

# HERE'S THE RUCKUS FREEBIE ERRATA I.1

## CHANGES

### Page 19 - Mishaps

Change “If the roll is lower than the turn number...” to “If the roll is equal to or lower than the turn number...”

### Page 26 - Evading

Change “The Evading Character suffers an automatic Shooting Mishap.” to “The Evading Character suffers an automatic Shooting Mishap and must roll for a Calamity.”

### Page 31 - The Shield

Blocked Shot Rolls provided by Shields are at 3+ (not 5+).

### Hard Going Divers Alarums! card

The text on this card has been updated online and in the printed deck. Use either of these versions as opposed to the original download.

## ADDENDA

### SKILLS TABLES

The headings in the online Skills tables have been updated and the Dexterity Skill ‘Well Practiced’ has had its wording changed (it does not apply to Leadership Skills). Use the updated version as opposed to the original download.

### CHARACTER GENERATION IN A ONE-OFF GAME

#### Drawing Skills

In a one-off game, Heroes gain one Skill per level of Prowess. These Skills are randomly allocated before the game by choosing Skill tables and drawing from a standard playing card deck for each choice.

Skills in Ruckus are unique to each character. Players take turns to draw the cards for their Captain first, then lay these to one side, before drawing in turn to select cards for each of their Squires.

After Skills have been drawn players may reject up to three cards. Replace these cards by drawing new cards, as above; the replacement card cannot be replaced again!

When a Characters’ Skills are selected, add them to their profile sheet pre-game.

#### Picking Skills

At the players’ mutual agreement, Skills may be specifically allocated, to allow the creation of a Character who fits what is known of a historical icon, fictional hero, or home-grown legend!

#### Skill specifics

Captains may choose to take Skills from any of the tables. One (and only one) of their draws must be a Leadership Skill, and they may draw a maximum of one Shooting Skill.

One Squire may be a Captain of Archers, equipped with a longbow or crossbow. A Captain of Archers may take as many Skills from the Shooting Skills table as they have Prowess, and they must take at least one Shooting Skill.