

HERE'S THE RUCKUS FREEBIE ERRATA 1.2

CHANGES

Page 6 - The Retinue

Addition to text in red: "A standard Retinue consists of 3 Heroes and 9 Retainers, 3 of which are Bills and 6 are Bows"

Page 17 - Command Range

Example description 1 should read "The Red Captain has Prowess of 3 and so has a Command of 6 and can Command 6 Retainers within 6"

Example description 2 should read "The Red Squire has a Prowess of 2 and therefore a Command of 4 and can Command 4 Retainers within 4"

Page 19 - Mishaps

"If the roll is higher than the turn number..." should read "If the roll is *equal* to or lower than the turn number..."

Page 26 - Evading

Addition to the third sentence, shown in red: "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.

"This card must be played immediately" should change to "This card can be played at any time"

Overall name changes

Mercenary Captains are now Allied Heroes, and the Mercenary Retainers are now Allied Retainers.

Soft Option

If you want to have more control during the game, when drawing Captains Skills, the Player may choose to take Friends Overseas or Big Purse instead of drawing for a Skill.

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.