

RUCKUS QUICK REFERENCE SHEET

TURN SEQUENCE

STEP	ACTIONS
I. SHUFFLE THE HERO DECK	SHUFFLE AND CUT THE HERO DECK.
II. DRAW A CARD FROM THE HERO DECK	- IF IT IS A CUNNING PLAN CARD, PLAYERS DICE OFF TO SEE WHO GETS TO DRAW FROM THE CUNNING PLAN DECK AND GO BACK TO THE START OF II. - IF IT IS A HERO CARD, THAT HERO IS ACTIVATED; GO TO III.
III. DECLARE ACTIONS	THE HERO'S CONTROLLING PLAYER SHOULD NOW DECLARE THE ACTIONS THEIR HERO AND THE CHARACTERS IN THEIR SPEAR WILL PERFORM.
IV. ACTIVATE CHARACTERS	THE HERO AND CHARACTERS IN THEIR SPEAR CAN NOW ACTIVATE IN ANY ORDER OF THEIR CHOOSING, BUT EACH CHARACTER MUST MOVE AND TAKE ALL ACTIONS BEFORE THE NEXT CHARACTER IS ACTIVATED; THE ONLY EXCEPTION TO THIS IS WHEN A CHARACTER MOVES TO SUPPORT ANOTHER IN MELEE.
V. REPEAT	GO BACK TO THE START OF II.
LAST CARD	WHEN THERE IS JUST ONE CARD REMAINING IN THE HERO DECK, GO TO THE END PHASE, WHERE PLAYERS WILL PREPARE FOR THE NEXT TURN.
END PHASE	1. TAKE TESTS FOR CHARACTERS THAT ARE FECKLESS. 2. IF A RETINUE IS WAVERING, TAKE A WILL TO FIGHT TEST. 3. RETURN ANY UNUSED CUNNING PLAN CARDS, AND SHUFFLE THE HERO DECK. 4. ADVANCE THE TURN COUNT AND SCENARIO-SPECIFIC EFFECTS.

CHARACTER TYPES

CHARACTER	ARMOUR TYPE	SAVING THROW
CAPTAIN, SQUIRE, MAN-AT-ARMS	FULL PLATE	3+
BILLMAN	PARTIAL PLATE, BRIGANDINE OR SIMILAR	4+
ARCHER, CROSSBOW, HANDGONNER	JACK, LEATHER, CHAIN OR SIMILAR	5+
PEASANTS	NONE	6+

FALL TABLE

ROLL ONCE ON THIS TABLE FOR EVERY 3" A FIGURE FALLS		
D6 ROLL	RESULT	
1	SERIOUS INJURY:	REMOVE FROM THE GAME
2	AWFUL FALL:	3 HITS (ROLL TO SAVE) AND WINDED TOKEN
3	BAD FALL:	2 HITS (ROLL TO SAVE) AND WINDED TOKEN
4	OUCH!:	1 HIT (ROLL TO SAVE) AND WINDED TOKEN
5	SHAKE IT OFF:	WINDED TOKEN
6	LEAP INTO ACTION:	UNHURT

MOVEMENT

	NORMAL	IN HARD GOING
CHARACTERS ON FOOT	6"	3"

RISK ROLLS (FAILED ON A D6 ROLL OF 1)

ROLL 2D6 + PROWESS	
TURN NUMBER OR MORE	MISHAP
LESS THAN TURN NUMBER	CALAMITY!

SHOOTING TABLE

WEAPON	SHORT RANGE (5+ TO HIT)	LONG RANGE (6+ TO HIT)	SPECIAL
LONGBOW	12"	UP TO 24"	MAY MOVE HALF AND SHOOT ONCE MAY SHOOT TWICE IF STATIONARY
CROSSBOW	9"	UP TO 18"	REDUCES FULL PLATE ARMOUR SAVES BY 1
HANDGONNE	12"	N/A	SHORT RANGE ONLY REDUCES ALL SAVES BY 1

MELEE TABLE

PRE-FIGHT	DEFENDER MAY CHOOSE TO FEND. SHOOTIST MAY CHOOSE TO EVADE		
DICE	ATTACKER AND DEFENDER ROLL 1D6 FOR EACH ATTACK ATTRIBUTE + 1D6 IF SUPPORTED		
	STANDARD TO HIT	ENCUMBERED/UNSKILLED	STALWART
FIRST ROUND	4+	5+	4+
SECOND ROUND	5+	6+	4+
THIRD ROUND	5+ MAY NOT USE SKILL'D AT ARMS	6+	5+ RETAINS SKILL'D AT ARMS

RUCKUS COMBAT SKILL TABLES



STRENGTH SKILLS

ACE	HARD TO KILL	GAIN 1 EXTRA HEALTH.
TWO	STRONG AS AN 'ORSE	BLESSED WITH GREAT STRENGTH, YOUR OPPONENT'S SAVES ARE AT -1 IN MELEE.
THREE	BATTLE FURY	IGNORE THE NEGATIVE EFFECTS OF TAKING WOUNDS UNTIL HEALTH GOES TO ZERO, AT WHICH POINT REMOVE FROM THE GAME AS USUAL.
FOUR	FLUTED PLATE	REROLL 1 SAVE ONCE PER ROUND OF MELEE.
FIVE	MIGHTY WARRIOR	MAY FORCE OPPONENT TO REROLL 1 SUCCESSFUL SAVE.
SIX	BORN TO HANG	WHENEVER LOSING LAST HEALTH, ROLL A D6. ON A 4+, LIVE ON WITH 1 HEALTH.
SEVEN	STALWART	REMARKABLE STAMINA ALLOWS HITS ON 4+ IN THE SECOND ROUND OF MELEE AND NO LOSS OF SKILL'D AT ARMS IN THE THIRD ROUND OF MELEE.
EIGHT	A TOWER OF STRENGTH	ROLL AN ADDITIONAL DICE WHEN USING FEND (2 EXTRA DICE IN TOTAL).
NINE	POINT BREAK	A ROLL OF 6 TO HIT, EVEN IF IT FAILS TO WOUND, DAMAGES THE OPPONENT'S ARMOUR IN MELEE. GIVE THE OPPONENT AN ARMOUR BROKEN TOKEN. THEY MUST MAKE ALL FUTURE SAVES AT -1. ARMOUR CAN ONLY BE BROKEN ONCE.
TEN	WILD SWING	MAY USE ONE EXTRA ATTACK DICE IN MELEE BUT CANNOT USE SKILL'D AT ARMS IF THEY DO.
JACK	RECKLESS	REROLL ANY MISSES IN MELEE. IN THIS RAGE THERE IS NO THOUGHT FOR PERSONAL SAFETY; -1 TO OWN SAVES FOR EACH SUCH REROLL THAT HITS.
QUEEN	BERSERK RAGE!	IF WINS THE FIRST ROUND OF MELEE, MAY IMMEDIATELY MOVE A SPECIAL CHARGE - UP TO JUST 3" - AND ENGAGE ANOTHER ENEMY CHARACTER IN A NEW MELEE. SUPPORT MAY NOT GO WITH THE BERSERK RAGE! CHARACTER, BUT ENEMY SUPPORTS IN RANGE OF THE NEW MELEE MAY JOIN AS USUAL.
KING	STRONGMAN	CHOOSE ANY STRENGTH SKILL.



DEXTERITY SKILLS

ACE	LIGHTNING FAST	GAIN 1 EXTRA ATTACK.
TWO	TALHOFFER TRAINED	GAINS AN ADDITIONAL SKILL, REPRESENTING TRAINING IN THE TALHOFFER SCHOOL OF COMBAT. DISCARD THIS CARD AND PICK TWO MORE FROM THIS GROUP!
THREE	FEINT	ROLL A D6 AT THE START OF MELEE; IF GREATER THAN OPPONENT'S PROWESS THEN OPPONENT MAY NOT USE SKILL'D IN ARMS.
FOUR	DEADLY BLADE	REROLLS ANY 1s TO HIT IN MELEE.
FIVE	SMITE	ONE DICE IS AN AUTOMATIC HIT IN EACH ROUND OF MELEE. OPPONENT MAY STILL ROLL TO SAVE.
SIX	WELL-PRACTICED	DISCARD THIS CARD AND CHOOSE ANY SKILL FROM ANY CATEGORY (OTHER THAN LEADERSHIP) IN ITS PLACE.
SEVEN	DUELLIST	MAY USE THRUST AND PARRY IN THE SAME MELEE, WITH THE SAME OTHER RESTRICTIONS THAT APPLY TO SKILL'D AT ARMS.
EIGHT	NIMBLE	MOVE THROUGH TERRAIN THAT IS HARD GOING AT THE NORMAL MOVEMENT RATE AND CROSS UNDEFENDED OBSTACLES OF CHARACTER HEIGHT OR LESS WITH NO PENALTY.
NINE	SLY KNAVE	MAY USE THRUST OR PARRY ON A DICE THAT HAS ALREADY BEEN REROLLED.
TEN	RIPOSTE	IF WOUNDED IN A ROUND OF MELEE, SCORE 1 AUTOMATIC HIT ON OPPONENT. OPPONENT ROLLS TO SAVE AS USUAL.
JACK	FAST HANDS	MAY REROLL ALL DICE WHEN USING FEND.
QUEEN	CUNNING STUNT	ROLL 1D6+1; IF THE ROLL IS HIGHER THAN OPPONENT'S PROWESS, MOVE THE CHARACTER UP TO 3" FROM THEIR OPPONENT, ENDING THE MELEE.
KING	SUPREME SKILFUL	CHOOSE ANY DEXTERITY SKILL.

RUCKUS LEADERSHIP AND SHOOTING SKILL TABLES



LEADERSHIP SKILLS (CAPTAINS ONLY)

ACE	PUISSANT	HAS +1 PROWESS
TWO	LUCKY FELLOW	REROLL ANY 1 DICE ONCE PER TURN.
THREE	TACTICAL GENIUS	MAY DRAW A DIVERS ALARUMS! CARD AT THE BEGINNING OF THE GAME.
FOUR	FRIENDS AT COURT	MAY REPLACE 1 RETAINER WITH A SQUIRE. THIS CHARACTER HAS THE STATS OF A SQUIRE BUT NO SKILLS OTHER THAN SKILL'D AT ARMS.
FIVE	ALL AQUIVER!	MAY REPLACE 1 ARCHER WITH A CAPTAIN OF ARCHERS. THIS CHARACTER HAS THE STATS OF A SQUIRE WITH 2 SHOOTING SKILLS. (ONE-OFF GAME ONLY; IF DRAWN IN A CAMPAIGN, DRAW ANOTHER CARD)
SIX	HAS FRIENDS OVERSEAS	MAY EMPLOY A MERCENARY CAPTAIN AS AN ADDITION TO YOUR STANDARD RETINUE.
SEVEN	BIG PURSE	MAY EMPLOY 2 MERCENARIES, SELECTED FROM THE RETAINERS LISTS ON PAGES 8 AND 9 OF THE RUCKUS RULES.
EIGHT	BLESSED WITH A COMMANDING PRESENCE	PROWESS REMAINS AS STANDARD, BUT COMMAND IS 9.
NINE	BOLD AS A LION	MAY REROLL ANY FAILED WILL-TO-FIGHT TEST.
TEN	BRAVE AS A GRIFFIN	+1 TO ALL WILL TO FIGHT ROLLS.
JACK	VALOUR EXEMPLIFIED	HERO ACTS AS A BANNER TO ALL FRIENDLY CHARACTERS WITHIN COMMAND RANGE.
QUEEN	RULES WITH AN IRON FIST	+1 TO ANY FECKLESS ROLLS MADE BY THIS HERO'S RETAINERS.
KING	PALADIN	CHOOSE ANY LEADERSHIP SKILL.



SHOOTING SKILLS

ACE	A FAIR SHOT	+1 TO TO HIT FOR RANGED SHOTS. DOES NOT APPLY TO BLOCKED SHOT ROLLS.
TWO	BOW - STRONG IN T'ARM CROSSBOW - WOUND TIGHT HAND GONNE - POWERFUL WEAPON	15" SHORT RANGE AND 30" LONG RANGE. 12" SHORT RANGE AND 18" LONG RANGE. 15" RANGE.
THREE	SEASONED CAMPAIGNER	ROLLS OF 1 WHEN SHOOTING ARE MISSES BUT NEVER CAUSE MISHAPS OR CALAMITIES.
FOUR	CAN SPLIT A WILLOW WAND	REROLL 1 SHOOTING ATTACK PER TURN.
FIVE	BIG BOW/ARBALEST/BIG GONNE	+1 TO TARGET'S SAVE AT RANGE.
SIX	HAWK EYE	MAY REROLL ANY BLOCKED SHOTS.
SEVEN	VETERAN	REROLLS 1s WHEN SHOOTING. A SECOND 1 WILL RESULT IN A MISHAP
EIGHT	STEADY HAND	BOW - MAY MOVE FULL DISTANCE AND SHOOT ONCE, MAY MOVE HALF, AND SHOOT TWICE. CROSSBOW/HAND GONNE - MAY MOVE HALF DISTANCE AND SHOOT ONCE
NINE	NIMBLE	MOVE THROUGH TERRAIN THAT IS HARD GOING AT THE NORMAL MOVEMENT RATE AND CROSS UNDEFENDED OBSTACLES OF CHARACTER HEIGHT OR LESS WITH NO PENALTY.
TEN	DEADLY AIM	OPPONENT MUST REROLL ANY SUCCESSFUL SAVES.
JACK	POACHER	IF IN ANY KIND OF HARD GOING OR BEHIND AN OBSTACLE CAN ONLY BE SPOTTED WITHIN 6".
QUEEN	BOW - ODDS BODKINS CROSSBOW- SNIPER HAND GONNE - POWERFUL WEAPON	HITS ARE NOT RANDOMISED AT LONG RANGE. MAY PICK THE TARGET. REROLL ANY ROLLS OF 2 TO 5 AT LONG RANGE, 1 IS STILL A 15" RANGE.
KING	LEGENDARY ARCHER	CHOOSE ANY SHOOTING SKILL.