Cannaregio Burns

December 24th, 1795

Calm spills over Venice, as the Rent in the Sky starts to dim. As it was the previous year, the mystic light crackling above La Serenissima was fading. None in the city knew why the great astral phenomenon grew darker over December, but it was a welcome change, residents finally able to get a full night’s sleep.

This day – la vigilia – was celebrated by many, mostly keeping the festivities in their own homes. Across the city lights were lit and decorations littered the streets. Suns and moons hung high, and the most elaborate nobles hung wreaths and masks all over their residences – partly as a showcase of festivity, and partly as a grisly reminder of their night-time activities throughout the year. The docks had been running around the clock in preparation, carting in as much fish as they could to celebrate the many courses of supper.

In Cannaregio the population were settling in to commemorate Hanukkah, starting the next day. Colourful menorahs lined archways and sat in windows – covered and barred as usual. The houses were mostly silent, the citizens of the sestiere pausing under the cover of welcome darkness.

A faint orange glow lined the streets, starting in Campo San Marcuola, and growing as it moved up through the district. The fire light was the first indication, but the thumping of boots told the whole story. An invading force, entering the Ghetto, marched up from the Grand Canal. Brandishing torches the raiders lit straw and wood as they stomped through the streets.

Before long doors were being knocked on and soon after bashed in. Residents were dragged from their homes and beaten. Men in plain brown cloth made up the majority of the party, golden crosses hanging from their necks. They brandished clubs to attack their quarry, although the more well-dressed members brought swords and pistols. The force was nothing short of an army; well armed and armoured. The group was led by several high-ranking priests, chanting litanies from their new gospel, bubbling with fervour, spitting out hatred into the night.

Many good men and women were torn from the comfort of their homes. The lucky ones were beaten and trampled, and the rest were dragged through the streets. Crude pyres were raised, along with crucifixes. Campo del Ghetto Nuovo became the epicentre, piles of wood and books set ablaze, and unlucky citizens hoisted up. Their screams echoed through the night as the Vatican soldiers watched. Deacons spouted sermons, shouting over the din, until suddenly the screams were silenced.

The Vatican troops looked around, confused that their punishment would be ended prematurely. The victims slumped down on their stakes, cut straight through the throats. From the top of the Banco Rosso a whistle echoed throughout the plaza. Several shadowy figures emerged on the rooftops, brandishing steel and ready to fight. The man in the mask finished his call and leap from the roof. His hood flew back as he fell straight down, twin swords finding their mark as he landed heavily on a Deacon, skewering him straight through. The Vatican soldiers raised their clubs, and the fight began.

Gangs
• The Guild player is the Attacker, 100 Ducats.
• The Vatican player is the Defender, 150 Ducats.

Setup
• 3’x3’ board.
• At least 8 buildings, minimum 12” from the centre of the board, shown in green (as examples).

Primary Objective
• 5 Destructible Objectives, shown in yellow (as examples) placed within 12” of the centre of the board by the Defender.
• Attacker: scores 2 Victory Points for each Objective destroyed.
• Defender: scores 2 Victory Points for each Objective still on the board at the end of the game.

Agendas
• 3 scoring 1 Victory Point each.
• Secret.

Special Rules
• Each Attacking character gains the Infiltrate special rule.
• Every Attacking character that already had the Infiltrate special rule may be deployed anywhere on the board at least 4” above ground level.

Deployment Zones
• Attacker: up to 10” away from any board edge, shown in red.
• Defender: up to 12” away from the centre, shown in blue.

Duration
• 5 rounds.
Dagon Protects

January 2nd, 1796

The fighting in Cannaregio had been bitter fought, and while the battle ended fairly quickly with the retreat of the Vatican forces, the district had been left in ruins. The Ghetto was already dilapidated, which meant that the fires set had spread quickly. The efforts of the shadowy group of fighters had been successful in winning the skirmish but also in rounding up survivors to put out the flames. Luckily Venice was never far from water.

The damage was extensive, and efforts to rebuild had been slowed as rescue parties were gathered to look for survivors. Picking through the damage, it seemed that the ones killed outright by Vatican blade and fire were the minority. Bodies were lifted out of the rubble on a daily basis, the residents of the Ghetto finding fresh torment with each stone unturned.

Throughout the carnage one group came in to help more than any other. While the residents were mobilised by a group that none would identify with, a great deal of the rescue effort was completed by the Church of Dagon – more than happy to take credit.

The priests and acolytes of the Church could be seen around the clock, clearing wreckage and mourning with the victims. Their most valued effort though was in re-housing and feeding survivors. Many of the Jewish residents had their houses destroyed, leaving them with nothing. The Church of Dagon took them to their places of worship and found them followers to stay with until everything had passed. They fed them and clothed them, asking for nothing in return, and completely avoiding the obvious religious differences. Lending aid in a time of need was a force that brought them together and walked a higher path than any other concerns, the priests of Dagon said.

Still, even with the combined efforts of the Dagonites and the Jewish population, night was a troubling time in Cannaregio. Opportunists sprung up to take advantage of the destruction, looting and raiding wherever they wanted. The Church maintained a group in the area at night to protect the citizens, and some even claimed that their forces seemed even stronger at night than during the daytime. Righteousness was on their side, and the officiants fought tooth and nail against these looters.

More troubling still, through the weeks of recovery even more bodies were found. Some people hadn't been seen since the night of the attack, and others seemed to have been killed during rescue efforts, lightly buried under rubble, bled out overnight. While the Church of Dagon limited rescue efforts to the daytime, they couldn't quite understand why so many people seemingly attempted to clear buildings after hours.

The bodies turning up were increasingly bizarre, seemingly untouched by the collapses, with very little damage other than the small wounds that left them drained of blood. The Church of Dagon set out to uncover the truth.

This scenario is a bit of a mystery one, chasing down ghosts until the full force of the Strigoi is uncovered. It's a short game, and is worth playing twice, swapping gangs each time, since it can swing one way or another quite quickly.

Gangs

- The Rashaar player is the Attacker, 100 Ducats.
- The Strigoi player is the Defender, 75 Ducats.

Setup

- 2’x2’ board.

Primary Objective

- 10 Claimable Objectives, shown in green.
- Each Objective claimed by the Attacker is worth 1 Victory Point at the end of the game.

Agendas

- 5 scoring 2 Victory Points each.
- Cycle, Secondary.

Special Rules

- If the Defender claims an Objective, at the end of the round, if still claimed, remove the Objective and place a friendly Common Strigoi character there instead.
- From that point on the Common Strigoi acts as part of the Defending gang.

Deployment Zones

- Attacker: up to 8” away from either board edge, up to 6” away from the centre, shown in blue. The gang can be split between the two zones.
- Attacker: up to 8” away from either board edge, up to 6” away from the centre, shown in red. The gang can be split between the two zones.

Duration

- 7 rounds.
“Friendly” Rivalry

February 24th, 1795

Two full months after the Vatican invaded Cannaregio and the Jewish Ghetto was finally seeing some turn around. The rubble had been cleared, and the dead had all been buried. The residents were finally starting to rebuild their lives and their sestiere.

Aided by the nobility, money was put into the project, aiming to give the people somewhere to live and work and finally getting back to normality. The Doge had tried to launch investigations into the Vatican attack, but had met stony faces on every side. The people of Venice sorted out their own problems, and a string of grisly murders of men of the Cloth attested to that.

The Patricians of Venice were willing to rebuild, but had very little desire to help the Ghetto achieve more than it had been before the attack. A return to normality is what they wanted, far more interested in the labourers returning to work than their livelihood. The nobles were increasingly turning their attention East, focusing on recruiting for the City Guard, training them to raise a new navy. Still, needs must and they knew that a small amount of Ducats spent now would help them in the long run.

Meanwhile the Doctors of the Ospedale were increasingly interested in the restoration project. The Doctors expertise traditionally involved medicine, but with the increase in residents on San Servolo, the Ospedale had fast become a new haven for all sorts of studies. The staff boasted architects, engineers, and more, making them the perfect partners for reconstructing Cannaregio. They wanted to build new clinics in the area too, increasing the health of the city, and being there to treat any long-term effects of the attack.

The residents welcomed the Doctors with open arms, glad of the assistance. The nobles felt equally happy about the deal, willing to pass off responsibility and – more importantly – funding to their learned allies. The restoration proceeded happily.

However, as is the case in Venice, when night draws in, people change. The Rent light had grown again, arcs of lightning in purple and gold flickering through the heavens. The madness of sleepless nights was returning, and the nobles resumed their masqueratas. The lavish parties grew larger and more elaborate, with various intoxicants imbibed, further helping the Patricians to lose themselves. Their revelry soon turned violent, and they poured out onto the streets. Having spent their days in Cannaregio suffering the simpering of the impoverished, their true feelings were brought to the fore, and off to the Ghetto the Patricians strode, keen for blood.

Little did they know that the pact they’d made with the Doctors included not just protection from illness, but from marauding forces. The Doctors now had a new test ground for their more untoward experiments, safe in the knowledge that the sight of a Plague Doctor walking the streets at night would no longer be suspicious. The sick and fringes of Cannaregio were now theirs, and they weren’t about to let anyone else claim their kills. So it went that two parties that only hours earlier were shaking hands with a new deal would soon be trading blows as rivals.

Gangs
- The Patricians player is the Attacker, 125 Ducats.
- The Doctors player is the Defender, 125 Ducats.

Setup
- 3’x2’ board.

Primary Objective
- 2 Claimable Destructible Objectives placed 6” away from the centre of the board along the centre line.
- 4 Claimable Destructible Objectives placed 6” away from the centre of the board. 2 on one half, 2 on the other. All shown in green as examples. Objectives can be reclaimed, and start off claimed by the Defender.
- Attacker: Once an Objective has been claimed, it can then be destroyed. A destroyed Objective scores 1 Victory Point. Every Attacking character to touch the opposite short board edge (shown in green) is removed from play and scores 1 Victory Point.
- Defender: Every Objective claimed at the end of the game scores 2 Victory Points.

Agendas
- 2 scoring 2 Victory Points each.
- Total.

Special Rules
- Every time an Objective is destroyed, the destroying character gains +1 Attack, and a Defending character (defender’s choice) gains +1 Command Point and Will Point.

Deployment Zones
- Attacker: up to 6” away from the centre of one board edge, shown in red.
- Defender: Up to 18” away from the opposite board edge, shown in blue.

Duration
- 6 rounds.