

# 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