

TRAITS AND OTHER SKILLS

This is a list of the various Traits and Skills that apply to Retainers, Ambushers, and other Dramatis Personae that can appear in a game of Ruckus. As more Characters are added to the game, the list will grow. Updates to this list will be recorded in the Ruckus Errata when they are refreshed.

Call to Arms

Any Retainers within 12" of a Musician may reroll a Feckless test.

Cunning Stunt

This Hero can use an acrobatic manoeuvre to leap, dive, or roll away from a melee after the first round, breaking contact. Roll a D6+1. If higher than opponent's Prowess, place the character up to 3" from their opponent.

Deadly Aim

May force an opponent to reroll the dice when the target saves from wounding.

Deadly Blade

Reroll any 1s to hit in melee.

Encumbered

Characters armed with bow, crossbow, or handgun; carrying a banner or other object; or leading a beast of burden or escorting a prisoner are Encumbered and fight with a -1 modifier to their Melee dice.

Fast

Moves 8".

Ferocious Charge

This character rolls one extra attack dice in the first round if they charged into Melee and maintain the bonus in subsequent rounds as long as they won the previous round.

Hard to Hit

Any shots at this character always require a Blocked Shot Roll.

Hawk Eye

May reroll any Blocked Shots.

Healer

When adjacent to a wounded Character in the Healer's activation, the Healer can restore 1 Health to that Character.

Homebody

This character would rather be somewhere else and has -1 to their Feckless rolls.

Inspiring Presence

Any 1 friendly Character within 6" of this character may reroll 1 dice once per turn.

Join the Club!

This character uses a Quarterstaff or other blunt weapon. Give +1 to opponents' saving throws.

Lightning Fast

This Hero moves like a greased snake and has 1 extra attack.

NOTE

SOME OF THE LISTINGS HERE WILL BE USED BY CHARACTERS THAT ARE YET TO BE REVEALED AND HAVE BEEN POSTED FOR THE SAKE OF COMPLETENESS. OVER THE COMING MONTHS, MORE RUCKUS EXTRAS WILL BE PRINTED IN WARGAMES ILLUSTRATED MAGAZINE AND POSTED ONLINE.

Loner

This Character does not have to remain in Command of a Leader and never becomes Feckless.

Mercenary

When the "I have Gold" Divers Alarums! card is played on a character with the Mercenary trait, they do not dice to leave the field, they will always change sides.

Any Mercenary that enters a building will attempt to loot it. D6 1 = Mishap. Roll 2D6 if this roll is higher than the current turn number the Mercenary will spend the next turn looting the house. If this number is equal to or lower than the current turn number then the mercenary is removed from the game, they have found wine and become inebriated and fallen asleep.

Mob Handed

The angry Peasants surround their opponents. +1 attack for each Peasant in contact with the opponent.

Nimble

Can move through terrain that is Hard Going at the normal movement rate and crosses Obstacles with no penalty (Defended Obstacles still cause the usual restrictions).

Noble Servant

May only be taken by a Noble Retinue (may not be used by Mercenaries, Outlaws, Peasants, Militia, etc.).

Odds Bodkins

This character has practiced shooting at distance so their hits are not randomised at long range and they may pick a target.

Poacher

If this character is in any kind of cover, shrubs, trees, behind an Obstacle then they can only be spotted by an opponent within 6" or by making a spotting check of 6+. This becomes 4+ if Burchard has shot this turn.

Point Break

A 6 to hit from this character, even if it fails to wound, damages their opponent's armour, giving their save -1. Armour can only be broken once. A Character with damaged armour requires a marker.

Precise Aim

May reroll 1 shot once per turn.

Proud

May never claim the benefit of cover, will always charge an enemy in range, will prioritise charging an opponent of equal rank, and may break the One Inch Rule to pass one Retainer in order to do so.

Reluctant Warrior

This Character Rerolls 6s for any Will to Fight test and must pass a Will to Fight test before they can charge into Melee.

Second Support

Pikemen may act as a second support in Melee.

Shootist

Any character armed with a ranged weapon is a Shootist. Shootists are classed as Encumbered and they may Evade when Charged.

Steady Hand (Bow)

May move full distance and shoot once or move half, and shoot twice.

Steady Hand (Harquebus and Crossbow)

May move half distance and shoot once.

Support

This character is equipped with a long weapon and can Support a character in melee by standing directly behind them, adding an extra Support Dice to the character's attack.

Surefooted

Rerolls 1s when performing any Movement Gambit.

Three's a Crowd!

Characters with this skill, such as Peasants, may use as many Supports in a Melee as they can get into contact with the peasant that is leading the Melee, up to a maximum of 3.

Unskilled

This character hits on 5+ in the first round of Melee and 6+ in the second and third rounds.

Very Hard to Hit

Any Shots at this Character always require a Blocked Shot roll with 6+ required to hit.

Veteran

Reroll 1s when shooting. A second 1 will result in a Mishap.

Well Padded

This character is naturally well padded and is harder to hurt. He saves on 4+.

Woodsman

This character is at home in the Forest and any kind of wild or rough terrain, using every bit of cover to advantage. Whenever they are in any terrain that is deemed Hard Going, any shot at them must pass a Blocked Shot test to hit.

