

TRAITS AND OTHER SKILLS

This is a list of the various Traits and Skills that apply to Retainers, Ambushers, and other Dramatis Personae that can appear in a game of Ruckus. As more Characters are added to the game, the list will grow. Updates to this list will be recorded in the Ruckus Errata when they are refreshed.

Blessed with a Commanding Presence

This Captain has natural charisma or a commanding voice. Their Command Range is three times their Prowess.

Born to Hang

This character was never destined to die in battle. If wounded and removed as a casualty, roll a D6. On a 5+, the character survives and is placed prone at 1 Health instead.

Call to Arms

Any Retainers within 12" of a Musician may reroll a Feckless test.

Cunning Stunt

This Hero can use an acrobatic manoeuvre to leap, dive, or roll away from a melee after the first round, breaking contact. Roll a D6+1. If higher than opponent's Prowess, place the character up to 3" from their opponent.

Dastardly Schemer

This Hero may reroll the dice when rolling for *Cunning Plans*.

Deadly Aim

May force an opponent to reroll the dice when the target saves from wounding.

Deadly Blade

Reroll any 1s to hit in melee.

Duellist

This Hero is a dextrous fighter and may use Thrust AND Parry in the same melee, with the same restrictions that apply to Skill'd at Arms.

Encumbered

Characters armed with bow, crossbow, or handgun; carrying a banner or other object; or leading a beast of burden or escorting a prisoner are Encumbered and fight with a -1 modifier to their Melee dice.

Evil Genius

This Hero may draw two Divers Alarums! cards at the beginning of the game.

Fast

Moves 8".

Fast Hands

This Hero may choose to reroll all their dice when using Fend.

Fend

This character rolls 1 extra dice in Melee but causes no damage. Each successful hit blocks 1 of the opponent's hits instead.

Ferocious Charge

This character rolls 1 extra attack dice in the first round if they charged into Melee and maintain the bonus in subsequent rounds as long as they won the previous round.

NOTE

SOME OF THE LISTINGS HERE WILL BE USED BY CHARACTERS THAT ARE YET TO BE REVEALED AND HAVE BEEN POSTED FOR THE SAKE OF COMPLETENESS. OVER THE COMING MONTHS, MORE RUCKUS EXTRAS WILL BE PRINTED IN WARGAMES ILLUSTRATED MAGAZINE AND POSTED ONLINE.

Guards, Guards!

If this character is hit (by missile or melee), they may grab a friendly Retainer within 1" and push them in the way. The hit is transferred to the Retainer, who must make a saving throw as normal.

Hard to Hit

Any shots at this character always require a Blocked Shot Roll.

Hard to Kill

This Hero has 1 extra Health.

Hawk Eye

May reroll any Blocked Shots.

Healer

When adjacent to a wounded Character in the Healer's activation, the Healer can restore 1 Health to that Character.

Heroic Ethos

Retainers in this Hero's Retinue share their Leader's noble values. They may reroll any Feckless tests.

Hold My Mead!

On their first activation, this Character rolls a D6 and places the result to one side. At any time during the Turn, if this Character passes a Prowess Test, they may exchange the "Mead Dice" with a roll just made by themselves or an opponent. The exchanged dice becomes the new Mead Dice. This may be repeated each turn after a successful Prowess Test.

Homebody

This character would rather be somewhere else and has -1 to their Feckless rolls.

Impressive Codpiece

When this Captain activates, all Peasants within their Command Range roll a D6:

1 = Joins the Retinue (or is removed if Command limit is exceeded).

2-3 = Evades as per the Evade rules.

4+ = Unimpressed; no effect.

Inspiring Presence

Any 1 friendly Character within 6" of this character may reroll 1 dice once per turn.

Join the Club!

This character uses a Quarterstaff or other blunt weapon. Give +1 to opponents' saving throws.

Lightning Fast

This Hero moves like a greased snake and has 1 extra attack.

Loner

This Character does not have to remain in Command of a Leader and never becomes Feckless.

Man of the People

This character is beloved by the Common Folk. When Commanding Peasants, their Command Range is equal to four times their Prowess.

Mercenary

When the "I have Gold" Divers Alarums! card is played on a character with the Mercenary trait, they do not dice to leave the field, they will always change sides.

Any Mercenary that enters a building will attempt to loot it. D6 1 = Mishap. Roll 2D6 if this roll is higher than the current turn number the Mercenary will spend the next turn looting the house. If this number is equal to or lower than the current turn number then the mercenary is removed from the game, they have found wine and become inebriated and fallen asleep.

Mob Handed

The angry Peasants surround their opponents. +1 attack for each Peasant in contact with the opponent.

Mounted

This character is riding a warhorse or other mount. Their Movement increases to 10", and they count as charging in the first round of any Melee. If they lose a Melee round, roll a D6: on a 1-2, the mount bolts and the character is dismounted.

Nimble

Can move through terrain that is Hard Going at the normal movement rate and crosses Obstacles with no penalty (Defended Obstacles still cause the usual restrictions).

Noble Servant

May only be taken by a Noble Retinue (may not be used by Mercenaries, Outlaws, Peasants, Militia, etc.).

Odds Bodkins

This character has practiced shooting at distance so their hits are not randomised at long range and they may pick a target.

Peaceful Soul

This Character is devoted to a life of peace. They may not initiate Melee or cause injury to any other Character.

Poacher

If this character is in any kind of cover, shrubs, trees, behind an Obstacle then they can only be spotted by an opponent within 6" or by making a spotting check of 6+. This becomes 4+ if Burchard has shot this turn.

Point Break

A 6 to hit from this character, even if it fails to wound, damages their opponent's armour, giving their save -1. Armour can only be broken once. A Character with damaged armour requires a marker.

Precise Aim

May reroll 1 shot once per turn.

Proud

May never claim the benefit of cover, will always charge an enemy in range, will prioritise charging an opponent of equal rank, and may break the One Inch Rule to pass one Retainer in order to do so.

Puissant

This character is formidable in combat. They gain 1 Prowess.

Rabble Rouser

This character can inspire the Common Folk. Once per game, they may take a Will to Fight test. If passed, all Peasants within Command Range automatically pass their own Will to Fight test and lose the Reluctant Warrior trait for the rest of the game.

Reluctant Warrior

This Character Rerolls 6s for any Will to Fight test and must pass a Will to Fight test before they can charge into Melee.

Riposte

If this Hero is wounded in Melee, they immediately inflict 1 automatic hit on their opponent. The opponent must save as normal.

Rules with an Iron Fist

This Hero's Retainers are governed strictly. They gain +1 to all Feckless rolls.

Second Support

Pikemen may act as a second support in Melee.

Shootist

Any character armed with a ranged weapon is a Shootist. Shootists are classed as Encumbered and they may Evade when Charged.

Skilled Tactician

This character always wins Draws when rolling for *Cunning Plans*.

Stalwart

This character is unshakable. They automatically pass their first Will to Fight test each game.

Steady Hand (Bow)

May move full distance and shoot once or move half, and shoot twice.

Steady Hand (Harquebus and Crossbow)

May move half distance and shoot once.

Support

This character is equipped with a long weapon and can Support a character in melee by standing directly behind them, adding an extra Support Dice to the character's attack.

Surefooted

Rerolls 1s when performing any Movement Gambit.

Three's a Crowd!

Characters with this skill, such as Peasants, may use as many Supports in a Melee as they can get into contact with the peasant that is leading the Melee, up to a maximum of 3.

Unskilled

This character hits on 5+ in the first round of Melee and 6+ in the second and third rounds.

Very Hard to Hit

Any Shots at this Character always require a Blocked Shot roll with 6+ required to hit.

Veteran

Reroll 1s when shooting. A second 1 will result in a Mishap.

Well Padded

This character is naturally well padded and is harder to hurt. He saves on 4+.

Woodsmen

This character is at home in the Forest and any kind of wild or rough terrain, using every bit of cover to advantage. Whenever they are in any terrain that is deemed Hard Going, any shot at them must pass a Blocked Shot test to hit.

