

Cereal Killers

A CHAIN REACTION 3.0 SUPPLEMENT

Get Chain Reaction 3.0 free at www.twohourwargames.com



Just play the game!

2HourWARGAMES
JUST PLAY THE GAME

FREE!

CEREAL KILLERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

INTRODUCTION

Cereal Killers is the second supplement for Chain Reaction 3.0. It's the story of cereal box characters gone bad. It's about the little guys grouping together to take down the cereal King or in this case, General Mills. In *Cereal Killers* you'll find a fast little game that was made just for fun. You remember fun right?

BTW – The scenario in *Cereal Killers* can be used for other periods if desired.

* THW recognizes that the cereal characters referenced in this game are the trademarks of their respective companies and this work is not a threat to those trademarks.

WORD OF ADVICE

All rules of CR 3.0 apply with the enclosed rules adding to them.

LISTS

THE GENERAL'S LIST

- Each character is used only once. All characters are Stars, have Star Power, and Attributes.

Gen Mills			
Character	Star	Power	Rep Weapon
Count Chocula	2	4	MP
Franken Berry	4	4	SAW
Lucky the Leprechaun	5	5	RL
Sonny the Cuckoo Bird	3	5	2 x MP
Trix Rabbit	2	4	SA

This list covers the reigning King, or in this case, General of Cereal, General Mills. These guys are number one and not afraid to prove it. But being number one causes a lot of jealousy.

ATTRIBUTES

Count Chocula – There is speculation that Count Chocula actually *eats* other cereal characters. Due to this the Count projects *Fear* on all characters that are within 6" and that have LOS to the Count. These characters will roll only 1d6 when being charged by the Count and when firing at him they will do so at a minus one to their Rep.

Franken Berry – Franken Barry is unique in that he has three Attributes. Not only is he *Slow to React* and *Slow* he also has the *Brick House* Attribute. This

means any result of *Knocked Down* is replaced with take a *Received Fire Test* instead.

Lucky the Leprechaun – The General's right hand man. Lucky has the...*Lucky* Attribute. This means the first Obviously Dead result he receives counts as a *stunned* result.

Sonny the Cuckoo Bird – Sonny is the General's Mad Dog when it comes to fighting. This means he has the *Mad Dog* Attribute. So Sonny will not take the *Received Fire, Wanting to Charge, Being Charged, or Man Down Reaction tests*.

Trix Rabbit – The Trix Rabbit has the *Athlete* Attribute.

KELLOGG'S LIST

- Each character is used only once. All characters are Stars, have Star Power, and Attributes.

Kellogg's			
Character	Star	Power	Rep Weapon
Crackle (Stocking cap)	2	4	AR
Pop (Bandleader hat)	2	3	GL
Snap (Chef's hat)	3	5	BAP
Tony the Tiger	5	5	MP
Toucan Sam	2	4	SMG

This list covers the Kellogg characters. They are the major threat to General Mills and Tony is looking to muscle in. But this means he'll need some outside muscle. This means he'll use some mercenaries.

ATTRIBUTES

Crackle – Crackle has the *Natural Born Killer* Attribute. This means he counts a +1 to his Rep when firing any weapon.

Pop – Pop has the *Clumsy* Attribute.

Snap – Snap is the brains behind the outfit and has the *Born Leader* Attribute.

Tony the Tiger – Tony is *Ferocious*. This means that he does not have to take the *Wanting to Charge Test* and will receive a +1d6 when in melee.

Toucan Sam – Sam has the *Agile* Attribute.

CEREAL KILLERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

MERCENARY LIST

- Each character is used only once. All characters are Stars, have Star Power, and Attributes.

Mercenaries			
Character	Star Power	Rep	Weapon
Captain Crunch	2	4	BAP & HW
Sugar Bear	3	5	SG

This list covers the cereal small fries that can tip the balance of power. Sugar Bear is a veteran of the cereal wars and the Captain is looking for a promotion.

ATTRIBUTES

Captain Crunch – The Captain likes to mix it up so has the *Brawler* Attribute.

Sugar Bear – Sugar Bear is cool. So that means he has the *Cold as Ice* Attribute. This is reflected in not having to take the *Received Fire Test* but he is subject to being outgunned.

STAR POWER

Whenever a character with Star Power takes damage from ranged fire or in hand-to-hand combat it will roll 1d6 equal to its Star Power.

- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays but the d6 is retained for future use.
- Any result of 6 means the damage stays but that die is removed from the character's Star Power for the rest of the scenario.
- Damage reduces as follows –
 - Obviously Dead goes to Out of the Fight
 - Out of the Fight goes to Stunned.
 - Stunned goes to no damage taken, figure remains on feet and may function normally.

RAIDING THE HQ

“So that’s the plan,” Snap said. “Are we good with it?”

“I’m cool with it, man.”, Sugar Bear replied. He actually wasn’t cool with it. He didn’t like working with such a loose cannon as Tony the Tiger and what was up with Pop? Man, that boy’s a few sandwiches short of a picnic, thought Sugar Bear.

The other characters nodded, or in Tony’s case growled, that they understood.

“Good. Then let’s go.” As the group filed out the door to the waiting van Snap whispered to Crackle, “Watch out for our bro’.”

The group climbed into the van and rode in silence through Minneapolis. It was really going down.

The scenario is a Raid that will also introduce some new rules on how to do it.

GOAL

- Victory in the scenario is simply to kill or capture the enemy characters.

FORCES

- In this scenario you are the raiding force consisting of the Kellogg’s and Mercenaries Lists.
- You will encounter some or all of the characters from the General Mill’s List.

TERRAIN

- This encounter takes place in the Corporate Headquarters of General Mills, specifically in the two storied building.
- You do not have to set up a table. Instead place a blank sheet of paper on the table. Draw a *one inch (25mm) door* at one of the short edges and a *three inch (75 mm) door* at one of the longer edges.
- The larger door represents the first floor entrance into the building. This is where your force will enter and exit the building.
- The smaller door represents normal sized doors and will be used to enter and exit all other *rooms* as well as the elevator.

CEREAL KILLERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

DEPLOYMENT

- You enter the building at the first floor entrance.
- No one is visible upon entry.

ENTERING THE BUILDING

On the first turn you will enter the lobby of the building. The building is divided into *three areas*.

- Downstairs left.
- Downstairs right.
- Upstairs. This is accessed by going to the opposite long edge of the paper and *taking the elevator up*.

From the lobby you must decide which direction to go.

ENTERING AN AREA

When an area is entered roll 1d6 on the *Floor Plan Table* to discover the *floor plan* that will be used for that area. Although we use the term *room*, this can actually mean one or more rooms. But for the game you must clear out a set number of rooms before the area is secured.

1	FLOOR PLAN <i>(Rolled whenever an area is entered)</i>
----------	--

#	Results
1	One <i>room</i> must be cleared to secure the area.
2	Two <i>rooms</i> must be cleared to secure the area.
3	Two <i>rooms</i> must be cleared to secure the area.
4	Three <i>rooms</i> must be cleared to secure the area.
5	Three <i>rooms</i> must be cleared to secure the area.
6	Four <i>rooms</i> must be cleared to secure the area.

CLEARING A ROOM

Up to three characters may enter a room through the door at the same time. As soon as a room is entered roll 2d6 and consult the *Clear Table* to see what has been found.

2	CLEAR! <i>(Taken whenever a room is entered)</i>
+3 if any weapons have been fired during the scenario.	

#	Result
6 or less	Room vacant. Clear! The room is secured.
7 to 10	Contact! There are one or more enemy characters in the room.
11+	Ambush! All unaccounted for enemy characters are in the room.

CONTACT!

You've busted into the room. Now it's time to find out who's inside and how they'll react.

1	CONTACT! <i>(Rolled when enemy is found in the room)</i>
----------	--

#	Results
1	Count Chocula
2	Franken Berry
3	Lucky the Leprechaun
4	Sonny the Cuckoo Bird
5	Trix Rabbit
6	Each time you reach this result, roll this d6 and another d6, counting them both.

Example – I roll a 3. This means Lucky the Leprechaun is in the room. The next room I roll a 6. This means I roll that d6 again and a second one. I score a 2 and a 4 so there are two characters in the room, Franken Berry and Sonny the Cuckoo Bird.

If you roll a character that has already been killed or captured then re-roll.

CEREAL KILLERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

ENEMY AWARENESS

Once you have determined how many enemies you are facing you must determine how aware they are. Each Leader rolls 1d6 per each point of Rep. Both sides count their successes normally and will continue to roll these successes until only one side has any successes left, or both sides have none.

REP	AWARENESS <i>(Counting successes)</i>
+3d6 if characters in ambush	
Each die score of 1, 2, or 3 = Success	
Each die score of 4, 5, or 6 = Failure	

# Of Successes	Player	Enemy
Score two or more successes than the other side.	Enemy character surrenders.	Enemy takes In Sight Test with 3d6 counting the best two results.
Score one more success than the other side.	Player takes In Sight Test.	Enemy takes In Sight Test.
Both groups score same number of successes.	Leader of each group rolls 1d6 and adds to Rep. Higher total fires first.	Leader of each group rolls 1d6 and adds to Rep. Higher total fires first.

CAPTURING ENEMY CHARACTERS

Any friendly or enemy character that has a result of OOF or surrenders is captured and removed from the scenario.

SECURING AN AREA

To *secure* an area you must clear all the rooms in the area.

FINAL WORDS

That's it. Hope you enjoyed the rules!

Ed