

RUCKUS – Rapid Urban Combat Kriegsspiel

Umpiring System

Rules and Umpires Notes

v0.9.260805

RUCKUS is a set of quick play rules for urban combat involving forces of around battalion to brigade size, although it might stretch higher.

RUCKUS has been designed to be used with an umpire as it is very high level and leaves many things undefined. It can also be used for solo play, and for opposed play as long as players are happy to negotiate any unclear outcomes. The ruleset is deliberately light enough that umpires and players can see what the main factors are and how they interact, and can change numbers and rules to reflect their understanding of urban combat, and to add additional rules and modules to cover more specific issues.

Licensing

RUCKUS is released under the Creative Commons 4.0 By Attribution, Non-Commercial, Share-and-share-alike open licence. This means that you can make your own variations of it, and distribute them and the original game as long as you: attribute the source game to the creator (David Burden), do not sell it, and if you make any changes publicly available they must be on the same BY-NC-SA terms.



Learning RUCKUS

Everybody has their own way of learning a new rule set. My recommendation is to read the rules through once, then get a map and counters out and play through the solo introductory scenarios on your own. Once you've done that, bring in a live opponent and play the competitive introductory scenarios.

Whilst you can use the Print'n'Play version you might initially find it quicker and easier to use either the Tabletop Simulator version, or the Playable Powerpoint version – which you can just play in Powerpoint or Google Slides. Links to all 3 options and the scenarios are on the RUCKUS website.

CONTENTS

1	GENERAL INFORMATION.....	2
1.1	Level.....	2
1.2	Dice	2
1.3	Map and Ground Scale	2
1.4	Turns and Timescale.....	3
1.5	Counters and Manoeuvre Elements.....	3
1.6	Markers	3
1.7	Damage.....	3
1.8	Disruption and Neutralisation:	4
1.9	Open and Closed Play	4
1.10	Victory Conditions.....	4
1.11	Turn Sequence	5
2	START OF GAME	5
2.1	Weather.....	5
2.1.1	Wind Direction	5
2.2	Initial ISR (Optional).....	5
2.3	Preparatory Fires (Optional)	5
2.4	Other Shaping Activities.....	5
3	START OF TURN.....	6
3.1	Initiative (Optional)	6
3.2	Injects (Optional)	6
3.3	Special Capabilities.....	6
4	ISR	6
4.1	ISR Support Counters	6
4.2	UAVs.....	7
4.3	ISR Spotting Process.....	7
5	FIRES	8
5.1	FIRES Process	8
5.2	Smoke	8
5.3	Rockets	9
5.4	Thermobarics.....	9
6	FIRE AND MANOEUVRE.....	9
6.1	Movement.....	9
6.1.1	Stopping Movement	9
6.1.2	Embus/Debus.....	10
6.2	Anti-Tank Fire	10
6.2.1	Line of Sight	10
6.2.2	Anti-Tank Firing Process	10
6.2.3	Returning Fire	10
6.2.4	Defender Anti-Tank Fire in Assault	11
6.3	Assault	11
6.3.1	Assault Procedure	11

6.3.2	Night	11
6.3.3	Follow-Up	11
6.3.4	Disengaging	11
7	END OF PHASE	12
8	END OF TURN	12
9	Events:	12
9.1.1	Events Process	12
9.1.2	Civilians	13
9.1.3	Cultural Property	13
9.1.4	Vulnerable Sites	14
10	Adverse Opinion	14
11	COMBAT ENGINEERING	15
11.1	Counter-Mobility	15
11.1.1	Unhiding Fieldworks	15
11.1.2	Minefields	15
11.1.3	Aerial Mines	16
11.2	Protection	16
11.3	Mobility	16
11.3.1	Mine Clearance	16
11.3.2	Clearing Rubble, Barricades and Craters	16
11.3.3	Bridging/Wet Gap Crossings	16
11.4	Targeting Engineer Units	17

Annexes:

A. Injects

B. Special Capabilities

Golden Rules

There are two golden rules in RUCKUS:

1. To assess anything not in the rules, or which the umpire and players can't come to agreement on, roll 4+ on D6, and allow any suitable dice modifiers (DMs) given the situation.
2. The umpire is able to add/delete/change rules and outcomes as they require in order to maximise the value that players get from the game – the RUCKUS rules are just a guide.

1 GENERAL INFORMATION

1.1 Level

It is assumed that a RUCKUS game involves about a Brigade or Battalion defending force level, with 1DOWN or 2DOWN manoeuvre units. Manoeuvre Units (MUs) are typically companies (attacker) or platoons (defender). Support units (e.g. armour, AT) are typically platoons. You may be able to stretch RUCKUS one level higher or lower than this with suitable modifications to the rules, but since RUCKUS uses a relative combat and loss model (see below) this may not be too hard.

1.2 Dice

Almost every roll in RUCKUS is a single six-sided dice (D6) to keep things quick and easy. There are a few cases where a D3 is needed, in which case treat 1 & 2 as 1, 3 & 4 as 2 and 5 & 6 as 3. You can play RUCKUS with a single D6, add a red and blue D6 if you want to do opposed roles, and for some optional rules having up to 3 extra D6 in a different colour (e.g. white) can be useful.

1.3 Map and Ground Scale

RUCKUS is designed to be used in two ways:

- On a map divided into areas – typically based on urban terrain zones (UTZ). With some imagination and dynamic virtual area/UTZ creation it could be used on a plain map. Each UTZ should be allocated a protection value (from 0 to 3) representing how hard it is to attack due to building construction materials, density, road layout, and average number of storeys.
- With a set of urban tiles, each representing a different UTZ, laid out as a grid – typically 6x6 or larger. This is a great way to learn the game and to examine the problems of different urban configurations.



RUCKUS on a map



RUCKUS on tiles

Both maps and tiles are available to download at the RUCKUS website, and of course you are encouraged to create your own.

The ground scale is relatively flexible, and will to an extent depend on the level and type of engagement. The standard tiles represent areas about 300m across (so typically platoon/company urban frontage), and on maps it is suggested that the areas are around 300m-500m in size.

1.4 Turns and Timescale

If played as a simple game then turns are probably around 1-2 hours. However, a more realistic representation of uncertainties of urban combat is probably achieved by having a variable turn length – which is only determined at the end of the turn. To do this:

- Roll one D3 at end of turn for #hours turn represented.
- Add one extra D3 for *each* assault that turn
- Add one D3 if there were 1 or more UAV attacks

RUCKUS is probably best played in an IGOUGO model, typically Attacker moves all their pieces, then the Defender moves theirs. Phase by phase order is shown on the Turn Sequence on the Player Aid Card (PAC). AT fire may be allowed from Overwatch during the enemy phase in response to enemy movement. ISR detection and FIRES are adjudicated before movement/combat. Counters are provided to mark units which have activated (or do by their unit HQs), but these will probably not be needed for smaller games.

If being played more seminar style then a COA style Blue Action/Red Reaction sequence, with a discussion about alternate/possible Blue counteractions could also be used. You could even use RUCKUS in support of a more narrative, turn-less game where players just moved between key action points or vignettes, and then the umpire uses the RUCKUS rules to resolve those before moving onto the next tactical action/vignette.

1.5 Counters and Manoeuvre Elements

Since this is about urban fighting infantry are vital to the fight, and all assaults (and defences to assaults) must be led by an infantry unit. All other units act as support units (MBTs, ATGWs etc). If a support unit is assaulted on its own it **MUST** withdraw if possible.

There are three types of counter in RUCKUS, designated by their shading:

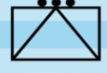
	Units which can lead an assault and hold ground (typically leg, motorised, mechanised and armoured infantry) are shown in a solid colour.
	Support units which can aid an assault or defence, but which <i>must</i> retire if an enemy unit moves into their area are shown with a central dark bar.
	Enablers and Effects which are placed on the table, have their effect and are then removed are shown with a dark upper half.

1.6 Markers

Markers are placed on the map to show certain states, conditions or issues. Their meaning is explained in the rules below as required, and there is also a PAC which summarises their meaning and use. ??

1.7 Damage

All infantry units are “3 step” units. They can take 33% damage (1 step), 66% damage (2 steps) or be eliminated (3 steps). This is even the case for 2DOWN units (e.g. platoons). Damage is a combination of personnel and materiel loss and damage/wounding, exhaustion, and loss of morale. Support units are typically 1 step, they are either fully functional or destroyed. However, they are of two types:

 AT/1	Resilient (no dot) – only lost from AT fire, or in an assault/Fires when 66% loss incurred. Max 1 unit lost per attacking company in assault.
 1/Engrs	Fragile (grey dot in upper right) – One unit lost per 33% result (i.e. 2 on 66%, 3 on KO).

1.8 Disruption and Neutralisation:

Disruption and Neutralisation are temporary reductions in combat capability. Units become Disrupted either from participating in any assault (as attacker or defender, and regardless of who wins), or from taking AT fire or crossing an obstacle. Units become Neutralised from taking FIRES (and Neutralisation is automatic if any damage is taken from FIRES). The effect of both is identical. A unit which is Disrupted or Neutralised cannot fire, assault or move – the only exception being that two units engaged in an assault which is not resolved in one phase can continue to fight it the next phase. Neutralisation is applied at the start of a turn during the FIRES phase and lasts until the end of the turn when it is automatically removed. Disruption is removed at the end of the sides activation AFTER they incur the Disruption. Note that a Disrupted unit which is attacked again may have its recovery clock reset. A unit can have both Disruption and Neutralisation, but there is no added impact.

Note: To help track this Disruption2 and Disruption1 markers are provided, put Disruption2 on when Disruption is incurred (Disruption1 for defender in assault), at the end of each activation flip Disruption2 to Disruption1 and remove any Disruption1.



Option: The umpire may wish to make recovery from both Neutralisation and Disruption conditional on a dice roll. For average troops 3+ is suggested, with 4+ for inferior troops, and 2+ for superior troops.

1.9 Open and Closed Play

RUCKUS is designed for Open or Closed play. In Open play all counters are face up, so that each side can see what enemy is there. This conforms to the current “transparent battlefield” concept. It is the simplest way to play, and good for introductory games.

In Open play the role of ISR UAVs is to help target enemy units, adding a +1 DM as described below.

In Closed play all counters are face down (or possibly just attacker – see scenarios), and there may be dummy counters, so neither side is sure where the enemy is and ISR UAVs have a serious role in trying to UnHide units, as described below. Closed games take longer, and can be a bit more complex, but possibly give a better sense of the Situational Awareness (SA) challenge of urban fighting.

1.10 Victory Conditions

Each scenario will define the victory conditions for each side. These are probably better thought of as “end of game” conditions as players are not chasing Victory Points as in many other wargames, but rather trying to achieve specific objectives – such as delaying the enemy, holding a position, taking a position, clearing the enemy etc.

In many cases the attacker will “culminate” – i.e. run out of meaningful offensive capability - before its objective are achieved, in which case the umpire should end the game.

Likewise, although defender morale is not explicitly tracked, once it is obvious that the defender cannot achieve its objectives with the force it has left the umpire should consider calling time.

1.11 Turn Sequence

The RUCKUS turn sequence is:

Start of Game	Check Weather
	Initial ISR/Prep. Fires
Start of Turn	Initiative (optional)
	Injects (optional)
	Special Capabilities (optional)
Def, Att	ISR
Def,Att	Fires
Att	Activate Elements
	Flip Disrupted
Def	Activate Elements
	Flip Disrupted
End of Turn	Remove Neutralisation
	Remove Smoke
	Test Fire & TIC/TIM Spread
	Move Civilians
	Assess Elapsed Time (optional)

2 START OF GAME

2.1 Weather

Choose or randomly roll (D6) for the weather for the game. Three states are used:

- Rain (1) – No UAV use at all;
- Cloudy (2) – No Medium Altitude Long Endurance (MALE) UAVs;
- Clear (3+) – all UAVs

It is suggested that Open play is used for Clear weather, and Closed play for Cloudy or Rainy weather. Any unit which has been UnHidden stays UnHidden if moving from Clear to Cloudy or Rainy weather, and all units UnHide if moving to Clear weather.

Option: Since each turn is 1-2 hours (or more) weather could change almost turn to turn. To reflect this either reroll each turn (or maybe odd turns or every 4th or 5th), or roll for the change in state (1-2 = gets worse, 3-4 = stays same, 5 -6 = gets better).

2.1.1 Wind Direction

Wind Direction is important in RUCKUS as it determines how fires and TICs/TIMs might spread. Roll 2D6 and consult the wind rose on the PAC – note that the direction is the direction the wind is blowing *to*. Usually this will then persist for the whole game, but the umpire may vary this if they want (e.g. reroll before/after rain).

2.2 Initial ISR (Optional)

If intending to use Preparatory Fires, each side should be given an initial ISR UAV allocation purely to be used in this phase. This should be defined in the scenario. Rules for ISR UAV are below.

2.3 Preparatory Fires (Optional)

If the umpire wishes to represent Preparatory Fires, then either they can make a *de jure* decision as to what units have been affected, and where any collateral damage should be placed, or they can allow one or both sides a limited number of fire missions to inflict damage on the other. Any Neutralisation lasts until the end of the first proper turn.

2.4 Other Shaping Activities

The Umpire should allow players to come up with any other reasonable kinetic or non-kinetic shaping

activities, and apply a D6 roll (base 4+) to determine their success.

3 START OF TURN

3.1 Initiative (Optional)

Most games will probably be played as attacker vs defender, in which case the Defender always goes first in the ISR and FIRES phase, and the Attacker always goes first in the Fire and Manoeuvre phase. For encounter battles each side can dice-off either at the start of the game or even each turn to decide who has Initiative, and the side with Initiative then decides who goes first in each phase. Draws mean no change.

3.2 Injects (Optional)

Each turn, although probably not on Turn 1, the umpire can roll (D6.D6) for a random inject on the Random Injects Table – See Annex A. These reflect some of the more obvious complications of urban warfare. With each talk through the narrative of their impact or how they might be resolved.

Note that the table has been split into two, with 11-36 covering in-game effects and 41-66 covering out of game effects, so the umpire can only roll on the first half of the table if they don't want to open up a broader discussion. The injects have been fairly broadly defined and may require further rolls (e.g. to decide affected side/unit/location), and of course the umpire is free to change any outcome, or use another one if it suits the game better.

If an inject a turn is too much, just have injects on a roll of 4+ or 5+.

The umpire should feel free to create their own table of injects, and/or each scenario may have its own table.

3.3 Special Capabilities

A side may (or may not) have a number of Special Capability/Effects counters, such as EW Jamming and EW Drone Jamming. If they wish to play one of these counters this should be played after any Event but before ISR. Common Special Capabilities are described in Annex B.

4 ISR

If playing in the Closed mode units (and some markers – e.g. engineering works) have two states:

- Hidden – face down or facing the owner; and
- Unhidden – face up.

ISR is the main way that you Unhide elements. Elements are also Unhidden when they make an assault, or once they have been assaulted.

Note that once a unit is Unhidden it stays Unhidden for the rest of the game.

In Open mode, or for Unhidden units, ISR can also be used to place a +1 targeting marker on a unit. This marker gives +1 for any Fires or Assault that turn. The marker is removed at the end of the turn.



The +1 Targeting Marker

ISR is of two types – support counters and UAVs.

4.1 ISR Support Counters

A side may have OP and/or Recce counters as part of their ORBAT. Recce counters move like other units, but OPs are fixed. If an enemy unit is in an area unopposed with an OP then the OP is removed. If an enemy unit enters the same area as a recce unit the recce unit must withdraw.

An OP or Recce unit always and automatically UnHides any counter or marker that is in an adjacent area – excluding diagonal. This happens instantly at any time in the game – the ISR phase is just a chance to double check if a unit should be UnHidden. OP and Recce units cannot place the +1 Targeting Marker.

If playing in Open mode there is no role for OP units, and for Recce units their only role is to spot engineering works.

Option: Once all counters have been revealed you can by mutual agreement remove all OPs and Recce units to declutter the table as they have no further role.

4.2 UAVs

Each side's ORBAT will specify how many ISR UAVs it has – if any. These can be used each turn, but once lost they cannot be used for the rest of the game. The scenario may specify a maximum number that can be used per turn.

Option: If a side burns through its ISR UAV allocation too quickly then consider giving it a fresh allocation of ISR UAVs, possibly after D3 turns delay.

4.3 ISR Spotting Process

The ISR process for each ISR counter is:

- Place it on the area you want to detect (or unit you want to target);
- Roll for Counter-UAS (CUAS). The base is 6+ to be hit by small arms fire. Umpire and ORBATs will determine whether units have an organic enhanced CUAS capability (5+). If there is a dedicated CUAS element on the board (and the umpire considers it is in reasonable range/line of sight/radio etc) then the roll to hit is 4+. Missing a roll by 1 is taken as an abort – the UAV cannot complete its mission but is not destroyed.
- Make the detection roll, based on the PV of the UTZ. The ISR detection table is:

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

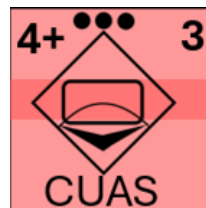
DMs:

- +1 for each extra unit in the area.
- 1 if at night (umpire can make -2 for inferior UAVs, or even 0 for good UAVs/conditions)

Note that * adds 1 to the PV for ISR detection only.

Note: As with most tests in RUCKUS a Natural 1 is an automatic fail, and a Natural 6 is an automatic success.

Detection is of ALL units in an area, whereas Targeting is just of the chosen enemy counter. Detection means that units are Unhidden and placed face up. Targeting means place the +1 Targeting counter.



Dedicated CUAS unit with a range of 3, and requiring 4+ to destroy a UAV mission.



*PV of 1, but which becomes 2 because of the * when being assessed for ISR purposes.*

Option: The Umpire may allow players to adopt a “push your luck” model with the ISR UAVs where after one detection they can move to an adjacent (or near adjacent, or even the same) area and try and detect again – but they must make another CUAS roll each time. Three such detections in total is probably a reasonable number.

Note that ! adds 1 to the PV for FIRES only.

5 FIRES

FIRES includes artillery, mortars, close air support (CAS), bomber UAVs and FPV UAVs. In each case the scenario allocates each player a number of sorties/fire missions, and the maximum number of each type that can be used per turn. These are single use – so players need to judge when to best use them.

Unless otherwise stated all FIRES are targeted against single units (it is assumed that modern FIRES have a beaten zone/CEP of around 100m).

UAVs are restricted in what they can target as follows:

- Bombers can only target units in PV0/1;
- FPVs can only target AFV or MBT units.

FIRES weapon weight are:

- Heavy: 152mm, 155mm and greater;
- Medium: 105mm, 120mm, 122mm etc
- Light: 81mm etc

5.1 FIRES Process

The FIRES process is:

- Place the relevant FIRES counter on the unit to be targeted (more than one counter can be used per target, but they must be of the same type).
- If a UAV attack then roll for CUAS as earlier.
- Roll D6, and any DMs (see below), and use the relevant row on the FIRES chart for the weapon system and then check against the relevant row/column for the PV or armour value of the target and the dice roll. The FIRES table is:

Heavy	1 [E]	2	3	4	5 [E]	6 [E]
Medium	1 [E],2	3	4	5	-	6 [E]
Light/81	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	33%

DMs:

- +1 if Targeted
- -1 if Strongpoint or Dug In
- -2 if Hidden

Note: A Natural 1 is an automatic fail, and a Natural 6 is an automatic success.

Apply the damage shown. Any unit taking damage is also Neutralised. If an [E] result is shown then roll on the Event table (see below).

Note that AFVs always test vs armour not the area PV. If there are any passengers roll on the Passengers line of the AT table (see below) to see if they escape.

Mechanised and Armoured Infantry units use the highest of the PV or AFV rating – it is assumed that they take cover in the vehicles if in a lightly protected area.

If the target is a Small or Support unit (e.g. MBT/Engineer platoon) then it is destroyed on a result of 66% or KO, but is otherwise undamaged. **(Impossible!)**

Option: If the targeted side has more than one unit bunched into a small area (e.g. counters are overlapping), then the umpire may rule that all the bunched units need to roll for a hit.

Example:

An 155mm Fire Mission is being made against a leg infantry unit in a PV2 area. A roll of 5 is made. 155mm counts as Heavy, checking the Heavy row shows that there is an [E]vent roll to be made after unit damage is checked. Look down from the 5 until it intersects with the PV2 row, and the result is Neutralisation only. Now remember to make the Event check.

5.2 Smoke

ORBATS may include FIRES counters for smoke, again with a limit of how many can be used per turn.

Smoke counters are placed on an edge segment between areas and block line of sight across it until the end of the turn, and give a -1 when attacking across it. Roll D6 and on 2+ the marker is placed. Failure reflects confusion in communications etc and the marker is retained to be used again. **Smoke may need to be placed in F&M so as not to signal an attack.**



Smoke marker. Versions with a 2 are also provided if using a very short turn duration (e.g. a bn game) where smoke may last for 2 turns.

5.3 Rockets

Single rockets (of c.200mm+) are treated as Heavy fire missions as normal. Salvo rockets (of upto c.150mm) are treated as Medium fire missions, but test for a hit (separately) against every unit in an area (and can cause multiple Event checks).

5.4 Thermobarics

Thermobarics have their own line on the table, and test against every unit in an area. They ignore PV (treat as PV=0) and always create a fire, but ignore any Rubble result on any Event check.

6 FIRE AND MANOEUVRE

During the fire and manoeuvre phase every unit may move and/or participate in an assault. Units capable of anti-tank fire may fire instead of moving and/or participating in an assault. To participate in an assault a unit must have enough movement points to reach the area being assaulted. Note that there is a penalty for a Hasty Attack if the lead unit is not adjacent to the target area at the start of the turn when it makes the assault.

6.1 Movement

Since we are dealing with large towns and small cities then within even 1-2 hour turns an unimpeded unit could move across the map in a single turn. So movement rates assume that units are moving in terrain which they know may be occupied by the enemy (including infiltration and sniper teams) and so they are moving with extreme caution.

The movement allowances (in areas) are:

Leg	1	Veh - Urban	2	Veh - Rural	3
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Diagonal movement is not allowed between tiles.

6.1.1 Stopping Movement

If a unit moves adjacent to an enemy unit (including diagonal), they must either stop or Assault.

If a unit moves into an area with an enemy hidden fieldwork then it is Unhidden immediately – and take action as below.

If a vehicle unit moves into the same area as a Barricade, Crater or Rubble marker they must stop, and stay in that area for the next turn (place a DELAY marker) before exiting forward the following turn, unless they come back the way they came – which they may do in the same turn if they have the movement allowance (this only applies to the unit not owning the barricade).

Barricade Marker	Crater Marker
Rubble Marker	DELAY marker

If a unit moves into a minefield then see Section 11.

6.1.2 Embus/Debus

It costs nothing in terms of MPs to embus or debus troops. The owner of the unit can always chose the unit to be in the most advantageous stance for any instance.

Activated Markers: If it is not clear when a unit has been activated, use a marker (e.g. Green Tick) to show when each element has been activated – but it may be best done at 1DOWN not 2 DOWN (e.g. on Bn HQs not Coys, or on Coy HQs rather than on Pls). Remove at end of turn.



Option: In more seminar orientated wargames movement can be more abstract and done in tactical bounds, stopping only when some form of action happens – such as when a unit moves adjacent to an enemy or obstacle. The umpire should disallow unrealistic moves such as a wide flanking attack.

Option: Depending on the area size the umpire might wish to allow a unit which is 1UP in size from an enemy unit (e.g. company advancing on a platoon) to enter the area of the smaller unit without giving combat, but must stop and end its turn. The next turn it could move on if not attacked. Given the complexity of an urban area it is probably unrealistic with current equipments to expect a platoon to project across 300-500m of urban space – but this may change as UAVs become more ubiquitous.

6.2 Anti-Tank Fire

RUCKUS only tries to explicitly represent the key parts of urban combat. As such in terms of ranged fire, Anti-Tank (AT) fire (inc. vs all AFVs) is the only one that is represented, reflecting anti-tank weapons (incl. MBTs) being placed to cover open approaches etc. This fire can take place in both the active sides turn and the inactive sides turn if the target is moving, other than withdrawing.

6.2.1 Line of Sight

The maximum range is 2 areas. Anti-tank fire may not be made into an area of PV1 or more if not adjacent.

6.2.2 Anti-Tank Firing Process

The process is:

- Roll D6, add DMs and consult the table.

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%

DMs:

- -1 in PV1
- -2 in PV2+
- -1 if at 33%, -2 if at 66%

If the target is a Small or Support unit (e.g. MBT/Engineer platoon) then it is destroyed on a result of 66% or KO, but is otherwise undamaged.

6.2.3 Returning Fire

The target of AT fire may return fire immediately – but may not fire again in its turn.

If the firer is an MBT unit then use the same table, otherwise roll on the Firer Dmg line.

Note that any 33% or 66% damage on a 1DOWN unit inflicted by a 1UP unit eliminates the smaller unit. If by units of equal size.....

Note: This is an area where a simple table can struggle to give realistic answers for all the possible situations, so the umpire should be free to modify any results.

6.2.4 Defender Anti-Tank Fire in Assault

When an AT or MBT unit (only) is with a lead infantry unit receiving an assault it may fire at the attacking force before contact is made. **Only if from/over clear?**

6.3 Assault

This is the main process by which a unit takes ground and destroys the enemy. Assault **MUST** have an infantry unit involved on both sides which has less than 66% damage. No attack is possible without one, and any defender consisting only of Support units **MUST** withdraw a full move (or to next reasonable cover). Only Lead units are assessed for strength. Support units just add DMs.

Note: In the description below attacker refers to the unit(s) making the assault, and defender to the unit(s) receiving the assault.

6.3.1 Assault Procedure

The procedure for an assault is:

- Attacker declares which units are assaulting (may be from multiple areas) into which area.
- Defender declares which units are defending (not all units need defend).
- Any of the defender's units not fighting can try and evade. Roll D6, withdraw on: 2+ AFV, 4+ Leg. Disrupted if fail. Withdraw full move or to next cover (PV1+).
- Roll D6 and add DMs from the QRS for both sides. By mutual consent can use just the bold DMs for quicker play.
- Consult the Combat Results Table (CRT) on the QRS and implement any losses and Disruptions

Note that:

- Any unit taking loss also takes Disruption. Mark the defender with Disruption1 and attacker with Disruption2.
- Percentage losses apply to ALL Lead units involved on a side.
- For each unit on a side now at 66% loss then lose 1 random support unit (if available).
- If all infantry on a side is KO then all its supports are lost.
- If a 1 (and a 6 if heavy weapons being used) is rolled also roll on the Events table. Optionally Events also on a 5 if 2 or more heavy weapons units have been used.

- If the attacker causes more damage on defender than it suffers itself it may move into the defender's area.
- If a side only has support units left these must withdraw.
- If the attacker has eliminated the defender in the 1st round it may follow-up and advance further – see below.

If both sides have Lead units left, either:

- The attacker declares it is breaking contact (in which case it must remain in its original area), or
- The defender may try and break contact – roll as detailed on the QRS; or
- **The combat is fought again in the next sides activation (NOT the next turn).**

A unit can only be attacked once per turn. A unit may only make a second attack if following up.

Note: The umpire should feel free to add situational factors (e.g. co-ordination problems etc).

For clarity the CRT codes are:

OK	All OK, not Disrupted
Dis	Disrupted (also automatic for any loss)
Fbk	Fall back full move or to next cover (may be optional or mandatory)
NN%	Take NN% loss (may be optional or mandatory)
KO	Destroyed.

If an assault is going to continue then it should be marked with the Engaged marker.



6.3.2 Night

At night MBTs may not be used in the assault.

6.3.3 Follow-Up

If the defender is eliminated in first turn of the assault then roll D6 and may follow-up with an attack on another unit or a full move on 5+.

6.3.4 Disengaging

On its phase a defender may try and disengage. Roll D6 and apply -2DM as in combat and can withdraw on: 2+ (4+) AFV, 4+ (6+) Leg.

An attacker can automatically disengage by moving back out of the area or just not attacking.

Option: If you want players more engaged, and to add to the variation in the results, roll separately for attacker and defender, changing the signs of the defender DMs, and look both up on the defender CRT. Or keep signs but defender rolls low and looks up on attacker CRT.

7 END OF PHASE

At the end of each side's Fire and Manoeuvre Phase:

- Remove Disrupted1 and then flip Disrupted2 to Disrupted1.

8 END OF TURN

At the end of a turn:

- Check if Victory/End of Game Conditions have been met.
- Remove Neutralisation markers
- Remove Smoke markers
- Test for the spread of any fires (conflagrations) and TICs/TIMs.
- Move any civilians 1 area away from danger and towards a "safe" board edge (may depend on civilian allegiance).

9 EVENTS:

Events are used to represent some of the more common challenges of fighting in an urban area. Some have a direct impact on the game, whilst others can generate discussion points. Roll on the event table whenever an [E] is indicated on the FIRES table (usually 1s and 6s), or on a 1 in Assault, and also on a 6 (and optionally a 5) if MBTs and heavy weapons are being used.

9.1.1 Events Process

Roll D6, consult the table and implement the results. Ignore or reroll if the event doesn't make sense in the situation.

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

Option: You may wish to reflect that civilians may be more likely in residential (PV2) areas, particularly denser areas. Suggest roll an extra 1 dice (Detached), 2 dice (Residential) or 3 dice (Residential Blocks) and generate a Civ unit for each 6 – but no other effect. Use different colour dice for the extra dice (e.g. white).

DP/ CivCas 	Disadvantage to unit in area. Move 1 area per turn to safety. Atrocity if any new Event in area. See below. AO+2 for each Civ created. AO+5 for each Atrocity.
Fire 	Disadvantage to occupier. Stop & Delay movement. Spread on extra Fire or on 6+, 5+ in PV1. Out on 2-. AO+5 for each area that catches fire.
TIC/TIM 	If Industrial. Leave immediately, no entry. Spread on extra TIC/TIM or 5+. Out on 3-. AO+5 for each area covered by TIC/TIM.
Rubble 	Stop & Delay move. Advantage to defender. AO+1 for each Rubble created.

CP 	Cultural Property. Discuss narrative. KO on 2 nd . See below. AO+3 for each Standard CP damaged. AO+10 for each Special CP damaged. AO+20 for each Enhanced CP damaged.
Utility   	Power/Water/Sewerage (reverse for Fires). Discuss narrative & reverberating effects. AO+5 for each Utility destroyed.
LOA/OOA  	Low on Ammo (LOA) on first occurrence, Out of Ammo (OOA) on second. Applies to Lead unit. A Special Capability counter may be available to resupply (from LOA and/or OOA), depending on the scenario. OOA units may not assault and only defend. For a FIRES mission, lose one extra marker of the same type – the next pallet is a dud!

9.1.2 Civilians

If a Civilian counter is in the same area when another Event of any kind is generated then there has been a Civilian Atrocity in addition to the standard effect – but the counter stays.

Some additional counters are provided for the umpire to use at their discretion.

	Mark the location of an atrocity.
	Looters are present. How will any troops respond? Will looters move as military units (and fighting) approaches?
	Mass demonstration, possibly a riot. Should block movement as per a Barricade. AO+10 if Atrocity. Stays.

	Media are present. Double all AO in that area and adjacent area. Move under umpire control or as civilian. AO+10 if Atrocity. Remove.
	NGO is present. Move under umpire control or as civilian. AO+7 if Atrocity. Remove.

9.1.3 Cultural Property

Cultural Property (CP) is represented in RUCKUS using Blue Shield International's classification and marking system¹. Most NATO countries, and others, use this to build their national lists of cultural property which can then be used to inform NO STRIKE lists etc.

If a scenario designates the locations of CP then place the appropriate markers on the map. If you get a CP or Rubble event and there is a CP icon in the area then this represents CP damage – flip the marker to its crossed side and take AO as shown below. Take AO again for each successive hit.

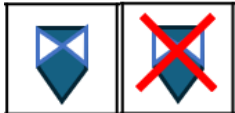
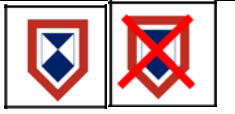
If a scenario does not designate specific CP locations, on the first CP event place a CP marker (roll D6: 1-3=Standard, 4-5=Special, 6=Enhanced), then treat as above for any subsequent hits.

Whilst these short rules can't cover all the Rules of Engagement (ROE) that are likely to exist around CP, the following can be used as a base:

- No defending a CP location – or get clearance as in the table below.
- No firing against a CP location unless there are enemy there (!). Perhaps enforce that they must be Targeted to confirm location.
- If you want to fire against an enemy in a CP location then get clearance as in the table below.

The umpire can award extra AO for any transgression of these ROEs, or any other activity which puts the CP at risk.

¹ <https://theblueshield.org/>

	Standard Protection Site of regional importance. Common. Clearance provided by senior player. AO+3 if damaged.
	Special Protection Site of national importance. Rare. Clearance provided by umpire. Suggest 5+. AO+10 if damaged.
	Enhanced Protection Site of global importance (e.g. World Heritage). Very rare. Clearance provided by umpire. Suggest 6+ (or even 12+ on 2D6!). AO+20 if damaged.

9.1.4 Vulnerable Sites

The scenario may specify Vulnerable Sites (e.g. Hospitals etc) which should be protected from damage. Scenarios may also provide any relevant ROEs. Any fighting in a Vulnerable Site area, or any damage caused to a Vulnerable Site (Rubble result) causes AO as detailed below or in the scenario.

10 ADVERSE OPINION

Adverse Opinion is how RUCKUS tracks the “bad” things that a player does, or causes to happen. Think of it as the level of coverage in *friendly* media. Note that whilst AO is tracked for both sides equally the scenario may instruct AO to have different effects for both sides (for instance Red may be told to ignore it!)

AO is not subtracted from Victory Points (VP) but rather should be assessed alongside it – you are aiming to achieve victory with the minimum AO, score, the higher the AO score the more the victory may not have been worth the cost.

AO points are awarded as shown below and on the AO PAC:

Event	AO Cost
Enhanced CP Damaged	20
Special CP Damaged	10
Civilian Casualty/Atrocity	5
Fire created/spread	5
TIC/TIM created	5
Vulnerable Site Damaged	5
Utility Out	5
Standard CP Damaged	3
Vulnerable Site Combat	3
DP Created	2
Rubble created	1

11 COMBAT ENGINEERING

Combat engineering divides into counter-mobility, protection and mobility.

11.1 Counter-Mobility

In RUCKUS most counter-mobility options are placed on the table as part of the defender's set-up and as specified in the scenario. It includes mines, barricades, craters, blown bridges, rubble – and dummies. These markers are usually deployed face-down, so the attacker has to use ISR assets to identify them.

	Mines See the next section for more detail on mines.
	Barricades This implies that all the important thoroughfares in an area have been blocked by demolitions, dragged vehicles etc. Any enemy unit entering the area must stop and take a DELAY for the next turn.
	Crater Similar effect to Barricade but placed when an area shows a major route, and only the route is blocked – off-road movement is still possible unless that also has Barricade (one covers either side of the road).
	Destroyed Placed on a bridge to show that it has been destroyed.
	Rubble Placed face-up to show that key buildings have been rubblised. Will delay movement and also provide +1 to defender.
	Dummy Dummy marker so as to waste enemy ISR and/or part of a deception plan.

11.1.1 Unhiding Fieldworks

Recce & Engrs can Unhide Fieldworks markers whenever in an adjacent area. Other units only Unhide them when in the same area. Recce & Engrs don't trigger mines if on

their own or accompanying other units. ISR UAV can also be used to Unhide Fieldworks.

11.1.2 Minefields

Minefields are possibly one of the hardest things to manage well in a wargame, so the umpire should be ready to over-ride rules if necessary to ensure a realistic outcome.

RUCKUS defines 4 situations:

11.1.2.1 Crossing an uncleared minefield

If a unit enters an area with an uncleared minefield without the support of a Recce/Engrs unit it must immediately roll on the minefield table and take the stated loss. The loss applies to each Lead unit. Lose a support unit for any 66% loss incurred. The unit must then stop unless assaulting.

When exiting a minefield (whether assaulting or not, and with or without Engrs/Recce) the unit must roll again on the table.

This seems brutal but should deter units from charging across minefields without making some attempt to clear them first.

And of course any defending AT weapons can do overwatch fire as the enemy moves into the minefield.

11.1.2.2 Crossing a cleared minefield (Lanes)

If a minefield has been cleared and now shown as Lanes (see below), then just roll on entering the minefield on the Crossing Lanes (X Lanes) row – regardless of assault and/or Engrs/Recce.

11.1.2.3 Clearing a Minefield Not Under Fire

An Engrs unit can clear a minefield by moving into the area and then remaining stationary for 1 full turn. Given the context of RUCKUS clearance would be of lanes only and by dozer or a Python-style explosive rocket. Roll on the relevant row at the end of the turn.

- **OOA:** The unit is out of explosive charges (or has wrecked the dozer) so can't clear any more minefields in the game;
- **Delay:** Try again at the end of next turn;
- **Clear:** Lanes have been made, replaces the Minefield marker with a Lanes marker.

11.1.2.4 Clearing a Minefield under Fire

If clearing under fire the clearance is immediate (they are not hanging around!) but if the enemy has an AT unit within range at the time that the Engrs unit makes the clearance roll, roll on the Clear Under Fire row, but otherwise treat as above. KO implies that the Engrs unit is knocked out and removed from play.

Minefield Table

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

11.1.2.5 Crossing Lanes

Only 1 Lead unit with 1 Support unit may cross an area with a Lane marker per turn.

11.1.2.6 Assaulting Through Mines

If assaulting through a minefield which has not been cleared then the process is:

- Move into minefield
- If Engrs are not present roll for damage for crossing/entering minefield.
- If enemy has AT in range make any AT attacks (which are likely to target Engrs!)
- If Engrs are present, attempt clearance
- If the minefield is still present roll for damage crossing/exiting an uncleared minefield.
- If the minefield is now Lanes roll for damage crossing a cleared minefield.
- Conduct assault as normal, but attacker gets -2 for attacking thru minefield (Lanes or not).

Smoke can be deployed to hide the crossing and frustrate enemy AT.

If starting from an uncleared minefield then just ignore first 2 steps above.

If assaulting through a Lane then make Crossing Lanes test, receive any AT fire and then treat as a normal assault but note the unit limits above and attacker still gets the -2 penalty as has had to bunch through the lanes – it just doesn't suffer potential damage from the mines.

11.1.3 Aerial Mines

Aerial delivered mines (ADM) (by helicopter or artillery) are the only feasible way to lay minefields within the context of RUCKUS. The scenario will define if they are available and when they can be placed – and any test that needs to be made. If successful place a Minefield marker face down in the target area (the scenario may also allow dummy ADMs).

11.2 Protection

As part of the scenario the defender may be allowed a number of defensive fieldworks as shown below. These should be placed face down at the start of the game and may not be moved.

STRONG POINT	Buildings in the area have been turned into Strongpoints. Provide a -1 defence from Fires, and a -2 against the attacker in assault. May only be placed in PV2+ areas. Strongpoints can be taken over by the Attacker for protection from Fires, but not for protection from assault as it is assumed that they face the Attackers direction of attack.
Dug In	Troops have dug slit trenches. May only be placed in open and wooded areas. Provide a -1 defence from Fires only. May be taken over by Attacker.

11.3 Mobility

Three types of mobility are available to Engineer units in RUCKUS:

11.3.1 Mine Clearance

See Sections 11.1.2.3 and 11.1.2.4 above.

11.3.2 Clearing Rubble, Barricades and Craters

Any Engrs unit may clear a Rubble, Barricade or Crater counter by spending one whole turn in the area containing the marker *without* coming under fire or attack of any sort.

11.3.3 Bridging/Wet Gap Crossings

Bridging is probably beyond the scope of most RUCKUS games as a) any river is likely to be either too small to notice or too big to easily bridge and b) the only feasible bridging method in RUCKUS timescales is through an AVLB or Ferry.

If a scenario has a role for bridging it will be detailed in the rules.

11.4 Targeting Engineer Units

Engineer units tend to be high priority targets. In RUCKUS Engineer units are typically 1 level down from the main Lead/manoeuvre units (so a Company may be supported by a Troop/Platoon). Treat any potential damage as follows:

- If hit by AT fire: Any result of 66% of KO destroys the unit.
- If hit by Fires: Any result of 66% of KO destroys the unit. **(Impossible!)**
- If caught up in an assault (bad planning!): Any result of 66% destroys a Support unit – owner choice.

GLOSSARY

AO	Adverse Opinion – track per side to show how much “bad stuff” they do
AT	Anti-tank
CP	Cultural Property
Delay	Unit must remain stationary for 1 whole turn – place Delay marker.
Disrupted	Unit cannot assault and fights at a disadvantage. Lasts to end of next activation.
DOWN	Unit at an echelon below the force echelon, 1DOWN, 2DOWN etc
Hidden	Unit or marker which is face down or facing owner. Use ISR to unhide.
IFV	Infantry Fighting Vehicle – has a 25mm+ autocannon or similar weapon
ISR	Intelligence Surveillance and Reconnaissance
Lead Unit	An Infantry unit which can lead an assault
MBT	Main Battle Tank
Small	A unit 1 echelon smaller than the main manoeuvre units in the game
Support Unit	A unit which can only support an assault rather than lead it. Sometimes called enablers.
Unhide/Unhidden	To flip a Hidden unit so its face up/a unit shown face up
UP	Unit at an echelon above the force echelon, 1UP, 2UP etc

ANNEX A

INJECTS TABLE (OPTIONAL)

Roll D66 (i.e. one dice for tens, one dice for units) at the start of each turn to generate an inject that the players need to deal with. Injects are only provided in outline and so the umpire may need to make additional rolls for side/unit/location affected, and/or provide additional context. The aim is to get players to appreciate some of the broader issues of urban combat, through discussion or in-game complications.

If you only want injects which directly affect play on the map roll D36 (i.e. one dice which you halve for tens, one dice as normal for units) and check only the first table – ignoring any which still don't fit.

Option: If rolling every turn gives too many injects roll D6 first, and then roll for an inject only if the initial roll was 4+, or 5+ or 6+ to suit.

44	Looting
45	Civilians - looking for food/safety
46	Injured, needing treatment
51	Won't leave home, but need to occupy it
52	Journalist
53	Suspected dicker
54	NGO/volunteer team
55	Civil Infrastructure - is power on?
56	Is water on? Water burst?
61	Is sewerage on? Sewer burst?
62	CPP protection
63	Police offer help
64	Fire crew offer help
65	MOTS discussion/bonus
66	Enemy use of protected site, e.g. church, hospital

In-Game Events

D66	Event
11	Booby traps
12	Loss of comms
13	Stay behind sniper
14	Infiltration attack
15	EW intercept
16	EW jamming - tactical/C2
21	EW jamming - UxVs
22	EW jamming - FIRES
23	Ammo
24	Exhaustion
25	Prisoners
26	CASEVAC discussion
31	Urban challenges - SubT
32	Rubble clearance/JCBs
33	Decentralised C2 discussion
34	
35	
36	

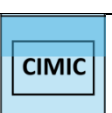
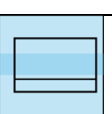
For resupply issues use Golden Rule with DM based on access to A/B Echelon.

Out-Of-Game Events

D66	Event
41	Dead civilians
41	Rabid dogs
43	War crime massacre

Special Capabilities/Effects

Scenarios will define which of these are available to each side, and any scenario specific special capabilities/effects.

	Jams enemy's FIRES net. No enemy FIRES may be used this turn (excludes UAVs).
	Jam enemy's UAVs. No enemy UAVs (incl. ISR, FPV, Bomber) may be used this turn.
	Jam enemy's command net. No enemy units may move this turn.
	Jam enemy's link to higher formation. No enemy Special Capabilities/Effects this turn. Either side must play before any other Special Capabilities.
	CIMIC team deployed. Remove one CIV counter that is behind own lines or in same areas as a friendly unit from the map.
	Resupply run made. Remove an LOA or OOA marker from a unit, or cancel one lost FIRES mission.

Others to be added in due course. Suggestions welcome.

Force Design

Whereas the umpire or scenario will usually define the ORBAT of both sides (and tie them to real world ORBATs), including any Fires and Special Capabilities allocation, it can be interesting to let players build their own force so as to experiment with force design.

A set of Army Lists have been produced which give a points cost to a range of units, fire missions, assets, special capabilities and engineering works, and a suggestion for a points budget for different size engagements. This is available, along with other support materials, at

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