

# RUGGED ADVENTURES

## QUICK REFERENCE SHEET

### Turn Sequence

- 1: Movement, Charge & Rally Declarations
- 2: Movement
- 3: Mysterious Powers
- 4: Shooting
- 5: Supporting Fire & Fury
- 6: Hand-to-Hand Combat
- 7: Morale
- 8: Communications & Roleplay

### Movement

[mounted rates in brackets]

<b>Western Foot</b>	March 12"	Charge 20"
	Patrol 8"	Run 15"
	Combat 4"	
<b>Native Foot &amp; All Mounted</b>	March 12" [ 12"]	Charge 22"
	Patrol 10" [ 14"]	Run 18" [25"]
	Combat 4" [na]	

### Terrain Effects

Terrain	Foot	Mounted	Artillery/ Transport	Visibility	Cover
Brush	1	1/2	1/2	As open	Light
Elephant Grass	1/4	N/A	N/A	2"	Light
Forest	1	1/2	1/2	16"	Light
Dense Forest	1/2	1/4	N/A	12"	Medium
Jungle	1/2	N/A	N/A	6"	Medium
Plantation	1	1	1	32"	Light
Sand	1/2	1/2	1/2	As open	N/A
Swamp	1/4	N/A	N/A	6"	Medium

### Weapon Ranges

Small Arms Weapon Class	Short	Medium	Long
Pistols, Bows	6"	15"	N/A
Bolt Action Rifle	6"	40"	60"
Shotgun (2 Dice)	4"	10"	N/A
Jezeil / Musket / Matchlock	6"	24"	40"
Thrown Spears	12"	N/A	N/A
Sub Machine Gun (3 dice)	6"	15"	20"
Automatic Rifle (BAR) (3 Dice)	6"	30"	50"
Light Machine Gun (4 dice)	10"	40"	60"

Base hit number for all small arms weapons is **4**

### Shooting Modifiers

Firing at short range	<b>+2</b>
Shooter with firearm using a combat move	<b>+2</b>
Firing at long range / extreme range	<b>-1/ -2</b>
Target is charging / running / routing	<b>+1</b>
Target is in a dense formation	<b>+1</b>
Target is using a combat move	<b>-2</b>
Target unit has not been spotted	<b>1/2 hit number</b>
Firing from a moving vehicle or mounted	<b>-1</b>
Target is in light cover	<b>-1</b>
Target is in medium cover	<b>-2</b>
Target is in hard cover	<b>-3</b>

## Hand-to-Hand Combat

Weapon	Base Hit No#
Figure trained in Martial Arts / Charging Cavalry	8
Traditionally armed Native, Soldier w/ bayonet. Trained Swordsman, Experienced Street fighter.	7
Figure armed with firearm without bayonet, Native with firearm, Peasant with club, axe etc. Cavalry in Melee.	6
Figures with improvised weapons, non-military personnel and all others who have limited knowledge of fighting	4

## Hand-to-Hand Combat Modifiers

Opponent is behind a low wall or barricade	-3
Opponent is defending a doorway	-2
Opponent is on higher platform/up-stairs	-1

## Wounds

Die roll	Results
1	No effect
2,3,4,5,6,7	Figure suppressed / Forced Back
8,9	Figure wounded
10	Figure killed

### Suggested Wound Table Modifiers:

#### Shooting

- +1 if shot by musket, matchlock, jezzeil or shotgun
- 1 for small target such as dog or child or target wears bullet proof vest or similar armour
- \*From Supporting Fires, see appropriate charts

#### Hand-to-Hand

- +1 if fighting in hand-to-hand combat
- 1 if figure has shield

- Crashing A Vehicle:** +1 for speeding Auto
- +2 for motorcycle or aircraft

## Non-lethal Combat Results

(-used to resolve non-lethal hand-to-hand combat involving fists, furniture, bottles and martial arts.)

Die	Effects
1	Successfully blocked attack, no effect
2,3	Bloody nose, black eye no effect
4,5,6	Forced back
7,8	Knocked down / grappled
9	Temporarily knocked out. Figure will regain consciousness on die roll of 1 or 2
10	Knocked out for remainder of game!

## Morale

Troop Type	Base Point*
Trained Soldiers, Fanatics	10
Native Warriors, Untrained Militias	8
Villagers, Civilians	6

\*These are guidelines and may be modified as the GM sees fit.

### Failing morale from shooting

**1st time-** unit **suppressed**

**2nd** consecutive time- unit **retreats** 1 move-remains suppressed

**3rd** consecutive time- unit **routs**-now must be rallied

### Failing Morale after H-to-H

Losing side must rout

Winning side must pursue

## Morale Modifiers

Condition	Modifier
Being charged [by Cavalry]	-1 [-3]
No leader/ PRP present	-1
Each fig killed / wounded this turn	-1
Each figure suppressed this turn	-1/2
Led by inspired leader	+1

**Routers & Pursuers** use Run Move

**To Rally either** a PRP must join the routers or pursuers and make a successful moral roll.