

Scenario	Introduction #1 – The Basics	v260811
Tile set	Johvi 300m Set (Uses only a 6 x 6 grid)	

7							
6	ResBloc	ResBloc	DU Old City	CBD3	CBD1!	ResBloc	
5	Mall	Church & Civic	Old City Sq	CBD2	Mall	Ind	
4	LtInd	Hospital	ResBloc	ResBloc	LtInd	HvyInd	
3	Ind	ResBloc	DetHo	Retail1*	Sports	HvyInd	
2	LtInd	Garages	ResBloc	ResBloc	DetHo	ResBloc	
1	DetHo	Allot	Wood	DetHo	LtInd	Retail1*	
	A	B	C	D	E	F	G

Timings	Start at 0700
Weather	Play with Clear first time. Then perhaps play again with Cloudy. Dice for wind.
Rules Options	Use the variable turn time. If not, play for 6 turns only.

This is a very basic scenario to get you used to how RUCKUS works. In it Red stays static, so you just have to try and knock them down and eliminate them before driving through. It simulates a Red Battalion Group defending against a Blue Brigade, after the Brigade has got a foothold in the city. Suggested starting locations are shown below, but each side should feel free to change within the stated limits.

Defender (Red)

Mission	Static. To sit and take what Blue gives you!		
Constraints	None		
ORBAT	3x MR Coy (BMP) (D4,C4,C5), 1x AT Pl (E4), 1x Tk Pl (D4)		
FIRES	None		
UAVs & CUAS	None Small arms CUAS only, 6+		
Engr Works	2x Barricades (B3,E3), 2x Strongpoints (C5,D4), 2x Dummies (B4, E4)		
Other			
Tests	Troop Quality: 4+	Organic CUAS: 6+	Resupply: 5+
Tasking Limits	Na		
Notes	Deploy units in rows 4-5, Engr works in rows 3-5.		

Attacker (Blue)

Mission	Exit at least a battalion group off the Red map edge and destroy all Red units within 24hrs.		
Constraints	No use of Artillery in Old Town until earliest of Turn 4/H+1200hrs. Cannot move to a row beyond a red unit		
ORBAT	6x Inf Coy (A1,B1,C1,D1,E1,F1), 2x Tk Pl (B1,E1)		
FIRES	3x 81mm, 3x 155mm		
UAVs & CUAS	2x ISR UAV, 1x FPV, 1x Bomber Small arms CUAS only (6+)		
Engr Works	None		
Other	None		
Tests	Troop Quality: 3+	Organic CUAS: 6+	Resupply: 4+
Tasking Limits	3/turn for Arty ISR UAV, 1/turn for Bombers,FPVs & EW		
Notes	Deploy units in row 1. May change from default layout.		

Scenario	Introduction #2 – Simple PvP	v260811
Tile set	Johvi 300m Set (Uses only a 6 x 6 grid)	

7							
6	ResBloc	ResBloc	DU Old City	CBD3	CBD1!	ResBloc	
5	Mall	Church & Civic	Old City Sq	CBD2	Mall	Ind	
4	LtInd	Hospital	ResBloc	ResBloc	LtInd	HvyInd	
3	Ind	ResBloc	DetHo	Retail1*	Sports	HvyInd	
2	LtInd	Garages	ResBloc	ResBloc	DetHo	ResBloc	
1	DetHo	Allot	Wood	DetHo	LtInd	Retail1*	
	A	B	C	D	E	F	G

Timings	Start at 0700
Weather	Play with Clear first time. Then perhaps play again with Cloudy. Dice for wind.
Rules Options	Use the variable turn time. If not, play for 6 turns only.

This is a basic scenario to get you used to how RUCKUS works. We suggest you play it once on your own, and then once with an opponent. It simulates a Red Battalion Group defending against a Blue Brigade, after the Brigade has got a foothold in the city. Blue reflects the current poor state of UK UAVs and CUAS! Suggested starting locations are shown below, but each side should feel free to change within the stated limits – especially in Closed mode!

Defender (Red)

Mission	To hold out in the city for 36 hours		
Constraints	None		
ORBAT	3x MR Coy (BMP) (D4,C4,C5), 1xAT Pl (E4), 2xTk Pl (C4,D4), CUAS (D5), 2x OPs (B3, E3) – not needed in Open/Clear mode		
FIRES	3x 122mm, 1x 155mm		
UAVs & CUAS	3x ISR UAV, 1x FPV, 1x Bomber CUAS with 4+/3sq range. Small arms 6+		
Engr Works	2x Barricades (B3,E3), 2x Strongpoints (C5,D4), 2x Dummies (B4, E4)		
Other			
Tests	Troop Quality: 4+	Organic CUAS: 6+	Resupply: 5+
Tasking Limits	Na		
Notes	Deploy units in rows 4-5, OPs/Engr works in rows 3-5. May change from default layout.		

Attacker (Blue)

Mission	To destroy all Red units within 36hrs.		
Constraints	No use of Artillery in Old Town until earliest of Turn 4/H+1200hrs.		
ORBAT	6x Inf Coy (A1,B1,C1,D1,E1,F1), 2x Tk Pl (B1,E1) 2x Recce Pl (B1, F1)		
FIRES	3x 81mm, 3x 155mm		
UAVs & CUAS	3x ISR UAV. If all destroyed wait D3 turns and get another 3x. Small arms CUAS only (6+)		
Engr Works	None		
Other	None		
Tests	Troop Quality: 3+	Organic CUAS: 6+	Resupply: 4+
Tasking Limits	3/turn for Arty ISR UAV, 1/turn for Bombers,FPVs & EW		
Notes	Deploy units in row 1. May change from default layout.		

Scenario	Introduction #3 – Platoons and Specials	v260811
Tile set	Johvi 300m Set (Uses only a 6 x 6 grid)	

7							
6	ResBloc	ResBloc	DU Old City	CBD3	CBD1!	ResBloc	
5	Mall	Church & Civic	Old City Sq	CBD2	Mall	Ind	
4	LtInd	Hospital	ResBloc	ResBloc	LtInd	HvyInd	
3	Ind	ResBloc	DetHo	Retail1*	Sports	HvyInd	
2	LtInd	Garages	ResBloc	ResBloc	DetHo	ResBloc	
1	DetHo	Allot	Wood	DetHo	LtInd	Retail1*	
	A	B	C	D	E	F	G

Timings	Start at 0700
Weather	Roll for weather. Perhaps play with Cloudy, then Rainy Dice for wind.
Rules Options	Use the variable turn time. If not, play for 8 turns only.

This is a variation of Intro #2, but gives Red a few more options, and an extra Battalion for Blue. One of the Red companies is now split down into platoons, so they can cover more squares, but will be at an obvious disadvantage against a strong Blue force. Feel free to break more companies down if you want, and maybe even a Blue one. Red also now has some Special Capabilities in the form of EW, one shot jamming missions for each of UAVs and Artillery.

Defender (Red)

Mission	To hold out in the city for 36 hours		
Constraints	None		
ORBAT	3x MR Coy (BMP) (D4,C4,C5*), 1xAT Pl (E4), 3xTk Pl (C4,D4,B5), CUAS (D5), 2x OPs (C3, D3) – not needed in Open/Clear mode * split down into platoons at A5, B5, C5 2x Dummy if not Clear.		
FIRES	3x 122mm, 3x 155mm		
UAVs & CUAS	3x ISR UAV, 1x FPV, 1x Bomber CUAS with 4+/3sq range. Small arms 6+		
Engr Works	2x Barricades (A4,F4), 2x Strongpoints (C4,D4), 2x Dummies (B4, D4)		
Other	1x Arty EW, 1x UAV EW		
Tests	Troop Quality: 4+	Organic CUAS: 6+	Resupply: 5+
Tasking Limits	Na		
Notes	Deploy units in rows 4-5, OPs/Engr works in rows 3-5. May change from default layout.		

Attacker (Blue)

Mission	To destroy all Red units within 36hrs.		
Constraints	No use of Artillery in Old Town until earliest of Turn 4/H+1200hrs.		
ORBAT	6x Inf Coy (A1,B1,C1,D1,E1,F1), 2x Tk Pl (B1,E1) 2x Recce Pl (B1, F1). 3x Inf Coy in Row 0. 3x Dummy if not Clear.		
FIRES	3x 81mm, 3x 155mm, 2x Smoke		
UAVs & CUAS	3x ISR UAV. If all destroyed wait D3 turns and get another 3x. Small arms CUAS only (6+)		
Engr Works	None		
Other	None		
Tests	Troop Quality: 3+	Organic CUAS: 6+	Resupply: 4+
Tasking Limits	3/turn for Arty ISR UAV, 1/turn for Bombers,FPVs & EW		
Notes	Deploy units in row 1. May change from default layout.		