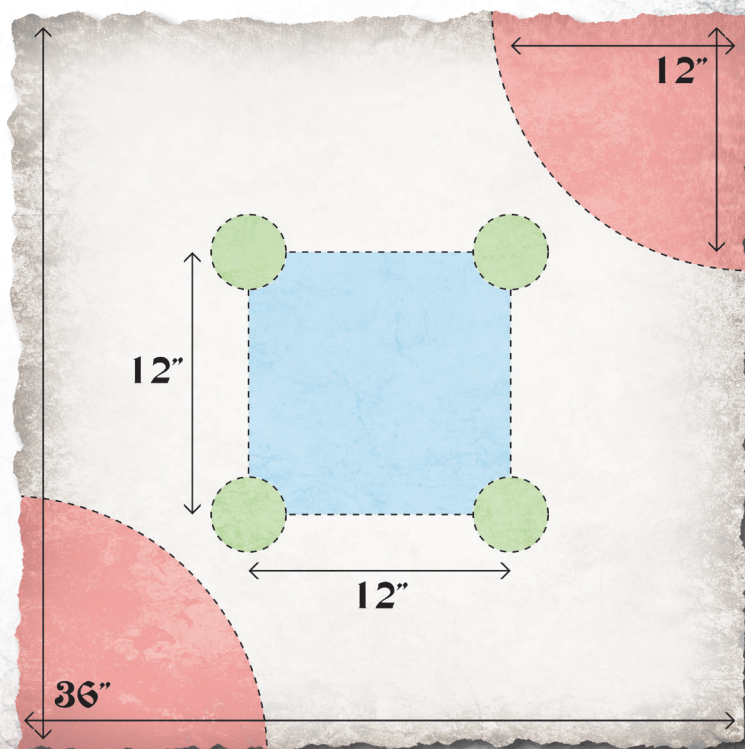
- Killed characters are Knocked Out and become Claimable Mobile Objectives that are automatically claimed by the player that killed the character (even if the character was killed by a character with the Mindless Character Ability). These Objectives may be picked up normally but may also be grappled as if they have an Attack of 2.
- If a character charges from a Turnbuckle, it counts as an attack from above, no matter how high it is.

Deployment Zones

- Defender: A 12" square in the centre of the board.
- Attacker: 12" from opposite board corners.

Duration

- 5 rounds.





Big Punch



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	4	2	3

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sbattere il Corpo	0"	-1	+1	+1	Knockback

Keywords

- *Faction (Il Ridotto)*
- *Leader*
- *Masked Mayhem*

Character Abilities

- **Brawler (1)**
- **Companion (Masked Mayhem)**
- **Expert Grappler (2)**
- **Mindless**

Eagle Airways



Make a **Basic MIND** Roll.

The number of **Aces** is the number of friendly characters you may make a **0AP Run/Climb** action with. Those characters gain **Flight** for this **Run/Climb** action.

King for a Round

At the start of each round, pick a single friendly **wrestler** character with this rule. That **wrestler** character gains **+1 MOVEMENT** and **+1 MIND** until the end of the round. A **wrestler** character may only be affected by **King for a Round** once each game.



Grumpy Pulcinella



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Diving Stick Slap	0"	-	+2	+1	Stun

Keywords

- *Faction (Il Ridotto)*
- *Hero*
- *Masked Mayhem*

Character Abilities

- **Companion** (Masked Mayhem)
- **Aerial Attack**
- **Mindless**

Phoenix Fizz



Make a **Basic MIND Roll**.

The number of **Aces** is the number of friendly characters that replenish **1 Life Point** and remove any **Stunned** counters.

King for a Round

At the start of each round, pick a single friendly **wrestler** character with this rule. That **wrestler** character gains **+1 MOVEMENT** and **+1 MIND** until the end of the round. A **wrestler** character may only be affected by **King for a Round** once each game.



Angry Pulcinella



Actions



Life



Will



Command



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
4	3	3	2	2

Weapon	Range	Evasion	Damage	Penetration	Abilities
Linea di Vestiti	0"	-	+1	+1	-

Keywords

- *Faction (Il Ridotto)*
- *Hero*
- *Masked Mayhem*

Character Abilities

- **Companion (Masked Mayhem)**
- **First Strike (1)**
- **Mindless**

Woodland Wonder Sprite Steroids



Make a **Basic MIND** Roll.

The number of **Aces** is the number of friendly characters that gain **+1 DEXTERITY** until the end of the round.

King for a Round

At the start of each round, pick a single friendly **wrestler** character with this rule. That **wrestler** character gains **+1 MOVEMENT** and **+1 MIND** until the end of the round. A **wrestler** character may only be affected by **King for a Round** once each game.



Pulcinella Bully



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Colpo Basso	0"	-1	-	+1	Stun

Keywords

- *Faction (Il Ridotto)*
- *Henchman*
- *Masked Mayhem*

Character Abilities

- **Companion (Masked Mayhem)**
- **Expert Grappler (1)**
- **Mindless**

King for a Round

At the start of each round, pick a single friendly **wrestler** character with this rule. That **wrestler** character gains **+1 MOVEMENT** and **+1 MIND** until the end of the round. A **wrestler** character may only be affected by **King for a Round** once each game.



Actions



Life



Will



Size



Ducats

MOVEMENT	DEXTERITY	ATTACK	PROTECTION	MIND
5	4	3	2	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Barra Del Braccio	0"	-	+1	+1	-

Keywords

- *Faction (Il Ridotto)*
- *Henchman*
- *Masked Mayhem*

Character Abilities

- **Brawler (1)**
- **Companion (Masked Mayhem)**
- **Mindless**

King for a Round

At the start of each round, pick a single friendly **wrestler** character with this rule. That **wrestler** character gains **+1 MOVEMENT** and **+1 MIND** until the end of the round. A **wrestler** character may only be affected by **King for a Round** once each game.