

CAMPAIGNING IN RUCKUS



Mike Peters presents full rules for connecting your Ruckus games into an ongoing Campaign, along with two new Campaign Scenarios.

THE STORY SO FAR...

You have played a few games of *Ruckus*, you are familiar with the game's systems, and you are ready to broaden your tabletop adventures into more involved tales... it's time to play a *Ruckus* Campaign!

In a *Ruckus* Campaign, you must continue to contest the field to win glory, honour, and, above all, valour! Valour means Valour Points, and Valour Points, gained by performing Valorous Deeds, mean more Skills, and more tactical possibilities! Sure, you'll ultimately win a Campaign by accumulating the most Prestige Points, but it's all those extra Skills that up the fun factor!

GOOD OR BAD?

The medieval world was a violent place, dominated by the armoured knight. These knights conquered and led by the rule of might, which was somewhat tempered by the concept of Chivalry. Where you choose to place your focus in your games of *Ruckus* will determine how far towards the modern concept of a 'goodie' or 'baddie' your Characters go.

The idea of Chivalry was, at best, a confused notion; a muddle of ideals that a Knight should aspire to. There is plenty of flex within this moral system, which combined warrior ethos, knightly piety, and courtly manners. The different Skills you can gain in a Campaign can very much reflect the level of darkness or lightness of the grey area in which your Characters reside.



Sir Henry Holland watches on as one of his Men-at-Arms, who has gained a Skill and become a more capable fighter, takes on Sir John de Barre.

PLAYING A CAMPAIGN

Excelling in the qualities of knighthood and/or prowess in arms is all important to the Captain of each Retinue in a *Ruckus* Campaign. To this end, our noble Captains lead their Retinues through several linked Scenarios to win prestige, represented in our Ruckusian world by Prestige Points.

A *Ruckus* Campaign consists of a series of Scenarios that are played consecutively. Players should agree, before starting, how many games they intend to play. After the agreed number of Scenarios, the player with the most Prestige Points will win the Campaign.

CAMPAIGN EXTRAS REQUIRED

You will need a Retinue sheet with a Character Profile for each Hero, a Retainer sheet, and a Ruckus Retinue Campaign Sheet on which to record your victories/losses! These are all available online. Head to wargamesillustrated.net/ruckus to download them.

PRE-CAMPAIGN SEQUENCE

The workings of *Ruckus* Campaign games are somewhat different to those in one-off games. Players:

- 1) Each decide which Characters and Retainers they will use, and fill in their Retinue sheets with the relevant details.
- 2) Each draw a Leadership Skill for their Captain, and records this on their Captain's profile.
- 3) Name Heroes and Retainers. If necessary, they should add descriptions, so that players can identify them easily.
- 4) Determine how many Scenarios to play. There is no need at this stage to decide which Scenarios to use but if there is a disagreement over the number of Scenarios they can be randomly determined.

CHARACTER DEVELOPMENT

In a Campaign, Heroes start with very few Skills, unlike in a one-off game of *Ruckus*. Characters in the Campaign must earn Skills by accruing Valour Points.

- Each Captain begins the game with a single Leadership Skill, picked at random from the Leadership Skills deck before the Campaign begins, and Skill'd at Arms.

- Squires start the Campaign with Skill'd at Arms, but no Skills.

- Retainers start with their usual Profile. As the Campaign progresses, Retainers may occasionally earn a Skill!

There is a limit to development, and Heroes may only acquire 1 extra Skill for each point of Prowess - normally 3 for a Captain and 2 for a Squire. Retainers may only gain 1 Skill. If a Character increases their Prowess Attribute, through gaining experience, this will increase the number of Skills they may gain.

There are two exceptions:

- When a Character gains the Talhoffer Skill, the 2 Skills that they gain from this count as 1 Skill.
- If they become a Legendary Hero (see page 84).

PRE-GAME SEQUENCE

There are some extra stages in a pre-Campaign game that do not need to be performed in a one-off game:

- 1) As long as this is not the first Campaign game, determine each Retinue's Tally Ho! rating.
- 2) If a player has had a Hero taken Hostage or Left for Dead in the previous game, play the relevant Campaign Scenario.

Or

Decide which Scenario to play. Players can work through the Scenarios at random, or the loser of the last game can choose which Scenario to play next.

- 3) Continue the pre-game sequence as usual, referring to any Scenario-specific rules.

VALOUR POINTS

Valour Points are earned by characters for various Heroic actions they perform during gameplay, and can gain them new Skills.

Play the game as usual, but record Valour Points earned by the Characters during the Scenario. Note that Retainers, as well as Heroes, may gain Skills after the game, so should have Valour Points recorded.

TALLYHO!

Tally Ho! is a measure of a Retinue's development, and is used to balance games when playing against a more powerful opponent. Keep track of the following, as they alter your Retinue's Tally Ho! rating pre-game:

- 5 points For each Skill a Hero has.
- 3 points For each Skill a Retainer has.
- 5 points For each additional Retainer gained as Mercenaries through the Big Purse Skill.
- 10 points For each additional Squire or Captain of Mercenaries gained through Skills.
- 5 points For each missing Retainer.
- 10 points For each missing Squire (do not gain their Skill bonus points, either).
- 15 points For a missing Captain (do not gain their Skill bonus points, either).

When Players with different Tally Ho! ratings meet, the player with the lower score may Redress the Balance.

Redress the Balance

Calculate the Tally Ho! rating difference between the Retinues, and give the lower-scoring Retinue's Captain the following bonuses:

- 11-15 points difference Gain the Big Purse Skill for this game.
- 16-20 points difference Also gain the Has Friends Overseas Skill for this game.
- 21-25 points difference Also gain a Wandering Herbalist as an extra figure - add Friar Puck to the Retinue.
- 26-30 points difference Also gain the Tactical Genius Skill.
- 31+ points difference Also roll 2D6 when rolling for Cunning Plan Cards, and take the higher roll.

Note: When Redressing the Balance, the Captain is allowed to have more Skills than would usually be permitted (more than their Prowess).

GAINING VALOUR POINTS

Performing Valorous Deeds - wounding enemy Characters, achieving Scenario victory conditions, and various special circumstances - will earn your Characters Valour Points:

- +1 Valour Point: For each wound inflicted on a Hero.
- +1 Valour Point: For taking a Hero out of the game (taking their last point of Health).
- +1 Valour Point: For each Retainer killed.
- +1 Valour Point: For participating in a Scenario.
- +1 Valour Point: For successfully performing a High-Risk Movement Gambit.
- Variable Valour Points: For Scenario objectives, listed per individual Scenario.

Valour Points are spent in the Post-Game Sequence.

RETAINER HEROICS!

If a Retainer takes a Hero out of the game in Melee, they are immediately awarded a Skill card. If a Retainer takes a Hero out of the game by Shooting - a less Heroic feat - Roll a D6; they immediately gain a Skill if they roll lower than the Hero they shot's Prowess. In both situations, if they already have a Skill, they may exchange the existing Skill for this new one.

Fighters can choose to draw a Strength or a Dexterity Skill. Shootists can only draw Shooting Skills. Record their Skills on the Retainer sheet, they can use the Skill as soon as they have acquired it, and retain it in future battles.

Charlie checks the range for a bold shot from an Archer, who has previously gained the Hawkeye Shooting Skill, and will not need to worry so much about Blocked Shots.



PRESTIGE POINTS

Prestige Points are used to establish the campaign winner when the Scenarios have all been played, and they are earned through winning games and, occasionally, through meeting Scenario conditions.

For each Scenario they win, the Victor gains 10 Prestige Points +5 additional points if the Opponent had a higher Tally Ho! rating at the start of the game. The Loser gains 5 Prestige Points.

Prestige Points are lost when Ransoms are paid (10 Prestige Points for a Captain and 5 Prestige Points for a Squire), and for various other reasons that diminish the Retinue's standing, such as employing Mercenaries. These situations are listed in the relevant rules.

POST-GAME SEQUENCE

After the battle, players determine the Fate and Fortune of each Character. It is a good idea to do this immediately, record the details of any changes, and calculate your new Tally Ho! rating.

- 1) Fate - Make a Fate Roll for any Character taken out of the game.
- 2) Fortune - Total the Valour Points for each Character, and roll for Fortune, if allowed.
- 3) Recruitment - Recruit Retainers and Replace Heroes that have been killed or Retired from the Campaign.

FATE

Fate is worked out before Fortune, as the Character may not have survived to gain any reward for their experience! Roll on the appropriate table for Heroes or Retainers:

Heroes

2D6	RESULT	EFFECT
2	DEAD	THE HERO'S STORY HAS COME TO AN END; THEY ARE PERMANENTLY REMOVED FROM THE CAMPAIGN.
3	LEFT FOR DEAD	PLAY THE BACK FROM THE DEAD SCENARIO IN YOUR NEXT GAME.
4	SERIOUS INJURY	PERMANENTLY REDUCE THE HERO'S HEALTH ATTRIBUTE BY 1. A SECOND SERIOUS INJURY CAUSES THEM TO RETIRE FROM THE CAMPAIGN.
5	ARM WOUND	PERMANENTLY REDUCE THE HERO'S ATTACK ATTRIBUTE BY 1. A SECOND ARM WOUND CAUSES THEM TO RETIRE FROM THE CAMPAIGN.
6 TO 8	FULL RECOVERY	THE HERO MAKES A FULL RECOVERY. ROLL 1D6 AT THE START OF ALL SUBSEQUENT SCENARIOS. ON A 1 THEY CANNOT TAKE PART.
9	I NEED TO LIE DOWN	THE HERO MISSES THE NEXT BATTLE, BUT MAKES A FULL RECOVERY AFTER.
10	FESTERING WOUND	ROLL 1D6 AT THE START OF ALL SUBSEQUENT BATTLES. 1 = MISSES THE FIGHT.
11	TAKEN HOSTAGE *	PAY THE RANSOM, OR PLAY THE RESCUE SCENARIO
12	MIRACULOUS RECOVERY	MAKES A FULL RECOVERY, AND ANY SERIOUS INJURY, SERIOUS ARM WOUND, OR FESTERING WOUND IS MIRACULOUSLY CURED!

* **Taken Hostage** - There is no actual money in Ruckus, so the Player whose Hero has been taken Hostage will lose Prestige Points if they Pay the Ransom: 10 for a Captain, 5 for a Squire. They may be unable or unwilling to Pay the Ransom, in which case play the Rescue Scenario.

Retainers

1D6	RESULT	EFFECT
1	DEAD	THE RETAINER'S STORY HAS COME TO AN END; THEY ARE PERMANENTLY REMOVED FROM THE CAMPAIGN.
2	INJURED	THIS RETAINER MUST MISS THE NEXT BATTLE.
3 TO 5	FULL RECOVERY	THIS RETAINER SWIFTLY RECOVERS.
6	GAINED EXPERIENCE	MAKES A FULL RECOVERY AND ON A D6 ROLL OF 6 THEY GAIN A SKILL.



Just because a miffed looking Joe's Squire has been taken out of the game doesn't necessarily mean he's a goner. He'll have to roll on the Fate table in the post-game sequence.

FORTUNE

Total the Valour Points of each Character, and spend them to make development rolls.

Hero development

Roll 1D6 for every 5 Valour Points spent.

- 6 Increase an Attribute. Roll again:
 - 1 to 2: +1 Health
 - 3 to 4: +1 Attack
 - 5+: +1 ProwessNo Attribute may be increased by more than 1.
- 1 to 5: Pick a new Skill as usual, discarding any Skills that are drawn that the Character already possesses.

Note: Heroes may only have 1 Skill for each 1 point of Prowess they possess, however, Captains that have gained all the Skills their Prowess allows can gain Legendary Hero status if they roll 1 further 6 after accruing an additional 5 Valour Points. This gives them the Valour Exemplified Skill, and they act as a Banner to all friendly Characters within their Command Range, but their development halts completely.

Once other Heroes have their maximum number of Skills allowed, any further rolls of 1 to 5 can be used to draw an alternative Skill (the new Skill must replace an existing one), or can be ignored.

Training

Instead of spending Valour Points on development, Heroes may elect to Train after the Scenario instead:

- Train with a Mentor at a cost of 8 Valour Points
Draw 2 new Skill cards and keep 1.
- Train with a Military Order at a cost of 10 Valour Points
Draw 3 new Skill cards and keep 1.

Captains cannot become Legendary Heroes through Training.

Retainer development

Retainers earn Valour Points in the same way as Heroes, and roll 1D6 for every 5 Valour Points spent, gaining a Skill on a 6.

For every additional 5 Valour Points they spend, their roll gets an accumulating +1 modifier, e.g. gain a Skill on 5+ after spending 10 Valour Points, on a 4+ after spending 15 Valour Points, etc.

Fighters can choose to draw Strength or Dexterity Skills. Shootists can only draw Archery Skills. Retainers can only ever gain 1 Skill.



Bowmen aren't the scariest of opponents in a one-off game but, once they've gained some advances, they can pack a punch in a Campaign.

RECRUITING

Various Fate results will impact the structure of your Retinue in the next Scenario. Refer to the following guidelines for how to proceed:

Retainer

If a Retainer is Injured and must miss the next battle, then the Retinue must play without them.

If a Retainer is killed, they may be replaced. Roll a D6:

6: Choose any of the Retainers you can normally have in your Retinue as a replacement, or a Mercenary from the relevant list at the cost of 5 Prestige Points.

4 to 5: Replace with the same type of Retainer as the one you lost.

2 to 3: Replace with an Untested Retainer * of the same type as you lost.

1: Play the next Scenario with one fewer Retainer, and roll on this table again after the next game.

* Untested Retainers have the negative Traits Reluctant Warrior and Unskilled until they have earned 5 Valour Points.

Squire

A dead Squire is simply replaced by drawing up a new one. New Squires are drawn from offspring, nieces and nephews, cousins, etc., and there is an inexhaustible supply of them!

Any Valour Points that had been accrued are lost, and the new Squire must start from scratch with Skill'd at Arms but no Skills.



Above all, remember that a Ruckus Campaign should be for fun and not taken too seriously! After sorting out any disagreements shake hands and get on with the gaming.

Captain

If the Captain is killed, the player has several options:

- Concede the Campaign - The Retinue is disbanded, and all Valour Points gained are lost.
- Promote a Squire to Knighthood - This Squire will gain an extra Skill, which must be drawn from the Leadership deck, and the Squire's Valour Points and Injuries are retained. This Squire is, in turn, replaced by a new Squire. New Squires are created as described above.
- Appoint a Family Member - A family member can take over the Manor. Create a new Captain with one Leadership Skill and Skill'd at Arms.

SCENARIO: BACK FROM THE DEAD

THE STORY SO FAR

A brave Hero, struck down in the last encounter, has been left for dead on the battlefield. The Retinue have returned to search for their companion, but the enemy are also scouring the field for any survivors; who will find the Hero first?

SET UP

Play this Scenario if you rolled a 3 on the Fate of Heroes Table after the previous game.

The attempted recovery could take place in a village setting, a heath or moor, woodland, farmland, or whatever other area the players decide on.

Players should alternate adding pieces of terrain to the table until the whole area is well covered with walls, hedgerows, clumps of bushes, trees, houses, etc.

Place the unfortunate Hero and two accompanying Retainers in the centre of the board. There is the only one of their Retinue's Hero Cards in the Hero Deck at the beginning of the game.



Above: A stranded Hero and his loyal Retainer is found, hiding out in a ruin by the coast.

Organise the rest of the Retinues into Spears before the game starts.

The opposing Retinue should now be set up within 12" of any 1 board edge, with all their Hero Cards in the Hero Deck, ready for the first turn.

PLAYING THE SCENARIO

Activate Retinues with the modified Hero Deck as normal, but with the following special rules:

Fortune favours...

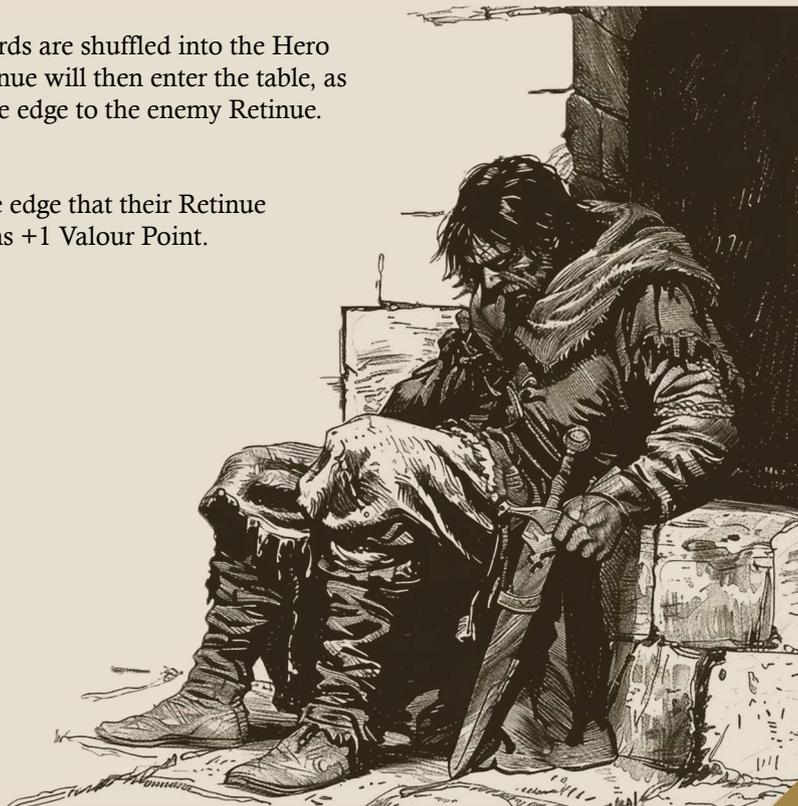
The lone stranded Hero automatically wins any Cunning Plan Cards in the first turn.

Save him!

The rest of the stranded Hero's Retinue Hero Cards are shuffled into the Hero Deck in the end phase of the first turn. This Retinue will then enter the table, as their Hero Cards are turned up, from the opposite edge to the enemy Retinue.

WINNING THE SCENARIO

If the Hero survives and leaves the table from the edge that their Retinue entered, they win the Scenario and the Hero gains +1 Valour Point.



SCENARIO: THE RESCUE

THE STORY SO FAR

A Hero was taken Hostage in the previous encounter, and their stubborn Retinue refuse to pay the ransom that has been demanded. Instead, they have struck out to make a daring rescue from under the enemies' noses.

SET UP

Play this Scenario if you rolled an 11 on the Fate of Heroes Table after the previous game.

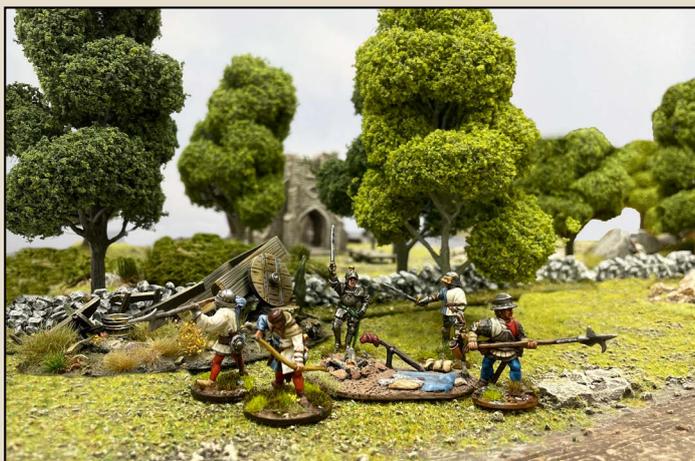
The attempted recovery could take place in a heath, moor, or woodland.

Players should alternate adding pieces of terrain to the table until the whole area is scattered with walls, hedgerows, clumps of bushes, trees, etc. After that, the Defender (the hostage taker) should add a makeshift camp to the centre of the table. Place the Prisoner (the Hero taken hostage) in the centre of the table.

Organise the rest of the Retinues into Spears before the game starts.

The Defender should deploy 1 of their Spears within 3" of the Prisoner, encircling them, and another Spear 12" away from the Prisoner, On Patrol. The final Spear is Resting and is not deployed.

The Attacking Retinue's Spears can set up anywhere on the table, as long as they are at least 18" from the centre of the table. Add an extra Hero Card into the Hero Deck for the Attackers, representing Cousin Baldwin (see below).



Above: Edwin Horne cuts his bonds and grabs up a weapon, much to the surprise of his captors!

PLAYING THE SCENARIO

Like Thieves in the night

Visibility distance is 12" at the beginning of the game. The Attackers can move normally if they are outside of the Defender's visibility distance. Unless they move at half speed within visibility distance of a Defender, they will raise the alarm. Attackers are automatically spotted when within 6", and Defenders will raise the alarm.

When the alarm is raised the Resting Spear wake up. They should roll 1D6:

- 1: The Attacker deploys the Resting Spear's Characters, up to 9" away from the Prisoner.
- 2 to 5: The Defender deploys the Resting Spear's Characters, at least 6" away from the Prisoner.
- 6: The Defender deploys the Resting Spear's Characters, within 3" of the Prisoner.

It's nice by the fire

The Defender's deployed Spear is enjoying the warmth of the fire, and is reluctant to move. Their Hero Card is in the Hero Deck, but they can do nothing when it is drawn unless the alarm is raised. The Resting Spear is equally warm, and sleeping the night away. When their Hero Card is drawn, they do nothing unless the alarm is raised, at which point they will have been deployed.

Night patrol

When the alarm has not been raised, and the On Patrol Spear's Hero Card is drawn, roll 1D6.

- 1: They do nothing.
- 2 to 3: They move clockwise around the Prisoner.
- 4 to 5: They move anticlockwise around the Prisoner.
- 6: They can move around the Prisoner in either direction the Hero chooses.

They may not Sprint or take any other Gambits until the alarm is raised, at which point they function as usual in a standard game.

The serious Moonlight

At the beginning of each turn, roll 1D6; if the result is lower than the turn number, the Moon has emerged. Visibility is now 18".

The Prisoner

Their hands are tied, and they have been stripped of their weapons, but they retain their armour. They are controlled by the Attacking player, and may move as usual. The One Inch Rule applies, so they may not move within 1" of an enemy unless they are charging. They are Encumbered, and have only 1 Attack until their bonds have been cut.

Bonds are cut by a friendly Character who is within 1" of the Prisoner in the end phase, as long as neither Character was in Melee that turn. The Defending Retinue is bound by the rules of Chivalry, and may not attack the Prisoner unless they are attacked by them, or the Prisoner has their bonds cut.

Cousin Baldwin

This is a Squire with Skill'd at Arms but no additional Skills, who joins the Attackers for this Scenario. Regardless of the outcome, Cousin Baldwin will leave the Retinue after this Scenario has been played.

DIVERS ALARUMS

If I can just...

If the Attacker draws the 8, 9, or Queen, the Divers Alarums! Card result changes to the following:

In the tradition of all such bold stories of rescue, a sharp fragment of a broken weapon lies on the ground, conveniently close to the Prisoner. They can rub the rope against it and cut themselves free on a D6 roll of 4+, pick up a weapon from the nearby stash, and fight as normal with their Attributes and Skills.

I think I heard Something...

If the Defender draws the 7, 8, 9, or Queen, the Divers Alarums! Card result changes to the following:

The Hero that plays this card may make a spotting check. If they roll their Prowess or lower on a D6, they spot the nearest enemy, and raise the alarm.

Ambush!

The Ambush card will produce a band of D3+3 Outlaw Brigands. They will emerge from any cover or Hard Going at least 6" from an enemy Spear.

WINNING THE SCENARIO

The Attacker wins if they rescue the Hero (the Hero leaves by any board edge), and the Defender wins if they prevent this from happening. +1 Valour Point for the Character that frees the Prisoner (give the Hero +1 Valour Point if they free themselves with a Divers Alarums! Card).

If the Attacker fails to release the Prisoner, they must pay the usual Ransom cost, and lose an additional 5 Prestige Points.

