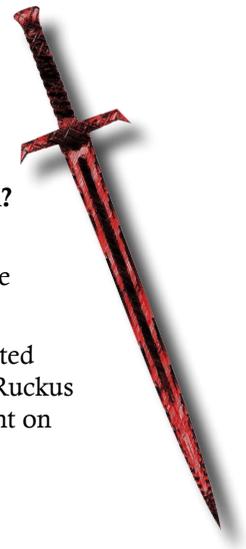


HERE'S THE RUCKUS FAQ 1.1



MORE?

Are there plans to extend the Ruckus world to other theatres of war? Will there be a larger, Deluxe version?

Ruckus was developed as a full game, complete with Campaigns, steeds, plentiful scenarios, various special Characters, and unique Retinues from different Theatres. To fit into the limited page count of the Wi Freebie ruleset everything was condensed and much left on the cutting room floor.

Hundreds of extra pages are written. Some have been (and will be) published in issues of Wargames Illustrated (Campaigns are in Wi438 and Mounted Ruckus rules will be in Wi441, for example). We'd love to publish Ruckus as a full game, with a similar scope and production value to Billhooks Deluxe, but this is primarily dependent on there being a big playerbase and enough demand for it.

CARDS

Where can I get physical cards?

Wargames Illustrated have a full Deck available on their webstore:
wargamesillustrated.net/product/never-mind-the-billhooks-heres-the-ruckus-card-deck

Using playing cards for Ruckus

If you do not want to (or do not have the opportunity to) purchase or download and print the cards from the website, then you can use normal playing cards in their place. This is exactly what was done while developing the game. Ace to five of one suit can represent the Cunning Plan Cards and Ace to King of a different coloured suit can represent the Divers Alarums! Deck.

Using playing cards for the Divers Alarums! allows the deck to be weighted, by adding extra cards of the event you want to happen more often. As you will see, as more scenarios become available, this is something that broadens the gaming options in Ruckus. Each scenario will, however, be accompanied by the extra Divers Alarums! to print out.

Another advantage of using a standard deck of playing cards is that the same card in the deck can be given a different Divers Alarums! meaning for opposing Retinues.

GAMEPLAY EXTRAS

Will there be rules for mounted combat?

Yes, these could not be squeezed into the free edition, but will be published in Wargames Illustrated 441 and put online later as downloadable content.

Are there plans to write campaign rules for Ruckus?

Yes, these rules have been published in Wi438 and will be put online later as downloadable content. At its heart, Ruckus is a simple game, and the pared down campaign reflects this, focusing on a building narrative through a progression of scenarios.

Will there be Character development?

Yes, there is Character development; the campaign is principally about developing your Character and gaining Prestige.

Will there be rules for the Hundred Years War?

These are already written, and we have played several campaigns with them in testing. They have their own specific scenarios and feature new Retainers, Traits, Skills, Mercenaries, and Characters. As with all the extras that have been penned for Ruckus, they will no doubt be published in the future, if there is sufficient demand.

RULE QUERIES

There are no points or any other limits for a Retinue. Is that correct?

There are no Points Values in Ruckus, but there are limits as to what you can use in a Retinue, as is clearly explained in the rules. This free version of the game is set in WotR and has one Retinue; more will become available if there is demand.

Ruckus is not designed as a tournament game and point values don't fit the Ruckus design ethos, but there's nothing stopping you from applying your own if you want to create house rules.



Where are the traits defined?

The list of Traits, along with all other online extras, can be found in the Ruckus section of the Wargames Illustrated website. This will be updated as more Characters and specialisms are added to the game.

What happens when there's more than one group of Ambushers in play? Do they activate on the same Ambushers card from the Hero Deck?

Yes, all Ambushers are activated on the drawing of the Ambush card from the Hero Deck. Alternate the activation of the Ambushers in play. Whoever last activated a Character activates their Ambushers second.

How do I know how many Skills my Hero can have?

Unfortunately, we missed this section from the original Freebie ruleset. The rules have been added to the online Errata, which can be found in the Ruckus section of the Wargames Illustrated website.

What happens to a billman's 'To Hit' score in the second and third rounds of Melee?

All Characters require 5+ to hit in the second and third round of melee. They lose the Skill'd at Arms ability in the third round.

Does the attacking Support move up with the attacker?

Yes.

Unlike Billhooks, do all three rounds of Melee take place in the same turn?

Yes. Each melee is fought to conclusion as part of the Attacking Character's activation.

Do Peasants and Shootists hit on a 4+ or a 5+ in the first round of Melee?

5+ in the first round and 6+ in the second and third rounds.

Is the Ambushers card returned to the Divers Alarums! deck, so that there can be more than one group of ambushers on the table at the same time? Do ambushers take a Will to Fight test?

No and no, although Peasants (an Ambusher possibility in various scenarios) do have to pass a WTF test to charge, as they are Reluctant Warriors (unless they are angry as specified in scenario rules!)

In the second round of Melee, do figures who start with a 5+ to hit (Peasants and Shootists) go to 6+, or remain on 5+?

They go to 6+.

A fight on the bank of a river meant that a Shootist fell in and was washed downstream. If he rolls below his save value (5+), and can only climb out on the roll of a 6, are these two separate dice rolls?

Yes.

Does a new Peasant group appear every time the card turns up in the Hero Deck? How is it decided which retinue has the peasants when the card is first chosen?

The Ambush card is only placed in the Hero deck after the Divers Alarum! 'Ambush' has been activated. The player that drew the Ambush card from the Divers Alarums! deck controls the peasants, and they activate when the Peasant card is turned in the Hero Deck. You don't get another group.

CAMPAIGNS

I just used the Tally Ho chart and have got Friar Puck added to the retinue. What the Puck does he do?

Whoops! This is one of the challenges with having a fully written set of rules and delivering them piecemeal. Friar Puck is one of the Characters from the Outlaws of Shirewood Campaign, whose profile is written but not published. Until there is a more suitable amendment, move down a line and use the Tactical Genius skill.

When you get the additional captain from the skill 'Has Friends overseas', does the free Captain get dealt cards for his prowess of 3, and does he become a separate Hero that can lead a Spear?

This is an issue arising from chopping a full set of rules down to freebie size! This is one of the Mercenary Captains, whose profiles are written, but couldn't fit into the Freebie. They are not really Captains at all, having similar attributes to Squires, but with special Skills and weapons.

Their rules will appear soon (probably in Wargames Illustrated 442), as the more appropriately titled Mercenary Heroes. Right now, we suggest picking another Skill as the easiest solution.

How do you generate Skills for Retainers such as Shootists, since they have 0 prowess?

Skills for Retainers are generated as described in Campaigning in Ruckus, the game's Campaign rules, published in Wargames Illustrated 438, on page 82, under the heading 'Retainer Heroics'.