

Chain Reaction

3.0

**FINAL
VERSION**

Fully Loaded

2HourWARGAMES

JUST PLAY THE GAME

Chain Reaction

3.0

**FINAL
VERSION**

Fully Loaded

M

“All good things must come to an end...”

Written by Ed Teixeira

CHAIN REACTION – FINAL VERSION

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Ken Hafer, Bob Minadeo and Ron "Baddawg" Strickland: For insisting , "It's not just a gang warfare game."
The THW Yahoo Group: For continued support and ideas.
And Lil...

CHAIN REACTION – FINAL VERSION

PROLOGUE

Many of you have probably heard of Chain Reaction but for those of you that haven't, here's a little history.

2002

Two Hour Wargames makes its first foray into providing rules for man-to-man skirmish games. The rules are called *Guns and Girls* and they debut with a *News Item* on The Miniatures Page. The cover of the rules (two young ladies in bikinis, high heels, and automatic weapons) is taken as a sign of the Apocalypse, by some, causing a change of title to *Chain Reaction* for US markets and a new cover depicting a target riddled with bullet holes.

2004

As word spread via the Internet, battle reports began coming in about the games that people were playing with *CR*. World War 2, *dark future*, and police actions were common but there were also the American Civil War games, Star Wars (*you all understand I didn't write Star Wars, right?*), hard core sci-fi, gangsters of the '20s, and much more. It quickly became apparent that you could adapt *CR* for *almost any period where modern firearms were used*.

What also became equally apparent was that gamers wanted bigger battles with more and more figures. That was the main reason for *Chain Reaction 2.0: Fully Loaded*. But with bigger battles came the need for smoother mechanics and less bookkeeping. Seeing how there was minimal book keeping in *CR* it was obvious that the mechanics would be where the ease of play would come from. *Chain Reaction 2.0* delivered.

2008

By now Two Hour Wargames was up to twenty plus titles from a variety of authors covering a variety of periods from ancient warfare to the conflict in Vietnam, as well as fantasy and sci-fi titles. Whereas *CR 2.0* was a generic set of rules that covered many periods in a light way the other titles are detailed and focused specifically to bring the flavor of that period to life.

So I decided to make *CR 2.0* free to the masses.

2009

With all the exposure and questions generated by *CR 2.0* it became obvious that the rules were reaching a much larger audience than before. But the jump in mechanics from *CR 2.0* to current THW products was so dramatic that it became apparent to me that *CR 2.0* needed a facelift.

So after five years I upgraded to *CR 3.0*. What Chain Reaction had become is an introduction to the Reaction System and all the other mechanics used in current THW products. *CR 3.0* was a THW *lite version* given to the gamer at no cost.

2012

The past three years has seen the company explode to over thirty titles and a Yahoo Group of over 5000 members. As THW gains more exposure one of the biggest comments I've heard is that it's nice to have one common set of mechanics to play a variety of periods. This has led me to do the last update to Chain Reaction.

With a variety of periods there are still some basic mechanics that give a really good game. The last three years, with the help of input from the Yahoo group, THW mechanics have become pretty standard between the games. Like one player told me, "If you can play one set you can play about 90% of them as they share common mechanics."

Chain Reaction 3.0 – The Final Version are these mechanics.

Anyway, thanks for the interest, give the game a read, play the game a few times. If you have questions come over to the Yahoo Group and ask. You'll usually get an answer within 24 hours.

"WHAT A LONG STRANGE TRIP IT'S BEEN"

CHAIN REACTION – FINAL VERSION

INTRODUCTION

CR 3.0 is a set of man to man skirmish rules that can be played with any figures you may already have and in any scale. Games are usually finished in two hours or less, hence the company name.

Before we go into detail about the game let's explain the cornerstone of all Two Hour Wargames, the Reaction System.

TRADITIONAL TURN SEQUENCE

All games are played in turns which decide when players are allowed to perform certain actions. *Traditional games* use a turn sequence known as “IGO, UGO”. This means that I take my turn and when finished you take your turn. In wargames this usually means I move my figures, fire weapons, we do some melee and maybe you do a morale test or two. Then it's your turn to do the same.

THW uses what is called the *Reaction System*. In this system your side activates and you move part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind. Here's an example of both systems using one figure on each side.

IGO UGO

Our figures start on opposite sides of a building *and are out of sight* of each other.

- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit maybe you take a morale test or maybe you don't.
- Now it's your turn.
- If you stay where you are you shoot at me.
- You either hit me or not.
- If you get a hit you see how bad the damage is.
- If you don't get a hit maybe I take a morale test or maybe I don't.
- Now it's my turn again.

The big thing is I get to move and shoot at you when it's my turn and you can't do anything about it.

THW REACTION SYSTEM

Now let's go through the same scenario using the Reaction System. Our figures start on opposite sides of a building and *are out of sight* of each other.

- I *activate* and move first.
- I move my figure around the corner and your figure can see me.
- You take an In Sight Reaction Test.
- Maybe you shoot at me.
- Maybe you don't.
- If you do shoot at me either you hit me or you miss.
- If you hit me you see how bad the damage is.
- But if you miss me I take a Received Fire Reaction Test.
- Maybe I shoot back at you.
- Maybe I duck back for cover.
- Or maybe I runaway.
- We continue to fire back and forth until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all my actions and all reactions that they have caused are finished, it's your turn to activate.

The big thing is you immediately get to react to what I do, during my turn, just like in real life.

There are a variety of Reaction Tests in *Chain Reaction 3.0* but don't let that discourage you. You'll be using only two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop sign* at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads.

<http://games.groups.yahoo.com/group/twohourwargames/>

With over 5000 members you can expect a response within 24 hours.

Now let's get started.

CHAIN REACTION – FINAL VERSION

NEEDED TO PLAY

You will need a few things to play *Chain Reaction 3.0*. They are:

- Six-sided dice, also called d6. It is best to have at least six of them and the more you have, the quicker games will play.
- One measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice. Note that the rules are written for 28mm and if using a different scale adjust all distances accordingly, but only if you want to.
- Something to represent buildings and other terrain features.
- Something to represent a figure that needs to reload its weapon. Cotton balls work great for this.
- A flat surface at least 3'x3' but you can play with a larger one if desired.

DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2D6

PASSING DICE

To *pass dice* roll a 2d6 and compare each die score individually to the *Target Number*. The Target Number can be *Reputation* (page, 6) or something entirely different.

- If the score is *equal or lower* than the *Target Number* the d6 has been *passed*.
- If the score is *higher* than the Target Number then the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner regardless of the number of d6 you may actually roll.
- Isn't passing 0d6 like failing 2d6? No, because we are counting the number of *passed* dice.

Example - The Charge into Melee Table (page, 22) is used by rolling 2d6 versus the Rep of the figure. The Indian figure has a Rep of 4. I roll 2d6 and score a 5 and 2. The Indian has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

COUNTING SUCCESSES

Another way to use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: An Alien is in melee and rolls a total of 6d6. It scores a 1, 2, 2, 3, 5, and 6. He has scored 4 successes, a result of 1, 2, or 3.

POSSIBILITIES

Sometimes there are numbers in parenthesis such as (1-2). Immediately roll 1d6. If the number is scored then that event has happened.

Example – I roll for terrain and a road is called for. It will extend into adjacent sections leaving the table at opposite ends either lengthwise (1-3) or widthwise (4-6). I roll a 5. The road extends across the width of the table.

READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2d6 in this way you add the scores together to get a total.

Example – On the Terrain Generator Table (page, 26) I roll a 3 and a 6 for a total of 9.

1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- (1-2) = 1
- (3-4) = 2
- (5-6) = 3

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 to roll. When a word such as *Rep* appears that means 1d6 for each point of whatever word. When the "#" symbol appears in the Ranged Combat Table (page, 18) it means roll 1d6 for each figure firing.

Example - I establish Line of Sight (page, 17) to a PEF (page, 31). I must immediately resolve it. I look on the PEF Resolution Table (page, 32) and see a 2 in the upper left hand corner. I roll 2d6 versus the Rep of the PEF.

CHAIN REACTION – FINAL VERSION

FIGURES AND TERRAIN

Literally hundreds of figures can be used with *Chain Reaction 3.0*. There aren't any official figures so play with whatever you have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *Chain Reaction 3.0*. If you don't have figures, you can find them in gaming, toy and dollar stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

<http://games.groups.yahoo.com/group/twohourwargames/>

BASING FIGURES

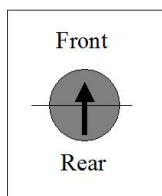
The easiest way to base figures for *Chain Reaction 3.0* is one foot figure on a round or square base. Whatever size bases you decide to use be sure to use them consistently.

DEFINING FACING

Charging onto or shooting to the rear of an enemy depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker must begin and end its movement behind the rear facing of the target.

- The front facing is defined as 180 degrees to the front of the figure. Any figure, building, or terrain feature within this facing is considered to be In Sight.
- The rear facing is defined as 180 degrees to the back of the figure. Any figure, building, or terrain feature within this facing is considered to be Out of Sight.
- The following illustration helps to define the front and rear facings.



TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the *Quick Reference Sheets* also called the QRS. When reading a section it is recommended that you review the table in question.

WHY SO MANY?

Tables help to tell the story. Your *Chain Reaction 3.0* games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want to play a campaign then use the additional tables that are provided. *Chain Reaction 3.0* is like a toolbox. You may not need all the tools but they are there when you do!

DEFINING CHARACTERS

Chain Reaction 3.0 is played with individual figures referred to as *characters*. Characters and figures are used interchangeably in the text of the rules so don't sweat it!

Characters are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What type of *Weapon* does it have?

STARS AND GRUNTS

There are two types of characters in Two Hour Wargames. They are *Stars* and *Grunts*.

Stars – Characters that represent you, the player. We suggest your Star begin with a Rep of 5.

Grunts – These are the *non-player characters* (NPC) that do not represent a player. They may be friends or foes and will come and go as the game progresses. NPCs are controlled by the game mechanics whether they are fighting with or against you.

STAR ADVANTAGES

As a Star in *Chain Reaction 3.0* you have four important advantages. Use all, some or none as you see fit. They are:

- Star Power
- Larger Than Life
- Cheating Death
- Free Will

CHAIN REACTION – FINAL VERSION

STAR POWER

Star Power is the ability to reduce damage. Here's how we do it:

- Stars begin each game with Star Power equal to their Rep. So if you're Rep 5 you get 5 Star Power dice.
- Whenever a figure with Star Power takes damage from any type of ranged fire or in melee (hand-to-hand combat) it will roll their current number of Star Power dice. Read each d6 as rolled:
 - Any result of 1, 2, or 3 reduces the damage by one level.
 - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
 - Any result of 6 means the damage stays but that die is removed from the figure's Star Power for the rest of the Encounter, or game.

Damage is reduced in the following ways:

- An *Obviously Dead* (page, 15) result becomes an *Out of the Fight* (page, 15) result.
- An *Out of the Fight* result becomes a *Stunned* (page, 15) result.
- A *Stunned* result becomes a *Carry On* (page, 15) result.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by ranged fire. He takes one Out of the Fight and One Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

The results are 2, 2, 3, 5, and 6.

He uses the first 2 rolled to reduce the Obviously Dead result to an Out of the Fight result. He further uses the second 2 to reduce this result to Stunned. Next he uses his last success, the 3, to reduce the Stunned to a Carry On result. He still must take the Received Fire Test (page, 14) but has suffered no damage.

The 5 has no effect and the 6 means the d6 is discarded and the Star has only 4 Star Power dice for the remainder of the Encounter.

The Star has effectively reduced his damage from Obviously Dead to Carry On.

LARGER THAN LIFE (LTL)

Chain Reaction 3.0 can be used to capture the *cinematic flavor* of modern action movies where the Star is a *larger than life* character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star. The worse result a Star could receive would be *Out of the Fight*.

Example- A Police Star (Rep 5) is shot by a Gangster (Rep 4). The Gangster scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is using his Larger than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied after Star Power is used.

CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety.

When a player chooses to cheat death his Rep is immediately reduced by one level.

Example - A Scout Star (Rep 5) is shot by a French Regular soldier (Rep 5). The soldier scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.

Note that Cheating Death is applied after Star Power is used.

FREE WILL

Each time a Star must take certain Reaction Tests he can *choose which of the three possible results he wants to do without rolling dice*. These are the following tests and are noted with an asterisk (*) next to it on the QRS:

- Received Fire (page, 14).
- Man Down (page, 14).
- Cohesion Test (page, 14).

Free Will *does not* apply to the following three Reaction Tests.

- In Sight Test (page, 12).
- Charge into Melee (page, 22).
- Recover From Knock Down (page, 14).

In addition, Stars are never outgunned.

CHAIN REACTION – FINAL VERSION

Example - Sergeant Picard (Rep 5) is shot at by the enemy with a Rocket Launcher. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and carry on. As he is a Star he is not outgunned.

Later Sergeant Picard is hit by fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Stunned. He can now use his Star Power (page, 5) to try and reduce his Stunned result to Carry On and remain standing but taking the Received Fire Test instead..

REPUTATION

Reputation or Rep represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are three possible levels of Reputation used in CR 3.0. They are:

- **Reputation 5** - These are veterans of numerous successful encounters. Delta Force or SAS members would have a Reputation of 5.
- **Reputation 4** - These are reliable men and women of some experience. Undercover cops are examples of Rep 4.
- **Reputation 3** – These are guys of unknown quality who have seen little or no action. Low ranking gang members would have a Reputation of 3.

WEAPONS

Most characters are assumed to have a ranged weapon whether pistol, submachine gun, etc. Some characters such as civilians, hostages, and children often do not.

It is possible for a character to have more than one weapon such as a rifle and pistol. Players are encouraged to count the figure to be armed with the weapon it has.

Weapons are covered in more detail in the appropriate sections entitled Ranged Combat and Melee.

Example – I choose three figures. One has a pistol, one a shotgun, and the third an assault rifle. I decide to play the figures with the weapons that they have.

STOP!

Here's a quick need to know and a short exercise for you to do:

Chain reaction 3.0 is a figure based game about Stars and Grunts.

Stars represent you the player and have four advantages over Grunts. What are they?

GETTING STARTED

This section will explain some of the games that *CR 3.0* can be used for. No matter the time period the link to all of them is *CR 3.0* is a game about modern firepower, no muskets allowed!

FORMING YOUR BAND

In *Chain Reaction 3.0* the game revolves around you and the other characters that make up your band and those of your opponents. Let's define the band:

- All have a Leader. In your band you are the Leader. In the opposing side there will be one NP Star Leader.
- All have non-Leader members called Grunts.

RECRUITING YOUR BAND

You will start the game with only you, the Star. You can recruit up to one more figure to your band for each point of Rep that you have. Here's how we do it:

- Roll 1d6 on the Party Generation Table for each recruit modifying the score by the game you are choosing to play (Police vs. Gangers or Military vs. Guerillas).
- You cannot recruit Grunts with a higher Rep than yours. Keep this in mind if you start or end up being a Rep 4 Star!
- The total number of figures in your band, including yourself, can never exceed your Rep

CHAIN REACTION – FINAL VERSION

1 PARTY GENERATION *(Read result as rolled)*

| CIRCUMSTANCE | MODIFIER |
|---------------------|----------|
| Military or Police | +1 |
| Guerrilla or Ganger | -1 |

| # | REP | WEAPON |
|---|-----|------------|
| 0 | 3 | As figure. |
| 1 | 3 | As figure. |
| 2 | 4 | As figure. |
| 3 | 4 | As figure. |
| 4 | 4 | As figure. |
| 5 | 4 | As figure. |
| 6 | 5 | As figure. |
| 7 | 5 | As figure. |

GROUPS

A group is any number of individual figures that will operate together over the course of a turn. *The smallest number of figures in a group is 1; there is no maximum number of figures in a group.*

At the start of the Encounter each side must deploy their figures into groups. Figures that start the turn in the same group will activate at the same time.

GROUP REP

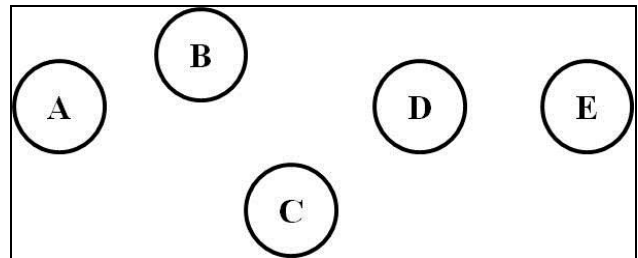
Figures in a group do not have to have the same Rep.

GROUP COHESION

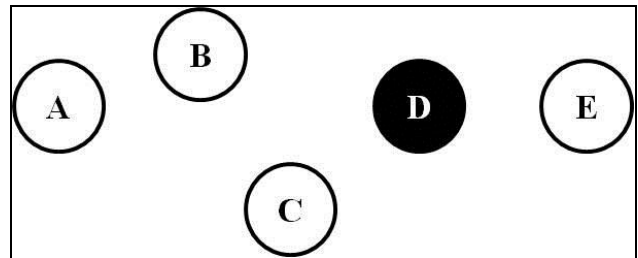
Groups will activate based on the Rep of their Leader. This can be either a Star or Temporary Leader. For figures to be in the same group they must:

- Remain within 4" of one or more figures in the party.
- Have a LOS to one or more figures in the party and/or be in LOS of one or more figures in the party.

If any of the above two requirements no longer apply, then the figure or figures are in separate groups.



In the picture above we see a 5 figure group. All of the figures are within 4" of another figure.

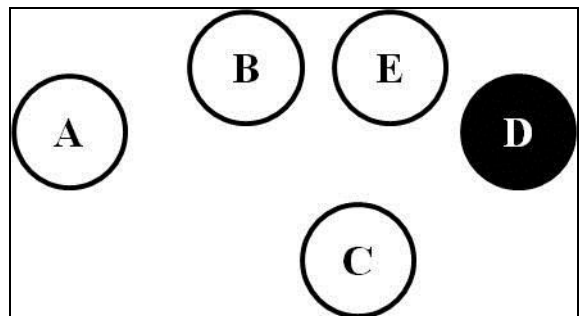


In this picture one member of the group (D) has been hit and is no longer functioning. This could be stunned, out of the fight, or obviously dead but as he is not in carry on status the link between figures is broken. There are now two groups (A, B, and C are one group while E is another) and they will activate separately.

SPLITTING UP GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at anytime during the turn when you are active or when forced to by a Reaction Test.

For activation purposes groups are defined at the *start* of the turn before activation dice are rolled. You may combine groups during the turn to form a single group. These groups can now move, shoot, etc. as one group with the restriction that no figure may exceed their allowed movement.



In the above picture E has activated and moved 4" to join the other group (A, B and C). E can now move the remainder of its movement, including a Fast Move, taking A, B, and C with him. D

CHAIN REACTION – FINAL VERSION

could be carried along by one of the figures but cannot move on his own.

LEADERS

There are two types of Leaders in *Chain Reaction 3.0*.

- *Star Leaders*. This is you and non-player Star Leaders.
- *Temporary Leaders*. These are the figures with the highest Rep in a group when it is not lead by a Star.

Example - Hawkeye is the Star of a small group of warrior/hunters/trappers. He decides to move off by himself to out flank a large bear while the group moves forward. This effectively splits the group into two. The other group consists of three hunter/trappers, one Rep 4 and two Rep 3s. The Rep 4 is the Temporary Leader of that group.

STAR LEADERS

Star Leaders have two functions in *Chain Reaction 3.0*.

- They determine when the group will activate based on *his* Rep.
- They are allowed to use Leader Die.

TEMPORARY LEADERS

Temporary Leaders have one function in *Chain Reaction 3.0*.

- They determine when the group will activate based on *his* Rep.

LEADER DIE

A Leader Die represents the ability of the Leader to lead his men, to inspire them to greater effort, and to guide them through tough situations. The Leader Die is an off color d6 that the Leader rolls in addition to his original d6. The result of the Leader d6 is used to influence the 2d6 that he rolls *plus* the 2d6 each figure in his group rolls. Here's how we do it:

- To use the Leader Die roll 1d6 and compare the result to the Rep of the Leader.
 - If the score is equal or less than the Rep of the Leader you have passed 1d6.
 - If the score is higher than the Rep of the Leader you have not passed.
- If the Leader Die is passed all the figures in the Leader's group will add one passed d6 to their own results.

- The Leader Die is rolled even if the Leader does not qualify for the Reaction Test.

Example – Billy Pink (Rep 5) is the Leader of a group of Gangers composed of himself and two Grunts, one Rep 4 and one Rep 3. They run into a group of Police and two of them come under fire. After all In Sight actions are resolved, the two Grunts that came under fire must now take the Received Fire Test (page, 14). Billy does not have to take the test as he was not fired at.

I pick up 1d6 for my Leader Die and add it to the 2d6 that I will roll for the group. I roll the d6 and compare the Leader Die to Billy's Rep. I score a 4 meaning that I have passed, based on Billy's Rep, and can now add this pass 1d6 result to however many d6 the Grunts pass.

The other two d6 came up 4 and 5. The Rep 3 passes 0d6. He adds the passed 1d6 from the Leader Die for a net of pass 1d6.

The Rep 4 Grunt passes 1d6. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.

Note that because the two Grunts passed different numbers of d6 they may behave differently.

STOP!

How many inches between figures can there be and still have group cohesion?

What's a Leader Die? How is it used? Who can use it?

Take a few minutes to answer these questions then recruit your first band. Remember that the maximum size of your band is equal to your Rep. You cannot recruit Grunts higher than your own Rep.

When you have finished move on to the next section, Rules of War.

CHAIN REACTION – FINAL VERSION

RULES OF WAR

Now let's go over the rules in *Chain Reaction 3.0* as you will be exposed to them.

TURN SEQUENCE

Chain Reaction 3.0 is played in turns with each turn divided into two phases of *activation*, one per side.

Simply put a turn starts with activation dice being rolled and ends when all eligible groups have activated and all of their actions and forced reactions have been completed.

Activation means that the active player can activate (move and other actions) his groups. Although games, called Encounters, can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors.

Example - I choose a blue d6 for the French a red one for the British.

- At the start of the turn both dice are rolled. This is called rolling for *activation*.
- If the die scores are the same (*doubles*) neither side will activate and this does not count as a turn. Simply re-roll.
- If the die scores are not *doubles* then read each die individually. The higher score determines which side will activate its groups first.

Example - The two dice are rolled and a Blue 5 and a Red 4 are rolled. The French scored higher so they can activate their groups first.

- *Only groups led by a Leader with a Rep equal to or higher than their activation die score can be activated.*
- *Groups are activated from highest to lowest Reps with ties activating in the order the player desires.*

Example: A Blue 5 and a Red 4 were rolled. The Blue d6 scored higher so Blue activates first. Blue can only activate groups that are led by a Rep 5 or higher Leader. Blue has a group with a Rep 4 Temporary Leader, it cannot activate but don't worry as you can always react.

- After the first group has completed all its actions and any reactions it may have caused have been

resolved, the active side is allowed to proceed to its next group.

- After all of one side's groups have been activated the other side can activate one group at a time based on the result of his activation die roll.

Example: A Blue 5 and a Red 4 were rolled. I have finished activating all the Blue groups I wanted to. It is now the Red sides turn. Red can only activate groups that are led by a Rep 4 or higher Leader.

- After both sides have activated all of the eligible groups that they want to and all reactions have taken place the turn is over and activation dice are rolled again signifying the start of the new turn.

This system will mean that many times lower Rep figures will not be able to move. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. *This may be different than traditional rules but is much more effective.*

Let's start with actions.

ACTIONS

When a figure is *active* it can voluntarily do one of the following actions.

- Move up to full distance and fire at *any time* during its move, after any In Sight Test (*page, 12*) has been completed. *It can always fire once when active, called active fire, whether it has fired in reaction or during the In Sight resolution.*
- Stay in place, changing the way it is facing if desired, and active fire.
- Charge into Melee (*page, 22*).
- Reload a weapon and move up to normal distance.

In addition the figure can perform this action as well.

- Exchange or pick up dropped weapons, theirs or those belonging to other characters, but cannot fire them.

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MOVEMENT

In this section we explain the rules for moving your figures.

NORMAL MOVEMENT

Normal movement is 8”.

FAST MOVEMENT

If desired a group can attempt to *Fast Move*. Remember that a group is one or more figures. Here's how we do it:

- Declare the intent of the group that wants to Fast Move.
- Roll 2d6 for the *whole group* and compare each die score individually to the Rep of each figure.
- For each d6 passed, the figure is allowed to add four inches onto its normal movement.
- If the Fast Move distance is not far enough for the player to reach cover he can drop prone at the end of his movement.

Example – A group of three figures want to Fast Move. I roll 2d6 for the group and compare the results to each figure individually. Here's how the group will move.

The Rep 5 Leader passes 2d6 and may add up to 8" to his normal movement of 8".

The Rep 4 Grunt passes 1d6 and may add up to 4" to his normal movement of 8".

The Rep 3 Grunt passes 0d6 and may add up to 0" to his normal movement of 8". He still counts as Fast Moving.

Fast Movement may be attempted regardless of how close the enemy is and at any time during the turn. If attempted after the figure has partially moved add the additional Fast Move distance or the remaining distance, whichever is greater.

Example - Billy Pink moves 6" into sight of a PEF. The PEF is resolved and is a band of five rival Gangers. Billy scores better on his In Sight and he decides to run for it. He takes the Fast Move Test and scores an additional 8" of movement which is greater than the 2" of normal move he had left. He moves 8" towards cover.

GOING PRONE

When active a character may voluntarily go prone. Here's how we do it:

- Active figures that choose to go prone can fire immediately after going prone.
- A figure forced to go prone by a reaction result cannot fire when going prone.
- To regain their feet takes 4" of movement. If wishing to Fast Move after regaining your feet you can do so but with only 1d6.

INVOLUNTARY MOVEMENT

Sometimes a figure may be forced into Involuntary Movement or Actions by the results of a Reaction Test. Let's cover each one in detail.

CARRY ON

The tester continues the fight and can act when active and react when called upon.

CHARGE

The tester and target take the Charge into Melee Test (page, 22).

COHESION TEST

One or more figures in the group have caused the *entire group* to immediately take a Cohesion Test (page, 15).

DUCK BACK

Move to the nearest cover within 6”. This can be in any direction, even forward. If no cover is available within 6” then the figure will drop prone in place, ending its turn. It may not fire until next active or if caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

FIRE

The tester must fire at the figure that caused the Reaction Test. If a figure cannot fire it will behave as directed by the Reaction Test.

RUNAWAY

The running away figure is immediately removed from the table but may suffer a Parting Shot (page, 19). Those that cannot Runaway, such as when having their backs to

CHAIN REACTION – FINAL VERSION

impassable terrain or surrounded by enemies with less than a 2" gap between them, will surrender instead.

RUSH SHOT

The figure must fire but counts the *rushing the shot* penalty.

STOP!

Grab two d6 of different colors. Grab two figures from opposing sides and place them on the table 12" from each other. One side will use one colored d6 while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which side scored the higher number? Can that figure activate? Did you roll *doubles*? If so what happens?

Take a Fast Move Test. If you rolled a 3 and a 6 how far can the figure move?

After you have done these actions it's time to move on to the next section, In Sight.

IN SIGHT

The In Sight Test is a Reaction Test that is taken differently than all the rest. First let's explain the difference between being In Sight and not being In Sight.

IN SIGHT OR NOT

Figures are *always* in sight or not.

A figure is in sight when:

- An enemy figure can trace a line of sight (*page, 17*) to that figure. This still applies even if that figure is *in cover* or *concealed* or both.

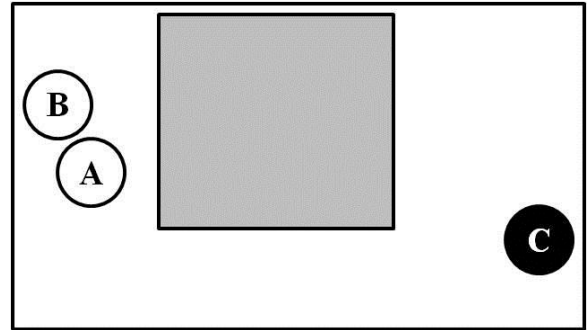
A figure is not in sight when:

- It cannot be seen because of intervening terrain. Figures in Duck Back *behind* cover also fall into this category.
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night.
- It cannot be seen due to a friendly figure in the way.

TRIGGERING AN IN SIGHT TEST

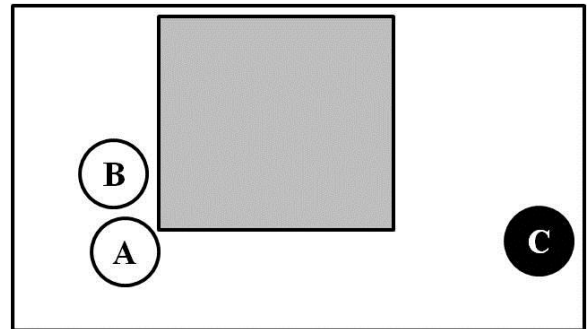
Here's how an In Sight Test is triggered:

- Whenever a figure has an opposing figure enter into its LOS, and the opposing figure was not seen previously during this activation phase, the In Sight Test has been triggered.



In the first picture the white side cannot be seen by the other side, C.

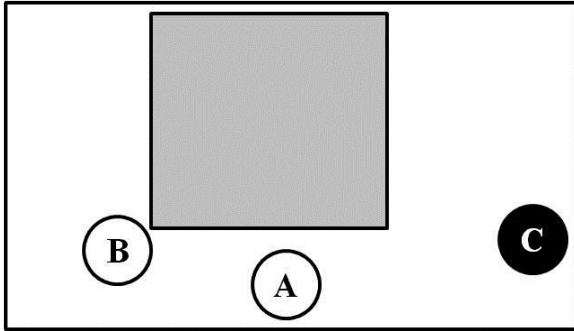
- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.



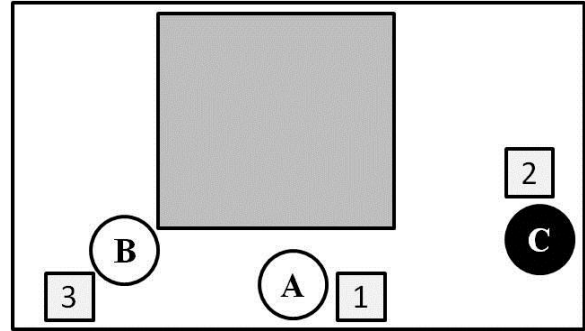
In the second picture white activates and figures A and B move forward. A comes into sight of C triggering the In Sight Test.

- Once the test is triggered the moving group is allowed to move its figures up to two additional inches. This movement could result in the figure going out of sight.

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The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches before the test is resolved. Figure A moves closer to C while B moves to the edge of the barn so B can see C; also putting B into sight of C.



In the previous picture all of the figures have rolled their d6 and counted their successes, scores of 1, 2, or 3. Each has placed a d6 next to them with the number of successes each one scored. B will act first (3 successes), then C (2 successes), and finally A (1 success).

TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inches *all figures* in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- Each figure on both sides rolls 1d6 per level of their Rep.
- Consult the In Sight Test.
- Modify the number of d6 each figure rolls by any applicable circumstances.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the figure reaches 0d6. At this time he counts as if scoring zero successes.
- All figures roll their modified d6 total looking for successes (score of 1, 2 or 3).
- Place a d6 with the number of successes scored, facing up, and next to the figure. This is for ease of play. When the figure resolves their action remove the d6.
- The highest number of successes can act first moving down to the last and lowest.

| | |
|------------|---|
| REP | IN SIGHT |
| | <i>(Looking for successes)</i> |
| | <i>A score of 1, 2, or 3 is a success</i> |

| CIRCUMSTANCE | MOD |
|--|----------------|
| Active - Character is active and moved | -1d6 |
| Concealed - Enemy is concealed or in cover | -1d6 |
| Ducking Back - Figure is Ducking Back | ⁽¹⁾ |
| Runaway - Character is Running Away | ⁽¹⁾ |

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

Once the order of In Sight actions is determined, by rolling successes, it's time to carry out the In Sight actions. Here's how we do it:

- Starting with the figure that scored the most successes consult the In Sight Resolution Table. Note that those with the same number of successes will resolve their action at the same time.
- Stars can choose to do one of the following actions.
 - Fire.
 - Charge into Melee.
 - Duck Back.
 - Finish movement.
 - Runaway.
- Grunts will roll 1d6 versus their Rep.
 - If they pass 1d6 they will act based on the Available Actions found on the In Sight Resolution Table.
 - If they pass 0d6 they will Duck Back.

CHAIN REACTION – FINAL VERSION

IN SIGHT RESOLUTION TABLE

WHEN IT'S YOUR TURN TO ACT

Stars:

- Can choose to Fire, Duck Back, Charge into Melee or Runaway.

Grunts:

- Roll 1d6 versus Rep.
- Pass 1d6- Go to Available Actions Table.
- Pass 0d6 – Duck Back.

AVAILABLE ACTIONS

If fired at and Outgunned:

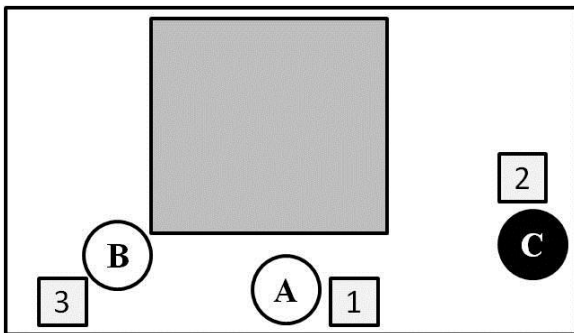
- Forfeit your action and Duck Back instead.

Those that can fire will:

- Fire.

Those that cannot fire will:

- If in Charge Reach will charge.
- If out of Charge Reach will Duck Back.



Example - In the previous picture B goes first. He is a Grunt so rolls 1d6 and passes 1d6. He looks down the Available Actions on the In Sight Resolution Table for what will apply. He is not outgunned. He can and will fire. He scores a hit and C goes down. B removes his d6 signifying that he has done his action. C has his d6 removed as he has lost his chance to act due to being hit. A now acts and as C cannot act he decides to hold his fire. A and B can now finish their movement.

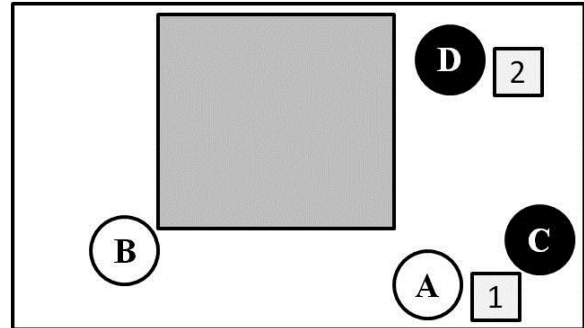
LOSS OF ACTION

If a figure cannot perform an action when it is his turn he forfeits his action.

Example - Figure B fires and hits Figure C who goes down and is Stunned. C has his d6 immediately removed and must forfeit his action.

ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight suddenly becomes involved in it. In this case the new figure takes the In Sight and will take action depending upon how many successes were scored and in order based on the remaining characters.



Example - Continuing the previous example figure A acts and moves towards C and now comes into the sight of figure D. D now joins the In Sight Test and rolls his d6. He scores 2 successes. As this is more successes than figure A he is allowed to carry out his action before figure A can. He fires and misses. Figure A now decides to fire at D as he is now afforded a target and has not fired during his In Sight.

COMPLETED IN SIGHTS

Once all figures that have taken the In Sight Test have completed or forfeited their actions, appropriate reaction Tests are taken and the Active side continues his part of the turn.

MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, figures in the moving group that triggered the test can continue their movement and active fire if they have not already done so. This movement could trigger a new In Sight Test

NEW IN SIGHTS

New figures coming into sight of an opposing group, even if from the same group that triggered the previous In Sight, will trigger a new In Sight Test.

CHAIN REACTION – FINAL VERSION

REACTION

This section covers the heart of the Two Hour Wargames system. It is called the *Reaction System*. Figures will take Reaction Tests during the game when called upon as circumstances arise. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight. Here's a list of the Reaction Tests in *Chain Reaction 3.0*:

- Received Fire (page, 14).
- Man Down (page, 14).
- Recover From Knock Down (page, 14).
- Cohesion Test (page, 14).

All of the tests are grouped together on the individual Quick Reference Sheets in the rear of the book.

EXCEPTIONS

Reaction Tests are taken when called for with the following two exceptions:

- When figures roll on the Charge into Melee Table (page, 22), they may be directed *not* to take Reaction Tests. This is the only time that Reaction Tests are not taken when usually called for.
- All Reaction Tests that are called for by any action taken during the In Sight process are not taken until after all figures have acted.

Example - Billy Pink and a Ganger come into sight and take the In Sight Test. Billy Pink scores more successes so act first. He fires at the Ganger and misses. Normally this would cause a Received Fire Test to be taken but all Reaction Tests are postponed until the In Sight is fully resolved. The Ganger, a Grunt, rolls 1d6 versus his Rep to see if it will act. It passes 0d6 and Duck Backs instead. Once he reaches cover he takes the Received Fire Test counting the worse result (page, 15).

HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.

- Reaction Tests are taken by groups.
- Determine which figures in the group must take the test or tests.
- Start with 2d6.
- Add 1d6 if the figure is in cover and taking the Received Fire or Man Down Test.
- Add the Leader Die if applicable.
- Roll the modified number of d6 versus the Rep of each figure taking the test.
- Determine how many d6 each figure passed.

- Consult the appropriate test and immediately carry out the result.

Example - A soldier, Rep 4, must take the Received Fire Test so roll 2d6 versus its Rep. He scores a 3 and 5 and passes 1d6. Looking on the Received Fire Test under pass 1d6 I see that he can fire but must take the Rushed Shot penalty.

RECEIVED FIRE

Whenever a figure receives fire it will immediately take the Received Fire Reaction Test. More than one figure firing at the *same target at the same time* will cause only one Received Fire Test to be taken.

MAN DOWN

Each time a figure sees a friendly figure within 4" get knocked down and Stunned, Out of the Fight, or Obviously Dead it will immediately take the Man Down Test.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Down from a Ranged Combat or Melee result it will immediately take this test and carry out the result.

Example - Jim Bob Joe is hit by musket fire and Knocked Down. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2. Jim Bob Joe is now Out of the Fight.

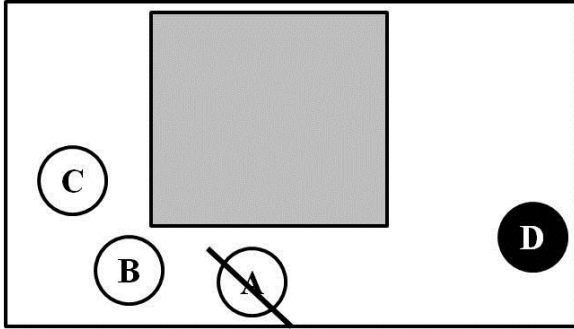
COHESION TEST

The Cohesion Test is taken differently than all of the other Reaction Tests and taken for the following reasons:

- When any figure in a group calls for it due to a Received Fire or Man Down Test result.

The Cohesion Test is taken by the whole group whether or not they were involved in the triggering Reaction Test.

CHAIN REACTION – FINAL VERSION



Example - Figure A is shot and Knocked Down, Stunned. B must take the Man Down Test and passes 0d6. This causes the whole group B and C to take the Cohesion Test. I roll another set of 2d6 and score a 5 and 3. B is Rep 3 so passes 1d6 and runs away while C is Rep 5, passes 2d6 and Carries On.

MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of d6 are rolled for the figure and the results applied to *all* the tests with the *worst* result being counted. The only exception is when a Cohesion test is called for a second set of d6 are rolled and applied.

Example - Three British soldiers fire at three Guerillas. One hit is scored. The remaining Guerillas now roll 2d6 versus their Rep and apply the results to the Man Down Test and the Received Fire Test. The Guerillas must take the worst result.

REACTION TEST RESULTS

Here are the Reaction Test results from best to worst:

- Charge.
- Carry On.
- Duck Back.
- Runaway.

STATUS AND ACTIONS

The Reaction Tests can change the status of a figure and force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

CARRY ON – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Duck Back
- Obviously Dead
- Out of the Fight

- Runaway.
- Stunned

CHARGE - If able to reach 6" from an enemy both will go to the Charging into Melee Table (*page, 22*).

COHESION TEST - The figure immediately causes the group to take the Cohesion Test (*page, 14*).

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures that Duck Back and reach cover cannot see or be seen by the cause of the test but those that drop in place prone can.

FIRE - The figure fires his weapon if able. If not it will halt in place unless directed to act differently by a Reaction Test result.

OBVIOUSLY DEAD – The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

RUNAWAY - Figure has quit the encounter and is removed from the table. Those that caused this result are allowed a *parting shot* if they are able to do so. Parting shots do not cause a Received Fire Reaction Test and always count as a Rushed Shot.

RUSH SHOT - The figure immediately fires counting the Rushed Shot penalty.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired.

STOP!

Take out two opposing figures and place them 12" apart. Both are Rep 4.

Roll activation. Who goes first? Did you roll *doubles*? If you did what happened.

Assume that the active figure has fired at the inactive figure and has missed. What Reaction Test is taken? Review the three different results for the test when passing 2d6, 1d6, and 0d6.

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

Let's see how to do Ranged Combat.

CHAIN REACTION – FINAL VERSION

RANGED WEAPONS

There are two ways to inflict damage in CR 3.0. The first way is through ranged weapons fire and the other is through melee (hand-to-hand combat). Trust me on this. Melee is considered to be a last resort.

Each weapon is classified by type and in some cases weapons have been lumped into broader categories. If you do not see your weapon listed simply use the one that is closest to it. Weapons are defined by four characteristics:

Type – By the type of weapon it is.

Range – The range listed for every weapon is its effective range or the range that the firer feels he has a reasonable chance of hitting the target.

Target Rating – The maximum number of d6 rolled when fired by the character. Each d6 has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the *spread or swath* of the weapon in inches.

Example – A submachine gun with a Target Rating of 3 may fire at up to three targets in a three-inch wide swath.

Impact – The damage a hit from the weapon may do. The greater the Impact number the weapon greater the chance of the weapon doing damage.

WEAPON TYPES

Assault Rifle (AR) – ARs have a range of 48”, Target of 3, and an Impact of 3.

BA Pistol (BAP) – Big A\$\$ pistols have a range of 12”, Target of 2, and have an Impact of 2.

Bolt Action Rifle (BA) – Rifles have a range of 48”, Target of 1, and have an Impact of 3.

Grenade (G) – Grenades have a 6” range when thrown, can engage an unlimited number of targets in a 5” blast circle, and an Impact of 2.

Grenade Launcher (GL) – The grenade launcher replaces the figures normal weapon and allows for a grenade to be fired up to 24”, can engage an unlimited number of targets in a 5” blast circle, and an Impact of 2. Grenade launchers may fire once during the turn in reaction or when active.

Machine Pistol (MP) – MPs have a range of 12”, Target of 3, and an Impact of 1.

Pistol (P) – Pistols have a range of 12”, Target of 2, and have an Impact of 1.

Rocket Launcher (RL) – If the RL has a second figure acting as a loader it may fire once during the turn in

reaction or when active. If a loader is not present then the shooter must spend one turn of activation doing nothing but loading the weapon. Rocket Launchers have a range of 48”; can engage an unlimited number of targets in a 5” blast circle, and an Impact of 5. Rocket Launchers must target a model and use the Ranged Combat Table.

Semi-Automatic Rifle (SA) – Semi – automatic rifles have a range of 48”, Target of 2, and an Impact of 3.

Shotgun (SG) – Shotguns have a range of 12”, Target of 3, and have an Impact of 2. They also use the following rule.

- When firing the shotgun the shooter is allowed to roll 6d6 instead of 3d6.
- He counts only the best three scores for damage.
- He counts all six d6 rolled for purposes of *tight ammo*.

Example – Jim Bob Joe fires at three targets. He scores a 1, 1, 2, 4, 5 and 6. He counts the 4, 5 and 6 for hitting the target. He also counts the two ones for tight ammo purposes so he is out of ammo.

Squad Automatic Weapon (SAW) – The SAW has a range of 48”, Target of 4, and an Impact of 3.

Sub-Machine Gun (SMG) – SMG has a range of 24”, Target of 3, and have an Impact of 1.

WEAPONS TABLE

| TYPE | RANGE | TARGET | RATING | IMP |
|------------------------|-------|-----------------|--------|-----|
| Assault Rifle | 48 | 3 | 3 | |
| BA Pistol | 12 | 2 | 2 | |
| Bolt Action Rifle | 48 | 1 | 3 | |
| Grenade | 6 | 5” blast circle | 2 | |
| Grenade Launcher | 24 | 5” blast circle | 2 | |
| Machine Pistol | 12 | 3 | 1 | |
| Pistol | 12 | 2 | 1 | |
| Rocket Launcher | 48 | 5” blast circle | 5 | |
| Semi-Automatic Rifle | 48 | 2 | 3 | |
| Shotgun | 12 | 3 | 2 | |
| Squad Automatic Weapon | 48 | 4 | 3 | |
| Submachine Gun | 24 | 3 | 1 | |

OUTGUNNED RANKINGS

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking or OR.

- If a figure shoots with a weapon with a higher OR than what the target has or if the target cannot shoot back then the target is *outgunned*. The target will take the Received Fire test but cannot score better than a result of Duck Back.

CHAIN REACTION – FINAL VERSION

- Note that Stars, chargers, and those retrieving wounded are never outgunned.

Example – Billy Pink has an Assault Rifle (OR 3) but is out of ammo. He is fired on by Slag who is using a semi-automatic rifle (OR 2). Billy takes the Received Fire test and passes 2d6. Although Billy has a higher OR weapon, he cannot fire because he is out of ammo, so must Duck Back instead.

Na OUTGUNNED RANKINGS

Stars, chargers, and those retrieving wounded are never outgunned.

| OUTGUNNED RANKING | WEAPON TYPE |
|-------------------|---|
| 5 | Blast circle weapons |
| 4 | Target Rating 4 weapons. |
| 3 | Target Rating 3 weapons. |
| 2 | Target Rating 2 weapons. |
| 1 | Target Rating 1 weapons. |
| 0 | Those that may not return fire or out of range. |

TIGHT AMMO

Ammo in Chain Reaction 3.0 is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo and must be reloaded. So anytime two or more “ones” are rolled when shooting the weapon it is out of ammo. It may not be fired again until one turn of activation is spent reloading it.

Figures reloading weapons may not exceed their normal move. The weapon is considered out of ammo after all d6 have been applied.

Example – Carlos fires with a SAW and rolls a 1, 1, 4 and 5. He scores two hits with the 4 and 5 but the two “ones” mean he is out of ammo.

SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in CR 3.0 to represent them.

LINE OF SIGHT

To shoot something you must first be able to see it. *Figures can only see things through their front facing.* A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by friendly figures, terrain, buildings, and sometimes weather.

- In nighttime the LOS is reduced to 12”. However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods or rough terrain is reduced to 12” in the daytime and 6” at night. If at the edge of the woods then the figure may see and be seen from outside the woods.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12” in the daytime and 6” at night.

COVER OR CONCEALMENT

In CR 3.0 figures may be protected or obscured by terrain, obstacles or other items. Here’s how to determine which is which:

- Figures that are moving in woods, buildings, etc. are considered to be in *concealed*.
- Figures that are stationary in woods, buildings, etc. are considered to be in *cover*.

RESOLVING FIRE

Fire continues between two or more figures until one is unable to return fire. This can happen for the following reasons.

- Run out of ammo by rolling two or more *ones*.
- The weapon, such as a Rocket Launcher, can only fire once per turn.
- One side has Ducked Back.
- One side has retired.
- One side has been hit by fire.

It is common for figures to fire multiple times in one turn.

CHAIN REACTION – FINAL VERSION

Example – Char (BAP) fires at Carlos and misses. Carlos (AR) takes the Received Fire test. Carlos fires back and misses as well. Char takes the Received Fire test and passes 2d6. Normally she should return fire but instead Char will Duck Back as she is outgunned.

TARGET SELECTION

A figure may fire at up to one target per point of Target Rating of the weapon. The targets must not be more than 1” from another. Here’s how we do it:

- The shooter declares who are the targets.
- Before firing the shooter declares how many shots will go onto each target. It is possible for one target to have more than one shot on it.
- Roll the dice and arrange the dice from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example – Carlos fires his SAW at Dez and Char. He declares to fire 1d6 at the first target, Dez, and the rest at Char. Carlos rolls a 3, 5, 1 and 2. The d6 are laid out from high to low (5, 3, 2, and 1). The 5 will be applied to Dez and the rest applied to Char.

SHOOTING A WEAPON

First establish a LOS between the shooter and the target figure. Then-

- Roll 1 to 4d6 depending upon the Target Rating of the weapon and add each individually to the shooter’s Reputation.
- Compare each total individually to the Ranged Combat Table. There is no need to test any modifiers prior to rolling as the modifiers are already built into the hit table.

1

RANGED COMBAT

(1d6 + Rep)

A roll of two or more “ones” means out of ammo

| # | RESULT |
|------------------|---|
| 7 or less | SHOOTER MISSED |
| 8 | SHOOTER MISSED IF <ul style="list-style-type: none"> • Moving Fast. • Rush Shot. TARGET WAS MISSED IF <ul style="list-style-type: none"> • Charging. • In Concealment. • In Cover. • Prone. • Moved Fast. • If second or higher target. OTHERWISE – HIT. |
| 9 | SHOOTER MISSED IF <ul style="list-style-type: none"> • Rush shot. TARGET WAS MISSED IF <ul style="list-style-type: none"> • In Cover. • If third or higher target. OTHERWISE – HIT. |
| 10+ | SHOOTER HITS TARGET |

- **Missed** – The target was missed but must take a Received Fire Test.
- **Rush Shot** – The target was missed as the shooter was rushing his shot.
- **Moving Fast** – The target was missed because it or the shooter Fast Moved.
- **Charging** – The target was missed because he was charging the shooter.
- **In Concealment** – The target was missed because he was in concealment.
- **In Cover** - The target was missed because he was in cover.
- **Second or higher target** - The target was missed because he was the second or higher target fired at by the same shooter.
- **Third or higher target** - The target was missed because he was the second or higher target fired at by the same shooter.
- **Prone** - The target was missed because he prone.
- **Hit** – The target was hit by fire.

Example - Billy Pink fires his BA pistol at Carlos who is in cover. Billy rolls a 3 and 6. Each die score is added individually to his Rep of 5. This results in a score of 8 which is a miss because Carlos is in cover and an 11 which is a hit.

CHAIN REACTION – FINAL VERSION

DETERMINING DAMAGE

Each time a figure is hit the shooter must roll on the Ranged Combat Damage Table. Here's how we do it:

- Roll 1d6 and compare the score to the Impact of the weapon.
- Read the result in the left hand column of the Ranged Combat Table.

1 RANGED COMBAT DAMAGE

1d6 per each hit

| SCORE | RESULT |
|------------------------------|--|
| "1" | Target Obviously Dead |
| Impact or less but not a "1" | Target is Out of the Fight. |
| Higher than Impact | Target is knocked down and immediately takes Recover From Knocked Down Test. |

Example – Billy Pink has hit Carlos with his BA pistol. Billy rolls 1d6 and scores a 3. This is higher than the Impact of 2 so Carlos is knocked down and must take the Recover From Knock Down Test. Carlos immediately takes the test, passes 2d6 and is stunned.

AUTO-KILL OR CAPTURE

If an active figure comes into physical contact with a Stunned or Out of the Fight figure he may choose to either automatically dispatch the figure or instead capture him (tie up, etc.).

Example – Billy Pink activates and runs up to the Stunned Carlos and chooses to capture him.

FIRING TWO WEAPONS AT ONCE

It is possible to use two pistols, BA pistols, machine pistols or any combination of any at the same time. This results in more firepower but at the cost of reduced accuracy. Figures doing so will count each weapon as rushing the shot when doing so.

PITIFUL SHOT

Rep 3 figures and *only* Rep 3 figures are allowed to use the pitiful shot rule. Here's how we do it:

- The Rep 3 shoots his weapon and rolls a "six".
- This gives him a total of nine.

- If he cannot hit the target he is allowed to roll 1d6.
- If he scores a 3 or less he has hit the target. Any other score is still a miss and the target must take the Received Fire Test.

Example – Char (Rep 3) fires at Reed who is in cover. She scores a 6 but still cannot score a hit. She can use the Pitiful Shot rule and rolls another 1d6 and scores a 2. Reed has been hit.

PARTING SHOT

Those that have caused a figure to Runaway are allowed to take a Rushed Shot at the target *if* the shot is called for. Parting shots do not cause a Received Fire Reaction Test and are taken at the point the shot is called for.

GRENADES

Grenades can be thrown up to 6". Here's how we do it:

- Nominate the spot the grenade is to land. You may or may not have a LOS to the spot, such as when throwing a grenade at a spot behind cover.
- Next roll 2d6 versus the thrower's Rep.
- Determine how many d6 are passed.
- Consult the Throwing a Grenade Table and immediately carry out the results.

2 THROWING A GRENADE

(Taken vs. Rep)

| #D6 PASSED | RESULT |
|------------|---|
| 2 | <i>Success!</i> The grenade lands on the nominated spot and all within the blast circle must test for damage. |
| 1 | <i>Success, maybe!</i> <ul style="list-style-type: none"> • If the thrower cannot see the nominated spot the grenade misses. The explosion however causes all targets to take a Received Fire Test. • If the thrower <i>can</i> see the nominated spot or if the grenade is being dropped over a wall, rolled into a doorway, or similar it lands on the nominated spot and all within the blast circle must test for damage. |
| 0 | <i>Oops!</i> The grenade is dropped. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage. Otherwise they must test for damage. |

CHAIN REACTION – FINAL VERSION

Example – Dez decides to toss a grenade at Carlos who is in cover. She is aiming for a spot beyond the cover that she cannot see. She rolls 2d6 versus her Rep of 4 and scores a 3 and a 6. She has passed 1d6 and misses. Carlos takes the Received Fire Test and passes 2d6 but must Duck Back as the grenade outguns his SAW. Billy now runs up to the wall and drops a grenade over it. Billy also passes 1d6 but as he is dropping it over the wall and not throwing it the grenade hits. Carlos now tests for damage.

HITTING WITH BLAST EFFECT WEAPONS

Once a grenade or rocket has landed on the nominated spot, the player will center a 5" blast circle template on it. I suggest a common CD for this. Here's what happens next:

- Any figure within the circle may be damaged.
- Those with cover between them and the spot that the grenade landed with a Defensive Value or DV (page, 26) more than 2 are not injured but must Duck Back instead.
- Roll once for each figure on the Ranged Combat Damage Table versus the grenade Impact of 2.

Example – Billy dropped the grenade behind the wall and Carlos was in the blast template. Billy rolls 1d6 and scores a 2 versus the Impact of 2 of the grenade. Looking on the Ranged Combat Damage Table we see that Carlos is Out of the Fight.

“WHO’S GOT THE GRENADE?”

This rule eliminates the need for bookkeeping where grenades are concerned. So long as grenades are available to that force, whenever a figure needs to use a grenade, it is assumed to have one. It is not necessary to keep track of where the grenades are on an individual basis. Yes, it's *fudging* but it makes the game move more quickly!

STOP!

Before going any farther take two sides of two figures each and do the following:

Place each side 12" from each other.

Give them a variety of weapons.

Roll an In Sight Test.

Resolve the In Sight Test. Remember that all figures will take the test.

Have each figure shoot at each other with each of the different weapons.

Resolve damage for each hit.

Take any Received Fire or Man Down Tests.

Roll Recover From Knock Down Tests as needed.

When you're done move on to the Melee Section, you're almost finished.

CHAIN REACTION – FINAL VERSION

MELEE

When figures come into contact via a Charge into Melee Test they can enter into melee (hand-to-hand combat). Before doing this please remember that you have a gun!

HAND-TO - HAND WEAPONS

There are four classes of melee weapons. They are:

- **Unarmed (U)** – You do not have anything to fight with except fists and feet. Unarmed characters in melee do so with a -1d6 penalty.
- **Improvised Weapons (IW or TIW)** – Improvised weapons are those that are not designed as weapons but will work in a pinch. One example would be a length of pipe. Those using an improvised weapon will not receive a bonus or penalty in melee.
- **One Hand Weapons (HW)** – Melee weapons used with one hand such as a sword. These give the user a +1d6 in melee.
- **Two Handed Weapons (THW)** – Those requiring two hands to use such as a two-handed axe. These give the user a +2d6 bonus in melee.

CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. The test is only taken if the following circumstances apply:

- The figure can be active or inactive.
- The Charge into Melee Test may be taken by individual figures as an In Sight action or by the group if active.
- The test can be taken at any time during the turn or due to a Reaction Result. Chargers can declare a charge at any time during their turn even if the target of the charge was out of LOS at the start of the charger's turn. The charging figure must have a clear LOS to the target figure at the time it charges.
- The figure must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.

Example - Four soldiers come into sight of two Guerillas. All of the figures take the In Sight Test. All fire and some cause hits and some do not. Both sides taken any required Reaction Tests after the In Sight actions are completed. The soldiers are active so declare a charge as one group at the same time.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

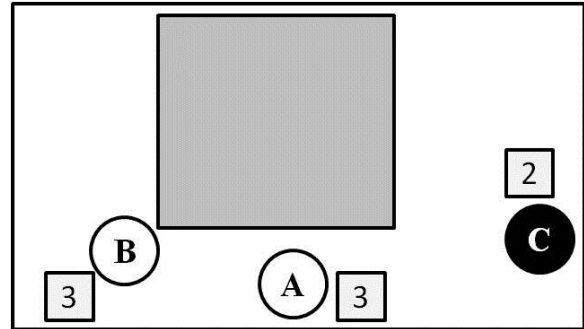
- When a figure has LOS to a target and can move to 6" from the target, even if a Fast Move is required, the charge is declared.
- If the charger takes a Fast Move and comes up short it cannot melee and forfeits any active fire.
- Move the charger to 6" from the target.
- Each figure rolls 2d6 versus their Reps. *Note that if they were charging as a group one set of dice would be rolled and applied to each figure individually.*
- If charged by more than one figure the target rolls one set of dice and applies the results against all of the figures that are charging it. The target will apply the results against each target as determined.
- All figures take the Charging into Melee Test at the same time.
- Determine how many d6 are passed for each figure.
- Consult the Charge into Melee Table.
- Go down the left hand column to the number of d6 more that were passed.
- Go across to the column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.
- If allowed to fire at more than one charging figure the weapon's Target Rating may not be exceeded.

CHAIN REACTION – FINAL VERSION

2 CHARGE INTO MELEE *(Taken versus Rep)*

CHARGE RESOLUTION TABLE

| #D6 PASSED | CHARGER | TARGET |
|-------------------------|---|--|
| 2 or more than opponent | Target Runs Away. Charger occupies the spot that the target vacated and takes Parting Shot if able. | Target fires at full Target Rating. Charger Halts in place and takes appropriate Reaction Tests. |
| 1 more than opponent | Target may fire up to one shot. Charger moves into melee. No Reaction Tests taken. | Target may fire up to full Target Rating. Charger moves into melee. No Reaction Tests taken. |
| Same number as opponent | Target may fire up to full Target Rating. Charger moves into melee. No Reaction Tests taken. | Target may fire up to full Target Rating. Charger moves into melee. No Reaction Tests taken. |

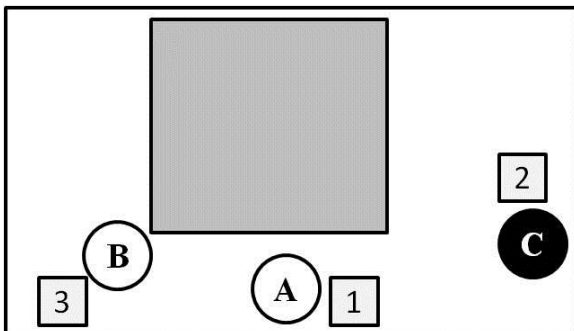


Example - In this example we see that A and B can act at the same time. They both declare a charge and each rolls their own set of d6 on the Charge into Melee Table. C does the same. In this example C passes 1d6 more than B but A passes 2d6 more than C. Looking at the table we see that C can fire at B but cannot fire at A. If A had scored a result where C could have fired at it then C could fire at both targets but could not exceed the weapon's Target Rating.

IN SIGHTS AND CHARGE INTO MELEE

Figures that are the target of a charge do not forfeit their In Sight action.

Example - Two rival Gangers activate and come into sight of Billy Pink. They all take their In Sight Tests and one Ganger goes first. He charges Billy, both sides take the Charge into Melee Test and Billy is allowed to fire. He shoots and kills the Ganger. It is now Billy's turn to take his In Sight action. Billy decides to shoot the remaining Ganger.



Example - In the previous picture the In Sights have been taken and the order of action determined. B will go first and declares a charge. He moves to 6" from C and both roll on the Charge into Melee Test versus their Reps. After the d6 are rolled the end result is C passing 1d6 more than B does. Looking on the Charge into Melee Table under the Target column and the passed 1 more than opponent row we see that the Target can fire. C fires and misses, no reaction Test is taken and B comes into contact with C. Melee now begins. Note that it is possible that A could charge when it is its turn to act. In this case a new Charge into Melee Test would be taken and C allowed to fire normally.

MELEE COMBAT

Any charger that passes the Charge into Melee Test is moved into contact with the target. Now it's time to melee.

- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable melee weapon or Circumstance.
- Each figure rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- Compare the number of successes scored by each figure.
- If both sides score the same number of successes then they are evenly matched. The figures remain in melee and when active may either break off the melee or continue the melee.
- If one figure scores more successes he rolls 1d6 and consults the Melee Damage Table (*page, 23*).

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- Regardless of the number of figures attacking one figure (up to four with two to the front and two to the rear) melees are resolved one figure versus one figure. The side with more figures decides in what order his figures will attack. Keep in mind every time the single figure scores a result of Evenly Matched, scoring the same number of successes, he had his melee d6 reduced by one!

| | |
|------------|---|
| REP | MELEE COMBAT <i>(Looking for successes)</i> |
| | <i>A score of 1, 2, or 3 is a success A score of 4, 5, or 6 is a failure.</i> |

| MELEE WEAPON | MOD |
|--|------|
| Unarmed | -1d6 |
| Improvised weapon | 0d6 |
| One Hand Melee Weapon | +1d6 |
| Two Hand Melee Weapon | +2d6 |
| CIRCUMSTANCE | MOD |
| Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee. | +1d6 |
| Prone - Attacking a prone enemy | +2d6 |

| | |
|----------|---|
| 1 | MELEE DAMAGE <i>(Read result as rolled)</i> |
|----------|---|

| SCORE | RESULT |
|--------------------------------------|--|
| Score more successes than opponent | <p>Roll 1d6 versus the number of successes scored more than opponent.</p> <p>“1”: Opponent Obviously Dead.</p> <p>Equal to successes more but not “1”: Opponent Out of the Fight.</p> <p>Score higher than more successes: Opponent knocked down and immediately takes Recover From Knock Down Test.</p> |
| Same number of successes as opponent | Evenly matched. Remain in melee and when active may either break off the melee or continue the melee. |

Example – Billy (Rep 4) is in melee with a rival Ganger (Rep 3).

Billy starts with 4d6 for Rep and adds the following modifiers: +1d6 for using a one handed melee weapon, a knife. He rolls 5d6 and scores a 1, 2, 2, 3, and 5 for four successes.

The Ganger starts with 3d6 for Rep and adds the following modifiers: +0d6 for an Improvised Weapon, a beer bottle, rolls 3d6 and scores a 1, 2, and 3 for 3 successes.

Billy scores one more success than the Ganger and consulting the Melee Results Table has knocked him down and Out of the Fight.

If he had scored the same number of successes the two would be locked into melee. If there had been a second Ganger attacking Billy the melee would be immediately resolved with Billy counting a -1d6 for being Evenly Matched.

STOP!

Before going any farther take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee.

When you're done move on to the Breaking Off Melee Section.

BREAKING OFF MELEE

Anytime a Star that is still in melee, from a result of Evenly Matched, becomes active it may choose to end the melee by moving at least 2" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation.

GRUNTS BREAKING OFF MELEE

Anytime a Grunt that is still in melee, from a result of Evenly Matched, becomes active it must test to see if it will choose to end the melee by moving 1+1d6" away from

CHAIN REACTION – FINAL VERSION

the enemy. It will do this unless blocked by terrain such as when having their back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation and ends its turn with its back towards the enemy.

Here's how it's done:

- The Grunt rolls 1d6 versus its Rep.
- If it passes 1d6 it remains in melee.
- If it passes 0d6 it breaks off the melee.

Example - Charles (Rep 4) and Gnarled Oak (Rep 5), both Grunts, are in melee having scored a result of "Evenly Matched". Gnarled Oak activates first and must check to see if he continues the melee. Gnarled Oak rolls 1d6 and scores a 6, breaking off the melee. He moves 4" away (1+1d6") away to cover.

RETRIEVING WOUNDED

Players can attempt to recover their wounded during the Encounter. Here's how to retrieve a wounded character:

- Figure moves adjacent to the wounded figure.
- Figure picks up the wounded figure and reduces current movement by 2" and may move its remaining distance.
- Figures carrying wounded can take the Fast Move Test but will only count the result of the best d6.
- Figures can fire weapons when retrieving wounded figures but will count the Rush Shot penalty.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.

AFTER THE BATTLE

After every battle, if you decide you want to keep the Grunts that you have, each Out of the Fight and Runaway must see what has become of them. Prisoners need not be checked unless desired. Here's how we do it:

- Roll 2d6 versus the Rep of the figure.
- Determine how many d6 are passed.
- Consult the After the Battle Recovery Test and carry out the results.

2

AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

| # D6 PASSED | RESULT |
|----------------|---|
| Pass 2d6 | All return at normal Rep. |
| Pass 1d6 | Out of the Fights return at normal Rep. Runaways return at -1 to Rep prior to battle. |
| Pass 0d6 | Out of the Fight OF becomes OD while those that Runaway will not return. |

Example – Char (Rep 3) went Out of the Fight and after the game I roll 2d6 to see what happened to her. I roll a 4 and 2 passing 1d6. Char comes back at a Rep of 3. Jim Bob Joe (Rep 4) ran away and after the game I roll 2d6. I roll a 5 and 3 passing 1d6. Jim Bob Joe comes back but at a Rep of 3. Remember that if your Star Cheated death he will come back at one Rep lower than when he started the Encounter!

STOP!

Place two figures in melee. Roll Activation. Did you roll *doubles*? What happened?

Determine if the active figure will Break Off the Melee. How is this done if it is a Star? If the figure is a Grunt?

Now roll twice on the After the Battle Recovery Table for a Rep 4 Runaway and a Rep 3 Out of the Fight figure.

That's it; you've finished the tabletop rules. If you've done the exercises you should have a pretty good grasp of how the rules are played. What follows will be informational. Just read it and apply it during your game.

CHAIN REACTION – FINAL VERSION

CHALLENGE

There may be times during the game when you want to do something out of the ordinary or not covered by an existing rule. Here's how we do it:

- Decide on what the *challenge* is.

Example – I want to jump from the roof of a truck to the roof of a building.

- Decide what a *success* looks like.

Example – If I am successful I will make it onto the roof uninjured.

- Decide what the *consequences* of failure will be.

Example – If I fall I will damage a leg and reduce my movement by half.

- Roll 2d6 versus the modified Rep of the challenger and determine how many d6 are passed.
- Consult the Challenge Test and immediately carry out the result.

2 CHALLENGE TEST (Taken vs. Rep)

A score of "6" is always a failure

| <i>CIRCUMSTANCE</i> | <i>MODIFIER TO REP</i> |
|-----------------------------|------------------------|
| Challenge is very easy | +1 |
| Challenge is very difficult | -1 |

| <i># D6 PASSED</i> | <i>RESULT</i> |
|--------------------|--|
| 2 | Character completes the challenge successfully. |
| 1 | Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again. |
| 0 | Character fails and suffers consequences. |

FIGHTING THE BATTLE

Now that you know all the rules it's time to set up and play your first game. First start with a flat space at least 3'x3'.

SETTING UP THE TABLE

We recommend that you set up the table as you like with the pieces you may already have. But if needed you can use the following system to generate terrain for the battlefield.

Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

PLACING TERRAIN

After you've divided the table into nine sections it's time to see what the terrain will be like. Here's how we do it:

- Start in section one.
- Roll 2d6, add the scores, and consult the Terrain Generator Table to see the type of terrain for that section.
- Do the same until all nine sections have been filled.
- The terrain piece or pieces should be big enough to cover at least 75% of the section.

CHAIN REACTION – FINAL VERSION

2 TERRAIN GENERATOR TABLE

2d6 added together

| # | TYPE OF TERRAIN |
|----------|-----------------|
| 2 | Rough |
| 3 to 6 | Clear |
| 7 or 8 | Woods |
| 9 | Clear (1) |
| 10 to 12 | Hill |

(1) There is one (1-3), two (4-5) or three (6) buildings present.

TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures. For ideas on terrain and buildings I suggest watching movies of the appropriate genre. The types of terrain are as follows:

Clear terrain: Open, empty area without any LOS obstructions.

Wooded area: Woods or jungles.

- Moving through woods is at normal speed.
- Figures moving in woods count as concealed.
- Figure stationary in woods count as in cover.
- Visibility from figure to figure with both inside woods is reduced to 12" in the daytime and 6" at night.
- Those inside and within 1" of the edge of woods *can see and be seen*. Those farther inside from the edge cannot.

Hills: Elevations in the land.

- Figures on opposite sides of the high point or crest of the hill have their LOS to each other blocked.
- Figures within 1" of the crest can see over the hill normally. Those farther back cannot.
- Movement up and down hills is at normal speed.

Rough: Areas with broken rocks, wetlands, or ruins.

- Moving through rough area is at normal speed but Fast Moving is not allowed.
- Figures moving in rough areas count as concealed.
- Figure stationary in rough areas count as in cover.
- Visibility from figure to figure with both inside rough area is reduced to 12" in the daytime and 6" at night.
- Those inside and within 1" of the edge of the rough area *can see and be seen*. Those farther inside from the edge cannot.

GAMING STREET WARFARE

Note that when playing Street Warfare you will be fighting in and through buildings. The best way to play out these battles is start with a 12" wide street with buildings on each side that runs the length of the table. Add to that, as you like.

BUILDINGS

The type of material that a building is made from determines its Defensive Value or DV. Figures inside or behind a building will be in cover when shot at. However, any building hit by a weapon with a higher Impact than the DV of the building will cause the figures inside or behind to take damage normally. Here are building DVs:

- *Grass or similar material* – Made of grass or other organic materials and have a DV of 1.
- *Typical frame structure* – Made of wood or lightweight materials providing a DV of 2.
- *Soft fieldworks* – Sandbags or similar stacked to provide cover and have a DV of 3
- *Concrete structure* – Hard structures have a DV of 4.

BUILDING AREAS

In addition to their DV, each building is also rated as having one or more *areas*. Model buildings (and real ones too!) come in many shapes and sizes. For game purposes each floor is considered a separate area.

Sometimes a building may sustain a catastrophic hit in a building area causing it to collapse. If an area that collapses has another area above it, that area will also collapse. All figures in either area will suffer an Impact 3 hit rolled on the Ranged Damage Table.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building at a reduction of 2" if through a doorway. If doing so through a window that will end their move but they can still shoot.

Example – Char can move 12" as she passed 1d6 on a Fast Move test. She moves 6" to the door, subtracts 2" for passing through the door, and continues 4" more.

MOVEMENT INSIDE BUILDINGS

Movement in buildings is at normal speed.

Movement between levels whether up or down costs half the move distance.

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Example – Jim Bob Joe starts his turn on the first floor. He becomes active and spends 4" of movement going up to the next floor.

PLAYING THE GAME

As you may or may not know all Two Hour Wargames can be played solo, same side (cooperatively) and head to head (competitively).

THE NOT SO GOOD OLD DAYS

In the *not so good old days* when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a battle, let alone a campaign.

First you had to figure out what type of battle you were going to fight. Then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on. Once you were done and all set up to play you gave it a whirl but it usually ended up as a boring game if you finished it at all.

SOLO

Now it's not only possible to play solo it's also a joy. Why? Because we've done all the work for you and with the Reaction System and using PEFs we've added the element of surprise to your solo games.

From deciding the forces involved to the scenario you play, all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. *And by doing this no two games will ever be alike.*

SAME SIDE

Play on the same side? No way. *That was until Two Hour Wargames came along.* So we've explained how THW handles solo play so now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. And

it's a great way to get new players into the game whether it's your friend, your kids, wife or girlfriend. Give it a try!

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating your battles.

But what about those times when you want to play head to head? It's real simple.

- Agree on the Encounter Type (*page, 29*) and what role each player will play.
- Decide what forces each player will use.
- Each player receives three PEFs.
- Each player notes what each PEF, numbered 1 to 3, actually are. They can be actual troops or empty decoys.
- PEFs are placed as outlined in the Encounter and PEFs are used to replace the figures of the entering force. When resolved the forces are revealed without rolling on any table.
- Follow the Special Instructions for the Encounter as written.

PEFs, Encounter Type, what the...?

No worries, just keep reading.

Now that we've explained the ways to play the game let's get started with the best part of *Chain Reaction 3.0*. Let's talk about Campaigns.

CHAIN REACTION – FINAL VERSION

CAMPAIGNS

Campaigns can be as simple or as detailed as *you* want. The choice is up to you. Feel free to use as little or as much of the following rules for your battles and campaigns. In this part you will learn how to link your Encounters together into a continuous campaign where the result of one affects the course of the next. Think of it as chapters in a book. A story, your story!

YOUR ROLE

Your role in the Campaign is as follows:

- Lead or send your band on Encounters.
- Keep the band together.
- Keep them and yourself alive.

KEEPING IT TOGETHER

Grunts will join you for a variety of reasons. If you're in the military they may be transferred to your unit. If you have a gang they may join for self-defense or for a feeling of belonging. In any case Grunts can stay or leave your band after each Encounter. Here's how we see if they do:

- After every Encounter all Grunts will take the Stay or Go Test.
- Start with 1d6 per each point of your Rep.
- Modify this total by any applicable circumstances. The modifiers may apply to one Grunt and not another when taking the test.
- Roll the modified total number of d6 and count how many successes (score of 1, 2 or 3) are scored.
- Next each member rolls 1d6 per point of Rep.
- Count how many successes (score of 1, 2 or 3) are scored by each member.
- Compare the number of successes scored by you to each member separately.
- Consult the Stay or Go Table and immediately carry out the results.

REP

STAY OR GO

(Counting successes)

| STAR CIRCUMSTANCES | MODIFIER |
|---|----------|
| If you went Out of the Fight | -1d6 |
| If one or more Grunts went OOF or OD | -1d6 |
| Grunt had his mind "poisoned" after last Encounter. | -1d6 |
| For each 3 consecutive months that the Grunt has been in the band | +1d6 |

| # OF SUCCESSSES | STAR | GRUNT |
|--|--|---|
| Score twice as many successes than the other side. | Grunt stays and does not take this test after the next Encounter. | The Grunt leaves the group. And "poisons" the minds of any other group members that have an equal or lower Rep. |
| Score more successes than the other side. | The Grunt stays. | The Grunt leaves. |
| Both sides score zero successes | If the last Encounter was a Success the Grunt stays. If a Failure the Grunt leaves. | If the last Encounter was a Success the Grunt stays. If a Failure the Grunt leaves |

TIME IN THE CAMPAIGN

Time in CR 3.0 is easy to track. Once a month you can have an Encounter (*page, 29*).

CAMPAIGN TURN SEQUENCE

Let's explain the Campaign Turn sequence that will happen every month. Here's how we do it:

- At the start of each month consult the Next Encounter Table to see what type of Encounter you will have.
- Play out the Encounter.
- Take the Stay or Go Test.

ENEMY ACTIVITY LEVEL

Not all Encounters have the same chance of running into enemies. This is determined the Enemy Activity Level or EAL. The EAL is a number representing the chance of running into enemies with the greater the number the greater the chance of it happening. Here's how we do it:

- If using the Next Encounter Table the EAL will already be generated for you.
- If not then roll 2d6.
- The higher result is the EAL.
- The EAL may never be more than 5.

Example – I need to determine the EAL of the next Encounter. I roll 2d6 and score a 2 and 4. The EAL is 4.

ENCOUNTERS

It's time to go over the Encounters found in *Chain Reaction 3.0*. They are;

- *Patrol* (*page, 29*).
- *Raid: Attack* (*page, 30*)
- *Raid: Defend* (*page, 31*).

PRESENTATION

Although they may be different from each other Encounters are always presented in the same form.

- **Encounter Name** - This tells you the type of Encounter it will be and brief description.
- **Objective** - This tells you how to be successful.
- **Forces** - This tells you the forces involved.
- **Terrain** - This outlines the terrain of the table.
- **Deployment** - This tells you where the forces and PEFs are placed.
- **Special Instructions** - This is information that is not covered in the other sections.

PATROL

The Patrol Encounter requires you to scout the tabletop and report back with information about what you have found. *This will be your first Encounter.*

OBJECTIVE

- Your objective is to scout the table.
- To be successful *you, Star, must* be stationary for *one full turn of activation* with LOS to the center of each section of the table. Once you have accomplished this you must report back by exiting the table from the edge that you entered.

FORCES

- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Generate terrain as you normally would (*page, 25*).

DEPLOYMENT

- No figures start on the table.

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- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day.
- Move your band onto sections 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally (*page, 31*).
- Resolve PEFs as needed (*page, 32*).
- Play continues until the player has scouted every section of the table, been destroyed, or chooses to leave the table.

NEXT ENCOUNTER

What happens after your first Encounter? What is next? Here's how we do it:

- After *each* Encounter consult the Next Encounter Table to see what your next Encounter will be.
- Start in the column that is labeled Last Encounter.
- Go down to the type of Encounter you just completed.
- Go across to the appropriate counter whether you were a Success or Failure.
- This tells you the next Encounter you will have and if the Enemy Activity Level will change.

| | |
|----------|-----------------------|
| X | NEXT ENCOUNTER |
|----------|-----------------------|

| LAST ENCOUNTER | SUCCESS | FAILURE |
|----------------|--------------------------------|--------------------------------|
| Patrol | Raid: Attack EAL stays same | Raid: Defend EAL goes up 1 |
| Raid: Attack | Raid: Attack EAL goes up 1 | Patrol EAL goes down 1 |
| Raid: Defend | Patrol EAL goes down 1 | Raid: Defend EAL stays same |

Example - I just had a successful Patrol Encounter. The EAL was 3. I now will have a Raid: Attack Encounter with an EAL of 3.

RAID: ATTACK

In the Raid: Attack Encounter you will be the raiding side.

OBJECTIVE

- Your objective is to enter the enemy buildings and capture prisoners or loot them.
- Once you have accomplished this you must exit the table from the edge that you entered to be successful.

FORCES

- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Generate terrain as you normally would (*page, 25*).
- Place one (1-5) or two (6) buildings in section 2 as the objective that must be raided.

DEPLOYMENT

- No figures start on the table.
- Your band will enter from the table edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day (1-5) or night (6).
- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- Generate PEFs normally (*page, 31*) but place one of the PEFs inside each building. *These do not move.*
- Resolve PEFs as needed (*page, 32*).
- When one or more player figures moves to within LOS of a building resolve the PEF that is inside.
 - The figures, if any, will be inside the building if any shots have been fired. If no shots have been fired roll 1d6 for each figure.
 - If an even number is scored the figure is inside the building and may (1-3) or may not (4-6) be looking out of a window or door facing the player figures.
 - If an odd number is scored the figure 1+1d6" outside the building and it may

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(1-3) or may not (4-6) be facing the player figures.

- When a raiding figure enters an empty building roll 1/2d6. This is the number of uninterrupted turns of activation a figure must spend inside the building to loot it.
- Play continues until the player has looted the buildings, captured prisoners, been destroyed, or chooses to leave the table.

RAID: DEFEND

In the Raid: Defend Encounter you will be the defending side.

OBJECTIVE

- Your objective is to prevent the enemy from successfully raiding your dwelling or capturing members of your band.
- To be successful you must have prevented the raiders from looting and/or capturing members of your band. If they do either or both you have failed.
- The Encounter is over when you have chased off or destroyed all enemy forces and PEFs on the table.

FORCES

- You may use as much or as little of your band as desired.
- Do not worry about gathering the enemy force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Generate terrain as you normally would (*page, 25*).
- Place one (1-5) or two (6) buildings in section 2 as the objective that must be defended.

DEPLOYMENT

- You are allowed to choose which end of the table has sections 1, 2, and 3. Once the terrain has been set place your force in sections 1, 2, or 3 or any combination of those sections if you choose to split your force.
- No enemy start on the table.

SPECIAL INSTRUCTIONS

- The Encounter takes place during the day (1-5) or night (6).
- Generate and have the PEFs enter through sections 7, 8, or 9 at random.
- Resolve PEFs as needed.
- Play continues normally until the player has driven off all enemy forces and PEFs, been destroyed, or chooses to leave the table.

PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force, its composition and location. Heck a PEF could even be just a case of nerves! PEFs are used in every Encounter.

GENERATING PEFs

Here's how PEFs are generated in the encounter.

- After the terrain has been set, forces generated, and the player side has *entered or been placed on the table* it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or PEF marker in this section of the table to represent the possible PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

PEF MOVEMENT

PEFs move just like they were actual figures. Here's how we do it:

- When the opposing side activates start with the PEF that is closest to any player group.
- Roll 2d6 versus the Enemy Activity Level (*page, 29*) of the Encounter (*page, 29*).
- Determine how many d6 are passed.
- Consult the PEF Movement Table (*page, 32*) and carry out the results. PEFs will move the full distance and do not suffer terrain penalties.

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- If the PEF must be resolved it is done prior to moving the next PEF.
- When the PEF has finished move on to the next PEF that is closest to any player group.
- Continue until all PEFs have had a chance to move.

2 PEF MOVEMENT

(Taken versus the Enemy Activity Level)

| #D6 PASSED | RESULT |
|---------------|---|
| 2 | If there are other PEFs on the table roll 1d6: <ul style="list-style-type: none"> • (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If no other PEFs are on table roll 1d6: <ul style="list-style-type: none"> • (1-2) - PEF splits into two separate PEFs. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. |
| 1 | If there are other PEFs on the table roll 1d6: <ul style="list-style-type: none"> • (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If no other PEFs on table roll 1d6: <ul style="list-style-type: none"> • (1) - PEF splits into two separate PEFs. • (2-6) - PEF moves 8" towards nearest enemy through cover at all times. |
| 0 | PEF doesn't move. |

RESOLVING PEFs

Here's how we resolve PEFs:

- The PEF is active and moves into LOS of a player group *or* an active player group moves into LOS of the PEF. In either case this will trigger PEF Resolution.
- Roll 1d6 for the appropriate EAL and consult the PEF Resolution Table.

1 PEF RESOLUTION

(Result read as rolled)

| # | EAL 1 | EAL 2 | EAL 3 | EAL 4 | EAL 5 |
|---|-------|-------|-------|-------|-------|
| 1 | X | X | X | X | X |
| 2 | X | X | X | X | B |
| 3 | X | X | A | B | B |
| 4 | X | A | B | B | B |
| 5 | A | B | B | B | C |
| 6 | B | C | C | C | C |

A – SOMETHING'S OUT THERE!

Something's out there! Increase the EAL by one level for the remainder of the game.

B – CONTACT!

You have run into enemies. Here's how we do it:

- Roll 2d6, add the scores, and consult the How Many Grunts Table. Re-place the PEF with that many figures. Place them in cover if there is any, in the open if not. Both sides immediately take the In Sight Test.

C – HERE THEY COME!

You have run into enemies, lots of them. Here's how we do it:

- Roll 2d6, add the scores, and consult the How Many Grunts Table. Re-place the PEF with that many figures. Place them in cover if there is any, in the open if not. Both sides immediately take the In Sight Test.
- Now do it again but be sure this group is 6" to the left (1-3) or right (4-6) of the first group.
- The opposing side will have one NP Star Leader. This Leader will be in the group when you roll your first C result. If you have not rolled a C result he will be in the last PEF that you resolve.

X – NOTHING BUT NERVES!

There's nothing out there, no worries mate.

CHAIN REACTION – FINAL VERSION

2 HOW MANY GRUNTS *(Add the scores together)*

| # | NUMBER OF ENEMY |
|----|---|
| 2 | 1/2 as many as the party with a minimum of 1. |
| 3 | As many as the party less 2 with a minimum of 1. |
| 4 | As many as the party less 2 with a minimum of 1. |
| 5 | As many as the party less 1. |
| 6 | As many as the party. |
| 7 | As many as the party. |
| 8 | As many as the party. |
| 9 | As many as the party plus 1. |
| 10 | As many as the party plus 2 more. |
| 11 | As many as the party plus 2 more. |
| 12 | 1/2 as many more than the party with a minimum of 2 more. |

HOW THE ENEMY MOVES

When PEFs are first deployed they will move according to the PEF Movement Table (page, 32) starting with the closest PEF or group of enemy figures and continuing in order.

When PEFs are resolved and figures placed on the table these non-player figures use the NP Movement Table when they activate. If playing against another person this table is not used. Here's how we do it:

- Start with 2d6.
- Modify the number of d6 by any applicable circumstances.
- Roll the modified number of d6 versus the Rep of the group's Leader.
- Determine how many d6 were passed.
- Consult the NP Movement Table and immediately carry out the results. Note that this may require an additional 1d6 roll.

2 NP FORCE MOVEMENT TABLE *(Taken versus Rep of the Leader)*

| CIRCUMSTANCE | MODIFIER |
|---|----------|
| The group is in cover | +1d6 |
| If the NP group has twice as many figures than the closest player group | +1d6 |

| # D6 PASSED | IF NP OUTNUMBERS PLAYER 2+ TO 1 | OTHERWISE |
|-------------|---|---|
| 2 | Split into two groups of equal size. One group will move to position, preferably in cover, to fire at closest player group. The second group will encircle to the left (1-3) or right (4-6) flank staying in cover if possible. | Move to cover that allows NP to fire at closest player group. |
| 1 | Move to cover that allows NP to fire at closest player group. | Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover. |
| 0 | Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover. | Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover. |

Example – Activation dice are rolled and the enemy activates first with a score of 4. This means that only enemy groups with a Rep 4 or higher Leader can activate. I start from high to low and the Rep 5 group goes first. I roll a 3 and a 5, passing 2d6. As the group outnumbers me it breaks into two smaller groups. One group remains in place and fires while the other group works its way along my flank.

EPILOGUE

That's it. Hope you enjoy the rules. If you are interested in vehicles, campaigns, character advancement, scenarios, air power, artillery, tons of army lists and more detail about a specific period then check out the THW website.

But if you're happy with what you have right here in your hands then that's good too. After all, it really is about playing the game. Take care,

Ed 2/2012

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2 PEF MOVEMENT *(Taken versus the Enemy Activity Level)*

| #D6 PASSED | RESULT |
|------------|---|
| 2 | If there are other PEFs on the table roll 1d6: <ul style="list-style-type: none"> • (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If no other PEFs are on table roll 1d6: <ul style="list-style-type: none"> • (1-2) - PEF splits into two separate PEFs. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. |
| 1 | If there are other PEFs on the table roll 1d6: <ul style="list-style-type: none"> • (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If no other PEFs on table roll 1d6: <ul style="list-style-type: none"> • (1) - PEF splits into two separate PEFs. • (2-6) - PEF moves 8" towards nearest enemy through cover at all times. |
| 0 | PEF doesn't move. |

1 PEF RESOLUTION *(Result read as rolled)*

| # | EAL 1 | EAL 2 | EAL 3 | EAL 4 | EAL 5 |
|---|-------|-------|-------|-------|-------|
| 1 | X | X | X | X | X |
| 2 | X | X | X | X | B |
| 3 | X | X | A | B | B |
| 4 | X | A | B | B | B |
| 5 | A | B | B | B | C |
| 6 | B | C | C | C | C |

A – SOMETHING’S OUT THERE!

Something’s out there! Increase the EAL by one level for the remainder of the game.

B – CONTACT!

You have run into enemies. Here’s how we do it:

- Roll 2d6, add the scores, and consult the How Many Grunts Table. Re-place the PEF with that many figures. Place them in cover if there is any,

in the open if not. Both sides immediately take the In Sight Test.

C – HERE THEY COME!

You have run into enemies, lots of them. Here’s how we do it:

- Roll 2d6, add the scores, and consult the How Many Grunts Table. Re-place the PEF with that many figures. Place them in cover if there is any, in the open if not. Both sides immediately take the In Sight Test.
- Now do it again but be sure this group is 6” to the left (1-3) or right (4-6) of the first group.

X – NOTHING BUT NERVES!

There’s nothing out there, no worries mate.

2 HOW MANY GRUNTS *(Add the scores together)*

| # | NUMBER OF ENEMY |
|----|---|
| 2 | 1/2 as many as the party with a minimum of 1. |
| 3 | As many as the party less 2 with a minimum of 1. |
| 4 | As many as the party less 2 with a minimum of 1. |
| 5 | As many as the party less 1. |
| 6 | As many as the party. |
| 7 | As many as the party. |
| 8 | As many as the party. |
| 9 | As many as the party plus 1. |
| 10 | As many as the party plus 2 more. |
| 11 | As many as the party plus 2 more. |
| 12 | 1/2 as many more than the party with a minimum of 2 more. |



CHAIN REACTION – FINAL VERSION

| | |
|------------|--|
| REP | IN SIGHT <i>(Looking for successes)</i> <i>A score of 1, 2, or 3 is a success</i> |
|------------|--|

| <i>CIRCUMSTANCE</i> | <i>MOD</i> |
|--|------------|
| Active - Character is active and moved | -1d6 |
| Concealed - Enemy is concealed or in cover | -1d6 |
| Ducking Back - Figure is Ducking Back | (1) |
| Runaway - Character is Running Away | (1) |

(1) Ducking Back or Running Away figure cannot fire and will complete its reaction instead.

IN SIGHT RESOLUTION TABLE

| <i>WHEN IT'S YOUR TURN TO ACT</i> |
|---|
| <p>Stars:</p> <ul style="list-style-type: none"> Can choose to Fire, Duck Back, Charge into Melee or Runaway. <p>Grunts:</p> <ul style="list-style-type: none"> Roll 1d6 versus Rep. Pass 1d6- Go to Available Actions Table. Pass 0d6 – Duck Back. |
| <i>AVAILABLE ACTIONS</i> |
| <p>If fired at and Outgunned:</p> <ul style="list-style-type: none"> Forfeit your action and Duck Back instead. <p>Those that can fire will:</p> <ul style="list-style-type: none"> Fire. <p>Those that cannot fire will:</p> <ul style="list-style-type: none"> If in Charge Reach will charge. If out of Charge Reach will Duck Back. |

| | |
|-----------|--|
| Na | OUTGUNNED RANKINGS <i>Stars, chargers, and those retrieving wounded are never outgunned.</i> |
|-----------|--|

| <i>OUTGUNNED RANKING</i> | <i>WEAPON TYPE</i> |
|--------------------------|---|
| 5 | Blast circle weapons |
| 4 | Target Rating 4 weapons. |
| 3 | Target Rating 3 weapons. |
| 2 | Target Rating 2 weapons. |
| 1 | Target Rating 1 weapons. |
| 0 | Those that may not return fire or out of range. |

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WEAPONS TABLE

| <i>TYPE</i> | <i>RANGE</i> | <i>TARGET RATING</i> | <i>IMP</i> |
|------------------------|--------------|----------------------|------------|
| Assault Rifle | 48 | 3 | 3 |
| BA Pistol | 12 | 2 | 2 |
| Bolt Action Rifle | 48 | 1 | 3 |
| Grenade | 6 | 5" blast circle | 2 |
| Grenade Launcher | 24 | 5" blast circle | 2 |
| Machine Pistol | 12 | 3 | 1 |
| Pistol | 12 | 2 | 1 |
| Rocket Launcher | 48 | 5" blast circle | 5 |
| Semi-Automatic Rifle | 48 | 2 | 3 |
| Shotgun | 12 | 3 | 2 |
| Squad Automatic Weapon | 48 | 4 | 3 |
| Submachine Gun | 24 | 3 | 1 |

| | |
|----------|---|
| 1 | RANGED COMBAT <i>(1d6 + Rep)</i> <i>A roll of two or more "ones" means out of ammo</i> |
|----------|---|

| <i>#</i> | <i>RESULT</i> |
|------------------|--|
| <i>7 or less</i> | SHOOTER MISSED |
| 8 | <p>SHOOTER MISSED IF</p> <ul style="list-style-type: none"> Moving Fast. Rush Shot. <p>TARGET WAS MISSED IF</p> <ul style="list-style-type: none"> Charging. In Concealment. In Cover. Prone. Moved Fast. If second or higher target. <p>OTHERWISE – HIT.</p> |
| 9 | <p>SHOOTER MISSED IF</p> <ul style="list-style-type: none"> Rush shot. <p>TARGET WAS MISSED IF</p> <ul style="list-style-type: none"> In Cover. If third or higher target. <p>OTHERWISE –HIT.</p> |
| 10+ | SHOOTER HITS TARGET |

| | |
|----------|--|
| 1 | RANGED COMBAT DAMAGE <i>1d6 per each hit</i> |
|----------|--|

| <i>SCORE</i> | <i>RESULT</i> |
|------------------------------|--|
| "1" | Target Obviously Dead |
| Impact or less but not a "1" | Target is Out of the Fight. |
| Higher than Impact | Target is knocked down and immediately takes Recover From Knocked Down Test. |

CHAIN REACTION – FINAL VERSION

CHARGE INTO MELEE

2 CHARGE INTO MELEE
(Taken versus Rep)

CHARGE RESOLUTION TABLE

| #D6 PASSED | CHARGER | TARGET |
|-------------------------|---|--|
| 2 or more than opponent | Target Runs Away. Charger occupies the spot that the target vacated and takes Parting Shot if able. | Target fires at full Target Rating. Charger Halts in place and takes appropriate Reaction Tests. |
| 1 more than opponent | Target may fire up to one shot. Charger moves into melee. No Reaction Tests taken. | Target may fire up to full Target Rating. Charger moves into melee. No Reaction Tests taken. |
| Same number as opponent | Target may fire up to full Target Rating. Charger moves into melee. No Reaction Tests taken. | Target may fire up to full Target Rating. Charger moves into melee. No Reaction Tests taken. |

REP MELEE COMBAT
(Looking for successes)

A score of 1, 2, or 3 is a success
A score of 4, 5, or 6 is a failure.

| MELEE WEAPON | MOD |
|--|------|
| Unarmed | -1d6 |
| Improvised weapon | 0d6 |
| One Hand Melee Weapon | +1d6 |
| Two Hand Melee Weapon | +2d6 |
| CIRCUMSTANCE | MOD |
| Evenly Matched - Attacking an enemy that scored a result of evenly matched this turn during a melee. | +1d6 |
| Prone - Attacking a prone enemy | +2d6 |

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1 MELEE DAMAGE
(Read result as rolled)

| SCORE | RESULT |
|--------------------------------------|---|
| Score more successes than opponent | Roll 1d6 versus the number of successes scored more than opponent. "1": Opponent Obviously Dead. Equal to successes more but not "1": Opponent Out of the Fight. Score higher than more successes: Opponent knocked down and immediately takes Recover From Knock Down Test. |
| Same number of successes as opponent | Evenly matched. Remain in melee and when active may either break off the melee or continue the melee. |

CHALLENGE TEST

2 CHALLENGE TEST
(Taken vs. Rep)

A score of "6" is always a failure

| CIRCUMSTANCE | MODIFIER TO REP |
|-----------------------------|-----------------|
| Challenge is very easy | +1 |
| Challenge is very difficult | -1 |

| #D6 PASSED | RESULT |
|------------|--|
| 2 | Character completes the challenge successfully. |
| 1 | Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may not try again. |
| 0 | Character fails and suffers consequences. |

2 AFTER THE BATTLE RECOVERY
(Taken vs. Rep)

| #D6 PASSED | RESULT |
|------------|---|
| Pass 2d6 | All return at normal Rep. |
| Pass 1d6 | Out of the Fights return at normal Rep. Runaways return at -1 to Rep prior to battle. |
| Pass 0d6 | Out of the Fight OF becomes OD while those that Runaway will not return. |

CHAIN REACTION – FINAL VERSION

2 REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

| REASON | PASS 2D6 | PASS 1D6 | PASS 0D6 |
|--|--|--|---|
| RECEIVED FIRE * (LDR) +1d6 if in cover | <i>Outgunned</i> – Duck Back. <i>If in range and able to fire</i> - Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back. | <i>Outgunned</i> – Duck Back. <i>If in range and able to fire</i> – Rush Shot. <i>If out of range or unloaded</i> - Duck Back. | <i>Outgunned</i> – Duck Back. <i>All</i> - Take Cohesion Test. |
| MAN DOWN * (LDR) +1d6 if in cover | <i>All</i> - Carry On. | <i>If no others carrying on within 4"</i> - Duck Back. <i>Otherwise</i> - Carry On. | <i>All</i> - Take Cohesion Test. |
| COHESION TEST (LDR) * Taken by group | <i>All</i> - Carry On. | <i>If more friends Stunned, Out of the Fight or Obviously Dead</i> - Runaway. <i>Otherwise</i> - Carry On. | <i>All</i> - Runaway. |
| RECOVER FROM KNOCK DOWN | <i>Stunned</i> - Figure may not act or react until having spent one full turn of activation doing nothing. | <i>All</i> - Out of the Fight. | <i>All</i> - Obviously Dead. |

2 NP FORCE MOVEMENT TABLE

(Taken versus Rep of the Leader)

| CIRCUMSTANCE | MODIFIER |
|---|----------|
| The group is in cover | +1d6 |
| If the NP group has twice as many figures than the closest player group | +1d6 |

| # D6 PASSED | IF NP OUTNUMBERS PLAYER 2+ TO 1 | OTHERWISE |
|-------------|--|---|
| 2 | Split into two groups of equal size. One group will move to position, preferably in cover, to fire at closest player group. The second group will encircle to the left (1-3) or right (4-6) flank staying in cover if possible. | Move to cover that allows NP to fire at closest player group. |
| 1 | Move to cover that allows NP to fire at closest player group. | Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover. |
| 0 | Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover. | Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover. |

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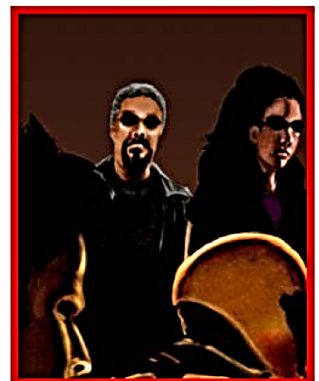
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