

RUCKUS – Rapid Urban Combat Kriegsspiel Umpiring

System v0.9.260805

CUAS: Miss by 1 equals abort. Default CUAS range 3 areas.

SmallArms	6+	CUAS S/Arms	5+	CUAS Team	4+
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ISR UAV

Roll on CUAS table first. Roll per area vs all in area.

DM +1 per extra unit. -1 @ Night. Auto-fail on 1/success on 6.

1	2	3	4	5	6
Fail	Fail	Fail	Open	Wood/PV1	PV1*/2+

Recce/OP: Auto-detect adjacent at any time.

Movement: As below or until adj to en or in/by obs. Obs stops movement and takes 1 turn DELAY for vehs. *1 if adj/diag to en.

Leg	1	Veh - Urban	2*	Veh - Rural	3*
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Damage Model: 33% then 66% (Spent)

If Disrupted (Dis) or Neutralised can't attack next phase, and -2 on defend. Auto-recover at end of next activation (or 4+).

Anti-Tank Fire

Only against AFVs. Max 2 open areas or 1 adjacent area.

DMs: -1 if PV1, -2 if PV2+, -1 per step loss

Firer	1	2	3	4	5	6
Inf Coy				33%	33%	66%
IFVs				33%	33%	33%
AT Sect			33%	33%	66%	KO
MBT Pl		33%	33%	66%	KO	KO
FirerDmg					33%	33%

Assaults

Only not Spent. Support units (incl MBT) w/o Inf must withdraw.

No attacking tanks at night.

Attacker	DM	Defender	DM
Per extra inf coy	+2	Disrupted	+2
Per MBT Pl Sp (max +2)	+1	66% losses	+2
DirectHE sp/Flame Sp	+2	Small Unit (pl)	+3
Attacking thru smoke	+1	LOA	+2
Targeted Enemy	+1	33% losses	+1
Attack on 3 sides	+1	Per Civilian (opt)	+1
Better kit/trg/tactics	+1	Per Fire, or in NBC	+1
Small Unit (pl)	-4	PV	-N
Thru minefield	-2	PV > Att PV	-1
Low On Ammo (LOA)	-2	Hidden	-2
Disrupted (2+ round)	-2	Strongpoint	-2
Moved	-2	Per extra inf coy	-2
33% losses	-1	Per MBT Sp (max -2)	-1
Per Civilian (opt)	-1	AT sp (if vs AFV)	-1
Per Fire (in own area)	-1	DirectHE/Flame Sp	-1
NBC	-1	Sniper	-1
Cross Unit/Formation	-1	Targeted Enemy	-1
		Rubble/barricades	-1
		Better kit/trg/tactics	-1

Both sides always disrupted after combat unless get OK result.

Both: Remove 1 Sp if inf suffers 66% loss in one combat, remove all if inf KO'd. Attacker move in if more damage.

Defender: Disengage/Withdraw – D6: 2+ AFV, 4+ Leg, -2 in cbt.

Disordered if fail. Disengage and Fallback are standard move.

Attacker: Can-auto-disengage. If KO enemy in first turn then

D6: 5-6 may follow-up.

FIRES

Target single element/counter. +1 if Targeted, -2 if Hidden. -1 for Strongpoint or Dug In (Inf only). Auto-hit on 6, fail on 1.

! on PV counts 1 level higher from Arty & CAS.

Thermo*: Treat PV=0, always creates fire, ignore Rubble.

Bomber*: May only target PV0/1 tgts.

FPV*: May only target AFV or MBT tgts.

Events [E] on Natural value of the dice.

Heavy	1 [E]	2	3	4	5 [E]	6 [E]
Medium	1 [E],2	3	4	5	-	6 [E]
Light	1-3	4	5	-	-	6 [E]
Thermo*	1 [E]	-	-	-	2	3+ [E]
CAS	1 [E]	-	2	3	4 [E]	5+ [E]
Bomber*	1[E],2	3	4,5	6		
FPV*	1	-	2	3	4	5, 6 [E]
PV0/1	-	Neu	Neu	33%	33%	66%
PV2/AFV	-	-	Neu	Neu	Neu	33%
PV3/MBT	-	-	Neu	Neu	Neu	33%

Automatically Neutralised if take casualty.

Smoke: On 2+ place marker on area edge segment til end of turn. If fail marker not lost.

Event Check (Ignore result if not present)

1	2	3	4	5	6
LOA/ OOA	Utility	CP or Rubble	Rubble	Fire/ TIC/ TIM	DP/ CivCas

DP/ CivCas	Disadvantage to unit in area. Move 1 area per turn to safety. Atrocity if any new Event in area.
Fire	Disadvantage to occupier. Stop & Delay movement. Spread on extra Fire or 6+, 5+ in PV1. Out on 2-.
TIC/TIM	If Industrial. Leave immediately, no entry. Spread on extra TIC/TIM or 5+. Out on 3-.
Rubble	Stop & Delay move. Advantage to defender.
CP	Cultural Property. Discuss narrative. KO on 2 nd .
Utility	Power/Water/Sewerage (reverse for Fires). Discuss narrative & reverberating effects.
LOA/OOA	LOA on first, OOA on second, unless resupplied. For Arty lose extra arty token.

Engineers & Minefields

D6	1	2	3	4	5	6
X U/clear	66%	66%	33%	33%	33%	0%
X Lanes	33%	33%	0%	0%	0%	0%
Clear no fire	OOA	Delay	Delay	Clear	Clear	Clear
Clear u/ fire*	KO	KO	KO	Delay	Clear	Clear

* assumes clearance by rocket or mine plough/rollers only

Only 1 unit (+) can cross per turn. Do X'ing check before any AT or Combat check.

Recce & Engrs can spot (flip) Field Works markers whenever adjacent. Other units only find as enter area. Engrs/Recce don't trigger mines if on own or accompanying others.

Events on 1s, and 6s if MBT/LargeHE. And on 5s if 2xMBT/LargeHE.

D6	<-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10+
Att	KO	-66%	-66%	-33%	-33%	-33%	-33%	-33%	-33%	Disrupted		-33%	Dis.	OK
Def	OK			Disrupted				Fbk or -33%	Fbk or -33%	-33%	-33% +Fbk	-66%	-66% +Fbk	KO