THE REACTION SYSTEM – HOW TO PLAY THW GAMES

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INTRODUCTION

What you have is a quick and easy step by step explanation of how to play *Chain Reaction 2015*, our free set of rules. As we use similar basic mechanics in all our rules, this is a great way to learn all of our games.

This does not replace reading the rules and doing the Stop boxes found inside.

WORD OF ADVICE

Check out the THW Forum link below for answers to questions and free downloads.

http://site.twohourwargames.com/forum/index.php

You can expect a response within 24 hours.

Now let's get started!

DICE

We use six-sided dice (d6).

PASS DICE

Score equal or less than Rep. Used in Reaction Tests.

SUCCESS

A score of 1, 2, or 3. Used in Melee and other tests.

1/2D6

1 or 2 = 1   3 or 4 = 2   5 or 6 = 3

TABLES

All the tables you need are in the back of the rules book. After a few games you won't be referring to them very often.

STARS & GRUNTS

Your personal figure is a Star, all other figures are Grunts.

STAR POWER

Start with 1d6 Star Power per point of your Rep (5d6). When take damage roll them. 1, 2, 3 = Reduce the damage by one level. 4, or 5 = Damage stays. 6 = Damage stays and you lose the d6 for the rest of the game.

LARGER THAN LIFE

Stars can use Larger Than Life when suffer Obviously Dead result from a Grunt with a lower Rep. Turns into Out of the Fight.

CHEATING DEATH

Stars can use Cheating Death when suffer Obviously Dead result from a Grunt with equal or higher Rep. Takes the Star out of the game and drops its Rep by 1 point.

FREE WILL

Stars can choose to pass 2, 1, or 0d6 on the Received Fire and Man Down Test.

REPUTATION – REP

Number from 3 to 5 with the higher the number being better. Rep is used to shoot, melee, check Reaction and more.

WEAPONS

Ranged weapons are used to shoot, melee weapons are used in melee – hand to hand combat.

YOUR BAND

Your band of Grunts can be as large as your current Rep, including yourself. Rep goes down, a Grunt leaves, Rep goes up, and a Grunt can join.

GROUPS

During the game a group is all figures within 4" and Line of Sight of another group member that is not Out of the Fight or Obviously Dead.
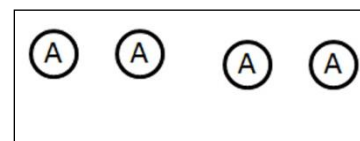
In this picture we see a four figure group. All of the figures are within 4" of another figure and LOS.
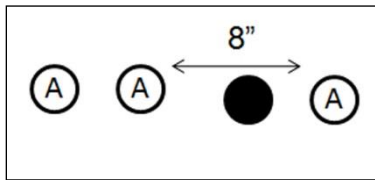
In this picture one member of the group has been hit and is out of the fight or obviously dead. The link between figures is now broken. There are now two groups that will activate separately.

LEADERS

Leaders lead their group. Stars have Leader Die – roll versus Rep and added to the number of d6 passed by each figure in the group.

Groups activate on the Rep of the Leader. If no Star, then activate off of the figure with highest Rep in the group.

TURN SEQUENCE

- Both sides roll 1d6. High score activates first.
- Groups with Leader with Rep equal or higher than d6 score can act.
- After all act and all reactions they cause are completed, other side activates using their d6 score.

ACTIONS

When active all members of the group can do of the following:

- Move normal or fast move.
- Charge into Melee.

Can also do:

- Pick up a dropped weapon or reload one.

FIRING

As long as you have a loaded weapon you can fire once when active and as many times as called upon in reaction.

MOVEMENT

Normal move is 8" unless specified differently.

Fast Move roll 2d6 versus Rep, adding 4" for each d6 passed.

PRONE

May go prone when want to or if forced. Takes half turn to regain feet and must be active

INVOLUNTARY MOVEMENT

These are actions and movement that can be required by a Reaction Test.

DUCK BACK

Move to cover within 6" or drop prone if none available. If in cover cannot see or be seen by the cause of the test.

LEAVE BATTLEFIELD OR TABLETOP

Game over; remove the figure from the table.

OUTGUNNED

Must Duck Back if fired at by weapon with greater Target (d6).

RETURN FIRE

Must fire at the figure that fired at you.

RUSH SHOT

Penalty on the Ranged Combat Table (7.9.10).

REACTION SYSTEM

Stars can choose most reactions but Grunts must roll 2d6 versus Rep.

IN SIGHT

In Sight is taken when a group that is out of sight moves into sight of the enemy. Taken by Leader of group only and only if he can see. If not, then use highest Rep that can see.

IN SIGHT

In Sight is when a figure can see another figure.

OUT OF SIGHT

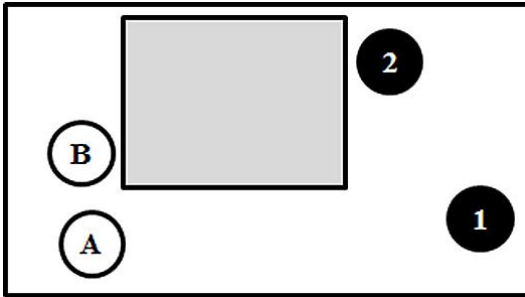Out of sight is when there is intervening terrain, weather, time of day, or intervening figure between the two figures.
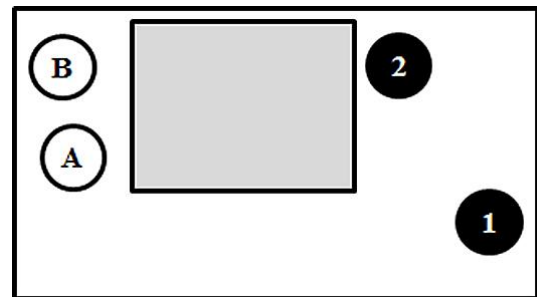
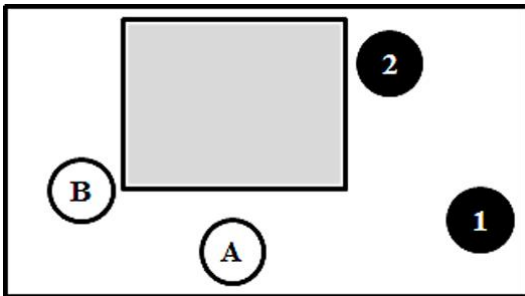*In this picture the white side cannot be seen by "1" or "2".*

THE REACTION SYSTEM – HOW TO PLAY THW GAMES

TRIGGER IN SIGHT

In Sight is triggered when a figure in a group comes into sight. The group can move 2" more, even back out of sight, before the test is taken.

In the second picture white activates and figures "A" and "B" move forward. "A" comes into sight of "1" triggering the In Sight Test.

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 "1" while "B" moves to the edge of the house so "B" can see "1"; also putting "B" into sight of "1".

TAKING THE IN SIGHT

Leaders will roll 1d6 per point of Rep 1, looking for successes – score or 1, 2, or 3. If enemy is concealed -1d6. Moving group wins In Sight only if they score more successes than the stationary group.

RESOLVING IN SIGHT

Each figure in the group that wins will, in order:

- Fire.
- If cannot and within 6" Charge into Melee.
- If cannot do either will Duck Back if in enemy range.
- Otherwise Carry On.

COMPLETED IN SIGHT

After all figures have acted, the other group will take appropriate Reaction Test and turn continues.

REACTION TESTS

There are two tests:

- Received Fire – taken when fired at and not hit.
- Man Down – taken when see a friend go Out of the Fight or Obviously Dead.

TAKING THE TEST

Decide which test is taken, can be both – roll 2d6 for figures in group taking test(s) versus individual Rep. Modify as per Reaction Tests Table (7.7). Carry out results, taking the worse result if taking both tests at same time.
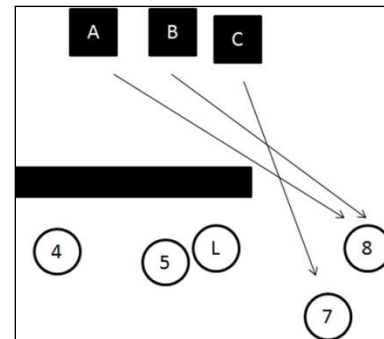
In the picture above we see the white group come into sight of three enemy figures. After the white group has moved 2 additional inches, only 7 and 8 are involved in the In Sight Test. After taking an In Sight Test, figures "A", "B" and "C" fire at "7" and "8". Note that the white Leader was not involved in the test and the higher Rep between 7 and 8 was used instead.

Both 7 and 8 are missed and they take a Received Fire Test for being fired on. 2d6 are rolled and a 5 and a 3 are scored – passing ad6 as they are Rep 4. As the Leader is within 4" and part of the group that was fired on he is allowed to roll one Leader Die. He rolls a 4 and passes 1d6. "7" and "8" have now passed 2d6 and return fire.

STATUS AND ACTIONS

A Reaction Test can change the status of your figure.

CARRY ON

You can act as desired and react when called on.

-1 TO REP

Rep reduced by 1 point until all melees are over, then returns to normal.

DUCK BACK

Move to cover within 6" or drop prone if none available. If in cover cannot see or be seen by the cause of the test.

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LEAVE BATTLEFIELD OR TABLETOP

Game over; remove the figure from the table.

OBVIOUSLY DEAD

Game over; figure is dead.

OUT OF THE FIGHT

Can't act or react due to wounds. Needs to be recovered by friends.

OUTGUNNED

Must Duck Back if fired at by weapon with greater Target (d6).

RETURN FIRE

Must fire at the figure that fired at you.

RUSH SHOT

Penalty on the Ranged Combat Table (7.9.10).

RANGED WEAPONS

Three things define a weapon:

- Type – What it is.
- Range – How far it can shoot.
- Target – How many d6 you can roll when shooting.

If shot at by a weapon with higerh Target than the one you have then you're outgunned – forced to Duck Back. Stars are never outgunned.

TIGHT AMMO

Roll 2 or more ones when shooting and you're out of ammo. Takes one turn of activation to reload.

LINE OF SIGHT

You must be able to see the target to shoot the target. Targets within 1"to edge of woods can be seen.

COVER OR CONCEALMENT

If you are *stationary* in the woods, behind a wall or similar thing that can stop a bullet, you are in cover. If you're *moving* through the woods you're concealed and not in cover.

RESOLVING FIRE

Fire continues between figures until one cannot – Duck Back, hit by fire, out of ammo, outgunned, or left battlefield.

ARC OF FIRE

Each weapon has an arc of fire equal to 1" for each point of Target.
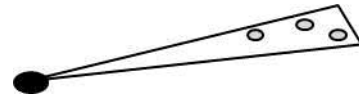
In this picture the shooter of the SMG has a 3" arc of fire, defined by the Target of 3. He is allowed to shoot up to 3 targets, one per inch of arc if desired.

TARGETING FIGURES

All figures must be targeted once before it can be targeted a second time. Figures reacting must fire at figures that shot at them. Active fire and winners of In Sight can choose who to fire at.

APPLYING TARGET DICE

Up to maximum number of targets with dice rolled applied from highest to lowest – highest on the first target.

SHOOTING A WEAPON

Add each die individually to Rep of the shooter. 7 or less is a miss, 10 or higher is a hit. Use Ranged Combat Table (7.9.10) when rolling an 8 or 9.

DAMAGE FROM SHOOTING

Roll 1d6 per hit versus target's Rep. Rolla 6 = Dead. Roll Rep or higher but not a 6 = Out of the Fight. Roll lower than Rep = Duck Back – no Received Fire Test taken.

FIRING TWO WEAPONS AT ONCE

Count as Rush Shot and +1 to highest Target for Outgunning.

PITIFUL SHOT

If Rep 3 and roll a 6 yet can't score a hit, roll 1d6 again. If score 1, 2, or 3 then count as a hit.

GRENADES

Military, Guerilla and Militia can use grenades.

READY THE GRENADE

1d6 versus Rep. Pass 1d6 ready to throw. Pass 0d6 – Toss when next active or in reaction.

DISABLING GRENADE

Can do it when active.

THROWING GRENADE

Use Throwing a Grenade Table (7.10.3). 2d6 versus Rep – pass 2d6 hit using 5" blast template, pass 0d6 drop it using 5" blast template, pass 1d6 – could hit or miss, check the table.

MELEE

Melee occurs when figures come into contact.

MELEE WEAPONS

Those used with 1 hand count a +1d6 in melee while those used with 2 hands count a +2d6. Rifles without bayonets and shotguns count a +1d6. Rifles with bayonets count +2d6.

CHARGE INTO MELEE

All parties take the Charge into Melee Test.

- Must be active to charge and able to reach a spot 6" or closer to the target.
- All figures involved roll 2d6 versus Rep but can be modified by Circumstances on Charge into Melee Table (7.11.2).
- Determine how many d6 are passed and carry out the results.
- One guy charged by two or more rolls one set of d6 and applies result to all chargers. If can shoot, cannot exceed Target of weapon.

MELEE COMBAT

Each figure starts with 1d6 per point of Rep. +1d6 or +2d6 for melee weapon. +1d6 if opponent is prone.

Roll looking for successes – score of 1, 2, or 3. Higher total wins. Ties re-roll.

MELEE DAMAGE

Roll 1d6 and add the difference in successes scored. Use Melee Damage Table (7.11.2) and compare total to Rep of the loser. -1 Rep means reduce Rep by 1 and continue melee.

RETRIEVING WOUNDED

Wounded figures can be picked up. Ducking Back Grunts roll 1d6 – pass 1d6 and pick up wounded. Costs 2" to pick up wounded and can move up to 6" more.

AFTER THE BATTLE

Roll 2d6 versus Rep of Out of the Fight and Left the Battlefield figures. Use After the Battle Recovery. Pass 2d6 okay, pass 1d6 Out of Fight return, left Battlefield are gone, pass 0d6 – gone.

CHALLENGE

Use when not covered by rules. Players decide what a success is and what a failure is. Difficulty decided by players as well.

Roll 2d6 vs. Rep modified by Challenge Table (7.14). Pass 2d6 – successful. Pass 0d6 fail and suffer consequences. Pass 1d6 can retry (must pass 2d6) or not try.

BUILDINGS

Buildings are roughly 6"x6" areas. They can have additional floors – 1 turn of activation to go up or down. Count a 2" penalty to enter and exit through door; 4" though window.

Moving in buildings is concealment, stationary is cover.

TERRAIN

Divide table into 9 sections, 3x3, numbered as follows. Players always enter or start in sections 7, 8 or 9. PEFs always in 1, 2, 3, 4, 5 or 6.

1	2	3
4	5	6
7	8	9

TERRAIN GENERATOR

Use the Terrain generator or set up terrain as desired.

TERRAIN & SCENERY

Clear – No cover or concealment.

Hill – Blocks LOS unless within 1" of crest (counts cover).

Impassable – Can't move into.

Buildings – Can have up to 3+1/2d6 per section.

Woods – Move at half-speed. Visibility down to 12" in daytime, 6" at night. Those within 1" of edge can see out and be seen.

TYPES OF BUILDINGS

Building Type Table (9.5) tells you how many areas and floors for a building.

PEFS

PEF equals Possible Enemy Force. 3 placed after player enters table. 1d6 result tells you section to set it up in, can have more than 1 in the same section. Set up out of sight of player forces. If cannot, place in center of section.

PEFS AND BUILDINGS

Entering a building or floor for first time generates a PEF.

PEF MOVEMENT

Use PEF Movement Table (11.2). Roll 2d6 for each PEF versus Rep of 4. Pass 2d6 – moves 8" towards player. Pass 1d6 – moves 4" towards player. Pass 0d6 – stay in place. PEFs always try to stay in cover when possible. Do not suffer terrain penalties.

RESOLVING PEF

Use PEF resolution Table (11.3). Roll 2d6 versus Rep of 4. Pass 2d6 – Contact, roll 1d6 for how many. Pass 1d6 – No contact, but use 3d6 next time resolving PEF. Pass 0d6 – If last PEF and nothing found, then counts 2d6, otherwise nothing.

HOW THE ENEMY MOVES

Roll 2d6 versus Rep of each NPC group. View NP Force Movement Table (11.4) for details.

AFTERWARDS

After each Encounter you must:

NEW GRUNTS

If your group is less than your Rep plus you, roll 2d6 versus Rep for replacements. Pass 2d6 – Grunts to bring you up to full strength. Pass 1d6 – One Grunt. Pass 0d6 – No Grunts. If you Rep goes down, remove Grunts at random. Check New Recruits Table (13.1).

INCREASING REP

If successful roll 1d6. If score a 6 or higher than current Rep, increase Rep by 1 point.

DECREASING REP

If unsuccessful roll 1d6. If score a 1, decrease Rep by 1 point.