**Fight For the Crown**

The sun is rising, and a new day is dawning on Venice. A gang of Pulcinellas are tiring from their night of chaos, and only one thing is left to do before sleeping the day away: crown a new king. Of course, the old king isn’t about to give up the crown so easily, so – in true Noble Cult of the End of Days style – a fight is about to break out.

**Gangs**
- 4 players.
- 1 player controls a King Pulcinella, the other three players control 1 Pulcinella or Ostrich Riding Pulcinella each (randomise who controls whom, or fight it out to decide!).

**Setup**
- 2’x2’ board.

**Primary Objective**
- 1 Mobile Objective (the crown!) carried by the King Pulcinella at the start of the game. Whoever holds the Objective at the end of the game wins.

**Agendas**
- None.

**Special Rules**
- The King Pulcinella may use its Command Points to make another Pulcinella make an action out of turn (even though they’re not completely friendly!) - the King’s controlling player decides exactly how that action plays out!
- A player controlling a Pulcinella (not an Ostrich Riding Pulcinella or King Pulcinella) may, once per game, choose to gain 1AP for their activation.
- Any character carrying the Objective may make any actions available to them, not just Move actions, and gains the Expert Offence (2) special rule.

**Deployment Zones**
- Up to 4” away from the centre of the board, and at least 3” away from an enemy character.

**Duration**
- 5 rounds.