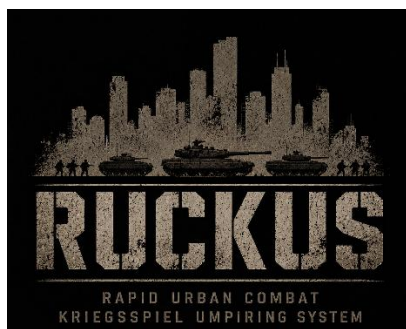




Print'n'Play Instructions

v0.9.260805

1. INTRODUCTION

This document provides the instructions to set up a game of the Rapid Urban Combat Kriegsspiel Umpiring System (RUCKUS) using the print'n'play files which can be downloaded from

<http://www.taunoyen.com/games/ruckus>.

2. DOWNLOAD FILES

The files which are included in the zip are:

- RUCKUS Print'n'Play Instructions (this document)
- RUCKUS Rules (in print friendly and with coloured covers formats)
- RUCKUS QRS
- RUCKUS PACs
- RUCKUS Counters
- RUCKUS Tiles
- RUCKUS Scenarios
- RUCKUS Blue Unit Identification
- RUCKUS Red Unit Identification
- RUCKUS Marker Identification

Files will have a version number in the format v0.X.YYMMDD. Only the latest version of each should be downloaded (and hopefully that's all that's on the website!).

3. PLAYER PROVIDED RESOURCES

In order to play RUCKUS you will also need to provide the following:

- A minimum of 1D6, and ideally 2-3 more D6 in a different colour – but not essential

4. PRINTING AND PREPARATION

The downloaded files should be printed and prepared as shown below.

4.1 A4 Documents

All files (except the map) are scaled to A4. If you are using Imperial paper sizes then you may need to scale to fit. Any big issues let me know and I can see about making Imperial sized PDFs available.

Document	Printing & Preparation
RUCKUS Rules	Plain paper. 1 copy.
RUCKUS QRS	Plain paper or thin card. 2 copies – one per side.
RUCKUS PACs	Plain paper or thin card. 1 copy.
RUCKUS Scenarios	Plain paper. 1 copy (or 2 to allow speedy set-up).
RUCKUS Blue Unit Idents	Plain paper or thin card. 1 copy
RUCKUS Red Unit Idents	Plain paper or thin card. 1 copy
RUCKUS Marker Idents	Plain paper or thin card. 1 copy

4.2 Counters and Markers

The Counters file comprises:

- 2 sheets of Blue counters
- 2 sheets of Red counters
- 2 sheets of markers

4.2.1 Counters

Note: None of the counters are double sided.

There are several ways in which you can print and use the counters, choose whichever suits you:

- Print onto the thickest card that your printer can handle then cut out. You should then colour the back of the card (highlighter works well) Red or Blue as appropriate (or mark in some other suitable way so you can tell the difference when face down).
- Print onto A5 or A6 sticky labels and then stick onto very thick card, foam board or even foamex, then cut out. Again colour the backs (could use coloured card or stick a coloured sheet on before cutting).
- Print onto A5 or A6 sticky labels and then stick onto Red and Blue wooded blocks as appropriate, or onto plain MDF blocks/tiles (in which case you also need to colour the backs as above). I use 2.5cm x 2.5cm x 3mm MDF tiles¹, but stick two together to get 6mm depth – easier to handle. If you want to use industry standard 20mm blocks (e.g. from Cube4Me² or

¹ <https://www.etsy.com/uk/listing/1888572087/3mm-mdf-square-bases-harpy-hobby>

² <https://cube4me.com/product/20x10mm-square-29/>

Spielematerial³) you will need to scale the counters down in printing from 2.5cm to 2cm (or a bit smaller).

4.2.2 Markers

The same options are available for the markers. They are sized at 1.4cm x 1.4cm. I use Cube4Me 15mm x 15mm x 5mm blocks, with varying colours to match the dominant colour of the markers – but card is fine!

Those markers which could be made double sided are shown by brackets on the sheet. There are not enough double sided markers to make it worth doing full double-sided printing.

Note: You may find you have to play around with the PDF custom scale setting to get print outs to match block sizes etc. Also all sheets are set to A4, so if you are using US/Imperial sizes you again may have to adjust the scaling.



RUCKUS counters on 2x3mm MDF, markers on 15mmx15mmx5mm blocks, and tile on 3mm MDF.

4.3 The Tiles

The tiles can again either be printed onto as thick a card as can fit in your printer, or printed onto A4 labels (or just paper) and stuck onto thick card or 10cm x 10cm x 3mm MDF tiles (again available from on-line providers). As before you may need to adjust the scaling factor to get them the right size for your tiles. You'll need multiple copies of most of the more generic ones, depending on how big a playing area you want – I typically use between 5x5 (25 tiles) and 7x7 (49 tiles). You could double side the tiles if you want.

5. READY TO PLAY

That's it, you should now be ready to play RUCKUS. Start reading the Rules and continue from there.

6. EVALUATION

As you may be aware this game has been developed as part of my PhD in Wargaming Urban Conflict at Bath Spa University in the UK.

I am keen to capture information about how people have found the game, but to do so and to use it in my PhD I need to follow the correct ethical process.

6.1 If You Would Like to Help Me Collect Data

If you would like to help me collect data then please can you do the following.

For each PLAYER, once only:

- Read the [Participant Information Sheet](#).
- Complete the [Participant Consent Form](#).
- Complete the [Player Demographics Questionnaire](#).
- Email me to let me know you've done that at david.burden21@bathspa.ac.uk.

After each game session, or set of sessions, each player should complete the [RUCKUS Player Questionnaire](#) and again ideally let me know by email.

If you need hard or soft copies of the forms then just email me.

Needless to say I don't expect people to report on every game they play, but the more you can send the more it will help my research, and all input is much appreciated.

6.2 If Don't Want to Help Me Collect Data

No problem at all, just enjoy the game. Feel free to drop me any informal comments, review it online etc (and let me know if you do!).

Any questions on this document or on RUCKUS in general should be sent to david@burden.name.

³ <https://spielematerial.de/en/products/cuboid>